Usenet Newsgroup Archive: comp.sys.atari.st

1987 - 1988

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Date span: 1987-11-04 through 1988-12-31

Source text: comp.sys.atari.st.txt

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Messages included in this PDF: 6,374

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. (none)

Newsgroup: comp.sys.atari.st
Date: 1987-11-04 15:23:00 UTC
From: IHLS400@INDYCMS
Message-ID: <8711041539.AA23377@ucbvax.Berkeley.EDU>
Source record: 256201

I'm running 3.1c of STadel (soon to be 3.1d) and it has yet to fail me either. Every so often a little bug pops up, but they're usually the kinds of things that Joe User would never find, and I have yet to find one that is lethal. If anything, it's that there are so many little nifty things that the documentation can't keep up with them.

Also, please note that it is possible to pick up UUCP mail from STadel through a program that David (orc) has written called UUCALL, which is why you can get to him from the net.

If you need more information on STadel, please feel free to ask. If you are on GEnie, try CATagory 8, TOPic 13. It's all on STadel.

Bitnet: IHLS400 @ INDYCMS
Arpanet: ihls400%indycms.bitnet @ rutgers.edu
UUCP: ...!rutgers!indycms.bitnet!ihls400
...!ihnp4!meccts!stag!pell!holly
and... ...!iuvax!cguild!farm!holly (coming soon to a net near you!)
GEnie: HOLLYSTOWE
BBS: (317) 842-7564 (300/1200/2400/9600USR)
ICBM: 39 46' 10" N 86 09' 45" W

-Holly
~~~~~~
"Your friends will know you better in the first minute you meet than your aquaintances will know you in a thousand years."
--Richard Bach, "Illusions"
~~~~~~

2. updating 520ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-04 15:29:19 UTC
From: plp@houdi.UUCP
Message-ID: <1405@houdi.UUCP>
Source record: 256202

I have an early (summer '85) 520 ST (SN# A1 1020292) with a single-sided floppy drive and TOS on disk not in ROM. The only software I have (besides BASIC and LOGO) is 1st Word of about the same vintage (I'd like to update that too, but I didn't get it through a dealer).
SO,
Does it make sense for me to upgrade my system (which I intend to use mostly for word processing, UNIX terminal, and maybe a little (monochrome) drawing)?
How much will it cost to get TOS/GEM in ROMs and does anyone know of trustworthy dealers in the Monmouth Country NJ area?
I've seen a fair amount of anxiety about the future of Atari expressed in this group so I'm wondering whether it makes sense to put any more money into the system I have or chalk it up to experience and go buy a PC-clone.

3. (none)

Newsgroup: comp.sys.atari.st
Date: 1987-11-04 15:35:00 UTC
From: IHLS400@INDYCMS
Message-ID: <8711041543.AA23428@ucbvax.Berkeley.EDU>
Source record: 256203

```
Some of you might want to check into Colorburst 3000 as well as
Spectrum 512. I believe Version 0.5 is PD and available on GEnie.
Word has it that it will do over 3000 shades and allow over 800 (!!)
on the screen at a time.

-Holly
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
You don't know what you got till you lose it all again
-- B.R. Hornsby
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

4. MicroEmaxen and argument passing in shells

Newsgroup: comp.sys.atari.st
Date: 1987-11-04 16:04:00 UTC
From: RDROYA01@ULKYVX.BITNET
Message-ID: <8711041830.AA09315@jade.berkeley.edu>
Source record: 256204

With all the talk about microEmaxen and argument passing, I thought that I would add the following to the fire. I have a program called uEmail which is an ME derivative. In keeping with RMS's request that all the micro knockoffs not be called EMACS, the name is not uEmacs. It has a number of compatible functions with GNUEmacs, and is designed to run as a front end to a connected host running EMACS or as a stand alone editor. uEmail uses low-level i/o for everything. I even linked out all of the library subroutines for streams and appropriated the 8K _fds[] for dynamic memory use. It includes its own shell for running non-GEM programs and can be execed at startup before the DESKTOP claims 32K of the available memory. It's a big sucker (~120K) and uses a number of startup files to define envirs, the screen font, and default macros (assigned to specific keys ala Bridger Martin's Backgrounder, a CP/M program). This is not a commercial for the editor because it is no longer available through the net.

About arg passing, I appropriated trap 0 to pass pointer to a structure to any interested program loaded in the shell. The stucture contains a good deal of useful info about the editor's state and includes the command line and a pointer to the alias table. I figure an unused trap is safe game. I reste the trap on exit. Since the ENVIR structure contains uEmail BUFFER info, I can write programs to filter buffers to new files, count words and the like. I've written a standard i/o package called stuei.c which gives character and line equivalents to getc, ungetc, and gets. These read from buffers inside the editor. I've also included a function pointer to a command line reader which allows full command editing. This allows a shell program to use edited command lines without the problems associated with GEM level inchar/outchar. Anyway, here is the standard header file for stuei.c just to give you an idea.

```
/* header file for uemail CLI programs which need to use the environment
* table.
*/

#define MAXBUF 16 /* # of buffers in __bp[] */
#define NFILEN 128 /* # of bytes, file name */
#define NBUFN 128 /* # of bytes, buffer name */
#define NLINE 256 /* # of bytes, line */
#define NKBDM 256 /* # of strokes, keyboard macro */
#define NPAT 128 /* # of bytes, pattern */
#define HUGE 1000 /* Huge number */
```

```
#define CTRL 0x0100 /* Control flag, or'ed in */
#define META 0x0200 /* Meta flag, or'ed in */
#define CTLX 0x0400 /* ^X flag, or'ed in */
#define SPEC 0x0800 /* Special scancode keys */

#define MAYBE -1 /* Conditional based on query */
#define ABORT 2 /* Death, ^G, abort, etc. */

/*
* There is a window structure allocated for
* every active display window. The windows are kept in a
* big list, in top to bottom screen order, with the listhead at
* "wheadp". Each window contains its own values of dot and mark.
* The flag field contains some bits that are set by commands
* to guide redisplay; although this is a bit of a compromise in
* terms of decoupling, the full blown redisplay is just too
* expensive to run for every input character.
*/
typedef struct WINDOW {
struct WINDOW *w_wndp; /* Next window */
struct BUFFER *w_bufp; /* Buffer displayed in window */
struct LINE *w_linep; /* Top line in the window */
struct LINE *w_dotp; /* Line containing "." */
short w_doto; /* Byte offset for "." */
struct LINE *w_markp; /* Line containing "mark" */
short w_marko; /* Byte offset for "mark" */
int w_percent; /* Percent of buffer before dot */
char w_toprow; /* Origin 0 top row of window */
char w_ntrows; /* # of rows of text in window */
char w_force; /* If NZ, forcing row. */
char w_flag; /* Flags. */
} WINDOW;

#define WFFORCE 0x01 /* Window needs forced reframe */
#define WFMOVE 0x02 /* Movement from line to line */
#define WFEDIT 0x04 /* Editing within a line */
#define WFHARD 0x08 /* Better to a full display */
#define WFMODE 0x10 /* Update mode line. */

/*
* Text is kept in buffers. A buffer header, described
* below, exists for every buffer in the system. The buffers are
* kept in a big list, so that commands that search for a buffer by
* name can find the buffer header. There is a safe store for the
* dot and mark in the header, but this is only valid if the buffer
* is not being displayed (that is, if "b_nwnd" is 0). The text for
* the buffer is kept in a circularly linked list of lines, with
* a pointer to the header line in "b_linep".
*/
typedef struct BUFFER {
struct BUFFER *b_bufp; /* Link to next BUFFER */
struct LINE *b_dotp; /* Link to "." LINE structure */
```

```
short b_doto; /* Offset of "." in above LINE */
struct LINE *b_markp; /* The same as the above two, */
short b_marko; /* but for the "mark" */
struct LINE *b_linep; /* Link to the header LINE */
char b_nwnd; /* Count of windows on buffer */
char b_flag; /* Flags */
int b_bmode; /* This buffer's current modes */
char b_fname[NFILEN]; /* File name */
char b_bname[NBUFN]; /* Buffer name */
char b_btime[10]; /* Opened or written last */
} BUFFER;

#define BFTEMP 0x01 /* Internal temporary buffer */
#define BFCHG 0x02 /* Changed since last write */
#define BMNWRAP 0x0001 /* Buffer is in No-Wrap mode */
#define BMWRAP 0x0002 /* Buffer is in Wrap mode */
#define BMCMODE 0x0004 /* Buffer is in C-Mode */
#define BMRDONL 0x0008 /* Buffer is readonly */
#define BMOMODE 0x0010 /* Buffer is in Overwrite mode */
#define BMINFO 0x0020 /* Buffer is in info buffer */

/*
* The starting position of a
* region, and the size of the region in
* characters, is kept in a region structure.
* Used by the region commands.
*/
typedef struct {
struct LINE *r_linep; /* Origin LINE address. */
short r_offset; /* Origin LINE offset. */
short r_size; /* Length in characters. */
} REGION;

/*
* All text is kept in circularly linked
* lists of "LINE" structures. These begin at the
* header line (which is the blank line beyond the
* end of the buffer). This line is pointed to by
* the "BUFFER". Each line contains a the number of
* bytes in the line (the "used" size), the size
* of the text array, and the text. The end of line
* is not stored as a byte; it's implied. Future
* additions will include update hints, and a
* list of marks into the line.
*/
typedef struct LINE {
struct LINE *l_fp; /* Link to the next line */
struct LINE *l_bp; /* Link to the previous line */
short l_size; /* Allocated size */
short l_used; /* Used size */
char l_text[]; /* A bunch of characters. */
```

```
} LINE;

#define lforw(lp) ((lp)->l_fp)
#define lback(lp) ((lp)->l_bp)
#define lgetc(lp, n) ((lp)->l_text[(n)]&0xFF)
#define llength(lp) ((lp)->l_used)

/* aliases are kept in dynamically allocated tables. Space for each alias
* and its associated value is allocated as needed.
*/
typedef struct ALITAB {
struct ALITAB *a_forw; /* next table */
char *alias; /* alias */
char *value; /* actual value */
} ALITAB;

extern ALITAB *aheadp; /* structure header */

typedef struct HISTORY {
struct HISTORY *h_forw;
struct HISTORY *h_back;
char *command;
int num;
} HISTORY;

/* environment header initialized at startup and maintained throughout
* session. A pointer to the structure is returned in d0 on trap #0.
*/

typedef struct ENVIR {
BUFFER *bheadp; /* buffer head pointer */
BUFFER *curbp; /* current buffer pointer */
WINDOW *wheadp; /* window head pointer */
WINDOW *curwp; /* current window pointer */
ALITAB *aheadp; /* alias header pointer */
HISTORY *hheadp; /* history head pointer */
char *(*ftime)(); /* time date string (26 bytes). */
/* you pass the time and date */
/* as params (*env->ftime)(t,d) */
int (*reply)(); /* routine to read console */
/* (*env->reply)(prompt,retstr, */
/* MAXLEN,FALSE|TRUE) */
int (*gt_reg)(); /* routine to get a region */
long (*sz_func)(); /* routine to get buffer size */
int (*kf_exe)(); /* execute a function */
short (*kf_get)(); /* get keycode given funcname */
char *(*fn_get)(); /* get funcname given keycode */
char *pnam; /* name of program being run */
} ENVIR;

extern char *malloc();
extern BUFFER *bopen();
```

```
extern char *strcpy(), *strncpy(), *alias(), *index(), *rindex();
extern ENVIR *gahp();
extern ENVIR *envirptr;
```

5. Xprolog

Newsgroup: comp.sys.atari.st
Date: 1987-11-04 17:41:02 UTC
From: weaver@tut.UUCP
Message-ID: <1015@tut.cis.ohio-state.edu>
Source record: 256205

Could someone mail me part a of xprolog that was posted to
comp.binaries.atari.st a while back? I accidentally saved part b
twice.

Thanks in advance!

Cheers,

--
Andrew Weaver, The Ohio State University College of Business
UUCP: ...!cbosgd!cis.ohio-state.edu!weaver | "This ain'ta my planet,
ARPA: weaver@tut.cis.ohio-state.edu | monkey-boy!"
| - Emilio Lizardo

6. HELP with mail

Newsgroup: comp.sys.atari.st
Date: 1987-11-04 17:54:50 UTC
From: mj@myrias.UUCP
Message-ID: <534@myrias.UUCP>
Source record: 256206

Sorry to bother a whole net with it, but this is my last resource. From some time I am trying hard to send mail to J. Bammi at "cwruecmp". Al my letters, does not matter how I try to send them are routed through "cbosgd", which all of sudden pretends that it does not know anything about "cwruecmp". Can anybody help and explain what is going on?

Michal Jaegermann
...ihnp4!alberta!myrias!mj

7. Re: External Keyboard

Newsgroup: comp.sys.atari.st
Date: 1987-11-04 20:02:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100024@datacube>
Source record: 256207

Four wires? You must be referring to the 520, whose mouse connects through the side of the case. On the 1040, the mouse plugs in underneath the keyboard, adding to the wire count. Cutting the case with a hacksaw (or any other kind of saw) seems rather irreversible. The keyboard does come out as a single unit though, and it wouldn't take much to mount it to a small piece of wood if you're in that much of a hurry and don't care about looks. For the wiring, how about building a small adaptor with a single row header and an RJ-11 style (modular) plug/socket arrangement. They are available in six and even eight conductor (if memory serves) type configurations. I doubt that there would be a problem with using ordinary coiled phone cord; that's what's running my VT-220 keyboard right now!

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

8. new user asking for help.....?

Newsgroup: comp.sys.atari.st
Date: 1987-11-04 21:08:03 UTC
From: ins_ajcn@jhunix.UUCP
Message-ID: <5417@jhunix.UUCP>
Source record: 256208

Hey folks! I'm very much new to all of this, which is why I decided
to post this in the hopes that someone out there would be able to help me.

Basically my story is this: I'm a freshman at Johns Hopkins University.
I'm coming to you via their computing facilities i.e.- JHUNIX. Using their
facilities (I was able to get a student account), I have been to read this
news network for the past month or so. A few things have me confused.

1. UUDECODE - I take it from my perusals of the network that UUDECODE is way
different from ARC - but how different? How would I get UUDECODE?
Also, when UUDECODE (or is it UUENCODE) encodes a piece of software, does it
save it as an ascii text? I ask this because I have ST-TALK for my ST with
which I can "capture" stuff from the screen(s). It then saves the 'stuff' as
ascii text in a file. If I capture a program from Comp.sources.atari.st this
way and then use UUDECODE on it will it work? ST-TALK has XMODEM transfer, but
JHUNIX uses KERMIT. So I'm stuck with a problem there.

2. UNITERM - I've seen this mentioned a few times. From what I see it seems to be pretty
good. Does it have KERMIT? How would I get it and where?

3. GULAM and MINIX - Are these UNIX type shells? Are they any good? Are
they multitasking? Are they still available and where?

4. Other PD programs have caught my eye like Prolog, printer spoolers, and
Spectrum. Can these programs be sent by mail? I.E. If one of you have these
programs could you send them to me? Can anyone suggest BBS's that I can
try? A friend suggested the ATARI BBS and gave me their phone number. Are
ther others I could try?

Please mail me any reponses.

I suppose my mailing address would be:

ins_ajcn@jhunix.UUCP

but I'm not sure (like I said I'm new at this). If I'm wrong, maybe you can us
the header to figure out my real address.

thanks in advance,

Julio C. Navas
:w
:
h

9. No response from Atarinet

Newsgroup: comp.sys.atari.st
Date: 1987-11-04 22:14:44 UTC
From: UACE0@UHUPVM1.BITNET
Message-ID: <8711042305.AA05119@ucbvax.Berkeley.EDU>
Source record: 256209

```
To all who have sent request to Atarinet:

I am sorry if you have not received a response to requests MAILED to Atarinet,
I was involved in an automobile accident which has kept me from the account for
some time. I will be catching up with the numerous requests sometime soon.

Thank you,
- Mike Vederman
```

10. Re: Atari/Perihelion Transputer Machine Spec

Newsgroup: comp.sys.atari.st
Date: 1987-11-04 22:48:05 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <32936@sun.uucp>
Source record: 256210
Cross-posted to: comp.sys.transputer,comp.sys.amiga,comp.sys.atari.st

In article <1034@titan.camcon.uucp> anc@camcon.uucp (Adrian Cockcroft) writes:
>Cost
>----
> Priced well below Mac II, base level entry price (no winchester or monitor)
> aimed at 1000 pounds according to Jack Lang.
> For now they will provide a set of 3 manuals, User Manual, Developers Manual
> and Technical Manual for 50 pounds, you then become a registered
> developer and get a priority place in the queue for developers hardware
> in December.

I was at Comdex and talked to Jack Lang, Tim King, and Jessica Lang at length about this box. What I found out was quite enlightening to say the least, let me say this first, "This is a really neat machine! ", then let me say this second, "It ain't cheap, when you configure it like it Workstation, it costs like a Workstation." So before I go on lets add some numbers to these statements :

At the show the Perihelion folks were saying $2K for the ABAQ (Ay-bak) and you had to have a Mega ST as well ($1.5K - $3K depending on which one you have) and a monitor that can display the images your interested in ($.5 - $3K, where 500 gets you a Multisync, and 3K gets you the multisync II plus which can display 1K X 800 pixels), plus you really need a hard drive so add another 1K to 1.5K depending on size (20 - 40Meg) So minimum we're talking $5K to get a low-res color system with a 20Meg hard drive, upto $8K for a 40meg High res systems (which is cheaper than either a Mac II or a Color Sun). When the 'real' machines become available the ST will be optional (and hopefully they will have redesigned the clunky case) but they were murmering $5K sans monitor or hard drive. So for those of you who want a Workstation for the cost of an Amiga or ST will have to wait a few more years for the technology steamroller to get a little be farther down the road.

As for the machine it was running some neat demos that primarily showed off it's color capabilities. Since they were 'canned' images being replayed aka ShowAnim or some other framebuffer animator it was not clear how fast the actual machines were. One was running GEM on a 19" 1K X 1K monochrome desktop, unfortunately most GEM applications couldn't really hack the huge screen. I would be interested to know if Atari will be supporting both GEM and Helios on the machines (all the really good questions hit you after you've left the booth. :-)) from the looks of it, it did not appear likely. The Perihelion people were quick to point out that the slaved Mega was only providing I/O services and non of its memory was being used by the ABAQ. So I assume if you wanted to run GEM you would either emulate the 68000 or use a version of TOS in ROM that passed all

video requests on to the ABAQ.

Other interesting tidbits; the video memory (1 meg of video rams) was separate from the ABAQ's program memory (shown with 4 meg). The internal slots will accept boards with additional Transputers or memory on them so you could continue to beef up this thing. And while some of the Demos were written in Occam (INMOS's transputer language) Perihelion was going to support C as the primary development language (what no BCPL?). It also had a custom blitter that apparently was really fast however only the demos were available so I couldn't really test drive them all that well. Overall it looks like an interesting box and is probably going to excite a lot of graphics folks. I don't see a whole lot of them making it into the mythical home market, or the ever lucrative business market. If Inmos has really conquered its manufacturing problems and Helios lives up to its advance billing this should be worth a look at least. And while there were boxes to play look at, at the show, I know that more than half the work will be in the software.

So things to watch for :
o How Atari 'positions' this product. Depending on when it gets out the door it will be competing with 386/486 boxes, Mac IIs, and Low end Suns.
o What happens to the various ST owners. (In my opinion they should split their product line like the Apple II/Macintosh computers are truely separate.)
o Messages from people who have machines to play with of their own (I am of course available for Beta Testing :-))

Sorry it dragged on so long, it was one of the more interesting aspects of an otherwise PC/386/Laser Printer dominated show.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

11. Re: Empire

Newsgroup: comp.sys.atari.st
Date: 1987-11-04 23:58:06 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <32958@sun.uucp>
Source record: 256211
Cross-posted to: comp.sys.atari.st,rec.games.empire

In article <709@its63b.ed.ac.uk> csan@its63b.ed.ac.uk (Andie) writes:
>Over here in darkest Britain, there is a company marketing a vacuum cleaner
>called .... VAX ! As far as I know, the copyright/trademark laws cover like
>entities .. ie I think you're right.

And over on this side of the pond, one of the hot items is a tee shirt
that this same company put out with the slogan "Nothing Sucks like a Vaxx"
Quite popular. Which, if you can find one, I would like to arrange the
purchase of it :-).

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

12. Binarys+source

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 03:28:48 UTC
From: 870646c@aucs.UUCP
Message-ID: <508@aucs.UUCP>
Source record: 256212

Hi all, it's me again, I am just wondering one thing "Why are the binary and source news groups so dead?". There seems to be no activity at all on these news groups. Can anyone enlighten me as to the reason, I for one would like to see more of these great "Public Domain Programs" posted. I tried to post some stuff the other day, and it just disappeared.
later
Barry

13. Re: NEEDED 5.25 inch drive info

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 06:24:35 UTC
From: Dion_L_Johnson@cup.portal.com
Message-ID: <1290@cup.portal.com>
Source record: 256213
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

In answer to this:

Does anybody out there in NetLand know the Pinout designations for a
Tandon TM-100-2A Floppy disk drive? (I am talking here about the edge
connector on the back of the drive. I would image that just about any
Pete Santangeli

I have a Tandon OEM manual for model TM-100-1 and -2 which says:
pins
ground signal meaning
1 2 connector clamp
3 4 spare
5 6 select 3
7 8 index
9 10 select 0
11 12 select 1
13 14 select 2
15 16 drive motor enable (N MOTOR ON)
17 18 direction
19 20 step (N STEP)
21 22 Write gate
23 24 Track 00
25 26 Track 00
27 28 write protect
29 30 read data
Does this sound like what you wanted? Good luck and write if
you need more info. also at: ...uunet!sco!dionj

14. Re: Atari/Perihelion Transputer Machine Spec

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 07:16:53 UTC
From: hah@mipon3.intel.com
Message-ID: <1201@omepd>
Source record: 256214
Cross-posted to: comp.sys.transputer,comp.sys.atari.st

In article <1034@titan.camcon.uucp> anc@camcon.uucp (Adrian Cockcroft) writes:
This is my second attempt at posting this, the first attempt was just before
it got a bit windy around here a few weeks ago, I have not seen any comment
on that attempt so I assume it got lost in the hurricane. I have since seen
at least one request for info on this machine in comp.sys.transputer so I
am posting across amiga (where some dicussion has taken place) atari.st
(since this is mentioned below) and transputer newsgroups.

| Adrian Cockcroft anc@camcon.uucp ..!seismo!mcvax!ukc!camcon!anc
-[T]- Cambridge Consultants Ltd, Science Park, Cambridge CB4 4DW,
| England, UK (0223) 358855
(You are in a maze of twisty little C004's, all alike...)

A presentation was given by Atari and Perihelion at the Cafe Royal in
London on 22/9/87, over 100 software developers, hardware manufacturers and
press people attended and no restrictions were made on the information
presented at the meeting. I attended and this a quick summary of the notes
I took at the meeting.

First a benchmark reported by Inmos: Multivariate regression analysis

IBM PC 45 minutes
T800 18 seconds
T800 x 4 7 seconds

Inmos also had a T800 powered multiuser flight simulator that kept 4 people
at a time happy shooting each other down. 4 T800's per user plus a T4 graphics
card and a load of T2's handling the joysticks. All in an ITEM box together.
The graphics animation was VERY smooth, far better than a SUN3/260C+fpa+gpone
flight simulator I have played with.

Atari and Perihelion have got together so that Perihelion are designing the
hardware and the software for a high performance workstation to be
manufactured and sold by Atari.

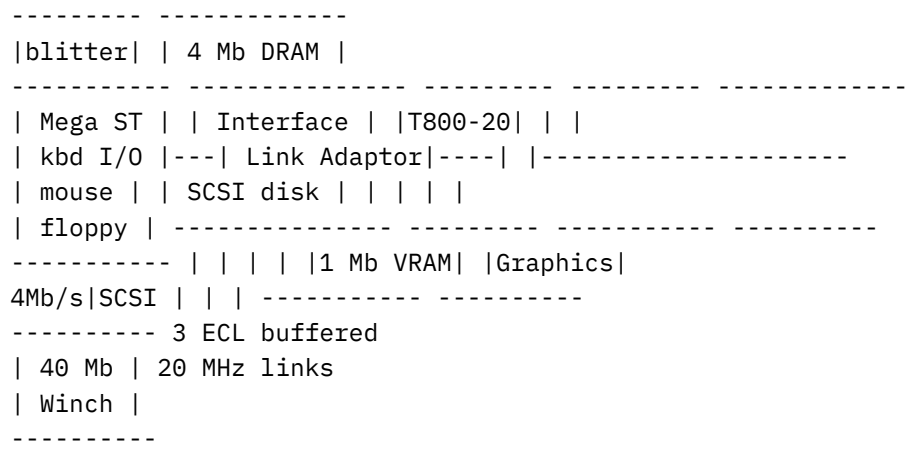
Perihelion Hardware

Perihelion is headed by Jack Lang in Cambridge, England. The hardware division
includes Richard Miller, Tim Dunn and ? Biscoe.

Stage 1 Hardware is a Mega ST add-on system intended for software developers.

Stage 2 Hardware is a compatible single box workstation.

The Mega ST is a front end I/O processor only. The block diagram looks like:


--------- -------------
|blitter| | 4 Mb DRAM |
---------- --------------- --------- --------- -------------
| Mega ST | | Interface | |T800-20| | |
| kbd I/O |---| Link Adaptor|----| |--------------------
| mouse | | SCSI disk | | | | |
| floppy | --------------- --------- ---------- ----------
---------- | | | | |1 Mb VRAM| |Graphics|
4Mb/s|SCSI | | | ---------- ----------
---------- 3 ECL buffered
| 40 Mb | 20 MHz links
| Winch |

The box takes up to 16 Mb on the motherboard (using 4Mbit DRAMS) and has three expansion slots which can take either 4Mb (1Mbit) or 16Mb (4Mbit) of DRAM each for a total in the box of 64 Mb. The expansion slots use a single DIN plug (VME-type) and the 3 ECL buffered links go onto them so that a slot can contain a board with more transputers on it. Size is enough for four T800s + 1 Mb each per card. Graphics cards can also be used to replace the built-in hardware.

The Blitter 2D fills at 128 Mpixels/sec, 2D block copy at 16 Mpixels/sec. (It has a novel architecture based on work by Phil Willis at Bath University).

Graphics modes:
1280 * 960 * 4 bpp
1024 * 768 * 8 bpp
640 * 480 * 8 bpp 2 screens for animation
512 * 480 * 32 bpp true colour + overlay and tag bits

60 Hz, not sure about interlace, has some genlock capability.

Probably uses Inmos G170 CLUT giving 256K colour shades.

SCSI disk uses true DMA synchronous SCSI interface to get 4Mbytes/s, 40Mb is minimum size.

A photo of a completed motherboard in box was shown, smaller than an IBM PC box with 3 fair sized slots.

Perihelion Software

This is based in Shepton Mallet, Somerset, England and is headed by Tim King ex of Metacomco, Amigados fame.

Operating system called Helios written in C to support single processor workstations, 4 processor workstations, 1000 processor farms or anything inbetween.

Helios is distributed, multiprocessor, multiuser, sympathetic to the Transputer and familiar to Unix users. Tim King has listened to the criticism of Amigados and has avoided a lot of the complaints about that system.

It is based on message passing with transparent passing across processors,
it uses a client/server model, has per-processor protection and capability
based access.

Networking and diskless workstations will be supported via the 3 ECL buffered
links with no extra hardware.

Applications can be written in 3 modes, the traditional single threaded program,
unix-like multiple processes
at a coarse grain level or parallel algorithms using a medium grain level.

Existing TOS/GEM applications can run on the Mega ST front end processor.

User Interface

X-11 window system standard.
GEM - translating GEM traps on the 68K i/o proc to the T800.
GEM running under X-11 may be provided.
Standard unix like shell command line interface.

Compatibility

MSDOS floppy disk format
UNIX(TM) hard disk format
UNIX(TM) compatible C library
UNIX(TM) command subset

Languages

C Pascal Lisp
Fortran BCPL Occam

Development Tools

Hosted on ST or Unix(TM) or MSDOS or native

Asm/link
C
Debugger

Atari's Position

They are looking for wider markets and want to go upmarket into workstation
technology. The hardware design will be Atari's property but Helios is already
spreading wider, another 4 companies are likely to use it so far.

It will be launched at COMDEX as a Mega ST add-on for developers.
Development systems available in Dec 87/Jan 88.
The standalone system will be launched at Hannover in March 88.
Product in the shops in June 88 in the UK.
Product in Europe 6 months later and US launch June 89, giving a years
head start to the UK software developers and a chance for the machine to
gather some applications software before it hits the US.

Cost

Priced well below Mac II, base level entry price (no winchester or monitor) aimed
at 1000 pounds according to Jack Lang.

For now they will provide a set of 3 manuals, User Manual, Developers Manual
and Technical Manual for 50 pounds, you then become a registered
developer and get a priority place in the queue for developers hardware
in December.

Apply for more information to: Perihelion Software Limited
24 Brewmaster Buildings
Charlton Trading Estate
Shepton Mallet
Somerset BA4 5QE

Phone: 0749 4203

--
| Adrian Cockcroft anc@camcon.uucp ..!seismo!mcvax!ukc!camcon!anc
-[T]- Cambridge Consultants Ltd, Science Park, Cambridge CB4 4DW,
| England, UK (0223) 358855
(You are in a maze of twisty little C004's, all ald theri

15. Re: Empire

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 10:31:28 UTC
From: maden@rzsin.sin.ch
Message-ID: <358*maden@rzsin.sin.ch>
Source record: 256215

In Digest 400, uw-entropy!dataio!bright@june.cs.washington.edu (Walter Bright) writes:

>I suggest you retract them (i.e. my comments).

OK. Done.

<maden@rzsin.sin.ch> David Maden,
maden@czheth5a.bitnet Swiss Institute for Nuclear Research,
CH-5234 Villigen

16. Please remove my name from this mailing list

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 14:02:17 UTC
From: QEP@NIHCUDEC.BITNET
Message-ID: <8711051511.AA23147@ucbvax.Berkeley.EDU>
Source record: 256216

Please remove my name from this mailing list. Thank you.

17. Re: Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 14:22:00 UTC
From: wheels@mks.UUCP
Message-ID: <315@mks.UUCP>
Source record: 256217

In article <2794@batcomputer.tn.cornell.edu>, engst@batcomputer.UUCP writes:
> What exactly is the Spectrum 512? I haven't heard of it (have I been
> sleeping at the 'n' key again?). Thanks . . .
> Adam Engst

You don't know what you've been missing! It's (yet another) paint program with a difference: by using a background interrupt routine to reload the colour pallette once in a while, it will display 512 different colours on the screen at once (in low res). Now, there are limitations. It actually reloads the pallette 3 times per scan line, I think, giving 48 colours per line, with any 16 in each third of the line.

There was a slide show program using this technique on most BBS's and information services a while back. I've seen, but not used, the actual paint program.
--
ll // // ,'/~~\' Gerry Wheeler {decvax,ihnp4}!watmath!mks!wheels
/ll/// //l' `\\\ Mortice Kern Systems Inc. (519) 884-2251
/ l //_// ll___/ 43 Bridgeport Rd. E., Waterloo, ON, Can. N2J 2J4
O_/

18. Re: Zmodem

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 14:24:44 UTC
From: ljdickey@water.UUCP
Message-ID: <1235@water.waterloo.edu>
Source record: 256218

In article <871103133655.0h1@UcEdu.UNCA.AdhocNet.CA> edstrom@UNCAEDU.BITNET writes:
>
>Has anyone been able to get the zmodem program from uh-info@uhupvm1 to
>decode? If so I'd like to borrow your decoder. None of the three I have
>will work.

I also tried the ZMDM stuff from "uh-info@uhupvm1" and was unable to
decode it using UUDECODE and ARC.
Who posted ZMDM?

Maybe, before it is posted again, (please), it could be tested
by someone else.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

19. Re: Zmodem. (no <> in P.Partner fonts, GULAM)

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 14:29:38 UTC
From: lean@sbcs
Message-ID: <801@sbcs.sunysb.edu>
Source record: 256219

> Has anyone been able to get the zmodem program from uh-info@uhupvm1 to
> decode? If so I'd like to borrow your decoder. None of the three I have will
> work.

A few others and myself have also tried to uudecode that file from
uh-info@uhupvm1 unsuccessfully. I think the copy there is corrupted;
hence your uudecoder might be fine.

Font Disk #1 from SOftLogik has Devoll, Thames, and Spokane. All are
fairly nice. However, Devoll and Thames do NOT generate the 'less-than'
and 'greater-than' signs ('<', '>'). Typing Shift-, or Shift-. gives
you , and . respectively. Devoll also does not generate the = sign
correctly. Why, i do not know. Also the Columbia font (in PD) shows the
same syptoms. Has anyone tried the TIMES and HELVETICA font from
FONT FACTORY? Is it worth getting?

Latest (and greatest) version of GULAM is out. I believe Jim Turner
will be posting it any day now. (..hint, hint , Jim !!). The new version
has corrected the memory-mugging problem among other things. Many thanks
to Prabhaker and Jwahar again.
--
CSNET: lean@sbcs.csnet
ARPA: lean%suny-sb.csnet@csnet-relay.arpa
UUCP: {allegra, hocsd, philabs, ogcvax}!sbcs!lean

20. Re: Binarys+source

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 14:55:21 UTC
From: ljdickey@water.UUCP
Message-ID: <1236@water.waterloo.edu>
Source record: 256220

In article <508@aucs.UUCP> 870646c@aucs.UUCP (comer) writes:
>Hi all, it's me again, I am just wondering one thing "Why are the binary and
>source news groups so dead?". There seems to be no activity at all on these
>news groups. Can anyone enlighten me as to the reason, I for one would
>like to see more of these great "Public Domain Programs" posted. I tried
>to post some stuff the other day, and it just disappeared.

I think it is time to relax rules for posting. A number of
people recently have written, expressing concern about the
lack of postings. This group used to be one of the most
active, and had *lots* of software.

Now, only occasional things get posted. The time that we introduced
a "moderator" for the two groups

comp.binaries.atari.st
comp.sources.atari.st

seems to be the time of the big slow-down in postings.

I propose that the "moderator" restriction be removed from these
two groups, and that people be allowed to post directly to them.

There can still be a role for a moderator. After a program
is posted, if the moderator wishes to post a note of endorsement
or condemnation, he/she may do so.

Those who choose to be conservative in trying out new
program may wait for the praise or censure and then may
follow this advise.

I am not happy with the current state of affairs.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

21. Re: Process control functions for dLibs

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 15:17:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100025@datacube>
Source record: 256221

I would vote for method two. Since TOS can't multitask, it seems a little
dangerous to create a fork() function that doesn't quite work the way
one might "expect" it to. I'd rather have method number two, which
is like vfork()/exec().

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

22. Re: MWC problems

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 15:41:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100026@datacube>
Source record: 256222

kevin@Lindy.UUCP writes:

> When compiling something with Mark Williams C, I got the following
> error message:

> 603: In cc1: Fatal error: Internal compiler error: FFFFA77E

> Here are lines 602 & 603:

> [602] while (*p != ' ' && *p != '\t' && *p != '\n' && *p != '\0')
> [603] *p++;

> with the declaration:
> register char *p;

> Could someone tell me what's going on? I don't see anything wrong with
> the above bit of code...

What exactly do you want to do in line 603? It seems reasonable to assume you want to increment the pointer, which is what should happen given your code fragment. If this is the case, the extra indirection is not necessary. You can simply say:

```
while (*p != ' ' ...)
p++;
```

If you *really* want to increment the thing pointed at by "p", then you must say either:

```
while (*p != ' ' ...)
(*p)++; /* ugly */
```

or:

```
while (*p != ' ' ...)
++*p;
```

The reason being that "++" has higher precedence than indirection ("*"), so in your example the _pointer_ is incremented, then dereferenced by "*". The compiler is probably confused because it expects some form of assignment to be taking place at about that point, as in "ch = *p++;" which increments "p", and assigns the thing now pointed at by "p" to "ch". Your line 603 is in error (semantically), but so is the compiler if it can't deal with that expression. The compiler should produce a diagnostic like "foo.c: 603: useless expression".

The reason "++*p;" increments the thing pointed at by "p" is that "++" evaluates from right to left, and the expression on the right ("*p") is then evaluated.

> thanks..
> --
> Kevin Burnett
> Stanford Linear Accelerator Centre / Santa Clara Class of '88
> Arpa: kevin@Lindy.Stanford.EDU Bitnet: KJBSF@SLACVM.BITNET
> Old-style UUCP: ...!decwrl!labrea!Lindy!kevin

Your welcome!

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

23. Re: Publishing Partner fonts

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 18:03:08 UTC
From: rjd@nancy
Message-ID: <20228@brunix.UUCP>
Source record: 256223

In article <786@sbcs.sunysb.edu> lean@sbcs (Lean L. Loh) writes:
>
> There're quite a bit of fonts available for P.Partner now. SoftLogik
>puts out Helvetica, Times, and Columbia in public domain. Partner Font disk #1
>from SoftLogik has Thames, Spokane, and Devoll, all of which prints very
>nicely even on my Panasonic 1091i. Font Factory puts out disk #1 (Avant
>Garde, Courier, Calligraphy), disk #2 (Times, Helvetica Narrow, 16 bit), and
>much more (Chancery, Bookman, CHicago, Palatino, Greek, a set of 11 Laser-
>Writer Plus fonts, etc).
>

I just purchased Publishing Partner v 1.02 -- in it, it states that
for teh time being, only Helvetica prints out on dot matrix
printers. (For the record, I also have a 1091.) How did you get
Thames, Spokane, etc to print on the printer? I'm dying to know.
(Well, not really...but I would very much appreciate a response.)
What am I not doing correctly? (Or, conversely, what hasn't Soft Logic
told me to do?)

thanks in advance...

- Rob DeMillo
Brown University - Planetary Science Group

UUCP: ...{seismo!harpo}!ihnp4!brunix!rjd -- or --
...{seismo!harpo}!ihnp4!brunix!europa!demillo
BITNET: GE702025@BROWNVM
SPAN: BRNPSG::DEMILLO
CompuServe: 73537,2737

"...I am not so sure what you want me for!
Either your machine is a fool, or me..." -- "WarGames", CSN

24. FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 19:57:56 UTC
From: jdn@homxc.UUCP
Message-ID: <2023@homxc.UUCP>
Source record: 256224

The functions Fseek, fseek (and Fread, fread, Fwrite, fwrite, etc.)
seem to perform essentially equivalent functions. To do simple file
i/o, I could use the capital F's or the small f's to do essentially
the same things. Is there a prefered choice? How do you choose?

My inclination is to use the small f's since I'll end up with code
which is easier to port to a unix environment. Is there something subtle
going on here that I'm missing?

Thanks,

Jonathan Nagy
{ihnp4|allegra|harvard}!homxc!jdn
(201) 615-4349

25. Re: Spectrum 512.

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 20:34:24 UTC
From: 870646c@aucs.UUCP
Message-ID: <539@aucs.UUCP>
Source record: 256225

There seems to be some talk on the net about the program Spectrum 512. Let me assure you that it is not public domain. This program is sold by Antic. I know because I have it, so if someone asks you for it remind them of two things:
1. It is not public domain.
2. If he pirites it, he is not just hurting the author of the prg. but all of us people that like to see new software hitting the market.

Think about it, look what happened to the 8-bit machine.
later
Barry

26. DBMAN

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 21:31:45 UTC
From: jdn@homxc.UUCP
Message-ID: <2026@homxc.UUCP>
Source record: 256226

Has anyone used DBMAN and the DBMAN Runtime Package?
How do you like it?

Jonathan Nagy
{ihnp4|allegra|harvard}!homxc!jdn
(201) 615-4349

27. Re: Uniterm 2.0 Beta and Dialing menu

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 21:39:00 UTC
From: hakanson@mist.UUCP
Message-ID: <900@orstcs.CS.ORST.EDU>
Source record: 256227

By default, the last ten items on the popup menu are bound to the first ten phone numbers. The names of the numbers show up as menu items. So you just press the right mouse button to pop up the menu, and use the left mouse button to click on the item you want to dial.

One trick I use is to put some macros I want on the popup menu by defining them as shifted function keys, and then binding the menu items to the shifted function keys (I hardly ever use fn. keys in UniTerm, anyway). All this is done in the initialization file (UNITERM.MAC, I think). You can even rebind the ALT keys, if you want to.

As far as I know, 2.0beta was never "released", but I've been told (by Simon) that the real 2.0 should be ready this week. Only he knows what's changed since 2.0beta. No matter what, UniTerm is wonderful. Thanks, Simon.

Marion Hakanson Domain: hakanson@cs.orst.edu
CSNET : hakanson%cs.orst.edu@relay.cs.net
UUCP : {hp-pcd,tektronix}!orstcs!hakanson

28. Do you know this company?

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 21:41:00 UTC
From: IHLS400@INDYCMS.UUCP
Message-ID: <8711052313.AA06377@ucbvax.Berkeley.EDU>
Source record: 256228

Has anyone here had any (good, bad or indifferent) experience with a company called Computer Games + in California? They have the best price on some software I'd like to order, but I'd rather buy from a good company than an inexpensive company.

Thanks...

-Holly
~~~~~~
What do you call a stock broker after the crash?
"Hey, Waiter!"
~~~~~~
{Go ahead. Eat it.}

29. Re: Binarys+source

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 21:49:42 UTC
From: rwa@auvax.UUCP
Message-ID: <388@auvax.UUCP>
Source record: 256229

In article <508@aucs.UUCP>, 870646c@aucs.UUCP (comer) writes:
> Hi all, it's me again, I am just wondering one thing "Why are the binary and
> source news groups so dead?".

I wonder too. In fact, I sent some stuff to turner@daisy earlier this week;
IF I don't either 1) see it go out, OR 2) get mail from Mr. Turner that it
was received and is pending (or that he doesn't think it suitable - that's
OK by me, I'm not an egomaniac about my code) OR 3) see something from Mr.
Turner in this group, THEN I'm gonna post it myself & d*mn the torpedoes.

Does this sentiment strike a chord out there?

--
Ross Alexander,
Athabasca University

alberta!auvax!rwa

30. TDI Modula-2 'commercial' version

Newsgroup: comp.sys.atari.st
Date: 1987-11-05 23:00:25 UTC
From: rling@uw-june.UUCP
Message-ID: <3549@uw-june.UUCP>
Source record: 256230

If you own TDI's Modula-2 commercial version (v3.01, the newest)
you might want to check your source files to see if they are corrupted.
The list of files that are corrupted are:

LINEA.MOD XBIOS.MOD FILESYST.MOD VDI*.MOD

GEMERROR.MOD (missing)

There are other problems. If your's is also corrupted I would
appreciate it if you would let TDI (Mike) and me know. The files
are corrupted on both sets of disks that they sent me. I went as
far as talking Mike through bringing up the files on their master
disk and looking at them, they were corrupted too.
Mike isn't one of the technical staff (they're in limbo) so
his comment was "I know what you're saying but if there's something
wrong why hasn't ANYBODY else said anything". So, for my own peace
of mind PLEASE let me know if the copy you have is bad or not.

- Robert Ling <rling@june.cs.washington.edu>

31. Re: MWC problems

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 01:51:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100027@datacube>
Source record: 256231

Allow me to respond to my not totally correct response BEFORE I get flamed too much ;-)

For the record: In the original example, the expression: *p++ returns *p BEFORE the pointer is incremented, not after as I incorrectly stated at first. In my explanation: ch = *p++; then gets the value *p BEFORE p is incremented.

I still stand by my remarks about the solutions to the original problem. Just want to set the record straight; the fingers were in motion this morning before the brain was fully engaged. Hadn't finished that first cup of coffee!

My apologies...

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

32. Re: Hard drive mechanism for ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 01:51:44 UTC
From: ANKH@cup.portal.com
Message-ID: <1303@cup.portal.com>
Source record: 256232

Andrew: Call the I.C.D. company bbs at 1-815-968-2229. They are in Chicago area. They make and sell hard drives, controllers, cables,host adapters and whatever. I'm sure they'll know right off if you can use what you have.
Seeya, Adrian Morel

33. Re: Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 04:11:00 UTC
From: 870646c@aucs.UUCP
Message-ID: <540@aucs.UUCP>
Source record: 256233

I have posted the Spectrum 512 slide program to the binary news section,
who knows how long it will take to get around(red tape).
later
Barry

34. UW (Un*x Windows) (was Re: External Keyboard)

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 08:03:20 UTC
From: katzung@laidbak.UUCP
Message-ID: <1226@laidbak.UUCP>
Source record: 256234

Keywords:

A colleague and I have done *EXSTENSIVE* hacking on UW. It now has a configuration file, file capture, optional title bar and sliders, programmable function keys, built in rs232 configuration, choice of emulation sizes (sorry, still only adm31), access to 6 fonts, printer support (text only), and a text clipboard mechanism.

Jump scrolling and some loop unwinding have improved the effective speed quite a bit.

Several people at Lachman are using it, but we have been on a feature binge for a long time and should freeze for a while before shipping it out (it shouldn't be too much longer now (kind of echoes when you say that, doesn't it :-))). I also want to say early on that we won't have time to do lots of integration, so if anyone has bright ideas of doing lots of additional hacking, please check with us first if you want us to integrate your changes.

If it works at all on a color system, I suspect it is not much fun to use (I haven't tried it).

-- Brian Katzung ihnp4!laidbak!katzung

35. COMDEX

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 08:42:27 UTC
From: lean@sbcs
Message-ID: <802@sbcs.sunysb.edu>
Source record: 256235

What follows is my summary of what Neil uploaded to GEnie.

Atari unveiled the Abaq, an ultra-high-performance workstation with blazing speed and dazzling graphics. It outruns a 68020 with math processor and about 10 times the speed of PC/AT technology. Configured to attach to the MegaST through DMA port and also as a stand-alone.
Also announced was a new CD player capable of reading CD-ROM disks and of playing musical CD disks. The CD-ROM is supported by a Mega and ST-compatible DMA interface, and will retail in early 1988 for under $600. A LAN was also announced - supposed compatible with the NETBIOS standard used by IBM and Novell. Communicates data at 1 megabit-per-sec.
The Atari laser printer was also shown.
Software-wise, Word Perfect, Microsoft Write were running at the show.
Others include IDRIS, professional CAD program, desktop publishing, etc.
Besides PC1, Atari also announced PC2 and PC4 (AT compatible)

--
CSNET: lean@sbcs.csnet
ARPA: lean%suny-sb.csnet@csnet-relay.arpa
UUCP: {allegra, hocsd, philabs, ogcvax}!sbcs!lean

36. IBM-PC floppy disk format

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 09:48:02 UTC
From: WALDI@DHDIHEP1.BITNET
Message-ID: <8711060947.AA19132@ucbvax.Berkeley.EDU>
Source record: 256236

Date: 6 November 1987, 10:38:51 SET
From: Roland Waldi phone (6221) 564334 WALDI at DHDIHEP1
Inst. fuer Hochenergiephysik
D-6900 Heidelberg
To: INFO-ATA at SCORE.ST

I tried the "200% MS-DOS compatible" disk formatter recently posted
to this group: It fails to create disks readable by my IBM PC
(the same as DCFORMAT 2.2)! However, disks formatted on the PC
still can be read/written on the Atari without any problems, even
new folders can be created on the ST and read on the PC!
Also, if I copy those disks with a special copy program (designed
for backup of copy-protected disks), the copies made (formatted)
on the Atari work fine. So I decided to investigate further, and
actually found the difference, which makes normal Atari-formatted
disks fail on the PC: The IBM-PC's 3 1/2" drive needs a larger Gap
before the first sector of the disk (usual error message: "sector
not found"). The Atari formatting programs have about 70 bytes before
the first sector header, my IBM disks have more than twice that much!
Obviously, the Atari gap is too small for the IBM controller, which can
only read sectors 2...9 of a track. Since this may vary between
different drives due to hardware tolerances, many people may be
quite happy with DCFORMAT or IBMFMT -- others (like me) cannot
use it.

Roland Waldi

37. Re: New ROM woes

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 14:02:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100028@datacube>
Source record: 256237

Where to get the new ROMs:

If you are a registered developer...they are available from Atari.

How to install them:

On the 1040, which is what I have, you have to remove the top of the
case and power supply (which covers the area on the motherboard
where the ROMs live).

E-mail me for details on either or both of these issues. If I receive
a large number of requests, I can post to the net.

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

38. Re: External Keyboard

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 14:55:04 UTC
From: dag@chinet.UUCP
Message-ID: <1823@chinet.UUCP>
Source record: 256238

Mr. Woods is mistaken -- The 520 does have the mouse/joystick ports on the side, but this adds wires to the keyboard connector, since it is the keyboard CPU that monitors these devices. The 520 has many more wires running between the keyboard and the main system board than the 1040. I don't remember the count on either board, but the 1040's (and newer 520) keyboard has the connectors mounted to the bottom, thus fewer wires. As to moving these keyboards out of the case, I've seen two successful attempts at the 1040. Neither involved cutting the case, though. A new keyboard case was constructed out of [cardboard|sheet metal] and a multi-conductor wire bundle was run between the old case and the new case.

As far as using phone cords for this purpose, most available will not safely handle the current required by the keyboard electronics. If you read the documentation that comes with a terminal/workstation equipped with the DEC LK201 keyboard, you will find warnings that you should not use ordinary phone cords with them. Fire may result. I've seen it happen, though only in an environmental chamber where that was the intended result. (I was with the PRO program at DEC while the keyboard was being designed.)

I hope this clears some things up.
--
Daniel A. Glasser
----------+----------
Cheese is not a discipline! | ...!ihnp4!chinet!dag
| ...!ihnp4!mwc!gorgon!dag
| ...!ihnp4!chinet!gorgon!dag
Disclaimer: I assume full responsibility for my opinions.
If my employer knew of some of them, I'd be unemployed.

39. IFF format

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 15:53:57 UTC
From: 870646c@aucs.UUCP
Message-ID: <543@aucs.UUCP>
Source record: 256239

After doing some reseach of my own into the IFF, and the Degas Elite manual
I have found how we can exchange pics with the Amiba. Select the block copy
and put a frame around the whole picture, next select "save" from the block
menu, enter your picture name and hit return. This block is saved in IFF
format, to test it rename the file to *.IFF, where * is your pic name.
Select pic type from the file menu, select IFF, and read your pic in.
I hope this is of some use to some people.
later
Barry

40. Re: CAD 3D 2.0

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 17:52:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <871106175233.716709@HIS-PHOENIX-MULTICS.ARPA>
Source record: 256240

>I may be able to use in a Dr. Who demo/game I am thinking of writing.
So far >I have the CAD 2.0, GIST sound editor, and FONT, and Future
design disks.

Hmmmm. . . Dr. Who, CAD 3D 2.0. Sounds interesting. Keep me
posted.

Aric

41. Dead groups

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 18:12:00 UTC
From: IHLS400@INDYCMS
Message-ID: <8711061915.AA28019@ucbvax.Berkeley.EDU>
Source record: 256241

>"Why are the binary and source news groups so dead?"

It seems they are dead because people insist on posting programs
to the Info mailing list instead.

** slow burn **

I don't know about the rest of you, but I'm a bit shy on disk space
here. It seems that many of the volumes of INFO-ATARI16 that are
coming across the net have UUEncoded programs included with them.
Most recently was a 690 line volume that included about 75 lines
of post and 615 lines of DC Format 2.21 for color AND we are told
that the monochrome version is next! I'm just as interested as
the next person in obtaining these programs, but PLEASE let me
do it in my own time from one of the file servers!! DON'T include
these in the message postings. The postings are distributed through
Bitnet as an entire volume. No one truly edits them. Please show
some consideration to those of us who cannot simply skip those
messages in which we have no interest currently as I assume you
can do in the newsgroups. If you've lost Mr. Turner's address
or whatever, post a message to that effect. I'm sure someone out
there has it handy, and posting that kind of message is MUCH shorter
than just posting 600 lines of program that I can't do anything with
right now.

Pretty please? With brown sugar and a cherry on top?

** cold water **

-Holly
~~~~~~
There are two universal elements in this world - hydrogen and stupidity.
~~~~~~
{This line contains toxic waste for the local line eater.}

42. high density 3.5" disks

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 20:08:30 UTC
From: miken@hcr.UUCP
Message-ID: <2923@hcr.UUCP>
Source record: 256242

ssfln (small snack for line eater)

Today, whilst perusing books at my favourite computer bookstore
(Computer Book and Supply Centre Ltd. 1263 Bay Street, Toronto)
I saw with my very own eyes the mythical HD 3.5" disks, at only $99.95
for a box of 10, and the salesman kindly informed me that they were for
PS/2 (MOM! he said THAT word!), and require special hardware.
Gosh Batsman, the thought of 2Mbytes on a 3.5 makes me drool, so my question
is...

Does anybody out there in netland know anything about these little wonders,
aforementioned hardware, and most importantly, how I can make my ST
use these disks? is this a forlorn hope? am I doomed to insufficient
storage for the rest of time ? (please don't suggest I get a hard disk.
i am supposed to being doing real work right now, so I don't have time for
an extended flame on bizarre interfaces, outrageous costs, and laughable
reliabilty. until write-and-read-as-many-times-as-you-bloody-well-want
optical disks come along (and they will! RSN), I'd prefer to stay as far
away as I can from those aggravation-crates)

Mike Nemeth #include <disclaimer.h>
uucp: ...utzoo!hcr!miken "You are what you know." James Burke

43. Mailing list

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 21:27:22 UTC
From: UACE0@UHUPVM1.BITNET
Message-ID: <8711070039.AA05260@ucbvax.Berkeley.EDU>
Source record: 256243

Please take me off the mailing list, I read all the news from USENET on our 3b20.

- Mike Vederman

44. Animation Software

Newsgroup: comp.sys.atari.st
Date: 1987-11-06 23:01:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <871106230154.384646@HIS-PHOENIX-MULTICS.ARPA>
Source record: 256244

Does anyone know of a good animation program? I am interested in doing some fancy animation and do not know what's available. What I want to do is to make "movies" with my computer. From what I have heard, there is a new version of CAD 3-D out that sounds like what I want. What I want is to be able to draw one picture, and by manipulating that one picture get a lot of shots without having to redraw it. CAD 3-D is supposed to allow you to chose if you want wire frame pictures or not which is nice. It has many other features that seem good, however, I haven't seen the animation. I would like to know whether the animation is smooth or not, and if the drawing tools it has are good or not.

Thanks in advance, Aric Friesen.

"Exterminate! Exterminate!"
/~\-*
###--<
/***\
/*****\
~~~~~~~~
~~~~~~~~

45. Re: Atari/Perihelion Transputer Machine Spec

Newsgroup: comp.sys.atari.st
Date: 1987-11-07 00:59:38 UTC
From: ANKH@cup.portal.com
Message-ID: <1320@cup.portal.com>
Source record: 256245
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

Hey, fellas, why are we using 'K' in speaking about money??
To lazy to type in a few 0's?

46. ok: Spectrum 512.

Newsgroup: comp.sys.atari.st
Date: 1987-11-07 01:03:58 UTC
From: ANKH@cup.portal.com
Message-ID: <1321@cup.portal.com>
Source record: 256246

Spectrum 512 is *not* PD...

47. Re: Atari/Perihelion Transputer Machine Spec

Newsgroup: comp.sys.atari.st
Date: 1987-11-07 02:00:32 UTC
From: jafischer@tiger.UUCP
Message-ID: <4059@watdragon.waterloo.edu>
Source record: 256247
Cross-posted to: comp.sys.transputer,comp.sys.amiga,comp.sys.atari.st

Many thanks to Chuck McManis for his informative posting about the
show. I thought I'd post Antic's online repors from Compuserve as well.

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ATARI MEANS BUSINESS
A REPORT FROM THE 1988 COMDEX
By Anita Malnig, START Editor

Las Vegas, November 2, 1987 --

Atari intends to give the likes of Sun Microsystems and Apollo
Computers a run for the money with Abaq (the root word for abacus), the new
transputer-based workstation that the company is showing here.
By using RISC (Reduced Instruction Set Computer) architecture, the
workstation will operate at 10 MIPS (million instructions per second). The
latest graphics hardware and the IMS T-800 -- the Inmos Company's 32-bit
microprocessor -- combine to form affordable, powerful personal
workstations. A single transputer can deliver over ten times the power of
an IBM PC AT. However, there's even greater strength in numbers. You can
connect two, 10, 100 or even MORE transputers to create a relatively
low-cost computer workstation with the power of a supercomputer. (Talk is
that the price will be in the $5000 range.) When attached to a transputer,
the ST or Mega acts as the input/output device for the system. Transputers
can be linked via a built-in high-speed serial port to form a
multiprocessor array or a local area network.
Helios, the Unix-like operating system, was developed by the
Perihelion Company in Great Britain, as was the transputer board itself.
The Helios operating system encourages the use of many small programs which
work together to create a final product.
Shiraz Shivji, Atari's vice president of research and development,
expects that the transputer will be used primarily in engineering and
science applications. Included with Abaq will be a very high resolution
monitor, capable of four graphics modes: 1280 X 960 in 16 colors or
monochrome; 1024 X 768 in 256 colors; 640 X 480 in 256 colors with two
screens; and 512 X 480 in 16 million colors plus overlay. No firm delivery
date is set, but late 1988 seems to be the most talked-about time frame.
From a first-hand view, the crisp, vibrant graphics (such as four separate
pictures running simultaneously) were drawing crushing crowds.
CD-ROM FOR ATARI
The exciting CD-ROM player introduced at Comdex can read up to 540
megabytes of data or play music. It connects to Atari's ST and Mega

computers through the DMA (direct memory access) channel, a communications port that transmits data at up to 10 million bits per second. At 540Mb, the player can store more data than 1,000 floppy disks or 200,000 printed pages.

Demonstrated at the show is an English and French visual dictionary from Facts on File. It is categorized by topics such as transportation and food: click on the transportation theme and choose from an array of topics such as ferrys, container ships, airport terminals and so on -- all items illustrated. Speech output identifies each image in French and English.

Grolier's Encyclopedia also runs on this CD-ROM, as do audio CDs. Atari has a task force at work now developing more products for this player, which will be available at computer specialty dealers and retail outlets in February, 1988, at a suggested retail price of $599.

DO ATARI DESKTOP PUBLISHING

G.O. Graphics, in conjunction with Atari, will bring to market a sophisticated desktop publishing program called Deskset. This works as a front end to the CompuGraphics typesetting equipment, offering the use of 1,800 fonts. This is not just a desktop publishing program for four-page newsletters and the like: it could design entire publications such as Antic and START. It will output to such laser printers as the striking Atari laser printer, also being demonstrated with Deskset. (Look for the next Comdex installment for additional desktop publishing programs for the ST.) Deskset, which works only on a Mega, will work within the GEM environment and offers all the standard features of the most sophisticated desktop publishing programs -- features such as character compensation, kerning, columns, boxes, rules and the ability to merge text and graphics. Look for this product mid- to late 1988.

AND. . . ATARI PCS

The Atari PC1, introduced earlier this year, can be used as a local area network workstation or as a standalone personal computer. It runs at a top speed of 8 Mhz, with a software switch to set the clock speed to 4.77 when needed. The PC1 works with any CGA, MDA, EGA or multi-frequency monitor. Maximum color screen resolution is 640 X 350. The PC1 has a 64-color palette, with a maximum of 16 on the screen at a time. It is expected to retail at $800.

New to the Atari PC family is the PC2, a dual-speed XT compatible with five slots and hard-disk support. The PC4 is an 80286 microprocessor-based IBM PC/AT compatible machine. It has clock speeds of either 8 or 12 Mhz, VGA-compatible video, four AT-style expansion slots, up to one megabyte of system RAM and is ready for an 80287 numeric coprocessor.

Additionally, Atari is announcing "Moses PromiseLAN," a local area network that can connect up to 17 PCs using off-the-shelf telephone wire. They will also be developing Moses PromiseLAN adaptors for its Mega and ST computers. Thus, the Mega and Atari laser printer will be able to share data with PCs and Apple Macintoshes.

COMING NEXT UPDATE. . .

Watch for more third-party desktop publishing programs from Soft Logik, Timeworks, Migraph. . . Multiuser, Multitasking programs with the Idris operating system. . . desktop video from Antic Software. . . products galore from MichTron, Spectrum Holobyte, Word Perfect, Abacus, ISD

Marketing, B.E.S.T. and lots more.

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ST SOFTWARE SHINES AT COMDEX:
Multi-user, Multitasking on the Mega
By Anita Malnig, START Editor

Las Vegas, November 3 --

At the very crowded Atari press conference at the Desert Inn on Monday, November 1, Atari announced its entrance into the serious business market with an array of multi-user, multitasking products. The Atari booth itself was crowded with exciting products, interested spectators and busy software personnel. Here's a run-down of what we saw at the Atari booth.
MULTI-USER, MULTITASKING
Along with high-quality third-party developers, Atari will offer multiuser, multitasking and serious vertical applications on the Mega using a Unix-like operating system called Idris (developed by Whitesmiths Ltd.). The company, Computer Tools, was and still is instrumental in finding companies whose programs can be ported over from the Unix environment to Idris and porting those programs.
Jefferson Software is now releasing a version of their Modula-2 Development System for the Mega to run under Idris, offering a powerful language to complement the multi-user, multitasking operating system.
American Network's Cash Register Plus, the first of the multiuser, multitasking applications, is a point-of-sale program that lets you store and search up to 3,000 items. It supports a Star 8340 printer -- small to print out receipts -- and an actual cash drawer. It includes a customer and inventory database and backs up all information to disk. It can support four terminals with all cables attached to the Mega. This is expected to be on sale mid-January 1988 for about $700 for all the components.
During your inventory search, you may want to do some word processing. There are several word processors to choose from in this Idris environment. From the Tigera Corporation comes Word Era, a feature-rich, high-performance word processing package on single- and multiuser systems. It has a Wang-compatible interface and document conversion capabilities. Word Era has the features of leading word processing software and more, including a window environment, voice recognition and voice annotation. It can also set up menus in French, German, Italian and Spanish, and supports a four-user system. Available during the first quarter of 1988, the multiuser price begins at $895.
Another word processor is CrystalWriter Plus from Syntactics, providing a library of model documents for frequently used formats such as letters, memos and reports. An organization can define its own "style sheet" for documents. The program has "plain English" commands and can be useful for writers, editors, secretaries, managers and engineers.
Also ported from the Unix world is Lex, a combined word processor and

database, from Trajectory Software. Its indexed file structure lets you retrieve the 10,000th record as quickly as the first. You can design your own forms and screen layouts, create short and more extensive glossary items, and do list processing and mail merges. It also comes with a built-in calculator which you can use concurrently as you write or edit. Also available is Lexet, which lets you interface the word processor and database with laser printers.

Atari Corp. is handling the networking capabilities through an agreement with Network Research Corp. With FUSION, Network Software will give the Atari Mega a complete set of TCP/IP protocols and allocations which have been tested for compliance with DDN/DARPA Internet Protocol specifications.

MORE DESKTOP PUBLISHING

From Timeworks comes the Timeworks Desktop Publisher ST. Retailing for $129.95 this GEM-based program will offer WYSIWYG display, over 1,200 possible type-style combinations, ability to import graphics, and laser printer compatibility. Desktop Publisher ST will be available in the first quarter of 1988.

Soft Logik Corp. announced a new version of its desktop publishing program, Publishing Partner Professional. New features include automatic textflow around graphic images, automatic hyphenation and kerning, the ability to import documents from other word processors such as WordPerfect, First Word and Word Writer, more fonts and font manipulation. It will retail for $149.95.

From ISD Marketing comes Calamus, a page-layout and typesetting application. It allows outline fonts and vector graphics that until now could only be processed by expensive Postscript laser printers. Calamus uses these features on both the printer and screen. The screen output can be enlarged up to laser printer resolution. The program offers a spelling checker and hyphenated dictionary, object-oriented graphics, chart forms, and font editors using Bezier curves for designing or changing fonts. Calamus for the Mega will be available in December 1987 for $349.95.

MichTron offers GFA Publisher, a GEM-controlled program with full-featured text editor, automatic text flow and paging, expandable font library and an integrated driver for PostScript.

From Migraph comes the supercharged Easy Draw. And Supercharger, a companion product to Easy Draw, makes it easy to load graphics from popular paint programs. While not a desktop publishing program, these two combined products let you create newsletters, reports, brochures, etc. You can work with ASCII files, have justified and non-justified text, use onscreen grids and rulers and output to the Atari laser printer.

LET'S EMULATE

Turn your ST into a Mac with The Magic Sac Professional from Data Pacific. The Professional consists of three products: The Magic Sac Plus, the Translator One and the Magic Epson Printer Driver. The Translator One allows the existing Atari disk drive to read and write Apple Macintosh disks and convert data between Mac, ST and IBM PC diskette formats. The Professional is shipping this month with a suggested retail price of $449.95. Typical Mac programs you can run are Macpaint, Macdraw, Excel and Pagemaker.

PC-Ditto is a software-only utility which taps the power of your Atari ST to imitate an IBM PC XT. Programs you can run include Lotus 1-2-3, Enable, Sidekick, Framework and Symphony.

WORD PROCESSING -- ALIVE AND WELL

WordPerfect for the ST is out and is called by some the Cadillac of word processors. In addition to a built-in thesaurus and spell-checker, the program has math functions anc can create indexes,and tables of contents. There are also macros, merge functions and onscreen columns. The product is shipping now for about $395 list.

From Microsoft comes the long-awaited Write, marketed by Atari Corp. It handles complex business reports as well as memos and letters. It has all the standard text generation, editing and formatting features such as cut-and-paste, creating footnotes, automatic pagination, different font styles and sizes, and it works in conjunction with the Atari Laser printer.

MORE CAD PROGRAMS

Drafix, from Foresight Resources, is now on the market and drawing critical acclaim. It's identical to the 1.00 IBM PC version, supports pen plotters, and runs on color and monochrome Atari monitors.

Coming soon from Migraph is M/CADD, a professional engineering graphics design system for the Atari Mega. M/CADD outputs directly to HPGL-compatible plotters and saves in GEM format for output on 9- and 24-pin dot-matrix printers. M/CADD files can be loaded into Migraph's Easy Draw, and you can add more text and either bit-mapped or object-oriented graphics. Suggested price is $499. M/CADD should ship the end of November.

With MichTron's Master CAD, you can produce object in 2-D and 3-D using its exclusive concepts of Projection Planes. It uses pull-down menus, dialog boxes, mouse and very few keyboard commands. Expect to see this in early 1988.

DESKTOP VIDEO

From Antic Software in conjunection with Sony comes a desktop video package. Sony's low-cost 8mm video hardware and Antic's video sequencer software create professional-quality 3-D computer-graphics videotapes of up to two hours. The Antic software controls nine functions of the Sony VCR, then adds its own special visual effects such as fades and auto assemble/editing. The 8mm video sequencing software (including custom parallel cables) will be available in January 1988 from Antic Software. The Sony video equipment is available from Sony.

MORE GRAPHIC FUN

From Neriki Computer Graphics PTY Ltd. in Australia comes the ZImagemaster, software with a hardware box to attach to your ST. Hooking up the Polaroid Palette can output DEGAS pictures as Polaroid pictures, And you can hook up a 35mm camera to the Palette. The package yields overhead transparencies and printouts. It will retail for $400.

Antic Software is also showing Spectrum 512, its 512-color paint program, which expands the ST's normally limited palette of 16 colors to 512. Spectrum 512 can load and enhance pictures from existing ST software as well as from Amiga picture files. Available now for $69.95.

Animation comes from Antic Software as well with Cyber Paint, also $69.95. It emulates the functions of a $100,000 Quantel Paintbox -- but

for computer graphics instead of live video. Cyber Paint is a member of the Cyber family of desktop video products. Its many features include smooth raster tweening along any 3-D path, professional optic effects with planar rotations through 3-D space, and moviola-style cut-and-paste.

MORE BUSINESS BITS

The Informer from Regent Software is a multi-table database with presentation graphics. Easy-to-use point and click functions let you create and manipulate up to four databases at once. You can import graphics from DEGAS and NEOchrome... From SBT comes the Database Accounting Library, menu-driven with options to confirm, change or cancel entries... Hi-Tech Advisors announces Super Sales Pro, a full-featured point-of-sale inventory control software system for the ST. It will accomodate medium- to larger-sized wholesale, retail or mail order businesses. The company will provide free technical support... From Progressive Peripherals comes Superbase Personal, a relational database, and the Logistik time/project management system... B.E.S.T Inc. offers B.E.S.T. Business Management, an integrated accounting system offering general ledger. Available now, suggested retail price is $395... ISD Marketing, which brings you the well-known VIP, now has the MasterPlan financial spreadsheet featuring the GEM environment with pull-down menus, icons, scroll bars and column grabbers. It offers graphics features as well. Also from ISD is an update to STAccounts, the integrated accounting package... From Royal Software comes additional low-cost business programs such as Help Calc, templates for their E-A Calc and VIP. Coming soon will be Inventory Master for $99.95.

MIDI

Hybrid Arts was showing ADAP and ADAP 2, the digital editing system. ADAP 2 works directly with a hard disk. Also just released is Easy Score, Hybrid Arts' new scoring program.

NEW HARD DRIVE

In mid-December ICD will ship its new 100 megabyte hard disk for $1,699.

--

- Jonathan A. Fischer
jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!watdragon!watlily!jafischer

48. COMDEX

Newsgroup: comp.sys.atari.st
Date: 1987-11-07 02:11:56 UTC
From: kemp@unsvax.UUCP
Message-ID: <183@unsvax.UUCP>
Source record: 256248

This is a test....

If you made it to COMDEX than you know that ATARI is doing
alright. I checked out WORDPERFECT for the ST and it truly
is an awesome piece of software. WORDPERFECT itself probably
had the most memorable set-up at COMDEX.

COMMODORE was there this year. Glad to see they could make it.
Their absence in the past was probably a big reason more
AMIGA'S didn't sell than could have.

More news later on this same station...

kemp@unsvax

49. Re: Needed: One mail Wizard

Newsgroup: comp.sys.atari.st
Date: 1987-11-07 02:57:36 UTC
From: exodus@uop.EDU
Message-ID: <705@uop.EDU>
Source record: 256249

In article <6651@apple.UUCP>, ems@apple.UUCP (Mike Smith) writes:
> We are having some odd behaviours from sendmail. Return addresses are often
> strange, and some mail is being bounced from remote sites. Unfortunately,
> much mail also gets through just fine.
>
> Rather than muck arround anymore ourselves, we would like to find a mail
> wizard who would like to show us the error of our ways ... If you are a
> wizard, or know of one, and would like to take on a small contract to tell

Can we take this mean that Apple has none of their own?

> us what we are doing wrong; please contact me.
> E. Michael Smith (408) 973-3163
> I don't read these groups but the following mail addresses ought to work ...
... deleted
> 'If you can dream it, you can do it' Walt Disney
Geez, Typical Apple quote... build a computer (?) in a garage and expect
the masses to buy it... and believe it is the only company which is good
enough to play with mice...
>
> This is the obligatory disclaimer of everything. (Including but
> not limited to: typos, spelling, diction, logic, and nuclear war)
Hardware? Software?

And is Apple really considering a Un*x system? I find it hard to believe.
Isn't mail now considered an essential part of a _real_ computer running
Un*x? Oh well... Just thought this was funny :-) Apple will always
need outside help.

Send flames to /dev/null or at least the console where someone else has to
read them.

G. Onufer

PS. Anybody know the cheapest way to expand my 1040? I am in that market
now (memory that is...). BTW, anybody try WordUp yet? I have the Degas
Screen dumps of it that were posted to GEnie and they look good. I was just
wondering if anybody has _used_ it yet!

Anybody want to write screen drivers for microemacs that are as fast as
Tempus'?? That would be a way to make money (I'd pay).

50. Re: Atari/Perihelion Transputer Machine Spec

Newsgroup: comp.sys.atari.st
Date: 1987-11-07 05:24:58 UTC
From: hah@mipon3.intel.com
Message-ID: <1204@omepd>
Source record: 256250
Cross-posted to: comp.sys.transputer,comp.sys.atari.st

In article <32936@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
In article <1034@titan.camcon.uucp> anc@camcon.uucp (Adrian Cockcroft) writes:
>Cost
>----
> Priced well below Mac II, base level entry price (no winchester or monitor)
> aimed at 1000 pounds according to Jack Lang.
> For now they will provide a set of 3 manuals, User Manual, Developers Manual
> and Technical Manual for 50 pounds, you then become a registered
> developer and get a priority place in the queue for developers hardware
> in December.

I was at Comdex and talked to Jack Lang, Tim King, and Jessica Lang at length about this box. What I found out was quite enlightening to say the least, let me say this first, "This is a really neat machine! ", then let me say this second, "It ain't cheap, when you configure it like it Workstation, it costs like a Workstation." So before I go on lets add some numbers to these statements :

At the show the Perihelion folks were saying $2K for the ABAQ (Ay-bak) and you had to have a Mega ST as well ($1.5K - $3K depending on which one you have) and a monitor that can display the images your interested in ($.5 - $3K, where 500 gets you a Multisync, and 3K gets you the multisync II plus which can display 1K X 800 pixels), plus you really need a hard drive so add another 1K to 1.5K depending on size (20 - 40Meg) So minimum we're talking $5K to get a low-res color system with a 20Meg hard drive, upto $8K for a 40meg High res systems (which is cheaper than either a Mac II or a Color Sun). When the 'real' machines become available the ST will be optional (and hopefully they will have redesigned the clunky case) but they were murmering $5K sans monitor or hard drive. So for those of you who want a Workstation for the cost of an Amiga or ST will have to wait a few more years for the technology steamroller to get a little be farther down the road.

As for the machine it was running some neat demos that primarily showed off it's color capabilities. Since they were 'canned' images being replayed aka ShowAnim or some other framebuffer animator it was not clear how fast the actual machines were. One was running GEM on a 19" 1K X 1K monochrome desktop, unfortunately most GEM applications couldn't really hack the huge screen. I would be interested to know if Atari will be supporting both GEM and Helios on the machines (all the really good questions hit you after you've left the booth. :-)) from the looks of it, it did not appear likely. The Perihelion people were quick to point out that the slaved Mega was only providing I/O services and non of its memory was being used by the ABAQ. So I assume if you wanted to run GEM you would

either emulate the 68000 or use a version of TOS in ROM that passed all video requests on to the ABAQ.

Other interesting tidbits; the video memory (1 meg of video rams) was separate from the ABAQ's program memory (shown with 4 meg). The internal slots will accept boards with additional Transputers or memory on them so you could continue to beef up this thing. And while some of the Demos were written in Occam (INMOS's transputer language) Perihelion was going to support C as the primary development language (what no BCPL?). It also had a custom blitter that apparently was really fast however only the demos were available so I couldn't really test drive them all that well. Overall it looks like an interesting box and is probably going to excite a lot of graphics folks. I don't see a whole lot of them making it into the mythical home market, or the ever lucrative business market. If Inmos has really conquered its manufacturing problems and Helios lives up to its advance billing this should be worth a look at least. And while there were boxes to play look at, at the show, I know that more than half the work will be in the software.

So things to watch for :
o How Atari 'positions' this product. Depending on when it gets out the door it will be competing with 386/486 boxes, Mac IIs, and Low end Suns.
o What happens to the various ST owners. (In my opinion they should split their product line like the Apple II/Macintosh computers are truely separate.)
o Messages from people who have machines to play with of their own (I am of course available for Beta Testing :-))

Sorry it dragged on so long, it was one of the more interesting aspects of an otherwise PC/386/Laser Printer dominated show.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

51. FreeTerm 2.0 -- Doesn't work under MagicSac?

Newsgroup: comp.sys.atari.st
Date: 1987-11-07 05:59:50 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <2137@brspyr1.BRS.Com>
Source record: 256051
Cross-posted to: comp.sys.mac,comp.sys.atari.st

FreeTerm 2.0 which was recently posted to the MacIntosh binaries group doesn't appear to work using the MagicSac on the Atari ST. This seems strange seeing as the Data Pacific folks tout FreeTerm 1.8 as *the* terminal package to use with the Sac.

Does FreeTerm 2.0 work with version 4.5x of the MagicSac driver?
(I am using 4.36 -- latest from CompuServe)

Any help would be appreciated.
--
tim@brspyr1.BRS.Com
uunet!steinmetz!brspyr1!tim
== Tim "The Enchanter" Northrup

52. need ST termcap (from "gulam" or whatever)

Newsgroup: comp.sys.atari.st
Date: 1987-11-07 13:10:16 UTC
From: brianp@ernie.Berkeley.EDU
Message-ID: <21661@ucbvax.BERKELEY.EDU>
Source record: 256052

If anyone can mail me a termcap file I would be quite happy!
Brian Peterson, ...!ucbvax!ucbernie!brianp (brianp@ernie.berkeley.edu)

53. Re: Mega STs

Newsgroup: comp.sys.atari.st
Date: 1987-11-07 15:09:05 UTC
From: jimomura@lsuc.UUCP
Message-ID: <2136@lsuc.UUCP>
Source record: 256053

In article <4114@garfield.UUCP> avp@garfield.UUCP (Anthony Paul) writes:
>Ok, I was right on the edge of buying a Mega 4 ST when a friend of mine
>returned from Toronto with all this bad news about the Megas. I was
>hoping some people could confirm/deny some of these 'rumors' (if that's
>what they are!).
>
>-The new version of the ROMs is incompatible with a fair bit of software
> (if this is true, how much, what great programs won't work?)

Not much doesn't work. I've heard reports of 1 commercial game
and 1 public domain terminal program. Hundreds of programs were
run successfully, including everything I really care about (Flash!
and Cyberpaint :-).

OS-9 runs without problems.

>
>-The disk drives are new, and won't read much protected software
> (again, how much and what major programs)

The one game program that has been reported to have problems
was copy protected and it's thought that the copy protection had
something to do with its problem. (This info is a condensation
of info from BIX). There may be others.

>
>-Many people say 4 megs is just too much, you never need it all, it is
> a waste of time and money, that it's better to buy a 1040 ST or maybe
> a Mega 2 ST.

Funny. I could use 4 Meg. right now. If the people you talk to
can't that's their problem. Keep in mind that before the coming of
"memory resident" programs, the PC world kept thinking that 128K was
wonderful. In fact, right now some of them scoff at higher than 640K.
Not many, but some. What things benefit from higher memory? CAD 3D.
2 Meg. will do the job for a lot of things, but it's definitely a
memory eater. I have no doubt that I can overrun 2 Meg. I've seen
how easy it is to overrun 1 Meg.

CyberPaint. CyberPaint more than any other program is going to
sell BIIIIIG MEMORY. I llllove CyberPaint! It's Wonnnnnderfullll!
:-) It's just about the only thing worth doing with any ST aside
from Flash! and a good modem!

You'd better get a double sided drive if you don't have one.
If you want a good stock market tip, buy any company that's into
storage media. CyberPaint is going revolutionize the concept of

Home entertainment! Get streamer tapes if you can. You'll need them!

If you're in the Toronto area check out my *short* demo of CyberPaint called "Lucky Penny". It's 40 frames of stop-action digitizing intended to be run at 1/4 sec. framing rate. (10 sec. run time). The difference between this and most other demos you'll see this year are: 1. a real story line -- not much of a story, but more than the "lava lamps" and straight advertising you'll see running otherwise. 2. It *may* be runnable on a 512K machine, but I'm not sure -- time to work on the demo stopped me from pushing it further. I *could* have used more and made it better. 3. A real Television Star! Kevin Frankoff has had 2 kids shows in Canada and has appeared in numerous commercials. My thanks to him for appearing in this "short subject". He's an incredibly talented actor, formerly with Second City (stage). If I can talk him into it, I hope to get something a bit more creative in a future "short" -- now that we know the range of the hardware.

OS-9. OS-9 gives you may ways to run optimally in almost any size system. The smallest systems which are useful, in my opinion are, 520ST with 2 drives (at least one double sided) or 1040ST with an extra drive. With OS-9 and 4 Meg. you can start off by preloading *all* your executables (*not* the same as using RAM disk because, like "memory resident" programs in GEM/TOS, they aren't moved around to be run -- they run where they are), *and* a 1 Meg RAM disk on top of that for data files. You'll still want another drive, but there we've wacked out a good couple of Meg already! You'll still want another drive for convenience doing backups, but it'll be less necessary. On a Mega, you'll be able to add a few serial ports and have and incoming "mail drop" under OS-9 24 hrs./day. The ability to run a BBS and still use your computer will be a reality. How about 1 line for personal "mail drop", and 1 line for outgoing calls and *2* lines of BBS? From what I've heard, there will likely be a 4 serial port card available from 2nd sources early next year.

Editing Large Files: With almost any text editor, and in the case of MicroEMACS, multiple large files at one. Do I ever have over one meg. in a textfile? No, but I have had software source "kits" with over 2 meg. New text editors with multiple buffers will use this better than they do now.

AI. I know of 8 Meg. sources in the AI field. Yup, I can see usage for *beyond* 4 Meg. already!

I have also revised my thinking on the Laser printer/Mega ST combination. Having done a lot of work digitizing lately, and talking with magazine publishers, the combination sounds like a G*d send! Picture files cannot be sent quickly to printers across standard serial ports. Even Centronics is quite slow in this regard. I'll be interested in seeing the speed of

this system. If they can beat Centronics speed, they'll move
mountains in the publishing industry (note that I don't use
the stupid "desktop" adjective -- just "publishing").

>
>I hope these are for the most part untrue, because I was looking forward
>to 4 megs of Mem with the new ROMs and the blitter. I hope some of you
>guys can set me straight on these things

Yes, it's worth it. I recall the silliness of 6502 machine users
when we were breaking the 64K barrier. "Who needs it?" For some
reason CP/M people didn't seem to doubt the advantages of larger
systems quite as much. Yes, we still heard the "who needs it?"
from them, but not quite as much. I've heard the same from
IBM-PC users looking at greater than 640K. Answer: If you don't
want it, you'll never need it. Think about that one for a
while. Sounds really Zen right? :-) Have fun deciding!

Cheers! -- Jim O.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura

54. Making Contact

Newsgroup: comp.sys.atari.st
Date: 1987-11-07 18:59:29 UTC
From: parora@watdcsu.UUCP
Message-ID: <4087@watdcsu.waterloo.edu>
Source record: 256054

Hello,

I am just moving back to Toronto after many years, and as a new ST owner
would really like to know about users' groups, stores to frequent, stores
to avoid; in essence how can I get into the network of ST users.
Any help would be really appreciated. You can send e-mail as I will
continue to pop in to read mail for the next little while, or call me.

Thanks in advance.

Pavneet Arora

Control Data,
(darn, I don't have the ph number as I have just joined up, but my extension
is 3303)

55. Re: Spectrum 512.

Newsgroup: comp.sys.atari.st
Date: 1987-11-07 22:15:08 UTC
From: exodus@uop.EDU
Message-ID: <709@uop.EDU>
Source record: 256055

In article <539@aucs.UUCP>, 870646c@aucs.UUCP (comer) writes:
> There seems to be some talk on the net about the program Spectrum 512. Let
> me assure you that it is not public domain. This program is sold by Antic.
> I know because I have it, so if someone asks you for it remind them of two
> things:
> 1. It is not public domain.
> 2. If he pirites it, he is not just hurting the author of the prg. but all
> of us people that like to see new software hitting the market.

Maybe a little tiny misunderstanding here...

The Spectrum 512 that most people refer to is the Spectrum 512 slideshow
which _is_ public domain. It shows all of those fantastic colors too.

It is available on GEnie and Neil (Harris) has posted at least 15 nudes
which were digitized by someone else. From what I have seen, feel free
to distribute the slideshow (but check first, it _is_ on GEnie). Would
anybody be interested in the slideshow program and a few pictures on Usenet
to see what this puppy does?

The way they look at it, free advertising, eh? ("See all the pretty
pictures? You mean I can do that too? Where can I buy the program?")

The Spectrum drawing program is _not_ public domain and is available
throught The [Antic] Catalog.

G. Onufer

--
Greg Onufer GEnie: G.ONUFER University of the Pacific
UUCP: ...!ucbvax!\ **POSTMASTER @ UOP**
-ucdavis!\
...!lll-crg!/ -uop.edu!{exodus, exodusr, postmaster, root}
...!ptsfa!cogent!/
...!cepu!retix!/

56. trackball mods

Newsgroup: comp.sys.atari.st
Date: 1987-11-07 23:58:11 UTC
From: josh@unirot.UUCP
Message-ID: <526@unirot.UUCP>
Source record: 256056

TO: whoever posted the modifications to the atari trackball,
I bought an atari cx22 trackball. I thought that since it has the switch
labeled Joystick/Trackball it would work w/o mods. WRONG. Rather than
have wasted 12 dollars I would like to make it work. Could you please
post the modifications? I would be very grateful.
If you'd rather not post them to the net then send them to me at:
ARPA: hook@aim.rutgers.edu
Im not sure if the uucp one above is correct..
If you dnt have them but know where to get them, please let me know.
Any help is GREATLY appreciated.
thanks alot
Josh Cohen
HOOK@aim.rutgers.edu

57. Re: IFF format

Newsgroup: comp.sys.atari.st
Date: 1987-11-08 05:52:58 UTC
From: grieggs@devvax.JPL.NASA.GOV
Message-ID: <683@devvax.JPL.NASA.GOV>
Source record: 256057

I thought that the normal, somewhat-compressed mode of saving pics in
DEGAS ELITE produced IFF format. It has been a while, so I most certainly
be confused...

_john

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-0465
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

58. Prolog available for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-08 06:14:39 UTC
From: terrell@laidbak.UUCP
Message-ID: <1233@laidbak.UUCP>
Source record: 256058

I have a Prolog interpreter (Toy Prolog) that I will be posting soon. However, the documentation is entirely in German. Consequently, I'll wait for one of our German speakers to translate the documentation into English, and then post the entire system.

If you are fluent in German and would be willing to perform this translation please contact me by e-mail, and I'll send you the documentation. Warning: the documentation is quite extensive (~30 pages).

Thanks in advance,

Eric Terrell

59. Re: Publishing Partner fonts

Newsgroup: comp.sys.atari.st
Date: 1987-11-08 16:51:12 UTC
From: lean@sbcs
Message-ID: <805@sbcs.sunysb.edu>
Source record: 256059

> I just purchased Publishing Partner v 1.02 -- in it, it states that
> for teh time being, only Helvetica prints out on dot matrix
> printers. (For the record, I also have a 1091.) How did you get
> Thames, Spokane, etc to print on the printer? I'm dying to know.
> (Well, not really...but I would very much appreciate a response.)
> What am I not doing correctly? (Or, conversely, what hasn't Soft Logic
> told me to do?)
> - Rob DeMillo

Thames, Spokane and Devoll are in Font Disk #1 from SoftLogik. I got
it for $19 from Software Discounters of America (very good store).
With PP v1.02, you get System, Helvetica and Times SCREEN fonts, but
only Helvetica PRINTER fonts. All font disks (SOftLogik's or Font Factory's)
comes with SCREEN and PRINTER fonts.

I just learned that the TIMES printer font is NOT public-domain as I
incorrectly stated previously. TIMES and a bunch of others are put out by
Font Factory. Each disk is about $20 thru mail-order.

Columbia, Hudson, and Saturn ARE in public-domain. So is University-Roman.
BTW, a few of the fonts (including Devoll and Thames) do not generate
the greater-than and less-than signs.

Also, test a couple of other printer drivers. I have a PANASONIC 1091i
and the readme file suggests the MX80f driver. However, I've found the
FX80F to be significantly better when it comes to printing text. For
normal text, point size of 10 seems to generate the best print. Helvetica
at 10 ps is INCREDIBLY awesome on the PANA1091i (close to laser print!!)
--
CSNET: lean@sbcs.csnet
ARPA: lean%suny-sb.csnet@csnet-relay.arpa
UUCP: {allegra, hocsd, philabs, ogcvax}!sbcs!lean

60. (none)

Newsgroup: comp.sys.atari.st
Date: 1987-11-08 19:28:46 UTC
From: USERFS3F@mts.rpi.EDU.UUCP
Message-ID: <819797@RPITSMTS.BITNET>
Source record: 256060

Can someone point me to the latest version of Uniterm please? I'm using
V1.7a, but I've read here that there is a version 2.0 with pop-up menus and
dialing.
I didn't see it on genie, I'm checking the bitnet archives today.

Rodney Peck
USERFS3F@RPITSMTS.BITNET
RodP@RADC-Multics.Arpa

61. Gulam (Beta Test Release)

Newsgroup: comp.sys.atari.st
Date: 1987-11-08 20:02:43 UTC
From: pm@mandrill.CWRU.Edu
Message-ID: <2305@mandrill.CWRU.Edu>
Source record: 256061

A few days ago, I sent the beta release of Gulam shell to turner@daisy.
He will be posting it to the net soon. To help you decide if you care
to save the uuencoded archives, here is a short description of the
present state of Gulam.

Gulam is a shell written and copyrighted by pm@mandril.cwru.edu; it
is (and will be) distributed free of charge. It is not warranteed; on
the other hand, I and many others find the present implementation
eminently useable, and indeed use it all the time, in preference to
other shells.

The present beta-version (dated Nov 1987) is a result of fixing bugs,
internal code improvements, and user-visible improvements. Gulam.prg
is about 88200 bytes, and gulam.doc is about 78000 bytes. Users are
encouraged to tell me both good and bad things about this program.

Here is a list (complete?) of things new and/or diffrent from the
alpha-version.

1. the bugs causing memory-lossage have been fixed.
2. an application program can now call one of *Gulam*'s routines
that is equivalent to system() call.
3. an application program can now call one of *Gulam*'s routines
that can receive keyboard input from the user, with all the facilities of
`ue', and return the line input by the user.
4. `ue' can now insert-file.
5. stdout append-redirection (`>>') is now implemented.
6. a new sub-word consisting of three dots `...' expands to the list
of all filenames rooted at the current or given directory.
7. doing a `set path <path-list>' will also cause an automatic
`setenv PATH <path-list> ; rehash'.
8. `ue' can now fill-paragraph.
9. new shell variable `verbosity' controls how silent *Gulam* is.
10. cp will not copy directories and their contents unless
given the `-r' flag.
11. `ue' can now use mouse movements as cursor
movements (see mscursor).
12. diskettes can be formatted (single/double-sided) in TOS standard way.
13. the command mem can not only report the GEMDOS free-list but also the list
of GEMDOS Malloc-ated chunks.
14. shaded background on the screen is provided for the `gem' command.
15. the keypad keys can be toggled to become numeric
or extra-function keys.
16. there are 3 separate key-bindings for the one *gulam* buffer, and
the one *mini* buffer, and all the regular buffers.

--
prabhaker mateti, case western reserve university, cleveland, oh 44106
{decvax,cbosgd,sun}!mandrill!pm pm@mandrill.cwru.edu (216) 368-2816

62. CAD 3D file formats & libraries...

Newsgroup: comp.sys.atari.st
Date: 1987-11-08 20:27:17 UTC
From: UD140469@NDSUVM1.BITNET
Message-ID: <431UD140469@NDSUVM1>
Source record: 256062

[a line to be eaten]
Here's a question to the CAD 3D owners out there... I don't have CAD 3D yet, and while I am interested in getting it eventually, right now I'm more interested in getting objects created with it--I'm working on a system here at my school with some really wonderful graphics hardware but virtually no pre-drawn objects, and a pretty crummy CAD program. What I'd like to do is take object files from CAD 3D and run them through a converter to convert them to the file format my system needs. Here's the question: does anyone have info (or does the CAD 3D documentation) on the format of CAD3D files? Question two: does anybody know where libraries of CAD 3D objects (preferably PD) can be had? I'd really appreciate this information.

Scott Udell
UD140469@NDSUVM1.BITNET

P.S. I'd be interested in getting objects from any other 3D wireframe CAD programs out there (along with file/object formats), so if you have the info (even if it's not on an ST), I'd really like to hear from you.

[a line to be eaten]

63. Re: FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 01:33:24 UTC
From: ws1i+@andrew.cmu.edu
Message-ID: <sVZFhYy00Xo9yaw0B=@andrew.cmu.edu>
Source record: 256063

As far as I can tell, it's up to you. The "F" functions are probably a bit faster, since they're just #defines that jump you right into the system stuff; the "f" functions, while it is true that they're more compatible with other environments, will probably be a bit slower since they go through some translation routines first. However, any extra time that the "f" functions take will probably be so small (as in less than a hundred machine instructions) that it won't matter (especially since the functions take forever, anyway, since they all need to do disk I/O). Anyway, there's your difference.

64. bug in xprolog 2.0?

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 01:51:55 UTC
From: aoki@postgres
Message-ID: <4811@zen.berkeley.edu>
Source record: 256064

My copy of Xprolog goes into an infinite loop when you try to execute an undefined function. Gee, I *thought* it had unpacked OK....

In addition, I had a rather odd experience while getting it to run on a 520ST (with a single single-sided disk). It wouldn't produce an image file until I reduced each parameter by some incredibly miniscule amount (1 functor, 10 bytes, or some such). The complaint was something like "I can't create such a large image file", and it must have been meant "too large" in terms of memory 'cause the resulting disk file was pretty small.

Any comments? Has anyone else run into these problems? Or am I just a pinhead? Well, I must be a pinhead, I bought an ST to begin with... :-)

Paul M. Aoki
608-3 Evans Hall // UCB // Berkeley, CA 94720 (415) 642-1863
aoki@ucbvax.Berkeley.EDU ...!ucbvax!aoki

65. Hard drive problems

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 02:13:35 UTC
From: med@druhi.ATT.COM
Message-ID: <2351@druhi.ATT.COM>
Source record: 256065

Well, I'm at an impasse with this silly drive, and am asking for
any help... What I have:

1) A working 20Mb Supra drive with an internal Rodime SCSI
drive.
2) A bare 20Mb drive that I hope to soon have working as
a secondary drive.
3) An ADAPTEC 4070 SCSI to RLL controller.

What I've tried:

1) I have replaced the 50-conductor internal SCSI cable in
the Supra drive with a cable similar but with yet another
50-pin SCSI connector which attached to the ADAPTEC 4070.
2) 20-pin and 34-pin cables between the ADAPTEC 4070 and the
new drive.
3) The Adaptec 4070 has been selected as SCSI ID #1.

The symptoms:

1) When the SCSI cable to the ADAPTEC controller is
disconnected, the Supra drive works fine.
2) When the SCSI cable to the ADAPTEC controller is connected,
the BUSY light on the Supra remains lit, and the Supra will
not spin up or function at all. The second drive will not
spin up or function either.

I recently saw an article in the ASTUN newsletter that was written
by someone at Supra, regarding attaching additional drives to their
controllers. Unfortunately, I can't seem to lay my hands on that
now.

Any suggestions or hints would be greatly appreciated.

Myron Drapal
AT&T
Denver, Co.
..!ihnp4!drutx!druhi!med

66. Re: FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 02:36:28 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <2862@batcomputer.tn.cornell.edu>
Source record: 256066

[]

The GEMDOS Fread(), etc are more similar to the UNIX read(), etc,
NOT fread(), etc. The raw GEMDOS functions are faster (due to
no buffering) but you should set up your own buffering. (I found out
that a 9Kbyte buffer is good enough for almost-maximum floppy-disk
performance.) If you want to write code so that it is easy to port
to UNIX and such, write read(), etc calls in the UNIX syntax, and
set up a bunch of routines with those names that simply translate
to the GEMDOS calls. (BEWARE of int-vs-long problems!)

- Moshe Bran.]6

67. HardDisk woes, Part II.

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 04:59:08 UTC
From: csrobe@nh.UUCP
Message-ID: <8711090459.AA01814@nh.wmcs.uucp>
Source record: 256067

Hard Hard-Disk times have struck me again. Ode to my Supra 20meg.
It seems that I am having a subset of my original problems (for those
of you that remember the first round). Anyway, I would like to ask
the net if anyone has any ideas. Here goes...

First symptom --
Sometimes it takes approximately 25 to 30 seconds for the harddisk to
start its spin-up after the power switch is turned on. Normally, the
disk starts to spin up after 2 or 3 seconds. This started about three
weeks ago.

Second sympton --
When trying to read a file (the latest case was flash.prg from
d:\bin\flash) i get the "Data on disk in drive d: may be corrupted...."
dialog box. (i just reformated my disk and before the reformat, i
saw this message several times on drive e:). I could click on retry
and the file would finish reading. This time i was able to recreate
the problem -- all I had to do was try to load flash from anywhere, from
either shell - Gulam or GEM. I tried reseting the machine via the reset
button, but the problem didn't go away. The more the error occurred
the more retries it took to read the file. I finally stopped at 5
retries. Once i powered off my ST (i never powered off my Supra)
the problem disappeared. Now, i don't know where it will appear next.

My harddisk is partitioned into 4 5meg partitions (C: - F:) -- so far
C: over 3 megs free, D: has somewhere around 3 megs, E: has almost
5 megs, and F: has all 5 megs. I have installed the forty folder fix
foldrxxx.prg as foldr100.prg and after boot-up and loading accessories,
I have over 640K of RAM left.

All along I have suspected my harddisk, but now I'm not sure since
powering off my ST made the problem (at least the recurring one) go
away.

Flash-back: (for those unfamiliar with my old problem) I had a heat
problem that caused my machine to just wind down and the busy light
would come on as it did today. This would happen whether I was doing
anything or not, whether it was connected to a machine or not. It
also occurred more often when the weather was warm. (NB: today was
a nice warm day too -- 80 degrees, the warmest it has been in a while.
I also had the most wind-downs that i have had since getting the drive
back about 3 months ago.) If it was the heat, then why did powering
down my ST make the problem go away?

Please, can anyone give me some educated guesses as to where the problem
is and how i can fix it? has anyone experience this problem before?

thanks,
-chip

Chip Roberson ARPANET: csrobe@icase.arpa
1105 London Company Way BITNET: $csrobe@wmmvs.bitnet
Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe
---
"Life is like a fan -- get ahead and its a breeze;
get behind and it sucks!" -anon

68. TDI Modula-2 V3.01

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 05:34:00 UTC
From: LAWS@rsre.mod.UK
Message-ID: <08.NOV.1987.21
Source record: 256068

Robert,

Ref your enquiry in INFO-ATARI16 about corrupt/missing files in the commercial version of TDI Modula-2.

I do not have V3.01 but did check the V3.00 I have in the UK. None of the files you listed were missing or in error (well they all compiled).

A bug I have found in V3.00 is that I cannot IMPORT the procedure SIZE from the module SYSTEM - have you or others seen this in V3.01?

John Laws

69. Danger in BIGFORMA.ACC

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 05:44:00 UTC
From: LAWS@rsre.mod.UK
Message-ID: <08.NOV.1987.21
Source record: 256069

In INFO-ATARI16 385/87 -

>Date: 21 Oct 87 02:58:52 GMT
>From: oliveb!pyramid!prls!philabs!sbcs!lean@ames.arpa (Lean L. Loh)
>Subject: format 923K and cold boot programs
>To: info-atari16@score.stanford.edu
>
> The folowing posting is an arced file consisting of 2 programs. The first
>is a desk accessory that formats double-sided diskette to 920K !!! Works for
>single-side diskettes too. I got this from GEnie; have used it without any
>problem. However, READS/WRITES appear to be slower for diskettes so formatted
>when compared with the FAST format using Dcformatter.

The BIGFORMA.ACC is highly suspect.

It formats 11 sectors to a track (just!) and there are 0 to very
small gap bytes between a preceding data sector and a following
ident sector. In consequence and depending on drive variation /
performance, there may be an over-writing of the following ident
sector when writing the data sector.

The start of track 0, the ident sector and start of sector 1 -

```
0000 89 C9 C9 C9 C9 C0 00 00 00 00 00 00 14 A1 A1 ................
0010 FE 00 00 01 02 CA 6F 4E 4E 4E 4E 4E 4E 4E 4E 4E ......oNNNNNNNNN
0020 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 00 00 00 NNNNNNNNNNNNN...
0030 00 00 00 00 00 00 00 00 00 01 14 A1 A1 FB 00 00 ................
0040 00 00 00 00 00 00 B0 C5 14 73 FF E7 E7 F3 FF E4 .........s......
0050 7F FE 67 C0 13 C3 FF 83 FF E7 FF FF FF FF FF FF ..g.............
```

The end of data sector 1 leads into sector ident 5 and data
sector 5 -

```
0230 FF FF FF FF FF FF FF FF FF FF FF FF FE 60 C0 00 .............`..
0240 80 00 00 00 00 00 14 A1 A1 FE 00 00 05 02 06 AB ................
0250 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E NNNNNNNNNNNNNNNN
0260 4E 4E 4E 4E 4E 4E 00 00 00 00 00 00 14 A1 A1 FB NNNNNN..........
0270 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ................
```

Finally the final data sector (8) stops just before the end of
the track -

```
1860 00 00 00 00 00 00 00 00 00 DA 6E 4E 4E 4E 4E 4E ..........nNNNNN
1870 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E NNNNNNNNNNNNNNNN
1880 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E NNNNNNNNNNNNNNNN
```

Sectors are written from the index mark as 1 5 9 2 6 10 3 7 11 4
8. This is the cause of slower performance.

track: 0 side 0: 11 sectors side 1: 11 sectors

trk sid sec lth crc dly err trk sid sec lth crc dly err
0 0 1 2 51823 76 0 1 1 2 64863 69
0 0 5 2 1707 2683 0 1 5 2 12699 2655
0 0 9 2 17350 2717 0 1 9 2 29942 2682
0 0 2 2 40764 2655 0 1 2 2 43020 2717
0 0 6 2 21496 2682 0 1 6 2 25800 2655
0 0 10 2 5781 2685 0 1 10 2 8613 2681
0 0 3 2 44045 2656 0 1 3 2 39741 2687
0 0 7 2 24777 2685 0 1 7 2 22521 2682
0 0 11 2 9636 2681 0 1 11 2 4756 2658
0 0 4 2 13722 2682 0 1 4 2 682 2680
0 0 8 2 28919 2656 0 1 8 2 18375 2681

It formats 82 tracks, this may result in damage for drives driven
to there endstop.

track: 81 side 0: 11 sectors side 1: 11 sectors

trk sid sec lth crc dly err trk sid sec lth crc dly err
81 0 1 2 51680 68 81 1 5 2 12820 2774
81 0 5 2 1316 2688 81 1 9 2 30585 2687
81 0 9 2 16457 2683 81 1 2 2 43907 2683
81 0 2 2 40115 2656 81 1 6 2 26439 2656
81 0 6 2 20599 2716 81 1 10 2 8746 2717
81 0 10 2 5402 2683 81 1 3 2 39090 2683
81 0 3 2 44930 2657 81 1 7 2 21622 2660
81 0 7 2 25414 2686 81 1 11 2 4379 2683
81 0 11 2 9771 2684 81 1 4 2 293 2684
81 0 4 2 13845 2659 81 1 8 2 17480 2667
81 0 8 2 29560 2682 81 1 1 2 65232 2880

The FAT is not initialized.

The size of the root directory is 6*16 rather than 7*16.

John Laws

70. Re: FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 11:57:23 UTC
From: stuart@cs.rochester.edu
Message-ID: <4039@sol.ARPA>
Source record: 256070

In article <2023@homxc.UUCP>, jdn@homxc.UUCP (J.NAGY) writes:
> The functions Fseek, fseek (and Fread, fread, Fwrite, fwrite, etc.)
> seem to perform essentially equivalent functions.
> Is there a prefered choice? How do you choose?

The capital F functions are GEMDOS functions, similar but not identical to UNIX system calls. That is, Fread is similar to read, Fseek is similar to lseek.

The little f functions are STDIO library functions, identical to standard IO library functions everywhere. (Or at least as close as MW could make them.) That is, fread under MWC on an Atari does exactly what fread under UNIX on a VAX does.

If you want to write portable code, I suggest using the little f functions from the standard IO library. They're standard. :-)

If you need more control over exactly what it going on, use the capital F functions from GEMDOS. If you port something that close to the machine, changing a function name from "Fssek" to "lseek" will be the least of your problems.

Stu Friedberg {ames,cmcl2,rutgers}!rochester!stuart stuart@cs.rochester.edu

71. Re: Zmodem. (no <> in P.Partner fonts, GULAM)

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 13:45:06 UTC
From: juancho@utcsri.UUCP
Message-ID: <5636@utcsri.UUCP>
Source record: 256071

In article <801@sbcs.sunysb.edu> lean@sbcs (Lean L. Loh) writes:
> Latest (and greatest) version of GULAM is out. I believe Jim Turner

Post it. !Post it. !Post it. !Post it. !Post it. !Post it. !Post it. !

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
(416) 978-6619 University of Toronto

juancho@toronto.CSNET
{allegra,cornell,decvax,ihnp4,linus,utzoo}!utdgp!juancho
--

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
(416) 978-6619 University of Toronto

juancho@toronto.CSNET
{allegra,cornell,decvax,ihnp4,linus,utzoo}!utdgp!juancho

72. PD Smalltalk on AMIGA/ATARI-ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 13:53:54 UTC
From: mike@bnr-vpa.UUCP
Message-ID: <174@bnr-vpa.UUCP>
Source record: 256072
Cross-posted to: comp.lang.smalltalk,comp.sys.amiga,comp.sys.atari.st

I'm interesting in finding out if a public domain Smalltalk (source preferred, of course!) exists for either the Amiga or the ST?

Thanks in advance,

73. Re: Dead groups

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 14:04:54 UTC
From: ljdickey@water.UUCP
Message-ID: <1243@water.waterloo.edu>
Source record: 256073

In article <8711061915.AA28019@ucbvax.Berkeley.EDU> IHLS400@INDYCMS (Holly Lee Stowe) writes:
>
> >"Why are the binary and source news groups so dead?"
>
> It seems they are dead because people insist on posting programs
> to the Info mailing list instead.

This is not the whole story. Recently, for various reasons, it seems that people have sent things to the moderator of these groups and they are not getting distributed. I was happy to see the DCfmt programs posted to this group. There is no other group for the *sender* to post them to this net.

As you may know, I have called for a change of rules in posting to the two groups,

comp.binaries.atari.st
comp.sources.atari.st

I think that no overall benefit has come to users by having these groups be moderated, as they are now. The author of some slick new program should be able post there and not bother you. Please add your voice of support for my position, and I will add mine to yours.

> I'm just as interested as
> the next person in obtaining these programs, but PLEASE let me
> do it in my own time from one of the file servers!!

The file servers are still not *easily* accessible to users outside the BITNET world. Yes, I can get files, but it is still a struggle for me, on a non EBCDIC system that does not run TRUE BLUE software, to decode these things because of the use of LRECLs, problems with character translations, and the use of files with very long lines. Things that have appeared on the net as nice flat files readable and decodable are now stored in a form that is a nightmare to work with.

> ... Please show
> some consideration to those of us who cannot simply skip those
> messages in which we have no interest currently as I assume you
> can do in the newsgroups.

Why not just scan forward to the next "Subject" line? :-)

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey

ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

74. Re: MWC problems

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 15:39:43 UTC
From: jdn@homxc.UUCP
Message-ID: <2062@homxc.UUCP>
Source record: 256074

```
In article <105100026@datacube>, ftw@datacube.UUCP writes:
>
> kevin@Lindy.UUCP writes:
>
> > When compiling something with Mark Williams C, I got the following
> > error message:
>
> > 603: In cc1: Fatal error: Internal compiler error: FFFFA77E
>
> > Here are lines 602 & 603:
>
> > [602] while ( *p != ' ' && *p != '\t' && *p != '\n' && *p != '\0')
> > [603] *p++;
>
> > with the declaration:
> > register char *p;
>
> > Could someone tell me what's going on? I don't see anything wrong with
> > the above bit of code...
>
Farrel proceeds to give an explanation which is basically correct; however
he makes the following oversight.
> The compiler is probably confused because it expects some form of assignment
> to be taking place at about that point, as in "ch = *p++;" which increments
> "p", and assigns the thing now pointed at by "p" to "ch".

Not so. This makes the assignment first, and then increments the pointer.

Jonathan Nagy
{ihnp4|allegra|harvard}!homxc!jdn
(201) 615-4349
```

75. Re: FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 16:21:38 UTC
From: jdn@homxc.UUCP
Message-ID: <2064@homxc.UUCP>
Source record: 256075

In article <2862@batcomputer.tn.cornell.edu>, braner@batcomputer.tn.cornell.edu (braner) writes:
>
> The raw GEMDOS functions are faster (due to
> no buffering) but you should set up your own buffering.

I don't quite understand this. If I have to do my own buffering with Fread, while fread does the buffering for me, then the fread call appears easier to use. And since the application has to buffer Fread calls itself, any speed advantage of Fread (due to no buffering!) is negated. So I can see no advantage to the Fread.

From your posting, I gather that you use the capital F's rather than the small f's. Moshe, could you please clarify this.

Jonathan Nagy
{ihnp4|allegra|harvard}!homxc!jdn
(201) 615-4349

76. Re: Atari/Perihelion Transputer Machine Spec

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 16:46:02 UTC
From: hah@mipon3.intel.com
Message-ID: <1211@omepd>
Source record: 256076

```
Hey, fellas, why are we using 'K' in speaking about money??
To lazy to type in a few 0's?
```

77. Re: What's the deal with the repair kits, Neil?

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 18:11:19 UTC
From: neil@atari.UUCP
Message-ID: <881@atari.UUCP>
Source record: 256077

> In any case, I think that the decision on whether or not to buy this repair
> kit should be the dealers choice, not a prerequisite of becoming an
> "authorized service center".

I totally disagree.

One current problem is the slow turnaround from repair centers lacking in
spare parts.

Having the dealer carry a substantial inventory of these is a good way to
ensure that our consumers get prompt service.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

78. Comdex Announcements

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 18:29:38 UTC
From: neil@atari.UUCP
Message-ID: <882@atari.UUCP>
Source record: 256078

Here's the press release that describes the new Atari announcements at
Comdex Fall 87. We'll get you more detailed information ASAP.

FOR IMMEDIATE RELEASE

Amidei And Company Atari Corporation
Paul Gross Neil Harris
Hunter Gooch (408) 745-2160
(415) 788-1333
orporation emerges as a maker of a varied line of

high-performance, low-cost solutions for the business world.

New technology is showcased by Abaq, an
processor. The parallel processing capability of Abaq lets a single

system multiply its processing power by adding extra transputer chips.

At answer is "Moses PromiseLAN". This system is

compatible with the NETBIOS standard used by IBM and Novell. It

communicates data at 1 megabits-per-second to PC's and over 250K bits-per-

second over Appletalk. Atari is planning to manufacture "Moses

PromiseLAN" adapters for the Mega, ST, and PC computer lines.

The Atari Mega computers are showcased with a variety of solid

business solutions.ect ST t's Drafix 1.

Atari expanded its PC-compatible offerings by adding two new models,

the PC2 (PC XT compatible) and PC3 (PC AT compatibile), both with EGA

graphics, high clock speeds, and low price tags. A variation of the PC3

will operate in VGA graphics mode as well. The PC2 and PC3 will be

offered with 3.5" or 5.25" floppy disks and with hard disks. These new

models join the PC1, which at $799 is a basic 512K PC XT compatible,

suitable for usecan do the things they

do best."

Atari Corporation is a leading, vertically integrated manufacturer

and marketer of personal computers and video games. The company offers

the 16/32-bit ST and Mega personal computers; the 8-bit XE

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

79. Re: Comdex Announcements

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 18:33:53 UTC
From: neil@atari.UUCP
Message-ID: <883@atari.UUCP>
Source record: 256079

In article <882@atari.UUCP>, neil@atari.UUCP (Neil Harris) writes:
> Here's the press release that describes the new Atari announcements at
> Comdex Fall 87. We'll get you more detailed information ASAP.
>
> ---
>
*** garbage follows ***

Going to try this again:

FOR IMMEDIATE RELEASE

Amidei And Company Atari Corporation
Paul Gross Neil Harris
Hunter Gooch (408) 745-2160
(415) 788-1333

CONNECTIVITY, SOLUTIONS, AND TECHNOLOGY:

ATARI ANNOUNCES NEW PRODUCTS AT COMDEX

(Las Vegas, NV -- Comdex Fall 87)... In a series of major product introductions, Atari Corporation emerges as a maker of a varied line of high-performance, low-cost solutions for the business world.

New technology is showcased by Abaq, an ultra-high-performance workstation with blazing speed and dazzling graphics. The Abaq, based on a sophisticated "transputer" chip, runs more than 10 times faster than a PC/AT technology and more than 5 times faster than the 68020 with math processor. The parallel processing capability of Abaq lets a single system multiply its processing power by adding extra transputer chips.

Atari unveiled its new CD player capable of reading CD-ROM disks and of playing musical CD disks. The CD-ROM is supported by a Mega and ST-compatible DMA interface, and will retail in early 1988 for well under $1000.

Atari's connectivity answer is a LAN which is

compatible with the NETBIOS standard used by IBM and Novell. It communicates data at 1 megabits-per-second to PC's and over 250K bits-per-second over Appletalk. Atari is planning to manufacture "PromiseLAN" adapters for the Mega, ST, and PC computer lines.

The Atari Mega computers are showcased with a variety of solid business solutions. Desktop publishing is represented by both the Atari SLM804 Laser Printer and by G.O. Graphics, who are porting their Deskset program (CompuGraphics compatible) which Atari will market. Word Perfect is displaying the recently shipped Word Perfect ST and Atari is displaying Microsoft Write. A group of vendors are appealing to VARs with vertical packages running under the IDRIS multi-user multi-tasking operating system. Several new high-end CAD packages are on display including Foresight's Drafix 1.

Atari expanded its PC-compatible offerings by adding two new models, the PC2 (PC XT compatible) and PC3 (PC AT compatibile), both with EGA graphics, high clock speeds, and low price tags. A variation of the PC3 will operate in VGA graphics mode as well. The PC2 and PC3 will be offered with 3.5" or 5.25" floppy disks and with hard disks. These new models join the PC1, which at $799 is a basic 512K PC XT compatible, suitable for use as a LAN workstation and for standalone personal computing. The PC2 includes XT-compatible slots, while the PC3's slots are PC AT compatible.

"We offer complete systems for the office," said Atari president Sam Tramiel. "I can see Atari Mega computers with laser printers as desktop publishing stations exchanging data with a satellite group of PC1's as LAN stations. An entire office environment can be created. The PC, the Macintosh, and the Atari computers co-exist. Each can do the things they do best."

Atari Corporation is a leading, vertically integrated manufacturer and marketer of personal computers and video games. The company offers the 16/32-bit ST and Mega personal computers; the 8-bit XE line of

personal computers; the Atari PC; the 2600, 7800, and XE video game

system; and a broad line of peripherals and software.

Atari Corporation is located at 1196 Borregas Avenue, Sunnyvale, CA

94086. Telephone (408) 745-2000.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

80. DIY 3.5" drive query

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 20:30:34 UTC
From: toml@xrxns.UUCP
Message-ID: <236@xrxns.UUCP>
Source record: 256080

hello out there... i hope i am not adding to the clamor of people
crying out for help with 5.25" drives; this is actually a different
question. i would like to have an external 3.5" DSDD floppy drive
to go along with the one already inside my 1040ST. i do not, however,
desire one bad enough to pay the $200 plus which atari dealers seem to
want to charge. i do not mind a little hardware hacking, and don't
mind scabby looking assemblies with wires hanging out all over them.

the question(s): who out there has actual experience with roll-your-own
3.5" floppy drives? how much should i expect to spend for a drive,
and where to get it? where to find technical info on the atari external
floppy interface (abacus book?)? any interface electronics necessary?
any caveats? (i believe i've heard about some 3.5 inchers which can't write
as many tracks as some others - what to beware of?)

i would like to do this for under $100, if possible - is this out of line?
i already have plenty of power available from an external power supply
used for my DIY hard disk setup.

i'd greatly appreciate hearing from anyone with experience in this area.
and yes, i admit it, i'm also interested in 5.25" interfacing too, if you
have $0.02 on that topic too/either.

since the demise of seismo you may have trouble reaching me; try me at

rochester!rocksanne!xrxns!toml

if you can figure out how to reach rochester.

thanks.

tom love
xerox edds
leesburg, va usa. 22075

genie: TOMLOVE
att: 703-430-2853

81. Supra, Idris queries

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 20:31:00 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8711100211.AA09905@ucbvax.Berkeley.EDU>
Source record: 256081

First: The comments on the net about Supra hard disks have been mostly positive. I may get one in the near future. Anything better available right now? We called ICD about their new line for the ST and they haven't completed FCC approval yet, so they aren't shipping.
I was looking through magazines for a detailed review of Supra, and could only find information on their old 10 meg disk. As I understand it the current models allow additional HDs to be plugged in to the first. What sort of connection is it: a DMA port passthru, true SCSI, or a HD controller output?
And who is a responsible mail order distributor (preferably west coast) for Supra?
We may see about the BMS board for some of the STs here, but for my own use I suspect the hassle of tracking down and hooking up compatible HD + power supply isn't worth the cost savings.

Second: Several months back, we called the people who sent out the flyer on ST Idris and they were maybe-sorta-almost ready to ship. I presume that they are in fact shipping now. How's it look? We are using Idris on another 68000 system, and it is fairly useable, though we don't have the latest version. We haven't upgraded because they want more than $1000 for the upgrade (!!??). I hope prices are more reasonable on the ST line. If there are any ST Idris users out there who feel like talking, I'd like to discuss it...particularly if you've used the other varieties of Idris.

Thanks,
Don Rice
FXDDR@ALASKA.bitnet

82. Re: Re: Binarys+source

Newsgroup: comp.sys.atari.st
Date: 1987-11-09 22:23:40 UTC
From: turner@daisy.UUCP
Message-ID: <599@daisy.UUCP>
Source record: 256082

>
> In article <508@aucs.UUCP>, 870646c@aucs.UUCP (comer) writes:
>> Hi all, it's me again, I am just wondering one thing "Why are the binary and
>> source news groups so dead?".
>
> I wonder too. In fact, I sent some stuff to turner@daisy earlier this week;
> IF I don't either 1) see it go out, OR 2) get mail from Mr. Turner that it
> was received and is pending (or that he doesn't think it suitable - that's
> OK by me, I'm not an egomaniac about my code) OR 3) see something from Mr.
> Turner in this group, THEN I'm gonna post it myself & d*mn the torpedoes.
>
> Does this sentiment strike a chord out there?
>
> --
> Ross Alexander,
> Athabasca University
>
> alberta!auvax!rwa

a) I haven't seen anything from you, are you sure you sent it to the right address ???? b) this ain't fun, if the concensus of opinion is that the moderated newsgroups are a bottleneck then tell me and i will dissolve them. this is not sour grapes nor a grandstand play, but if the feeling of the net is that this is not a service, then say so.

bleeding dumb 50% rule &*^$*&^%(*&^

--
C'est la vie, C'est la guerre, C'est la pomme de terre
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

83. Re: empire: which is which?

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 00:55:45 UTC
From: ins_bjjb@jhunix.UUCP
Message-ID: <5431@jhunix.UUCP>
Source record: 256083
Cross-posted to: comp.sys.atari.st,rec.games.empire

In article <1806@rayssdb.RAY.COM> ejc@rayssdb.RAY.COM (Edward J. Casey) writes:
>2- Is the Interstel Corp version of Empire the only authorized
>version of the game now? What about the Empire that Electronic Arts
>has? Computer Creations' ad on page 67 of the Fall 87 issue of
>START has it listed for $39. S.D. of A. sells it for $33. Neither
>has the Interstel Corp (Bright) version. Is Electronic Arts in the

The summary line says it all . . . Electronic Arts is distributing for
Interstel. $33? Rats . . . I paid $38. Oh, well . . .

The ST version of Bright's Empire is very fast and I like its
extensions to the original. Unfortunately, the color screen on the ST burns
out my eyes faster than any of the minicomputer terminals ever did . . .

One question for Mr. Bright (assuming he reads this): Is the PC version of
Empire out yet? The local software stores have all bull$#!++ed me about it . .

--
Jared J. Brennan
BITNET: INS_BJJB@JHUVMS, INS_BJJB@JHUNIX
ARPA: ins_bjjb%jhunix@hopkins.ARPA
UUCP: {allegra!hopkins, ihnp4!whuxcc} !jhunix!ins_bjjb

84. Re: Hard Disk Backup Utilities and Need Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 01:06:06 UTC
From: ins_bjjb@jhunix.UUCP
Message-ID: <5432@jhunix.UUCP>
Source record: 256084

ljdickey@water.waterloo.edu (Lee Dickey) writes:
>In article <5407@jhunix.UUCP> ins_bjjb@jhunix.UUCP (Jared J Brennan) writes:
>> I've yet to hear of a hard disk backup utility, except for one rather
>>unmemorable one I saw at the AtariFest, but they must exist . . . What are
>>the best (and cheapest)?
>Use Turtle. It is the best and the cheapest.
>Why should a backup program be memorable?

Well, anything that fits my needs usually sticks in my memory a bit more
than this did. The package was white, I remember that much . . . And it
didn't do incremental backups. So much for that.

I guess I'll go with Turtle . . . I need some of the Magic disks from
Current Notes, anyway. Thanks to those who've sent me advice. Also, on
the subject of the monochrome monitor, well, I still need one, but my
original message seems to have created the false impression that I'll trade
my color monitor for a mono . . . no, thanks. Besides, they have these new
color monitors that seem a lot better than this one I'm using now. Look
for the contrast and brightness knobs UNDER the screen (which seems sharper).

--
Jared J. Brennan
BITNET: INS_BJJB@JHUVMS, INS_BJJB@JHUNIX
ARPA: ins_bjjb%jhunix@hopkins.ARPA
UUCP: {allegra!hopkins, ihnp4!whuxcc} !jhunix!ins_bjjb
"Sorry. Wrong species . . ."

85. Re: FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 01:35:14 UTC
From: apratt@atari.UUCP
Message-ID: <884@atari.UUCP>
Source record: 256085

in article <2023@homxc.UUCP>, jdn@homxc.UUCP (J.NAGY) says:
>
> The functions Fseek, fseek (and Fread, fread, Fwrite, fwrite, etc.)
> seem to perform essentially equivalent functions. To do simple file
> i/o, I could use the capital F's or the small f's to do essentially
> the same things. Is there a prefered choice? How do you choose?

The cap-F functions are OS calls, and the little-f functions are library
calls. If you use little-f functions, you are bound to the vagaries
of your library. In the case of Alcyon's GEMLIB, these vagaries
are actually debilitating bugs. I don't use GEMLIB's little-f functions.

Among the pitfalls you can encounter are: newline translation and redirection
problems. The cap-F functions all treat files as bags o' bits, with no
translation or anything. Many libraries translate \r\n in a file into
\n alone; this takes longer and may not be what you want.

Also note that the parameters are not in the same order: the guy who
wrote GEMDOS got it wrong relative to UNIX.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

86. midi to rs232?

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 03:51:00 UTC
From: AIPS@BRANDEIS.BITNET
Message-ID: <8711100411.AA12628@ucbvax.Berkeley.EDU>
Source record: 256086

here's my stupid question for this semester:

if the MIDI port is run by some sort of ACIA and is actually some fancy sort of rs232 port, could it possibly be reprogrammed a bit to be a "normal" rs232?

i'm an os9 user, and i would *love* to be able to have 2 terminals.

i've heard of some MTC people who have done this, and it was 2 jumpers and a couple of interrupt handlers. however, i can't seem to actually find these people. also, it allegedly was still hardwired to 31.5kbaud... i guess we have to burn another keyboard prom to change this to something useful with a modem?

any advice/information would be appreciated.

greg

Greg Lindahl | bitnet: chimps@brandeis.bitnet
brandeis radio astronomy group (BRAG) | ci$: [76515,1122]
-------------------------------------| us snail: box 2522 brandeis university
"OK, if stupidity isn't an impeachable| waltham mass (usa) 02254-9110
offense, then what is?" | telco: (617) 899-5884

87. Re: HardDisk woes, Part II.

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 16:01:18 UTC
From: exodus@uop.EDU
Message-ID: <718@uop.EDU>
Source record: 256087

I had a very similar problem with my floppy drive a while back. From changing monitors too often without fully powering down both the computer and either monitor, I fried my DMA chip plus part of the floppy controller. If I remember right, it costed about $400 dollars. But the symptoms were the same as yours... the dialog boxes and all.

G. Onufer

==========
|| There is no life east of I-5 ||
==========

Greg Onufer GEnie: G.ONUFER University of the Pacific
UUCP: ...!ucbvax!\ **POSTMASTER @ UOP**
-ucdavis!\
...!lll-crg!/ -uop.edu!{exodus, exodusr, postmaster, root}
...!ptsfa!cogent!/
...!cepu!retix!/

88. C++ on th ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 16:04:28 UTC
From: jdn@homxc.UUCP
Message-ID: <2084@homxc.UUCP>
Source record: 256088
Cross-posted to: comp.lang.c++,comp.sys.atari.st

Does anyone know of a C++ compiler for the Atari ST
computers?

Jonathan Nagy
{ihnp4|allegra|harvard}!homxc!jdn
(201) 615-4349

89. Re: new user asking for help.....?

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 16:45:44 UTC
From: ljdickey@water.UUCP
Message-ID: <1248@water.waterloo.edu>
Source record: 256089

In article <5417@jhunix.UUCP> ins_ajcn@jhunix.UUCP (Julio Cesar Navas) writes:
>
> Hey folks! I'm very much new to all of this ...

> 1. UUDECODE - I take it from my perusals of the network that UUDECODE is way
> different from ARC - but how different?

ARC is several things at once... It can combine several files into
one file, gives you a check sum, and, unless you force otherwise, will
compress them according one or another data compression method.

UUENCODE, is a program that takes as input any file (such as a ".TOS"
file or an ARC file, for instance) and produces another that contains
only printable characters. UUDECODE is the inverse of UUENCODE.

If I understand correctly, the use of XMODEM requires use of all 256 8-bit
characters to do a transfer. This may be OK if you are calling from your
computer to another via one direct phone link, as well as
in some other circumstances.
However, some networks, for their own purposes,
respond to control characters, and for that reason, folks have
settled on schemes that move only printable characters. (Hence UUen-
and UUde-code.) Even this has caused some problems because *some*
machines that come in BLUE boxes and use EBCDIC codes are a bit out of
sync with these that use ASCII codes.

> 2. UNITERM - I've seen this mentioned a few times.
> From what I see it seems to be pretty good. Does it have KERMIT?

Yes it is great, and yes, it has KERMIT.

All our mainframes here run KERMIT, even those that come in BLUE boxes.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

90. Re: Info-Atari16 Digest V87 #407

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 17:31:08 UTC
From: iarocci@ENEEVAX.UMD.EDU
Message-ID: <8711101731.AA21658@eneevax.umd.edu>
Source record: 256090

Please remove me from the mailing list. Thank you.

91. re: Uniterm 2.0 / BIGformat.acc

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 18:00:10 UTC
From: lean@sbcs
Message-ID: <811@sbcs.sunysb.edu>
Source record: 256091

As was mentioned in a previous posting, Uniterm 2.0 is NOT out yet, but will be very very soon. So you panicky guys did not missed any postings.

Uniterm 2.0BETA version can be obtained from the server at Houston, although I'm not sure if it's supposed to be there. Since the official version 2.0 will be out very soon now, I think we should just wait.

As i mentioned in my posting of BIGformat.acc, it worked fine for me on my monochrome although the read/writes are slower. I've used it for about 2 months now, mostly for storing documents and misc stuff. If it caused trouble for anyone, I hereby apologize. I posted it because I got quite a number of request from fellow-netters.

Anyone out there using publishing partner together with Beckemeyers' C-SHell or GULAM? Please email me. Thanks

--

CSNET: lean@sbcs.csnet
ARPA: lean%suny-sb.csnet@csnet-relay.arpa
UUCP: {allegra, hocsd, philabs, ogcvax}!sbcs!lean

92. Re: empire: which is which?

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 18:10:03 UTC
From: bright@dataio.Data-IO.COM
Message-ID: <1416@dataio.Data-IO.COM>
Source record: 256092
Cross-posted to: comp.sys.atari.st,rec.games.empire

In article <5431@jhunix.UUCP> ins_bjjb@jhunix.UUCP (Jared J Brennan) writes:
> One question for Mr. Bright (assuming he reads this): Is the PC version of
>Empire out yet? The local software stores have all bull$#!++ed me about it . .

Interstel is handling all further development, including the IBM PC version.
I don't know what the current status of the PC version is.

93. Re: FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 19:04:10 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <2892@batcomputer.tn.cornell.edu>
Source record: 256093

[oops...]

What I meant was that reading a big block is a lot faster than reading char by char using fgetc() and such (getc, getchar). If you are going to read a big block you might as well use low level calls (Fread) for maximum speed. But I guess you _could_ use fread() as supplied by your compiler vendor. Just hope they implemented it efficiently...

One more warning: if you use a compiler with 16-bit int's (as it should be on a 68000!) you are limited as to the amounts you can specify in the count arguments for fread(), malloc(), etc. You _have_ to descend to the raw OS calls if you need to use a long count.

- Moshe Braner

94. Re: FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 20:23:59 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8711102023.AA08123@cory.Berkeley.EDU>
Source record: 256094

> The raw GEMDOS functions are faster (due to
> no buffering) but you should set up your own buffering.

Amusing. If the raw GEMDOS functions are faster due to not
buffering, why would you want to add buffering?

In fact, the raw GEMDOS functions are only faster if you do huge
read/write requests, and even then the difference shouldn't be noticeable.
Try reading a character at a time.... or a line at a time... this is why
buffering exists.

>I don't quite understand this. If I have to do my own buffering with
>Fread, while fread does the buffering for me, then the fread call
>appears easier to use. And since the application has to buffer Fread
>calls itself, any speed advantage of Fread (due to no buffering!) is
>negated. So I can see no advantage to the Fread.

fread() USES Fread(). Using fread() means that more code is imported
from the C link library (or whatever languge you are using). Fread() is a
direct OS call. So if you are an application written in straight assembly,
fread() isn't available to you without setting up the proper enviroment...
done automatically by the startup code in, say, a C link library. fread()
would be a function IN that library. Or, perhaps, you want to save space
and make the executable as small as possible; in that case, you wouldn't
want to include the X Kbytes of code that stdio takes.

-Matt

95. Re: Mega STs

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 21:54:50 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1987Nov10.135453.2113@mntgfx.mentor.com>
Source record: 256095

There are two major causes of incompatibility with the blitter rom's
(as used in the Mega ST's)

Essentially all of the "undocumented" low memory locations have moved.

A MAJOR bug in the read portion of the floppy driver was fixed.
This bug had two symptoms that people might have encountered:

error status might not be correctly reported after a read that
got an I/O error

If running a program that used BIOS calls to directly access the
floppy (for performance), multi-sector reads were not reliable

(assuming that the BIOS listing ATARI sent me as part of the developers
kit accurately represented the old ROM's, the bug was caused by mis-using
a WD-1772 sector read command).

From what I've heard, the floppy read bug fix is what has caused most
compatibility problems; it seems some manufacturers of copy protected
software (mainly games) based their copy protection on a side-effect
of the bug. Based on my experience the other areas aren't as major;
the only packages I know of that were affected were the "twister"
formatter that came from STart and possibly GFA basic.

==========

How much memory you want depends on what you do now, and what you
might want in the future. My system (4 megabytes) normally runs
with slightly under 2 megabytes free. The rest is taken by a 800K
ram disk, a LARGE disk sector cache, a large printer buffer, auto-loaded
programs, desk accessories, etc. The whole conglomeration boots in
under 30 seconds, including the time to load about 400K of files into
the ramdisk.

There are also software packages that want memory; the laser printer driver,
Smalltalk-80, OS-9, IDRIS, etc.

dgc

96. Re: high density 3.5" disks

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 22:15:27 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1987Nov10.141529.2161@mntgfx.mentor.com>
Source record: 256096

The difference between the current ST floppies and the 2 megabyte ones is similar to the difference between the floppies on an IBM PC-XT and a IBM PC-AT. Basically the clock rate is doubled, letting you pack in twice as much information.

The consensus among the hardware people I've talked to is that the WD 1772 that's currently in the ST can't handle a higher clock rate. However if you removed the 1772 from the motherboard and replaced it with a daughter board with appropriate clocks, controllers, etc. you could get the hardware set up correctly.

The software incompatibilities you'd see would include:

the desktop disk formatter and copier probably wouldn't work (but there are public domain versions of both of these available)

nothing knows about "switching" densities; i.e. you'd have to invent some way to dynamically change clock rates

dgc

97. Re: External Keyboard

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 22:22:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100029@datacube>
Source record: 256097

Your comments prompted me to look at the bottom of the LK-201 keyboard
I'm typing on right now. Indeed, it does have a warning about using only
"approved" cables for keyboard attachment, otherwise, "excessive overheating
may result in abnormal conditions.". Thanks for pointing that out.
I can picture a really cheap cable catching fire if the +5 to the keybaord
gets shorted for some weird reason.

As for number of wires, I'm glad I said _maybe_, since I don't have a 520
to take apart, old or new. ;-)

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!BIWornouth+
S

98. Re: high density 3.5" disks

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 22:28:17 UTC
From: schuster@dasys1.UUCP
Message-ID: <1940@dasys1.UUCP>
Source record: 256098

In article <2923@hcr.UUCP> miken@hcr.UUCP writes:
>
>Does anybody out there in netland know anything about these little wonders,
>aforementioned hardware, and most importantly, how I can make my ST
>use these disks?

These diskettes write 80 tracks x 18 sectors/track. They require a special drive mechanism whose write bias is adjusted by a special pin on the cardedge. Similar to the way AT clones enable the 1.2MB 5.25" drives.

A friend and I recently tried an external high density drive (made by NEC) designed for AT clones. It could read 720K diskettes but little else. It could not read 1.4 MB PS/2 diskettes at all. Probably the controller is incapable of recognizing this format - DiskMech said the tracks were blank.

Perhaps these beasties could be run through a hard disk controller, like Supra's 10MB floppies. If not - I fear it may be hopeless.

--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

99. PC-ditto

Newsgroup: comp.sys.atari.st
Date: 1987-11-10 23:45:20 UTC
From: L9D@PSUVMA.BITNET
Message-ID: <24821L9D@PSUVMA>
Source record: 256099

Does anyone know how to get PC-ditto to work with a monochrome monitor? I've read that a lot of other people are having problems with using monochrome, and I am wondering if a fix has been made yet?

Sincerely,
Matt Day

100. Re: midi to rs232?

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 00:24:01 UTC
From: jwt@atari.UUCP
Message-ID: <886@atari.UUCP>
Source record: 256100

In article <8711100411.AA12628@ucbvax.Berkeley.EDU>, AIPS@BRANDEIS.BITNET (Greg Lindahl [chimps@brandeis.bitnet]) writes:
>
> if the MIDI port is run by some sort of ACIA and is actually some fancy
> sort of rs232 port, could it possibly be reprogrammed a bit to be a
> "normal" rs232?
>

The MIDI port and the ikbd line are each provided by (Motorola) 6850 ACIAs. They are being clocked with a 500 kHz signal. The MIDI port uses the divide-by-16 mode of the 6850 to produce 31.25 kbaud, and the ikbd port uses divide-by-64 to produce 7812.5 baud.

The things that make your suggestion a tad messy:
1. The baud rate divisors provided by the 6850 have no finer granularity than /16 and /64. This precludes getting "standard" baud rates. (Unofficial hint: If you were willing to hack up your hardware, you could separate the MIDI 6850's TxClock and RxClock lines from the 500 kHz signal and provide them with your own baud rate clock. If you were willing to live with the restriction that the "MIDI" port would always have the same baud rate as the MFP serial port, you could probably get away with stealing the clock from the MFP's timer D output which is used as the MFP baud rate generator.)

2. There are no modem control lines available on the MIDI output connectors.

3. You will have to convert the MIDI current loop to RS-232C (or whatever your terminal expects).

Jim Tittsler {ames, imagen, pyramid}!atari!jwt

101. Problems with new Midi ACIA Transmit Interrupts....

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 00:54:54 UTC
From: lansd@utcsri.UUCP
Message-ID: <5642@utcsri.UUCP>
Source record: 256151

I have just recently finished writing new Midi Transmit and Receive interrupt drivers for the ST. Testing revealed a problem with the Transmit side. The test routine would fill up the transmit Midi buffer with 128 Midi notes (3 x 128 bytes), and would program the Midi ACIA to start interrupting if there were no data in the buffer previously to the new data being added. While the buffer was being filled, the ACIA would start interrupting and buffering the Transmit buffer out to the Midi port. This is what should happen. What actually happens is that the Midi ACIA Tx interrupts just stop coming in, even though there is data in the TX buffer. After spending about a week looking into this problem I realized that this random behaviour was due (I think) to other interrupts coming in - in particular the 200 hz system timer and mouse/keyboard interrupts.
It seems to me that these other interrupts, which are also handled by the MFP chip, are causing the MFP to drop the Midi ACIA's Tx interrupt request, so my software never sees it. How do I get around this problem? I solved it, in a crude way, by enabling the Tx interrupts EVERY time I write a byte into the TX buffer, but this slows the program down from 26ms (only enable them when 1st byte is written) to 156ms. The cause of the slow down is my program going into supervisor mode on each call to enable the ACIA Tx interrupts.
So either I fix this problem or resort to non-buffered Midi output. I am open to the wildest suggestions!

102. Worst product name award

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 01:09:41 UTC
From: scott@applix.UUCP
Message-ID: <618@applix.UUCP>
Source record: 256152

```
Moses PromiseLAN ? ???
```

103. Lies (was: Re: Atari/Perihelion Transputer Machine Spec)

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 01:27:03 UTC
From: papa@pollux.usc.edu
Message-ID: <5119@oberon.USC.EDU>
Source record: 256153
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

> Permission to reprint or excerpt is granted only if the following line
>appears at the top of the article:

Sorry, but this is plain advertising. NO WAY I'll quote the real thing. It
should have been:

Jack TRAMIEL, COPYRIGHT 1987. REPRINTED BY PERMISSION

>workstations. A single transputer can deliver over ten times the power of
>an IBM PC AT. However, there's even greater strength in numbers. You can
>connect two, 10, 100 or even MORE transputers to create a relatively
>low-cost computer workstation with the power of a supercomputer.

False. The "standard" number of Transputers on the ABAQ system is 1 (ONE).
The maximum is 13.

>No firm delivery
>date is set, but late 1988 seems to be the most talked-about time frame.
>From a first-hand view, the crisp, vibrant graphics (such as four separate
>pictures running simultaneously) were drawing crushing crowds.

Not Really. I dropped in twice at the ATARI booth and the smallest crowds
were at the ABAQ setup. Both times I was able to talk with Tim King,
since NOBODY else was around.

-- Marco

104. Double-Click Software

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 02:41:01 UTC
From: Flash@UMass.BITNET
Message-ID: <871110213855C52.AFMX@Mars.UCC.UMass.EDU>
Source record: 256154

Hello,

I recently received the COLOR version of the Double-Click Software Formatter, version 2.21. Is it possible for someone to send me the MONO versions of this? What other software is available from these guys? I used to have the Double-Click Corner Clock, but alas, it doesn't work with the new roms, so I got rid of it. Any other stuff I should be aware of?

Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@WISCVM.WISC.EDU
R-FLASHMAN on GEnie

105. Re: Atari/Perihelion Transputer Machine Spec

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 05:26:28 UTC
From: farren@gethen.UUCP
Message-ID: <318@gethen.UUCP>
Source record: 256155

In article <4059@watdragon.waterloo.edu> jafischer@tiger.waterloo.edu (Jonathan A. Fischer) writes:

20K worth of ANTIC ravings about how the Atari showings at Comdex made everybody in sight wet their pants, and were the greatest things in computing since Von Neumann.

Well, quite aside from the facts that A) ANTIC is probably the most self-serving of any of the computer magazines, regularly printing articles praising themselves and badmouthing everything that doesn't run the software they sell, and B) the vaprous nature of most of the products they were raving about, anyway (don't you remember the FIRST time the CD-ROM player was announced, folks? Like, the same time as the ST? Hmm?), there's still one thing: I don't know about the comp.sys.transputer folk, but I'm pretty sure that the comp.sys.amiga folk have only limited interest in 20K of Atari, and only Atari, news. Next time, how about editing the Newsgroups: line? I did.

Please, this isn't an effort to start another MCIB war. The ST is pretty nifty, and getting niftier all the time. So is the Amiga. So, for that matter, is IBM. So, any comments about my statements above should stay in comp.sys.atari, as will this response. I even promise not to bring the Amiga into this, o.k.?

--

Michael J. Farren "... if the church put in half the time on covetousness
unisoft!gethen!farren that it does on lust, this would be a better world ..."
gethen!farren@lll-winken.arpa Garrison Keillor, "Lake Wobegon Days"

106. Re: Atari/Perihelion Transputer Machine Spec

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 07:40:43 UTC
From: hah@mipon3.intel.com
Message-ID: <1216@omepd>
Source record: 256156
Cross-posted to: comp.sys.transputer,comp.sys.atari.st

In article <4059@watdragon.waterloo.edu> jafischer@tiger.waterloo.edu (Jonathan A. Fischer) writes:

Many thanks to Chuck McManis for his informative posting about the show. I thought I'd post Antic's online repors from Compuserve as well.

Permission to reprint or excerpt is granted only if the following line appears at the top of the article:

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ATARI MEANS BUSINESS
A REPORT FROM THE 1988 COMDEX
By Anita Malnig, START Editor

Las Vegas, November 2, 1987 --

Atari intends to give the likes of Sun Microsystems and Apollo Computers a run for the money with Abaq (the root word for abacus), the new transputer-based workstation that the company is showing here.
By using RISC (Reduced Instruction Set Computer) architecture, the workstation will operate at 10 MIPS (million instructions per second). The latest graphics hardware and the IMS T-800 -- the Inmos Company's 32-bit microprocessor -- combine to form affordable, powerful personal workstations. A single transputer can deliver over ten times the power of an IBM PC AT. However, there's even greater strength in numbers. You can connect two, 10, 100 or even MORE transputers to create a relatively low-cost computer workstation with the power of a supercomputer. (Talk is that the price will be in the $5000 range.) When attached to a transputer, the ST or Mega acts as the input/output device for the system. Transputers can be linked via a built-in high-speed serial port to form a multiprocessor array or a local area network.
Helios, the Unix-like operating system, was developed by the Perihelion Company in Great Britain, as was the transputer board itself. The Helios operating system encourages the use of many small programs which work together to create a final product.
Shiraz Shivji, Atari's vice president of research and development, expects that the transputer will be used primarily in engineering and science applications. Included with Abaq will be a very high resolution monitor, capable of four graphics modes: 1280 X 960 in 16 colors or monochrome; 1024 X 768 in 256 colors; 640 X 480 in 256 colors with two screens; and 512 X 480 in 16 million colors plus overlay. No firm delivery date is set, but late 1988 seems to be the most talked-about time frame.
From a first-hand view, the crisp, vibrant graphics (such as four separate pictures running simultaneously) were drawing crushing crowds.

CD-ROM FOR ATARI
The exciting CD-ROM player introduced at Comdex can read up to 540 megabytes of data or play music. It connects to Atari's ST and Mega computers through the DMA (direct memory access) channel, a communications port that transmits data at up to 10 million bits per second. At 540Mb, the player can store more data than 1,000 floppy disks or 200,000 printed pages.
Demonstrated at the show is an English and French visual dictionary from Facts on File. It is categorized by topics such as transportation and food: click on the transportation theme and choose from an array of topics such as ferrys, container ships, airport terminals and so on -- all items illustrated. Speech output identifies each image in French and English. Grolier's Encyclopedia also runs on this CD-ROM, as do audio CDs. Atari has a task force at work now developing more products for this player, which will be available at computer specialty dealers and retail outlets in February, 1988, at a suggested retail price of $599.
DO ATARI DESKTOP PUBLISHING
G.O. Graphics, in conjunction with Atari, will bring to market a sophisticated desktop publishing program called Deskset. This works as a front end to the CompuGraphics typesetting equipment, offering the use of 1,800 fonts. This is not just a desktop publishing program for four-page newsletters and the like: it could design entire publications such as Antic and START. It will output to such laser printers as the striking Atari laser printer, also being demonstrated with Deskset. (Look for the next Comdex installment for additional desktop publishing programs for the ST.) Deskset, which works only on a Mega, will work within the GEM environment and offers all the standard features of the most sophisticated desktop publishing programs -- features such as character compensation, kerning, columns, boxes, rules and the ability to merge text and graphics. Look for this product mid- to late 1988.
AND. . . ATARI PCS
The Atari PC1, introduced earlier this year, can be used as a local area network workstation or as a standalone personal computer. It runs at a top speed of 8 Mhz, with a software switch to set the clock speed to 4.77 when needed. The PC1 works with any CGA, MDA, EGA or multi-frequency monitor. Maximum color screen resolution is 640 X 350. The PC1 has a 64-color palette, with a maximum of 16 on the screen at a time. It is expected to retail at $800.
New to the Atari PC family is the PC2, a dual-speed XT compatible with five slots and hard-disk support. The PC4 is an 80286 microprocessor-based IBM PC/AT compatible machine. It has clock speeds of either 8 or 12 Mhz, VGA-compatible video, four AT-style expansion slots, up to one megabyte of system RAM and is ready for an 80287 numeric coprocessor.
Additionally, Atari is announcing "Moses PromiseLAN," a local area network that can connect up to 17 PCs using off-the-shelf telephone wire. They will also be developing Moses PromiseLAN adaptors for its Mega and ST computers. Thus, the Mega and Atari laser printer will be able to share data with PCs and Apple Macintoshes.
COMING NEXT UPDATE. . .
Watch for more third-party desktop publishing programs from Soft

Logik, Timeworks, Migraph. . . Multiuser, Multitasking programs with the Idris operating system. . . desktop video from Antic Software. . . products galore from MichTron, Spectrum Holobyte, Word Perfect, Abacus, ISD Marketing, B.E.S.T. and lots more.

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ST SOFTWARE SHINES AT COMDEX:
Multi-user, Multitasking on the Mega
By Anita Malnig, START Editor

Las Vegas, November 3 --

At the very crowded Atari press conference at the Desert Inn on Monday, November 1, Atari announced its entrance into the serious business market with an array of multi-user, multitasking products. The Atari booth itself was crowded with exciting products, interested spectators and busy software personnel. Here's a run-down of what we saw at the Atari booth.
MULTI-USER, MULTITASKING
Along with high-quality third-party developers, Atari will offer multiuser, multitasking and serious vertical applications on the Mega using a Unix-like operating system called Idris (developed by Whitesmiths Ltd.). The company, Computer Tools, was and still is instrumental in finding companies whose programs can be ported over from the Unix environment to Idris and porting those programs.
Jefferson Software is now releasing a version of their Modula-2 Development System for the Mega to run under Idris, offering a powerful language to complement the multi-user, multitasking operating system.
American Network's Cash Register Plus, the first of the multiuser, multitasking applications, is a point-of-sale program that lets you store and search up to 3,000 items. It supports a Star 8340 printer -- small to print out receipts -- and an actual cash drawer. It includes a customer and inventory database and backs up all information to disk. It can support four terminals with all cables attached to the Mega. This is expected to be on sale mid-January 1988 for about $700 for all the components.
During your inventory search, you may want to do some word processing. There are several word processors to choose from in this Idris environment. From the Tigera Corporation comes Word Era, a feature-rich, high-performance word processing package on single- and multiuser systems. It has a Wang-compatible interface and document conversion capabilities. Word Era has the features of leading word processing software and more, including a window environment, voice recognition and voice annotation. It can also set up menus in French, German, Italian and Spanish, and supports a four-user system. Available during the first quarter of 1988, the multiuser price begins at $895.
Another word processor is CrystalWriter Plus from Syntactics, providing a library of model documents for frequently used formats such as letters, memos and reports. An organization can define its own "style

sheet" for documents. The program has "plain English" commands and can be useful for writers, editors, secretaries, managers and engineers.
Also ported from the Unix world is Lex, a combined word processor and database, from Trajectory Software. Its indexed file structure lets you retrieve the 10,000th record as quickly as the first. You can design your own forms and screen layouts, create short and more extensive glossary items, and do list processing and mail merges. It also comes with a built-in calculator which you can use concurrently as you write or edit.
Also available is Lexet, which lets you interface the word processor and database with laser printers.
Atari Corp. is handling the networking capabilities through an agreement with Network Research Corp. With FUSION, Network Software will give the Atari Mega a complete set of TCP/IP protocols and allocations which have been tested for compliance with DDN/DARPA Internet Protocol specifications.
MORE DESKTOP PUBLISHING
From Timeworks comes the Timeworks Desktop Publisher ST. Retailing for $129.95 this GEM-based program will offer WYSIWYG display, over 1,200 possible type-style combinations, ability to import graphics, and laser printer compatibility. Desktop Publisher ST will be available in the first quarter of 1988.
Soft Logik Corp. announced a new version of its desktop publishing program, Publishing Partner Professional. New features include automatic textflow around graphic images, automatic hyphenation and kerning, the ability to import documents from other word processors such as WordPerfect, First Word and Word Writer, more fonts and font manipulation. It will retail for $149.95.
From ISD Marketing comes Calamus, a page-layout and typesetting application. It allows outline fonts and vector graphics that until now could only be processed by expensive Postscript laser printers. Calamus uses these features on both the printer and screen. The screen output can be enlarged up to laser printer resolution. The program offers a spelling checker and hyphenated dictionary, object-oriented graphics, chart forms, and font editors using Bezier curves for designing or changing fonts.
Calamus for the Mega will be available in December 1987 for $349.95.
MichTron offers GFA Publisher, a GEM-controlled program with full-featured text editor, automatic text flow and paging, expandable font library and an integrated driver for PostScript.
From Migraph comes the supercharged Easy Draw. And Supercharger, a companion product to Easy Draw, makes it easy to load graphics from popular paint programs. While not a desktop publishing program, these two combined products let you create newsletters, reports, brochures, etc. You can work with ASCII files, have justified and non-justified text, use onscreen grids and rulers and output to the Atari laser printer.
LET'S EMULATE
Turn your ST into a Mac with The Magic Sac Professional from Data Pacific. The Professional consists of three products: The Magic Sac Plus, the Translator One and the Magic Epson Printer Driver. The Translator One allows the existing Atari disk drive to read and write Apple Macintosh disks and convert data between Mac, ST and IBM PC diskette

formats. The Professional is shipping this month with a suggested retail price of $449.95. Typical Mac programs you can run are Macpaint, Macdraw, Excel and Pagemaker.

PC-Ditto is a software-only utility which taps the power of your Atari ST to imitate an IBM PC XT. Programs you can run include Lotus 1-2-3, Enable, Sidekick, Framework and Symphony.

WORD PROCESSING -- ALIVE AND WELL

WordPerfect for the ST is out and is called by some the Cadillac of word processors. In addition to a built-in thesaurus and spell-checker, the program has math functions anc can create indexes,and tables of contents. There are also macros, merge functions and onscreen columns. The product is shipping now for about $395 list.

From Microsoft comes the long-awaited Write, marketed by Atari Corp. It handles complex business reports as well as memos and letters. It has all the standard text generation, editing and formatting features such as cut-and-paste, creating footnotes, automatic pagination, different font styles and sizes, and it works in conjunction with the Atari Laser printer.

MORE CAD PROGRAMS

Drafix, from Foresight Resources, is now on the market and drawing critical acclaim. It's identical to the 1.00 IBM PC version, supports pen plotters, and runs on color and monochrome Atari monitors.

Coming soon from Migraph is M/CADD, a professional engineering graphics design system for the Atari Mega. M/CADD outputs directly to HPGL-compatible plotters and saves in GEM format for output on 9- and 24-pin dot-matrix printers. M/CADD files can be loaded into Migraph's Easy Draw, and you can add more text and either bit-mapped or object-oriented graphics. Suggested price is $499. M/CADD should ship the end of November.

With MichTron's Master CAD, you can produce object in 2-D and 3-D using its exclusive concepts of Projection Planes. It uses pull-down menus, dialog boxes, mouse and very few keyboard commands. Expect to see this in early 1988.

DESKTOP VIDEO

From Antic Software in conjunection with Sony comes a desktop video package. Sony's low-cost 8mm video hardware and Antic's video sequencer software create professional-quality 3-D computer-graphics videotapes of up to two hours. The Antic software controls nine functions of the Sony VCR, then adds its own special visual effects such as fades and auto assemble/editing. The 8mm video sequencing software (including custom parallel cables) will be available in January 1988 from Antic Software. The Sony video equipment is available from Sony.

MORE GRAPHIC FUN

From Neriki Computer Graphics PTY Ltd. in Australia comes the ZImagemaster, software with a hardware box to attach to your ST. Hooking up the Polaroid Palette can output DEGAS pictures as Polaroid pictures, And you can hook up a 35mm camera to the Palette. The package yields overhead transparencies and printouts. It will retail for $400.

Antic Software is also showing Spectrum 512, its 512-color paint program, which expands the ST's normally limited palette of 16 colors to 512. Spectrum 512 can load and enhance pictures from existing ST software

as well as from Amiga picture files. Available now for $69.95.
Animation comes from Antic Software as well with Cyber Paint, also $69.95. It emulates the functions of a $100,000 Quantel Paintbox -- but for computer graphics instead of live video. Cyber Paint is a member of the Cyber family of desktop video products. Its many features include smooth raster tweening along any 3-D path, professional optic effects with planar rotations through 3-D space, and moviola-style cut-and-paste.

MORE BUSINESS BITS

The Informer from Regent Software is a multi-table database with presentation graphics. Easy-to-use point and click functions let you create and manipulate up to four databases at once. You can import graphics from DEGAS and NEOchrome... From SBT comes the Database Accounting Library, menu-driven with options to confirm, change or cancel entries... Hi-Tech Advisors announces Super Sales Pro, a full-featured point-of-sale inventory control software system for the ST. It will accomodate medium- to larger-sized wholesale, retail or mail order businesses. The company will provide free technical support... From Progressive Peripherals comes Superbase Personal, a relational database, and the Logistik time/project management system... B.E.S.T Inc. offers B.E.S.T. Business Management, an integrated accounting system offering general ledger. Available now, suggested retail price is $395... ISD Marketing, which brings you the well-known VIP, now has the MasterPlan financial spreadsheet featuring the GEM environment with pull-down menus, icons, scroll bars and column grabbers. It offers graphics features as well. Also from ISD is an update to STAccounts, the integrated accounting package... From Royal Software comes additional low-cost business programs such as Help Calc, templates for their E-A Calc and VIP. Coming soon will be Inventory Master for $99.95.

MIDI

Hybrid Arts was showing ADAP and ADAP 2, the digital editing system. ADAP 2 works directly with a hard disk. Also just released is Easy Score, Hybrid Arts' new scoring program.

NEW HARD DRIVE

In mid-December ICD will ship its new 100 megabyte hard disk for $1,699.

--

- Jonathan A. Fischer
jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!watdragon!watlily!jafischer

107. re: why doesn't Freeterm 2.0 work with Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 14:56:00 UTC
From: CS47011@IDCSVAX.BITNET
Message-ID: <8711111654.AA00994@ucbvax.Berkeley.EDU>
Source record: 256157

I don't claim to be an expert on the Sac, though I am pretty familiar with Macs in general. I imagine that Freeterm 2.0 isn't working because it has been upgraded to work better with the Mac Plus's 128K ROMs. If routines from the new ROMs are being called, it just ain't going to work with the Sacs older 64K ROMs. Best advice would be to continue to use Freeterm 1.8. Failing that, buy a Mac!

Kelly M Hall
CS47011 @ IDCSVAX . BITNET

1> Never go first.
2> Never go last.
3> Never volunteer for anything.

108. Re: FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 15:45:13 UTC
From: preston@felix.UUCP
Message-ID: <12361@felix.UUCP>
Source record: 256158

```
In article <183@decvax.UUCP> minow@decvax.UUCP (Martin Minow) writes:
>In article <2023@homxc.UUCP> jdn@homxc.UUCP (J.NAGY) asks about the
>difference between Fseek and fseek (etc.), noting that they look
>quite similar.
>
>The Upper-case functions ... are *much* harder to use.
[ text of example deleted ]

There is a much simpler way to find the length of a file. You simply
do an Fseek to the end of the file. This means of getting the length
of a file is also usable with Unix and MSDOS (if not always necessary).
(I'm doing this from memory):

void
Example (filename)
char *filename;
{
int f, length;
f = Fopen(name,0);
if (f > 0)
{
length = Fseek(f,0,2); /* seek to end of file */
Fseek(f,0,0); /* seek back to beginning of file */
/* we now know the size of the file */
ProcessFile(f,length); /* for instance */
Fclose(f);
}
}
--
Preston L. Bannister
USENET : ucbvax!trwrb!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister
```

109. Gulam notes (alpha test v0.01.00) -old

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 17:29:31 UTC
From: csrobe@nh.UUCP
Message-ID: <8711111729.AA06652@nh.wmcs.uucp>
Source record: 256159

A couple of comments and questions about Gulam.

1) There is a command called 'sx' that is documented by referring you to
a command called 'rx', but rx doesn't exist. Can someone tell me what these
commands do?

2) From ue (emacs) when you type a ^K is 'temporarily' pops you into Gulam
and your editing buffers are not FREED. The manual says to try this but
doesn't say how to return to emacs. So far I only tried running emacs
then ^x^b to the buffer i was editing. Is there a more direct way to return
to your editing after doing a ^z (oops that was supposed to be a ^z not a
^k up there, sorry).

3) Finally, in ue, if you do several delete-backward-words (M-BS) then do
a yank (^Y) your deletes will be restored in reverse order. SO the line,
Delete this line backwards.
becomes
backwards. line this Delete
when you restore.

^^*^*^*^*

How does one get to atari-sources to find out what is there and to ultimately
upload or download (correct terminology?) something to/from them or is it
only a part of netnews.

thanks,
-chip

Chip Roberson ARPANET: csrobe@icase.arpa
1105 London Company Way BITNET: $csrobe@wmmvs.bitnet
Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe
---
*(*please note change in UUCP address ^^^^^^^^^^ seismo is gone*)*

110. What group?

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 19:30:15 UTC
From: Flash@UMass.BITNET.UUCP
Message-ID: <8711111429562AF.ABUM@Mars.UCC.UMass.EDU>
Source record: 256160

What group are you talking about? Info-Atari16?

Rick

111. Re: high density 3.5" disks

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 21:04:48 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <33643@sun.uucp>
Source record: 256161

The scoop on the high density drives is that they use a data clock that is twice as fast as the low density drives. On Amiga/Atari/PC-XT type 5.25 and 3.5 inch disks this clock runs at 250Khz, on the AT and PS/2 this clock runs at 500Khz. Exactly double the speed, means you can fit twice as many sectors on a track and double your storage (720K -> 1440K). The standard Western Digital minifloppy only controllers will not read or write this format. The WD1793 and family of dual 8"/5.25" controllers will given they are supplied with the proper clock. Also, when you double the bit rate you cram more bits in the same space so your drive mechanism has to be able to resolve a higher number of flux changes/inch (fci) and the diskette has to be capable of retaining those flux changes faithfully. So all you need are a new controller, drive, and diskettes and you're all set. No I don't if anyone is planning on offering them for the above mentioned computers (except the AT and PS/2 of course).

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

112. GULAM PROBLEMS

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 21:17:25 UTC
From: jdn@homxc.UUCP
Message-ID: <2104@homxc.UUCP>
Source record: 256162

Has anyone succesfully uudecoded the recent GULAM postings?
I found that all my byte counts were initially 2 bytes larger
than those posted, pesumably due to two extra blank lines at the
end of each file. I deleted these extraneous blank lines, and all
the byte counts matched. But when I try to to uudecode them, I
get the message "Short file", and indeed, my gulam.arc is only
22284 bytes. [My files are correctly named gulam.uaa, etc.]

Any suggestions?

Jonathan Nagy
{ihnp4|allegra|harvard}!homxc!jdn
(201) 615-4349

113. binary and source

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 21:24:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8711112239.AA08511@ucbvax.Berkeley.EDU>
Source record: 256163

How does one subscribe to the binary and source group for the Atari ST?
Jeff Beer, UUCJEFF@ECNCDC

114. OSS Pascal Wanted

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 22:43:24 UTC
From: 870646c@aucs.UUCP
Message-ID: <547@aucs.UUCP>
Source record: 256164

Hi all, I am in the need of a copy of OSS's Personal Pascal. If there is anyone out there that has this product and is not using it, could you please drop a message my way with you phone number, or address that I could get it from you.
later
as:mba

115. ST Minix status?

Newsgroup: comp.sys.atari.st
Date: 1987-11-11 23:48:11 UTC
From: sandra@utah-cs.UUCP
Message-ID: <5110@utah-cs.UUCP>
Source record: 256165
Cross-posted to: comp.sys.atari.st,comp.os.minix

A couple of us here at Utah have been wondering what ever happened to
the port of Minix to the Atari ST. Anybody out there know the current
status of this project?

-Sandra Loosemore
sandra@cs.utah.edu (sandra@utah-cs.uucp)

116. Re: Worst product name award

Newsgroup: comp.sys.atari.st
Date: 1987-11-12 02:53:07 UTC
From: cm450s02@uhccux.UUCP
Message-ID: <1107@uhccux.UUCP>
Source record: 256166

In article <618@applix.UUCP> scott@applix.UUCP (Scott Evernden) writes:
>Moses PromiseLAN ? ???

Hmmm. That IS pretty bad. I thought Lotus had the worst name with "Modern Jazz". After Symphony and Jazz, I can't help but wonder what the next product will be called. Lotus Heavy Metal, perhaps? Why no one at Lotus ever thought of calling the new product "4-5-6" is beyond me.

117. Re: Re: Binarys+source

Newsgroup: comp.sys.atari.st
Date: 1987-11-12 03:50:02 UTC
From: weaver@tut.UUCP
Message-ID: <1496@tut.cis.ohio-state.edu>
Source record: 256167

Jim:

Pluuuuuease do not discontinue the groups. I get your postings fine
and I appreciate your testing of the software. You won't hear any complaints
from this poor college student who appreciates the free software that floats
along here!

Cheers,

--
Andrew Weaver, The Ohio State University College of Business
UUCP: ...!cbosgd!cis.ohio-state.edu!weaver | "This ain'ta my planet,
ARPA: weaver@tut.cis.ohio-state.edu | monkey-boy!"
| - Emilio Lizardo

118. Re: FreeTerm 2.0 -- Doesn't work under MagicSac?

Newsgroup: comp.sys.atari.st
Date: 1987-11-12 05:12:30 UTC
From: jcc@ut-ngp.UUCP
Message-ID: <6810@ut-ngp.UUCP>
Source record: 256168
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <2137@brspyr1.BRS.Com>, tim@brspyr1.BRS.Com (Tim Northrup) writes:
>
> FreeTerm 2.0 which was recently posted to the MacIntosh binaries group
> doesn't appear to work using the MagicSac on the Atari ST. This seems
> strange seeing as the Data Pacific folks tout FreeTerm 1.8 as *the*
> terminal package to use with the Sac.
>
> Does FreeTerm 2.0 work with version 4.5x of the MagicSac driver?
> (I am using 4.36 -- latest from CompuServe)

Isn't MagicSac that thing that needs Apple ROMs to operate?

Where'd you get your ROMs?

119. Re: Worst product name award

Newsgroup: comp.sys.atari.st
Date: 1987-11-12 05:47:11 UTC
From: farren@gethen.UUCP
Message-ID: <329@gethen.UUCP>
Source record: 256169

In article <618@applix.UUCP> scott@applix.UUCP (Scott Evernden) writes:
>Moses PromiseLAN ? ???

And, as any biblical scholar will tell you, Moses never reached the
Promised Land, but died first. Probably the first recorded incident
of vaporware :-)

--

Michael J. Farren "... if the church put in half the time on covetousness
unisoft!gethen!farren that it does on lust, this would be a better world ..."
gethen!farren@lll-winken.arpa Garrison Keillor, "Lake Wobegon Days"

120. Re: What's the deal with the repair kits, Neil?

Newsgroup: comp.sys.atari.st
Date: 1987-11-12 05:49:44 UTC
From: med@druhi.ATT.COM
Message-ID: <2369@druhi.ATT.COM>
Source record: 256170

In article <881@atari.UUCP>, neil@atari.UUCP (Neil Harris) writes:
> > In any case, I think that the decision on whether or not to buy this repair
> > kit should be the dealers choice, not a prerequisite of becoming an
> > "authorized service center".
>
> I totally disagree.
>
> One current problem is the slow turnaround from repair centers lacking in
> spare parts.
>
> Having the dealer carry a substantial inventory of these is a good way to
> ensure that our consumers get prompt service.

And I guess that is the real problem here... I talked with
one of the local dealers, and they plan to fix MEGAS just like they
fix 520/1040's ===> "Oh, so your ST is sick? Bring it in and we'll charge
you X dollars, and you can take it with you... Never mind that the
serial number is different." That's right... most dealers here fix STs
by simply replacing them with a new one - very "prompt service", and they
don't need (or intend) to use your $4000 worth of parts!

And besides, who do you think really pays for those part
anyway ;-(. I think that this whole thing boils down to Atari wanting
the "image" (or should that be "look and feel" ;-)) of an IBM
dealer - high prices, fast service, and very few customers who can
afford all of that glitter.

Myron Drapal
AT&T
Denver, Co.
..!ihnp4!druhi!med

121. Re: Worst product name award

Newsgroup: comp.sys.atari.st
Date: 1987-11-12 06:14:20 UTC
From: pchris@sim.Berkeley.EDU
Message-ID: <4862@zen.berkeley.edu>
Source record: 256171

In article <1107@uhccux.UUCP> cm450s02@uhccux.UUCP (jeff t. segawa) writes:
>In article <618@applix.UUCP> scott@applix.UUCP (Scott Evernden) writes:
>>Moses PromiseLAN ? ???
>
>Hmmm. That IS pretty bad. I thought Lotus had the worst name with
>"Modern Jazz". After Symphony and Jazz, I can't help but wonder what
>the next product will be called. Lotus Heavy Metal, perhaps? Why no one
>at Lotus ever thought of calling the new product "4-5-6" is beyond me.

Maybe not such a bad name after all. It'll be 40 years before we see
that "Promised LAN" ;-)

122. RE: Info-Atari16 Digest V87 #411

Newsgroup: comp.sys.atari.st
Date: 1987-11-12 13:35:00 UTC
From: CS117151@YUSol.BITNET.UUCP
Message-ID: <8711121442.AA26893@ucbvax.Berkeley.EDU>
Source record: 256172

q

s

123. Re: Atari/Perihelion Transputer Machine Spec

Newsgroup: comp.sys.atari.st
Date: 1987-11-12 15:43:58 UTC
From: trb@stag.UUCP
Message-ID: <254@stag.UUCP>
Source record: 256173

If I hadn't seen the exact same CD-ROM being displayed in several non-Atari booths (i.e. for the IBM PC) I would be skeptical about whether it would ever make it out either. My only concern is that it sells for $999 on the PC. It really was the same unit, too. Only the case color was different. As for the Transputer, I was really impressed with the progress they (Perihelion) had made. We have some Transputer's at work (boards for the AT) that are pretty loosely integrated (kind of like an exerciser kit), and the ABAQ definitely had progressed far beyond that. I ALMOST ordered the $100 set of preliminary manuals to become a developer (I can think of lots of CAD tools that would be nice to port...Place and Route Previewers, GDSII compatible layout editors, etc...but I couldn't get any good feel for what the final costs would be to get a full set of developer hardware.) If any of people actually do order the kit, let us on the net know how it looks.

-Todd Burkey
trb@stag.UUCP <--faster path
or tburkey@eta.swde.com <--shaky sun<->apollo (I want Aegis 10!)

P.S. I just got through porting HDSCAN to my Symmetrics, the Apollo, and the Sun. It runs very nicely on any standard 4.2 system (kind of slow on the Apollo...usable on a 3000). After I clean up a few things and add some more sort options (gid/uid/other times?) I will have to decide if I am going to make it public domain at the source level or what...BTW, it takes a lot longer to traverse trees using Unix opendir/readdir/stat calls than it does on the ST (3 secs/30 megs on the ST vs 40 secs/24 megs on the SUN 3/60 with Eagle drives...>2 minutes for the same on the Apollo).

124. Re: FreeTerm 2.0 -- Doesn't work under MagicSac?

Newsgroup: comp.sys.atari.st
Date: 1987-11-12 16:00:11 UTC
From: ravi@mcnc.UUCP
Message-ID: <2655@alvin.mcnc.UUCP>
Source record: 256174
Cross-posted to: comp.sys.mac,comp.sys.atari.st

```
>>
>> Does FreeTerm 2.0 work with version 4.5x of the MagicSac driver?
>> (I am using 4.36 -- latest from CompuServe)
>
>Isn't MagicSac that thing that needs Apple ROMs to operate?
>
>Where'd you get your ROMs?

You typically just buy them from an apple, or electronics
parts dealer. The Magic Sac is actually quite fussy about wanting to
use (Apple) ROMS (ie. EPROMS don't work).

-ravi
```

125. file i/o functions

Newsgroup: comp.sys.atari.st
Date: 1987-11-12 17:29:35 UTC
From: daemon@stag.UUCP
Message-ID: <255@stag.UUCP>
Source record: 256175

Hopefully the following will help clear up the confusion about file i/o functions...

Fread() is one of the macros which calls Gemdos through trap #1. This is an exerpt from the <osbind.h> file containing there macros:

```
#define Fcreate(fn,mode) gemdos(0x3C,fn,mode)
#define Fopen(fn,mode) gemdos(0x3D,fn,mode)
#define Fclose(h) gemdos(0x3E,h)
#define Fread(h,cnt,buf) gemdos(0x3F,h,cnt,buf)
#define Fwrite(h,cnt,buf) gemdos(0x40,h,cnt,buf)
#define Fdelete(fn) gemdos(0x41,fn)
#define Fseek(where,h,how) gemdos(0x42,where,h,how)
```

These functions work much like the standard low-level i/o calls. They use a small integer (returned by Fcreate/Fopen) called a file handle to refer to the file (the 'h' parameter in other calls). As was mentioned, the parameter order is different from the standard low-level i/o calls, and the 'cnt' parameters are long values rather than the int than is normally used. The following are macros which define some of the low-level i/o calls in terms of their Gemdos equivalents.

```
#define open(filename,iomode) ((int)gemdos(0x3D,filename,iomode))
#define close(h) ((int)gemdos(0x3E,h))
#define read(h,data,len) ((int)gemdos(0x3F,h,((long)(len)),data))
#define write(h,data,len) ((int)gemdos(0x40,h,((long)(len)),data))
#define lread(h,data,len) (gemdos(0x3F,h,len,data))
#define lwrite(h,data,len) (gemdos(0x40,h,len,data))
#define unlink(filename) ((int)gemdos(0x41,filename))
#define lseek(h,where,how) gemdos(0x42,where,h,how)
#define tell(h) gemdos(0x42,0L,h,1)
```

The creat() call is notably missing from the above due to a bug in the underlying gemdos 0x3C function which sometimes creates a new file with the same name as an existing file instead of overwriting the old file. Thus creat() is implemented as a function something like this:

```
int creat(filename, pmode)
register char *filename;
register int pmode;
{
register int rv;

rv = Fdelete(filename);
if((rv == 0) || (rv == -33)) /* SUCCESS or FILE-NOT-FOUND */
rv = Fcreate(filename, pmode);
```

```
return(rv);
}
```

Now we come to the fread()/fwrite() functions. These are standard i/o functions which deal with STREAMS rather than simply with FILE HANDLES. Unlike the above, these functions provided buffering and translation of newlines, if desired. They are used with fopen()/fclose() functions. The fopen() function returns a pointer to a FILE structure, which contains information about the stream that was opened. The fopen() function also handles the open()/creat() distinction, creat()ing a file if is doesn't already exists, etc. As was said before, this kind of processing does make the i/o a little slower, but also easier to use. The fputc()/fgetc() functions are normally used with streams (getchar()/putchar() are written in terms of fputc()/fgetc()) to do i/o a character at a time, while internally buffering the calls to prevent a system call for every character processed (which would be slow). The fread()/fwrite() functions do block i/o on streams, and are buffered just like single characters.

In summary, you should avoid using Gemdos calls directly, since it is not portable and it doesn't gain you any speed. Use the low-level i/o if you're really concerned about speed and use the stream i/o functions if you're doing mostly character or string i/o and/or want the buffering done efficiently for you.

The preceeding examples were taken from the dLibs public domain standard library for Alcyon C. This implmentation is far freer of bugs and much more efficient in general than the Alcyon/DRI libraries. dLibs also contains many Un*x standard functions which were not included in Alcyon/DRI. You can get a copy of dLibs with complete source code and documentation by sending $3 to:

Dale Schumacher
399 Beacon Ave.
St. Paul MN 55104

Of course, I won't refuse donations of >$3, but I need to at least break even with buying the disks and mailers and sending them.

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

126. GULAM, Transputers, comp.*.atari.st

Newsgroup: comp.sys.atari.st
Date: 1987-11-12 22:19:16 UTC
From: lean@sbcs
Message-ID: <816@sbcs.sunysb.edu>
Source record: 256176

I completely agree with Michael Ferran. A 20K posting of 'news' from Comdex, which is essentially a 20K posting of praise for the ST does NOT belong in comp.sys.amiga. Come on fellows. It doesn't take too much common sense to know that such posting is not welcomed in comp.sys.amiga nor of any particular use. I'm sure we ST people wouldn't like to see a posting of PRODUCTS for the Amiga on our group either. And to see that article cross-posted so many times really makes me think there are id__ts in this world.

Regarding comp.binaries|sources.atari.st, I agree that there has been less articles posted there than what we might like to see. However, we have to realize that Jim Turner is not paid for doing this, and he has a full-time job to take care of at the same time. I like to suggest the following:

i) if you have a relatively small program (<= 15K) and have tested it adequately, then post it straight to comp.sys.atari.st

ii) if you have a BIGGIE (> 50K) to post, test it thoroughly and mail it to JIM TURNER.

iii) if you have a program that falls between the other 2 ranges, then either test it very thoroughly (and I mean very thoroughly - like thorough enough that even Microsoft will buy it) and post it straight to comp.sys.atari.st (assuming that it's something useful) or test it adequately and mail it to Jim.

I've found a 'bug' in the recently posted GULAM. If you cat a file and then abort it halfway with ^C, you'll be thrown back to the desktop. But the new GULAM is really great! Thanks Prabhaker and Jwahar !

--
CSNET: lean@sbcs.csnet
ARPA: lean%suny-sb.csnet@csnet-relay.arpa
UUCP: {allegra, hocsd, philabs, ogcvax}!sbcs!lean

127. Re: GULAM PROBLEMS

Newsgroup: comp.sys.atari.st
Date: 1987-11-12 23:42:43 UTC
From: dhawk@well.UUCP
Message-ID: <4433@well.UUCP>
Source record: 256177

In the referenced article, jdn@homxc.UUCP (J.NAGY) wrote:
>
>Has anyone succesfully uudecoded the recent GULAM postings?
Yup. I saved all three parts to one file. Edited it with vi
and removed the header of the first part. Searched for the
line that started with include
and deleted it down to the table line of the second part and
make it seamless, i.e. all lines starting with X
and did the same connecting the second part to the third part.
so when I finished the whole file looked the same (after the
first table header) with each line starting with the same character.
Ran uudecode on it.

Ditto for the doc file. arc said they were ok, so I downloaded them
to the ST and de-arced them there. They were fine and I've enjoyed
using the new Gulam.

Hope that helps.
--
David Hawkins {ptsfa,hplabs,ucbvax}!well!dhawk
It is a luxury to be understood. - Ralph Waldo Emerson -

128. Bugs in MWC? Also, Re: Disk I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 00:15:04 UTC
From: Gribnif@UMass.BITNET
Message-ID: <871112190721354.AKXR@Mars.UCC.UMass.EDU>
Source record: 256178

I have recently discovered a few peculiarities (read: what I think are
bugs) in MWC version 2.0.1:

1) Declaration of integers: you would think that
int i = -32768
would work, since this is a valid number in ones-complement
arithmetic, however this invariably results in the compiler message
'integer "i" promoted to long'. Also, changing the "int" to "unsigned
int" yields the same result whenever you are trying to assign
any number >=32768 (without sign, of course).

2) Try this:

```
main()
{
unsigned long int ii;
int a, b;

ii = 0L;
a = 4097;
b = 8;
ii += a * b;
printf( "%D\n", ii );
}
```

The result I am lead to expect from all my reading is that the number
4097*8=32776 would be stored in "ii", however the compiler fails to
convert the result of "a*b" to unsigned long before adding it to
"ii", so what gets stored is -32760, the ones complement of "a*b".
The only way you can get this to work correctly is by specifying the
type:
ii += (unsigned)(long)(a * b);
Notice also that I did not use "(unsigned long)", as this does not
work either.

Ok, is it just me, or are these truly bugs? I'd kinda like to know
before I send that small incendiary device off to Chicago...
Also, on the subject of the "f" I/O functions vs. the "F" ones, I
recently used fread to load a large (c300K) file directly into memory from my
hard disk. What I found was that not only did fread take about 4 times as long
to read the file, but it also started overwriting previously loaded data.
I tried loading it in different size blocks (starting at 16K, all the way down
to 128 bytes, which is smaller than the buffer size) with the same results.
Actually, in this case it made much more sense to Fread anyway, since it takes
a long as an argument, as opposed to an unsigned int for fread.
Sorry about the length of this, folx, I'm just making up for all those

times I wanted to put in my two bits and never got around to it...

Dan Wilga

AndOr@UMASS.Bitnet "In those days, men were real men, women were real
(Arpa? Don't ask!) women, and small furry creatures from Alpha Centauri
were real small furry creatures from Alpha Centauri"
-- Hitchhikers

129. SPICE?????

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 04:08:49 UTC
From: 870646c@aucs.UUCP
Message-ID: <548@aucs.UUCP>
Source record: 256179

A few weeks ago I saw some people talking about "SPICE", from what I have
been told this is a digital simulator. Has it been ported to the ST, and
if so is it public domain/shareware? If it has been ported, and it is share
ware/pd, could someone please post it to the binaries section. This section
sure seems to be dead when compared to the Mac and IBM side of things.
Why is it so dead.
later
Barry

130. HP Laserjet Routines

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 04:14:41 UTC
From: biringer@ANL-MCS.ARPA.UUCP
Message-ID: <8711130414.AA16337@anl-mcs.ARPA>
Source record: 256180

I would appreciate any pointers to programs, public domain or
otherwise, which would allow ST printer output to a HP Laserjet+ printer.

Thanks in advance!

Dennis

131. Wanted: GKS, PD Languages INFO

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 07:01:00 UTC
From: ferneau@silver.bacs.indiana.edu
Message-ID: <11400002@silver>
Source record: 256181

Does anyone have any information on a public domain GKS for the
ST? I am thinking about creating one for a project, but will
not spend the time if one exists.

Also, What type of public domain languages are available (high-level)
preferred. Possible languages: Fortran (not preferred), Pascal,
or C. I would be writing the aforementioned GKS in a PD language
as it would be used for a college graphics class, and we don't
want to spend a lot of money if we can help it.

--If you have any information on any of the above, please send me
mail, or post it to the net.

Mark R. Ferneau
(ferneau@silver.cs.indiana.edu)

Indiana University, Bloomington, IN

132. Re: FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 07:50:40 UTC
From: c9c-eh@dorothy.Berkeley.EDU
Message-ID: <4877@zen.berkeley.edu>
Source record: 256182

In article <2064@homxc.UUCP> jdn@homxc.UUCP (J.NAGY) writes:
>In article <2862@batcomputer.tn.cornell.edu>, braner@batcomputer.tn.cornell.edu (braner) writes:
>>
>> The raw GEMDOS functions are faster (due to
>> no buffering) but you should set up your own buffering.
>
>I don't quite understand this. If I have to do my own buffering with
>Fread, while fread does the buffering for me, then the fread call
>appears easier to use. And since the application has to buffer Fread
>calls itself, any speed advantage of Fread (due to no buffering!) is
>negated. So I can see no advantage to the Fread.
>

I wondered about this also, for some time. Then I decided to
test it out. A friend and I each wrote the same program, but
I used the capital F calls, and he the lower case f calls. I
even put more bells and whistles into my program, and the speed
is significantly higher, even accounting for the fact that I
have to do my own buffering and managing.

8K to 16K are the best speeds, to get the most out of your
floppies. I haven't done any tests to see how much difference
buffer size makes on a hard disk (my Supra died!).

\ /
Disclaimer: I'm not associated \ /\ /arner
with the latest revision \/ __/
of SANITY. |oung
___|
Last known address: c9c-eh@dorothy.Berkeley.EDU
or
ucbvax!dorothy!c9c-eh

133. ABSOFT F77 suppliers ?

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 10:24:33 UTC
From: XBR3D815@DDATHD21.BITNET
Message-ID: <8711131024.AA22312@ucbvax.Berkeley.EDU>
Source record: 256183

I read the recent postings about ABOFT F77, and it seems to be what i'm
looking for.
Does anybody know where I can buy ABSOFT FORTRAN 77 here in Germany ?
The only advertising i can find in magazines is for prospero f77.

Thanks, Werner

134. Re: FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 12:09:38 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <800@xn.LL.MIT.EDU>
Source record: 256184

```
In article <12361@felix.UUCP>, preston@felix.UUCP (Preston Bannister) writes:
>
> There is a much simpler way to find the length of a file. You simply
> do an Fseek to the end of the file. This means of getting the length
> of a file is also usable with Unix and MSDOS (if not always necessary).
> (I'm doing this from memory):
>
> void
> Example (filename)
> char *filename;
> {
> int f, length;
> f = Fopen(name,0);
> if (f > 0)
> {
> length = Fseek(f,0,2); /* seek to end of file */
> Fseek(f,0,0); /* seek back to beginning of file */
> /* we now know the size of the file */
> ProcessFile(f,length); /* for instance */
> Fclose(f);
> }
> }
> --
> Preston L. Bannister

This is a VERY slow way to do it. Especially on LARGE files where
the seek is worse than the open.

Why not just use Fsfirst and read the file size out of the DTA?
This works on both Gemdos and MSdos.

Matt Singer
```

135. FIRST POSTING TEST

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 12:54:00 UTC
From: sweeney%nrl.DECnet@NRL3.ARPA
Message-ID: <8711131314.AA25576@ucbvax.Berkeley.EDU>
Source record: 256185

```
TEST POSTING. I AM NEW TO THIS AND WANT TO SEE IF I AM ABLE TO POST TO
THE NET.

------
```

136. cancel subscription

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 13:38:00 UTC
From: VOGT@HGRRUG5.BITNET
Message-ID: <8711131630.AA28491@ucbvax.Berkeley.EDU>
Source record: 256186

```
Since I am leaving this university to get another job, I would
like to see my subscription to this digestcancelled

Herman F. Vogt
bitnet: vogt@hgrrug5.earn
```

137. Re: PD Smalltalk on AMIGA/ATARI-ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 14:42:04 UTC
From: bill@cbmvax.UUCP
Message-ID: <2753@cbmvax.UUCP>
Source record: 256187
Cross-posted to: comp.lang.smalltalk,comp.sys.amiga,comp.sys.atari.st

In article <174@bnr-vpa.UUCP> mike@bnr-vpa.UUCP (Mike Norman) writes:
>I'm interesting in finding out if a public domain Smalltalk (source
>preferred, of course!) exists for either the Amiga or the ST?
>
>Thanks in advance,

Try Fisk disk #37

--
=-=-=-

138. Re: Worst product name award

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 15:03:49 UTC
From: javoskamp@watmath.UUCP
Message-ID: <15521@watmath.waterloo.edu>
Source record: 256188

In article <329@gethen.UUCP> farren@gethen.UUCP (Michael J. Farren) writes:
>In article <618@applix.UUCP> scott@applix.UUCP (Scott Evernden) writes:
>>Moses PromiseLAN ? ???
>And, as any biblical scholar will tell you, Moses never reached the
>Promised Land, but died first. Probably the first recorded incident
>of vaporware :-)
True he didn't get into the promised land, but he did get to see it.
It's more like getting the product announcement sheet, seeing a demo,
but never getting any hands-on experience.

"It'll be here next week."
"But I won't be."
"Sorry fellow."

Jeff Voskamp
--
Do I have to include a joke? No, that's only for rec.humor
bang path: {allegra,decvax,utzoo,clyde}!watmath!javoskamp
domain : javoskamp@watmath.waterloo.{edu,csnet,cdn}
CSNET : javoskamp%watmath@waterloo.CSNET

139. No More ROM woes!

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 16:46:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100030@datacube>
Source record: 256189

I received some more new ROMs from Atari yesterday. Happy to report that they appear to work just fine!

The first things I noticed were a *substantial* decrease in time required to boot, because the time it takes the machine to clear out memory is now much less. Hmm, makes that extra meg seem much more tempting ;-)
Overall disk performance seems to have a good boost. I ran TINYPICS from my Supra disk, and it was noticeably faster at switching pictures. The only copy protected thing I currently own is Chessmaster 2000, and I haven't given that a whirl as yet.

Thanks to Allan Pratt and Neil Harris for their comments and help, and to the Net.people who confirmed my guesses about the ROM placement.

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

140. sending files to listserv@canada01 -- how?

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 16:51:15 UTC
From: csrobe@ICASE.ARPA
Message-ID: <8711131651.AA12422@work15.icase>
Source record: 256190

```
i have some files that i was thinking about sending to prog-a16 at
listserv @ canada01. i have a couple of the listserv "memos" but
they aren't very clear. how should i go about sending something
up there to be added to the archives?

thanks,
-chip
------------------------------------------------------------------------
Chip Roberson ARPANET: csrobe@icase.arpa
1105 London Company Way BITNET: $csrobe@wmmvs.bitnet
Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe
------------------------------------------------------------------------
icase.arpa is now at 128.102.23.51. update those host tables (/etc/hosts)
```

141. Scanners anyone?

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 18:16:53 UTC
From: roydant@hpgrla.HP.COM
Message-ID: <4110003@hpgrla.HP.COM>
Source record: 256191

This is a basenote to find out what kind of response there would be from atari users about buying a scanner for desktop publishing.

To digress a moment a scanner is a device which will digitize a document (book,magazine,etc..) and load onto a hard disc as an image. This image then can be treated as a picture in desktop publishing or run through an optical character recognizer (OCR) which would convert image to ASCII representation and thus used by word processors.

My need is to discover building the necessary hardware and software drivers myself for the ScanJet that HP makes. In other words is it worth my time if only three people want it or are there thousands of you out there.

This project in no way is connected to my work and will be doing it alone so keep in mind the resource limitation. Of course should you desire to let Atari now about your desires or HP dealers you never know where this could go.

Thanks for reading,
Roydan Tomlinson

142. OS-9 , gulam

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 18:44:15 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8711131844.AA01334@ucbvax.Berkeley.EDU>
Source record: 256192

Two questions:
1. Recently I read in the atari digest that a new version of the gulam shell has been posted. Does anybody know whether I can get it from a LISTSERV?

2. I'm thinking of buying OS-9. Could OS-9 users (on Atari ST) report their experiences? Has anyone used both, OS-9 and RTOS-UH? Which is better?
Thank you
Michael Eibl

143. RF Modulator for the 1040?

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 18:50:00 UTC
From: Brantly.henr@XEROX.COM
Message-ID: <871113-105048-2184@Xerox>
Source record: 256193

At one time (quite a while ago) there was quite a bit of discussion about "Someday SOMEBODY is going to come up with the means to drive a TV from a 1040ST".

I like my monochrome system, but I'm missing out on a lot of pgms that only support color. I REALLY hate the idea of spending the $300+for a color monitor.

Soooo, did the idea of a RF Modulator for the 1040 ever take off? Did I miss something or did the idea get thrown out? I know it's not a real "hot button" for you guys/gals out there with color systems....

Thanks,

Dennis

144. IKBD commands/reads

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 19:19:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8711131959.AA02999@ucbvax.Berkeley.EDU>
Source record: 256194

```
Date: 13 November 1987, 14:14:54 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: IKBD commands/reads

Is there an easy way to get the clock time from the keyboard?
It would be nice to use a clock with one second resolution instead
of GEMDOS's 2 second clock.

I would also like to be able to set this clock.

I know that there is an XBIOS call to send bytes to the keyboard,
but how do we receive them? (I have no idea where the keyboard
packets are sent or what format they have or ... you get the picture. :)

Just in case anyone cares, I'm using Personal Pascal.

Jim McCabe
jemccabe @ mtus5.bitnet
```

145. Re: External Keyboard (Dec LK201)

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 21:44:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100031@datacube>
Source record: 256195

Say, what? Mouse ports in front, built-in power supply, built-in disk drive....sounds lots like my 1040 ;-)

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

146. Re: PC-ditto

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 22:26:07 UTC
From: schuster@dasys1.UUCP
Message-ID: <1972@dasys1.UUCP>
Source record: 256196

In article <24821L9D@PSUVMA> L9D@PSUVMA.BITNET writes:
>Does anyone know how to get PC-ditto to work with a monochrome monitor? I've
>read that a lot of other people are having problems with using monochrome,
>and I am wondering if a fix has been made yet?

The current version works only with a color monitor as the packaging states.
There is a zap to 'turn on' the screen in a monochrome system but it is
NOT a fix and the resulting screen is barely readable.

Version 3.0 is at the duplicating house. It features mono support, Microsoft
mouse emulation, TOS time/date transfer, bug fixes, etc.
To get it -- SEND IN YOUR REGISTRATION CARD.

--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

147. Re: Lies (was: Re: Atari/Perihelion Transputer Machine Spec)

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 22:49:07 UTC
From: neil@atari.UUCP
Message-ID: <888@atari.UUCP>
Source record: 256197
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

> >A single transputer can deliver over ten times the power of
> >an IBM PC AT. However, there's even greater strength in numbers. You can
> >connect two, 10, 100 or even MORE transputers to create a relatively
> >low-cost computer workstation with the power of a supercomputer.
>
> False. The "standard" number of Transputers on the ABAQ system is 1 (ONE).
> The maximum is 13.

Internally.

The ABAQ includes 3 "links", which are 10-megabit-per-second serial
interfaces for talking to off-board transputers.

Jack Lang, in his talk at the Atari press conference at Comdex, supposed a
setup where workers each had their own transputer system on their desks,
with all of them linked together and linked to a separate box containing
many transputers. As an application's need for processing power increased,
it could pull more transputers in. An intriguing concept -- throw the
computer into high gear.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

148. Re: RF Modulator for the 1040?

Newsgroup: comp.sys.atari.st
Date: 1987-11-13 23:01:06 UTC
From: c60a-2ae@web8b.berkeley.edu.BERKELEY.EDU
Message-ID: <5901@jade.BERKELEY.EDU>
Source record: 256198

Brantly.henr@XEROX.COM asks

]At one time (quite a while ago) there was quite a bit of discussion
]about "Someday SOMEBODY is going to come up with the means to drive a TV
]from a 1040ST".

And so do I!
I know this can be done; there was a description and a sample of a circuit
that would do this in Bruce "sublogic" Artwick's book on computer graphics.
I believe it was titled _Microcomputer_Graphics_and_Animation_.

I also keep hearing about some company called JNL Technologies that
apparantly made one of these dodads.

This device would be a boon to all the ST owners without RF output (520ST[f]s
have RF output as you all know) who want to videotape some screens.

John "why buy a color screen when I know I'll use it only to play
some games" Kawakami

```
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
| JoHn KaWaKaMi alias spectacle -O^O- alias c60a-2ae@widow.berkley.edu |
+ +
| OH NO! CLONES -0^0- | \ -o^o- / -<xxxxx>- |
+ -@^@- O 0 O -()-()- ^from +
| ]OO[ > 0 O Star Trek |
+ O \ / The Drek +
| -P=P- | ^+^ Generation |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

149. uw & different fonts for microemacs

Newsgroup: comp.sys.atari.st
Date: 1987-11-14 01:08:58 UTC
From: moe@athena.mit.edu
Message-ID: <1807@bloom-beacon.MIT.EDU>
Source record: 256199

I have 2 questions for neters concerning uw and emacs:

1. What exactly is uw ? Is it a window manager ? Is it compatible with X window system version 11 ? If it is, can it run over dial-up phone line or does it need to have a high speed network to work ?

2. Is it possible to load a 6x10 font to be used with mg(microgNUemacs) or me(microemacs) (I have a ME version 3.9 that has 40 lines display on monochrome with font width of 8 pixels, and also a MG version 1a that can display 50 lines if I run "hi50.tos" first but the width of the character is 8 pixels so it is kinda hard to read). Better yet can proprotional fonts be used instead of monospaced fonts. I realised that it is hard to used get a font with width of 6 to work with TOS (since 640 divided in to 6 is 106. something) but is it impossible?

Thanks in advance for any helpful information,
Hai

PS: I guess that was more than 2 questions...

150. Undelivered mail

Newsgroup: comp.sys.atari.st
Date: 1987-11-14 05:30:00 UTC
From: Postman@UOFMCC.BITNET
Message-ID: <8711140707.AA16324@ucbvax.Berkeley.EDU>
Source record: 256200

```
Your mail was not delivered to some or all of its
intended recipients for the following reason(s):

5001 mailbox invalid -> CHARLTO@UOFMCC.BITNET

------------------------------------------------------------------------

Date: Fri, 13 Nov 87 23:30 CST
To: CHARLTO@UOFMCC.BITNET
From: Info-Atari16 Digest <INFO-ATARI16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V87 #413

Received: by CANADA01 (Mailer X1.24) id 5626; Fri, 13 Nov 87 22:05:30 EDT
Date: Thu 12 Nov 87 12:31:39 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <INFO-ATARI16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V87 #413
To: Name Unknown <BUSU@UOFMCC>,
Jim Charlton <CHARLTN@UOFMCC>,
MIKE CHARLTON <CHARLTO@UOFMCC>,
Werner Ens <ENS@UOFMCC>,
Name Unknown <HABKE@UOFMCC>

Info-Atari16 Digest Thursday, November 12, 1987 Volume 87 : Issue 413

This weeks Editor: Bill Westfield

Today's Topics:

binary and source
uudecode Gulam
Re: External Keyboard (Dec LK201)
ST Minix status?
Gulam notes (alpha test v0.01.00) -old
Re: Worst product name award
re: Uniterm 2.0 / BIGformat.acc
Re: high density 3.5" disks
GULAM PROBLEMS
Re: FreeTerm 2.0 -- Doesn't work under MagicSac?
OSS Pascal Wanted
Re: Worst product name award
RE: Info-Atari16 Digest V87 #411
What group?
Re: External Keyboard

------------------------------------------------------------------------
```

Date: Wed 11 Nov 1987 16:24 CDT
From: <UUCJEFF%ECNCDC.BITNET@forsythe.stanford.edu>
Subject: binary and source
To: <Info-Atari16@score.stanford.edu>

How does one subscribe to the binary and source group for the Atari ST?
Jeff Beer, UUCJEFF@ECNCDC

Date: 11 Nov 87 22:17:35 GMT
From: zen!mercutio.berkeley.edu!c164-2ao@cad.Berkeley.EDU (Duy Le)
Subject: uudecode Gulam
To: info-atari16@score.stanford.edu

I received gulam in three pieces today. Do I need to concatenate these
three uuencoded files and then uudecode the concatenated file?
Thanks

Duy

Date: 11 Nov 87 23:30:50 GMT
From: decvax!minow@ucbvax.Berkeley.EDU (Martin Minow)
Subject: Re: External Keyboard (Dec LK201)
To: info-atari16@score.stanford.edu

My apologies for posting this without summarizing the original article.
However, as it refers to a safety issue, I feel the completeness is
appropriate. In the attached article, Farrell Woods points out that the
(Dec) LK201 keyboard warns the user against using an unapproved cable.
Because he refers to "really cheap cables", the reader may incorrectly
decide that expensive cables would work. While the LK201 cable looks
like a standard modular phone cable, it is build using significantly
heavier gauge wire -- as it carries the power needed by the keyboard.
Ordinary LK201 usage exceeds the rated capacity of standard modular phone
cables. You can order replacement cables from Dec Direct.

Martin Minow
decvax!minow
The above does not represent the position of Digital Equipment Corporation.

In article <105100029@datacube> ftw@datacube.UUCP writes:
>
>Your comments prompted me to look at the bottom of the LK-201 keyboard
>I'm typing on right now. Indeed, it does have a warning about using only
>"approved" cables for keyboard attachment, otherwise, "excessive overheating
>may result in abnormal conditions.". Thanks for pointing that out.
>I can picture a really cheap cable catching fire if the +5 to the keybaord
>gets shorted for some weird reason.
>
>As for number of wires, I'm glad I said _maybe_, since I don't have a 520
>to take apart, old or new. ;-)

>
>
> Farrell T. Woods
>
>Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
>VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
>INTERNET: ftw@datacube.COM
>UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

Date: 11 Nov 87 23:48:11 GMT
From: sandra@cs.utah.edu (Sandra J Loosemore)
Subject: ST Minix status?
To: info-atari16@score.stanford.edu

A couple of us here at Utah have been wondering what ever happened to
the port of Minix to the Atari ST. Anybody out there know the current
status of this project?

-Sandra Loosemore
sandra@cs.utah.edu (sandra@utah-cs.uucp)

Date: Wed, 11 Nov 87 12:29:31 EST
From: pyrdc!gmu90x!wmcs!nh!csrobe@uunet.UU.NET (Chip Roberson)
To: info-atari16@score.stanford.edu
Subject: Gulam notes (alpha test v0.01.00) -old

A couple of comments and questions about Gulam.

1) There is a command called 'sx' that is documented by referring you to
a command called 'rx', but rx doesn't exist. Can someone tell me what these
commands do?

2) From ue (emacs) when you type a ~K is 'temporarily' pops you into Gulam
and your editing buffers are not FREED. The manual says to try this but
doesn't say how to return to emacs. So far I only tried running emacs
then ~x~b to the buffer i was editing. Is there a more direct way to return
to your editing after doing a ~z (oops that was supposed to be a ~z not a
~k up there, sorry).

3) Finally, in ue, if you do several delete-backward-words (M-BS) then do
a yank (~Y) your deletes will be restored in reverse order. SO the line,
Delete this line backwards.
becomes
backwards. line this Delete
when you restore.

~~*~*~*~*

How does one get to atari-sources to find out what is there and to ultimately
upload or download (correct terminology?) something to/from them or is it

only a part of netnews.

thanks,
-chip

Chip Roberson ARPANET: csrobe@icase.arpa
1105 London Company Way BITNET: $csrobe@wmmvs.bitnet
Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe
---
*(*please note change in UUCP address ~~~~~~~~~~ seismo is gone*)*

Date: 12 Nov 87 02:53:07 GMT
From: nosc!humu!uhccux!cm450s02@sdcsvax.ucsd.edu (jeff t. segawa)
Subject: Re: Worst product name award
To: info-atari16@score.stanford.edu

In article <618@applix.UUCP> scott@applix.UUCP (Scott Evernden) writes:
>Moses PromiseLAN ? ???

Hmmm. That IS pretty bad. I thought Lotus had the worst name with
"Modern Jazz". After Symphony and Jazz, I can't help but wonder what
the next product will be called. Lotus Heavy Metal, perhaps? Why no one
at Lotus ever thought of calling the new product "4-5-6" is beyond me.

Date: 10 Nov 87 18:00:10 GMT
From: decvax!linus!philabs!sbcs!lean@ucbvax.Berkeley.EDU (Lean L. Loh)
Subject: re: Uniterm 2.0 / BIGformat.acc
To: info-atari16@score.stanford.edu

As was mentioned in a previous posting, Uniterm 2.0 is NOT out yet,
but will be very very soon. So you panicky guys did not missed any
postings.

Uniterm 2.0BETA version can be obtained from the server at Houston,
although I'm not sure if it's supposed to be there. Since the official
version 2.0 will be out very soon now, I think we should just wait.

As i mentioned in my posting of BIGformat.acc, it worked fine for me
on my monochrome although the read/writes are slower. I've used it
for about 2 months now, mostly for storing documents and misc stuff.
If it caused trouble for anyone, I hereby apologize. I posted it
because I got quite a number of request from fellow-netters.

Anyone out there using publishing partner together with Beckemeyers'
C-SHell or GULAM? Please email me. Thanks
--
CSNET: lean@sbcs.csnet
ARPA: lean%suny-sb.csnet@csnet-relay.arpa
UUCP: {allegra, hocsd, philabs, ogcvax}!sbcs!lean

Date: 11 Nov 87 21:04:48 GMT
From: pepper!cmcmanis@sun.com (Chuck McManis)
Subject: Re: high density 3.5" disks
To: info-atari16@score.stanford.edu

The scoop on the high density drives is that they use a data clock that is twice as fast as the low density drives. On Amiga/Atari/PC-XT type 5.25 and 3.5 inch disks this clock runs at 250Khz, on the AT and PS/2 this clock runs at 500Khz. Exactly double the speed, means you can fit twice as many sectors on a track and double your storage (720K -> 1440K). The standard Western Digital minifloppy only controllers will not read or write this format. The WD1793 and family of dual 8"/5.25" controllers will given they are supplied with the proper clock. Also, when you double the bit rate you cram more bits in the same space so your drive mechanism has to be able to resolve a higher number of flux changes/inch (fci) and the diskette has to be capable of retaining those flux changes faithfully. So all you need are a new controller, drive, and diskettes and you're all set. No I don't if anyone is planning on offering them for the above mentioned computers (except the AT and PS/2 of course).

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

Date: 11 Nov 87 21:17:25 GMT
From: ihnp4!homxb!homxc!jdn@ucbvax.Berkeley.EDU (J.NAGY)
Subject: GULAM PROBLEMS
To: info-atari16@score.stanford.edu

Has anyone succesfully uudecoded the recent GULAM postings?
I found that all my byte counts were initially 2 bytes larger
than those posted, pesumably due to two extra blank lines at the
end of each file. I deleted these extraneous blank lines, and all
the byte counts matched. But when I try to to uudecode them, I
get the message "Short file", and indeed, my gulam.arc is only
22284 bytes. [My files are correctly named gulam.uaa, etc.]

Any suggestions?

Jonathan Nagy
{ihnp4|allegra|harvard}!homxc!jdn
(201) 615-4349

Date: 12 Nov 87 05:12:30 GMT
From: jcc@ngp.utexas.edu (J. Chris Cooley)
Subject: Re: FreeTerm 2.0 -- Doesn't work under MagicSac?
To: info-atari16@score.stanford.edu

In article <2137@brspyr1.BRS.Com>, tim@brspyr1.BRS.Com (Tim Northrup) writes:
>
> FreeTerm 2.0 which was recently posted to the MacIntosh binaries group
> doesn't appear to work using the MagicSac on the Atari ST. This seems
> strange seeing as the Data Pacific folks tout FreeTerm 1.8 as *the*
> terminal package to use with the Sac.
>
> Does FreeTerm 2.0 work with version 4.5x of the MagicSac driver?
> (I am using 4.36 -- latest from CompuServe)

Isn't MagicSac that thing that needs Apple ROMs to operate?

Where'd you get your ROMs?

Date: 11 Nov 87 22:43:24 GMT
From: dalcs!aucs!870646c@uunet.uu.net (comer)
Subject: OSS Pascal Wanted
To: info-atari16@score.stanford.edu

Hi all, I am in the need of a copy of OSS's Personal Pascal. If there is
anyone out there that has this product and is not using it, could you
please drop a message my way with you phone number, or address that I
could get it from you.
later
Barry

Date: 12 Nov 87 06:14:20 GMT
From: zen!sim.Berkeley.EDU!pchris@cad.Berkeley.EDU (Chris Perleberg)
Subject: Re: Worst product name award
To: info-atari16@score.stanford.edu

In article <1107@uhccux.UUCP> cm450s02@uhccux.UUCP (jeff t. segawa) writes:
>In article <618@applix.UUCP> scott@applix.UUCP (Scott Evernden) writes:
>>Moses PromiseLAN ? ???
>
>Hmmm. That IS pretty bad. I thought Lotus had the worst name with
>"Modern Jazz". After Symphony and Jazz, I can't help but wonder what
>the next product will be called. Lotus Heavy Metal, perhaps? Why no one
>at Lotus ever thought of calling the new product "4-5-6" is beyond me.

Maybe not such a bad name after all. It'll be 40 years before we see
that "Promised LAN" ;-)

Date: Thu, 12 Nov 87 09:35 EDT
From: NARESH SODHA <CS117151%YUSol.BITNET@forsythe.stanford.edu>
Subject: RE: Info-Atari16 Digest V87 #411
To: Info-Atari16@score.stanford.edu
X-Vms-To: IN%"Info-Atari16@Score.Stanford.edu"

q

s

Date: Wed, 11 Nov 87 14:30:15 EST
From: Flash%UMass.BITNET@forsythe.stanford.edu
Subject: What group?
To: INFO-ATARI16@score.stanford.edu
In-Reply-To: atari st <871111125620.0001BFBB.AAAI.MA@Mars.UCC.UMass.EDU>

What group are you talking about? Info-Atari16?

Rick

Date: 12 Nov 87 01:33:14 GMT
From: imagen!atari!portal!cup.portal.com!ANKH@ucbvax.Berkeley.EDU
Subject: Re: External Keyboard
To: info-atari16@score.stanford.edu

Sorry, Mr Glasser...but the new 520's *do* have the mouse joystick ports
in the front. They also have a drive built in. I know, because I bought
one of these for my daughter in July. Also, there is no clumsy transformer
on your desktop. It is a lot different than my 520, which is like yours...
ports on the side. etc,etc.

End of Info-Atari16 Digest
****
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151. Undelivered mail

Newsgroup: comp.sys.atari.st
Date: 1987-11-14 07:02:00 UTC
From: Postman@UOFMCC.BITNET
Message-ID: <8711140759.AA17053@ucbvax.Berkeley.EDU>
Source record: 256101

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Your mail was not delivered to some or all of its
intended recipients for the following reason(s):

5001 mailbox invalid -> CHARLTO@UOFMCC.BITNET

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Date: Sat, 14 Nov 87 01:02 CST
To: CHARLTO@UOFMCC.BITNET
From: Info-Atari16 Digest <INFO-ATARI16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V87 #412

Received: by CANADA01 (Mailer X1.24) id 5738; Fri, 13 Nov 87 22:09:35 EDT
Date: Thu 12 Nov 87 12:30:49 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <INFO-ATARI16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V87 #412
To: Name Unknown <BUSU@UOFMCC>,
Jim Charlton <CHARLTN@UOFMCC>,
MIKE CHARLTON <CHARLTO@UOFMCC>,
Werner Ens <ENS@UOFMCC>,
Name Unknown <HABKE@UOFMCC>

Info-Atari16 Digest Thursday, November 12, 1987 Volume 87 : Issue 412

This weeks Editor: Bill Westfield

Today's Topics:

Double-Click Software
re: why doesn't Freeterm 2.0 work with Magic Sac
Re: new user asking for help.......?
Lies (was: Re: Atari/Perihelion Transputer Machine Spec)
Re: midi to rs232?
PD Smalltalk on AMIGA/ATARI-ST
Problems with new Midi ACIA Transmit Interrupts....
Re: Zmodem. (no <> in P.Partner fonts, GULAM)
Re: high density 3.5" disks
Re: high density 3.5" disks
Re: Mega STs
C++ on th ST
Re: External Keyboard
Worst product name award

------------------------------------------------------------------------
```

Date: Tue, 10 Nov 87 21:41:01 EST
From: Flash%UMass.BITNET@forsythe.stanford.edu
Subject: Double-Click Software
To: Info-Atari16@score.stanford.edu

Hello,

I recently received the COLOR version of the Double-Click Software
Formatter, version 2.21. Is it possible for someone to send me the MONO
versions of this? What other software is available from these guys?
I used to have the Double-Click Corner Clock, but alas, it doesn't work
with the new roms, so I got rid of it. Any other stuff I should be aware
of?

Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@WISCVM.WISC.EDU
R-FLASHMAN on GEnie

Date: Wed, 11 Nov 87 07:56 PDT
From: <CS47011%IDCSVAX.BITNET@forsythe.stanford.edu>
Subject: re: why doesn't Freeterm 2.0 work with Magic Sac
To: Info-Atari16@score.stanford.edu
X-Original-To: Info-Atari16@Score.Stanford.EDU, CS47011

I don't claim to be an expert on the Sac, though I am pretty familiar
with Macs in general. I imagine that Freeterm 2.0 isn't working because
it has been upgraded to work better with the Mac Plus's 128K ROMs. If
routines from the new ROMs are being called, it just ain't going to work
with the Sacs older 64K ROMs. Best advice would be to continue to use
Freeterm 1.8. Failing that, buy a Mac!

Kelly M Hall
CS47011 @ IDCSVAX . BITNET

1> Never go first.
2> Never go last.
3> Never volunteer for anything.

Date: 10 Nov 87 16:45:44 GMT
From: dalcs!water!ljdickey@uunet.uu.net (Lee Dickey)
Subject: Re: new user asking for help.......?
To: info-atari16@score.stanford.edu

In article <5417@jhunix.UUCP> ins_ajcn@jhunix.UUCP (Julio Cesar Navas) writes:
>
> Hey folks! I'm very much new to all of this ...

> 1. UUDECODE - I take it from my perusals of the network that UUDECODE is way
> different from ARC - but how different?

ARC is several things at once... It can combine several files into
one file, gives you a check sum, and, unless you force otherwise, will
compress them according one or another data compression method.

UUENCODE, is a program that takes as input any file (such as a ".TOS"
file or an ARC file, for instance) and produces another that contains
only printable characters. UUDECODE is the inverse of UUENCODE.

If I understand correctly, the use of XMODEM requires use of all 256 8-bit
characters to do a transfer. This may be OK if you are calling from your
computer to another via one direct phone link, as well as
in some other circumstances.
However, some networks, for their own purposes,
respond to control characters, and for that reason, folks have
settled on schemes that move only printable characters. (Hence UUen-
and UUde-code.) Even this has caused some problems because *some*
machines that come in BLUE boxes and use EBCDIC codes are a bit out of
sync with these that use ASCII codes.

> 2. UNITERM - I've seen this mentioned a few times.
> From what I see it seems to be pretty good. Does it have KERMIT?

Yes it is great, and yes, it has KERMIT.

All our mainframes here run KERMIT, even those that come in BLUE boxes.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

Date: 11 Nov 87 01:27:03 GMT
From: pollux.usc.edu!papa@OBERON.USC.EDU (Marco Papa)
Subject: Lies (was: Re: Atari/Perihelion Transputer Machine Spec)
To: info-atari16@score.stanford.edu

> Permission to reprint or excerpt is granted only if the following line
>appears at the top of the article:

Sorry, but this is plain advertising. NO WAY I'll quote the real thing. It
should have been:

Jack TRAMIEL, COPYRIGHT 1987. REPRINTED BY PERMISSION

>workstations. A single transputer can deliver over ten times the power of
>an IBM PC AT. However, there's even greater strength in numbers. You can
>connect two, 10, 100 or even MORE transputers to create a relatively
>low-cost computer workstation with the power of a supercomputer.

False. The "standard" number of Transputers on the ABAQ system is 1 (ONE).
The maximum is 13.

>No firm delivery
>date is set, but late 1988 seems to be the most talked-about time frame.
>From a first-hand view, the crisp, vibrant graphics (such as four separate
>pictures running simultaneously) were drawing crushing crowds.

Not Really. I dropped in twice at the ATARI booth and the smallest crowds
were at the ABAQ setup. Both times I was able to talk with Tim King,
since NOBODY else was around.

-- Marco

Date: 11 Nov 87 00:24:01 GMT
From: imagen!atari!jwt@ucbvax.Berkeley.EDU (Jim Tittsler)
Subject: Re: midi to rs232?
To: info-atari16@score.stanford.edu

In article <8711100411.AA12628@ucbvax.Berkeley.EDU>, AIPS@BRANDEIS.BITNET (Greg
Lindahl [chimps@brandeis.bitnet]) writes:
>
> if the MIDI port is run by some sort of ACIA and is actually some fancy
> sort of rs232 port, could it possibly be reprogrammed a bit to be a
> "normal" rs232?
>

The MIDI port and the ikbd line are each provided by (Motorola) 6850 ACIAs.
They are being clocked with a 500 kHz signal. The MIDI port uses the
divide-by-16 mode of the 6850 to produce 31.25 kbaud, and the ikbd port uses
divide-by-64 to produce 7812.5 baud.

The things that make your suggestion a tad messy:
1. The baud rate divisors provided by the 6850 have no finer granularity
than /16 and /64. This precludes getting "standard" baud rates.
(Unofficial hint: If you were willing to hack up your hardware, you could
separate the MIDI 6850's TxClock and RxClock lines from the 500 kHz signal
and provide them with your own baud rate clock. If you were willing to
live with the restriction that the "MIDI" port would always have the same
baud rate as the MFP serial port, you could probably get away with stealing
the clock from the MFP's timer D output which is used as the MFP baud rate
generator.)

2. There are no modem control lines available on the MIDI output connectors.

3. You will have to convert the MIDI current loop to RS-232C (or whatever
your terminal expects).

Jim Tittsler {ames, imagen, pyramid}!atari!jwt

Date: 9 Nov 87 13:53:54 GMT
From: clyde!watmath!utgpu!bnr-vpa!mike@rutgers.edu (Mike Norman)
Subject: PD Smalltalk on AMIGA/ATARI-ST
To: info-atari16@score.stanford.edu

I'm interesting in finding out if a public domain Smalltalk (source
preferred, of course!) exists for either the Amiga or the ST?

Thanks in advance,

Date: 11 Nov 87 00:54:54 GMT
From: clyde!watmath!utgpu!utcsri!lansd@rutgers.edu (Robert Lansdale)
Subject: Problems with new Midi ACIA Transmit Interrupts....
To: info-atari16@score.stanford.edu

I have just recently finished writing new Midi Transmit and Receive
interrupt drivers for the ST. Testing revealed a problem with the Transmit
side. The test routine would fill up the transmit Midi buffer with 128 Midi
notes (3 x 128 bytes), and would program the Midi ACIA to start interrupting
if there were no data in the buffer previously to the new data being added.
While the buffer was being filled, the ACIA would start interrupting
and buffering the Transmit buffer out to the Midi port. This is what should
happen. What actually happens is that the Midi ACIA Tx interrupts just stop
coming in, even though there is data in the TX buffer. After spending about a
week looking into this problem I realized that this random behaviour was due
(I think) to other interrupts coming in - in particular the 200 hz system
timer and mouse/keyboard interrupts.
It seems to me that these other interrupts, which are also handled by
the MFP chip, are causing the MFP to drop the Midi ACIA's Tx interrupt request,
so my software never sees it. How do I get around this problem? I solved it, in
a crude way, by enabling the Tx interrupts EVERY time I write a byte into the
TX buffer, but this slows the program down from 26ms (only enable them when 1st
byte is written) to 156ms. The cause of the slow down is my program going into
supervisor mode on each call to enable the ACIA Tx interrupts.
So either I fix this problem or resort to non-buffered Midi output. I
am open to the wildest suggestions!

Date: 9 Nov 87 13:45:06 GMT
From: clyde!watmath!utgpu!utcsri!juancho@rutgers.edu (John Buchanan)
Subject: Re: Zmodem. (no <> in P.Partner fonts, GULAM)
To: info-atari16@score.stanford.edu

In article <801@sbcs.sunysb.edu> lean@sbcs (Lean L. Loh) writes:
> Latest (and greatest) version of GULAM is out. I believe Jim Turner

Post it. !Post it. !Post it. !Post it. !Post it. !Post it. !Post it. !

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
(416) 978-6619 University of Toronto

juancho@toronto.CSNET
{allegra,cornell,decvax,ihnp4,linus,utzoo}!utdgp!juancho
--

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
(416) 978-6619 University of Toronto

juancho@toronto.CSNET
{allegra,cornell,decvax,ihnp4,linus,utzoo}!utdgp!juancho

Date: 10 Nov 87 22:28:17 GMT
From: unisoft!hoptoad!dasys1!schuster@ucbvax.Berkeley.EDU (Michael Schuster)
Subject: Re: high density 3.5" disks
To: info-atari16@score.stanford.edu

In article <2923@hcr.UUCP> miken@hcr.UUCP writes:
>
>Does anybody out there in netland know anything about these little wonders,
>aforementioned hardware, and most importantly, how I can make my ST
>use these disks?

These diskettes write 80 tracks x 18 sectors/track. They require a special drive mechanism whose write bias is adjusted by a special pin on the cardedge. Similar to the way AT clones enable the 1.2MB 5.25" drives.

A friend and I recently tried an external high density drive (made by NEC) designed for AT clones. It could read 720K diskettes but little else. It could not read 1.4 MB PS/2 diskettes at all. Probably the controller is incapable of recognizing this format - DiskMech said the tracks were blank.

Perhaps these beasties could be run through a hard disk controller, like Supra's 10MB floppies. If not - I fear it may be hopeless.

--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

Date: 10 Nov 87 22:15:27 GMT
From: tektronix!sequent!mntgfx!dclemans@ucbvax.Berkeley.EDU (Dave Clemans)
Subject: Re: high density 3.5" disks
To: info-atari16@score.stanford.edu

The difference between the current ST floppies and the 2 megabyte ones is similar to the difference between the floppies on an IBM PC-XT and a IBM PC-AT. Basically the clock rate is doubled, letting you pack in twice as much information.

The consensus among the hardware people I've talked to is that the WD 1772 that's currently in the ST can't handle a higher clock rate. However if you removed the 1772 from the motherboard and replaced it with a daughter board with appropriate clocks, controllers, etc. you could get the hardware set up correctly.

The software incompatibilities you'd see would include:

the desktop disk formatter and copier probably wouldn't work
(but there are public domain versions of both of these available)

nothing knows about "switching" densities; i.e. you'd have to
invent some way to dynamically change clock rates

dgc

Date: 10 Nov 87 21:54:50 GMT
From: tektronix!sequent!mntgfx!dclemans@ucbvax.Berkeley.EDU (Dave Clemans)
Subject: Re: Mega STs
To: info-atari16@score.stanford.edu

There are two major causes of incompatibility with the blitter rom's
(as used in the Mega ST's)

Essentially all of the "undocumented" low memory locations have moved.

A MAJOR bug in the read portion of the floppy driver was fixed.
This bug had two symptoms that people might have encountered:

error status might not be correctly reported after a read that
got an I/O error

If running a program that used BIOS calls to directly access the
floppy (for performance), multi-sector reads were not reliable

(assuming that the BIOS listing ATARI sent me as part of the developers
kit accurately represented the old ROM's, the bug was caused by mis-using
a WD-1772 sector read command).

From what I've heard, the floppy read bug fix is what has caused most
compatibility problems; it seems some manufacturers of copy protected
software (mainly games) based their copy protection on a side-effect
of the bug. Based on my experience the other areas aren't as major;
the only packages I know of that were affected were the "twister"
formatter that came from STart and possibly GFA basic.

==========

How much memory you want depends on what you do now, and what you
might want in the future. My system (4 megabytes) normally runs
with slightly under 2 megabytes free. The rest is taken by a 800K
ram disk, a LARGE disk sector cache, a large printer buffer, auto-loaded
programs, desk accessories, etc. The whole conglomeration boots in
under 30 seconds, including the time to load about 400K of files into
the ramdisk.

There are also software packages that want memory; the laser printer driver,
Smalltalk-80, OS-9, IDRIS, etc.

dgc

Date: 10 Nov 87 16:04:28 GMT
From: ihnp4!homxb!homxc!jdn@ucbvax.Berkeley.EDU (J.NAGY)
Subject: C++ on th ST
To: info-atari16@score.stanford.edu

Does anyone know of a C++ compiler for the Atari ST
computers?

Jonathan Nagy
{ihnp4|allegra|harvard}!homxc!jdn
(201) 615-4349

Date: 10 Nov 87 22:22:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: Re: External Keyboard
To: info-atari16@score.stanford.edu

Your comments prompted me to look at the bottom of the LK-201 keyboard
I'm typing on right now. Indeed, it does have a warning about using only
"approved" cables for keyboard attachment, otherwise, "excessive overheating
may result in abnormal conditions.". Thanks for pointing that out.
I can picture a really cheap cable catching fire if the +5 to the keybaord
gets shorted for some weird reason.

As for number of wires, I'm glad I said _maybe_, since I don't have a 520
to take apart, old or new. ;-)

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

Date: 11 Nov 87 01:09:41 GMT
From: spdcc!m2c!applix!scott@husc6.harvard.edu (Scott Evernden)
Subject: Worst product name award
To: info-atari16@score.stanford.edu

Moses PromiseLAN ? ???

End of Info-Atari16 Digest
****
----

152. Undelivered mail

Newsgroup: comp.sys.atari.st
Date: 1987-11-14 07:44:00 UTC
From: Postman@UOFMCC.BITNET
Message-ID: <8711140801.AA17250@ucbvax.Berkeley.EDU>
Source record: 256102

```
Your mail was not delivered to some or all of its
intended recipients for the following reason(s):

5001 mailbox invalid -> CHARLTO@UOFMCC.BITNET

------------------------------------------------------------------------

Date: Sat, 14 Nov 87 01:44 CST
To: CHARLTO@UOFMCC.BITNET
From: Info-Atari16 Digest <INFO-ATARI16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V87 #414

Received: by CANADA01 (Mailer X1.24) id 6392; Fri, 13 Nov 87 22:38:28 EDT
Date: Fri 13 Nov 87 12:16:33 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <INFO-ATARI16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V87 #414
To: Name Unknown <BUSU@UOFMCC>,
Jim Charlton <CHARLTN@UOFMCC>,
MIKE CHARLTON <CHARLTO@UOFMCC>,
Werner Ens <ENS@UOFMCC>,
Name Unknown <HABKE@UOFMCC>

Info-Atari16 Digest Friday, November 13, 1987 Volume 87 : Issue 414

This weeks Editor: Bill Westfield

Today's Topics:

Re: FreeTerm 2.0 -- Doesn't work under MagicSac?
HP Laserjet Routines
Bugs in MWC? Also, Re: Disk I/O
Re: Zmodem. (no <> in P.Partner fonts, GULAM)
ABSOFT F77 suppliers ?
Re: Re: Binarys+source
Re: FILE I/O
Re: GULAM PROBLEMS
SPICE?????
Wanted: GKS, PD Languages INFO
Re: FILE I/O
sending files to listserv@canada01 -- how?
Hard Disk woes
OS-9 , gulam
RF Modulator for the 1040?
Re: PD Smalltalk on AMIGA/ATARI-ST
```

Date: 12 Nov 87 16:00:11 GMT
From: ravi@mcnc.org (Ravi Subrahmanyan)
Subject: Re: FreeTerm 2.0 -- Doesn't work under MagicSac?
To: info-atari16@score.stanford.edu

>>
>> Does FreeTerm 2.0 work with version 4.5x of the MagicSac driver?
>> (I am using 4.36 -- latest from CompuServe)
>
>Isn't MagicSac that thing that needs Apple ROMs to operate?
>
>Where'd you get your ROMs?

You typically just buy them from an apple, or electronics
parts dealer. The Magic Sac is actually quite fussy about wanting to
use (Apple) ROMS (ie. EPROMS don't work).

-ravi

Date: Thu, 12 Nov 87 22:14:41 cst
From: biringer@anl-mcs.ARPA (Dennis Biringer)
To: Info-Atari16@Score.Stanford.EDU
Subject: HP Laserjet Routines

I would appreciate any pointers to programs, public domain or
otherwise, which would allow ST printer output to a HP Laserjet+ printer.

Thanks in advance!

Dennis

Date: Thu, 12 Nov 87 19:15:04 EST
From: Gribnif%UMass.BITNET@forsythe.stanford.edu
Subject: Bugs in MWC? Also, Re: Disk I/O
To: info-atari16@score.stanford.edu

I have recently discovered a few peculiarities (read: what I think are
bugs) in MWC version 2.0.1:

1) Declaration of integers: you would think that
int i = -32768
would work, since this is a valid number in ones-complement
arithmetic, however this invariably results in the compiler message
'integer "i" promoted to long'. Also, changing the "int" to "unsigned
int" yields the same result whenever you are trying to assign
any number >=32768 (without sign, of course).

2) Try this:

```
main()
{
unsigned long int ii;
int a, b;

ii = 0L;
a = 4097;
b = 8;
ii += a * b;
printf( "%D\n", ii );
}
```

The result I am lead to expect from all my reading is that the number 4097*8=32776 would be stored in "ii", however the compiler fails to convert the result of "a*b" to unsigned long before adding it to "ii", so what gets stored is -32760, the ones complement of "a*b". The only way you can get this to work correctly is by specifying the type:

```
ii += (unsigned)(long)(a * b);
```

Notice also that I did not use "(unsigned long)", as this does not work either.

Ok, is it just me, or are these truly bugs? I'd kinda like to know before I send that small incendiary device off to Chicago...
Also, on the subject of the "f" I/O functions vs. the "F" ones, I recently used fread to load a large (c300K) file directly into memory from my hard disk. What I found was that not only did fread take about 4 times as long to read the file, but it also started overwriting previously loaded data. I tried loading it in different size blocks (starting at 16K, all the way down to 128 bytes, which is smaller than the buffer size) with the same results. Actually, in this case it made much more sense to Fread anyway, since it takes a long as an argument, as opposed to an unsigned int for fread.
Sorry about the length of this, folx, I'm just making up for all those times I wanted to put in my two bits and never got around to it...

Dan Wilga

AndOr@UMASS.Bitnet "In those days, men were real men, women were real (Arpa? Don't ask!) women, and small furry creatures from Alpha Centauri were real small furry creatures from Alpha Centauri"
-- Hitchhikers

Date: 12 Nov 87 19:08:39 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Re: Zmodem. (no <> in P.Partner fonts, GULAM)
To: info-atari16@score.stanford.edu

The beta version of GULAM had been posted to comp.binaries.atari.st not long ago. It is terriffic, only I have been having trouble having it run out of an AUTO folder at boot. It crashes with two bombs...:-<. The alpha version ran that way with no trouble. Any suggestions?

Marty

--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

Date: Fri, 13 Nov 87 11:13:33 +0200 (Central European Sommer Time)
From: XBR3D815%DDATHD21.BITNET@forsythe.stanford.edu (WERNER BRAUN, FB08 KERNCHEMIE)
Subject: ABSOFT F77 suppliers ?
To: info-atari16@score.stanford.edu
X-Vms-To: X%"info-atari16@score.stanford.edu",D815

I read the recent postings about ABOFT F77, and it seems to be what i'm looking for.
Does anybody know where I can buy ABSOFT FORTRAN 77 here in Germany ?
The only advertising i can find in magazines is for prospero f77.

Thanks, Werner

Date: 12 Nov 87 03:50:02 GMT
From: cbosgd!osu-cis!tut!weaver@ucbvax.Berkeley.EDU (Andrew Weaver)
Subject: Re: Re: Binarys+source
To: info-atari16@score.stanford.edu

Jim:

Pluuuuuease do not discontinue the groups. I get your postings fine and I appreciate your testing of the software. You won't hear any complaints from this poor college student who appreciates the free software that floats along here!

Cheers,

--
Andrew Weaver, The Ohio State University College of Business
UUCP: ...!cbosgd!cis.ohio-state.edu!weaver | "This ain'ta my planet,
ARPA: weaver@tut.cis.ohio-state.edu | monkey-boy!"
| - Emilio Lizardo

Date: 13 Nov 87 07:50:40 GMT
From: zen!dorothy.Berkeley.EDU!c9c-eh@cad.Berkeley.EDU (Warner Young (WHY))
Subject: Re: FILE I/O
To: info-atari16@score.stanford.edu

In article <2064@homxc.UUCP> jdn@homxc.UUCP (J.NAGY) writes:
>In article <2862@batcomputer.tn.cornell.edu>, braner@batcomputer.tn.cornell.edu (braner) writes:
>>

>> The raw GEMDOS functions are faster (due to
>> no buffering) but you should set up your own buffering.
>
>I don't quite understand this. If I have to do my own buffering with
>Fread, while fread does the buffering for me, then the fread call
>appears easier to use. And since the application has to buffer Fread
>calls itself, any speed advantage of Fread (due to no buffering!) is
>negated. So I can see no advantage to the Fread.
>

I wondered about this also, for some time. Then I decided to
test it out. A friend and I each wrote the same program, but
I used the capital F calls, and he the lower case f calls. I
even put more bells and whistles into my program, and the speed
is significantly higher, even accounting for the fact that I
have to do my own buffering and managing.

8K to 16K are the best speeds, to get the most out of your
floppies. I haven't done any tests to see how much difference
buffer size makes on a hard disk (my Supra died!).

\ /
Disclaimer: I'm not associated \ /\ /arner
with the latest revision \/ __/
of SANITY. |oung
___|
Last known address: c9c-eh@dorothy.Berkeley.EDU
or
ucbvax!dorothy!c9c-eh

Date: 12 Nov 87 23:42:43 GMT
From: well!dhawk@hplabs.hp.com (David Hawkins)
Subject: Re: GULAM PROBLEMS
To: info-atari16@score.stanford.edu

In the referenced article, jdn@homxc.UUCP (J.NAGY) wrote:
>
>Has anyone succesfully uudecoded the recent GULAM postings?
Yup. I saved all three parts to one file. Edited it with vi
and removed the header of the first part. Searched for the
line that started with include
and deleted it down to the table line of the second part and
make it seamless, i.e. all lines starting with X
and did the same connecting the second part to the third part.
so when I finished the whole file looked the same (after the
first table header) with each line starting with the same character.
Ran uudecode on it.

Ditto for the doc file. arc said they were ok, so I downloaded them
to the ST and de-arced them there. They were fine and I've enjoyed

using the new Gulam.

Hope that helps.
--
David Hawkins {ptsfa,hplabs,ucbvax}!well!dhawk
It is a luxury to be understood. - Ralph Waldo Emerson -

Date: 13 Nov 87 04:08:49 GMT
From: dalcs!aucs!870646c@uunet.uu.net (comer)
Subject: SPICE?????
To: info-atari16@score.stanford.edu

A few weeks ago I saw some people talking about "SPICE", from what I have
been told this is a digital simulator. Has it been ported to the ST, and
if so is it public domain/shareware? If it has been ported, and it is share
ware/pd, could someone please post it to the binaries section. This section
sure seems to be dead when compared to the Mac and IBM side of things.
Why is it so dead.
later
Barry

Date: 13 Nov 87 07:01:00 GMT
From: iuvax!silver!ferneau@rutgers.edu
Subject: Wanted: GKS, PD Languages INFO
To: info-atari16@score.stanford.edu

Does anyone have any information on a public domain GKS for the
ST? I am thinking about creating one for a project, but will
not spend the time if one exists.

Also, What type of public domain languages are available (high-level)
preferred. Possible languages: Fortran (not preferred), Pascal,
or C. I would be writing the aforementioned GKS in a PD language
as it would be used for a college graphics class, and we don't
want to spend a lot of money if we can help it.

--If you have any information on any of the above, please send me
mail, or post it to the net.

Mark R. Ferneau
(ferneau@silver.cs.indiana.edu)

Indiana University, Bloomington, IN

Date: 13 Nov 87 12:09:38 GMT
From: singer@XN.LL.MIT.EDU (Matthew R. Singer)
Subject: Re: FILE I/O

To: info-atari16@score.stanford.edu

In article <12361@felix.UUCP>, preston@felix.UUCP (Preston Bannister) writes:
>
> There is a much simpler way to find the length of a file. You simply
> do an Fseek to the end of the file. This means of getting the length
> of a file is also usable with Unix and MSDOS (if not always necessary).
> (I'm doing this from memory):
>
> void
> Example (filename)
> char *filename;
> {
> int f, length;
> f = Fopen(name,0);
> if (f > 0)
> {
> length = Fseek(f,0,2); /* seek to end of file */
> Fseek(f,0,0); /* seek back to beginning of file */
> /* we now know the size of the file */
> ProcessFile(f,length); /* for instance */
> Fclose(f);
> }
> }
> --
> Preston L. Bannister

This is a VERY slow way to do it. Especially on LARGE files where
the seek is worse than the open.

Why not just use Fsfirst and read the file size out of the DTA?
This works on both Gemdos and MSdos.

Matt Singer

Date: Fri, 13 Nov 87 11:51:15 EST
From: csrobe@icase.arpa (Charles S. Roberson)
To: info-atari16@score.stanford.edu
Subject: sending files to listserv@canada01 -- how?

i have some files that i was thinking about sending to prog-a16 at
listserv @ canada01. i have a couple of the listserv "memos" but
they aren't very clear. how should i go about sending something
up there to be added to the archives?

thanks,
-chip

Chip Roberson ARPANET: csrobe@icase.arpa
1105 London Company Way BITNET: $csrobe@wmmvs.bitnet
Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe

---
icase.arpa is now at 128.102.23.51. update those host tables (/etc/hosts)

Date: 13 Nov 87 08:13:42 GMT
From: zen!dorothy.Berkeley.EDU!c9c-eh@locus.ucla.edu (Warner Young (WHY))
Subject: Hard Disk woes
To: info-atari16@score.stanford.edu

Well, here's to hoping that someone on the Net can help me with
my hard disk problems. My Supra 20Mb recently took a dislike to booting.
It usually won't autoboot, and even booting from floppy doesn't seem to
work. Most of the time it acts like it wasn't connected, but I have checked
to make sure the cable connections are tight, the power is plugged in okay,
and stuff. It's not too warm, nor too cold. And I've had it do this (i.e.
act like it was disconnected) while I was using it; suddenly I'll get
"Data on drive ?: may be damaged..." pop up.

Has anyone else had this problem? I called Supra's technical
support line, but the guy on the other end wasn't too helpful, and before
I send the entire thing back to Supra, I want to see if it can be fixed
easily. (I'm hoping that it's just something stupid I've overlooked, so
I won't have to mail it.)

Oh, and I have tried hooking it up to another ST. It didn't boot.

\ /
Disclaimer: I'm not associated \ /\ /arner
with the latest revision \/ __/
of SANITY. |oung
___|
Last known address: c9c-eh@dorothy.Berkeley.EDU
or
ucbvax!dorothy!c9c-eh

From: AB084%DK0RRZK0.BITNET@forsythe.stanford.edu
Date: Fri, 13 Nov 1987 19:22:29 CET
To: INFO-ATARI16@score.stanford.edu
Subject: OS-9 , gulam

Two questions:
1. Recently I read in the atari digest that a new version of the gulam shell
has been posted. Does anybody know whether I can get it from a LISTSERV?

2. I'm thinking of buying OS-9. Could OS-9 users (on Atari ST) report their
experiences? Has anyone used both, OS-9 and RTOS-UH? Which is better?
Thank you
Michael Eibl

Date: 13 Nov 87 13:50 EST
From: Brantly.henr@Xerox.COM
Subject: RF Modulator for the 1040?
To: Info-Atari16@Score.Stanford.edu

At one time (quite a while ago) there was quite a bit of discussion
about "Someday SOMEBODY is going to come up with the means to drive a TV
from a 1040ST".

I like my monochrome system, but I'm missing out on a lot of pgms that
only support color. I REALLY hate the idea of spending the $300+for a
color monitor.

Soooo, did the idea of a RF Modulator for the 1040 ever take off? Did I
miss something or did the idea get thrown out? I know it's not a real
"hot button" for you guys/gals out there with color systems....

Thanks,

Dennis

Date: 13 Nov 87 14:42:04 GMT
From: cbmvax!bill@rutgers.edu (Bill Koester CATS)
Subject: Re: PD Smalltalk on AMIGA/ATARI-ST
To: info-atari16@score.stanford.edu

In article <174@bnr-vpa.UUCP> mike@bnr-vpa.UUCP (Mike Norman) writes:
>I'm interesting in finding out if a public domain Smalltalk (source
>preferred, of course!) exists for either the Amiga or the ST?
>
>Thanks in advance,

Try Fisk disk #37

--
=-=-=-

153. Re: FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-14 12:11:03 UTC
From: rwa@auvax.UUCP
Message-ID: <398@auvax.UUCP>
Source record: 256103

Preston Bannister and Matt talk about (to my mind, d*mned baroque) ways
to get the size of a file in the context of the MWC programming environment.

Try stat(). That's what it's for, among other things. It also works on
Un*x, which to my mind is a far nicer thing to have compatability with than
mushdos. One trap you are ignoring is: what if the file is a directory?
Nice to have it's attributes, perhaps?

hmmpf grump mutter. (its 5 am and my code *still* doesn't work. Someone
must pay, and as luck would have it, you two win...)

Ross Alexander @ Athabasca University

154. Re: GULAM PROBLEMS

Newsgroup: comp.sys.atari.st
Date: 1987-11-14 12:36:01 UTC
From: euloth@dalcsug.UUCP
Message-ID: <194@dalcsug.UUCP>
Source record: 256104

I have noticed that it appears some people have received the Gulam files. Unfortunately here, we seem to have only received the last three parts of the Gulam docs. Anyway someone could resend the rest of those? If so thanks.

George Seto - Using a friend's account.

155. Re: IKBD commands/reads

Newsgroup: comp.sys.atari.st
Date: 1987-11-14 16:37:40 UTC
From: trb@stag.UUCP
Message-ID: <256@stag.UUCP>
Source record: 256105

In response for the request for information on how to read/write the keyboard clock (and get timing with <2 second resolution), I would suggest that you look at the source (OSS Pascal) for DCLOCK which I posted for a friend about 2-3 months ago. It ran color only, but in answer to those of you who asked for a mono version, I think Steve Pauley (the author) is looking into one...Of course, if anyone has already modified the resource and source to run mono, please post it...
-Todd Burkey
trb@stag.UUCP

156. Re: FreeTerm 2.0 -- Doesn't work under MagicSac?

Newsgroup: comp.sys.atari.st
Date: 1987-11-14 17:42:00 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4254@ihlpg.ATT.COM>
Source record: 256106
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <2655@alvin.mcnc.UUCP>, ravi@mcnc.UUCP (Ravi Subrahmanyan) writes:
> You typically just buy them from an apple, or electronics
> parts dealer. The Magic Sac is actually quite fussy about wanting to
> use (Apple) ROMS (ie. EPROMS don't work).
> -ravi

This isn't the problem it might appear to be.

First, the ROMS are quite readily available.

Second, Apple people have been helping the Magic Sac's developer
to improve the product. In fact, there is talk that with
the help he has been getting from Apple he might reverse himself
and produce a 128K ROMs version after all (he had said
previously that he had no plans to do so). Apple doesn't view ,
and I agree with them, the Atari + Magic Sac as competition.
Their view is that it is of a good cheap form of advertising for
them and helps to keep the software production for their
system from being chiseled at by Atari Developers. Software
houses won't bother to produce a port to the Atari
native abomination system if they can just support the Magic
Sac with their Macintosh version.

--j.a.tainter

157. re: rx/sx/ue/cat/GULAM

Newsgroup: comp.sys.atari.st
Date: 1987-11-14 21:24:41 UTC
From: lean@sbcs
Message-ID: <817@sbcs.sunysb.edu>
Source record: 256107

fixed in the new version. However, I tried a 'cat file1 >file2' and only
saw file1 put to my screen. file2 was created with 0 byte.
Did someone asked for a copy of OSS Personal Pascal? What next? Publishing
Partner? Graphic Artist? :-}
For those having problems with uudecoding GULAM, if you're desperate,
send me a SASE with a diskette, I'll copy my GULAM and send it back to you.
This is one product worth getting!

Someone asked for the docs for rx/sx which was omitted in the OLD manual
but included in the new manual. I extracted this from the new docs.
Also to get back to ue after temporarily exiting using ^Z, do a fg.
Does this answer your questions?
---
rx/sx

These are built-in commands. `rx' receives a file from the remote
system; and `sx' sends a file to the remote system using Xmodem
protocol.

rx FNM

command opens/creates file FNM for writing. If the shell variable
`rx_remote_cmd' is set, *Gulam* constructs a command for the
remote system as `$rx_remote_cmd' FNM, and sends this command
through the rs232 port, and then awaits the packets. For use with our
4xBSD Unix, we set this var to `xm st'. Unless the `xm' on the
remote machine is of the quiet type (one that does not respond with, say,
`Xmodem: Ready to send...'), setting `rx_remote_cmd' actually
prolongs the first synchronization. If this var is unset, you should first
switch to remote (say using te command), and issue the appropriate command
to the remote, and then switch back to AtariST and give the `rx'
FNM command.

sx FNM

is essentially similar. *Gulam* opens FNM for reading, sends
`$sx_remote_cmd' FNM, if that var is set, and awaits the first
sync. For our 4xBSD Unix, we set `sx_remote_cmd' to `xm rt'.

If sending/receiving binary files use `xm rb' or `xm sb'. Note
that files received with Xmodem usually contain extraneous bytes at the
very end of the file. With text files, you often see a bunch of
`^Z's.

--

CSNET: lean@sbcs.csnet
ARPA: lean%suny-sb.csnet@csnet-relay.arpa
UUCP: {allegra, hocsd, philabs, ogcvax}!sbcs!lean

158. Re: FILE I/O

Newsgroup: comp.sys.atari.st
Date: 1987-11-14 21:53:41 UTC
From: preston@felix.UUCP
Message-ID: <13005@felix.UUCP>
Source record: 256108

```
>> There is a much simpler way to find the length of a file. You simply
>> do an Fseek to the end of the file. This means of getting the length
>> of a file is also usable with Unix and MSDOS (if not always necessary).
>> (I'm doing this from memory):

>This is a VERY slow way to do it. Especially on LARGE files where
>the seek is worse than the open.

The Fseek operation doesn't actually cause any physical disk activity.
All the file system has to do implement Fseek is change it's internal
'position in file' number. (Assuming that the file system
implementation isn't incredibly brain-damaged :-)

--
Preston L. Bannister
USENET : ucbvax!trwrb!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister
```

159. Atari Bashing (was: lots of stuff)

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 01:25:35 UTC
From: kent@xanth.UUCP
Message-ID: <3369@xanth.UUCP>
Source record: 256109
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <888@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>> >A single transputer can deliver over ten times the power of
>> >an IBM PC AT. However, there's even greater strength in numbers. You can
>> >connect two, 10, 100 or even MORE transputers to create a relatively
>> >low-cost computer workstation with the power of a supercomputer.
>>
>> False. The "standard" number of Transputers on the ABAQ system is 1 (ONE).
>> The maximum is 13.
>
>Internally.
>
>The ABAQ includes 3 "links", which are 10-megabit-per-second serial
>interfaces for talking to off-board transputers.
>
>Jack Lang, in his talk at the Atari press conference at Comdex, supposed a
>setup where workers each had their own transputer system on their desks,
>with all of them linked together and linked to a separate box containing
>many transputers. As an application's need for processing power increased,
>it could pull more transputers in. An intriguing concept -- throw the
>computer into high gear.
>--
>--->Neil Harris, Director of Marketing Communications, Atari Corporation
^^
>UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
>GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
>CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion
^^

Folks,
We've got this straight from the source, and we're going to look
stupid as hell, if we keep saying "it'll never fly", and end up
craning our necks to watch it go over.

Atari may have done some incredibly dumb things in the past; they've
also built the Atari 800, a dynamite graphics engine for its day.

The described Atari/Transputer hookup is an exciting idea. If and
when it works, with a really good OS, it will blow the socks off
anything else in sight.

That makes it a fantastic opportunity for those of us easily seduced
by raw power. I really do want to do real time roaming through the
Mandelbrot and Julia sets, in the comfort of my living room.

I think everyone who is into great home computers should be cheering on the PS/2, the latest Mac-wonder, and now Atari's newest goal. Each does something to open up the market, spur competition, lower prices, and add capabilities.

Thanks to Neil for coming into enemy held territory to make a very temperate and informative posting.

Try to think of this as the opposite of "no man is an island": every improvement in the home computer market's offerings improves my prospects for my next machine, no improvement "diminishes me".

So, I love my Amiga, I use it for hours every day, you couldn't rip it from my bleeding fingers, but GO ATARI!

Kent, the man from xanth.

160. Support for shared libraries on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 02:52:50 UTC
From: preston@felix.UUCP
Message-ID: <13015@felix.UUCP>
Source record: 256110

```
The following shell archive contains source that shows how to implement
simple shared libraries on the Atari ST. There is also an example
library and test program.

Let me know what you think.

# This is a shell archive.
# Remove everything above and including the cut line.
# Then run the rest of the file through sh.
#----cut here-----cut here-----cut here-----cut here----#
#!/bin/sh
# shar: Shell Archiver
# Run the following text with /bin/sh to create:
# lib_init.c
# libs.h
# lib_inst.c
# xtest.c
# xlib.c
# xlib.h
# makefile
# readme
# libs.c
#
# This archive created: Fri Nov 13 18:39:13 1987
cat << \SHAR_EOF > lib_init.c
/* Basic shared library support */

#include <osbind.h>
#include "libs.h"

Library LibSupportBase;

/* Initialize shared library support */

int
InitLibSupport ()
{
register GetLibraryFunction find_lib;

find_lib = (GetLibraryFunction)Setexc(LIB_FIND_VECTOR,-1L);
if (find_lib)
{
LibSupportBase = (*find_lib)(LIBSUPPORT_NAME,LIBSUPPORT_VERSION);
return (0L != LibSupportBase);
}
}
```

```
SHAR_EOF
cat << \SHAR_EOF > libs.h
/*
Definitions for shared library support
written November, 1987
by Preston L. Bannister
*/

#define LIBSUPPORT_NAME "LibSupport"
#define LIBSUPPORT_VERSION 1

#define LIB_FIND_VECTOR 0x200
#define LIB_ADD_VECTOR 0x201

typedef long (*Procedure)();
typedef Procedure * Library;
typedef Library (*GetLibraryFunction)();

typedef struct _LibLink {
struct _LibLink *next;
char *name;
int version;
GetLibraryFunction entrance;
} LibLink;

extern Library LibSupportBase;

extern void InstallLibrary(/*lib,keep*/);
extern int InitLibSupport();

#ifndef LIBSUPPORT_IMPLEMENTATION

#define AddLibrary (*LibSupportBase[0])
#define FindLibrary (*LibSupportBase[1])
#define ForEachLibrary (*LibSupportBase[2])

#endif
SHAR_EOF
cat << \SHAR_EOF > lib_inst.c
/* Install a shared library */

#include <osbind.h>
#include <bios.h>
#include <basepage.h>
#include "libs.h"

typedef void (*vproc)();

/* Install this calling program as a shared library */

void
InstallLibrary (lib,keep)
LibLink *lib; /* IN link structure for the library to install */
long keep; /* IN amount of memory to keep for library */
```

```
{
extern int end[];
register vproc add_lib;

if (add_lib = (vproc)Setexc(LIB_ADD_VECTOR,-1L))
{
(*add_lib)(lib);
Ptermres(keep+(long)end-(long)BP,0);
}
}
SHAR_EOF
cat << \SHAR_EOF > xtest.c
/*
Shared library test
written November, 1987
by Preston L. Bannister
*/

#include <debug.h>
#include "libs.h"
#include "xlib.h"

Library XLibBase; /* points to our example library */

main ()
{
if (InitLibSupport())
{
printf("Attempting to find library '%s'\n",XLIB_NAME);
if (XLibBase = (Library)FindLibrary(XLIB_NAME,XLIB_VERSION))
{
printf("XLibBase 0x%08X\n",XLibBase);
DEBUG(("Calling XLibP0 @ 0x%08X\n",XLibBase[0]));
XLibP0();
DEBUG(("Calling XLibP1 @ 0x%08X\n",XLibBase[1]));
XLibP1();
DEBUG(("Calling XLibP2 @ 0x%08X\n",XLibBase[2]));
(void)XLibP2();
}
else
{
printf("XLib not availible??\n");
}
}
exit(0);
}
SHAR_EOF
cat << \SHAR_EOF > xlib.c
/* Test Library Implementation */

#include "libs.h"
#define XLIB_IMPLEMENTATION
```

```
#include "xlib.h"
#include <debug.h>

/*===== Library Entry Points =====*/

void XLibP0 () { DEBUG(("in XLibP0\n")); }
void XLibP1 () { DEBUG(("in XLibP1\n")); }
void XLibP2 () { DEBUG(("in XLibP2\n")); }

/*===== Overhead =====*/

/* array of entry points for this library */

Procedure XLibBase[] = {
XLibP0,
XLibP1,
XLibP2
};

/*
This routine is called by FindLibrary when a program wants
to use the library. If the version number given by the caller
is not acceptable we will return NULL. If we wanted to support
more than one version with the same library, we could choose to
return a different library base pointer for some versions.
*/

Library
Entrance (version)
int version;
{
DEBUG(("XLib Entrance with version %d\n",version));
if (version==XLIB_VERSION)
return XLibBase;
return 0L;
}

/* The link for this library */

LibLink XLib = {
0L,
XLIB_NAME,
XLIB_VERSION,
Entrance
};

/* initialization code for library */

int
main ()
{
/* install this library */
return InstallLibrary(&XLib,0L);
}
```

```
SHAR_EOF
cat << \SHAR_EOF > xlib.h
/* Example Library Interface */

#define XLIB_NAME "XLib"
#define XLIB_VERSION 1

extern Library XLibBase;

#ifndef XLIB_IMPLEMENTATION

#define XLibP0 (*XLibBase[0])
#define XLibP1 (*XLibBase[1])
#define XLibP2 (*XLibBase[2])

#endif
SHAR_EOF
cat << \SHAR_EOF > makefile
# makefile for loadable library code

DEBUG = -DDEBUGGING
CFLAGS = $(DEBUG)
COMPILE = $(CC) $(CFLAGS)

all : libs.prg xlib.prg xtest.prg

# Shared library support code - installed at boot time
libs.prg : libs.c
$(COMPILE) libs.c

# Example shared library
xlib.prg : xlib.o lib_inst.o
$(COMPILE) xlib.o lib_inst.o

# Example program that uses the example shared library
xtest.prg : xtest.o lib_init.o
$(COMPILE) xtest.o lib_init.o

libs.prg xlib.o xtest.o lib_inst.o lib_init.o : libs.h

# Note! The order of installation is very important!
install : libs.prg xlib.prg
-rm c:\auto\libs.prg c:\auto\xlib.prg
cp libs.prg xlib.prg c:\auto

SRC = c:\include\debug.h libs.h libs.c xlib.h xlib.c xtest.c

shar :
shar readme makefile $(SRC) > libs.sh

BIN = libs.prg xlib.prg xtest.prg

arc : $(BIN)
arc -u libs.arc readme makefile $(SRC) $(BIN)
```

```
clean :
$(RM) *.o *.prg libs.arc libs.sh
SHAR_EOF
cat << \SHAR_EOF > readme
Shared Library Support - Experimental
-------------------------------------

The included files make up the pieces you need to create and use
shared libraries on the Atari ST. Note that this is a experimental
version. I would like your feedback, especially constructive
comments! :-)

Shared libraries are a useful way of factoring the common code out of
your programs. If you have a number of programs that use many of the
same routines then you may want to use a shared library.

In this scheme, shared libraries are installed at boot time. Each
library maintains an array of pointers to it's externally accessible
entry points. Programs that use a shared library acquire a pointer to
the library's entry points. An entry point is called by jumping
through the array.

The program LIBS.PRG (containing the basic shared library support)
should be placed in your AUTO folder, followed by the shared libraries
themselves. An example library XLIB.PRG is included in this
distribution. At boot time GEM will execute LIBS.PRG, installing the
needed shared libraries support. As each library is executed it will
perform any needed initialization and install itself in memory.

Note that the order of the files in the AUTO folder is critical. The
program LIBS.PRG must preceed any libraries. Also note that if a
library is dependent on the presence of another library, then the
library on which it depends must be installed first.

One of the interested possibilities offered by this scheme is the
ability to easily make incremental changes to existing libraries to
which you may not have the source. If there is a known bug in a
library, you could come up with a 'patch' that replaces the offending
entry in the library's jump table with a pointer to your own routine.

Support routines
----------------

-- int InitLibSupport()

Called by any program using shared libraries to initialize the shared
library support. Returns 0 if the shared library support is NOT
installed.

-- InstallLibrary(lib_link,keep)

Called by a library to install itself.

-- Library FindLibrary(lib_name,lib_version)
```

```
Called by a program to find an installed library. Returns 0 if the
library is not found, or a pointer to the library's array of entry
points.

This distribution contains the following:

LIBS.H - included by all code using shared libraries
LIBS.C - terminate & stay resident library support
LIB_INIT.C - module linked in by programs using libraries
LIB_INST.C - module linked in by installable libraries

XLIB.H - interface to example library
XLIB.C - example library

XTEST.C - program that uses example library

MAKEFILE - to put all of the above together

This code was developed using Mark Williams C.
SHAR_EOF
cat << \SHAR_EOF > libs.c
/*
Shared library support.
written October, 1987
by Preston L. Bannister
*/

#include <osbind.h>
#include <bios.h>
#include <basepage.h>
#include <debug.h>
#define LIBSUPPORT_IMPLEMENTATION
#include "libs.h"

LibLink *Libraries;

/*===== entry points =====*/

/*
Add a new library to the list of installed libraries.
*/

void
AddLibrary (lib)
LibLink *lib; /* IN a new library link */
{
ENTER(AddLibrary);
lib->next = Libraries;
Libraries = lib;
LEAVE(AddLibrary);
}

/*
Find an installed library to match the given name and version.
Returns a NULL pointer if the library was not found or if the
```

```
entrance routine of the library itself decided it was not
compatible with the given version.
*/

Library
FindLibrary (name,version)
char *name; /* IN name of the library to find */
int version; /* IN version number of library */
{
LibLink *p = Libraries;
ENTER(FindLibrary);
DEBUG(("Looking for '%s'\n",name));
for (p=Libraries; p; p=p->next)
{
DEBUG(("Examining '%s'\n",p->name));
if (strcmp(name,p->name)==0)
{
LEAVE(FindLibrary:FoundIt);
return ((*p->entrance)(version));
}
}
LEAVE(FindLibrary:NotFound);
return 0L;
}

/*
For each installed library, call the given procedure with a pointer
to the given data and a pointer to the library link structure.
*/

void
ForEachLibrary (proc,data)
int (*proc)();
int *data;
{
LibLink *p = Libraries;
ENTER(ForEachLibrary);
for (p=Libraries; p; p=p->next)
{
if ((*proc)(data,p))
break;
}
LEAVE(ForEachLibrary);
}

/*===== =====*/

Procedure LibSupportBase[] = {
AddLibrary,
FindLibrary,
ForEachLibrary
};
```

```
/* Called when client finds this library */

Library
Entrance (version)
int version;
{
DEBUG(("In LibSupport Entrance\n"));
switch (version)
{
case LIBSUPPORT_VERSION:
return LibSupportBase;
}
return 0L;
}

LibLink LibSupport = {
0L,
LIBSUPPORT_NAME,
LIBSUPPORT_VERSION,
Entrance
};

main ()
{
extern int end[];

DEBUG(("\nInstalling LibSupport\n"));
Libraries = &LibSupport;
Setexc(LIB_FIND_VECTOR,FindLibrary);
DEBUG(("LibSupport vector 0x%04x set to 0x%08X FindLibrary\n",
LIB_FIND_VECTOR,FindLibrary));
Setexc(LIB_ADD_VECTOR,AddLibrary);
DEBUG(("LibSupport vector 0x%04x set to 0x%08X AddLibrary\n",
LIB_ADD_VECTOR,AddLibrary));
Ptermres((long)end-(long)BP,0);
DEBUG(("LibSupport installation failed!\n"));
return 1;
}
SHAR_EOF
# End of shell archive
exit 0

--
Preston L. Bannister
USENET : ucbvax!trwrb!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister
```

161. Re: Gulam notes (alpha test v0.01.00) -old

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 04:32:57 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1263@water.waterloo.edu>
Source record: 256111

In article <8711111729.AA06652@nh.wmcs.uucp> csrobe@nh.UUCP (Chip Roberson) writes:
>A couple of comments and questions about Gulam.
>
>1) There is a command called 'sx' that is documented by referring you to
>a command called 'rx', but rx doesn't exist. Can someone tell me what these
>commands do?

The command 'rx' is to receive, using xmodem protocol, and 'sx' is to send.
In the beta version that I have, I have used these commands to move
files back and forth between the remote 4.3 system at the office.
I put these lines in my GULAM.G file.

```
set rx_remote_cmd 'public xmodem st'
set sx_remote_cmd 'public xmodem rt'
```

I used the Gulam command

```
% sx file.ext
```

to move a text file from the ST to the remote system and the command

```
% rx file.ext
```

to receive a file.

>2) From ue (emacs) when you type a ^Z is 'temporarily' pops you into Gulam
>and your editing buffers are not FREED. The manual says to try this but
>doesn't say how to return to emacs. So far I only tried running emacs
>then ^x^b to the buffer i was editing. Is there a more direct way to return
>to your editing after doing a ^z .

Try the command 'fg' to bring the background job to the ForeGround.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

162. Re: Lies (was: Re: Atari/Perihelion Transputer Machine Spec)

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 05:59:48 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2299@gryphon.CTS.COM>
Source record: 256112
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <888@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>>
>> False. The "standard" number of Transputers on the ABAQ system is 1 (ONE).
>> The maximum is 13.
>
>Internally.
>
>The ABAQ includes 3 "links", which are 10-megabit-per-second serial
>interfaces for talking to off-board transputers.
>
>Jack Lang, in his talk at the Atari press conference at Comdex, supposed a
>setup where workers each had their own transputer system on their desks,
>with all of them linked together and linked to a separate box containing
>many transputers. As an application's need for processing power increased,
>it could pull more transputers in. An intriguing concept -- throw the
>computer into high gear.

Apollo has this today - NCS - Network Computing System. Basically
a program can call subroutines on other machines on the network.
Even different computers (Cray's to PC's) on heterogeneous networks.

This was demonstrated at the national Apollo user group meeting in
San Francisco. They had about a dozen machines all hooked together,
ranging from 8Mhz 68000 to 25 Mhz 68020 to high end bit-slice
beasts. One computer ran a mandelbrot program. You zoomed in
on an area with the mouse, said "go" and ZZAP! 32 x 32 pixel squares
started coming in over the network. It was wierd to see the picture
'fade in' in little squares, but my oh my, it was fast. They also
had a ray tracer. Equally impressive !

I met one of the members of the Apollo 'midnight movie crew', and
we talked for a while. When at one point I mentioned a Cray, he
got quite mad and said "Why in hell would I want a Cray ? We have
a network of 2000 machines, of which at least 1000 are up at any
point in time. Everybody goes home at 5:30, and *poof* I don't
need a Cray. 30 DN 3000's is all you need to see damn near real
time ray tracing"

(DN3000 is 16 Mhz '020)

>Neil Harris, Director of Marketing Communications, Atari Corporation

Does anybody know what year advertising became marketing communications ?

--
Richard J. Sexton
INTERNET: richard@gryphon.CTS.COM
UUCP: {hplabs!hp-sdd, sdcsvax, ihnp4, nosc}!crash!gryphon!richard

"It's too dark to put the keys in my ignition..."

163. An overview of UUPC

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 06:47:31 UTC
From: skl@van-bc.UUCP
Message-ID: <1538@van-bc.UUCP>
Source record: 256113
Cross-posted to: comp.mail.uucp,comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sources.d

---

August 9, 1987 uupc Questions and Answers uupc Development

The following is some commonly asked questions about uupc and, of course, the answers to these questions.

1. What does "uupc" stands for?

It is an acronym for "UUcp for PC's", but it is also a pun on uucp, which is in turn an acronym for "Unix to Unix CoPy".

2. What does uupc do?

It gives a personal computer the capability to become a "node" in the UUCP (or a similar) network and exchange information such as electronic mail and USENET news with other computers on that network.

3. What personal computers does uupc runs on?

Currently it is available for the Apple Macintosh, Atari ST, Commodore Amiga, and IBM PC (and compatibles) with DOS. More computers and operating systems will be able run uupc in the near future. (IBM PC with MINIX is a likely next candidate.)

4. Does uupc require me to leave my computer on all day to wait for incoming mail?

No. Most people only use uupc to call up their neighbouring system to send and/or pickup mail at times convenient to them. Outgoing mail are also spooled to disk and do not need to be send immediately to your neighbouring system after it is composed.

However, uupc can also be set up on a personal computer to wait for incoming call continuously and act as a "mail-hub" to relay messages for other systems if you choose.

5. What do I need to have to get uupc up and running on one of the above personal computers?

You need a neighbouring system to communicate with. This system can be either a UNIX system, another personal computer running uupc, or any other system that can talk UUCP's 'g' protocol.

You would also need to have the appropriate C compiler for your personal computer if you have received only the source for uupc.

6. Is the source to uupc publicly available?

Yes. It was posted to the USENET newsgroup comp.sources.misc in August 1987 and is available from (at least) any site which archives this newsgroup. If you have trouble locating a copy of the uupc sources, please drop uupc Development a note through one of the e-mail addresses listed at the end of this file.

7. What does the uupc software consists of?

It consists of two programs, uupc and pcmail. uupc is an automated files transfer program, similar to /usr/lib/uucico in UUCP, and mail is a mailer user-interface, like mail(1) in UNIX.

8. What are the typical use of these programs?

uu is used to accept incoming file relayed to you through your neighbouring machine and deliver outgoing file to your neighbouring machine for forwarding to other machines. In most cases these "files" contain electronic messages which are to be used with the mail program.

pcmail is used to read incoming mail delivered by uu, and compose outgoing mail for delivery with uu. However, it can also be used to transfer files to/from other systems that is reachable through electronic mail.

9. What do I need to do to get uupc running on my personal computer?

You would need to obtain the binaries of uupc for your computer by either compiling the uupc sources on your machine or obtaining the uupc binaries from someone who has a copy.

You would also need to arrange to have your neighbouring system to recognize your system as one of their neighbouring systems in the network. The procedures for this varies, you should contact the people who manage your neighbouring system for about details.

10. Does uupc supports more than one neighbouring systems?

Yes, it can support multiple neighbouring systems. The mail software will currently always route outgoing mail through one of these systems, but a future version of this software will allow multiple forwarding machines for outgoing mail.

11. Is uupc the same program on all systems it runs on, or is it actually a different program for each of the systems?

It is the same program across all systems, with the exception
of the system-dependent code, which is different from system
to system.

The user-interface and command line options for uupc are also
uniform across all the systems it runs on, so there is no
need to learn a new program when you use uupc on a different
computer. The uniform user-interface also makes it easier to
use uupc on different computers at the same time.

12. If I don't like the mail program's simple user-interface, are
there any alternatives?

Since a mailbox can be easily converted to a simple text
file, alternative mailer can be easily written to accomodate
different needs. At the very least, you will be able to use
your favorite text-editor to read your incoming message and
compose your outgoing message.

Future release of uupc will include mailers for the different
systems which will take advantage of special features only
availabe on the systems they run on (e.g. window and mouse).

13. What if I want to port uupc to another personal computer not
presently support by uupc?

First you should read the file UUPORT.INF, which should be
available from the same source you obtained this file from.
If you cannot locate a copy of this file, then please send a
request for it to uucp Development at one of the e-mail
addresses listed at the end of this file.

After you have read the above file and decided that you still
want to do a port of uupc to a new machine/operating systems,
please drop uupc Development a note at one of the the e-mail
addresses listed at the end of this file. This way we will
at least be able to save each other from duplicated efforts.
Who knows? We might even have a version for ready for your
system when you call to tell us that you are about to begin
your port.

14. Who/what is the "UUPC Development Team"?

The original software (dcp) was done by Richard H. Lamb.
Modified to run on the Mac by Stuart Lynne.
Atari ST by Lawrence Harris.
Amiga by Jeff Lydiatt.
IBM-PC/MS-DOS by Samual Lam.
VMS (not available yet) by Lawrence Harris.

15. What is the copyright status and distribution policy of uupc?

The dcp portions of uupc are Copyright (c) Richard H. Lamb.
Modifications Copyright (c) Stuart Lynne.
Mail, PCMail Copyright (c) Stuart Lynne.

Mac software Copyright (c) Stuart Lynne.
Amiga software Copyright (c) Jeff Lydiatt.
Atari software Copyright (c) Lawrence Harris.
IBM-PC/MS-DOS software Copyright (c) Samuel Lam.

In general we are promoting the use of this software on a
"public domain" basis. You can use for your own use, and
can give copies of the source code to anyone, provided you
provide this information to them.

16. If I have more questions, comments, or suggestions about
uupc, where should I send them?

Please send them all to us at uupc Development at one of the
e-mail addresses listed below. We also welcome any bug fixes
and improved/new code for uupc that you might want to share.

uupc Development can be reached at the following e-mail address:

uupc@van-bc.UUCP

This is routed to the uupc mailing list and a local news group
for discussion of uupc software.

To join the mailing list send a request to:

uupc-request@van-bc.uucp

17. Can I get the binaries of uupc mailed to me?

Yes and no.

No, we cannot e-mail binaries to you at this time.

Yes, if you send a self-addressed and stamped (international
coupon) mailer with appropriate diskettes (2) we will attempt to
return them to you with the appropriate version of the software.

We plan to make a binary posting to the appropriate USENET
comp.binaries.* newsgroups in the late fall, or early next year
when the software is a bit more functional, better documented
and easier to install and operate without the sources.

Mail your disks to:

UUPC Request
c/o Stuart Lynne
225B Evergreen Drive
Port Moody, BC,
Canada, V3H 1S1

--
Samuel Lam <Samuel.Lam@van-bc.UUCP> or
{ihnp4!alberta,watmath,uw-beaver}!ubc-vision!van-bc!skl

164. Source for a system() routine needed

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 07:08:09 UTC
From: preston@felix.UUCP
Message-ID: <13021@felix.UUCP>
Source record: 256114

Has anyone out there implemented a version of the system() library routine that uses the Mark Williams/Beckmeyer scheme for passing long argument lists?

Unfortunately, the system() routine in the Mark Williams library does not. The argument list gets truncated after 127 characters.

I am using the modified version of the 'make' program posted to this group some time ago. Some of my makefiles want to pass long argument lists (usually on the step linking together a program). The argument list gets chopped off at 127 characters, which is somewhat annoying.

--
Preston L. Bannister
USENET : ucbvax!trwrb!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

165. Re: RF Modulator for the 1040?

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 15:40:27 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <2925@batcomputer.tn.cornell.edu>
Source record: 256115

[]

One way to go would be to buy the ST-->composite video cable that
is sold by E. Arthur Brown Co. ($20) - that's all you need to plug
into your VCR or monitor/tv. To attach to a standard TV (why do they
allow them to make them without video input jacks?) you can then
add one of those $5 RF modulators occasionally on sale in Radio Shack,
etc. Has anybody tried this? What is the picture quality?

- Moshe Braner

166. Re: IBM-PC floppy disk format

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 16:56:59 UTC
From: uace0@uhnix2.UUCP
Message-ID: <467@uhnix2.UUCP>
Source record: 256116

A new version of DC Formatter will be posted soon to solve the problem of formatting IBM disks. We finally figured out the problem with previous versions.
Look for DC Formatter v2.3 soon.

- Mike Vederman

BTW - also, look for a full working version of DC Transfer soon.
--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

167. Re: Double-Click Software

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 17:36:31 UTC
From: uace0@uhnix2.UUCP
Message-ID: <468@uhnix2.UUCP>
Source record: 256117

[We wear two caps around this place, since we are UACE and DC]

We have a new version of the corner clock coming out real soon that:
1) Works with the new and old ROMs, and
2) Actually keeps correct time (sorry, our old one was subject to bad
vblank timing on some computers).

New software:

DC Transfer - a background file transfer facility (works with just about
everything we tested)

DC IO - a psudeo 11 sector disk formatter (actually 5 1k sectors and 1 512 byte
sector) that works as FAST as 9 or 10 sector FAST formats.

+ version 2.3 of DC Formatter.

Look for these soon.

and [maybe one of these days] ZENITH Term and ZENITH BBS.

- Mike Vederman

--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

168. Wanted: comp.binaries.atari.st articles

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 17:47:58 UTC
From: billw@killer.UUCP
Message-ID: <2099@killer.UUCP>
Source record: 256118

I am archiving comp.binaries.atari.st (and .sources., too) and am missing the very first article (volume 1, issue 1) and any "INFO" postings there may have been. If anybody has these, PLEASE send them to me. I believe that v01i001 was UUCODE.

--

Bill Wisner, HASA "A" Division ..{codas,ihnp4}!killer!billw

"I don't mind at all.." -- Bourgeois Tagg

169. Wanted: comp.sources.atari.st articles, too

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 18:56:18 UTC
From: billw@killer.UUCP
Message-ID: <2100@killer.UUCP>
Source record: 256119
Cross-posted to: comp.sys.atari.st,comp.sources.wanted

I'm also missing several issues of comp.sources.atari.st. In addition to any
INFO postings, I need the following:

v00i001 v00i004 v00i007 v00i010
v00i002 v00i005 v00i008 v00i025
v00i003 v00i006 v00i009

Thanks.
--
Bill Wisner, HASA "A" Division ..{codas,ihnp4}!killer!billw
"I don't mind at all.." -- Bourgeois Tagg

170. Re: Gulam notes (alpha test v0.01.00) -old

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 20:50:57 UTC
From: 870646c@aucs.UUCP
Message-ID: <556@aucs.UUCP>
Source record: 256120

Hi all, a few weeks ago I posted that I had my ST system for sale.
The reason for selling is to move up to a Mega 2. I have sold my
SF314, and the Magic Sac, I still have the 1040 ST and SM125 for
sale. Included with this machine is a new Parr. printer cable,
anti static dust cover, and Sub Battle from Epyx. The monitor
belongs to the local Atari dealer, but he will let me sell it with
the system to help me sell it, so the monitor is brand new, with
full warr. If interested in this system reply here on the net or
call me at 1-(902)-542-2312. I want $1100.00 Can. for the system.
I will most likly through in any other little things I find
kicking around my desk.
later
Barry

171. Re: NeWS for the ST ??

Newsgroup: comp.sys.atari.st
Date: 1987-11-15 23:50:47 UTC
From: jwl@mas1.UUCP
Message-ID: <968@mas1.UUCP>
Source record: 256121

In article <8711031416.AA14648@ucbvax.Berkeley.EDU> "V5130B::MENTON"
<menton%v5130b.decnet@acoustics.nrl.mil> writes:
>
> The 26 Oct. 87 issue of "digital review" magazine claims that Sun
>MicroSystems' "NeWS" windowing system exists for the Atari 520ST. Can anyone
>verify this information? I saw a discussion of this topic on the net not too
>long ago, but I wasn't paying attention; now, I'm interested. If it exists,
>can it be purchased or is it public domain? My vague recollection is that
>someone at Sun had indeed put NeWS on the ST, but with no intentions of making
>it available to the world.
>
> Bob Menton
> ARPAnet:MENTON@NRL-ACOUSTICS.ARPA
>
>------

I'd like to add to the brief information in the sidebar of the article
you cite. The information that a NeWS server exists for the 520 ST
comes from two sources: first, James Gosling said it was done as an
excercise in a talk he gave on NeWS at the 1986 Fall DECUS symposium in
San Francisco. Second, the same assertion appeared in the
transparencies used in a seminar given by Sun Microsystems on NeWS.

In neither case was there the suggestion that the implementation was
for sale, nor available via some public domain channel; my guess is
that your "vague recollection" is correct, and it's not, but the best
way to find out is to contact Sun directly.

Jim

--
James W. Livingston, Jr. Measurex Automation Systems
..!codas!mas1!jwl 10411 Bubb Road
..!pyramid!voder!mas1!jwl Cupertino, CA 95014-4150
(408) 973-1800 x766 TWX:910-338-0242

172. Undelivered mail

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 00:36:00 UTC
From: Postman@UOFMCC.BITNET
Message-ID: <8711160057.AA05601@ucbvax.Berkeley.EDU>
Source record: 256122

```
Your mail was not delivered to some or all of its
intended recipients for the following reason(s):

5001 mailbox invalid -> CHARLTO@UOFMCC.BITNET

------------------------------------------------------------------------

Date: Sun, 15 Nov 87 18:36 CST
To: CHARLTO@UOFMCC.BITNET
From: Info-Atari16 Digest <INFO-ATARI16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V87 #416

Received: by CANADA01 (Mailer X1.24) id 4929; Sun, 15 Nov 87 19:03:26 EDT
Date: Sat 14 Nov 87 09:14:40 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <INFO-ATARI16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V87 #416
To: Name Unknown <BUSU@UOFMCC>,
Jim Charlton <CHARLTN@UOFMCC>,
MIKE CHARLTON <CHARLTO@UOFMCC>,
Werner Ens <ENS@UOFMCC>,
Name Unknown <HABKE@UOFMCC>

Info-Atari16 Digest Saturday, November 14, 1987 Volume 87 : Issue 416

This weeks Editor: Bill Westfield

Today's Topics:

IKBD commands/reads
Re: RF Modulator for the 1040?
uw & different fonts for microemacs
ROM availablity
Re: What's the deal with the repair kits, Neil?
Re: Atari/Perihelion Transputer Machine Spec
file i/o functions
Re: Worst product name award
Re: Hard drive problems
Re: Lies (was: Re: Atari/Perihelion Transputer Machine Spec)
Re: PC-ditto

------------------------------------------------------------------------

From: JEMCCABE%MTUS5.BITNET@forsythe.stanford.edu
Date: 13 November 87 14:19-EST
To: INFO-ATARI16@score.stanford.edu
```

Subject: IKBD commands/reads

Is there an easy way to get the clock time from the keyboard?
It would be nice to use a clock with one second resolution instead
of GEMDOS's 2 second clock.

I would also like to be able to set this clock.

I know that there is an XBIOS call to send bytes to the keyboard,
but how do we receive them? (I have no idea where the keyboard
packets are sent or what format they have or ... you get the picture. :)

Just in case anyone cares, I'm using Personal Pascal.

Jim McCabe
jemccabe @ mtus5.bitnet

Date: 13 Nov 87 23:01:06 GMT
From: web8b.berkeley.edu!c60a-2ae@jade.Berkeley.EDU (John Kawakami -O~O-,510d
or 260E,6431816,6667734)
Subject: Re: RF Modulator for the 1040?
To: info-atari16@score.stanford.edu

Brantly.henr@XEROX.COM asks

]At one time (quite a while ago) there was quite a bit of discussion
]about "Someday SOMEBODY is going to come up with the means to drive a TV
]from a 1040ST".

And so do I!
I know this can be done; there was a description and a sample of a circuit
that would do this in Bruce "sublogic" Artwick's book on computer graphics.
I believe it was titled _Microcomputer_Graphics_and_Animation_.

I also keep hearing about some company called JNL Technologies that
apparantly made one of these dodads.

This device would be a boon to all the ST owners without RF output (520ST[f]s
have RF output as you all know) who want to videotape some screens.

John "why buy a color screen when I know I'll use it only to play
some games" Kawakami

```
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
| JoHn KaWaKaMi alias spectacle -O~O- alias c60a-2ae@widow.berkley.edu |
+ +
| OH NO! CLONES -0~0- | \ -o~o- / -<xxxxx>- |
+ -@~@- O 0 O -()-()- ~from +
| ]OO[ > 0 O Star Trek |
+ O \ / The Drek +
| -P=P- | ~+~ Generation |
```

Date: 14 Nov 87 01:08:58 GMT
From: moe@athena.mit.edu (Moezeddin K. Karimeddiny)
Subject: uw & different fonts for microemacs
To: info-atari16@score.stanford.edu

I have 2 questions for neters concerning uw and emacs:

1. What exactly is uw ? Is it a window manager ? Is it compatible with X window
system version 11 ? If it is, can it run over dial-up phone line or does it need to
have a high speed network to work ?

2. Is it possible to load a 6x10 font to be used with mg(microgNUemacs) or me(microemacs) (I have a ME version 3.9 that has 40 lines display on monochrome
with font width of 8 pixels, and also a MG version 1a that can display 50 lines
if I run "hi50.tos" first but the width of the character is 8 pixels so it is
kinda hard to read). Better yet can proprotional fonts be used instead of monospaced
fonts. I realised that it is hard to used get a font with width of 6 to work with
TOS (since 640 divided in to 6 is 106. something) but is it impossible?

Thanks in advance for any helpful information,
Hai

PS: I guess that was more than 2 questions...

Date: 13 Nov 87 02:03:07 GMT
From: imagen!atari!portal!cup.portal.com!Mark_H_Brandwein@ucbvax.Berkeley.EDU
Subject: ROM availablity
To: info-atari16@score.stanford.edu

I recently picked up an ANCIENT 520St with the old TOS-on-disk operating system. I have looked in every mag I can find, but have not found anyone who carries the TOS rom chips. Any help on this would be immensly aappreciated.
M. H. Brandwein

Date: 12 Nov 87 05:49:44 GMT
From: ihnp4!homxb!mtuxo!mtgzz!drutx!druhi!med@ucbvax.Berkeley.EDU (DrapalME)
Subject: Re: What's the deal with the repair kits, Neil?
To: info-atari16@score.stanford.edu

In article <881@atari.UUCP>, neil@atari.UUCP (Neil Harris) writes:
> > In any case, I think that the decision on whether or not to buy this repair
> > kit should be the dealers choice, not a prerequisite of becoming an
> > "authorized service center".

>
> I totally disagree.
>
> One current problem is the slow turnaround from repair centers lacking in
> spare parts.
>
> Having the dealer carry a substantial inventory of these is a good way to
> ensure that our consumers get prompt service.

And I guess that is the real problem here... I talked with
one of the local dealers, and they plan to fix MEGAS just like they
fix 520/1040's ===> "Oh, so your ST is sick? Bring it in and we'll charge
you X dollars, and you can take it with you... Never mind that the
serial number is different." That's right... most dealers here fix STs
by simply replacing them with a new one - very "prompt service", and they
don't need (or intend) to use your $4000 worth of parts!

And besides, who do you think really pays for those part
anyway ;-(. I think that this whole thing boils down to Atari wanting
the "image" (or should that be "look and feel" ;-)) of an IBM
dealer - high prices, fast service, and very few customers who can
afford all of that glitter.

Myron Drapal
AT&T
Denver, Co.
..!ihnp4!druhi!med

Date: 12 Nov 87 15:43:58 GMT
From: umn-d-ub!umn-cs!ems!nis!stag!trb@speedy.wisc.edu (Todd Burkey)
Subject: Re: Atari/Perihelion Transputer Machine Spec
To: info-atari16@score.stanford.edu

If I hadn't seen the exact same CD-ROM being displayed in several
non-Atari booths (i.e. for the IBM PC) I would be skeptical about
whether it would ever make it out either. My only concern is that
it sells for $999 on the PC. It really was the same unit, too. Only
the case color was different. As for the Transputer, I was really
impressed with the progress they (Perihelion) had made. We have some
Transputer's at work (boards for the AT) that are pretty loosely
integrated (kind of like an exerciser kit), and the ABAQ definitely
had progressed far beyond that. I ALMOST ordered the $100 set of
preliminary manuals to become a developer (I can think of lots of
CAD tools that would be nice to port...Place and Route Previewers,
GDSII compatible layout editors, etc...but I couldn't get any good
feel for what the final costs would be to get a full set of developer
hardware.) If any of people actually do order the kit, let us on the
net know how it looks.

-Todd Burkey
trb@stag.UUCP <--faster path
or tburkey@eta.swde.com <--shaky sun<->apollo (I want Aegis 10!)

P.S. I just got through porting HDSCAN to my Symmetrics, the Apollo,
and the Sun. It runs very nicely on any standard 4.2 system (kind
of slow on the Apollo...usable on a 3000). After I clean up a few
things and add some more sort options (gid/uid/other times?) I
will have to decide if I am going to make it public domain at the
source level or what...BTW, it takes a lot longer to traverse
trees using Unix opendir/readdir/stat calls than it does on the
ST (3 secs/30 megs on the ST vs 40 secs/24 megs on the SUN 3/60
with Eagle drives...>2 minutes for the same on the Apollo).

Date: 12 Nov 87 17:29:35 GMT
From: umn-d-ub!umn-cs!ems!nis!stag!daemon@speedy.wisc.edu (Dale Schumacher)
Subject: file i/o functions
To: info-atari16@score.stanford.edu

Hopefully the following will help clear up the confusion about file i/o
functions...

Fread() is one of the macros which calls Gemdos through trap #1. This is
an exerpt from the <osbind.h> file containing there macros:

```
#define Fcreate(fn,mode) gemdos(0x3C,fn,mode)
#define Fopen(fn,mode) gemdos(0x3D,fn,mode)
#define Fclose(h) gemdos(0x3E,h)
#define Fread(h,cnt,buf) gemdos(0x3F,h,cnt,buf)
#define Fwrite(h,cnt,buf) gemdos(0x40,h,cnt,buf)
#define Fdelete(fn) gemdos(0x41,fn)
#define Fseek(where,h,how) gemdos(0x42,where,h,how)
```

These functions work much like the standard low-level i/o calls. They
use a small integer (returned by Fcreate/Fopen) called a file handle to
refer to the file (the 'h' parameter in other calls). As was mentioned,
the parameter order is different from the standard low-level i/o calls,
and the 'cnt' parameters are long values rather than the int than is normally
used. The following are macros which define some of the low-level i/o
calls in terms of their Gemdos equivalents.

```
#define open(filename,iomode) ((int)gemdos(0x3D,filename,iomode))
#define close(h) ((int)gemdos(0x3E,h))
#define read(h,data,len) ((int)gemdos(0x3F,h,((long)(len)),data))
#define write(h,data,len) ((int)gemdos(0x40,h,((long)(len)),data))
#define lread(h,data,len) (gemdos(0x3F,h,len,data))
#define lwrite(h,data,len) (gemdos(0x40,h,len,data))
#define unlink(filename) ((int)gemdos(0x41,filename))
#define lseek(h,where,how) gemdos(0x42,where,h,how)
#define tell(h) gemdos(0x42,0L,h,1)
```

The creat() call is notably missing from the above due to a bug in the underlying gemdos 0x3C function which sometimes creates a new file with the same name as an existing file instead of overwriting the old file. Thus creat() is implemented as a function something like this:

```
int creat(filename, pmode)
register char *filename;
register int pmode;
{
register int rv;

rv = Fdelete(filename);
if((rv == 0) || (rv == -33)) /* SUCCESS or FILE-NOT-FOUND */
rv = Fcreate(filename, pmode);
return(rv);
}
```

Now we come to the fread()/fwrite() functions. These are standard i/o functions which deal with STREAMS rather than simply with FILE HANDLES. Unlike the above, these functions provided buffering and translation of newlines, if desired. They are used with fopen()/fclose() functions. The fopen() function returns a pointer to a FILE structure, which contains information about the stream that was opened. The fopen() function also handles the open()/creat() distinction, creat()ing a file if is doesn't already exists, etc. As was said before, this kind of processing does make the i/o a little slower, but also easier to use. The fputc()/fgetc() functions are normally used with streams (getchar()/putchar() are written in terms of fputc()/fgetc()) to do i/o a character at a time, while internally buffering the calls to prevent a system call for every character processed (which would be slow). The fread()/fwrite() functions do block i/o on streams, and are buffered just like single characters.

In summary, you should avoid using Gemdos calls directly, since it is not portable and it doesn't gain you any speed. Use the low-level i/o if you're really concerned about speed and use the stream i/o functions if you're doing mostly character or string i/o and/or want the buffering done efficiently for you.

The preceeding examples were taken from the dLibs public domain standard library for Alcyon C. This implmentation is far freer of bugs and much more efficient in general than the Alcyon/DRI libraries. dLibs also contains many Un*x standard functions which were not included in Alcyon/DRI. You can get a copy of dLibs with complete source code and documentation by sending $3 to:

Dale Schumacher
399 Beacon Ave.
St. Paul MN 55104

Of course, I won't refuse donations of >$3, but I need to at least break even with buying the disks and mailers and sending them.

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal

(alias: Dalnefre')

Date: 14 Nov 87 00:12:41 GMT
From: imagen!atari!portal!cup.portal.com!ANKH@ucbvax.Berkeley.EDU
Subject: Re: Worst product name award
To: info-atari16@score.stanford.edu

Moses *did* reach the Promised Land, but he was not allowed to enter it
because he disobeyed God in the wilderness. He died on a mountain just
outside the land.

Date: 13 Nov 87 23:58:41 GMT
From: imagen!atari!portal!cup.portal.com!ANKH@ucbvax.Berkeley.EDU
Subject: Re: Hard drive problems
To: info-atari16@score.stanford.edu

I logged onto the ICD support bbs and saw their listing of products. The
ADAPTEC controller that they are using is 4070A (note the 'A') This may
seem that is same as 4070, but it's quite possible that it is quite a
different thing than you need. Call their bbs and leave mail or whatever
to see if you can get help. The # is 1-815-968-2229. Good Luck

----

Date: 13 Nov 87 22:49:07 GMT
From: imagen!atari!neil@ucbvax.Berkeley.EDU (Neil Harris)
Subject: Re: Lies (was: Re: Atari/Perihelion Transputer Machine Spec)
To: info-atari16@score.stanford.edu

> >A single transputer can deliver over ten times the power of
> >an IBM PC AT. However, there's even greater strength in numbers. You can
> >connect two, 10, 100 or even MORE transputers to create a relatively
> >low-cost computer workstation with the power of a supercomputer.
>
> False. The "standard" number of Transputers on the ABAQ system is 1 (ONE).
> The maximum is 13.

Internally.

The ABAQ includes 3 "links", which are 10-megabit-per-second serial
interfaces for talking to off-board transputers.

Jack Lang, in his talk at the Atari press conference at Comdex, supposed a
setup where workers each had their own transputer system on their desks,
with all of them linked together and linked to a separate box containing
many transputers. As an application's need for processing power increased,
it could pull more transputers in. An intriguing concept -- throw the
computer into high gear.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation

UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

----

Date: 13 Nov 87 22:26:07 GMT
From: phri!dasys1!schuster@NYU.EDU (Michael Schuster)
Subject: Re: PC-ditto
To: info-atari16@score.stanford.edu

In article <24821L9D@PSUVMA> L9D@PSUVMA.BITNET writes:
>Does anyone know how to get PC-ditto to work with a monochrome monitor? I've
>read that a lot of other people are having problems with using monochrome,
>and I am wondering if a fix has been made yet?

The current version works only with a color monitor as the packaging states.
There is a zap to 'turn on' the screen in a monochrome system but it is
NOT a fix and the resulting screen is barely readable.

Version 3.0 is at the duplicating house. It features mono support, Microsoft
mouse emulation, TOS time/date transfer, bug fixes, etc.
To get it -- SEND IN YOUR REGISTRATION CARD.

--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

End of Info-Atari16 Digest
****
----

173. Currently Indexed items on umix...

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 03:08:13 UTC
From: usenet@delrio.cc.umich.edu
Message-ID: <3880773b.c6e5@delrio.cc.umich.edu>
Source record: 256123

Howdy folks. Just letting you know what I've got here on umix.cc.umich.edu... Note that I'm going to be moving to a new job relatively soon, and I suspect it'll take me some time to move these archives with me... Please - if you can fill in the holes that have cropped up, send me mail!

I'm looking into setting up an exchange with the folks at UOGUELPH, who apparently take care of the CANADA01 server (?) on Bitnet. Eventually the University's big IBM mainframe is going to be connected directly to Bitnet, so things may be easier then, but for now, Bitnet connectivity is a real hassle, so the less I have to deal with it, the better.

Other notes... The termcap file recently posted to the comp.sources group has a slight error - the entry for 'st52l' has the wrong definition for the 'cm' cursor motion sequeunce. The entry for the 'st52' is correct, just look for the 'cm' definition and make the st52l entry match the st52 entry... (Sorry about that, I was still messing around when I sent that to Turner...)

Also, the version of termcap that's linked into the larn executables now seacrhes along the path for the termcap file, as well as in the current directory and in \etc on the current drive. There's a routine named fopenp that I stuck into the termcap source files; it more properly belongs on its own, so it can be linked into other programs... (fopenp stands for 'fopen on path'...)

Has anyone tried out Larn yet? I left out a small routine in the posted version... In the sources, this is in tok.c, the flushall() routine. Since I knew nothing about how the TOS calls worked at the time, I left flushall() to be just a NOP. This is the routine that flushes the input buffer, to prevent you from doing something you'd regret should the situation change drastically between the time you filled the buffer and the time the command gets processed. It *should* be something like:

```
(at beginning of tok.c)
#ifdef GEMDOS
#include <osbind.h> (in addition to what's already #included...)
#endif

(at definition of flushall - this should replace the line '#ifndef GEMDOS')
#ifdef GEMDOS
while (Cconis())
Cnecin()
#else
```

The index for the binaries follows, with the sources next, and finally a list of the things I've picked off the comp.sys. group... Also note, only parts 1-3

of the Larn sources were posted to the binaries group, and then the complete sources were posted to the sources group. Looks like Turner was so eager to get it out the door after all this time that he made a slip-up... }-)
I've linked the entry in the archive directories so the source ARC file is present in both the binaries and sources directories. Also I'm putting my copies with the above fix in, as opposed to the actual posted material.
(But I *have* successfully decoded and extracted what Turner posted, so don't worry about that! I've decoded and tested everything that's been posted, when possible. Having only a monochrome monitor, well... Whatever.)

Well, there'tis. So far, it seems people have been reasonable in their use, as in only trying to connect during off hours. Thank you for your consideration. As my new job situation sorts itself out, I'll be bringing more stuff online from the older editions of Info-Atari (as snatched from Ravi Subrahmanyan... Thanks again, Ravi!). And again, if you see holes in these lists that you can help fill, drop me a note, eh?
-- Howard

Index for comp.binaries.atari.st by article number

All files have been concatenated and uudecoded as appropriate.

Article Filename Blurb
v00i001 spacew31.arc bin:b&w;low:arc SpaceWars 3.1, Part01/03
v00i002 spacew31.arc bin:b&w;low:arc SpaceWars 3.1, Part02/03
v00i003 spacew31.arc bin:b&w;low:arc SpaceWars 3.1, Part03/03
v00i004 ratfor.arc bin:all:arc Ratfor PREprocessor for Fortran
v00i008 uusrc.arc mwc:all:arc UUSRC - sources for dumas' uu*code
v00i009 profile.arc bin:all:arc Execution profiler for the ST
v00i010 wind.arc bin:b&w:arc UW for the ST, Part01/03
v00i011 wind.arc bin:b&w:arc UW for the ST, Part02/03
v00i012 wind.arc bin:b&w:arc UW for the ST, Part03/03
v00i014 arc.sh bin:all:shar ARC - doc and bin for the ST, Part01/02
v00i015 arc.sh bin:all:shar ARC - doc and bin for the ST, Part02/02
v00i030 ct.arc bin:all:arc ct - copy with timestamp preserved
v01i002 xprolog.arc bin:all:arc Xprolog 2.0, Part 01/03
v01i003 xprolog.arc bin:all:arc Xprolog 2.0, Part 02/03
v01i004 xprolog.arc bin:all:arc Xprolog 2.0, Part 03/03
v01i005 pearle.arc bin:low:arc pearle ray tracer Part 01/04
v01i006 pearle.arc bin:low:arc pearle ray tracer Part 02/04
v01i007 pearle.arc bin:low:arc pearle ray tracer Part 03/04
v01i008 pearle.arc bin:low:arc pearle ray tracer Part 04/04
v01i009 gulam.arc bin:all:arc GULAM - csh like command processor, Part01/03
v01i010 gulam.arc bin:all:arc GULAM - csh like command processor, Part02/03
v01i011 gulam.arc bin:all:arc GULAM - csh like command processor, Part03/03
v01i012 gulamdoc.arc doc:all:arc GULAMDOC - doc files for the gulam command processor, Part01/05
v01i013 gulamdoc.arc doc:all:arc GULAMDOC - doc files for the gulam command processor, Part02/05
v01i014 gulamdoc.arc doc:all:arc GULAMDOC - doc files for the gulam command processor, Part03/05

v01i015 gulamdoc.arc doc:all:arc GULAMDOC - doc files for the gulam command processor, Part04/05
v01i016 gulamdoc.arc doc:all:arc GULAMDOC - doc files for the gulam command processor, Part05/05
v01i017 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part01/11
v01i018 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part02/11
v01i019 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part03/11
v01i020 larn12.arc bin:b&w;med:arc LARN12 - larn v1.2 DND game, Part01/06
v01i021 larn12.arc bin:b&w;med:arc LARN12 - larn v1.2 DND game, Part02/06
v01i022 larn12.arc bin:b&w;med:arc LARN12 - larn v1.2 DND game, Part03/06
v01i023 larn12.arc bin:b&w;med:arc LARN12 - larn v1.2 DND game, Part04/06
v01i024 larn12.arc bin:b&w;med:arc LARN12 - larn v1.2 DND game, Part05/06
v01i025 larn12.arc bin:b&w;med:arc LARN12 - larn v1.2 DND game, Part06/06

Index of comp.sources.atari.st, by article number

Any postings that were uuencoded have been concatenated and decoded.

Article Filename Blurb
v00i001 arcback.c mmc:all:asc ARCBACK.C backup & compression program
v00i002 cksm.sh mmc:all:shar CKSM - checksum program
v00i003 uwvax.sh ::shar - UW sources and man page for BSD 4.{23}
v00i004 xmdmsrc.arc dri:all:arc XMDM - terminal emulator w/xmodem xfer protocal, Part01/02
v00i005 xmdmsrc.arc dri:all:arc XMDM - terminal emulator w/xmodem xfer protocal, Part02/02
v00i006 curses.arc dri:all:arc CURSES - a UN*X style screen handler library, Part01/03
v00i007 curses.arc dri:all:arc CURSES - a UN*X style screen handler library, Part02/03
v00i008 curses.arc dri:all:arc CURSES - a UN*X style screen handler library, Part03/03
v00i025 forever.c mwc:low forever.c - linea example & pretty picture gen
v00i026 unixrzsz.arc :: - UNIXRZSZ - Un*x x/y/zmodem program, goes with zmdm, Part01/04
v00i027 unixrzsz.arc :: - UNIXRZSZ - Un*x x/y/zmodem program, goes with zmdm, Part02/04
v00i028 unixrzsz.arc :: - UNIXRZSZ - Un*x x/y/zmodem program, goes with zmdm, Part03/04
v00i029 unixrzsz.arc :: - UNIXRZSZ - Un*x x/y/zmodem program, goes with zmdm, Part04/04
v00i031 termcap.arc mwc:all:arc TERMCAP - unix style termcap support, Part01/03
v00i032 termcap.arc mwc:all:arc TERMCAP - unix style termcap support, Part02/03
v00i033 termcap.arc mwc:all:arc TERMCAP - unix style termcap support, Part03/03
v00i034 termcap.1 b&w;med:
v00i035 uucode.bas bas:all: UUCODE.BAS - basic version of uudecode
v00i036 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part01/11
v00i037 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part02/11
v00i038 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part03/11
v00i039 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part04/11
v00i040 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part05/11
v00i041 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part06/11
v00i042 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part07/11
v00i043 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part08/11
v00i044 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part09/11
v00i045 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part10/11
v00i046 larn12s.arc mwc:b&w;med:arc LARN12S - sources for the larn DND game, Part11/11

List of files from comp.sys.atari.st
dcfmtclr.arc dcformat for color systems

```
dcfmtmon.arc dcformat for monochrome
dvi.arc TeX dvi file previewer. No fonts.
font.arc Font loader and sample font
mjc10.arc Mark Jonson PD C compiler, part1
mjc20.arc Mark Jonson PD C compiler, part2
pascalii.arc Shell for OSS Personal Pascal
spell.arc Spelling {
X# /
```

174. Info-Atari16 Digest V87 #416

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 03:09:24 UTC
From: mrd@SUN.MCS.CLARKSON.EDU
Message-ID: <8711160309.AA15248@sun.mcs.clarkson.edu>
Source record: 256124

>The ABAQ includes 3 "links", which are 10-megabit-per-second serial
>interfaces for talking to off-board transputers.

Should I read this a yet another version of tcp, nfs and ftp but
made by atari to be incompatible with all other manufatures?

>Jack Lang, in his talk at the Atari press conference at Comdex, supposed a
>setup where workers each had their own transputer system on their desks,
>with all of them linked together and linked to a separate box containing
>many transputers. As an application's need for processing power increased,
>it could pull more transputers in. An intriguing concept -- throw the
>computer into high gear.

Atari makes parallel computers and a presume an operating sytem that
will allow multi-tasking and multi-processors with a relitivly new and
unkown chip, hmmm. Interesting coming from a manufacturer that can
not make a single user single taking os with a well known and popular
chip. Sounds like vapor-ware to me.

Michael DeCorte
mrd@clutx.clarkson.edu
mrd@clutx.bitnet

175. Absoft Fortran

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 03:39:42 UTC
From: fortney@dukehep.hep
Message-ID: <8711160339.AA01643@dukempd.UUCP>
Source record: 256125

Absoft fortran is sold under the name AC/Fortran and is available from
Microsoft. I do not know of a European source, but the company address in
the US is Absoft Fortran, 4268 N. Woodward, Royal Oak, Michigan 48072
The telephone number is (313) 549-7111.
L. R. Fortney, Physics Dept. Duke Univ
DLLOYD@TUCC.bitnet or
FORTNEY@FNAL.bitnet

176. Uudecoding on UN*X (was Re: GULAM PROBLEMS)

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 03:53:15 UTC
From: paul@cacilj.UUCP
Message-ID: <463@cacilj.UUCP>
Source record: 256126

```
In article <4433@well.UUCP> dhawk@well.UUCP (David Hawkins) writes:
>Yup. I saved all three parts to one file. Edited it with vi
>and removed the header of the first part. Searched for the
>line that started with include
>and deleted it down to the table line of the second part and
>make it seamless, i.e. all lines starting with X
>and did the same connecting the second part to the third part.
>so when I finished the whole file looked the same (after the
>first table header) with each line starting with the same character.
>Ran uudecode on it.
>--
>David Hawkins {ptsfa,hplabs,ucbvax}!well!dhawk
>It is a luxury to be understood. - Ralph Waldo Emerson -

I like to uudecode the files on the host UN*X machine, and then transfer
the arc files directly (takes less time...). Since each part is
surrounded by News garbage, they have to be fitted together as described
above. The editor method gets pretty tiring when you get 11 part archives!!
Here's what I do: First save each part in it's own file such that * will
reference the files in correct order (I use the part number 01, 02,...).
Then run this shell script with the files as arguments:
csh:
#!/bin/csh
file=$1
sed -e '1,/^@ABCDEFG/d' -e '/^include/,$d/ $file > x.uue
shift
foreach file ($*)
sed -e '1,/^begin/d' -e '/^include/,$d/ $file >> x.uue
end
exit
ksh/sh:
#!/bin/sh
file=$1
sed -e '1,/^@ABCDEFG/d' -e '/^include/,$d/ $file > x.uue
shift
for file in *
do sed -e '1,/^begin/d' -e '/^include/,$d/ $file >> x.uue
done
exit

Now run uudecode on ``x.uue''. This works like a charm, and saves much
editing!!
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, crash}!cacilj!paul
```

Shaw's Principle:
Build a system that even a fool can use, and only a fool will want to use it.

177. Re: RF Modulator for the 1040?

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 04:15:02 UTC
From: c60a-2ae@web3e.berkeley.edu.BERKELEY.EDU
Message-ID: <5923@jade.BERKELEY.EDU>
Source record: 256127

In article <2925@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>[]
>
>One way to go would be to buy the ST-->composite video cable that
>is sold by E. Arthur Brown Co. ($20) - that's all you need to plug
>into your VCR or monitor/tv. ...
>
>- Moshe Braner

I believe that cable only works on 520ST's, which already have RF output and 2 pins on the monitor port for composite output. 1040's do not have these pins (unless your 1040 has a rf output port). The pins are labeled in the gray manual in the back.
So the 1040 users (what about megas?) are still without rf output for now.

+-+-+-

178. RTE causing bus error

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 05:49:00 UTC
From: nicholso@ihlpm.ATT.COM
Message-ID: <1498@ihlpm.ATT.COM>
Source record: 256128

[Line eater, come and get it]

I've recently been developing some code which installs it's own interrupt, and trap handlers. Unfortunately, whenever the code tries to return to the original code a bus error results. For example, if the routine _clock_int is installed as either a trap, timer interrupt, or any other exception handler by the main routine when the rte instruction is executed at the end of the _restart routine a bus error will result. I'm a little lost as to why.

```
_start:
lea main,a0 * 41F9 0000 00D6 ; use the os routine to
move.l a0,-(a7) * 2F08 ; execute main in
move.w #$26,d0 * 303C 0026 ; supervisor state
move.w d0,-(a7) * 3F00
trap #$E * 4E4E
adda.w #$6,a7 * DEFC 0006
jsr _fault * 4EB9 0000 08BA ; this should never happen
_save:
move #$2700,sr * 46FC 2700
move.l a6,-(a7) * 2F0E
lea proc_ptr,a6 * 4DF9 0000 0BDC ; proc_ptr is a temporary
move.l $0(a6),d0 * 202E 0000 ; storage location
movea.l d0,a6 * 2C40
adda.w #$46,a6 * DCFC 0046
movem.l d0-d7/a0-a5,-(a6) * 48E6 FFFC
move.l (a7)+,d0 * 201F
move.l (a7)+,d1 * 221F
movea.l d1,a1 * 2241
move.l d0,$FFFC(a6) * 2D40 FFFC
move usp,a0 * 4E68
move.l a0,d0 * 2008
move.l d0,$FFF8(a6) * 2D40 FFF8
move.l (a7)+,d0 * 201F
movea.l d0,a0 * 2040
move.l a0,$FFF4(a6) * 2D48 FFF4
move.w (a7)+,d0 * 301F
move.w d0,$FFF2(a6) * 3D40 FFF2
jmp (a1) * 4ED1
_restart:
move #$2700,sr * 46FC 2700
lea proc_ptr,a6 * 4DF9 0000 0BDC
move.l $0(a6),d0 * 202E 0000
movea.l d0,a6 * 2C40
move.w $0(a6),d0 * 302E 0000
```

```
move.w d0,-(a7) * 3F00
move.l $2(a6),d0 * 202E 0002
move.l d0,-(a7) * 2F00
move.l $6(a6),d0 * 202E 0006
movea.l d0,a0 * 2040
move a0,usp * 4E60
move.l $A(a6),d0 * 202E 000A
move.l d0,-(a7) * 2F00
adda.w #$E,a6 * DCFC 000E
movem.l (a6)+,d0-d7/a0-a5 * 4CDE 3FFF
movea.l (a7)+,a6 * 2C5F
rte * 4E73
_clock_i:
jsr _save * 4EB9 0000 0020
jsr switch * 4EB9 0000 0372
bra.b _restart * 60BC
```

Thanks,
Barry Nicholson

179. SH204 and Mega's

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 12:43:29 UTC
From: 870646c@aucs.UUCP
Message-ID: <558@aucs.UUCP>
Source record: 256129

I have heard some rumors latly about some problems occuring when using
a SH204 with the new Mega computers. I have wondering if there is any truth
to these rumors. The problem is says that the SH204 cannot be used 100% with
the Mega's. From what I have heard so far this rumor is a load of cr*p. If
there is anyone out there using a SH204 with a Mega could you please respond
and settle this rumor for me. I seem to have the only SH204 locally that
does not have to be shut down and restarted when the CPU locks up????
Later
Barry
1-(902)-542-2312

180. Re: Animation Software

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 14:21:56 UTC
From: khn@whuts.UUCP
Message-ID: <3268@whuts.UUCP>
Source record: 256130

Wanted ...

I'm looking for a schematic diagram (for a friend) for the 520ST. If anyone
has a copy or know where I can find one, please contact me via e-mail.
Mucho appreciations!

Kim Nguyen
whuts!khn

181. BISON and LEX on the ST?

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 18:21:22 UTC
From: preston@felix.UUCP
Message-ID: <13144@felix.UUCP>
Source record: 256131

Has anyone ported, or is working on a port of BISON (the GNU project's YACC clone :-) or LEX to the ST?

I downloaded the sources for BISON and LEX from the IBM-PC roundtable on Genie. Since both programs already run under MSDOS, it shouldn't be too difficult to port them to the ST.

BTW, I have ported the fast 'grep' that was posted to one of the general sources newsgroups. It is _very_ fast. On our VAX the fast 'fgrep' is much faster than the stock fgrep. On the ST the fast grep is perceptibly faster than either the fgrep built into Gulam or the fgrep that comes with the Beckmeyer C-shell. Is anyone interested?

--
Preston L. Bannister
USENET : ucbvax!trwrb!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

182. (none)

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 18:28:46 UTC
From: WALDI@DHDIHEP1.BITNET
Message-ID: <8711161828.AA20769@ucbvax.Berkeley.EDU>
Source record: 256132

Date: 16 November 1987, 19:06:01 SET
From: Roland Waldi phone (6221) 564334 WALDI at DHDIHEP1
Inst. fuer Hochenergiephysik
Schroederstr. 90
D-6900 Heidelberg
To: INFO-ATA at SCORE.ST

I recently read on this net (by Dale Schumacher) that Gemdos Fcreate
does not work properly. Can someone (maybe Dale) elaborate on that?
I use this function in an editor program, which means quite often for
existing files, and I never ran into problems: Existing files are
properly deleted before a new file with the same name is created.
How can this bug be observed? If I can reproduce it, I have to do the
trick with Fdelete first. But at present I see no need for that.

Roland Waldi

183. Need Printer Software Help

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 18:44:35 UTC
From: walt2@ihlpm.ATT.COM
Message-ID: <1499@ihlpm.ATT.COM>
Source record: 256133

Netlanders,

After spending many hours reading the November 10th issue of PC Magazine, I've decided to buy a Seikosha SL-80AI printer. It gives the most bang for the buck. However, since it's a 24 pin printer I have a new dilemma.

Does there exist publishing software (STwriter, 1STword, or whatever) that handles Epson LQ or IBM 5152 Graphics Printer modes? I'm new at this and I may not know what I'm talking about. I'm about to buy a Seikosha SL-80AI printer that emulates Epson FX, Epson LQ, or IBM 5152 Graphics Printer modes. Since this is a 24 pin printer, I'd like to use Epson LQ or the IBM Graphics modes with my 1040ST. If bad came to worse, I think I could hack something up but I'd prefer to use a professional program if it had spelling checkers and a thesaurus.

I don't want to spend 300 dollars on a printer only to find I'll be doing 3 months of software development just to print "hello world". Any help would be appreciated. Thanks.

Walt Kurszewski
ihnp4!ihlpm!walt2

184. Memory ugrades...

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 19:57:41 UTC
From: exodus@uop.EDU
Message-ID: <755@uop.EDU>
Source record: 256134

Does anybody have the plans for a 1040ST memory upgrade? I have looked around and found a solderless board for $150, minus chips, of course. Others range from 150-250. Knowing how to use a soldering iron,etc., I'd prefer to do it myself but do not know enough about the internals of the ST-beast. I'd also prefer to use 256 DRAMs since they aren't as expensive as the 1 Megabit DRAMs (from what I have seen so far). The cheapest 1 Megabit DRAMs I have seen are 120 ns for 19.99 at JDR.

Please E-Mail to the address below and I'll post a summary if there is an interest.

Thank you,
Greg

Greg Onufer GEnie: G.ONUFER University of the Pacific
UUCP: ...!ucbvax!\ **POSTMASTER @ UOP**
-ucdavis!\
...!lll-crg!/ -uop.edu!{exodus, exodusr, postmaster, root}
...!ptsfa!cogent!/
...!cepu!retix!/

185. Re: RTE causing bus error

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 20:27:32 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <1139@saturn.ucsc.edu>
Source record: 256135

In article <1498@ihlpm.ATT.COM> nicholso@ihlpm.ATT.COM (B E Nicholson) writes:
>[Line eater, come and get it]
>
>
>I've recently been developing some code which installs it's own interrupt,
>and trap handlers. Unfortunately, whenever the code tries to return to
>the original code a bus error results. For example, if the routine
>_clock_int is installed as either a trap, timer interrupt, or any other
>exception handler by the main routine when the rte instruction is executed
>at the end of the _restart routine a bus error will result. I'm a little
>lost as to why.
>
> (assembly code follows)

What is that routine supposed to do? Knowing that makes debugging it a lot easier. At first glance, it looks like it could be a task-switcher for a multitasking kernel; is that it? It looks like you aren't doing the same number of pushes and pops to the stack. That could be intentional (if you're doing multitasking), but is a pretty sure way to get a bus error. My advice to you is to trace your code on paper, keeping track of exactly what's on the user and supervisor stacks. Remember that exceptions push the status register and return address to the supervisor stack before running the exception code; make sure you know in what order those are pushed, as that can mess you up too.

Hope that helps.

+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ucscb.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _____________________________|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

186. Floppy drive speed

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 20:36:16 UTC
From: ws1i+@andrew.cmu.edu
Message-ID: <oVbq70y00V4EzAk0HD@andrew.cmu.edu>
Source record: 256136

Somebody I know wanted to know how you alter the speed on your floppy drive (to set it to the proper 300 rpm, or whatever it should be.) They've gotten theirs open, found what they call a "meter" of sorts, but now cannot figure out how to uncover the actual speed that their drive is running at. Can anybody help?

187. Binary files (PROG-A16 ...)

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 22:05:41 UTC
From: ldk@CDCCentr.BITNET
Message-ID: <871116170541.0000200F.AABL.01@CDCCentr>
Source record: 256137

I am new to the network. Could someone tell me how to put PROG-A16 file
back together?
Thanks in advance
Larry Kelley LDK@CDCCENTR

188. Re: FreeTerm 2.0 -- Doesn't work under MagicSac?

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 22:26:24 UTC
From: lsr@apple.UUCP
Message-ID: <6752@apple.UUCP>
Source record: 256138
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <4254@ihlpg.ATT.COM> tainter@ihlpg.ATT.COM (Tainter) writes:
>
>First, the ROMS are quite readily available.

This may be true, but the 64K ROMs are no longer being produced. This means the number of ROMs is fixed, of which some have been returned to Apple already. I suppose people could be copying the ROMs; if so, they are doing this illegally, and our Legal Department would like to talk to them.

>Second, Apple people have been helping the Magic Sac's developer
>to improve the product. In fact, there is talk that with
>the help he has been getting from Apple he might reverse himself
>and produce a 128K ROMs version after all (he had said

I find it difficult to believe that Apple (as a company) is helping improve the Magic Sac. I have read that Andy Hertzfeld helped (I don't know if this is true or not), but he is not an Apple employee and doesn't represent Apple at all.

I don't agree with the logic that improving Magic Sac helps Apple. It encourages people to buy Atari hardware instead of Macintoshes, which is directly against Apple's interests. The number of Magic Sacs in the world is very small, so it doesn't influence software developers either.

If Apple was supporting this, there would be press releases, articles, etc. so that everyone would know about it.

--
Larry Rosenstein

Object Specialist
Apple Computer

AppleLink: Rosenstein1
UUCP: {sun, voder, nsc, mtxinu, dual}!apple!lsr
CSNET: lsr@Apple.com

189. Re: GULAM, Transputers, comp.*.atari.st

Newsgroup: comp.sys.atari.st
Date: 1987-11-16 22:31:13 UTC
From: jafischer@tiger.UUCP
Message-ID: <4146@watdragon.waterloo.edu>
Source record: 256139
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <816@sbcs.sunysb.edu> lean@sbcs (Lean L. Loh) writes:
>I completely agree with Michael Ferran. A 20K posting of 'news' from Comdex,
>which is essentially a 20K posting of praise for the ST does NOT belong in
>comp.sys.amiga.

(The cross-posting of _this_ article is intentional, since it's
the amiga folks who deserve the apology).

I'm going to keep this response short, since I was recently made
aware of an unenforced policy here at the U of Waterloo which restricts
posting by undergrads to non-local groups. Please, folks, when I posted
the pseudo news from Antic, I obviously didn't notice the cross-posting in
the Newsgroups: line. No excuse, so please accept my apologies; however,
slinging insults around is uncalled for. And I know that _I_ appreciate
seeing articles like the one I posted, even as biased as they are.

I had no connection with the duplication of the article, a few
days later. Someone seems to have started to respond, and then accidentally
sent the article instead of aborting.
--
- Jonathan A. Fischer
jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!watdragon!watlily!jafischer

190. VSH manager info wanted (please?)

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 00:56:22 UTC
From: avp@garfield.UUCP
Message-ID: <4226@garfield.UUCP>
Source record: 256140

Can someone please tell me exactly what VSH manager (in combination with MT-C Shell, right?) will let me do? What I want to do is be able to run more than 1 GEM program at once, for example 1st Word and Publishing Partner and UniTerm. Can it do this? If not what does it do ? Please help me out on this one. The more info, the better. This product really sounds goos to me, I hope it's what I want.

thanks
-AVP-

avp@garfield.UUCP

191. Re: NeWS for the ST ??

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 01:48:03 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <34044@sun.uucp>
Source record: 256141

NeWS was ported to the ST, by a person here at Sun. It was based on some beta code (which is now mostly different), and it was a server only. Meaning that you could talk to a Sun via SLIP and have suntools run on the ST. This made the ST a nice terminal for the Sun. It is *NOT* a replacement for GEM and it is *NOT* being marketed or sold. If you are interested in porting NeWS you can buy a source license and do so. $25,000 commercial, much less for Universities, although if you want to redistribute the port you need to get the commercial license.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

192. Re: is DBMAN any good ???

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 02:09:07 UTC
From: fischer-michael@YALE.ARPA
Message-ID: <8711170209.AA27014@ATHENA.CS.YALE.EDU>
Source record: 256142

In reply to Keith Hedger's question about DBMAN:

I have used DBMAN to implement a couple of fairly sophisticated packages which I use all the time. It is really a programming language for writing database applications (similar I understand to dBASE III), so even fairly simple things take some programming to set up. But the primitives are there and they work well. Once you have figured out how to put the pieces together, you can do very sophisticated data entry, data validation, automatic computation of defaults, report generation, and so forth. You can also easily create, combine and manipulate multiple databases, allowing one to implement transaction logs, update files, and other standard data processing paradigms. On the whole I am very pleased with it and find it to be one of the best programs that I have used on the ST.

--Mike Fischer

----

193. Spectrum 512 allready outdone?

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 10:26:00 UTC
From: PRINS@HLERUL5.BITNET
Message-ID: <8711171046.AA09562@ucbvax.Berkeley.EDU>
Source record: 256143

I just saw an ad for a new drawing program, called Quantum Paintbox by Eidersoft. It makes it possible for the ST to display 4096 colours simultanously. The list price is #19.95 in the UK. Software houses can get a special licence to use the display technique in their own software.
How they do it? I do'nt have the slightest idea. But as I allready have bougt several product from this firm, I don't think it is an advertising trick or vapourware.
By te way, I am not in any way connected with etc. etc.

Greetings,
Ryko Prins

194. Re: Atari Bashing (was: lots of stuff)

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 16:11:30 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <3522@uwmcsd1.UUCP>
Source record: 256144
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <3369@xanth.UUCP> kent@xanth.UUCP (Kent Paul Dolan) writes:
>
> We've got this straight from the source, and we're going to look
> stupid as hell, if we keep saying "it'll never fly", and end up
> craning our necks to watch it go over.
>

One of the problems the new Atari has developed is, not the vaporware problem (that's old) but coming out with a product too late.

Ex. Atari announced their 1200 baud modem quite sometime ago.
But.... Avatex has already gobbled up the low priced 1200 baud market.

Ex #2. Atari announced the CD-ROM (If I'm right, Activenture invented the CD-ROM under contract from Atari) first.
Now, there are other companies making the CD-ROM and Atari still doesn't have their available.

I guess my point is, Will Atari come out with their transputer BEFORE Apple, Commodore, IBM, etc. make their own and STEAL the market from Atari?

Tom

195. 520stfm-->rf modulator-->TV

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 17:25:21 UTC
From: zennon@sask.UUCP
Message-ID: <944@sask.UUCP>
Source record: 256145

I connected my 520stfm to my colour TV, powered up, and found that only about
2/3 of the display was visible on my TV screen. I could view the rest of the
display by moving around with the mouse but why isn't the entire display v ay vi
visible at once? Is this a problem with my Rf modulator? ...or do I just
need to buy a large projection TV? ;-)

Please e-mail responses, thanks in advance,

~~~~~~
Zennon C. Slowski, Systems Operator, Department of Computing Services
University of Saskatchewan, Saskatoon, Saskatchewan, Canada, S7N 0W0
bitnet: zennon@sask /\ uucp: !ihnp4!sask!zennon /\ voice: 306-966-4815

~~~~~~

196. Re: Uudecoding on UN*X (was Re: GULAM PROBLEMS)

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 17:49:29 UTC
From: usenet@delrio.cc.umich.edu
Message-ID: <3888929e.c6e5@delrio.cc.umich.edu>
Source record: 256146

In article <463@cacilj.UUCP> paul@cacilj.UUCP (Paul Close) writes:
%In article <4433@well.UUCP> dhawk@well.UUCP (David Hawkins) writes:
%>Yup. I saved all three parts to one file. Edited it with vi
%>and removed the header of the first part. Searched for the
%>line that started with include
%>and deleted it down to the table line of the second part and
%>make it seamless, i.e. all lines starting with X
%>and did the same connecting the second part to the third part.
%>so when I finished the whole file looked the same (after the
%>first table header) with each line starting with the same character.
%>Ran uudecode on it.
%>--
%>David Hawkins {ptsfa,hplabs,ucbvax}!well!dhawk
%>It is a luxury to be understood. - Ralph Waldo Emerson -
%
%I like to uudecode the files on the host UN*X machine, and then transfer
%the arc files directly (takes less time...). Since each part is
%surrounded by News garbage, they have to be fitted together as described
%above. The editor method gets pretty tiring when you get 11 part archives!!
%Here's what I do: [omitted]

For postings such as the 11 part Larn sources there's a much easier way!
First, look at the 'index' that Turner provides with each posting - the
part with the uuencoded lengths and checksums. Notice also that he lists
the name the file was saved as, e.g. larn12s.uaa. These files are labelled
to work with Jean-Pierre Dumas' uudecoder. The sources for that have been
posted - just compile that on your Unix box and go! When the files are
saved with the correct name, the uudecoder will automatically concatenate
things properly. You don't have to edit out the news headers either. That's
what those little 'include <filename>' lines are for, after all... Once
you have Dumas's decoder on your Unix box, it's just a matter of a couple
well chosen 'save' commands in your news reader, and the command 'uudecode'
will do all the grungy work. (And hey, isn't that the way things *should*
be? }-) That's how I've been maintaining these archives... Now, if only
everyone would use Dumas' *en*coder all the time, then we'd be all set...
-- Howard Chu
University of Michigan Computing Center, Unix Project

197. need help - atari monitor adjustment

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 18:11:44 UTC
From: toml@xrxns.UUCP
Message-ID: <242@xrxns.UUCP>
Source record: 256147

i acquired a monochrome atari monitor for pretty cheap a few months back. the only problem is that the display quality isn't really great. though the focus is sharp, the display occupies only a small area of the screen itself, and the display image itself is slightly rotated (clockwise) so that everything runs slightly downhill from left to right.
eons ago i recall seeing some postings about do-it-yourself adjustments to the atari monitors. does anyone have these archived away? if so, i'd greatly appreciate receiving them, or just a quick note from someone who knows how to make these adjustments. i know there is a way of enlarging the image; can the image be rotated too? my setup looks pretty shabby with a couple of dead floppies stuck under one side of the monitor to level the image out!

thanks.

tom love
xerox edds
rochester!rocksanne!xrxns!toml

198. ST to pic/troff converter?

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 18:20:00 UTC
From: brads@hcx1.SSD.HARRIS.COM
Message-ID: <46700003@hcx1>
Source record: 256148

Recently I had the pleasure (:-)) of using UN*X pic/troff to make a moderately complex drawing. While the results were completely acceptable, the process of making it (edit, make hard copy, oops!, edit, ...) was not. I am looking for a way to ease the process of making pic drawings. Any good suggestions will be gratefully accepted. It seems that one could use a drawing program on the ST (like Degas) to make the drawing, and then convert the output of the drawing program into pic/troff commands. Has anyone done this kind of thing before? Is there a PD/shareware/commercial filter available to convert popular ST graphics files into pic/troff? Please respond via email, and I will summarize responses to the net.

Brad Staff
Usenet: codas!novavax!hcx1!brads

199. Atari ST or Amiga ? Help !

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 18:38:59 UTC
From: mfs@edison.GE.COM
Message-ID: <1226@edison.GE.COM>
Source record: 256149
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,rec.music.synth

Hello fellow computer persons!

I am C-64 owner looking to buy another computer. I have been looking at both the Atari ST and Amiga. For the life of me I cannot figure out which one to get. I will be using the computer for MIDI stuff; sequencing, patch editing and music software development. I know the ST has the MIDI port built in and has more support, but is it really a better machine? I am attracted to the Amiga because of it's multi-tasking operating system, but at the same time the ST is a lower cost machine (I think). Any suggestions for a MIDI nut ?
--
Mar Tan
GE Fanuc
Charlottesville, VA

200. Re: Source for a system() routine needed

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 18:42:45 UTC
From: dag@chinet.UUCP
Message-ID: <1845@chinet.UUCP>
Source record: 256150

In article <13021@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>
>Has anyone out there implemented a version of the system() library
>routine that uses the Mark Williams/Beckmeyer scheme for passing long
>argument lists?
>
>Unfortunately, the system() routine in the Mark Williams library does
>not. The argument list gets truncated after 127 characters.
>
Not true! The Mark Williams library DOES use the environment scheme
for system()... It calls up the shell, msh.prg, and msh calls up the
command. If you are getting truncated command lines, something is
screwing around with the "ARGV" or "IOVECT" environment string and
the runtime startup is not finding the parameters in the environment.

If you know were the file you wish to execute is, you can
use "execve", this leaves out the overhead of an extra copy of the shell.
This also assumes that you have expanded any wildcards yourself and
don't intend to use any built-in shell commands. The version of
"make" used in the MWC package uses the library "system" call, and
I have made libc.a from that make with one gigantic list of object modules
(well over 200 files).

>I am using the modified version of the 'make' program posted to this
>group some time ago. Some of my makefiles want to pass long argument
>lists (usually on the step linking together a program). The argument
>list gets chopped off at 127 characters, which is somewhat annoying.

If there is enough demand, I will post a "micro-msh" that I use on
520 STs from Make which does no wildcards or built-ins, and calls up
msh for anything it can't find (or if it detects a wild-card), but
it is really ugly (read "bad") code, and I'll want to fix it up.
This could be turned into a "system" subroutine that has some more
brains.

>--
>Preston L. Bannister
>USENET : ucbvax!trwrb!felix!preston
>BIX : plb
>CompuServe : 71350,3505
>GEnie : p.bannister

--
Daniel A. Glasser
--+----------------------------
Cheese is not a discipline! | ...!ihnp4!chinet!dag

| ...!ihnp4!mwc!gorgon!dag
| ...!ihnp4!chinet!gorgon!dag
Disclaimer: I assume full responsibility for my opinions.
If my employer knew of some of them, I'd be unemployed.

201. Re: SH204 and Mega's

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 19:17:45 UTC
From: apratt@atari.UUCP
Message-ID: <889@atari.UUCP>
Source record: 256001

in article <558@aucs.UUCP>, 870646c@aucs.UUCP (comer) says:
> [There's a rumor that SH204's don't work with Megas.]

All the Megas around here are using SH204's. It is possible that some of the very first SH204's in the world won't work, but I have never come across one. Even some of the prototypes left over from pre-production days work with Megas. If anybody can find an SH204 which doesn't work with a Mega (or any machine) please get its serial number and send me mail.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

202. MWC questions

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 20:28:45 UTC
From: dinolt@wdl1.UUCP
Message-ID: <4120002@wdl1.UUCP>
Source record: 256002

I recently, last weekend, broke down and bought a "real C compiler" for my 1040 ST. I purchased the Mark Williams compiler since it seemed to be getting the most use and best reviews on the net. The documentation organization takes a little getting used to but all and in I only have found two problems I haven't been able to deal with.

The first is very strange. I have a BMS hard disk which includes a battery backed clock. As part of my bootup process, I run a program called setclock (in the auto folder) which sets the system clock to the "correct" date and time. The GULAM shell, the file system dates and other programs all have a realistic notion of the time after boot. MSH (the shell supplied with MW Compiler) is completely confused about the time. (MSH thinks the date is in the 21st century on a consistent basis). I thought that maybe it was getting its idea of the current time from the keyboard clock since that survives resets, so I wrote a program to transfer the system time to the keyboard time. I ran this program before I used the MSH date function. That had no effect. I am very confused. Anyone have any other ideas?

The second problem involves the MAKE program supplied with the MWC compiler. If I run MAKE under MSH everthing works like a champ. If I run MAKE under the GULAM shell (lattest distribution from comp.binaries.atari.st, thanks Turner et al) I get the message

Shell not found

after make prints out the cc command line it is planning to execute. When I run the MAKE program with the -d option, all the all the environment variables seem to be set correctly, including SHELL=d:\bin\msh.prg

The CC command itself works fine under GULAM. A version of the public domain program MAKE which was on the net a few months ago also works fine under both SHELLs. The other bit of evidence I have is that when I run XPROLOG, posted in comp.binaries.atari.st I found exactly the same symptoms. XPROLOG could not find the SHELL when running under GULAM but could find the SHELL when running under MSH.

Obviously something is wrong with my environment, but I haven't been able to figure it out yet. Anybody have any ideas?

Please send responses to me and I will post if there is sufficient interest.

Regards,
George Dinolt (dinolt@ford-wdl1.arpa, ...!sun!ford-wdl1!dinolt)

203. Re: RF Modulator for the 1040?

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 21:52:44 UTC
From: fyl@ssc.UUCP
Message-ID: <796@ssc.UUCP>
Source record: 256003

In article <2925@batcomputer.tn.cornell.edu>, braner@batcomputer.tn.cornell.edu (braner) writes:
> []
> One way to go would be to buy the ST-->composite video cable that
> is sold by E. Arthur Brown Co. ($20) - that's all you need to plug
> into your VCR or monitor/tv.

The EAB cable is for the 520. They had a box in their catalog
designed to work in conjunction with the 1040 and this cable. I talked
to them and they still hope to have the box but the current version doesn't
work.
No date on when it will.

--
Phil Hughes, SSC, Inc. P.O. Box 55549,
Seattle, WA 98155 (206)FOR-UNIX or 527-3385
...!uw-beaver!tikal!ssc!fyl

204. Ground on DTACK?

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 22:46:27 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <361@usl-pc.UUCP>
Source record: 256004

I have heard that Dr. Dobbs Journal put out an article to the effect that
if one were to ground DTACK, it would greatly improve the performance of
the 68000, providing that memory was faster than the 68000.

Does anyone think that this will work on the ST?

Could it cause any damage?

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL | \|<>|>|> \|<>|>|><`|`|
or ... |-----/|-------/|-----------------------
ut-sally!usl-pc!jpdres13 | \/ \/
----

205. Re: Re: Binarys+source

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 23:21:14 UTC
From: aeusesma@csun.UUCP
Message-ID: <903@csun.UUCP>
Source record: 256005

Followup-To:

[What does a line eater look like? How do they reproduce? :-)]

In article <1496@tut.cis.ohio-state.edu> weaver@tut.cis.ohio-state.edu (Andrew Weaver) writes:
>Jim:
> Pluuuuuease do not discontinue the groups. I get your postings fine
>and I appreciate your testing of the software. You won't hear any complaints
>from this poor college student who appreciates the free software that floats
>along here!
>Andrew Weaver, The Ohio State University College of Business

Jim:
allow me to second this motion, I think you are doing a great job and
ask you to please continue. I appreciate getting the tested software
arced and encoded ready to use. Please keep up the good work.

Now for something completely different.
I am going on a far flung excursion to the land of wonder, the land
down under, with suntanned beauties lying... ?? oh excuse me, I just
slipped a little. To much late night TV, studying for finals, I guess.
I wanted to ask if anybody down that way would have a spare ST I could
get my hands on from time to time, to prevent withdrawal from taking
another helpless computer junkie.
(P.S. Any Uni's down there have space on their UNIX machines for
someont to keep in correspondance with the uni back here? :-)

This has been another example of what can happen
to your children, given vitamin C at an early age.
steve acheson

Steve Acheson, Cal State Univ, Northridge Computer Center
uucp: {sdcrdcf, ihnp4, hplabs, ttidca, psivax, csustan}!csun!aeusesma

206. Modification/Fix for tgetent.c in TERMCAP.ARC (posted earlier)

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 23:37:35 UTC
From: dag@chinet.UUCP
Message-ID: <1850@chinet.UUCP>
Source record: 256006

I have made a few minor modifications to the file "tgetent.c" from the recently posted termcap library for the ST. One of these changes permits the use of fully qualified paths in the environment variable "TERMCAP", thus "c:\etc\termcap" could be used, the old version required that the file name be prefixed by a "\" or "/", thus devices were not allowed. That change should work with any compiler, and is conditionalized under the symbol "GEMDOS". The other changes add a search along the library search path (LIBPATH) for the termcap file, and uses the function "path" from the Mark Williams C library (version 2.0 and later). These changes are conditionalized under the symbol "MWC", which must be defined on the compilation command line if you want the feature to be used.

Here is an edited "diff" of the files. No lines were deleted, just added. I hope you find these changes useful.

```
94 a 95,99
#ifdef MWC
#include <path.h> /* path search stuff */
#define DEFAULT_ROOT "termcap" /* name without path component */
#define DEFAULT_FILE "termcap"
#else
==============================
95 a 101
#endif
==============================
227 a 234,236
#ifdef MWC
char *pp; /* path pointer... */
#endif
==============================
230 a 240,242
#ifdef GEMDOS
if (*cp == '\\' || *(cp+2) == ':') { /* Improved recog. */
#else
==============================
231 a 244
#endif
==============================
254 a 268,274
#ifdef MWC
if ((pp = getenv("LIBPATH")) == NULL) /* Get the library path */
pp = DEFLIBPATH; /* if none, use default */
if ((pp = path(pp, DEFAULT_ROOT, 4)) == NULL)
pp = DEFAULT_FILE; /* Find the file */
return (fopen(pp, "r")); /* Open the file */
```

```
#else
============================
255 a 276
#endif
============================

Note: If you copy this posting into a file on your ST along with the source
for tgetent.c from the original posting, and you have the version of
micro emacs from the 2.* version of MWC, you can use the "error buffer"
feature of the editor to speed incorporating these changes.
At the shell prompt, type "me tgetent.c -e <file>" where <file> is the
name of the file containing this posting. This will bring the editor
up with tgetent.c in a large window and this posting in a small window,
and the cursor on the first line in tgetent.c where a change should be
added. Move the cursor down to the next line and insert the lines that
follow the line numbers up until the "============================",
then hit ^X followed by >, which should move you to the next diff.
You will probably want to shrink the tgetent.c window so you can see
all of each change without messing up the dot position in the error buffer.

You could also simply print this out and use the <esc>-G "goto-line"
command (don't use ^X-g, since this uses line-in-buffer rather than
line-from-file") to go to each line to append to.
(only in MWC derived versions of me).
--
Daniel A. Glasser
----------------------------------------+---------------------------
Cheese is not a discipline! | ...!ihnp4!chinet!dag
| ...!ihnp4!mwc!gorgon!dag
| ...!ihnp4!chinet!gorgon!dag
Disclaimer: I assume full responsibility for my opinions.
If my employer knew of some of them, I'd be unemployed.
```

207. ST Archives at umix

Newsgroup: comp.sys.atari.st
Date: 1987-11-17 23:53:00 UTC
From: dkb-amos@HAWAII-EMH.ARPA
Message-ID: <8711180011.AA24607@ucbvax.Berkeley.EDU>
Source record: 256007

I was unable to access the files refered to in the "Currently Indexed items on umix..." posting using ftp. Could someone tell me how this is done.

Thanks,
Dennis

208. Interest in a usenet supported graphics standard ?

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 01:00:11 UTC
From: mgardi@watdcsu.UUCP
Message-ID: <4130@watdcsu.waterloo.edu>
Source record: 256008

I have logged onto CompuServe a couple of times lately, and they are all excited about a bit-map graphics standard they have developed called 'GIF' (Pronounced 'Jif') The acronym stands for 'Graphics Interchange Format' (surprisingly enough). GIF allows for full-color bitmaps, up to 16,000 bits square. Color values are given in terms of standard RGB values.

Anyway, would the net as a whole be interested in adopting a standard such as GIF, which would allow a wide variety of graphics hardware access to a large supply of bitmap pictures, clip-art, etc. ?

CompuServe have GIF decoders/encoders for IBM (cga/ega/vga), Macintosh, Amiga, Atari ST, and possibly others.

One of the advantages of the GIF standard is that it uses a type of Lempel-Ziv compression, typical compression of a standard ST 32k picture results in a 10k file -- not too bad.

In an effort to establish GIF as a standard, CompuServe says that the format is public domain, and that they are providing assistance to some 50 third-party software developers to get the ball rolling. They also say that they will be providing stock performance charts, weather maps, NASA photos, etc by the end of the year.

If people are interested, I can post what I know about the format. Note that I am not necessarily proposing that the net adopts 'GIF' -- I'm sure that there are other formats that merit attention.

Just a thought,

David Rowley -- Mutual Life of Canada -- Waterloo, Ontario

UUCP: ...utzoo!watmath!watdcsu!mgardi

209. Re: Double-Click Software

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 03:40:29 UTC
From: jimomura@lsuc.UUCP
Message-ID: <2203@lsuc.UUCP>
Source record: 256009

I have a fairly recent version of the DC Formatter and overall it's a nice job. I *really appreciate* the ability to lay down an MS-DOS boot sector! It makes the ST much less irritating when I'm trying to move files around for various people.

The only thing that I find annoying about the program is that they still muck up the screen and leave their blue desktop on exit. If they could just retain my colors so that my colors are restored on exit I'd be much happier. No, I don't use the putrid Atari green desktop. I have my colors completely re-arranged (white letters on royal blue background with dark grey desktop).

Cheers! -- Jim O.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura

210. Fcreate() bug?

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 06:52:22 UTC
From: daemon@stag.UUCP
Message-ID: <260@stag.UUCP>
Source record: 256010

> I recently read on this net (by Dale Schumacher) that Gemdos Fcreate
> does not work properly. Can someone (maybe Dale) elaborate on that?
> I use this function in an editor program, which means quite often for
> existing files, and I never ran into problems: Existing files are
> properly deleted before a new file with the same name is created.
> How can this bug be observed? If I can reproduce it, I have to do the
> trick with Fdelete first. But at present I see no need for that.
>
> Roland Waldi

The Fcreate() problem is a difficult one to pin down. I'm still not sure what the exact cause is. In the version of MicroEMACS that I modified, the Fcreate() function was used to create the output file (presumably overwriting any existing file). Occasionally it would create two files with the same name in a single directory. Several other ST owners that I know have reported similar problems, by not frequently. The problem seems to occur more with smaller files (< 1K), like shell scripts. To avoid this problem, I implemented a creat() call in dLibs which always deletes the file before creating it, as shown by the source code I posted. Since Fdelete() is relatively quick and Fcreat() is quite slow, the extra time spent deleting the file is hardly noticed. If anyone knows anything more about this problem, I'd like to hear about it.

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

211. 8 bit PCM Sound Files

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 08:45:00 UTC
From: WMIPO@HEITHE5.BITNET
Message-ID: <8711180909.AA04531@ucbvax.Berkeley.EDU>
Source record: 256011

Does somebody out there know how to play 8-bit PCM sound files through
the ST sound-chip ? As far as I know programs like STARGLIDER do it.
Who offers help ?

Henk van der Griendt (use my name in SUBJECT:, we share one username)

212. uudecode mess.

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 12:26:38 UTC
From: NETWORK@FRSAC11.BITNET
Message-ID: <8711181132.AA07093@ucbvax.Berkeley.EDU>
Source record: 256012

About all this unnecessary complex thing:

>Date: 16 Nov 87 03:53:15 GMT
>From: ucsdhub!jack!man!crash!cacilj!paul@sdcsvax.ucsd.edu (Paul Close)
>Subject: Uudecoding on UN*X (was Re: GULAM PROBLEMS)
>To: info-atari16@score.stanford.edu
>
>In article <4433@well.UUCP> dhawk@well.UUCP (David Hawkins) writes:
>>Yup. I saved all three parts to one file. Edited it with vi
>>and removed the header of the first part. Searched for the
>>line that started with include
>>and deleted it down to the table line of the second part and

All slow, useless and harmful practice, prone to editing error.

>>make it seamless, i.e. all lines starting with X
>>and did the same connecting the second part to the third part.
>>so when I finished the whole file looked the same (after the
>>first table header) with each line starting with the same character.
>>Ran uudecode on it.
>>--
>>David Hawkins {ptsfa,hplabs,ucbvax}!well!dhawk
>>It is a luxury to be understood. - Ralph Waldo Emerson -
>
>I like to uudecode the files on the host UN*X machine, and then transfer
>the arc files directly (takes less time...). Since each part is

May be true only iff: your link is 8bit from your ST to UN*X.
And you lose all checking upon what you transfert.
(I have experimented here a case where Kermit is transfering garbage
and not telling it!!!. On Un*x the latest CKermit 4E(067) on the ST the
Uniterm 1.8a, in at least one case of 'set terminal parity' the transfert
is wrong, and Kermit does not know about it!!!)

>surrounded by News garbage, they have to be fitted together as described

All true uudecode just dont care about mail/news garbage, it is therefor
useless to remove it. (This is in uuencode/uudecode specifications!)

>above. The editor method gets pretty tiring when you get 11 part archivs!!
>Here's what I do: First save each part in it's own file such that * will
>reference the files in correct order (I use the part number 01, 02,...).
>Then run this shell script with the files as arguments:
>csh:
> #!/bin/csh
.....

>now run uudecode on ``x.uue''. This works like a charm, and saves much
>editing!!
>-
>Paul Close paul@cacilj.CTS.COM ...!{uunet, crash}!cacilj!paul

What if you do not have a Un*x ?

The 'table' 'begin' 'include' ... lines are precisely lines to allows
you to avoid all unecessary editing, with the correct uudecode you
will just double click / invoke uudecode on the first file, and
all chaining and checking will be automatically done. No sweat.
(If it was uuencoded with uue.ttp, not some archeological item)

BTW the character translation is not done on BITNET, it is some kind
of brain-damaged gateways that are the problem, and uud.ttp is
taking care of most of it anyway. (I said uud.ttp, not uudecode.* ...)

uud.ttp and uue.ttp are available at all good places.
(arced/uuencoded or .hex if you are still naked)

Jean-Pierre H. Dumas

network@frsac11 (bitnet)
network%frsac11.bitnet@mitvma.mit.edu (arpanet)
dumas@sumex-aim.stanford.edu (arpanet)

213. San Leandro Forth

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 13:10:59 UTC
From: HAHN_K@DMRHRZ11.BITNET
Message-ID: <8711181310.AA08420@ucbvax.Berkeley.EDU>
Source record: 256013

I was looking for news about the PD-Forth that's stored at Houston some time ago and here's what I heard (thanks, Michal!): IFF you don't care spending some bucks you might contact Mitch Bradley (...ihnp4!sun!pi!wmb or wmb@sun) who obviously created this fine piece of software.

May the FORTH be with you.
Klaus

Klaus Hahn
Marburg, West-Germany

Bitnet: HAHN_K@DMRHRZ11
Bix: K_HAHN

214. Re: Spectrum 512 allready outdone?

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 14:23:25 UTC
From: wheels@mks.UUCP
Message-ID: <317@mks.UUCP>
Source record: 256014

In article <8711171046.AA09562@ucbvax.Berkeley.EDU>,
> PRINS@HLERUL5.BITNET (R. Prins - Network Mgr. [DEC Sites] RU Leiden) writes:
> I just saw an ad for a new drawing program, called Quantum Paintbox by
> Eidersoft. It makes it possible for the ST to display 4096 colours
> simultanously.
> How they do it? I do'nt have the slightest idea.
>
> Ryko Prins

Yes, how do they do that? I'm quite sure the ST can really only display
512 colours, maximum, as that is directly related to the number of
bits from the shifter feeding the D/A converters which feed the RGB
outputs. (3 bits for each colour = 8 levels of each colour. 8 x 8 x 8
gives 512 colours. Period.) I wonder if this program, and another I saw
with similar claims, are trying to claim that a region of the screen
with mixed pixel colours is really a new colour. If so, Spectrum 512
could make similar claims. Any program that can use all 512 colours
in a single picture could claim that, right? But, I'd rather they
didn't. Let's just talk about the number of colours any one pixel
can be, and keep these claims reasonable.
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
43 Bridgeport Rd. E. BIX: mks
Waterloo, Ontario N2J 2J4 CompuServe: 73260,1043

215. Spice for the ST?????

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 14:41:10 UTC
From: 870646c@aucs.UUCP
Message-ID: <565@aucs.UUCP>
Source record: 256015

Keywords:Spice

A little while ago I posted a msg. asking for information concerning the so called "SPICE" program for the ST. There was alot of talk awhile back about it being ported to the ST. If it has in fact been ported could it be posted to the BINARIES newsgroup, and if not is there a planned date for it's release?
Later
Barry
P.S. I still have the 1040ST and monochrome monitor for sale.

216. Re: Atari/Perihelion Transputer Machine Spec

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 15:54:34 UTC
From: <>
Message-ID: <477@.UUCP>
Source record: 256016
Cross-posted to: comp.sys.transputer,comp.sys.amiga,comp.sys.atari.st

In article <4059@watdragon.waterloo.edu>, jafischer@tiger.UUCP writes:
>
> Many thanks to Chuck McManis for his informative posting about the
> show. I thought I'd post Antic's online repors from Compuserve as well.
>

Did absolutely EVERY product announced for the ST have to mentioned?

--
Alex Laney alex@xicom.UUCP ...utzoo!dciem!nrcaer!xios!xicom!alex
Xicom Technologies, 205-1545 Carling Av., Ottawa, Ontario, Canada
We may have written the SNA software you use.
The opinions are my own.

217. Fred Fish's dbug package on STs

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 16:15:02 UTC
From: exodus@uop.EDU
Message-ID: <763@uop.EDU>
Source record: 256017

Following are my changes to Fred Fish'd now-public-domain debugging macro package. It fixes a few problems and adds support for the profiling timing stuff. Also, to compile dbug, have a getopts library ready. I used the getopt code from mkprog, posted to comp.sources a while ago (last year?). [Use Mark William's C Compiler, know what you are doing. Make the getopt library first with 'ar rs libopts.a getopt.o ...' then compile dbug.o with that library included on the command line ('-lopts'). Be sure to define ATARI when compiling '-DATARI'.

Make the dbug library with 'ar rs libdbug.a dbug.o'. Then compile analyze.c with the '-f' floating pt option, the dbug library '-ldbug' and '-lopts'. Yes, a lot of work, eh? I should've just written a new makefile.]

Diffs: (produced by MWC diff: diff dbug.c newdbug.c)

```
====------------==========-----------==========-----------=======-------
68 a 69,71
> #ifdef ATARI
> #define HZ (200)
> #endif
240 c 243
< #if unix || AMIGA
---
> #if unix || AMIGA || ATARI
1766 c 1769
< #endif
---
> # endif
1804 a 1808,1833
>
> #if ATARI
>
> #include <time.h>
> static int first_clock = TRUE;
> static clock_t begin;
> static clock_t elapsed;
>
> LOCAL unsigned long Clock ()
> {
> register clock_t now;
> register unsigned long millisec = 0;
>
> if (first_clock == TRUE) {
> first_clock = FALSE;
```

```
> now = clock();
> begin = now;
> }
> now = clock();
> millisec = (now - begin) * (1000 / HZ );
>
> return (millisec);
>
> }
> #endif
>
```

```
=====---------==========----------==========----------=======-------
```

Greg Onufer
University of the Pacific
Postmaster and Root

218. Megas and the blitter

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 17:42:05 UTC
From: 870646c@aucs.UUCP
Message-ID: <568@aucs.UUCP>
Source record: 256018

Keywords:Mega blitter

I am wondering if the Megas in the US are being shipped with the blitter chips in them, up here in Canada the Megas are being shipped without the blitters and four of the new ROM chips. We did have a Mega4 at the shop with the blitter installed, but when we Questioned Atari Canada, they said that the only reason we had one was because it was to be our demo unit?????
I do have a Mega 2 on order, but I was told that I will be waiting until Jan. 88 before I get my blitter(what a piss off, go Atari go). We have also found 6 programs that will not work on the Megas(mostly games, I will get a list and post them), they are all using copy protection??????
If I get anymore news, I will post it to the Net.
later
Barry

219. Re: Fcreate() bug?

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 17:50:24 UTC
From: bds@lzaz.ATT.COM
Message-ID: <29@lzaz.ATT.COM>
Source record: 256019

In article <260@stag.UUCP>, syntel!dal@stag.UUCP (Dale Schumacher) writes:
> Occasionally it would create two files
> with the same name in a single directory.

Some time ago I wrote a shell with a built in cat command. Whenver a
cat was interrupted by a ^C (caught by the shell which would close
the file being cat'ed) I would notice that duplicate entries in the
directory for the cat'ed file would be generated later when that
file was re-created.

220. Any good drawing programs for the ST?

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 19:02:57 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <2205@brspyr1.BRS.Com>
Source record: 256020

Does anyone out there know if there is an ST program comparable to MacDraw or preferably SuperPaint? Degas is okay, but seems to be limited to output for a screen, and not the printed page.

I'm looking for something suitable for flow charts, data diagrams, organizational charts, and the like.

Thanks in advance.
-- Tim
--
tim@brspyr1.BRS.Com
uunet!steinmetz!brspyr1!tim
== Tim "The Enchanter" Northrup

221. Umix Access???

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 19:20:54 UTC
From: bill@IPSA.ARPA
Message-ID: <8711181920.AA04724@ipsa.arpa>
Source record: 256021

```
Could someone tell me how to access the files in the archives at Umix.
I've managed to 'ftp' there and even do the anonymous login, but I've
been unable to get any kind of directory listing. My ftp always claims
there were 0 bytes transfered. Have I logged on incorrectly or something?
Thanks in advance ... /bill
```

222. Re: Uudecoding on UN*X (was Re: GULAM PROBLEMS)

Newsgroup: comp.sys.atari.st
Date: 1987-11-18 23:00:48 UTC
From: dsmith@ihlpa.ATT.COM
Message-ID: <6278@ihlpa.ATT.COM>
Source record: 256022

Paul Close recently posted a shell script to allow combining
a set of uuencoded files into a single file, eliminating the
News garbage, which can then be uudecoded. There were a couple
of typos in the posting. Here is a corrected version which
works under sh.

```
# ksh/sh:
#!/bin/sh
file=$1
sed -e '1,/^@ABCDEFG/d' -e '/^include/,$d' $file > x.uue
shift
for file in $*
do sed -e '1,/^begin/d' -e '/^include/,$d' $file >> x.uue
done
exit
```

> Now run uudecode on ``x.uue''. This works like a charm, and saves much
> editing!!

Den Smith
..ihnp4!ihlpa!dsmith

223. Daisy chaining SH204's

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 03:05:25 UTC
From: 870646c@aucs.UUCP
Message-ID: <570@aucs.UUCP>
Source record: 256023

Keywords:SH204

I have a general question for all of the hackers out there, "Can you chain together the SH204 drives by installing an extra DMA socket on the back of the case, providing that you wire it pin to pin with the present socket?". I know that you can select which DMA device the drive is by setting the dip switches inside. It just seems like common sense to be able to this, but since when do common sense and computers mix?
later
Barry

224. Re: Atari ST or Amiga ? Help !

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 05:08:40 UTC
From: 870646c@aucs.UUCP
Message-ID: <571@aucs.UUCP>
Source record: 256024
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,rec.music.synth

I am not a MIDI expert by any means, but I do know the ST pretty good. All
I can do is pass on what I and alot of other ST owners have learned. The ST
is a very good computer, the support for the MIDI port is very good, I know
that there is several very good software packages out for it, and most of
them do not but "copy protection" in your way if you decide to use a hard disk
like myself. You must remember that if you do get the "Amiba" you will have
to dish out the extra bucks for the MIDI interface(if they have one??).
Give the ST a look over, as ol'Jack says "Power without the Price".
Also it is a known fact that the ST is by far more supported than the Amiga.
Give the Amiga a look over as well, it is a nice machine.
later
Barry

P.S. Good luck with whatever machine you by!!

225. New ROMs

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 13:24:18 UTC
From: SOFPJF@UOGUELPH.BITNET
Message-ID: <8711191403.AA20847@ucbvax.Berkeley.EDU>
Source record: 256025

I went to the Canadian Computer Show earlier this week (a sort of mini-COMDEX), and asked about the availability (to the general public!) of the BLIT and the new ROMs as a retrofit to the 1040/520. No one at the Atari booth knew anything at all. All I could get was "Only the boys in California know for sure". Some version of the BLIT was out at least a year ago (I saw one at the same show LAST year).

So how about it, Mr.s Harris, Pratt, et. al? Are the BLIT and the new ROMs going to be available for us non-developers, and if so, when?

Also (speaking of upgrades), why do the non-solder memory upgrade boards come from everyone else BUT Atari? I know, they want us to buy Megas, but gee, even IBM sells you extra memory for their mainframes, if that's what you want to do (instead up upgrading the CPU).
/PJ

226. Re: Binarys+source

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 14:30:28 UTC
From: greg@xios.XIOS.UUCP
Message-ID: <427@xios.XIOS.UUCP>
Source record: 256026

Please - lets not have anarchy on the source and binary groups. The
headers that D'arc Angel puts in make automatic archiving simple and
painless. Plucking stuff out of archive directories is much simpler
than plucking stuff out of news: "cp * dst" versus repeat{s file<CR><space>}.

That's my CDN$0.02 worth anyway (worth US$0.01 :-)).
--
Greg Franks XIOS Systems Corporation, 1600 Carling Avenue,
(613) 725-5411 Ottawa, Ontario, Canada, K1Z 8R8
utzoo!dciem!nrcaer!xios!greg "There's so much to sea in Nova Scotia"

227. Re: Ground on DTACK?

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 16:25:39 UTC
From: landon@apple.UUCP
Message-ID: <6774@apple.UUCP>
Source record: 256027

In article <361@usl-pc.UUCP>, jpdres13@usl-pc.UUCP (John Joubert) writes:
> I have heard that Dr. Dobbs Journal put out an article to the effect that
> if one were to ground DTACK, it would greatly improve the performance of
> the 68000, providing that memory was faster than the 68000.
>
> Does anyone think that this will work on the ST?
>
> Could it cause any damage?

Grounding DTACK would cause your ST to stop working. I don't think it
would generate any smoke, but the 68000 would no longer be able to get to
memory or some I/O locations reliably.

--

I speak for me.

228. Absoft Fortran

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 16:39:23 UTC
From: fortney@dukehep.hep
Message-ID: <8711191639.AA02191@dukempd.UUCP>
Source record: 256028

My apologies if this is a repeat. I believe you can find this fortran marketed as AC/Fortran by dealers who can get Microsoft products. The root address is: Absoft Corporation, 2781 Bond Street, Auburn Hills, Michigan 48057 USA. The price is about US$150.
Lloyd R. Fortney, Physics Dept, Duke Univ DLLOYD@TUCC.bitnet

229. Re: Atari ST or Amiga ? Help !

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 17:11:49 UTC
From: page@ulowell.cs.ulowell.edu
Message-ID: <2019@ulowell.cs.ulowell.edu>
Source record: 256029
Cross-posted to: rec.music.synth,comp.sys.amiga,comp.sys.atari.st

mfs@edison.GE.COM (Martin Sant) wrote:
>I have been looking at both the Atari ST and Amiga. ...
>I will be using the computer for MIDI stuff ...

I'd say it doesn't matter; you'll be happy with either. I use my machine for MIDI applications; after having it for two years a very good friend of mine went out and bought the other system you mentioned, and he's happy with his purchase.

Computers owners can get pretty huffy when they try to defend their purchases (as I suppose synth owners can too); so ignore any specific machine bashing; pick up a few magazines on each machine, see what kind of support each one seems to be getting (musically), look at the music software packages out for the machines, look at the prices you can get (visit some dealers, but don't let them tell you the BAD things about the other machine, just the GOOD things about theirs ... they often don't know the facts about the other machines).

Then make a purchase, or don't. But I personally don't think you'll lose no matter which machine you buy. They are both very capable machines for synthesis and MIDI control.

..Bob
--
Bob Page, U of Lowell CS Dept. page@ulowell.{uucp,edu,csnet}

230. Need register values for sound chip

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 17:58:19 UTC
From: wilhite@usceast.UUCP
Message-ID: <2461@usceast.UUCP>
Source record: 256030

[]
Does anyone out there in netland have a table of values to feed
the sound chip to produce properly pitched notes? What I need is
the set of values for registers 0-1,2-3 and 4-5 as accessed thru
the Giaccess or Dosound functions.
I have a set of values I'm using now, but the pitches produced
are sometimes perceivably out of tune.

TNX 1E6
--

David Wilhite
UUCP: {ncrcae,akgua}!usceast!wilhite
CSNET: wilhite@cs.scarolina.edu

231. Need ordering info for PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 18:03:13 UTC
From: wilhite@usceast.UUCP
Message-ID: <2462@usceast.UUCP>
Source record: 256031

[]
Can someone puleez e-mail me the address and/or telephone number
for Avante Garde (sp?)? I've been reading all sorts of interesting
reports on PC-Ditto, but have yet to see any ordering info.

aTdHvAaNnKcSe
--

David Wilhite
UUCP: {ncrcae,akgua}!usceast!wilhite
CSNET: wilhite@cs.scarolina.edu

232. Re: VSH manager info wanted (please?)

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 18:38:30 UTC
From: bob@wiley.UUCP
Message-ID: <1581@wiley.UUCP>
Source record: 256032

VSH gives you multiple windows running csh. If you are familiar with suntools or X, then each window is analogous to a shelltool or an xterm. Note that my analogy is not strictly correct because the VSH windows do not have some of the features of shelltool or xterm.

If you want to run multiple GEM applications simultaneously, this utility will not do it for you. If you do discover a utility to run multiple GEM applications, I'd like to here about it.
--

---Bob Amstadt
bob@wiley.uucp
{csvax.caltech.edu,uunet.uu.net,trwrb.uucp}!wiley!bob

233. Atari ST vt100 emulator

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 18:42:57 UTC
From: dbs@cbrma.att.com
Message-ID: <6018@cbrma.att.com>
Source record: 256033

Does anyone have information about or access to a PD vt100 emulator for use with an Atari ST computer? I would like to use my home PC as a terminal via a 1200 baud modem for accessing unix systems at work. Reply to cbrma!dbs or post news to this newsgroup. Thanks, Don Schobert

234. Re: Hard drive mechanism for ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 18:47:19 UTC
From: robertl@bucsb.UUCP
Message-ID: <1273@bucsb.UUCP>
Source record: 256034

In article <854@tut.cis.ohio-state.edu> weaver@tut.cis.ohio-state.edu (Andrew Weaver) writes:
>

THIS POSTING IS TOTALLY UNRELATED TO THE SUBJECT!

Sorry about this, but I'm new to Usenet and I'm not sure how to post without doing a followup. Well, anyways I'd like to know the name of the moderator of this group. My friend has an Atari ST and would like to be on the mailing list (he doesn't have access to Usenet but I've heard he can have postings sent to his account. His account is:

mkentley@wpi (Worcester Polytechnical Institute) in Massachusetts.

He'd like to be added to: comp.sys.atari.st comp.sources.atari.st and comp.binaries.atari.st

Thanks.

235. Re: Atari ST or Amiga ? Help !

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 18:52:35 UTC
From: rsilvers@hawk.ulowell.edu.UUCP
Message-ID: <2020@ulowell.cs.ulowell.edu>
Source record: 256035
Cross-posted to: rec.music.synth,comp.sys.amiga,comp.sys.atari.st

mfs@edison.GE.COM (Martin Sant) wrote:
> I have been looking at both the Atari ST and the Amiga. ...
> I will be using the computer for MIDI stuff ...

I have my Amiga hooked up to a MIDI keyboard and it works very well.
I would assume that it would work even better if I had better software.
I am using Deluxe Music Construction Set, but I heard the Pro-MIDI-Studio
is much better. I bought an Amiga, so I believe that it is a better computer
and preferable if you will be doing things other than MIDI, but for MIDI only
applications, the ST is better. It is also less expensive, a lot less if you
get the monochrome monitor, and has a MIDI-port built in. MIDI ports for the
Amiga are around $50.00 (Although we built ours for $20.00).
One other thing. Just yesterday I was flipping through Keyboard magazine
and noticed several adds for ST MIDI software. There was only one for the
Amiga: Music X. I can't say this for sure, but there is probably more MIDI
software for the ST.

Final word: Buy the ST if you really only want it for MIDI. Buy the Amiga
if you want to use it for other purposes and/or if you want
good sound to come from the computer also. (Pretty useful)

--Rob.

|---|
|Robert Silvers. |
University of Lowell. ______

236. Modifyin disk drives to work on Atari Mega's

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 21:17:59 UTC
From: canada@crash.cts.com
Message-ID: <2020@crash.cts.com>
Source record: 256046

This might be a dumb question, but I plead ignorance about what is involved in modifying computer equipment so here goes:

I have an apple IIc (yes, I know, you pity me) with an extra disk drive. This drive is probably THE most quiet drive in the world. It's a Super 5 drive, model C-40. I'm planning on buying an Atari Mega ST (good move) and I was hoping to modify the extra drive to work on my Mega--any suggestions (or bets about whether it will work)?

--

_____
Diane Barlow Close | | __/__ | | O Canada,
{akgua, hplabs!hp-sdd, sdcsvax, | | ____\ /____ | | My former home
nosc}!crash!canada | | > ` ' < | | And Native
crash!canada@nosc.mil | | >___ ___< | | Land.
| | /____\ | |
|_____|________||________|_____|

237. DCLOCK?

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 21:56:00 UTC
From: JEMCCABE@MTUS5.BITNET.UUCP
Message-ID: <8711210004.AA07411@ucbvax.Berkeley.EDU>
Source record: 256036

Date: 19 November 1987, 16:52:05 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: DCLOCK?

A few days ago, I asked for help on setting and reading the keyboard's internal clock. Someone was very nice and responded by telling me that a program is out there in netland that is written in Personal Pascal (the language I am also using) called DCLOCK. Apparently, I can get the sources for this program.

After a little search, I have found a program called DCCLOCK but I don't know if it comes with source code.

Unfortunately, I have lost the address of the person who responded to my original request.

Can that person please send me the source code directly? I would really appreciate it! (Or at least send me a note telling me where I might be able to find the sources.)

Thanks!

Jim McCabe
jemccabe @ mtus5.bitnet

238. Re: ST Minix status?

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 22:48:40 UTC
From: billw@killer.UUCP
Message-ID: <2150@killer.UUCP>
Source record: 256037

When I asked about ST Minix in the early part of the year, Andrew Tanenbaum
told me something like January, 1988.
--
Bill Wisner, HASA "A" Division ..{codas,ihnp4}!killer!billw
"I don't mind at all.." -- Bourgeois Tagg

239. Re: Gulam notes (alpha test v0.01.00) -old

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 22:59:37 UTC
From: billw@killer.UUCP
Message-ID: <2151@killer.UUCP>
Source record: 256038

csrobe@nh.UUCP (Chip Roberson) writes:

>1) There is a command called 'sx' [..] Can someone tell me what these
>commands [rx and sx] do?

They allow you to upload or download files via xmodem. The 'rx_remote_cmd' and
'sz_remote_cmd' options can be set; the GULAM.G file as distributed sets
these parameters to work with Chuck Forsberg's rz/sz package.

>2) From ue (emacs) when you type a ^K is 'temporarily' pops you into Gulam
>and your editing buffers are not FREED. [..] Is there a more direct way to
>return to your editing after doing a ^z

Type 'fg' from the gulam prompt.

>3) Finally, in ue, if you do several delete-backward-words (M-BS) then do
>a yank (^Y) your deletes will be restored in reverse order. [..]

So, delete it in the right direction.

>How does one get to atari-sources to find out what is there and to ultimately
>upload or download (correct terminology?) something to/from them or is it
>only a part of netnews.

It's a part of netnews, although certain people (like myself) keep archives.
Mine are available via anonymous UUCP; there MIGHT be one that's ftp'able out
there.
--
Bill Wisner, HASA "A" Division ..{codas,ihnp4}!killer!billw
"I don't mind at all.." -- Bourgeois Tagg

240. Re: uw & different fonts for microemacs

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 23:04:09 UTC
From: billw@killer.UUCP
Message-ID: <2152@killer.UUCP>
Source record: 256039

moe@athena.mit.edu (Moezeddin K. Karimeddiny) writes:

>1. What exactly is uw ? [..]

It is a program that allows you to have four different shells active at once.
One end runs on the UNIX host, one end runs on your ST. You can, of course,
switch between your different shells at will. I've never used it myself, since
I can't get a System V version of uw.
--
Bill Wisner, HASA "A" Division ..{codas,ihnp4}!killer!billw
"I don't mind at all.." -- Bourgeois Tagg

241. Re: Daisy chaining SH204's

Newsgroup: comp.sys.atari.st
Date: 1987-11-19 23:46:23 UTC
From: leo@sunybcs.uucp
Message-ID: <6654@sunybcs.UUCP>
Source record: 256040

In article <570@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
>I have a general question for all of the hackers out there, "Can you
>chain together the SH204 drives by installing an extra DMA socket on
>the back of the case, providing that you wire it pin to pin with the
>present socket?". I know that you can select which DMA device the drive
>is by setting the dip switches inside. It just seems like common sense

I believe it's the last section of the manual Atari distributes with the
SH204 that tells how to do this. The answer is 'Yes, it can be done!', but
I don't know the specifics. There are some pretty decent docs on how to
do this with the Supra drives, are the specifics the same?

Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213
(716)883-7573(leo@gort.cs.Buffalo.EDU)...!sunybcs![leow!]leo

242. Re: Uudecoding on UN*X (was Re: GULAM PROBLEMS)

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 00:12:54 UTC
From: uace0@uhnix2.UUCP
Message-ID: <474@uhnix2.UUCP>
Source record: 256041

I for one never saw the sources to uux posted for the unix, or the ST. If someone would send me a copy of the source so I could compile it on our unix, I for one would be very happy.

- Mike Vederman
--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

243. Re: Fcreate() bug?

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 00:28:27 UTC
From: apratt@atari.UUCP
Message-ID: <890@atari.UUCP>
Source record: 256042

> The Fcreate() problem is a difficult one to pin down.

Yes.

> Occasionally it would create two files
> with the same name in a single directory.

I found out why: in GEMDOS, Fcreate calls Fdelete, but doesn't check to see if the delete actually worked. If the delete fails for some reason, Fcreate doesn't notice, and creates another file by the same name.

> I implemented a creat() call in dLibs which always
> deletes the file before creating it[.]

This won't help, because if Fcreate's call to Fdelete fails, yours will too.

> Since Fdelete() is relatively quick and Fcreat() is quite slow [...]

Fcreate is not slow. The first write to the file after Fcreate is slow. This is because the code which looks for the first free cluster on the device is slow. This is especially noticable for large, nearly-full devices. We are addressing this problem.

Now here's the tricky part: Fdelete (as called from outside GEMDOS or within it, like from Fcreate) checks to see if anybody has the file open. If the current process has the file open, Fdelete closes it before deleting it. If some OTHER process has the file open, Fdelete returns EACCDN ("access denied"). This seems to be what is happening, but I can't figure out why, because nobody else has the file open!

I can always reproduce this problem. Here's how:

```
Proc1:
------
Fcreate ("file1",0);
Fcreate ("file2",0);
Pexec(4,"Proc2",0L,0L);

Proc2:
------
Fdelete("file1",0);
/* returns EACCDN: Proc1 has file open */

Fcreate("file2",0);
/* works, even though it should fail */

Pterm0();
Pterm0();
```

Now there are two copies of "file2" in the current directory, even though the failed Fdelete of "file1" in Proc2 shows that GEMDOS is checking for file ownership.

I can't figure out why this happens in Emacs so much, but it happens. If you fix Fcreate so it does check the return code from Fdelete and returns EACCDN, Emacs will tell you it can't open the file for writing. This is more correct behavior than creating two files, but still doesn't explain why Fdelete thinks somebody else has the file open when nobody else does.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

244. Re: Spectrum 512 allready outdone?

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 00:49:41 UTC
From: c60a-2ae@web4e.berkeley.edu.UUCP
Message-ID: <5989@jade.BERKELEY.EDU>
Source record: 256043

In article <317@mks.UUCP> wheels@mks.UUCP (Gerry Wheeler) writes:
>In article <8711171046.AA09562@ucbvax.Berkeley.EDU>,
>> PRINS@HLERUL5.BITNET (R. Prins - Network Mgr. [DEC Sites] RU Leiden) writes:
>> I just saw an ad for a new drawing program, called Quantum Paintbox by
>> Eidersoft. It makes it possible for the ST to display 4096 colours
>> simultanously.
>> How they do it? I do'nt have the slightest idea.
>>
>> Ryko Prins
>
>Yes, how do they do that? I'm quite sure the ST can really only display
>512 colours, maximum, as that is directly related to the number of

I think that if if can be done, It would be tough on the processor.
One possibility is that it was a typo and they were referring to the
Amiga version. Or it can actually display more than the maximum number
of possible colors.
How? I read of a demo in an old Antic of how two pages of graphics were
switched between screen refreshes so that one location on the screen
would be forced to display two pixels with different colors, producing
a third color (albeit with flicker ala Amiga interlace mode). So showing
a red and blue pixel in one spot would produce purple. I know of two games
which do this. On the Atari XE/Ls, a game called _Tail_of_the_Beta_Lyrae_
by Datamost had a title screen that had the top 1/5 of the screen done this
way. The title, which appeared translucent, scrolled over the background;
and get this, It loaded the game as it did this! On a 1.79MHZ machine
that has slooowwww drives. Wow! (price, $7 at kaybee)
Some arcade games also do this. I know that on "Bermuda Triangle",
"Gondomania" and others like it from Taito, this is done to produce
shadows of flying objects. (because you can "see through" them.)

I suspect that Eidersoft is using this, or a similar method, in combination
with the method used for spectrum 512. Alone the screen switching
method can get you 256 colors (16x16). With some spectrum like method
in combination, more should be possible.

The screen switching method is not nice to look at after a while because
of the flicker. It should look nicer on a high persistence monitor, and
even better on a photo. So see the product "live" before you buy it
to see how it looks.

Me, I have a mono monitor and I'm waiting for an rf converter box.
Still waiting for color prices to drop a little.
+-+
| JoHn KaWaKaMi alias spectacle -O^O- alias c60a-2ae@widow.berkley.edu |

+-+-+-

245. Re: mem upgrades (was Re: New ROMs)

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 01:14:28 UTC
From: c60a-2ae@web4e.berkeley.edu.UUCP
Message-ID: <5991@jade.BERKELEY.EDU>
Source record: 256044

In article <8711191403.AA20847@ucbvax.Berkeley.EDU> SOFPJF@UOGUELPH.BITNET (Peter Jaspers-Fayer) writes:
>
> Also (speaking of upgrades), why do the non-solder memory upgrade
>boards come from everyone else BUT Atari? I know, they want us to buy
>Megas, but gee, even IBM sells you extra memory for their mainframes,
>if that's what you want to do (instead up upgrading the CPU).
> /PJ

I think they'll start selling RAM when they start selling machines that they _MUST_ support properly, namely business machines (and I don't mean PC clones, I mean ones you and I can't afford). Face it, atari is giving shitty after sales support because they know most of the people who bought an ST can't afford to get another system. Besides, there is a larger profit margin in sales. How many imes have you had your machine die.

Besides, would you, as a computer company, sell RAM if you knew others would be selling possibly better products for less.

And on the subject of RAM, what's the best 4meg upgrade for a 1040st? And does someone know how to modify the ST so it has an exposed bus like the Megas?

John "I'm at school, the ST's at home, I got my 800" Kawakami
+-+-+-

246. A/D converter

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 01:32:12 UTC
From: britt@venera.isi.edu.UUCP
Message-ID: <4135@venera.isi.edu>
Source record: 256045

Does anyone know who manufactures an analog-to-digital converter for the ST?
I'm looking at something that digitizes at least 8 bits.

Thanks,

Ben Britt

--
Benjamin Britt
USC/Information Sciences Institute

247. Re: need help - atari monitor adjustment

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 05:47:49 UTC
From: rich@lakesys.UUCP
Message-ID: <293@lakesys.UUCP>
Source record: 256047

In article <242@xrxns.UUCP> toml@xrxns.UUCP (Tom Love) writes:
>i acquired a monochrome atari monitor for pretty cheap a few months back.
>the only problem is that the display quality isn't really great. though
>the focus is sharp, the display occupies only a small area of the screen
>itself, and the display image itself is slightly rotated (clockwise) so
>that everything runs slightly downhill from left to right.

You can adjust the tilt, by rotating the yoke that is on the
picture tube, and resides on the neck and the base of the tube. Sounds
like all you have to do is loosen a holding screw and then gently turn the
yoke until the picture is straight.

The picture can be enlarged by adjusting the Verticle lin and
the Vert Height adjustments inside the monitor. Be aware that you will
loose some resolution in doing this, and I myself have opted to leave it
as it came from Atari. I love the rez.

Also be aware that the inside of the monitor is colted with a
material that IS CONDUCTIVE, and therefore if you do not unplug the speaker
and remove the back totally, you can have the possibiities of shorting the
monitor out, and thus costing repairs.

Also be aware that there is HIGH VOLTAGE inside the monitor, and that
the CRT can retain a charge, thus causing an shock hazard.

If you are in doubt, have some one that is more at home inside the
monitor for you can avoid problems. If in doubt DON'T DO IT YOURSELF, get
someone that has done this before, or has worked on Television sets, as they
would be much more aquainted with what to do.

-rich

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, but you had a good idea that this was going to appear here
before you got here, RIGHT ?

248. Re: Info-Atari16 Digest V87 #416

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 14:54:18 UTC
From: greg@xios.XIOS.UUCP
Message-ID: <431@xios.XIOS.UUCP>
Source record: 256048

>>The ABAQ includes 3 "links", which are 10-megabit-per-second serial
>>interfaces for talking to off-board transputers.
>
>Should I read this as yet another version of tcp, nfs and ftp but
>made by atari to be incompatible with all other manufatures?

No, you should read it as three transputer connections. In other words,
they are `serial' buses.

>Atari makes parallel computers and a presume an operating sytem that
>will allow multi-tasking and multi-processors with a relitivly new and
>unkown chip, hmmm. Interesting coming from a manufacturer that can
>not make a single user single taking os with a well known and popular
>chip. Sounds like vapor-ware to me.

Atari did not write GEM - Digital Research did. Blame DR. The original
article also mentions that the transputer software is from someone other
than Atari.

Sounds interesting to me! I hope it flys.

--
Greg Franks XIOS Systems Corporation, 1600 Carling Avenue,
(613) 725-5411 Ottawa, Ontario, Canada, K1Z 8R8
utzoo!dciem!nrcaer!xios!greg "There's so much to sea in Nova Scotia"

249. Upgrades

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 15:24:08 UTC
From: 870646c@aucs.UUCP
Message-ID: <577@aucs.UUCP>
Source record: 256049

Keywords:Alice, Assempro, MegaMax C

Has there been any upgrades to the following programs in the last 6 months?
Assempro(bugs in the editor)
MegaMax C(they stated that there were upgrading in the mags.)
Alice(comes with a free upgrade card, also they mentioned a compiler??)
If anyone has any info on these products could they post it to the net for
the benifit(?) of all.
thanx
Barry

250. Re: Atari ST or Amiga ? Help !

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 17:09:38 UTC
From: gibson@trwrb.UUCP
Message-ID: <3730@trwrb.UUCP>
Source record: 256050
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,rec.music.synth

In article <1226@edison.GE.COM> mfs@edison.GE.COM (Martin Sant) writes:
>Hello fellow computer persons!
>
>I am C-64 owner looking to buy another computer. I have been looking
>at both the Atari ST and Amiga. For the life of me I cannot figure
>out which one to get. I will be using the computer for MIDI stuff;
>sequencing, patch editing and music software development. I know the
>ST has the MIDI port built in and has more support, but is it really
>a better machine? I am attracted to the Amiga because of it's
>multi-tasking operating system, but at the same time the ST is a
>lower cost machine (I think). Any suggestions for a MIDI nut ?
>--
>Mar Tan
>GE Fanuc
>Charlottesville, VA

I read a review in Keyboard magazine that compared several micros for midi.
At that time(about 2 months ago) the author felt the best midi micro was
the Mac and the ST would probably become the Micro Midi of choice because
of cost and cability. The author also wrote he was disappointed
with his Amiga midi performance. The Amiga multi-tasking seems to interfer
with the sequencing time stamp accuracy.

I do not own an Amiga and I do not have midi experience. I am only
interpreting what I read. Perhaps you can ask an Amiga owner.

Also, I have heard that Keyboard magazine advertisements
contain more ST's then any other micro.

Now, let's satisfy RN.
blank line
blank line
blank line
blank line
blank line
blank line
blank line
--
Gregory Gibson
{...ihnp4,ucbvax}!trwrb!gibson

251. Re: Atari ST or Amiga ? Help !

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 17:26:43 UTC
From: dean@hyper.UUCP
Message-ID: <670@hyper.UUCP>
Source record: 255851
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,rec.music.synth,comp.sys.amiga

in article <571@aucs.UUCP>, 870646c@aucs.UUCP (barry comer) says:
] Xref: hyper comp.sys.cbm:699 comp.sys.atari.st:4438 rec.music.synth:1472
]
] I am not a MIDI expert by any means, but I do know the ST pretty good. All
] I can do is pass on what I and alot of other ST owners have learned. The ST
] is a very good computer, the support for the MIDI port is very good, I know
] that there is several very good software packages out for it, and most of
] them do not but "copy protection" in your way if you decide to use a hard disk
] like myself. You must remember that if you do get the "Amiba" you will have
] to dish out the extra bucks for the MIDI interface(if they have one??).
] Give the ST a look over, as ol'Jack says "Power without the Price".
] Also it is a known fact that the ST is by far more supported than the Amiga.
] Give the Amiga a look over as well, it is a nice machine.
] later
] Barry
]
> P.S. Good luck with whatever machine you by!!

I just loooove this guy's "known fact".

For those of you who aren't entirely familiar with the Amiga, the
above comments on ST software hold true for MIDI software on the Amiga as
well. Yes, there is a MIDI interface available for the Amiga.

Dean C. Gahlon
...ihnp4!umn-cs!hyper!dean

252. Re: Fcreate() bug?

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 17:37:30 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <371@usl-pc.UUCP>
Source record: 255852

I have been using "Assempro" from Abacus and it will create more than one bearing the same name at times, and some times not. When I save my executable file to disk, sometimes I will get dual files that I will notice when I leave Assempro and look at my working directory. Pretty weird and kind of annoying.

I will start to notice the file size and see if it is only small files that get written out without the old one getting wiped out.

Anyone else?

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL | \|<>|>|> \|<>|>|><`|`|
or ... |-----/|-------/|----------
ut-sally!usl-pc!jpdres13 | \/ \/
---

253. Warning - more troubles with "dcclk"

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 17:39:29 UTC
From: mj@myrias.UUCP
Message-ID: <538@myrias.UUCP>
Source record: 255853

Recently posted "dcclck31.prg"a from Mike Vederman - "Double
Click Software" - is still buggy. It does not return memory to OS.
After every invocation it creates 300+ bytes of dead memory. And, when
deinstalled, it does not return its memory at all. To see it for
yourself - create a sizeable ram drive, in order not to wait too long -
and click a number of times on "dcclck31.prg". Rather soon you will
see "out of memory" message, and your only way out will be to reboot.
You should be ok, if you just install the clock and will not touch
it anymore. But still it will gobble down a quite sizeable memory
chunk.
This may be a bug in our belowed TOS (boo!!!) and maybe it
disappeared with a new version. I cannot check. A behaviour
described was observed on a plain old 1040 ST.

Michal Jaegermann
Myrias Research Corporation
...ihnp4!alberta!ZTdd!cdd!c

254. Survey, and random questions

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 18:18:00 UTC
From: jrd@STONY-BROOK.SCRC.Symbolics.COM
Message-ID: <19871120181811.4.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 255854

I haven't been paying attention to this list long, so please excuse me if the information I want has gone by before.

I'd like to hear about what y'all think of the various C compilers currently available for the ST. Pros, cons, bugs, availability of upgrades, cost, versatility, speed, efficiency of generated code, whatever. My motive, obviously, is trying to decide what one to get for my ST. My primary concern is not to do development in C, but to be able to port in other C code from other random places, so versatility is probably my primary criterion of interest, though I'd still like to hear about other stuff. I'll be happy to post the results of the survey if anyone's interested.

On another topic, does anyone know how to get the calendar/clock in the beast to remember its time thru power-downs? I can't believe it's suppsoed to work that way, but I can't find any way to make it remember. What simple solution have I overlooked?

Finally, what's a good source of info on how the hardware and software guts of the ST work?

Thanks in advance for any info.

255. Extended Argument Passing Proposal

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 21:59:24 UTC
From: apratt@atari.UUCP
Message-ID: <891@atari.UUCP>
Source record: 255855

Dale Schumacher et al. have been working on an improved argument-passing protocol for GEMDOS. This is their manifesto. They consulted me (and, I confess, bent to my will) about which of many methods to use. The one below gets the job done cleanly and is easy to understand and implement. It doesn't do anything with interrupts, and doesn't use Pexec(load/nogo), because that doesn't work. The only "rule" this idea breaks is that it has the child reading from the parent's data space, and on the ST that is no big deal.

This is an important topic because the Mark Williams trick of passing ARGV in the environment is incomplete and messy. It is incomplete because you can't tell if the ARGV came from your parent or from a higher ancestor with intervening shells that don't know about ARGV. It is messy because it hauls all the command line arguments around in the environment, involving lots of copying.

Here is the proposal. I recommend discussion and eventual adoption of it. Note that mail should go to ...stag!syntel!dal, not to me. I'm afraid I don't have time to follow up on this as closely as I might like. Note that this is not Atari Official anything: I am posting this because I am interested in developing a better standard, and to lend an air of importance to the whole affair.

A STANDARD FOR EXTENDED ARGUMENT PASSING IN 'C'.
by
David Parsons
Dale Schumacher
John Stanley

Why change argc/argv in the first place? Well, there are times where (a) it would be nice to have more than 128 bytes of command-line arguments, (b) it would be nice to pass arguments to a child process without having the startup code in the child process retokenize (spaces inside of an argument, tokens containing `>', `<', `*', and `?', etc.) and (c) it's nice to have a more Un*x-like interface for argc/argv.

The method employed by Mark Williams involves making a mess of the already confused environment string, and lacks validation that the ARGV string did, in fact come from a process's parent. We would like to suggest a cleaner way of handling extended arguments. Of course, the normal command line image will have to be supported for programs which don't understand the extended format, and the extended format must be

validated in some way, but these are fairly trivial problems.

We would prefer the following approach. An environment variable
called "xArg" is placed in the environment. The value of this variable
is 8 hexadecimal digits (0-9 and capital letters A-F). This value
defines the address of the XARG structure in the parent's data space.
The XARG structure is defined as:

```
typedef struct
{
char xarg_magic[4]; /* verification value "xArg" */
int xargc; /* argc */
char **xargv; /* argv */
char *xiovector; /* i/o handle status */
char *xparent; /* pointer to parent's basepage */
}
XARG;
```

<xarg_magic> value is the constant "xArg" ($78417267), and serves to
validate the extended argument format.
<xargc> holds the normal <argc> value.
<xargv> is a pointer into the parent's data space where the list of
argv[] argument pointers is stored. Even though <argc> is available,
argv[argc] should be set to NULL to tie off the argument list. Obviously,
the <argv> values would also reside in the parent's data space, and should
be copied by the child process as part of the startup procedure.
<xiovector> points to a '\0' terminated string which describes the
state of the i/o handles. Only the characters [CAPF?] are valid in the
<xiovector> string. These represent [C]onsole, [A]ux port, [P]rinter,
[F]ile and [?]unknown. This feature is used to allow easy implmentation
of an isatty() function. To support this feature, creat(), open(), close(),
dup() and dup2() [aka: Fdup()/Fforce()] must maintain the values in the
iovector[] string.
<xparent> points to the basepage of the process which set up this
XARG structure. If this value is not the same as the <p_parent> pointer
in the current (child process) basepage, then the extended arguments are
not for the current process, but were passed along by a shell/program
which was ignorant of this argument passing scheme.

The following source code is public domain and serves as a guide to
use of this extended argument passing method...

```
/*--------------------------------CUT--HERE-------------------------------*/
#include <stdio.h>
#include <osbind.h>
#include <string.h>
#include <basepage.h>

typedef struct
{
char xarg_magic[4]; /* verification value "xArg" */
int xargc; /* argc */
```

```
char **xargv; /* argv */
char *xiovector; /* i/o handle status */
char *xparent; /* pointer to parent's basepage */
}
XARG;

#define MAXARG 64

#define h_CON (-1)
#define h_AUX (-2)
#define h_PRN (-3)

extern BASEPAGE *_base;
extern int _argc;
extern char **_argv;

char iovector[MAXFILES] = "CCAP????????????????";

static char cmdln[130];
static char xmagic[] = "xArg";
static char hex[] = "0123456789ABCDEF";

/*
* Build TOS-style command line image from argv[] list.
*/
int makcmdln(cmdln, argv)
char *cmdln;
register char **argv;
{
register char *p, *q;
register int n = 0, argc = 1;

p = cmdln + 1;
while(q = *++argv) /* start at argv[1] */
{
while(*q)
{
*p++ = *q++; /* copy, checking for limit */
if(++n > 127)
goto limit;
}
++argc;
*p++ = ' '; /* separate arguments with a space */
if(++n > 127)
goto limit;
}
limit: *--p = '\0'; /* '\0' terminate, though not needed */
cmdln[0] = n - 1; /* store the string length */
return(argc); /* return number of arguments */
}

/*
* Execute <program> with a variable number of arguments.
```

```
*/
long lspawn(program, arg0)
char *program, *arg0;
{
XARG xarg;
register XARG *xp = &xarg;
register char *p, **q;
register int n;
register long rv;
char xenv[16];

q = &arg0;
n = makcmdln(cmdln, q);
/*
* initialize XARG struct
*/
strncpy(xp->xarg_magic, xmagic, 4);
xp->xargc = n;
xp->xargv = q;
xp->xiovector = iovector;
xp->xparent = _base;
/*
* create environment variable "xArg=XXXXXXXX"
*/
strcpy(xenv, xmagic);
p = strrchr(xenv, '\0'); /* move to terminating '\0' */
*p++ = '=';
rv = ((long) xp);
for(n=8; n--; rv >>= 4) /* convert long to ascii-hex */
p[n] = hex[rv & 0xF];
p[8] = '\0';
/*
* install environment variable and execute program
*/
putenv(xenv);
rv = Pexec(0, program, cmdln, NULL);
putenv(xmagic); /* remove "xArg" from environment */
return(rv);
}

/*
* Retrieve extended arguments, if possible, and set up argc and argv[].
*/
void _initargs(cmdline, cmdlen)
char *cmdline;
int cmdlen;
{
register XARG *xp;
register char *p, **q;
register int i, n;
register long a;
```

```
char *getenv(), *malloc();

if(p = getenv(xmagic))
{
/*
* if the "xArg" variable exists, decode the address
* and assume that it points somewhere reasonable,
* though possibly not to a valid XARG struct
*/
for(a = 0L; *p; ++p) /* convert ascii-hex to long */
a = ((a << 4) | (0xF & strpos(hex, *p)));
xp = ((XARG *) a);
}
if((p == NULL) /* no extended args */
|| (strncmp(xp->xarg_magic, xmagic, 4)) /* not XARG struct */
|| (xp->xparent != _base->p_parent)) /* not right parent */
{
strncpy(cmdln, cmdline, cmdlen); /* make working copy */
cmdline[cmdlen] = '\0';
q = malloc(MAXARG * sizeof(char *)); /* allocate argv */
q[0] = ""; /* argv[0] == "" */
n = 1;
/*
* parse command line image based on whitespace
*/
if(p = strtok(cmdln, " \t"))
{
do
{
q[n++] = p;
}
while((p = strtok(NULL, " \t"))
&& (n < MAXARG));
}
q[n] = NULL; /* tie off argv */
_argc = n;
_argv = q;
}
else /* EXTENDED ARGS! */
{
/*
* extended args are easy... just remember to copy the
* data, since it resides in your parent's data space
*/
_argc = n = xp->xargc; /* copy argc */
i = ((n + 1) * sizeof(char *));
_argv = q = malloc(i);
blkcpy(q, xp->xargv, i); /* copy argv */
q[n] = NULL;
do
```

```
{
*q = strdup(*q); /* copy arguments */
}
while(*++q);
if(xp->xiovector) /* copy iovector */
strncpy(iovector, xp->xiovector, strlen(iovector));
}
}

/*
* Create a new file <filename> with <pmode> permissions
*/
int creat(filename, pmode)
register char *filename;
register int pmode;
{
register int rv;

rv = Fdelete(filename);
if((rv == 0) || (rv == -33)) /* SUCCESS or FILE-NOT-FOUND */
{
if((rv = Fcreate(filename, pmode)) >= 0)
iovector[rv] = 'F';
}
return(rv);
}

/*
* Open an existing file <filename> in mode <iomode>
*/
int open(filename, iomode)
register char *filename;
register int iomode;
{
register int rv;

if((rv = Fopen(filename, iomode)) >= 0)
iovector[rv] = 'F';
return(rv);
}

/*
* Close the file associated with <handle>
*/
int close(handle)
int handle;
{
register int rv;

if(((rv = ((int) Fclose(handle))) == 0) && (handle > 5))
iovector[handle] = '?';
return(rv);
```

```
}

/*
* Return a new handle which refers to the same file as <handle>
*/
int dup(handle)
register int handle;
{
register int h;

if((h = ((int) Fdup(handle))) >= 0)
iovector[h] = iovector[handle];
return(h);
}

/*
* Force <h2> to refer to the same file as <h1>
*/
int dup2(h1, h2)
register int h1, h2;
{
int rv;

if((rv = ((int) Fforce(h2,h1))) == 0)
{
if(h1 >= 0)
iovector[h2] = iovector[h1];
else if(h1 == h_CON)
iovector[h2] = 'C';
else if(h1 == h_AUX)
iovector[h2] = 'A';
else if(h1 == h_PRN)
iovector[h2] = 'P';
}
return(rv);
}

/*
* Return TRUE if <handle> refers to a character device
*/
int isatty(handle)
int handle;
{
register char iot;

if(handle < 0)
return(TRUE);
iot = iovector[handle];
return((iot == 'C') || (iot == 'A') || (iot == 'P'));
}
/*--------------------------------CUT--HERE-------------------------------*/
```

The creat()..isatty() functions work like their Un*x counterparts.
Watch particularly the parameter order on dup2(). The lspawn() and
_initargs() functions implement the heart of the extended argument passing.

lspawn() is patterned after the standard function execl(). It takes
a program name as its first argument, followed by a variable length list
of parameters ending in a NULL parameter, ie:

```
rv = lspawn("grep", "grep", "foo", "foo.bar", NULL);
```

Notice that, by convention, the name of the program to be executed is
passed at the first argument, which becomes argv[0]. lspawn() returns
the exits status of the child process, or a TOS error code. Since exit
status values are limited to a 16-bit word, they can only be word negative,
but TOS error codes will always be long negative.

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

256. Re: Daisy chaining SH204's

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 22:55:14 UTC
From: exodus@uop.EDU
Message-ID: <775@uop.EDU>
Source record: 255856

I wouldn't recommend buying another SH204...buy a 40 meg ST506 compatible drive cheap from a mail-order house or so, make or buy the ribbon cables.. and add the drive to the existing adaptec 4000 controller already in the SH204..... Save some money and get a lot more storage out of it!!

G. Onufer

257. Re: SPECTRUM 512 how do they do it ?

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 23:24:21 UTC
From: xwallman@yale.UUCP
Message-ID: <19278@yale-celray.yale.UUCP>
Source record: 255857

How they do it ? I don't know.
What's my guess, given the constraints of the hardware (and there isn't much in there except some RAM, a 68000 and the SHIFTER) ?

Allright usually on my old and beloved 800 everyone used DLIs (now in ST-Talk that's called HBLs) for multiple colors. An interrupt occured after (*) a scanline. And one had the time to change color registers, in perfect synch with the display.
But this really isn't neccessary.
You don't have to switch colors on scanlines. You can switch them anytime you wan't. (True for ST and 800)

Problem is that you need to get the CPU somehow in sync, with the display. This was impossible (?(*)) if you have a co-processor stealing cycles (as ANTIC does) but the SHIFTER doesn't and this makes things easier for the ST.

From previous postings (I have never seen the actual product, much less a picture) I read that only 199 lines can be shown with SPECTRUM 512.
My guess is that the first DLI (Ooops HBL) is used for starting synchronization. Then the CPU will spring into action, kerchunking away, changing registers on the fly. Here is where above mentiones RAM comes into the picture. Displays with 300/200/9? Bits are BIG.

So I think this is a theory that would work in praxis, I would be very surprised if SPECTRUM 512 wouldn't work that way. (Surprise me !)

(*) Not really after, somewhere in the middle of the scanline.
(**) Footnote : I managed once to get a somewhat appealing display giving the ANTIC some cycles, but usually it's just a mess.
Out-of-YALE-callers please use only these addresses

<<<<wallman-george@yale.uucp>>>>>
<.....IIII, ..<
<......III, ...IXI, ...<
<.....IXIIXI, ...IXI,, ...<
<....IXI,,IXI, ...IXI,, ...<
<...IXI,, .IXI, IXXI,, ...<
<..IXXI,, ..IXXXXXI,, ...<
<.IXXI,, ...IXXXI,, ...<
<IXXXI,, ...III,, ...<
<<<<<<<<<wallman@yalecs>>>>>>>>>

And grand new opening at WALLMANN@CTSTATEU.BITNET
(yale addresses preferred)

258. Re: MWC questions

Newsgroup: comp.sys.atari.st
Date: 1987-11-20 23:43:00 UTC
From: weber_w@apollo.UUCP
Message-ID: <3898e5cc.1f6@apollo.uucp>
Source record: 255858

In article <4120002@wdl1.UUCP> dinolt@wdl1.UUCP (George W. Dinolt) writes:
>The first is very strange. I have a BMS hard disk which includes a
>battery backed clock. As part of my bootup process, I run a program
>called setclock (in the auto folder) which sets the system clock to
>the "correct" date and time.
>.......MSH thinks the date is in the 21st century........

Our configurations are similar - I run BMS hard disks off of a 1MB 520.
The MWC file \bin\profile may be setting your TZ environment variable to
a value which produces this result. Additionally, the line which reads
" date `date -i` " in the released \bin\profile is setting the system
clock from the IKBD clock, and may be the culprit. I would suggest the
following boot sequence:
1) bms disk driver
2) setclock
3) your program which reformats and copies sysclock to IKBD clock
last) foldrxxx/gemboot combination to fix 40-folder problem.

>If I run MAKE under the GULAM shell (lattest distribution from
>comp.binaries.atari.st, thanks Turner et al) I get the message
>
>Shell not found

I am not certain, but a first guess is that GULAM and MSH use different
techniques for passing command-line variables which are not compatible.
Second guess would be that the MWC make is looking for a pointer in
it's environment in order to find an entry point for a shell routine to
receive a command line to execute. Check the MWC 2.0 release document (not the
lexicon, but the pamphlet) for a ciscussion of compatibility issues with other shells
(like Beckmeyer).

...walt...
--
Walt Weber PHONE: (617) 256-6600 x7004
Apollo Computer GENIE: W.WEBER
Chelmsford, People's Republic of Massachusetts

259. Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 03:06:24 UTC
From: engst@batcomputer.UUCP
Message-ID: <2978@batcomputer.tn.cornell.edu>
Source record: 255859
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <3548@uwmcsd1.UUCP> hammen@csd4.milw.wisc.edu.UUCP (Robert Hammen) writes:
>In article <289@lakesys.UUCP> martin@lakesys.UUCP (Martin Wiedmeyer) writes:
>>
>> Perhaps you might have overlooked the Magic Sac for the Atari ST. It
>>runs Mac software 20% faster than on the Mac....:-) (the clock's a little
>>faster....)
>The Magic Sac works with the 64K ROMs, and even Apple has announced that they
>will no longer support the 64K ROMs anymore - most new commercial applications
>that I have seen require the 128K ROMs.

This is true, however, David Small is reportedly working on adding features
of the newer ROMS. Also, there is a lot of Mac software which still runs on
those poor outdated 64K ROMs.

>Also, if I am not mistaken, there is
>no way to interchange disks between the two machines (read Mac disks in an ST
>or read ST disks in a Mac), this really isn't a viable alternative.

Not true. Data Pacific just released the Translator One, a box which plugs
into the ST's MIDI ports and somehow modulates the signals coming from the
normal ST drive so that the emulator thinks they are coming from an odd Mac
drive (I have more trouble with Mac drives on Cornell's public Macs than any
other computer system we have percentage-wise, though I heard the C-64 had a
similar problem). The only problem is that it only currently allows MFS
(though double-sided) disks. Again, Small is working on getting it to
support HFS.

>I was also
>under the impression that the speed difference was related to the Mac's
>handling of the video display (a problem which the SE and some third party
>RAM upgrades, most notably the MonsterMac, don't have).

That wasn't what I heard, but since I don't know I won't comment.

>> Marty
>Robert Hammen Computer Applications, Inc. hammen@csd4.milw.wisc.edu

In general, I would say that the Magic Sac makes sense for some people,
namely those who don't need a Mac exclusively (emulation is never as good),
those who are strapped for funds yet want use of some Mac products, and
those who want a faster Mac with a bigger screen for less money, despite all
the problems with an emulator. It also makes a lot sense for those who
already happen to own an ST and can't afford another computer. It certainly
will never replace or probably even compete much with a Mac. But it is
still a wonderful hack!

Adam Engst

engst@tcgould.tn.cornell.edu

pv9y@cornella.bitnet

260. Atari ST, Mac emulator and TOPS network

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 03:13:14 UTC
From: woslyng@arc.CDN
Message-ID: <441*woslyng@arc.cdn>
Source record: 255860

Is is possible to connect an Atari 520 or 1040ST running a Macintosh emulator (such as Magic Sac) to a TOPS network?

Macs are connected to the TOPS network through the serial port. One problem is Macs have a special chip to drive the serial port at 230K baud. Also, the custom chip may be doing more than just driving the port at high speed. If you have tried an Atari ST on TOPS or have an opinion to express, please reply to either info-atari16 or directly to me. Thanks.

Fred Woslyng ARPA: woslyng%arc.cdn%ubc.csnet@relay.cs.net
Computing Department BITNET: woslyng@arc.cdn
Alberta Research Council CDNnet: woslyng@arc.cdn
Edmonton, Alberta CSNET: woslyng%arc.cdn@ubc.csnet
Canada UUCP: ...alberta!arc.cdn!woslyng

261. Re: Floppy drive speed

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 06:01:26 UTC
From: fyl@ssc.UUCP
Message-ID: <797@ssc.UUCP>
Source record: 255861

In article <oVbq70y00V4EzAk0HD@andrew.cmu.edu>, ws1i+@andrew.cmu.edu (William Manchester Shubert) writes:
>
> Somebody I know wanted to know how you alter the speed on your floppy
> drive (to set it to the proper 300 rpm, or whatever it should be.) They've
> gotten theirs open, found what they call a "meter" of sorts, but now cannot
> figure out how to uncover the actual speed that their drive is running at.
> Can anybody help?

Most floppy drives have a strobe disk on the motor drive. To check the
speed you need to strobe it with 60HZ. A neon bulb will do the trick.
Either get an NE-2 and resistor and plug it in or get one of those
$.49 elcetrical testers which is a neon bulb in a plasicc case, plug
it in tio the ac line and hold it next to the strobe disk.
--
Phil Hughes, SSC, Inc. P.O. Box 55549,
Seattle, WA 98155 (206)FOR-UNIX or 527-3385
...!uw-beaver!tikal!ssc!fyl

262. Re: Daisy chaining SH204's

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 07:54:20 UTC
From: exodus@uop.EDU
Message-ID: <776@uop.EDU>
Source record: 255862

In article <5990@jade.BERKELEY.EDU>, c60a-2ae@web4e.berkeley.edu.BERKELEY.EDU (John Kawakami -O^O-,510d or 260E,6431816,6667734) writes:
> In article <570@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
> >I have a general question for all of the hackers out there, "Can you
> >chain together the SH204 drives by installing an extra DMA socket on
>
> But back to the question. I think it's limited to two. I recall
> something about the drive port pins: a drive select pin to address
> drive one and another for drive two. The drive ports are just that,
> drive ports, not serial ports that "converse" with the devices.
>
> HEY everybody, correct me if I'm wrong (hope I am.).
^^^^^^^^^

Don't worry, you are. Barry Comer is talking about daisy-chaining SH204's, not the Tandon drives that come inside the SH204. It is possible to daisy-chain up to 8 of the SH204 by chaning the SCSI address of each. (A 3-switch dipswitch == 2^3 combinations = 8). Just make the right cables and away you go....

But you did have the right idea... you add another physical drive inside (well, to the internal controller anyways...be kinda hard to shove another drive into that cabinet.) the SH204..the Adaptec 4000 _can_ support two hard drives.

G. Onufer

263. Re: Fcreate() bug?

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 08:01:43 UTC
From: c9c-eh@dorothy.Berkeley.EDU
Message-ID: <5020@zen.berkeley.edu>
Source record: 255863

[line-eater] [line-eater] oops!

Here's a possible solution to the Fcreate() bug. It remains
for Netlanders to tell me if it works, as my hard disk is
kaput right now, and I'm not sure where my C compiler is
on floppy.

Before creating a file, use Fopen() to read it. If you can read it,
it exists. Then, just overwrite it with Fwrite(). If it does not
exist, use Fcreate(). The problem is, will Fopen() suffer the same
problem as Fdelete()?
\ /
Disclaimer: I'm not associated \ /\ /arner
with the latest revision \/ __/
of SANITY. |oung
___|
Last known address: c9c-eh@dorothy.Berkeley.EDU
or
ucbvax!dorothy!c9c-eh

264. Re: SPECTRUM 512 how do they do it ?

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 08:09:46 UTC
From: c9c-eh@dorothy.Berkeley.EDU
Message-ID: <5021@zen.berkeley.edu>
Source record: 255864

In article <19278@yale-celray.yale.UUCP> xwallman@gator.UUCP (Natuerlich!) writes:
>
>Problem is that you need to get the CPU somehow in sync, with the display.
>This was impossible (?(*)) if you have a co-processor stealing cycles (as
>ANTIC does) but the SHIFTER doesn't and this makes things easier for the ST.
>
>So I think this is a theory that would work in praxis, I would be very
>surprised if SPECTRUM 512 wouldn't work that way. (Surprise me !)
>

I believe someone mentioned recently that they purchased the
Spectrum 512 program? Could this same person please comment
on whether there is any appreciable slowing of the machine?
I've played with DEGAS Elite somewhat, and even that's a little
slow at times. If Spectrum indeed has most of DEGAS's features,
as the ad claims, then is it also as slow, or slower?

\ /
Disclaimer: I'm not associated \ /\ /arner
with the latest revision \/ __/
of SANITY. |oung
___|
Last known address: c9c-eh@dorothy.Berkeley.EDU
or
ucbvax!dorothy!c9c-eh

265. UUPC: Answer to "How do I get it?" (UPDATED)

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 10:01:09 UTC
From: skl@van-bc.UUCP
Message-ID: <1553@van-bc.UUCP>
Source record: 255865
Cross-posted to:
comp.mail.uucp,comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sources.wanted,comp.sources.d

In an attempt to answer this question before it continues to flood
in via e-mail, I will post the UUPC distribution information again.

Please note that some NEW information had been added to the end of
it since the last time this information was posted.

...Sam

****

UUPC can be obtained via direct anonymous uucp login at van-bc.UUCP.

Phone: 604-939-4782 Telebit Trailblazer @ 9600 baud, PEP/UUCP
spoof enabled, also handles 2400/1200 baud.
604-939-4756 This modem handles 2400/1200 baud only.
Login: nuucp
Passwd: nuucp

The UUPC files are in ~/uupc/*, and are stored in compress (.Z)
format.

An index of what's available is in the file ~/uupc/INDEX .

****

For those who can do ARPA FTP, the UUPC files are also available
from the UUNET archive at the Internet host uunet.uu.net:

The UUPC files are stored in uunet.uu.net:~ftp/uupc/*

****

Since the UUPC sources had been posted to comp.sources.misc in
August 1987, it is also archived in the various comp.sources.misc
archive sites around the net. As the procedure for obtaining
archvied postings from these archive sites varies, please contact
the archive site you intend to use for its retrieval instructions.

For those who are looking for such an archive site, the following
excrept from a recent USENET article might be useful.

Path: ...!uunet!steinmetz!ge-dab!codas!killer!billw
From: billw@killer.UUCP (Bill Wisner)
Newsgroups: comp.sources.d
Subject: Re: sending source code

Date: 17 Nov 87 22:36:52 GMT
Message-ID: <2127@killer.UUCP>
Organization: HASA

...

This strikes me as an opportune moment to note that I can arrange for a UUCP
login on killer if anybody wants to grab anything from my archives of
comp.sources.unix, comp.sources.games, comp.sources.misc, and various other
miscellaneous stuff. Send me mail if interested. (Plug, plug)
--
Bill Wisner, HASA "A" Division ..{codas,ihnp4}!killer!billw

****
--
Samuel Lam <Samuel.Lam@van-bc.UUCP> or
{ihnp4!alberta,watmath,uw-beaver}!ubc-vision!van-bc!skl

266. UUPC: UUPC archive sites wanted

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 10:19:24 UTC
From: skl@van-bc.UUCP
Message-ID: <1554@van-bc.UUCP>
Source record: 255866
Cross-posted to:
comp.mail.uucp,comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sources.wanted,comp.sources.d

```
Due to the increased demand for the UUPC distribution, we are currently
looking for other sites (particular if you are on BITNET or are overseas)
to help us distribute UUPC via archives. If you think you could help out,
please drop us a line. Thank you very much in advance.

...Sam

P.S. For those who are new to UUPC, it stands for 'UUcp for Personal
Computers'.
--
Samuel Lam <Samuel.Lam@van-bc.UUCP> or
{ihnp4!alberta,watmath,uw-beaver}!ubc-vision!van-bc!skl
```

267. Anomality in GULAM (????)

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 14:42:00 UTC
From: juancho@utcsri.UUCP
Message-ID: <5689@utcsri.UUCP>
Source record: 255867

I have started using Gulam beta and like it very much. I discovered what
I think is an anomality. If I set the path up as follows

set PATH = .,c:\bin,d:\bin,e:\bin,f:\bin,g:\bin

I would expect gulam to check . for the executable before any of the
specified bin files. As it is I have to do a rehash after a cd so that gulam
will find the correct file. I spend about an hour the other day trying to
fix a bug in a program, but could not get anywhere with the fixes as I
did not realize that I was running an older version of the executable.

The quickest way I have of fixing this is to alias cd to a shell
script that changes dir and then rehashes.

Apart from that no qualms with gulam.

Thanks.

Ps. Did anyone compare my vapourware release of the 3200 bs with the new
machine that atari is releasing? Which sounds more credible?

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
(416) 978-6619 University of Toronto

juancho@toronto.CSNET
{allegra,cornell,decvax,ihnp4,linus,utzoo}!utdgp!juancho

You might get another copy of the .sig file!!!

--

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
(416) 978-6619 University of Toronto

juancho@toronto.CSNET
{allegra,cornell,decvax,ihnp4,linus,utzoo}!utdgp!juancho

268. Re: Daisy chaining SH204's

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 16:05:35 UTC
From: dag@chinet.UUCP
Message-ID: <1883@chinet.UUCP>
Source record: 255868

In article <5990@jade.BERKELEY.EDU> c60a-2ae@web4e.berkeley.edu.BERKELEY.EDU (John Kawakami -O^O-) writes:
>In article <570@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
>>I have a general question for all of the hackers out there, "Can you
>>chain together the SH204 drives by installing an extra DMA socket on
>>the back of the case, providing that you wire it pin to pin with the
>>present socket?". [some stuff deleted]
>>later
>>Barry
[John KaWaKaMi's initial comments deleted...]
>But back to the question. I think it's limited to two. I recall
>something about the drive port pins: a drive select pin to address
>drive one and another for drive two. The drive ports are just that,
>drive ports, not serial ports that "converse" with the devices.
>
>HEY everybody, correct me if I'm wrong (hope I am.).
>
>+-+
>| JoHn KaWaKaMi alias spectacle -O^O- alias c60a-2ae@widow.berkley.edu |
>+-+

Okay, I'm not everybody, but I will take a stab at it.

****
*** You are wrong. ***
****

The floppy connection is limited to two drives, and though the data comes in through the DMA chip from the floppy, this is not the DMA port. The DMA port allows connection of a fairly large number of devices (8 or 16?)

I've spoken in the past with some people at Atari about connecting a second DMA device, and they said that the extender would have to be buffered since the DMA chip cannot handle much more load than the SH204 puts on it. I believe that several vendors now sell drives/controllers which have DMA daisy chain plug.

Include in this number ICD, from Rockford, IL. Maybe Supra now sells one, and I believe that even Atari has shown a drive with this feature.

You can, however, add a second drive to the controller inside the SH204. I don't have details right here.

These Mild Flame....
Lines The line counter was added
Are to decrease the wasted

Added reposted trash, but when
To a reply does not make sense
Defeat without some quoted stuff,
The it often means more trash
Dreaded is posted to post short
Line answers...
Counter ....Flame off
!
--
Daniel A. Glasser
---------------------------------------+---------------------------
Cheese is not a discipline! | ...!ihnp4!chinet!dag
| ...!ihnp4!mwc!gorgon!dag
| ...!ihnp4!chinet!gorgon!dag
Disclaimer: I assume full responsibility for my opinions.
If my employer knew of some of them, I'd be unemployed.

269. Please Read ATARI (attn:Neil Harris)..

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 17:19:00 UTC
From: Brantly.henr@Xerox.COM
Message-ID: <871121-091947-2721@Xerox>
Source record: 255869

a little background:

I have an Atari 1040ST, a monochrome monitor & I enjoy both.

Orginally Atari planned, and the schematics show, an internal RF modulator for the 1040. However they scrapped the RF modulator in the build for the 1040ST's (some 520ST's do have the RF modulator installed).

So, instead of having outputs of Composite, RF, RGB & high resolution mono, 1040 owners ended up with only RGB & high resolution mono. (the circuitry for Composite was part of the RF modulator).

I enjoy the mono for text processing, etc., however (when the little boy in me comes out) I like to play a game or two. Most of the games generated in the US are color only, so I'm out of luck.

Many owners of mono systems are unwilling (or at least extremely reluctant) to spend the bucks for a color monitor to play an occassional game, so I'm trying to come up with a means to provide composite or RF from the available signals.

FLAME ON! Please listen ATARI!!

I don't blame you for not putting in an RF Modulator in the 1040. If you wanted to reduce the cost of the machine, fine. If you thought that having as RF output made the 1040/520 more toy-like and this was not the image that you wanted for the machine, fine.

BUT, it sure would have been decent of you to give us a Composite signal out so that if we wanted
we could have bought a standard Composite to RF converter.

FLAME OFF! keep listening....

Neil, please answer me this, will the Modulator that came in some of the 520's work in the 1040's? Are the inputs/outputs the same? Looking at the schematic and the vacant place in my motherboard where the Modulator was planned to go in, it looks like it wouldn't be very difficult to install a 520 modulator (& the resistors etc. that there are empty holes for) if it's the same as originally intended for the 1040. Why not make the modulators a dealer installed option?

Heck Neil, even the guys/gals with color monitors would like to video tape stuff from their machines.....

If the 520 modulators won't work, and Atari doesn't want to market a modulator for the 1040ST, will you please at least tell us the best way

to go about hooking something up to give us Composite? It would be a great goodwill gesture.

And Neil, if you have any of those new ROMs that need a stress test, ship a set to 598 Concord Drive, Webster, NY 14580 and I'll test them in the cold weather for ya.

Dennis
Rochester, NY.....<Yep, still snowing>
(716-427-1653)

270. Re: Atari ST, Mac emulator and TOPS network

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 18:44:56 UTC
From: cute@sphinx.UUCP
Message-ID: <2698@sphinx.uchicago.edu>
Source record: 255870

In article <441*woslyng@arc.cdn> woslyng@arc.CDN (Fred Woslyng) writes:
>Is is possible to connect an Atari 520 or 1040ST running a Macintosh
>emulator (such as Magic Sac) to a TOPS network?
>
>Macs are connected to the TOPS network through the serial port. One problem
>is Macs have a special chip to drive the serial port at 230K baud. Also, the
>custom chip may be doing more than just driving the port at high speed. If
^^^^^^^^^^^

The Macintosh serial ports are driven by a standard Zilog 8530 SCC on the
motherboard. It was chosen probably because it has such high-speed capabilities.
The fact that the AppleTalk device drivers (TOPS runs on AppleTalk) and hardware
absolutely require this chip makes it unlikely you'll be able to do what you
want without extra hardware. Unless of course Atari ALSO uses said chip for
THEIR serial ports. Anyone know?

l
i
n
e
s

--
...ihnp4!gargoyle!sphinx!cute
(insert pithy quote here)

271. Datafree's Memory upgrade for Atari 520ST/STfm and 1040ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 19:59:22 UTC
From: lharris@utgpu.UUCP
Message-ID: <1987Nov21.145922.4934@gpu.utcs.toronto.edu>
Source record: 255871
Cross-posted to: comp.newprod,comp.sys.atari.st

Datafree announces their 2.5/4 megabyte memory expansion board for the Atari 520ST, 520STfm and 1040ST computers.

Datafree's memory upgrade board for the Atari ST computer expands memory space to either 2.5 or 4 megabytes. It consists of a memory plane that interfaces via a plug-in adaptor board and a template that requires only 18 solder connections to the MMU.

Quality multi-layer circuit board construction ensures noise free operation with 120ns 1 megabit dynamic ram from any manufacturer.

It has been tested in all revisions of 520ST, 520STfm and 1040ST and is compatible with both TOS for the 520/1040 series and the new blitter compatible Mega ST TOS roms.

FEATURES:
* Multi-layer circuit board
* reliable interface to motherboard
* easy installation using solder template and adaptor board
* compatible with all revisions of ROMs and 520/1040 machines

For more information contact:
Datafree Industries
391 Ormont Drive
Weston Ontario
M9L 1N8
(416) 741-9834
In Canada call your local dealer for pricing.
In US - this is marketed by CSS
If you need info quickly send mail to me.
(This product is available immediately - it is not vapourware)

272. ColorBurst 3000

Newsgroup: comp.sys.atari.st
Date: 1987-11-21 22:57:24 UTC
From: avp@garfield.UUCP
Message-ID: <4244@garfield.UUCP>
Source record: 255872

I have access to this program that supposedly displays something like 3000 colours simultaneously on the ST, unfortunately, I have a mono monitor, so it is of no use to me. Recently, there has been some talk about these greater than 16 colour drawing program stuff, so if there is enough interest, I will post it. This is just a demo for it, I presume. Send requests to me, and If I receive enough, I'll post to the net, Otherwise, I'll send individual copies :-(.

On another note, did Uniterm 2.0 go by? If so, it didn't come to this site, could someone please re-post it, or mail it to me?

Thanks

-AVP-

avp@garfield.UUCP

273. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-22 02:51:57 UTC
From: dhawk@well.UUCP
Message-ID: <4509@well.UUCP>
Source record: 255873
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In the referenced article, engst@tcgould.tn.cornell.edu (Adam C. Engst) wrote:
>In article <3548@uwmcsd1.UUCP> hammen@csd4.milw.wisc.edu.UUCP (Robert Hammen) writes:
>>In article <289@lakesys.UUCP> martin@lakesys.UUCP (Martin Wiedmeyer) writes:
>>>
>>> Perhaps you might have overlooked the Magic Sac for the Atari ST.
>>The Magic Sac works with the 64K ROMs, and even Apple has announced that they
>>will no longer support the 64K ROMs anymore - most new commercial applications
>>that I have seen require the 128K ROMs.
The Magic Sac emulates the 128K ROMS, needing just the 64K ROMS to get
around the legal end. In other words, Dave can emulate the rest of
the stuff as long as he gets the basics from real Mac ROMS. So the
Magic Sac does run stuff for the 128K ROMS. There's no need for him
to set it up to require the newer ROMS.
--
David Hawkins {ptsfa,hplabs,ucbvax}!well!dhawk
It is a luxury to be understood. - Ralph Waldo Emerson -

274. Re: Umix Access???

Newsgroup: comp.sys.atari.st
Date: 1987-11-22 06:29:08 UTC
From: usenet@delrio.cc.umich.edu
Message-ID: <389f57a0.c6e5@delrio.cc.umich.edu>
Source record: 255874

In article <8711181920.AA04724@ipsa.arpa> bill@IPSA.ARPA (Bill Pase) writes:
>Could someone tell me how to access the files in the archives at Umix.
>I've managed to 'ftp' there and even do the anonymous login, but I've
>been unable to get any kind of directory listing. My ftp always claims
>there were 0 bytes transfered. Have I logged on incorrectly or something?
>Thanks in advance ... /bill

You'd probably have gotten help faster by sending me your question via
e-mail... You might also have been able to find more immediate help
from your colleagues where you work instead of posting a question to
the entire world.

From what I've seen, ftp always claims zero data bytes were transferred
when retrieving a directory listing. Maybe this is just a vagary of the
Berkeley Unix we run, maybe it's a genuine bug. Rather, it says zero
bytes at the beginning of the transfer, and shows a proper byte count at
the end of the directory listing.

One thing - if you're a genuine ARPAnet site, you may just be timing out.
Since we are on the NSFnet, and since we have something like a 4800 bps
link to the ARPAnet, it's entirely likely that you just got a really bad
connection... (Actually we have a 56kbps satellite link to NCAR, but that
tends to make routing a bit roundabout if you want to use it...) If you're
using 4.3 BSD, your ftp should have a 'reset' command. Issue that a
couple of times, that usually takes care of skewing and timing problems.

Actually, checking our log files, I see that an anonymous person from
ipsa.arpa has successfully logged in via ftp and retrieved a couple files,
so I guess your problem has already been solved. Maybe the networks are
clearing up this weekend...?
-- Howard Chu
University of Michigan Computing Center, Unix Project

275. Re: ST to pic/troff converter?

Newsgroup: comp.sys.atari.st
Date: 1987-11-22 07:25:48 UTC
From: fyl@ssc.UUCP
Message-ID: <799@ssc.UUCP>
Source record: 255875

In article <46700003@hcx1>, brads@hcx1.SSD.HARRIS.COM writes:
>
> Recently I had the pleasure (:-)) of using UN*X pic/troff to make a
> moderately complex drawing. While the results were completely
> acceptable, the process of making it (edit, make hard copy, oops!, edit,
> ...) was not. I am looking for a way to ease the process of making pic
> drawings. Any good suggestions will be gratefully accepted. It seems

Why convert the drawing to troff or pic input? We use devps to convert
troff output to PostScript for printing on either a LaserWriter or Linotronic
and it allows you to include PostScript generated elsewhere into the output.
We teach classes (as well as sell devps :-)) and I use our Atari and
Publishing Partner to create graphics for the class manuals and then include
them in the troff'ed body text. It works just fine.

--
Phil Hughes, SSC, Inc. P.O. Box 55549,
Seattle, WA 98155 (206)FOR-UNIX or 527-3385
...!uw-beaver!tikal!ssc!fyl

276. GULAM beta (bug???)

Newsgroup: comp.sys.atari.st
Date: 1987-11-22 07:36:17 UTC
From: martin@lakesys.UUCP
Message-ID: <296@lakesys.UUCP>
Source record: 255876

I have had NO luck running the latest version of GULAM from an AUTO
folder at boot. I'd like not to go thru a GEM boot just to run another shell!

The previous, alpha, version ran from an AUTO folder without any
problems at all. Am I the only one who has had this trouble? Is there anyone
who has any tips on how to help me get it perform as desired?

To be honest, I am really not the only one who has this same trouble
with GULAM. My cohort has had much computer experience too. Is there something
which escapes us both?

Your sage suggestions are anxiously awaited :-).

Marty
--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

277. Re: Atari ST or Amiga ? Help !

Newsgroup: comp.sys.atari.st
Date: 1987-11-22 08:17:28 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2366@gryphon.CTS.COM>
Source record: 255877
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,rec.music.synth

In article <3730@trwrb.UUCP> gibson@trwrb.dsd.trw.com.UUCP (Gregory S. Gibson) writes:
>The author also wrote he was disappointed
>with his Amiga midi performance. The Amiga multi-tasking seems to interfer
>with the sequencing time stamp accuracy.

Yes, early Amiga sound packages didn't know how to accurately time
stamp incoming MIDI events.

They know now, and all is well.

>Also, I have heard that Keyboard magazine advertisements
>contain more ST's then any other micro.

Great criteria for choosing a computer...

>Gregory Gibson

--
Richard J. Sexton
INTERNET: richard@gryphon.CTS.COM
UUCP: {hplabs!hp-sdd, sdcsvax, ihnp4, nosc}!crash!gryphon!richard

"It's too dark to put the keys in my ignition..."

278. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-11-22 09:51:26 UTC
From: seven@nuchat.UUCP
Message-ID: <447@nuchat.UUCP>
Source record: 255878
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

I know for a fact that MIDI interfaces do exist for the Amiga, and for around $50 (fifty) dollars. Granted, the cheaper ones don't have a pass-thru, and might even hog your printer port, but you CAN allow an Amiga to drive MIDI stuff without a wallet transplant.

David Paulsen
...uunet.UU.NET!nuchat!seven
(713) 480-0114

"Take a deep breath upon impact. This way, you have enough air to yell for help."

279. VFont to GDOS font conversion utility

Newsgroup: comp.sys.atari.st
Date: 1987-11-22 15:32:32 UTC
From: rwa@auvax.UUCP
Message-ID: <412@auvax.UUCP>
Source record: 255879

Many apologies to Mr Turner, whom I cannot seem to reach via email; here's
the code I kept threatening to post ;-). [I really would prefer to do this
the right way, but its been 6 weeks now...]

The following program attempts to convert Berkeley "Varian Fonts" (vfonts)
to Atari GDOS fonts, with middling success. It is written in MWC (I use
version 2.0, but I know of no reason why it wouldn't go together in version
1.2 just as easily). You Lattice and/or Megamax users are welcome to see
what can be done with this stuff; I can't do it myself. I suspect Alcyon
owners are SOL.

I hereby place this code in the public domain; do whatever you like
with it, attribute it to me or not as you please, et c., et c. I
make no representation of fitness for any purpose, neither will I be
held responsible for any damage direct or indirect, or any claims
arising from the use of this code in any way.

In a word it's a gift and you shouldn't expect too much from it ;-).
Enjoy.

Ross Alexander @ Athabasca University,
alberta!auvax!rwa

```
--------------------------makefile----------------------------
CFLAGS=-A

vtoa.prg: vtoa.o
cc -o vtoa.prg vtoa.o

vtoa.o: \include\stdio.h \include\stat.h \include\ctype.h

clean:
rm *.o vtoa.prg
--------------------------C source---------------------------
/*
*-----------------------------------------------------------------------------
* Vfont - to - Atari font conversion utility
*
* vtoa [-a] [-d] [-v] <infile> <outfile>
*
* -a: generate Atari (MC68000) ordered font; defaults to Intel order
* -d: generate char info dump on stdout
* -v: generate char map output on stdout
*
* Beyond all the bl**dy byte-sex problems, this is pretty straight-
* forward code. I refer you to /usr/man/man5/vfont.5 and Appendix G,
* D.R. VDI Programmers Guide for specifics.
```

```
*------------------------------------------------------------------------
*/

#include <stdio.h>
#include <stat.h>
#include <ctype.h>

extern char * malloc(); /* mem allocator function */

#define VGLYPHS 256 /* how many glyphs in a vfont file */
#define VMAGIC 0x011E /* magic at start of vfont file */
#define VCIGAM 0x1E01 /* what it looks like to a vax :-) */

int sflag = 0; /* input byte-swapping flag */
int aflag = 0; /* output byte-swapping flag */
int dflag = 0; /* dump flag */
int vflag = 0; /* verbose dump flag */

struct v_header { /* Bezerkely vfont file header */
short magic; /* file id 'magic number' == VMAGIC */
unsigned short size; /* bytes in the glyphs' bitmaps */
short maxx; /* pixels wide, widest glyph */
short maxy; /* pixels high, highest glyph */
short xtnd; /* spare field for future expansion */
};

struct v_dispatch { /* descriptor entry for a glyph */
unsigned short addr; /* offset from start of glyphs */
short nbytes; /* how many bytes in the bitmap */
char up; /* pixels above basepoint */
char down; /* pixels below basepoint */
char left; /* pixels to left of basepoint */
char right; /* pixels to right of basepoint */
short width; /* offset to next glyph basepoint */
};

/*
*------------------------------------------------------------------------
* Read a Bezerkely vfont file into internal datastructures. Try to be clever.
*------------------------------------------------------------------------
*/

struct v_header * v_info;
struct v_dispatch * v_glyph;
char * v_bitmap[ VGLYPHS ];

char * read_vfont( name ) char * name; {
struct stat statbuf;
int handle;
int t, max_x, max_y, high, wide;

/*
* make sure the input is a real file and not a directory
```

```
*/
if ( stat( name, & statbuf ) == -1 )
return "file not found";
if ( ( statbuf.st_mode & ( S_IJVOL | S_IJDIR ) ) != 0 )
return "not a file";

/*
* allocate a chunk of ram big enough to hold the whole file
*/
if ( ( v_info = (struct v_header *)
malloc( (unsigned int) statbuf.st_size ) )
== (struct v_header *) NULL )
return "not enough memory";

/*
* suck in the file and close it
*/
if ( ( handle = open( name, 0 ) ) == -1 )
return "open failed";
if ( read( handle, (char *) v_info, (int) statbuf.st_size )
!= (int) statbuf.st_size )
return "read failed";
close( handle );

/*
* establish the byte sex by examining the 'magic number'.
* then flip words as appropriate, in the header and the
* glyph descriptor array.
*/
sflag = v_info->magic == VCIGAM;
if ( v_info->magic != VMAGIC && v_info->magic != VCIGAM )
return "bad magic number";

if ( sflag ) /* need to swap some bytes... */
swab( (char *) v_info,
(char *) v_info, /* info struct is q&d */
sizeof (struct v_header) );

v_glyph = (struct v_dispatch *)
( (char *) v_info + sizeof (struct v_dispatch) );

if ( sflag ) /* need to swap some bytes... */
for ( t = 0; t < VGLYPHS; ++ t ) {
swab( (char *) & v_glyph[ t ].addr,
(char *) & v_glyph[ t ].addr,
2 * sizeof (short int) );
swab( (char *) & v_glyph[ t ].width,
(char *) & v_glyph[ t ].width,
sizeof (short int) );
}
```

```
/*
* build the edge vector to point at the glyph bitmaps. this isn't
* really essential, but makes other parts of the code simpler.
*/
for ( t = 0; t < VGLYPHS; ++ t )
v_bitmap[ t ] = v_glyph[ t ].nbytes
? (char *) ( v_glyph + VGLYPHS ) + v_glyph[ t ].addr
: (char *) NULL;

/*
* run a consistency check: see that the header's idea of the
* largest cell and the descriptor's idea of the largest cell
* agree. the manual entry for the data structure is a little
* vague on whether they really do or not.
*/
for ( max_x = max_y = t = 0; t < VGLYPHS; ++ t )
if ( v_glyph[ t ].nbytes ) {
high = v_glyph[ t ].up + v_glyph[ t ].down;
if ( high > max_y )
max_y = high;
wide = v_glyph[ t ].left + v_glyph[ t ].right;
if ( wide > max_x )
max_x = wide;
}

v_info->maxx = max_x;
v_info->maxy = max_y;

if ( dflag )
fprintf( stderr,
"max x = %d, max y = %d\n",
v_info->maxx,
v_info->maxy );

return (char *) NULL;
}

/*
*---------------------------------------------------------------------------
* utility function to test a bit in a vfont glyph image. PFM technique code.
*---------------------------------------------------------------------------
*/

int test_v_bit( glyph, x, y ) int glyph, x, y; {
register int wide;
register char * pix_base;

wide = ( v_glyph[ glyph ].right + v_glyph[ glyph ].left + 7 ) >> 3;
pix_base = v_bitmap[ glyph ] + y * wide;
return ( * ( pix_base + ( x >> 3 ) ) & ( 0x80 >> ( x & 7 ) ) ) != 0;
}

/*
*---------------------------------------------------------------------------
```

```
* Dump out info on a vfont file. Never trust the documentation :-)
*------------------------------------------------------------------------
*/

void dump_vfont() {
int t;

fprintf( stderr,
"Header: @ %08lx = magic = %04x, size = %d, maxx= %d, maxy = %d\n",
v_info,
v_info->magic,
v_info->size,
v_info->maxx,
v_info->maxy );

for ( t = 0; t < VGLYPHS; ++ t )
if ( v_glyph[ t ].nbytes ) {
fprintf( stderr,
"%03o %c @ %08lx : nbytes = %d, ",
t,
isprint( t ) ? t : ' ',
v_bitmap[ t ],
v_glyph[ t ].nbytes );
fprintf( stderr,
"u = %d, d = %d, l = %d, r = %d, w = %d\n",
v_glyph[ t ].up,
v_glyph[ t ].down,
v_glyph[ t ].right,
v_glyph[ t ].left,
v_glyph[ t ].width );

if ( vflag ) {
/*
* this code drops out 'tty' plots of the glyph images,
* and was written mainly to confirm that I understood the
* internal representation of the glyphs correctly
*/
int x, y, high, wide, until_base;

wide = v_glyph[ t ].right + v_glyph[ t ].left;
high = v_glyph[ t ].up + v_glyph[ t ].down;
until_base = v_glyph[ t ].up * wide + v_glyph[ t ].left;

for ( y = 0; y < high; ++ y ) {
for ( x = 0; x < wide; ++ x )
fprintf( stderr, "%c%c",
test_v_bit( t, x, y ) ? '@' : ' ',
-- until_base ? ' ' : '.' );
fprintf( stderr, "\n" );
}
}
}
```

```
}

/*
*------------------------------------------------------------------------
* take the bezerkley stuff and build one of ours from it.
*------------------------------------------------------------------------
*/

struct font_hdr { /* atari font header */
int id; /* id for vst_font() */
int size; /* font size in points */
char facename[32]; /* face name for vqt_name() */
int ADE_lo; /* lowest ADE in the font */
int ADE_hi; /* highest ADE in the font */
int top_dist; /* top line distance */
int asc_dist; /* ascent line distance */
int hlf_dist; /* half line distance */
int des_dist; /* descent line distance */
int bot_dist; /* bottom line distance */
int wchr_wdt; /* width of widest char */
int wcel_wdt; /* width of widest cell */
int lft_ofst; /* left offset */
int rgt_ofst; /* right offset */
int thckning; /* pixels to thicken by */
int undrline; /* width of underline */
int lghtng_m; /* fading mask */
int skewng_m; /* skewing mask */
int flags; /* default|horz offset|byte sex|mono */
char *hz_ofst; /* horizontal offset table */
int *ch_ofst; /* char offset table */
char *fnt_dta; /* font table proper */
int frm_wdt; /* form width */
int frm_hgt; /* and height */
char *nxt_fnt; /* link to next font */
};

struct font_hdr * a_info; /* global data block for atari */
char * a_glyph; /* place for the form block */
int * a_offset; /* place for char pixel offsets */

/*
*------------------------------------------------------------------------
* set a bit in the atari charset form to a specified value.
*------------------------------------------------------------------------
*/

void set_a_bit( glyph, x, y, to ) int glyph, x, y, to; {
register int form_x_bit, form_x_byte;

form_x_bit = ( a_offset[ glyph ] + x ) & 7;
form_x_byte = ( ( a_offset[ glyph ] + x ) >> 3 ) + a_info->frm_wdt * y;
```

```
if ( to ) a_glyph[ form_x_byte ] |= 0x0080 >> form_x_bit;
else a_glyph[ form_x_byte ] &= 0xFF7F >> form_x_bit;
}

/*
*-------------------------------------------------------------------------
* another utility function, to swap words analgous to swab()
*-------------------------------------------------------------------------
*/

void swaw( f, t, wc ) int * f, * t, wc; {
register int tmp;

do {
tmp = f[ 0 ];
t[ 0 ] = f[ 1 ];
t[ 1 ] = tmp;
f += 2;
t += 2;
} while ( ( wc -= 2 ) > 0 );
}

/*
*-------------------------------------------------------------------------
* build an atari font description and write it out to a file. lots of
* guessing and patching to slide over the empty places in the doc :-).
*-------------------------------------------------------------------------
*/

char * write_afont( name ) char * name; {
int t, pix_wide, pix_above, pix_below, handle;

/*
* begin by allocating ram for font global information
*/
if ( ( a_info = (struct font_hdr *)
malloc( (unsigned) sizeof (struct font_hdr) ) )
== (struct font_hdr *) NULL )
return "can't allocate header";

/* allocate and zero out the pixel-offset array */
if ( ( a_offset = (int *)
malloc( (unsigned) sizeof (int) * ( VGLYPHS + 1 ) ) )
== (int *) NULL )
return "can't allocate offset vector";
for ( t = 0; t < VGLYPHS; ++ t )
a_offset[ t ] = 0;

/*
* this stuff needs to be set up with a tool like GEMFED or
* whatever; there's not enough information available to me
* to do it now.
*/
a_info->id = 0;
```

```
a_info->size = v_info->maxy; /* this is all 'best-guess' */
strcpy( a_info->facename, name );

/*
* figure out the low and high ADE values
*/
for ( t = 0; t < VGLYPHS; ++ t )
if ( v_glyph[ t ].nbytes ) break;
a_info->ADE_lo = t;
for ( t = VGLYPHS; t --; )
if ( v_glyph[ t ].nbytes ) break;
a_info->ADE_hi = t;

/*
* scan through the descriptor list, collecting three pieces of
* information: total width of the 'form', and the maximum number
* of scan lines above and below the base line. From this we can
* figure out how much memory to allocate for the form array.
* the descision to allocate 8 pixel-wide cells to null chars is
* entirely arbitrary, but it had to be made :-). while doing this,
* set up the pixel-offset values in a_offset.
*/
pix_wide = pix_above = pix_below = 0;
for ( t = a_info->ADE_lo; t <= a_info->ADE_hi; ++ t ) {
a_offset[ t ] = pix_wide;
if ( v_glyph[ t ].nbytes ) {
pix_wide += v_glyph[ t ].left + v_glyph[ t ].right;
if ( pix_above < v_glyph[ t ].up )
pix_above = v_glyph[ t ].up;
if ( pix_below < v_glyph[ t ].down )
pix_below = v_glyph[ t ].down;
}
else
pix_wide += 8;
}
a_offset[ t ] = pix_wide; /* to establish width of last char */

/*
* allocate the form array, handling the pad-to-word-length requirement
* and including enough scan lines for the tallest and lowest char cells
*/
a_info->frm_wdt = ( ( pix_wide + 15 ) >> 4 ) << 1;
a_info->frm_hgt = pix_above + pix_below;
if ( ( a_glyph = malloc( (unsigned) a_info->frm_wdt * a_info->frm_hgt ) )
== (char *) NULL )
return "can't allocate form";

/*
* make further guesses as to the values of stuff; use GEMFED to
* clean this up, or else ignore the d*mned things.
*/
```

```
if ( dflag )
fprintf( stderr, "above = %d, below = %d\n", pix_above, pix_below );

a_info->top_dist = pix_above;
a_info->asc_dist = pix_above - 1;
a_info->hlf_dist = pix_above / 2;
a_info->des_dist = pix_below - 1;
a_info->bot_dist = pix_below;

/*
* describe maximum cell and char.
*/
a_info->wchr_wdt = a_info->wcel_wdt = v_info->maxx;
a_info->lft_ofst = a_info->rgt_ofst = 1;

/*
* just keep on guessing...
*/
a_info->thckning = a_info->undrline = 1;
a_info->lghtng_m = a_info->skewng_m = 0x5555;

/*
* for now, flags == 4 (intel format, no other options)
*/
a_info->flags = 4;

/*
* set up both offset tables just past the global info structure
*/
a_info->hz_ofst = (char *) NULL;
a_info->ch_ofst = (int *) sizeof (struct font_hdr);

/*
* this field is required to be null
*/
a_info->nxt_fnt = (char *) NULL;

/*
* and now la piece de resistance: insert the glyph info into the
* atari form. Remember that characters in the form do not observe
* any byte alignment, and also that Intel word order may be enforced
* later (blechh).
*/
for ( t = a_info->ADE_lo; t <= a_info->ADE_hi; ++ t )
if ( v_glyph[ t ].nbytes ) {
register int x, y;
int wide, high;

high = v_glyph[ t ].up + v_glyph[ t ].down;
wide = v_glyph[ t ].left + v_glyph[ t ].right;
for ( x = 0; x < wide; ++ x )
for ( y = 0; y < high; ++ y )
set_a_bit( t, x, y, test_v_bit( t, x, y ) );
```

```
}

/*
* now the great tediousness of writing all this stuff back
* figure out offset to font form data, etc, flip bytes, etc.
* note also that the byte flipping means _we_ can't read the
* d*mned info structs anymore, hence the caching of the ADE
* values :-(
*/
{
int high, low, wide, deep;

high = a_info->ADE_hi;
low = a_info->ADE_lo;
wide = a_info->frm_wdt;
deep = a_info->frm_hgt;

a_info->fnt_dta = (char *)
( a_info->ch_ofst + ( a_info->ADE_hi - a_info->ADE_lo + 2 ) );

swab( (char *) & a_info->id,
(char *) & a_info->id,
2 * sizeof (int) );

swab( (char *) & a_info->ADE_lo,
(char *) & a_info->ADE_lo,
18 * sizeof (int) + 3 * sizeof (char *) + sizeof (int *) );

swaw( (int *) & a_info->hz_ofst,
(int *) & a_info->hz_ofst,
2 );
swaw( (int *) & a_info->ch_ofst,
(int *) & a_info->ch_ofst,
2 );
swaw( (int *) & a_info->fnt_dta,
(int *) & a_info->fnt_dta,
2 );
swaw( (int *) & a_info->nxt_fnt,
(int *) & a_info->nxt_fnt,
2 );

swab( (char *) a_offset,
(char *) a_offset,
VGLYPHS * sizeof (int) );

swab( a_glyph,
a_glyph,
wide * deep );

if ( ( handle = creat( name, 0 ) ) == -1 )
return "creat failed";
```

```
if ( write( handle,
(char *) a_info,
sizeof * a_info )
!= sizeof * a_info )
return "header write failure";

if ( write( handle,
(char *) & a_offset[ low ],
( high - low + 2 ) * sizeof (int) )
!= ( high - low + 2 ) * sizeof (int) )
return "offset table write failure";

if ( write( handle,
a_glyph,
wide * deep )
!= wide * deep )
return "char form write failure";

close( handle );
}

return (char *) NULL;
}

/*
*------------------------------------------------------------------------------
* Go away, leaving only a bad smell and a grease spot.
*------------------------------------------------------------------------------
*/

void abrt( msg, status ) char * msg; int status; {
fputs( msg, stderr );
fputc( '\n', stderr );
exit( status );
}

/*
*------------------------------------------------------------------------------
* and now for that anti-climax, main(). The linker says ya gotta have one.
*------------------------------------------------------------------------------
*/

int main( argc, argv ) int argc; char * * argv; {
char * err_msg;

while ( -- argc && * * ++ argv == '-' )
switch ( ( * argv )[ 1 ] ) {
case 'v' :
++ vflag;
case 'd' :
++ dflag;
break;
case 'a' :
++ aflag;
```

```
break;
default:
abrt( "bad switch", 2 );
}

if ( argc != 2 )
abrt( "usage: vtoa [-v] [-d] [-a] <vfont-file> <afont-file>", 3 );

fprintf( stdout, "%s ", argv[ 0 ] );
if ( ( err_msg = read_vfont( argv[ 0 ] ) ) != (char *) NULL )
abrt( err_msg, 1 );

if ( dflag )
dump_vfont();

fprintf( stdout, "-> %s", argv[ 1 ] );
if ( ( err_msg = write_afont( argv[ 1 ] ) ) != (char *) NULL )
abrt( err_msg, 4 );

fprintf( stdout, "\n" );
exit( 0 );
}
----------------------the end-------------------------
```

280. Re: Atari ST, Mac emulator and TOPS network

Newsgroup: comp.sys.atari.st
Date: 1987-11-22 18:29:55 UTC
From: rwa@auvax.UUCP
Message-ID: <416@auvax.UUCP>
Source record: 255880

In article <2698@sphinx.uchicago.edu>, cute@sphinx.uchicago.edu (John Cavallino) writes:
> In article <441*woslyng@arc.cdn> woslyng@arc.CDN (Fred Woslyng) writes:
> >Is is possible to connect an Atari 520 or 1040ST running a Macintosh
> >emulator (such as Magic Sac) to a TOPS network?
> The Macintosh serial ports are driven by a standard Zilog 8530 SCC on the
> motherboard. [...] Unless of course Atari ALSO uses said chip for
> THEIR serial ports. Anyone know?

Atari uses two different chips for serial i/o. The modem port is driven by a Motorola MC68901 "Multi-Function Peripheral" (MFP) chip, while the midi port gets its bits from a Motorola MC6850 "Asynchronous Communications Interface Adaptor" (ACIA). We can essentailly forget about the midi port in this discussion because 1) it's clocked at a fixed rate and thus we can't tweak the baud to match Appletalk & 2) it's an asynchronous-only part (ACIA, right ;-).

OK, now the MFP is a little more flexible than the ACIA. We can get it to run async up to 62.5 Kbps, and synchronously up to 1Mbps [an aside: my source for _all_ this stuff is the Mostek MK68901 write-up that came with my (otherwise almost *totaly* useless) Developer's Kit. Sure hope it's better than some of the other info; flame, flame!!].

However, there's a rub (and I don't have my Zilog books handy, but I'm pretty sure about this), and that's that the Z8350 is a fairly clever little fellah and knows about things like HDLC bit stuffing and framing, and how to generate/check CRC's on the fly, and station address recognition, and a lot of other stuff which is good to be handled by the serial chip rather than the CPU, especially in a machine as lethargic as a Mac (well, a Mac's lethargic compared to a Sun 3, and that's what I'm used to...) when you're in a network environment and there's a lot of traffic on the backbone which isn't addressed to you in particular, but you have to watch it all anyway because some might be for you eventually. Good grief, what a horrible sentence! But I think that's the case. Whereas the 68901 can sync up to the input datastream and receive/xmit but it has no idea of bit stuffing or CRC's or any of that good stuff. Which means somebody else (and it's not going to be the power supply, foax) is going to have to supply the smarts.

Now assuming Appletalk is built on top of all the nice HDLC stuff that the Z8350 manages so nicely (seems like a safe bet to me; I would have done it that way myself, and Apple never puts hardware in their machines that they don't use to the max), the MFP is at a bit of a disadvantage. The CPU is going to have to do all the clever

stuff; and I would expect the overhead to be pretty painful. Especially all the bit stuffing; lots of shifting and masking and partial-word assembly. CRC's, on the other hand, are easy enough. Still, the overhead gets you down, especially if there are other stations out there on the net - the 68000 is standing there taking interrupts off the 68901, checking the station address, finds the packet's not for him, great - we can throw it away, but in the meantime the user (that's US foax) is standin there waiting for a compile to get done or whatever and its not going along very fast :-(.

Any Appletalk gurus out there? I'm just looking at datasheets and thinking about implementations and bottlenecks. But it's for sure the 68901 is not a very clever synchronous part at all, at all.

Ross Alexander, Athabasca University
alberta!auvax!rwa

281. Cheap monochrome monitors

Newsgroup: comp.sys.atari.st
Date: 1987-11-22 21:26:57 UTC
From: lharris@utgpu.UUCP
Message-ID: <1987Nov22.162657.21962@gpu.utcs.toronto.edu>
Source record: 255881

Has anyone tried to hook up an ibm type monochrome monitor to the ST.
I know the frequencies are different, as is the horizontal sync polarity
but with some minor tweaking it should be possible. The reason for doing
this is ibm monitors around here can be had for about $60-80. The atari
monitor is more than double that.
thanks
/leonard

282. Fcreate() bug and dLibs creat()

Newsgroup: comp.sys.atari.st
Date: 1987-11-22 23:48:46 UTC
From: daemon@stag.UUCP
Message-ID: <262@stag.UUCP>
Source record: 255882

```
>> Occasionally it would create two files
>> with the same name in a single directory.
>
> I found out why: in GEMDOS, Fcreate calls Fdelete, but doesn't check to see
> if the delete actually worked. If the delete fails for some reason, Fcreate
> doesn't notice, and creates another file by the same name.
>
>> I implemented a creat() call in dLibs which always
>> deletes the file before creating it[.]
>
> This won't help, because if Fcreate's call to Fdelete fails, yours will too.
>

This WILL* help, because I check the return value from Fdelete() to be sure
that it succeeds. The code is as follows (from the extended arg proposal):

/*
* Create a new file <filename> with <pmode> permissions
*/
int creat(filename, pmode)
register char *filename;
register int pmode;
{
register int rv;

rv = Fdelete(filename);
if((rv == 0) || (rv == -33)) /* SUCCESS or FILE-NOT-FOUND */
{
if((rv = Fcreate(filename, pmode)) >= 0)
iovector[rv] = 'F';
}
return(rv);
}

> Now here's the tricky part: Fdelete (as called from outside GEMDOS or
> within it, like from Fcreate) checks to see if anybody has the file open.
> If the current process has the file open, Fdelete closes it before deleting
> it. If some OTHER process has the file open, Fdelete returns EACCDN
> ("access denied"). This seems to be what is happening, but I can't
> figure out why, because nobody else has the file open!

Yes. In my implementation of creat(), any error except -33 (EFILNF) will
be returned without calling Fcreate(). Error code -36 (EACCDN) is therefore
returned if the file can't be deleted due to the Fcreate() bug. In emacs,
this causes a file write error and you can then write the file out under a
different name, which is better than silently creating a duplicate.
```

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

283. Extra functions for XARG implementation

Newsgroup: comp.sys.atari.st
Date: 1987-11-22 23:48:47 UTC
From: daemon@stag.UUCP
Message-ID: <263@stag.UUCP>
Source record: 255883

It seems that in the source code which accompanies the recently posted extended argument passing proposal, I assumed the existence of some functions and a header file which are in dLibs, but are missing from the libraries of some other C compilers. The following code fragments are extracted from dLibs for the benifit of those trying to use the new XARG structure under other compiler/library combinations.

```
----------------------------------CUT--HERE---------------------------------
[BASEPAGE.H]
/*
* BASEPAGE.H Definition of the basepage structure
*/
typedef struct
{
char *p_lowtpa;
char *p_hitpa;
char *p_tbase;
long p_tlen;
char *p_dbase;
long p_dlen;
char *p_bbase;
long p_blen;
char *p_dta;
char *p_parent;
char *p_reserved;
char *p_env;
long p_undefined[20];
char p_cmdlin[128];
}
BASEPAGE;

[STRTOK.C]
#include <stdio.h>

static char *_strtok = NULL; /* local token pointer */

char *strtok(string, delim)
register char *string;
register char *delim;
/*
* Return a token from <string>. If <string> in not NULL, it is
* the beginning of a string from which tokens are to be extracted.
* Characters found in <delim> are skipped over to find the start
* of a token, characters are then accumulated until a character in
* <delim> is found, or the terminator of <string> is reached.
```

```
* A pointer to the '\0' terminated token is then returned. Note
* that this function modifies <string> (by inserting '\0's) in
* the process. Subsequent calls to strtok() may specify NULL as
* the <string> argument, in which case subsequent tokens are
* returned, or NULL if there are no more tokens.
*/
{
register char *p;
char *strchr();

if(string == NULL)
string = _strtok;
while(*string && strchr(delim, *string))
++string;
if(*string == '\0') /* no more tokens */
return(NULL);
p = string;
while(*string && !strchr(delim, *string))
++string;
if(*string != '\0')
*string++ = '\0';
_strtok = string;
return(p);
}

[BLKCPY.S]
* char *blkcpy(dest, source, len)
* register char *dest;
* register char *source;
* register int len;
* /*
* * Copies the <source> block to the <dest>. <len> bytes are
* * always copied. No terminator is added to <dest>. A pointer
* * to <dest> is returned.
* */
* {
* register char *p = dest;
*
* if(source < dest)
* {
* dest += len;
* source += len;
* while(len--)
* *--dest = *--source;
* }
* else
* {
* while(len--)
* *dest++ = *source++;
* }
* return(p);
```

```
* }

.text
.globl _lblkcpy
_lblkcpy:
move.l 12(a7),d0 ; number of bytes
bra blkcpy0
.globl _blkcpy
_blkcpy:
move.w 12(a7),d0 ; number of bytes
blkcpy0:
move.l 4(a7),a1 ; destination
move.l 8(a7),a0 ; source
cmp.l a0,a1 ; check copy direction
ble blkcpy4
add.l d0,a0 ; move pointers to end
add.l d0,a1
bra blkcpy2
blkcpy1:
move.b -(a0),-(a1) ; (s < d) copy loop
blkcpy2:
dbra d0,blkcpy1
bra blkcpy5
blkcpy3:
move.b (a0)+,(a1)+ ; (s >= d) copy loop
blkcpy4:
dbra d0,blkcpy3
blkcpy5:
move.l 4(a7),d0 ; return destination pointer
rts

[PUTENV.C]
#include <stdio.h>

extern char *_envp;

#define ENVSIZ 2048

static int envset = FALSE; /* local env created? */

int putenv(entry)
char *entry;
/*
* Add <entry> to the environment. <entry> can be any of the following
* forms:
* <VARIABLE>
* <VARIABLE>=
* <VARIABLE>=<value>
* The first form removes <VARIABLE> from the environment. getenv()
* will return NULL if looking for this variable. The second form adds
* <VARIABLE> to the environment, with a null value. getenv() will
* return a pointer to a '\0' character if looking for this variable.
```

```
* Many environment handlers don't support such "tag variables", so
* their use is not recommended. The final form is the most common,
* and safest to use. <VARIABLE> is installed (or replaced) with the
* value <value>. It should be noted that this function itself is not
* supported in many systems and should be used will care to prevent
* overflowing the space allocated for the environment.
*/
{
register char *p, *q, *t, c;
register int len;
char *malloc(), *getenv();

if(!envset) /* no local env */
{
if((p = malloc(ENVSIZ)) == NULL)
return(FALSE);
q = _envp;
_envp = p;
envset = TRUE;
if(q)
{
while(*q)
while(*p++ = *q++)
;
}
else
*p++ = '\0';
*p++ = '\0';
*p = 0xFF;
}
for(t=entry; (c = *t) && (c != '='); ++t)
;
*t = '\0';
if(p = getenv(entry)) /* remove old var */
{
q = p;
while(*q++) /* find end of old val */
;
p -= (len = strlen(entry));
while(strncmp(--p, entry, len)) /* find start of old var */
;
while(*q) /* copy environment tail */
while(*p++ = *q++)
;
*p++ = '\0'; /* tie off environment */
*p = 0xFF;
}
if(c == '=') /* install new var */
{
p = _envp;
```

```
while(*p) /* find end of env */
while(*p++)
;
*t = c;
q = entry;
while(*p++ = *q++) /* copy new entry */
;
*p++ = '\0'; /* tie off environment */
*p = 0xFF;
}
return(TRUE);
}
```

----------CUT--HERE----------

You should also check the operation of your strchr() and strrchr() functions. If '\0' is specified as the character to search for, these functions should return a pointer to the '\0' which terminates the string. This is how the Un*x libraries (at least the ones I've used) work, and the XARG code uses strrchr() in this way.

I've included putenv(), but not getenv() since most libraries provide one already. If you need getenv(), send me mail and I'll send you a copy of one that handles MWC-style and TOS-style environment variable, even if they are intermixed (*ack*).

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

284. Re: Anomaly in GULAM (confirmed)

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 00:13:56 UTC
From: pm@mandrill.UUCP
Message-ID: <2320@mandrill.CWRU.Edu>
Source record: 255884

```
In article <5689@utcsri.UUCP> you write:
>I have started using Gulam beta and like it very much. I discovered what
>I think is an anomaly. If I set the path up as follows
>
>set path .,c:\bin,d:\bin,e:\bin,f:\bin,g:\bin
>
>I would expect Gulam to check current dir ('.') for the executable
>before any of the specified bin files, [but it does not.]

This is a bug and has bitten a colleague of mine also. My apologies.
It has been fixed. Those needing the corrected version, send me a
diskette and SASE. I should be releasing the next version in Jan 88.

--
prabhaker mateti, case western reserve university, cleveland, oh 44106
{decvax,cbosgd,sun}!mandrill!pm pm@mandrill.cwru.edu (216) 368-2816
```

285. blkcpy() correction

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 07:06:35 UTC
From: daemon@stag.UUCP
Message-ID: <264@stag.UUCP>
Source record: 255885

ARGH!! Sure enough, the best way to find bugs in a piece of code is to release it to the public. There is a minor bug in the blkcpy() function that I just posted, so here is the corrected version... sorry...

```
[BLKCPY.S]
* char *blkcpy(dest, source, len)
* register char *dest;
* register char *source;
* register int len;
* /*
* * Copies the <source> block to the <dest>. <len> bytes are
* * always copied. No terminator is added to <dest>. A pointer
* * to <dest> is returned.
* */
* {
* register char *p = dest;
*
* if(source < dest)
* {
* dest += len;
* source += len;
* while(len--)
* *--dest = *--source;
* }
* else
* {
* while(len--)
* *dest++ = *source++;
* }
* return(p);
* }

.text
.globl _blkcpy
_blkcpy:
clr.l d0
move.w 12(a7),d0 ; number of bytes
blkcpy0:
move.l 4(a7),a1 ; destination
move.l 8(a7),a0 ; source
cmp.l a0,a1 ; check copy direction
bls blkcpy4
add.l d0,a0 ; move pointers to end
add.l d0,a1
bra blkcpy2
```

```
blkcpy1:
move.b -(a0),-(a1) ; (s < d) copy loop
blkcpy2:
dbra d0,blkcpy1
bra blkcpy5
blkcpy3:
move.b (a0)+,(a1)+ ; (s >= d) copy loop
blkcpy4:
dbra d0,blkcpy3
blkcpy5:
move.l 4(a7),d0 ; return destination pointer
rts
```

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

286. Blue Boxes ...

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 10:37:49 UTC
From: L12@DHDURZ1.BITNET
Message-ID: <8711231005.AA28026@ucbvax.Berkeley.EDU>
Source record: 255886

This thing might seem funny or strange or whatever *(#&~%&*#|~%(|&%~ to
ASCII-ppl: Our network account mode is determined 99.9% by some computers
painted blue on the outside.
As a *periphery* we have only ASCII machines, running UNIX, TOS and MS-DOS.
Two problems arise out of this:
First we cannot (or do not know how to) reach net.sources or the like.
Second, there is a strange interchange of characters when we download UU files.
++++++++++++ QUESTION:
Are there any ppl on this list which can help me out of that? I surely would
appreciate some hint from s.o. who's net account is also managed via a
non-ASCII coded machine !!!
Regards *** Wodibatz

287. Gulam and TeXinfo

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 14:38:32 UTC
From: csrobe@ICASE.ARPA.UUCP
Message-ID: <8711231438.AA03524@work15.icase>
Source record: 255887

I have been using Gulam (beta version) for about a week now (thanks lee dickey :-) and i haven't had a problem yet ('cept one, which you will see in a minute). For those of you who remember my problem with OSS PP and Flash steping on each other in Gulam, that problem was fixed in this release.

One really great improvement, is that the documentation comes a "TeX-able" user's manual. TeXable iff you 1) have GNU emacs and TeXinfo.tex, or 2) TeXinfo.tex and a williness to do a few minor changes, or 3) just TeX, and editor, and some patience. [Luckily, the authors also included a straight ascii version of the manual for the less fortunate.]

Anyway, I fall into the second group, which isn't so bad -- only two TeXinfo commands aren't recognized: '@emph{}' and '@unnumberedsubsec'. @unnumberedsubsec is listed in the TeXinfo documentation, but doesn't seem to be implemented. @emph is just not there, anywhere, but i was able to change it to @i{} ('i' for italics instead of 'emph'asis) and it worked.

The documentation also comes with some (customized) .el files to do some conversions. Perhaps this takes care of the @emph and @unnumberedsubsec problems but it's hard for me to tell since it is designed for GNU emacs (lisp-like) extension language.

I was really surprised that, given the effort that went into producing such a quality shell, that the TeX documentation would be distributed without the TeXinfo input file. I am hoping that mine is out of date, and that I can find a more complete version. I have written to the authors but they have yet to reply (and if the future resembles the past, they won't).

So, can anybody out there help me? Since our system administrator refuses to put GNU emacs on our system, that option is right out. Does anybody have a more complete version of TeXinfo (mine is dated 1985)?

Thanks,
-chip

Chip Roberson ARPANET: csrobe@icase.arpa
1105 London Company Way BITNET: $csrobe@wmmvs.bitnet
Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe
---
Protect our Natural Resources
"...must i tell the story of a thousand rainy days..." -Police

288. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 15:01:22 UTC
From: charles@mnetor.UUCP
Message-ID: <4340@mnetor.UUCP>
Source record: 255888
Cross-posted to: comp.sys.mac,comp.sys.atari.st

>>The Magic Sac works with the 64K ROMs, and even Apple has announced that they
>>will no longer support the 64K ROMs anymore - most new commercial applications
>>that I have seen require the 128K ROMs.
>

Does this mean that the machine has to be opened, and the new ROMs inserted,
or are they plugged into some external box?

>>Also, if I am not mistaken, there is
>>no way to interchange disks between the two machines (read Mac disks in an ST
>>or read ST disks in a Mac), this really isn't a viable alternative.
>
>Not true. Data Pacific just released the Translator One, a box which plugs
>into the ST's MIDI ports and somehow modulates the signals coming from the
>normal ST drive so that the emulator thinks they are coming from an odd Mac
>drive (I have more trouble with Mac drives on Cornell's public Macs than any
>other computer system we have percentage-wise, though I heard the C-64 had a
>similar problem). The only problem is that it only currently allows MFS
>(though double-sided) disks. Again, Small is working on getting it to
>support HFS.

Will this system (transaltor 1) also work for internal drives, or does this
box connect to the MIDI, and to some external drive?

289. SCSI-Drive Question

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 15:02:42 UTC
From: DIVKO@DGATUM5P.BITNET
Message-ID: <8711231500.AA02235@ucbvax.Berkeley.EDU>
Source record: 255889

```
Date: 23-NOV-1987 15:56:20.13
From: DIVKO AT DGATUM5P
To: BITNET::"info-atari16@Score.Stanford.edu",DIVKO
Subj: SCSI-Drive Question
Recently there was a discussion on SCSI-Drives for ST's. Can somebody
please e-mail me the addresses of the firms supposed to offer the necessary
adapter from the ATARI DMA port to the disk`s SCSI controller
(Berkley Micro Systems, Tech Specialities as far as I can remember).

Thanks, Robert Divko
Technische Universitaet, Muenchen
Physik-Department, T30
James-Franck-Strasse
D-8046 Garching
```

290. Re: Any good drawing programs for the ST?

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 15:06:43 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <2212@brspyr1.BRS.Com>
Source record: 255890

Sorry, guess I wasn't very clear the first time around. Here is a
clarification.

in article <2205@brspyr1.BRS.Com>, tim@brspyr1.BRS.Com (Tim Northrup) says:
>
> Does anyone out there know if there is an ST program comparable to
> MacDraw or preferably SuperPaint? Degas is okay, but seems to be
> limited to output for a screen, and not the printed page.

Yes, Degas will print okay. What I meant was that the SIZE of the drawing
seems to be limited to the screen SIZE. I want something that will allow
me to layout a printed PAGE, not half a page at a time. Also something more
object oriented is desired.

Any help would be appreciated.

-- Tim
--
tim@brspyr1.BRS.Com
uunet!steinmetz!brspyr1!tim
== Tim "The Enchanter" Northrup

291. Re: Ground on DTACK?

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 16:27:10 UTC
From: sansom@trwrb.UUCP
Message-ID: <3749@trwrb.UUCP>
Source record: 255891

What`s going on here?

>From: landon@apple.UUCP (Landon Dyer)
>Organization: Apple Computer, Inc., Cupertino, USA

Does this mean that our last reliable inside source at Atari has jumped
ship? Anyone out there interested in buying a 1040 (only half ;-) ?

-Rich
--
Richard E. Sansom
TRW Space & Defense, Redondo Beach, CA
{decvax,ucbvax,ihnp4}!trwrb!sansom

292. Beckmeyer C-shell bug (was: Source for a system() routine needed)

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 16:54:26 UTC
From: preston@felix.UUCP
Message-ID: <13782@felix.UUCP>
Source record: 255892

In article <1845@chinet.UUCP> dag@chinet.UUCP (Daniel A. Glasser) writes:
>In article <13021@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:

>>Has anyone out there implemented a version of the system() library
>>routine that uses the Mark Williams/Beckmeyer scheme for passing long
>>argument lists?

>>Unfortunately, the system() routine in the Mark Williams library does
>>not. The argument list gets truncated after 127 characters.

>Not true! The Mark Williams library DOES use the environment scheme
>for system()... It calls up the shell, msh.prg, and msh calls up the
>command. If you are getting truncated command lines, something is
>screwing around with the "ARGV" or "IOVECT" environment string and
>the runtime startup is not finding the parameters in the environment.

On further investigation, you're right...sort of. The problem, as it
turns out, is that the Beckmeyer C-shell does not handle very long
single arguments.

The MWC system() passes through the string given to it as a single
argument. I.e. the call:

```
system("foo bar baz");
```

Becomes a call to the default shell with the following MWC extended
argument list appended to the environment (assume the SHELL environment
variable is set to 'shell.prg', the iovector is approximate):

```
ARGV=CCCA????????????????
shell.prg
-c
foo bar baz
```

Note that the string passed to the system() call is passed through as
a single argument.

I had the SHELL environment variable set to 'csh.prg', the Beckmeyer
C-shell. When csh was given a single argument longer than 127
characters, it truncates the argument.

The shell supplied with MWC (msh) can handle single arguments that are
longer than 127 characters.

So where does this leave us?

1. Use 'msh' for the default shell in makefiles where the argument
list may be longer than 127 characters. (I set the environment

variable SHELL to 'msh.prg' at boot time with GEMBOOT).

2. The system() function should be fixed to spilt up the command
string passed to it into an argument list. (My opinion).

3. The Beckmeyer C-shell (and other shells :-) should be prepared to
handle single arguments longer than 127 characters. (My opinion).

--
Preston L. Bannister
USENET : ucbvax!trwrb!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

293. Re: Atari Bashing (was: lots of stuff)

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 17:21:09 UTC
From: mikeb@hpqtdla.HP.COM
Message-ID: <2210003@hpqtdla.HP.COM>
Source record: 255893

>I guess my point is, Will Atari come out with their transputer BEFORE
>Apple, Commodore, IBM, etc. make their own and STEAL the market from Atari?

Does it matter. Since transputers have to use the 10M Inmos links
they are an ideal for linking up machines from different manufacturers.

Then when your Atari need some extra horsepower it farms it out to a
PC with a tranputer doing nothing, and vice versa of course.
Hey presto everybody uses their favourite machine but with real speed!

Of course this all sounds wonderful. Unfortunately the catch comes
(as usual) with the software and the interconnections. Can we conect
up 100s of PCs via transputer links in such a way that the operating
systems can find idle nodes, and then is the software structured so
that it can actually work.

SF fans may recall that ORAC in Blake's 7 had this capability. Will
we have to wait several centuries?

294. Prolog for the ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 18:44:15 UTC
From: Chen.wbst@XEROX.COM
Message-ID: <871123-104420-2293@Xerox>
Source record: 255894

I'm currently starting to work on my thesis and I need to use the language Prolog. Does anyone have any experience working with any of the Prologs for the ST? I heard there was a public domain version, but I haven't got a chance to try that out yet. Are there anyother versions available?

Thanks in Advance,

Dan

295. Re: Atari ST, Mac emulator and TOPS network

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 19:10:07 UTC
From: egisin@orchid.waterloo.edu
Message-ID: <11801@orchid.waterloo.edu>
Source record: 255895

In the reference article, Ross Alexander writes about appletalk and the ST's 68901.

I don't think it would be feasible. Appletalk has a bit rate of 230K,
or about 80K characters per second.
The Mac's serial controller is interrupt driven, but has a 3 byte silo.

The 68901 has a single byte buffer, and would have process interrupts in 12 useconds,
or do polled IO. It would also have to do bit stuffing on the fly to find flag
sequences. The 68000 is not quite fast enough for all that.

296. Re: GULAM beta (bug???)

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 19:14:23 UTC
From: egisin@orchid.waterloo.edu
Message-ID: <11802@orchid.waterloo.edu>
Source record: 255896

In article <296@lakesys.UUCP>, martin@lakesys.UUCP (Martin Wiedmeyer) writes:
> I have had NO luck running the latest version of GULAM from an AUTO
> folder at boot. I'd like not to go thru a GEM boot just to run another shell!

The new version assumes the A-line structure has been initialized,
which is not the case when AUTO programs are run.

I wrote a short program to initialize it (by using v_openwk),
then Pexec \bin\gulam.prg. I'll send you a copy, or post it if there is demand.

297. Magic Sac information

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 20:27:28 UTC
From: rowley@ORVILLE.NAS.NASA.GOV
Message-ID: <8711232027.AA14374@orville.nas.nasa.gov>
Source record: 255897

I got version 4.5 of the Magic Sac software recently. The Sac works well with a partition on my SH-204 hard disk.

Here is a list of software that seems to work well with the Sac:
Finder 6.0
System 4.2
MacWrite 4.6
MacDraft 1.2a
MacDraw 1.9.5
Microsoft Excel 1.03
Microsoft Word 3.01
Versaterm 2.3
Binhex 5.0

I found some software that trashes out the Sac:
Red Ryder 9.2
New Scrapbook DA
Meminfo DA (made useless by the new finder anyway)

On Genie, Dave Small writes that he has tried "Hype-card" (sic), and it doesn't work with the Sac. Also, he says that an upgrade to the 128K ROM's is not something he is likely to take on in the near future.

Would anyone else care to add to the works/doesn't work list?

Karl Rowley
Usenet: {hplabs,ucbvax,lll-crg}!ames!orville!rowley
Arpanet: rowley@orville.nas.nasa.gov

298. Re: Please Read ATARI (attn:Neil Harris).. (really 1040 RF mod)

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 21:00:14 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <320@viper.Lynx.MN.Org>
Source record: 255898

In article <871121-091947-2721@Xerox> Brantly.henr@Xerox.COM writes:
>a little background:
>
>I have an Atari 1040ST, a monochrome monitor & I enjoy both.

I have the same hardware...

... description of 1040 RF modulator history deleted ...

>Many owners of mono systems are unwilling (or at least extremely
>reluctant) to spend the bucks for a color monitor to play an occassional
>game, so I'm trying to come up with a means to provide composite or RF
>from the available signals.

I also would ocasionaly like the ability to video tape program
demos but I can't justify buying another machine (520) just so I can
get the feature provided by <$100 worth of parts...

>
>Neil, please answer me this, will the Modulator that came in some of the
>520's work in the 1040's? Are the inputs/outputs the same? Looking at
>the schematic and the vacant place in my motherboard where the Modulator
>was planned to go in, it looks like it wouldn't be very difficult to
>install a 520 modulator (& the resistors etc. that there are empty holes
>for) if it's the same as originally intended for the 1040. Why not make
>the modulators a dealer installed option?
>

In a related note, even if it's not "Atari policy" to make the kind
of changes to a 1040 we're discussing here, -will-it-work-? Atari HQ
has this unfortunate attitude problem... The seem to think that if
they haven't thought up some hardware feature, then they won't do
anything to help users obtain that capability. This is one case where
Atari is the only source of information on this subject. If users see
that Atari is willing to help users obtain new horizons with their
machines, then people are more likely to recommend Atari when friends
ask about getting a new machine. On the other hand, offen I find it
difficult to recommend getting an ST when Atari spends so much effort
blocking, and so little effort to help, the average user who just wants
to do "a little bit more" with their machines.

>Dennis
>Rochester, NY.....<Yep, still snowing>
>(716-427-1653)

John Stanley (john@viper.UUCP)

Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

299. SPECTRUM I forgot to mention...

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 22:03:43 UTC
From: xwallman@yale.UUCP
Message-ID: <19389@yale-celray.yale.UUCP>
Source record: 255899

As if anyone is interested...
Update to previous Article. Fine synching of the display
can be done via the lo-byte of the video counter.
Out-of-YALE-callers please use only these addresses

<<<<wallman-george@yale.uucp>>>>>
<.....IIII, ..<
<......III, ...IXI, ...<
<.....IXIIXI, ...IXI,, ...<
<....IXI,,IXI, ...IXI,, ...<
<...IXI,, .IXI, IXXI,, ...<
<..IXXI,, ..IXXXXXI,, ...<
<.IXXI,, ...IXXXI,, ...<
<IXXXI,, ...III,, ...<
<<<<<<<<<wallman@yalecs>>>>>>>>>

And grand new opening at WALLMANN@CTSTATEU.BITNET
(yale addresses preferred)

300. Re: Floppy drive speed

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 22:29:01 UTC
From: schuster@dasys1.UUCP
Message-ID: <2053@dasys1.UUCP>
Source record: 255900

In article <797@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
>In article <oVbq70y00V4EzAk0HD@andrew.cmu.edu>, ws1i+@andrew.cmu.edu (William Manchester Shubert) writes:
>>
>> Somebody I know wanted to know how you alter the speed on your floppy
>> drive (to set it to the proper 300 rpm
>
>Most floppy drives have a strobe disk on the motor drive. To check the
>speed you need to strobe it with 60HZ. A neon bulb will do the trick.

I heartily agree. Recently I had some problems with extended formats and interchange of disks with friends, so I decided to look at this in detail.

Ever check your drive speed using the only (to my knowledge) public domain speed checker? It's called DSPEED.TOS and was written by Mike Curry a long time ago. It seemed strange that most (hmmm, come to think of it - ALL) of the disk drives I tried it on ran a little fast - from 302-304 rpm.

Well recently a friend, who has been using IBM-vintage 3.5" drives on his ST, told me an interesting story. He said that he tweaked his drive speed to 300.030 using DSPEED.TOS, and then connected the drive mechanism to his IBM. Using an MS-DOS disk speed program he got 297 rpm!!!!

The solution, as suggested, is to use a strobe disk. Trouble is, not many ST drives have one. I stole one off an old dead Tandon mechanism and put it on my SF314's flywheel. Lo and behold, DSPEED.TOS reads 303.54 when the strobe is exactly stationary.

Conclusions:
1. If you can get one, adjust your disk drives with a strobe disk.
2. Beware of DSPEED.TOS; 303-304 rpm by it's reckoning may very well be right on the mark!

--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

301. 1040ST lack of dealers

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 23:04:28 UTC
From: john@cooper.cooper.EDU
Message-ID: <1129@cooper.cooper.EDU>
Source record: 255951

Hi,
I just attended the Consumer Electronics Show in Nassau Coliseum,NY.
There was not one vender that had Atari 1040/520 hardware or software.
At least last year there were 2 or 3 venders that sold Atari. The
situation is not much better when trying to find places that sell Atari
in Nassau County. There are only about 5 and they have small selections
of software, most of which are games. Finding hardware is even more difficult.
I would like someone from Atari to comment on this.

<><><>

302. d/a converter

Newsgroup: comp.sys.atari.st
Date: 1987-11-23 23:12:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8711240058.AA12657@ucbvax.Berkeley.EDU>
Source record: 255952

Someone asked about d/a converters for the atari. I have a hippo-sound,
which is now manufactured by someone else. I was able to use it for some
signal processing experiments (although I uplead the sound files to a VAX)
I do not recommend it for any serious music applications, it is very noisy.
In fact, it always has a DC hum recorded, you can filter it by adding 17
to each sample. The software is not bad, but could you some more features.
I don't really recommend it, but it might serve your purposes if they
are not so demanding.
JEFF BEER UUCJEFF@ECNCDC

303. Re: Atari ST or Amiga ? Help !

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 03:09:52 UTC
From: mike@artsvax.UUCP
Message-ID: <203@artsvax.UUCP>
Source record: 255953
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,rec.music.synth

In article <3730@trwrb.UUCP> gibson@trwrb.dsd.trw.com.UUCP (Gregory S. Gibson)
>The Amiga multi-tasking seems to interfer
>with the sequencing time stamp accuracy.
>
Actually, I tracked down this rumour to an article written in Keyboard
magazine last year by the president of Digidesign. (I once posted the
issue and page number, but it didn't seem to make it out to netland)
In the article, he said that the Amiga had serious problems with time
stamping that preventing it from becoming a professional MIDI machine.
The same sentiment was repeated in another Keyboard column
months after that, and then spread throughout the country by word
of mouth. I don't know if it is true or not, but that is who started
it all.

~~~~~~
Michael S. Czeiszperger | Disclaimer: "Sorry, I'm all out of pith"
Systems Programmer I | Smail: Room 406 Baker (614)
College of the Arts | 1971 Neil Avenue 292-
Computer Lab | Columbus, OH 43210 0895
The Ohio State University | UUCP: {decvax,ucbvax}!cbosgd!osupyr!artsvax!mike
~~~~~~

304. Re: 1040ST lack of dealers

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 12:34:45 UTC
From: 870646c@aucs.UUCP
Message-ID: <585@aucs.UUCP>
Source record: 255954

Summary:Is it like this everwhere?
Keywords:Dealers

I have been seeing alot of messages in the last while about there being
a shortage of dealers. Well I must say that we have very good up here in
Nova Scotia Canada, our local dealer has roughly 300-400 titles in stock at
all times for the 8-bit and ST computers. The selection in nothing short
great. We seem to get all the titles before alot of other dealers for some
reason???? And to boot we are a full repair dealer. There is always hardware
in stock(only one blittered Mega yet so far, Are you listining Atari?).
Well I do feel sorry for anyone that does not have the support that they
should have, a machine like the ST should have the best support in the
industry.
Later
Barry

305. Re: Floppy drive speed

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 13:48:04 UTC
From: 870646c@aucs.UUCP
Message-ID: <589@aucs.UUCP>
Source record: 255955

Please correct me if I am wrong, but isn't the drive speed on the ST
drives controlled by the strobe only, I had a look at one at the shop
and it looked as if there were no adjustments???
later
Barry

306. Re: need help - atari monitor adjustmen

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 14:14:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100032@datacube>
Source record: 255956

mzyla@dasys1.UUCP writes:
> In article <242@xrxns.UUCP> toml@xrxns.UUCP (Tom Love) writes:
> >i acquired a monochrome atari monitor for pretty cheap a few months back.
> >the only problem is that the display quality isn't really great. though

<deleted>

> But as to the slightly rotated picture,
> I too had that problem in a minor way...You need to open the case and
> locate the plastic collar towards the front of the tube. It will likely be
> the very first object. Now by GENTLY rotating this collar you will be
> able to correct the problem.

More precisely, you will need to rotate the yoke. The yoke is the large,
round electromagnet around the neck of the CRT proper. You will have
to loosen a small clamp which is located just forward of the CRT socket.
Rotate the yoke until the picture is no longer tilted. Be careful not to
touch any terminals on the yoke while doing this.

There are adjustments on the chassis which will allow you to enlarge the
size of the picture somewhat. For the horizontal dimension, there will be
a trim-pot with the marking "width" near it. There are usually two
adjustments for the vertical. One is usually marked "vert. size", and the
other "vert. linearity". The "size" adjustment will make the picture
larger in the vertical dimension, and the other (simply put) will make sure
that identical characters at the top of the screen are the same height as
those at the bottom.

You will need a very small, flat blade screwdriver to turn these adjustments.
If you have insulated or better yet plastic tools, I'd reccomend using those.
It's kinda easy to have an ordinary screwdriver slip on you while you're
watching the screen and making adjustments.

> I\ /I _____
> Martin Zyla I \/ I /
> Big Electric Cat I I / {allegra,philabs,cmcl2}!phri!dasys1!mzyla
> New York, NY, USA I I / {bellcore,cmcl2}!cucard!dasys1!mzyla
> I I / GEnie:mzyla DELPHI:gmz CIS:74216,1372
> _____/____

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

307. Re: Ground on DTACK?

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 14:32:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100033@datacube>
Source record: 255957

Don't ground DTACK. If your ST works at all after doing that, it will in all likelyhood crash and burn VERY quickly.

DTACK is a signal to the 68K that tells it that data is ready to be read or has finished writing. DTACK is an acronym for Data Transfer ACKnowledge. Grounding it would have the effect of asserting DTACK continuously, faking the 68K into always beleiving that it can read its data lines, or that a write has finished (and the data lines can now change state safely).

Don't do it.

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
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308. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 14:54:55 UTC
From: dhawk@well.UUCP
Message-ID: <4524@well.UUCP>
Source record: 255958
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In the referenced article, I wrote:
>The Magic Sac emulates the 128K ROMS, needing just the 64K ROMS to get
>around the legal end. In other words, Dave can emulate the rest of
>the stuff as long as he gets the basics from real Mac ROMS. So the
>Magic Sac does run stuff for the 128K ROMS. There's no need for him
>to set it up to require the newer ROMS.
I was mis-remembering the following:
This is what I got from Data Pacific this month:
| 128K and 256K ROMS
| Many users ask when we will support the newer 128K and 256K ROMs
|from Apple. We do not plan to support these ROMs with the MAGIC SAC,
|primarily because the code which is contained inside of these ROMs
|will be provided by our software. Thus, _there is no advantage in the
|use of these ROMs over the 64K ROMs_ with the Magic Sac.
| Software Compatibility
| . . . general rule of thumb is: If the software is Macintosh II
|comptaible, was written to conform to the Apple Macintosh programming
|guidelines, and does not access hardware directly, then it is usually
|compatible with the MAGIC SAC.

So anyway, they're saying in this release that the 128K and 256K ROMs
will be covered in software. I would guess that like all future plans
that could change. |-)
--
David Hawkins {ptsfa,hplabs,ucbvax}!well!dhawk
It is a luxury to be understood. - Ralph Waldo Emest po l

309. (none)

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 14:58:56 UTC
From: Michael_Kwan%UQV-MTS@UM.CC.UMICH.EDU
Message-ID: <1014705@UQV-MTS>
Source record: 255959

Subject: Re: Fcreate() bug?
>I can't figure out why this happens in Emacs so much, but it happens.
>If you fix Fcreate so it does check the return code from Fdelete and
>returns EACCDN, Emacs will tell you it can't open the file for writing.
>This is more correct behavior than creating two files, but still doesn't
>explain why Fdelete thinks somebody else has the file open when nobody
>else does.

Although I never encounter this problem myself, I have seen it on some
disk before with the two files having the same name(which cause problem
when trying to delete one of them). From the description of the problem
it sounds like Emacs or anything other program might have two or more
files open and you are trying to save a file that is not the LAST file
opened by the program. Of course I could by wrong on this but this is
my opinion and nobody else.

Michael Kwan (USERQKL5@UALTAMTS)

310. Re: Floppy drive speed

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 15:43:23 UTC
From: rwa@auvax.UUCP
Message-ID: <417@auvax.UUCP>
Source record: 255960

Muke Schuster and others have written about setting drive speeds, et c., and the fact that strobe wheels are a a good deal more accurate than DSPEED.TOS or whatever. Fine. But there has been an unspoken assumption all along, and that is: You want your drive to be going _exactly_ 300 RPM. I question this. Yes, that's the specification alright, but there is a good reason to run your drives a little bit SLOWER (say, 297 RPM or so).

The reason is thusly: if you are using one of those clever formatters, such as DCFORMAT or any of its ilk, that can put 10 sectors on a track, the last gap (Gap #4, made out of 0x4e's) gets a little bit shorter than normal, which is 1401 bytes; it gets trimmed down to 780-odd bytes. It's not a bad idea, however, to run slightly larger than normal Gap 3's (normally 40 bytes, I like to double this), and then Gap 4 really gets crowded. But if you run the drive a little slow, the effect is that to the 1770, all the tracks look a little longer than normal, and you get your Gap 4 size back to something reasonable. You can check this by looking at the data coming off the read line with an oscilliscope (take the scope sync input from the index pulse line) and noting how close the end of the last sector comes to the end of the track.

I have done this routinely for years and find it doesn't generate any trouble if you are only 1 or 2% slow; the PLL in the data separator can handle this kind of an error with it's eyes closed, and the added security of the longer gaps helps to overcome all kinds of write-skew and drive wow-and-flutter problems.

Ross Alexander @ Athabasca University,
alberta!auvax!rwa

311. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 16:16:10 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <2214@brspyr1.BRS.Com>
Source record: 255961
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In answer to some of Charles' questions about the Magic Sac:

in article <4340@mnetor.UUCP>, charles@mnetor.UUCP (Charles Benaiah) says:
|>The Magic Sac works with the 64K ROMs, and even Apple has announced that they
|>will no longer support the 64K ROMs anymore - most new commercial applications
|>that I have seen require the 128K ROMs.
|
| Does this mean that the machine has to be opened, and the new ROMs inserted,
| or are they plugged into some external box?

The Sac is a plug-in expansion module which pops into the cartridge port on
the side of the ST. The box contains slots for the 2 Apple ROMs and a few
other components (like a battery powered CLOCK which keeps the correct time
even when the system is powered off; very nice).

> Will this system (transaltor 1) also work for internal drives, or does this
> box connect to the MIDI, and to some external drive?

The Translator 1 is said to work with internal as well as external drives.
I don't think it connects to the MIDI port however, I think it just goes
between the floppy connector on the ST and the floppy drive: the description
says something to the effect that internal drive accesses will make some
access to the external port FIRST, allowing the Translator 1 do "something".

Hope this helps.
-- Tim.
--
tim@brspyr1.BRS.Com
uunet!steinmetz!brspyr1!tim
== Tim "The Enchanter" Northrup

312. new KBEXT

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 16:41:17 UTC
From: WALDI@DHDIHEP1.BITNET
Message-ID: <8711241640.AA29417@ucbvax.Berkeley.EDU>
Source record: 255962

Date: 24 November 1987, 16:32:16 SET
From: Roland Waldi phone (6221) 564334 WALDI at DHDIHEP1
Inst. fuer Hochenergiephysik
Schroederstr. 90
D-6900 Heidelberg
To: INFO-ATA at SCORE.ST

The latest version of KBEXT is now available from UH-INFO at UHUPVM1
in BITNET. It is two versions of PD program + assembler source + doc.
To remind you what it does: KBEXT allows installation of 5 keyboard
tables instead of the usual 3. The 2 additional ones are used with
ALT and SHIFT ALT. Thus you can use all 256 Atari characters from the
keyboard in most programs (editors, graphic programs, dialogs etc.).
If you need ALT-xxx as a control key, try ALT-CTRL-xxx. This ignores
the tables, and works with most programs using ALT + some key for
control purposes. The version on LISTSERV at CANADA01 is now obsolete.

Enjoy,
Roland Waldi

P.S. Those who cannot access UHUPVM1: if you want the program, tell
me a distribution place in your net where to post it. I don't know
how to reach COMP.ATARI.xxx.ST or whatever newsgroups are called in other
nets. To post it, I need a USER, NODE and NET, not a complicated
path, which I don't know how to apply.

313. Re: SPECTRUM 512 how do they do it ?

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 18:32:28 UTC
From: wheels@mks.UUCP
Message-ID: <321@mks.UUCP>
Source record: 255963

In article <5021@zen.berkeley.edu>, c9c-eh@dorothy.Berkeley.EDU (Warner Young (WHY)) writes:
> I believe someone mentioned recently that they purchased the
> Spectrum 512 program? Could this same person please comment
> on whether there is any appreciable slowing of the machine?
> I've played with DEGAS Elite somewhat, and even that's a little
> slow at times. If Spectrum indeed has most of DEGAS's features,
> as the ad claims, then is it also as slow, or slower?

I wasn't the person who commented, but I just got Spectrum 512 and love it. All those colours! Some operations are slower than the other programs, but they are justified. For example, copying a block from the buffer to the screen is slower, but they have a lot of work to do to merge the pallettes of the two pictures. The manual says that about 80% of the cpu time is taken by the pallette switches. During some intensive operations, such as anti-aliasing, the program gives up the pallette switching to provide faster computation. During this time, the screen looks like garbage. Actual drawing speed is good. Rubber-band lines keep up with the mouse, no problem. I have no complaints.

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
43 Bridgeport Rd. E. BIX: mks
Waterloo, Ontario N2J 2J4 CompuServe: 73260,1043

314. Landon Dyer

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 18:58:49 UTC
From: apratt@atari.UUCP
Message-ID: <893@atari.UUCP>
Source record: 255964

in article <3749@trwrb.UUCP>, sansom@trwrb.UUCP (Richard Sansom) says:
>
> What`s going on here?
>
>>From: landon@apple.UUCP (Landon Dyer)
>>Organization: Apple Computer, Inc., Cupertino, USA
>
> Does this mean that our last reliable inside source at Atari has jumped
> ship? Anyone out there interested in buying a 1040 (only half ;-) ?
>
> -Rich
> --
> Richard E. Sansom
> TRW Space & Defense, Redondo Beach, CA
> {decvax,ucbvax,ihnp4}!trwrb!sansom

Well, since he chose to make it public this way, I am compelled to confirm: Landon Dyer left Atari Corp. recently in favor of Apple Computer. It is not for me to say here what his reasons were: ask him.

I am now The Keeper Of GEMDOS, The BIOS, and Things Like That. My subtitle is Loremaster, since so much of the OS is folklore. Landon has an agreement with Atari to maintain Mad Mac, but that is the extent of his connection with us.

I wasn't keeping this secret; I just didn't tell anybody. (You all certainly did notice that he wasn't on the net any more...)

Anyway, keep those cards and letters coming!

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

315. Re: New ROMs

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 20:16:41 UTC
From: neil@atari.UUCP
Message-ID: <895@atari.UUCP>
Source record: 255965

In article <8711191403.AA20847@ucbvax.Berkeley.EDU>, SOFPJF@UOGUELPH.BITNET (Peter Jaspers-Fayer) writes:

> So how about it, Mr.s Harris, Pratt, et. al? Are the BLIT and the
> new ROMs going to be available for us non-developers, and if so, when?

Sometime after the first of the year. We're rather short on blitters at the moment. When the supply is better, we'll get them to you.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

316. Re: Please Read ATARI (attn:Neil Harris)..

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 20:26:13 UTC
From: neil@atari.UUCP
Message-ID: <896@atari.UUCP>
Source record: 255966

In article <871121-091947-2721@Xerox>, Brantly.henr@Xerox.COM writes:

> BUT, it sure would have been decent of you to give us a Composite signal
> out so that if we wanted
> we could have bought a standard Composite to RF converter.
>
> FLAME OFF! keep listening....
>
> Neil, please answer me this, will the Modulator that came in some of the
> 520's work in the 1040's? Are the inputs/outputs the same? Looking at
> the schematic and the vacant place in my motherboard where the Modulator
> was planned to go in, it looks like it wouldn't be very difficult to
> install a 520 modulator (& the resistors etc. that there are empty holes
> for) if it's the same as originally intended for the 1040. Why not make
> the modulators a dealer installed option?

There is an adapter available that converts the RGB into composite video.
Actually there are 2 -- one from JNL Technologies on Long Island, and the
other from Practical Solutions of Tucson. I am not sure if either is
actually on sale yet, but I've seen both at various shows and they do a good
job.

It's just as hard to put composite video out as it is to do Rf. Once you
have one, it's a short step to the other. That's why they're both missing.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

317. Re: Spectrum 512 allready outdone?

Newsgroup: comp.sys.atari.st
Date: 1987-11-24 22:39:11 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2191@tekig5.TEK.COM>
Source record: 255967

> In article <8711171046.AA09562@ucbvax.Berkeley.EDU>,
>
> Yes, how do they do that? I'm quite sure the ST can really only display
> 512 colours, maximum, as that is directly related to the number of
> bits from the shifter feeding the D/A converters which feed the RGB
> outputs. (3 bits for each colour = 8 levels of each colour. 8 x 8 x 8
> gives 512 colours. Period.) I wonder if this program, and another I saw

Yes and no. One thing that can be done is to use two pictures and page flip between them. Two different color will merge to a new color. One has to be careful though to keep the intensity of the two different colors close together or else it flickers.
Wayne Knapp

318. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 00:09:28 UTC
From: dhawk@well.UUCP
Message-ID: <4525@well.UUCP>
Source record: 255968
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In the referenced article, charles@mnetor.UUCP (Charles Benaiah) wrote:
>Does this mean that the machine has to be opened, and the new ROMs inserted,
>or are they plugged into some external box?
If you are refering to the Magic Sac, it's external cartridge, but
doesn't support the 128K ROMs.
>>Not true. Data Pacific just released the Translator One, a box which plugs
>>into the ST's MIDI ports and somehow modulates the signals coming from the
>>normal ST drive so that the emulator thinks they are coming from an odd Mac
>>drive
>Will this system (transaltor 1) also work for internal drives, or does this
>box connect to the MIDI, and to some external drive?
It works on the Atari internal drive as well on external ones.
--
David Hawkins {ptsfa,hplabs,ucbvax}!well!dhawk
It is a luxury to be understood. - Ralph Waldo Emerson -

319. Re: Please Read ATARI (attn:Neil Harris)..

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 00:17:37 UTC
From: preston@felix.UUCP
Message-ID: <13852@felix.UUCP>
Source record: 255969

In article <871121-091947-2721@Xerox> Brantly.henr@Xerox.COM writes:
[much deleted]
>
>Heck Neil, even the guys/gals with color monitors would like to video
>tape stuff from their machines.....

I second the motion. :-)

I can understand Atari leaving the RF modulator off the 1040ST
(although I think the reasoning as a bit cockeyed). But, I _would_
like to have one on my machine.

Now, I imagine that coming up with an upgrade probably wouldn't be
profitable for Atari. Let me suggest an alternative.

Neil, why don't you see if Atari could least sell us the parts we need
to put in an RF modulator? I'm sure that some enterprising people
will come forward and offer to do the upgrades. It would cost Atari
nothing, build some goodwill and possibly even give Atari's dealers a
little more business.

--
Preston L. Bannister
USENET : ucbvax!trwrb!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

320. Re: Cheap monochrome monitors

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 00:22:23 UTC
From: grr@cbmvax.UUCP
Message-ID: <2857@cbmvax.UUCP>
Source record: 255970

In article <1987Nov22.162657.21962@gpu.utcs.toronto.edu> lharris@gpu.utcs.toronto.edu (Leonard Harris) writes:
>
> Has anyone tried to hook up an ibm type monochrome monitor to the ST.
> I know the frequencies are different, as is the horizontal sync polarity
> but with some minor tweaking it should be possible. The reason for doing
> this is ibm monitors around here can be had for about $60-80. The atari
> monitor is more than double that.
> thanks

Sorry, the scan rates are too different. The Atari monochrome monitor uses a > 30 KHz scan rate vs. the 18 KHz scan on the IBM monochrome monitor. This is beyond the range of any adjustments or simple fixes.

--
George Robbins - now working for, uucp: {uunet|ihnp4|rutgers}!cbmvax!grr
but no way officially representing arpa: cbmvax!grr@uunet.uu.net
Commodore, Engineering Department fone: 215-431-9255 (h fh fh <312 <312

321. Re: Umix Access??? and UUCP Access.

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 00:35:50 UTC
From: goertzel@DCA-EMS.ARPA
Message-ID: <8711250046.AA08976@ucbvax.Berkeley.EDU>
Source record: 255971

Having read the last 3 Info-Ataria16 digests, I saw two messages that purport to tell me how to get to these archives from an honest arpanet site. I will admit I am not UNIX conversant and / or USENET knowledgeable, but I do know how to follow instructions if they are complete. Unfortunately, that was not the case in either case.
Could somebody write a SIMPLE, COMPLETE list of how to get an index of the archives at either/both of the places from an arpanet host? Please.
I've seen many requests for this type of info, but except for the LISTSERV system, NO ANSWERS.

Thanks, Kind soul,
Herb Goertzel

322. 68881

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 04:21:28 UTC
From: 870646c@aucs.UUCP
Message-ID: <591@aucs.UUCP>
Source record: 255972

I am going out on a limb here, there is a fellow here at school from Germany that says that in Germany there are upgrades to allow you to install a 68881
math chip in the present ST's. Well I thought I would get ahold of Atari
and ask them, well it seems that Michtron in Germany is indeed offering this
upgrade??? Could someone out there please verify this to be true. And if it
is true what are the chances of some the compilers being upgraded to use the
upgrade(it sure would make CAD 2.0 fly).
later
Barry

323. Re: SPECTRUM

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 04:56:33 UTC
From: landon@apple.UUCP
Message-ID: <6826@apple.UUCP>
Source record: 255973

0. I took Spectrum apart with a logic analyzer one day. This is not for the faint of heart:

1. Spectrum 512 is a kernel (any 2600 programmers out there?).

2. There is a clever synchronization technique. Basically they use the video scan register (the low byte of it) to determine how far the processor is into the line, using it as a jump-index into a table of NOPs when it changes. The number of NOPs is (are?) tuned so the 68000 starts off "on the right foot" of the kernel.

3. All interrupts are off (IPL-7) during the kernel, naturally.

4. Each line of the kernel itself looks something like:

```
MOVEM.L <location>,<register-mask> ; suck-in pallette assignments
MOVEM.L <register-mask>,COLOR0 ; set pallette registers
MOVEM.L <location>,<register-mask> ; suck-in pallette assignments
MOVEM.L <register-mask>,COLOR0 ; set pallette registers
MOVEM.L <location>,<register-mask> ; suck-in pallette assignments
MOVEM.L <register-mask>,COLOR0 ; set pallette registers
(NOPs for alignment) ; sync with next scanline
```

Quiz: how many registers do you need? How many cycles does this take? [Hint: you can get about 3.5 complete pallette changes on a scanline].

5. This gets you 48+ colors on a LINE. I don't know how to get 48 CONSECUTIVE colors -- I suspect it is impossible without playing tricks with alternating video frames. There may be other even more hair-raising things you can do with MOVEM, however.

--

I speak for me.

324. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 07:29:26 UTC
From: john@viper.UUCP
Message-ID: <326@viper.Lynx.MN.Org>
Source record: 255974
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <4340@mnetor.UUCP> charles@mnetor.UUCP (Charles Benaiah) asks:
>
>Will this system (transaltor 1) also work for internal drives, or does this
>box connect to the MIDI, and to some external drive?

Internal as well as external. Many copy protected programs will now
work just fine on the Magic Sac when run on an ST with the
Translator-One attatched. (Before anyone asks, yes, you can format a
disk on the ST using Translator-One, put some files one it, take it to
a Mac, and then read/use the files on the Mac...)

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

325. Re: Atari ST or Amiga ? Help !

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 10:15:51 UTC
From: bryce@hoser.berkeley.edu
Message-ID: <21946@ucbvax.BERKELEY.EDU>
Source record: 255975
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,rec.music.synth

In article <203@artsvax.UUCP> mike@artsvax.UUCP (Michael Czeiszperger) writes:
<In article <3730@trwrb.UUCP> gibson@trwrb.dsd.trw.com.UUCP (Gregory S. Gibson)
<>
<>The Amiga multi-tasking seems to interfer with the sequencing time
<>stamp accuracy.
<
< Actually, I tracked down this rumour to an article written in Keyboard
< magazine last year...
< ...I don't know if it is true or not, but that is who started
< it all.

As far as a user might see, it was true at one time. It is no longer true.

.period.

|\ /| . Ack! (NAK, SOH, EOT)
{o O} . bryce@hoser.berkeley.EDU -or- ucbvax!hoser!bryce
(")
U WARNING: hoser's spool directory eats a *lot* of mail. :-(

326. UUCP: Tips for those uucp'ing UUPC from van-bc

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 11:06:12 UTC
From: skl@van-bc.UUCP
Message-ID: <1563@van-bc.UUCP>
Source record: 255976
Cross-posted to: comp.mail.uucp,comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sources.d

For those who plan to directly uucp the UUPC distribution from van-bc,
please note that (for technical reason) you cannot use wildcard in the
uucp command when uucp'ing from van-bc, the name of the files to be
copied must be specified explicitly in separate uucp commands.

A list of the files available for uucp is in the file van-bc!~/uupc/INDEX .

Sorry for any inconvenience.

...Sam
--
Samuel Lam <Samuel.Lam@van-bc.UUCP> or
{ihnp4!alberta,watmath,uw-beaver}!ubc-vision!van-bc!skl

327. need scsi info

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 13:03:55 UTC
From: brianp@ernie.Berkeley.EDU
Message-ID: <21950@ucbvax.BERKELEY.EDU>
Source record: 255977
Cross-posted to: comp.sys.atari.st,comp.periphs

Does anyone have, or know where I can get, info on SCSI?
(including what it stands for :-)
I need both hardware and software data.
I will be getting some sort of scsi adapter (info and recomendations
on those would be nice, too) for my Atari 1040ST,
and a hard disk, and also will be making another device which
I want to connect to the ST via scsi.

PS Is one hard disk controller needed for each drive, or just one overall?

Brian Peterson, ...!ucbvax!ucbernie!brianp (brianp@ernie.berkeley.edu)

328. (none)

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 13:19:38 UTC
From: HARRY@MARIST.BITNET
Message-ID: <8711251348.AA24789@ucbvax.Berkeley.EDU>
Source record: 255978

```
Received: by MARIST (Mailer X1.25) id 2559; Wed, 25 Nov 87 08:16:43 EST
Resent-Date: Wed, 25 Nov 87 08:16:29 EST
Resent-From: "A. Harry Williams" <HARRY@MARIST>
Resent-To: INFO-ATARI16@SCORE.STANFORD.EDU
Date: 25 November 1987, 10:14:50 MEZ
From: S. Kaufmann +49 228 737773 UNM407 at DBNRHRZ1
TO: INFO-A16 AT MARIST

----------------------------Original message----------------------------
Re: Filetransfer between AT-Clone and Atari St

I have an Atari 520 ST+ and an AT-Clone. Now I want to download some Files
from the AT to the Atari. I tried it and Terminal mode works well, but
Filetransfer with Kermit does not!! I put the AT in Server mode and started
a GET (from Server) Command on the Atari. The AT went into Send File mode but
got no acknoledge from the Atari.
What pins must I connect between the computers, what communication parameters
must I choose?
I used UNITERM 1.7a and MS-Kermit 2.29c. Following Pins were connected:
AT ATARI
1 --------------- 1 THE PIN FUNCTION IS THE SAME ON ATARI AND AT!
2 --------------- 3 2 = TX
3 --------------- 2 3 = RX
4 --------------- 5 4 = CTS
5 --------------- 4 5 = RTS
6 --------------- 20 6 = DTR ?
7 --------------- 7 7 = GND
8 --------------- 20 8 = DSR ?
20 --------------- 6 20 = DCD ?
20 --------------- 8

Please, can someone out in the net give me some help?!
E-Mail direct to UNM407 at DBNRHRZ1.BITNET or to the digest.
Thanks in advance
Stefan Kaufmann ( UNM407%DBNRHRZ1.BITNET)
```

329. Gulam & TeXinfo update

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 13:19:48 UTC
From: csrobe@ICASE.ARPA.UUCP
Message-ID: <8711251319.AA06042@work15.icase>
Source record: 255979

For those interested, i found a complete copy of the TeXinfo macros for
TeX plus a reference manual for the TeXinfo. Once I got this and ran
the Gulam manual through TeX, I got one beautiful manual.

If anyone needs the TeXinfo stuff (texinfo.tex and texinfo.texinfo)
I will gladly send them along -- each is about 50k.

TeXinfo is the 'official' document format for the GNU project and is
designed for producing hardcopy manuals and on-line documentation
(in a hypertext-like form) from the same source document.

happy computing,
-chip

Chip Roberson ARPANET: csrobe@icase.arpa
1105 London Company Way BITNET: $csrobe@wmmvs.bitnet
Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe
---
Protect our Natural Resources and our Wildlife.
"...must i tell the story of a thousand rainy days..." -Police

330. strange bug?

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 13:24:10 UTC
From: brianp@ernie.Berkeley.EDU
Message-ID: <21951@ucbvax.BERKELEY.EDU>
Source record: 255980

I wrote a little routine which just jumped to an exception handling routine,
and put the address of my routine in the exception vector in place of the
original. If the exception was the divide by zero, it worked as expected.
When it was the midi/kboard exception, the results were strange.
My routine was like this:
move.l #fc281c a0
jmp (a0)

with the routine's address in $118. (actually, I wrote it in Forth,
so it was all backwards.) The result varied depending on whether
I used a0, a1, or a2.

a0 caused the computer to just die,
a1 caused one of [illegal instruction, address error, bus error]
at random to happen,
a2 caused beeps.

The a1 and a2 ones did their thing some but not all times I hit a
computer key, and also did their things sometimes when a midi byte
went in. The a2 one also made blocks of randomly colored pixels
occaisionally, which were the width of the screen, and went from some point
on the screen down to just above the next prompt-n-cursor on the screen.
I could fix the a2 version by replacing fc281c in 118. The a1
one wouldn't let me type that many consecutive characters per prompt.

Does anyone know what would cause that behaviour? Might it be
fried hardware, buggy roms, bugs in my software (Forthmacs by Mitch Bradley -
quite a useful package), or something I don't know about how exceptions
happen and interact and whatever ????? Thanx for any info!

Brian Peterson, ...!ucbvax!ucbernie!brianp (brianp@ernie.berkeley.edu)

331. Information about the linea routines.

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 16:26:26 UTC
From: keb@picuxa.UUCP
Message-ID: <392@picuxa.UUCP>
Source record: 255981

I have a Megamax C compiler Version 1.1 and would like to utilize the linea routines from the in-line assembler. Specifically, I only need to write a pixel to the screen ($a001 - linea opcode). The information that I am currently using, the ABACUS ST Internals book, is not very clear about what variables must be declared and initalized for the routines to function. Megamax on the other hand is not very clear with their explanation of variable passing to and from the assembly routines. Would someone please be willing to recommend a good reference guide for the linea routines or better yet provide a simple example of the code for the Megamax C compiler.

Thanks in advance.
Kurt Brink

picuxa!keb

332. Re: Fcreate bug...also Re: Bugs in MWC?

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 17:53:00 UTC
From: Gribnif@UMass.BITNET.UUCP
Message-ID: <871125125022255.AJEY@Mars.UCC.UMass.EDU>
Source record: 255982

portal!atari!apratt@uunet.uu.net (Allan Pratt) writes:

> Now here's the tricky part: Fdelete (as called from outside GEMDOS or
> within it, like from Fcreate) checks to see if anybody has the file open.
> If the current process has the file open, Fdelete closes it before deleting
> it. If some OTHER process has the file open, Fdelete returns EACCDN
> ("access denied"). This seems to be what is happening, but I can't
> figure out why, because nobody else has the file open!

```
> Proc1:
> ------
> Fcreate ("file1",0);
> Fcreate ("file2",0);
> Pexec(4,"Proc2",0L,0L);
>
> Proc2:
> ------
> Fdelete("file1",0);
> /* returns EACCDN: Proc1 has file open */
>
> Fcreate("file2",0);
> /* works, even though it should fail */
>
> Pterm0();
> Pterm0();
```

What you are forgetting is that the first Fcreate not only creates the file, it also opens it and returns a file handle (long) which can be used in any I/O later on. It is for this reason that the Fdelete in Proc2 fails.

Actually, Fcreate is often preferable over Fopen because what it seems to do is it checks to see if the file exists and, if it does, it tries to open the file. Otherwise it creates a new file with that name and opens it. I do agree that it *does* (this is the bug) create a new file if the file is already opened. (Maybe the type of access matters? Would an Fopen(file, READ_ONLY) also mess things up? I may try that and see...)

On the subject of my earlier letter regarding what I thought were several bugs in MWC...

The first complaint was universally agreed upon to be the fault of the compiler. Both:

```
int i = -32768;
```

and

```
unsigned int i = 60000;
```

should be valid but the compiler always produces the message 'integer "i" promoted to long'.

In my second example, however, the bug was my own. I made the mistake of not testing this thoroughly enough. The situation in which I was getting what I thought was an incorrect result was not as I stated in my example. The example does work correctly, my apologies; my problem arose when the operand being added to was a character pointer. Normally, if you try something like:

```
char *c;
c = <any long number that is the result of calculations>
```

the compiler comes back with an "integer pointer pun" warning, however this is not the case when the "=" is instead a "+=". Certainly, if the compiler truly perceives a character pointer as being only 16 bits long (as the warning message and the fact that the only way to avoid it is to change the line to "(long) c = ..." would have me believe) then adding a long to it without any type conversion would lead to strange results. Maybe somebody could enlighten me a bit though: Why should the type cast be necessary? Since a pointer is an address in memory, shouldn't it always be 32 bits long? If not, should the compiler also warn me when I am trying to += what it sees as being a 16 bit address with a long number?

I just ran the following program with the results that follow:

```
main(){
char *c;
long i;

i = 99999L;
c = 0L;
printf( "c: %D n", c );
c += i;
printf( "c += i: %D n", c );
c = i; /*gives "integer pointer pun" warning*/
printf( "c = i: %D n", c );
}
c: 0
c += i: 1
c = i: 99999
```

So it would appear that even though it calls the last one a pun (why not the first one too?) it does assign the value correctly. For whatever reason the second one seems to be incorrect though. Any ideas?

I apologize fort he incorrect example in my first letter (and also for using the phrase "ones compliment". Can you say, "stop writing letters at 3 am?" I knew that you could...)

Dan Wilga

AndOr@UMASS.Bitnet "That young girl...is the least beknightedly
Arpa? Your guess is unintelligent organic life form, it has been
as good as mine! my profound lack of pleasure not to be able

to avoid meeting" -- Hitchhikers

333. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 19:15:11 UTC
From: lsr@apple.UUCP
Message-ID: <6837@apple.UUCP>
Source record: 255983
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <4524@well.UUCP> dhawk@well.UUCP (David Hawkins) writes:
>This is what I got from Data Pacific this month:
>| 128K and 256K ROMS
>| Many users ask when we will support the newer 128K and 256K ROMs
>|from Apple. We do not plan to support these ROMs with the MAGIC SAC,
>|primarily because the code which is contained inside of these ROMs
>|will be provided by our software. Thus, _there is no advantage in the
>|use of these ROMs over the 64K ROMs_ with the Magic Sac.

It will be interesting to see if they can pull this off (legally).

Some of the new routines in the 128K ROMs are extensions of those in the 64K ROMs (eg, the new Resource Manager calls). But others are not extensions (eg, the new Quickdraw calls). It will be difficult to implement all these calls without copying the actual ROMs. The problem is even worse for 256K ROMs, expecially with Color Quickdraw. (I don't see any way they can duplicate all of Color Quickdraw.)

Also, some of the changes were performance improvements, especially in the Resource Manager and Quickdraw. Unless they reimplement these routines as well, it is not true that "there is no advantage" in the use of the 128K & 256K ROMs; the actual ROMs will have better performance.

--
Larry Rosenstein

Object Specialist
Apple Computer

AppleLink: Rosenstein1
UUCP: {sun, voder, nsc, mtxinu, dual}!apple!lsr
CSNET: lsr@Apple.com

334. Seiko Wrist Terminal Software

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 19:16:24 UTC
From: Flash@UMass.BITNET.UUCP
Message-ID: <871125141536E60.AJUP@Mars.UCC.UMass.EDU>
Source record: 255984

Peter,

I am very interested in that software. If you are releasing it PD,
please email me a copy.

Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@WISCVM.WISC.EDU
R-FLASHMAN on GEnie

335. Re: strange bug?

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 20:27:34 UTC
From: braner@batcomputer.UUCP
Message-ID: <3010@batcomputer.tn.cornell.edu>
Source record: 255985

[]

The trick in redirecting an interrupt vector is to preserve all the registers. My solution usually is thus:

```
MOVE.L vector,-(SP)
RTS
```

(Look Ma, no registers!)

- Moshe Braner

336. Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 20:32:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA.UUCP
Message-ID: <871125203243.075429@HIS-PHOENIX-MULTICS.ARPA>
Source record: 255986

I am very depressed, I just saw a pretty good commercial on tv for the Amiga. When will Atari learn? All of the television commercials I see for Atari are for their game systems, but if they want to change their image, shouldn't they advertise their computers? The Amiga commercial said that they even have a 1-800 number to get information and a home demonstration. I have a feeling that the Amiga ads are going to start popping up during sprots. This is what Apple and IBM do, why dosn't Atari? Is it asking too much for Atari too have good marketing? I think some advertising will bring them more business than buying out the Federated chain. I keep hoping for a miracle. Will Atari ever realize that the only way to lose its game image is through marketing? That is how IBM did it. They never were that great a computer. But their marketing made people think they were. The ST is a great computer, but will Atari ever convince any one that it is?

I didn't mean to flame anyone, I guess I'm just hoping that my two cents worth may make a difference. I just had to try.

Aric Friesen

337. Datafree's Memory upgrade for Atari 520ST/STfm and 1040ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 21:48:23 UTC
From: usenet@mcdchg.UUCP
Message-ID: <2615@mcdchg.UUCP>
Source record: 255987
Cross-posted to: comp.newprod,comp.sys.atari.st

Datafree announces their 2.5/4 megabyte memory expansion board for the
Atari 520ST, 520STfm and 1040ST computers.

Datafree's memory upgrade board for the Atari ST computer expands
memory space to either 2.5 or 4 megabytes. It consists of a memory
plane that interfaces via a plug-in adaptor board and a template that
requires only 18 solder connections to the MMU.

Quality multi-layer circuit board construction ensures noise free
operation with 120ns 1 megabit dynamic ram from any manufacturer.

It has been tested in all revisions of 520ST, 520STfm and 1040ST
and is compatible with both TOS for the 520/1040 series and the
new blitter compatible Mega ST TOS roms.

FEATURES:
* Multi-layer circuit board
* reliable interface to motherboard
* easy installation using solder template and adaptor board
* compatible with all revisions of ROMs and 520/1040 machines

For more information contact:
Datafree Industries
391 Ormont Drive
Weston Ontario
M9L 1N8
(416) 741-9834
In Canada call your local dealer for pricing.
In US - this is marketed by CSS
If you need info quickly send mail to me.
(This product is available immediately - it is not vapourware)

338. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 23:14:31 UTC
From: moe@athena.mit.edu
Message-ID: <1893@bloom-beacon.MIT.EDU>
Source record: 255988
Cross-posted to: comp.sys.mac,comp.sys.atari.st

From what I read on Genie the Translator One works with HFS and with internal drive. It plugs into the MIDI port and can read, write, format Mac disks.

339. ARC

Newsgroup: comp.sys.atari.st
Date: 1987-11-25 23:55:59 UTC
From: wolenty@inuxj.UUCP
Message-ID: <316@inuxj.UUCP>
Source record: 255989

Would some kind soul with the source to ARC be willing to send it to me??
I need to be able to run ARC on the mainframe. Also, is someone going to
post the Spectrum 512 slideshow demo. I'd love to see it before I spring
for the program.

Ron Wolenty
ATT Consumer Products
Indianapolis, IN
inuxj!wolenty

340. full unix for ST?

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 01:19:23 UTC
From: john@cooper.cooper.EDU
Message-ID: <1141@cooper.cooper.EDU>
Source record: 255990

Hi,

The September 1987 issue of ST Applications mentions an interesting
program. It is described as a 'full-blown 11/780 Vax-Unix-like system'
running on a 520 ST. This product is made by A.N.D. Corporation of New Orleans.It is
supposed to be a real time Unix system that is multi-user
(up to 8 terminals) and multi-tasking. Does anyone know anything else about
it? I think it would be great to have full Unix on the ST. Please respond
directly to me, or if you think it is worthwhile- post responses(comments, etc.)to the net.

<><><>

341. AES in interrupts (was RE: ?strange bug) help wanted

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 02:46:16 UTC
From: wallman@yale.UUCP
Message-ID: <19536@yale-celray.yale.UUCP>
Source record: 255991

Moshe Braner's answer about interrupt redirection has reminded me of one of my big unsolved problems.
The task was to create a little resident gadget that fooled well-behaved programs into thinking they were running in Hi-Res.

I tried to patch into the XBIOS trap (successfully) intercept only Getrez() calls, passing by the rest to the OS (successfully) and returning a value to the calling procedure (successfully). Then I tried calling a form_alert() from within the TRAP (unsuccessfully).

The problem here was that AES needs to be called from usermode (*).
I set up a rather elaborate scheme that involved using a free TRAP and a handsomely sized user-stack. Finally I got it to work ONCE.
The alert popped up, I could choose a resolution and the appropriate value was returned. But only ONCE, the next time it crashed. I don't know why...
It sounds like a stack overflow but I allocated 4K and that sounds like plenty, especially for a small form_alert.

Has anyone done something similiar ? Or can someone give a possible explanations why it doesn't/ can't /never will work ?

Thanks very much in advance...

Footnote :
(*) Strangely enough all the stuff written in assembler such as XBIOS & BIOS are usually uncomplicated and relatively bug free, whereas the stuff written in C like AES and VDI (I don't know about GEMDOS but I fear the worST) is either buggy or sloppily written and even worse incomplete. :-|

<<<<wallman-george@yale.uucp>>>>>
<.....IIII, ..<
<......III, ...IXI, ...<
<.....IXIIXI, ...IXI,, ...<
<....IXI,,IXI, ...IXI,, ...<
<...IXI,, .IXI, IXXI,, ...<
<..IXXI,, ..IXXXXXI,, ...<
<.IXXI,, ...IXXXI,, ...<
<IXXXI,, ...III,, ...<
<<<<<<<<<wallman@yalecs>>>>>>>>>
wallman@yale WALLMANN@CTSTATEU.BITNET

342. Re: Beckmeyer C-shell bug (was: Source for a system() routine needed)

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 03:48:49 UTC
From: juancho@dgp.toronto.edu.UUCP
Message-ID: <1987Nov25.224849.6975@jarvis.csri.toronto.edu>
Source record: 255992

In article <13782@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>So where does this leave us?
>
>1. Use 'msh' for the default shell in makefiles where the argument
> list may be longer than 127 characters. (I set the environment
> variable SHELL to 'msh.prg' at boot time with GEMBOOT).
>

>3. The Beckmeyer C-shell (and other shells :-) should be prepared to
> handle single arguments longer than 127 characters. (My opinion).

Flame ON
Oh the wonder of a well thought out system!
'Why should any one need more that 127 characters in an
argument string? Hard code it in boys.'

DRI SOftware person.

'Why should we get a good operating system when we can
buy this one from DRI. And look we can only pass 127
characters as arguments. Oh well Document it so that
it becomes a feature and not a bug'

Overheard in a Ferrari dealership
Flame off

A proposal for extended argument passing is floatting around
Instead of forgetting about it lets adopt it.
You ask how? This is how.
First Atari will endorse it and fix their compilers so that they support
it, then They will release free roms that fix this and other bugs, then
all the software houses will adopt it.

--

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
(416) 978-6619 University of Toronto

343. Re: Atari ST, Mac emulator and TOPS network

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 07:36:05 UTC
From: dsmall@well.UUCP
Message-ID: <4535@well.UUCP>
Source record: 255993

In the referenced article, the question is asked: Can the ST under the Magic Sac run TOPS local area network.

We have TOPS here in house, and it isn't compatible with the Magic Sac. As many here on the net already surmised, TOPS talks directly with the SCC in the Mac to achieve high speed. The Atari has no comparable hardware and thus can't be connected. This is also why we've never supported Appletalk on the Magic Sac.
-- Thanks, Dave
Dave Small / Engineer / Data Pacific (Magic Sac folks)
(and complete Net novice, but I'm trying..)

344. Re: FreeTerm 2.0 -- Doesn't work under MagicSac?

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 07:44:36 UTC
From: dsmall@well.UUCP
Message-ID: <4536@well.UUCP>
Source record: 255994
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In the referenced reply, Larry Rosenstein at Apple (lsr@apple)
mentions that Apple isn't helping the developers of the Magic Sac,
and so forth.
Larry is absolutely correct. Gads, I wish there *was* someone at
Apple I could ask questions of. There isn't.
I also suspect the rumour that Andy helped us out is one of those legends
that develops from nowhere. He hasn't, though I wish he had.. :-)
Finally, yes, we do detect&fail with copies of Eproms, and yes, the
supply of 64K ROMs is limited. (very). This is one big reason we're
moving to products that don't require said ROMS anymore -- IBM PC cards
and such. We can't have our livelihood dependent on ROM availability,
especially these days.
-- Thanks, Dave
Dave Small / Engineer / Data Pacific / We Makes Le Magique Sac..

345. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 07:46:25 UTC
From: rich@lakesys.UUCP
Message-ID: <299@lakesys.UUCP>
Source record: 255995

In article <8711251348.AA24789@ucbvax.Berkeley.EDU> HARRY@MARIST.BITNET writes:

Edited

>What pins must I connect between the computers, what communication parameters
>must I choose?
>I used UNITERM 1.7a and MS-Kermit 2.29c. Following Pins were connected:
>AT ATARI
> 1 --------------- 1 THE PIN FUNCTION IS THE SAME ON ATARI AND AT!
> 2 --------------- 3 2 = TX
> 3 --------------- 2 3 = RX
> 4 --------------- 5 4 = CTS
> 5 --------------- 4 5 = RTS
> 6 --------------- 20 6 = DTR ?
> 7 --------------- 7 7 = GND
> 8 --------------- 20 8 = DSR ?
> 20 --------------- 6 20 = DCD ?
> 20 --------------- 8

I have been porting information from an Xt to the St and vice-versa.

You esentially have it correct, but I would only use four connections. Like so

ST Ibm (whatever)
1) ----------- 1)
2) ----------- 3)
3) ----------- 2)
7) ----------- 7)

In this configuration I have been using the same program as you on the Ibm,
and PC Intercomm on the ST, with both in Kermit and 9600 Bps with no problems.
I even use this configuration to port to and from my trusty ole' 8-bit, with
Chamelion on the 8-bit and still at 9600 Bps.

-rich.....

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, but if I wern't pretty sure, i'd shut up :-)

346. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 07:52:35 UTC
From: dsmall@well.UUCP
Message-ID: <4537@well.UUCP>
Source record: 255996
Cross-posted to: comp.sys.mac,comp.sys.atari.st

UUCP>
Sender:
Reply-To: dsmall@well.UUCP (David Small)
Followup-To:
Distribution:
Organization: Whole Earth 'Lectronic Link, Sausalito, CA
Keywords:

In the referenced article, Dave Hawkins is mentioning our policy towards
upgrades of the Magic Sac (64K -> 128K ROMs).
Dave is running into a problem that's really based in our trying to
explain to users the differences between 64K and 128K ROMS. The big difference
is the HFS file system, which is supported for 64K ROMs (and thus the
Magic Sac) by "Hard Disk 20", a sort of RAM-based HFS patch from Apple.
The other differences, such as zoom boxes, sped-up Quickdraw, rom-resident
routines, and so forth found in the 128K ROMs are not supported by the
Magic Sac. The HFS support is what is meant by "will be made up in software".
We didn't mean to confuse anyone, it's just very difficult to explain
HFS, MFS, and HD-20 to a casual user.
We haven't done any work on a 128K ROM version Magic Sac; our present
efforts are towards IBM PC cards that read/write Mac disks.
I hope this clears up any confusion we might have caused.
-- Thanks, Dave
Dave Small / Engineer / Data Pacific

347. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 08:04:43 UTC
From: dsmall@well.UUCP
Message-ID: <4538@well.UUCP>
Source record: 255997
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In the referenced article(s), there's discussion of the Translator One,
a peripheral that makes Atari drives Mac compatible.
The Translator plugs in "between" the Atari and its disk drive(s).
We say this to try to make clear to many people that it is not a mod to the
Atari drive, but rather a "translator". As it so happens, it can plug
in anywhere on the drive chain, as long as it can sample the read/write
signals. Since the internal drive is also on this chain it can work with
the internal drive as well; I use one on a 1040 in the office.
We use the MIDI ports to send commands to/from the Translator, and can't
loop with other MIDI devices.
The Translator only turns on when a Mac disk is put in the drive; it
is idle otherwise. Hence your drives act like Atari drives until they
need to act like Mac drives. We compensate for the varying speed Mac drives
by varying our read/write clock rate, rather than tweaking drive speed.
I hope this answers some of the Translator questions.
-- Thanks, Dave
Dave Small / Engineer / I designed the darned thing and look where my
summer went... / Data Pacific

p.s. I am usually not very successful at replying to netmail; this is solely
because I don't know what I'm doing. I've got the necessary manuals and
am trying to learn, so if you've sent me mail and had no reply come back,
that's why..

348. Network info needed

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 12:58:39 UTC
From: 870646c@aucs.UUCP
Message-ID: <595@aucs.UUCP>
Source record: 255998
Cross-posted to: comp.sys.atari.st,comp.periphs

Keywords:Mega's networks

I am in the need of any information concerning the networks that are out for
the ST. The following info is needed:
1. Transfer speeds, and through what port.
2. Limit on the number of ST's that can be hooked together.
3. The amount of distance the ST's can be apart.
4. Info on file servers, printers etc.
5 A rough price for the network based on number of machines.
6. What type of protection is there, passwords, file access, mail.
7. How expandable is the system with other networks like Novell for the IBM.
8. Any pros or cons for or against a network.
The network would most likly be made up of around 15-20 Mega 2's.
One of the main things is being able to set two or three of these networks
and have able to talk to each other. If anyone has some addresses, please
pass them on to me.
Thanx for your help
Barry

349. cleaning drive head/GULAM/PublishingPartner

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 15:43:30 UTC
From: lean@sbcs
Message-ID: <839@sbcs.sunysb.edu>
Source record: 255999

exclusively. I'm wondering if I should get one of those cleaning-kit
to 'clean' the head of the floppy drive. What's the appropriate thing
to do?
I'm also finally about to purchase a hard-drive. I understand that
the Supra 20Meg comes in two flavors, one which is small (3.5") and another
which is bigger. How are there different? Which is better? Atari SH204
is out; i don't think my dorm desk likes its size.
Has anyone been able to create a file with the 'cat file1 >file2'
command in GULAM? When I do that, file1 just gets printed on my screen, and
file2 is creted with 0 byte.
Also, does anyone know how to fix the mouse problem
that I encounter if I run Publishing Partner in GULAM. Running it the first
time is fine, but if I run it a second time (or subsequently) from GULAM,
the mouse messes up the PP screen (leaves extraneous arrows on screen and
messes up drawing of the menu). PP still runs fine except the screen is
quite messed up. (the kind of thing you get when you did not do mouse_off
when re-drawing a screen where the mouse cursor subsequently leaves a
background block wherever it goes). I've tried doing a mouse_off before
invoking PP, but with same symptoms. This only happens with second and
subsequent runs of PP. Running the first time in GULAM is always fine. Also
after running PP a couple of times (with the messing symptoms), I can exit
to the desktop from GULAM, and re-run PP with no problem at all !!
Am I correct to say that when I exit GULAM, the memory used is not
released.
--
CSNET: lean@sbcs.csnet
ARPA: lean%suny-sb.csnet@csnet-relay.arpa
UUCP: {allegra, hocsd, philabs, ogcvax}!sbcs!lean

350. Re: strange bug?

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 15:48:24 UTC
From: dag@chinet.UUCP
Message-ID: <1914@chinet.UUCP>
Source record: 256000

Your posting indicates that you are changing a machine register in an exception handler without restoring it. This is a no-no in systems programming, at least on the 68000. You don't know what's going on when most hardware exceptions take place, and when the exception handler returns, whatever it was that was taking place tries to continue. If it needs the data in that address register that you clobbered, the system is likely to start doing very odd things.

I suggest reading up on exception handling in a 68000 manual (though the idea is the same as most register machines).

--

Daniel A. Glasser
...!ihnp4!chinet!dag
...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

351. Lotus and PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 16:18:38 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <3666@uwmcsd1.UUCP>
Source record: 255901

Will Lotus 123 work on an 520ST with PC-Ditto?
Does PC-Ditto work on a 520?
Will Lotus 123 work on a 1040ST?

A friend of mine wants to buy an ST but he needs to use Lotus.
He is looking at a 520 but he may get the 1040
if the 520 doesn't have enought memory to support either PC-Ditto or
Lotus.

Thanks for any replys,
Tom

352. Help with Hard Disk Interface

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 20:59:26 UTC
From: crash@calgary.UUCP
Message-ID: <1226@vaxb.calgary.UUCP>
Source record: 255902

I need some help with the Atari Computer System Interface (ACSI)
level one protocol.

In the developers docs it says "transfer data in 16 byte increment
blocks" [ACSI Application Notes, page 11]. What happens after 16 bytes???
Is the next byte an crc, checksum or something???? Or is the next byte just
the beginning of the next 16 bytes???? On the logic analyzer I just saw a
long stream of DRQ and ACKs with no division after 16 bytes. Is there a header
and/or trailer byte for these 16 bytes or what?

Is there a AHDI Document as referenced in the "Engineering Hardware
Specification of the Atari ST?" If so, I didn't get it. Did anyone
else???? Does it answer any of my questions?

Reply to me or net

Thx
...!alberta!calgary!crash
Glen Stone

353. Re: SNOBOL for Amy

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 22:34:13 UTC
From: kim@amdahl.amdahl.com
Message-ID: <18763@amdahl.amdahl.com>
Source record: 255903
Cross-posted to: comp.sys.amiga,comp.lang.misc,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.apollo,comp.sys.m68k,unix-pc.general

In article <2034@ulowell.cs.ulowell.edu>, page@ulowell.cs.ulowell.edu (Bob Page) writes:
> kim@amdahl.amdahl.com (Kim DeVaughn) wrote:
> >[Catspaw, Inc porting their MS-DOS SNOBOL to the Amiga]
> >I thought I'd let all of you who are interested in text and string
> >processing know that such an animal is on the way.
>
> How does it compare with ICON, available on a Fish Disk?

I'm not really sure ... haven't tried Icon out yet. All I know about Icon is from a July 1986 article in "Computer Language" magazine, and what I've attached below.

My *impression* is that is more well-structured than is SNOBOL4, although the pattern matching capabilities (per se), are a bit more limited. Mike's 2nd comment on this (below) seems to confirm this.

Guess I'll have to tryout Icon and see ... rats, this means yet another book to buy :-)!

BTW, I had misread the note from Catspaw ... it *is* SPITBOL that they are porting to the Amiga (they already have versions available for 680x0 based UNIX(R) boxes like Apollo's, Sun's, NCR Tower, Convergent, etc.)

They also have a port of SPITBOL in progress for the Mac, and are considering a port for the ST (they imply they're looking for a person with the right experience to do such a port, if you're interested).

Oh, and they do have a version of Icon available of MS-DOS machines, too.

A few people emailed me for their address, so ....

Catspaw, Inc.
PO Box 1123
Salida, Colorado 81201

303-539-3884 (voice) [Area code 303 becomes 719 on 3/5/88]
303-539-4830 (BBS)

I've no connection with them, except as a satisfied customer of their SNOBOL4 for my MS-DOS box. They deliver a good product, at a reasonable price, provide good support, reaasonable updates, and of course DO NOT copy-protect their software.

/kim

vvvv

From: uunet!violet.berkeley.edu!mwm%mica.Berkeley.EDU
Date: Fri, 20 Nov 87 01:22:18 PST
Subject: Re: SNOBOL for Amy
Organization: Missionaria Phonibalonica

Unless you're really hooked on SNOBOL as SNOBOL, you might want to
look at Icon (it's on one of the Fish disks).

Icon is what Griswold did after he got tired of SNOBOL. It's got
more powerful string parsing/pattern matching capabilities than
SNOBOL. They're also better integrated into the language.

<mike

==========

Date: Sun, 22 Nov 87 20:41:12 MST
From: "Rob McConeghy" <malibo@arizona.edu>
Subject: Re: SNOBOL for Amy
News-Path: arizona!noao!hao!ames!amdahl!kim

In reference to your recent posting that Catspaw is working on a port
for SNOBOL for the Amiga, you may be interested to know that the
more recent successor to SNOBOL, the Icon programming language which
was developed at the University of Arizona by Ralph Griswold, one of
the original authors of SNOBOL, is currently available in versions
for MSDOS machines, the Atari, and the Amiga as well as for UNIX. These
are all available from the Icon Project at the Computer Science Dept.
at the University of Arizona in Tucson in both binary and source code
form. They are all public domain and may be obtained for a nominal
fee.

==========

Subject: Re: SNOBOL for Amy
Ultrix: Just say No!
Date: Sun, 22 Nov 87 23:57:51 PST
From: Mike (My watch has windows) Meyer <uunet!violet.Berkeley.EDU!mwm>

If what you want to do in SNOBOL is primarily string and pattern
matching, with little or no processing, you'd be better off with
SNOBOL. Mostly because the pattern matching in SNOBOL is more compact
than it is in Icon.

The reason for that extra compactness is that the SNOBOL pattern
matching is a seperate sub-language embedded in SNOBOL. In Icon, there
are some primitives for scanning part of a string, and operators in
the language for combining these into full-fledged patterns. This
results in 1) pattern-matching facilities that work on things other
than strings - like game trees, or directed graphs, and 2) slightly
more powerfull pattern matching, as you don't have to obey the
restrictions on patterns in SNOBOL.

Those combining operations are "generators" and operators for dealing
with them. A generator is an expression that returns a value, and can

be later resumed to generate a new value, etc.

Examples:

ARB isn't a builtin, but you can write it as a procedure:

```
procedure arb()
suspend &subject[.&pos : &pos <- &pos to *&subject + 1]
end
```

I've forgotten much of my SNOBOL, but you can match the regexp
.*load.*r6.* with

```
arb() || ="load" || arb() || ="r6"
```

|| is string catenation, except that if the right-hand expression
fails, you resume the left-hand expression and then try the right-hand
one again.. It's related to |, which just executes the two expresions.
For instance, if you can print all the integers by doing something
like:

```
n +:= 1 | print n | fail
```

The language is worth a look, but you'll need to buy the book that
goes with it: The Icon Programming Language, by Griswold and Griswold.

<mike

^^

--
UUCP: kim@amdahl.amdahl.com
or: {sun,decwrl,hplabs,pyramid,ihnp4,uunet,oliveb,cbosgd,ames}!amdahl!kim
DDD: 408-746-8462
USPS: Amdahl Corp. M/S 249, 1250 E. Arques Av, Sunnyvale, CA 94086
CIS: 76535,25

354. First Word format

Newsgroup: comp.sys.atari.st
Date: 1987-11-26 23:56:33 UTC
From: ravi@mcnc.org
Message-ID: <2678@alvin.mcnc.org>
Source record: 255904

[]

Would someone please tell me about the format of FirstWord
files? (It isn't straight ascii?) Please EMAIL replies, thanks in
advance,

-ravi

ravi@alvin.mcnc.org (ARPA)
ravi@mcnc.UUCP

355. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-11-27 01:39:54 UTC
From: rodney@auc.UUCP
Message-ID: <32160@auc.UUCP>
Source record: 255905
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

In article <447@nuchat.UUCP> seven@nuchat.UUCP (David Paulsen) writes:
>I know for a fact that MIDI interfaces do exist for the Amiga, and for around
>$50 (fifty) dollars. Granted, the cheaper ones don't have a pass-thru, and
>might even hog your printer port, but you CAN allow an Amiga to drive MIDI
>stuff without a wallet transplant.

Just as an example, not an endorsement:

From Skyles Electric Works: MIDI IN, 2 MIDI OUT, and MIDI THRU
for the Amiga.
$49.95 (Amiga 500 and 1000)
$59.95 (Amiga 2000)

It plugs into the RS-232 port.

I think Mimetics also has a MIDI Interface with similar features and price.

Overall, I feel that the Amiga is by far a better computer, and that the 500
should settle and objections as to the price.

Of course, that's only my opinion, unlike the "fact" that the ST has more
support. :-)

>David Paulsen
>...uunet.UU.NET!nuchat!seven
>(713) 480-0114
>
>"Take a deep breath upon impact. This way, you have enough
> air to yell for help."

NO WARRANTY EITHER EXPRESSED OR IMPLIED

Rodney Ricks,
Systems Programmer,
Atlanta University Center Computation Center

356. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-11-27 08:33:31 UTC
From: kraut@ut-ngp.UUCP
Message-ID: <6949@ut-ngp.UUCP>
Source record: 255906
Cross-posted to: comp.sys.mac,comp.sys.atari.st

and can someone point me to some good articles describing the limitations
of what you can/not do with it?
--
werner@rascal.ics.utexas.edu (prefered address)
kraut@ut-ngp.uucp (if you must)

357. Re: SPICE?????

Newsgroup: comp.sys.atari.st
Date: 1987-11-27 10:17:46 UTC
From: Jinfu_Jinfu_Chen@cup.portal.com
Message-ID: <1634@cup.portal.com>
Source record: 255907

I would like to see a ST version of SPICE too. I have access to the FORTRAN codes(2G6) but would like to see the C code(version 3) which is easier to port.

Jinfu Chen

358. Re: Daisy chaining SH204's

Newsgroup: comp.sys.atari.st
Date: 1987-11-27 16:23:03 UTC
From: long@sask.UUCP
Message-ID: <950@sask.UUCP>
Source record: 255908

In article <6654@sunybcs.UUCP>, leo@sunybcs.uucp (Leo Wilson) writes:
> In article <570@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
> >I have a general question for all of the hackers out there, "Can you
> >chain together the SH204 drives by installing an extra DMA socket on
> >the back of the case, providing that you wire it pin to pin with the

I have seen ads from Supra advertising cables to hook two
harddrives to an ST. Can anyone comment? Anyone used these??

Warren

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-=-

359. Problems with the MFP chip in 1040ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-27 17:05:55 UTC
From: P.J.M._Verbruggen.ven1RX@XEROX.COM
Message-ID: <871127-092641-3446@Xerox>
Source record: 255909

Someone overhere got some problems with the MFP chip in his Atari.
It does not recognize the busy signal from the printer port.

The problem resides somewere inside the chip. According to the
available info a 68901 MFP is used, but... in his Atari a SC87898 is
mounted.According to MOTOROLA who produced the chip, it is a
modified 68901 owned by Atari.

Somebody, who knows were we can get this SC87898 in Europe and why
they have modified this MFP?

Regards,
Peter Verbruggen
Rank Xerox The Netherlands

360. Re: strange bug?

Newsgroup: comp.sys.atari.st
Date: 1987-11-27 18:31:03 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <342@viper.Lynx.MN.Org>
Source record: 255910

In article <21951@ucbvax.BERKELEY.EDU> brianp@ernie.Berkeley.EDU.UUCP (Brian Peterson) writes:
>I wrote a little routine which just jumped to an exception handling routine,
>and put the address of my routine in the exception vector in place of the
>original. If the exception was the divide by zero, it worked as expected.
>When it was the midi/kboard exception, the results were strange.
>My routine was like this:
> move.l #fc281c a0
> jmp (a0)

If it's any consolation, this is a common mistake made by people who aren't used to writing dirty-tricks code on the 68000. The method you're using to jump to the original exception handler is the problem.

First off, do-NOT use a constant address for the jump. Save the address originaly contained in the exception vector and jump to -that- location. This will allow your code to work on machines where the roms may have changed, and with any other code that may have already "hooked the vector".

Secondly, if you've saved the original vector in a long (4 byte) variable called olvect, use this code to jump to it:

```
move.l olvect,-(a7)
rts
```

This allows you to make an indirect jump without modifying any registers.

Third, be sure you restore the original vector before you exit your program. Not doing so can cause very very bad things to happen.

>The result varied depending on whether I used a0, a1, or a2.

..because altering a0, a1, or a2 had the effect of altering the contents of those registers in-the-program-making-the-exception(!). After your routine changed a0/1/2, the exception handler (doing it's job by-the-rules) would then store and restore the altered values and then RTE to the program running when the exception occured. Remember, never alter the contents of a register from within an exception unless you can restore that register before your code releases control of the machine -or- you're really sure what you're doing.

> Brian Peterson, ...!ucbvax!ucbernie!brianp (brianp@ernie.berkeley.edu)

PS, just out of curiosity, what are you writing that needs to replace an exception vector?

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

361. Re: SNOBOL for Amy

Newsgroup: comp.sys.atari.st
Date: 1987-11-27 20:05:39 UTC
From: wheels@mks.UUCP
Message-ID: <324@mks.UUCP>
Source record: 255911
Cross-posted to:
comp.sys.amiga,comp.lang.misc,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.apollo,comp.sys.m68k

[This discussion has been cross-posted to about a million newsgroups. I
was going to edit some out, but there may be people out there following
the conversation, so I left it.]

In article <18763@amdahl.amdahl.com>, kim@amdahl.amdahl.com (Kim DeVaughn) writes:
> In article <2034@ulowell.cs.ulowell.edu>, page@ulowell.cs.ulowell.edu (Bob Page) writes:
> > kim@amdahl.amdahl.com (Kim DeVaughn) wrote:
> > >[Catspaw, Inc porting their MS-DOS SNOBOL to the Amiga]
> > >I thought I'd let all of you who are interested in text and string
> > >processing know that such an animal is on the way.
> >
> > How does it compare with ICON, available on a Fish Disk?
>
> I'm not really sure ... haven't tried Icon out yet. All I know about Icon
> is from a July 1986 article in "Computer Language" magazine, and what I've
> attached below.

How do SNOBOL and Icon compare to Awk? I did use SNOBOL for a class in
programming, but that was several years ago and I've forgotten it. I haven't
used Icon at all.

For those who don't know Awk, is was written by Aho, Weinberger and
Kernighan (hence its name). The basic outline of a program is a sequence
of pattern/action pairs. As the data file is read, each pattern (regular
expression) is compared to the current line, and the action is executed
if there is a match. The action parts bear a strong resemblance to C,
not surprisingly. As I recall SNOBOL, it was very easy to end up with
spaghetti code. Awk seems to be fairly easy to read. Mr's A., W., and
K. have just published a book about the latest version of Awk, for
those who are interested.
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
43 Bridgeport Rd. E. BIX: mks
Waterloo, Ontario N2J 2J4 CompuServe: 73260,1043

362. Re: Information about the linea routines.

Newsgroup: comp.sys.atari.st
Date: 1987-11-27 20:12:59 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3025@batcomputer.tn.cornell.edu>
Source record: 255912

[]

I havn't used the linea stuff but use Megamax AL often.
You can access C variables 3 ways:

```
int extint;
func()
{
register int regint;
int intint;
asm {
MOVE regint,... /* access registers by name */
MOVE intint(A6),... /* local vars: name is offset from A6 */
MOVE extint(A4),... /* external vars: name is offset from A4 */
DC.W 0xA001 /* this is how you would stick A_codes in */
MOVE stuff,D0 /* returning a value from a function */
}
}
```

Remember not to change A2-A7/D4-D7 in your asm{} code. A0/A1/D0-D3
are free, A2/A3/D4-D7 are the register variables, A4-A7 are reserved.

Some of that will change in the new version (2.0) of the Megamax compiler.

- Moshe Braner

363. Re: Steve Kaufman's File Transfer Problem (RS-232 stuff)

Newsgroup: comp.sys.atari.st
Date: 1987-11-27 20:43:46 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8711272043.AA14084@mitre-bedford.ARPA>
Source record: 255913

Steve Kaufmann asks why his file transfers don't work. I think the problem lies in the subtleties of the rs-232 standard and in particular the way he has hooked up his Clear To Send (CTS) inputs. Here's my theory...

```
>> AT ATARI KEY (COMMENTS ADDED BY JHS)
>> 1 --------------- 1 1 = GND Grounds tied together, OK.
>> 2 --------------- 3 2 = TX AT sends, ST listens, fine.
>> 3 --------------- 2 3 = RX Vice versa, also correct.
>> 4 --------------- 5 4 = CTS AT is looking for Clear to
>> 5 --------------- 4 5 = RTS*** Send but on wrong line!!!
>> 6 --------------- 20 6 = DTR ? |
>> 7 --------------- 7 7 = GND |
>> 8 --------------- 20 8 = DSR ? |
>> 20 --------------- 6 20 = DCD ? |-- looks OK.
>> 20 --------------- 8 |
```

What makes these terminal-to-terminal connections (remember, a computer is a terminal, a modem is a "DATA SET") so confusing is that the signal names assume we are dealing with a nice, cooperative team consisting of one each terminal and modem. When you go direct between two computers, you have TWO terminals and NO modems. All bets are off. There are two levels of inconsistency that have to be dealt with somehow.

The first level is electrical: you have to make sure that whatever collection of pins you hook up, there is precisely ONE SOURCE and all the rest are INPUTS. As far as I can see, Steve has done that much correctly.

At the next level, you have to make sure that the SEMANTICS of the signals are reasonable.

What appears to me to be wrong is at this second level of subtlety: Clear To Send (CTS) on each side is being fed by Request To Send (RTS) on the other side. (Pin 4 on one side hooked to 5 on the other.) What this means is, if one side wants to Send, it will look for Clear To Send, but this will not be asserted (activated) unless the *OTHER SIDE* is asking permission to send (asserting RTS) at the same time!!! Clearly this is not reasonable. Some other arrangement is needed. When we are looking for Clear To Send, what logic line would the other terminal be asserting that we could look at to ascertain that it was well and truly ready to receive data? And while we are at it, what should we do before we look for Clear To Send?

There may be other variants, but the following should work. When we want to send data, we assert Request To Send. Hook this to Data Carrier Detect (DCD) on the far side. OK, we ask to send, but this comes in on the other side as a signal that the (non-existent) modem just received a carrier. Any reasonable, right-thinking terminal emulator should start getting interested

in receiving data under these conditions, right? We can also hook our Request To Send right back to our OWN Clear To Send so that requests to send are always granted. Or we can feed our Clear To Send with the far side's Data Terminal Ready (DTR) signal, to ensure that a terminal is in fact hooked up and powered up. That's probably the best way to do it. In other words, hook 5 (RTS) on one side to 20 (DCD) on the other, and hook DTR (Pin 6) on the far side back to 4 (CTS) on our side. Probably each Pin 6 should also go to the opposite Pin 8, so that each side's DTR looks like a modem's DSR to the other. I.e. each side's DTR (6) feeds the other side's DSR (8) input and its own CTS (4) input, and each side's RTS (5) feeds the other's DCD (20). I think that will fix Steve's problem, provided that both sides assert DTR without waiting around for something else to happen first.

Then again, "only the electrons know for sure!".

-John Sangster, jhs@mitre-bedford.arpa

364. Re: Lotus and PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1987-11-27 23:52:09 UTC
From: leo@sunybcs.uucp
Message-ID: <6817@sunybcs.UUCP>
Source record: 255914

In article <3666@uwmcsd1.UUCP> john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:
>Will Lotus 123 work on an 520ST with PC-Ditto?
>Does PC-Ditto work on a 520?
>Will Lotus 123 work on a 1040ST?

I saw a demo of PC-Ditto on a 520 color system, and it ran Lotus 1-2-3 w/out any problem. Some of the graphics stuff was a little slow, but it ran. An alternative, though, might be VIP Professional. This program is pretty much the same as Lotus. I haven't really used either program (no use), but my (mostly) computer-illiterate boss (a CPA) runs VIP and based on past experience with Lotus and hasn't cracked the book. It also reads and uses existing Lotus files interchangably without any modification. If your friend doesn't already own the Lotus program, he would be being a spendthrift by not going this route as VIP lists for about 1/2 (maybe less) the cost of Lotus...

Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213
(716)883-7573(leo@gort.cs.Buffalo.EDU)...!sunybcs![leow!]leo

365. Re: MWC questions - (nf)

Newsgroup: comp.sys.atari.st
Date: 1987-11-28 10:46:00 UTC
From: weber@incas.UUCP
Message-ID: <4300003@incas.UUCP>
Source record: 255915

> Written 9:28 pm Nov 17, 1987 by dinolt@wdl1 in incas:comp.sys.at.st
> ....
> The second problem involves the MAKE program supplied with the MWC
> compiler. If I run MAKE under MSH everthing works like a champ.
> If I run MAKE under the GULAM shell (lattest distribution from
> comp.binaries.atari.st, thanks Turner et al) I get the message
>
> Shell not found
>
> after make prints out the cc command line it is planning to execute.
> When I run the MAKE program with the -d option, all the all the
> environment variables seem to be set correctly, including
> SHELL=d:\bin\msh.prg
Try the following:
setenv PATH=d:\bin
setenv SHELL=msh.prg
This works for both make and db. If you want to use gulam instead of msh, use
setenv PATH="directory of gulam"
setenv SHELL=gulam.prg

> The CC command itself works fine under GULAM.
Well, it works - but cc wants me to "hit return". Obviously, cc assumes it
is called from the desktop... I haven't yet figured out that one.

By the way, "pr something >prn:" hangs gulam.

Markus

Markus Weber, ...!uunet!unido!uklirb!incas!weber

366. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-11-28 12:31:03 UTC
From: rex@otto.COM
Message-ID: <528@otto.COM>
Source record: 255916
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

Expires:

Sender:

Followup-To:

Distribution:

In article <32160@auc.UUCP> rodney@auc.UUCP (Rodney Ricks) writes:
>Just as an example, not an endorsement:
>
> From Skyles Electric Works: MIDI IN, 2 MIDI OUT, and MIDI THRU
> It plugs into the RS-232 port.
>
>I think Mimetics also has a MIDI Interface with similar features and price.

hmmm... This sounds pretty scary to me. If the interface is built into the computer, then the software developers don't have to worry about writing 'drivers' to support all the different interfaces with 'similar features'. However, if you have to hook the interface up as an afterthought, only the software supplied by the interface manufacturer may be compatable.

The MIDI port is already there on the ST, so the musician who wants to become 'computerized' can just go buy an ST, and just any piece of music software, and he's ready to go. This guy's gonna have enough problems trying to figure out why the program won't do the same things to his Juno-106, that it does to his Yamaha DX-7 (?). He really shouldn't have to worry about why the progam won't talk to either of them (read: why the program wont talk to the interface.).

>..., I feel that the Amiga is by far a better computer, ...

Lets not start another war, okay guys?

>Rodney Ricks,
> Systems Programmer,
> Atlanta University Center Computation Center

(Both of them are far better computers... 8-))
--

Rex Jolliff (rex@otto.UUCP, {akgua,ihnp4,mirror,sdcrdcf}!otto!rex)
The Sun Newspaper - |Disclaimer: The opinions and comments in
Nevada's Largest Daily Morning | this article are my own and in no way
Newspaper | reflect the opinions of my employers.
- -
What happened to our superior space program?

367. Re: Lotus and PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1987-11-28 16:53:57 UTC
From: dgy@sigmast.UUCP
Message-ID: <250@sigmast.UUCP>
Source record: 255917

In article <6817@sunybcs.UUCP> leo@gort.UUCP (Leo Wilson) writes:
>In article <3666@uwmcsd1.UUCP> john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:
>>Will Lotus 123 work on an 520ST with PC-Ditto?
>
>I saw a demo of PC-Ditto on a 520 color system, and it ran Lotus 1-2-3 w/out
>any problem. Some of the graphics stuff was a little slow, but it ran. An
>alternative, though, might be VIP Professional. This program is pretty much
>the same as Lotus.

According to an article in the November issue of ST Applications, VIP is
compatible with version 1a of Lotus, and lacks many of the features of version
2.01. They had an interesting feature comparison chart for 6 ST spreadsheets,
which included Lotus and Excel for comparison. I think anyone wishing to buy
an ST spreadsheet should consider looking at this article.

--
Dave Yearke, Sigma Systems Technology, Inc.
/ boulder \ /!cald80!sigmast!dgy
...!< decvax >!sunybcs <
\ rutgers / ...!ames >!canisius!sigmast!dgy

368. The ACSI interface

Newsgroup: comp.sys.atari.st
Date: 1987-11-28 18:57:43 UTC
From: crash@calgary.UUCP
Message-ID: <1230@vaxb.calgary.UUCP>
Source record: 255918

I believe I've answered my questions about the 16 byte transfers.
I was in a very narrow scope, thinking that the dma port was only for
hard disks at the time of my panic. Of course, anything can attach to it,
and you must send at least 16 bytes or multiples there of.

All this was in reference to the external ramdisk. Work is progressing,
the first version will only support the atari interface. If it proves popular
I'll do a full SCSI implementation. Confirmed details of the project are:

o The custom chip will support upto 16meg
o The first prototype circuit boards will support
upto 2 meg using 256K x 1. (there cheap and easy to
get)
o The circuit board will have buffers for the bus

I intend to market this at the hobbyist level first. Thus if you just want
the chip (and docs) you can get it. WHEN??? SPRING hopefully. My
first priority is my thesis!

-Glen Stone

369. Re: SNOBOL for Amy

Newsgroup: comp.sys.atari.st
Date: 1987-11-28 21:17:39 UTC
From: lindsay@K.GP.CS.CMU.EDU
Message-ID: <406@PT.CS.CMU.EDU>
Source record: 255919
Cross-posted to:
comp.sys.amiga,comp.lang.misc,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.apollo,comp.sys.m68k

Gee, that's a hefty list of newsgroups. I promise not to do it again.

Summary: I've used Snobol, AWK, and Icon. I don't use Snobol or AWK any more.

Reason: versus Snobol - Icon is structured: it has local variables, and
so on. It feels much more like a conventional language, without giving
up (much) in the pattern matching side.
Versus AWK: more powerful - more data types, more constructs.
Versus both: zippo features like generators (a language construct based on
coroutine execution). Separate compilation and linking - essential for
any large effort, and fast enough to be OK for those five-liners. Also,
this allows you to link in programs written in other languages, hence,
reuse previsous code, or do any obscure system calls.

My experience: I've booted two successive Icon distribution tapes, each on
both a Vax (4.2BSD) and a Sun-3. No sweat. Fast enough compilation for short
quickies, fast enough execution for munging big input files. One bug found:
Arizona gave me a writearound very quickly and fixed it in the next release.
--
Don lindsay@k.gp.cs.cmu.edu CMU Computer Science

370. Re: Information about the linea routines.

Newsgroup: comp.sys.atari.st
Date: 1987-11-28 21:26:07 UTC
From: Jinfu_Jinfu_Chen@cup.portal.com
Message-ID: <1661@cup.portal.com>
Source record: 255920

I have copy of linea.c/.h file from Megamax's BBS. However, I can't make it compiled. My knowledge of asm is next to zero so if you are interested to fix it can post it here.

Jinfu Chen

ARPA: Jinfu_Jinfu_Chen@cup.portal.com
GEnie: J.CHEN
CI$: 72327,2434
Voice: (207)846-6124 (until December 5th)

371. Re: Lotus and PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1987-11-29 00:21:23 UTC
From: turner@daisy.UUCP
Message-ID: <672@daisy.UUCP>
Source record: 255921

```
>
> Will Lotus 123 work on an 520ST with PC-Ditto?
> Does PC-Ditto work on a 520?

yes but only in color, they are still working on a b&w version

> Will Lotus 123 work on a 1040ST?

it worked on mine

> Thanks for any replys,
> Tom

and now to add more questions to the list:

1) I have run the Norton utilities with PC-Ditto successfully, in particular
fastdisk which reorganizes the FAT so all the free entries are sequential.
just one problem, no matter what i do PC-Ditto insists that all 4 'disks'
(C: D: E: F:) are equated to the first partition HELP!!!!
I am running a 64Mbyte disk (4-16Mbyte partitions) with the BMS board set.

--
C'est la vie, C'est la guerre, C'est la pomme de terre
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123
```

372. 8031 (and other) assemblers for the ST

Newsgroup: comp.sys.atari.st
Date: 1987-11-29 04:31:08 UTC
From: jpexg@mit-hermes.AI.MIT.EDU
Message-ID: <2886@mit-hermes.AI.MIT.EDU>
Source record: 255922

A couple of months ago someone asked if an assembler for the Intel 8031/51 was available for the ST. I clipped an ad from Electronic Engineering Times for such an assembler; it's not public domain (which the original poster wanted--sorry!) but it does have 20 different processors all in one program, including Z8, Z80, 8096, 8048, 6502--all the common ones.

The ad claims "Generates Intel hex, Motorola-S and binary output".

Cost is $299 for the ST or Mac, or $199 for the PC. An asterisk by the ST listing leads to the note "Includes EDITOR and Communications Software with C source code". Does this mean that they did the development work on an ST?

Vendor is: Memocom Development Tools
1920 Arbor Creek Drive
Carrollton Tx 75010
(214) 446-9906

373. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-11-29 07:40:05 UTC
From: gt4785b@pyr.gatech.EDU
Message-ID: <4567@pyr.gatech.EDU>
Source record: 255923
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <528@otto.COM> rex@otto.UUCP (Rex Jolliff) writes:
>> [deleted text about MIDI 'interfaces' for the Amigas]
>hmmm... This sounds pretty scary to me. If the interface is built into the
>computer, then the software developers don't have to worry about writing
>'drivers' to support all the different interfaces with 'similar features'.
>However, if you have to hook the interface up as an afterthought, only the
>software supplied by the interface manufacturer may be compatable.

The midi "interface adaptor" for the amiga consists of:
a DB-25 plug, a DB-25 socket, 4 DIN sockets, 2 toggle switches,
an optiosolator, and an op-amp.

In other words, the only thing not already MIDI about the port on the back of the Amiga is that it's a DB-25 instead of a DIN. The op-amp and optoisolator just make it safe (i.e. buffering). But as far as software is concerned, ANY midi "adaptor" for the amiga will look the same.

The DB-25 socket and one of the switches are so the person can use his printer too. Yeah, it would be nice to have a seperate, dedicated MIDI jack, but a) you usually never print while MIDI-ing, and b) many people will never use their Amigas for MIDI, so it would have been wasted money.

A friend had shown me a copy of a magazine article on "how to build a MIDI adaptor for the Amiga." Does anyone remember what magazine/issue that was?

David Carter

374. AT<-->ST null modem

Newsgroup: comp.sys.atari.st
Date: 1987-11-29 16:16:33 UTC
From: daemon@stag.UUCP
Message-ID: <265@stag.UUCP>
Source record: 255924

I send files back and forth between an ST and an IBM-PC quite often. I assume the AT isn't all that different. It DOES* have a "standard" rs232 serial port, right? So, the null modem I use has more connections that I usually need, but always seems to have the right ones for many varieties of computer<-->computer (ie. no modems) connections. It's wired like this:

```
1-------------1
2-------------3
3-------------2
4-------------8
5--/
8-------------4
\--5
7-------------7
6-------------20
20------------6
```

I hope this helps. BTW, I bought the null-modem pre-made.

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

375. Extended args (was: Beckmeyer C-shell bug)

Newsgroup: comp.sys.atari.st
Date: 1987-11-29 16:16:36 UTC
From: daemon@stag.UUCP
Message-ID: <266@stag.UUCP>
Source record: 255925

juancho@dgp.toronto.edu (John Buchanan) writes:
> A proposal for extended argument passing is floatting around
> Instead of forgetting about it lets adopt it. You ask how? This is how.
> First Atari will endorse it and fix their compilers so that they support
> it, then They will release free roms that fix this and other bugs, then
> all the software houses will adopt it.

Yes, a proposal has been released for passing extended arguments, and
I certainly thinks it should be adopted (I helped write it, so I'm biased).
Atari hasn't officially endorsed it in any way, but you may have noticed
that the standard was approved of and posted by apratt@atari (Allan Pratt).
However, the "how" cited above is not needed. The COMPILER is not the
problem, it's the LIBRARY routines (the _main() function in most cases)
and various command shells which need to change. I'm willing to support
any software house or developer of shells or applications that wants to use
XARGs, by giving source code and/or advice freely. As a matter of fact,
since dLibs (my libraries for Alcyon C) are unrestricted public domain
software, other compiler vendors are free to include any of my routines
directly in their own libraries. It would also be nice if the desktop
(which IS* a command shell of sorts) passed extended arguments, but that
WOULD* require a ROM change (hmm.. how 'bout it Allan?). Obviously, the
new ROMs couldn't be free, but I'd be willing to pay for new ROMs that
fixed some of the GEMDOS bugs as well as added some new features.

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

376. How to use the comp.binaries/sources.atari.st newsgroups

Newsgroup: comp.sys.atari.st
Date: 1987-11-29 17:54:12 UTC
From: turner@daisy.UUCP
Message-ID: <679@daisy.UUCP>
Source record: 255926

```
Introduction:

This document outlines the purpose of comp.sources.atari.st and
comp.binaries.atari.st; how to 'unpack' postings; and how to submit files
to the groups for posting. These groups are moderated by me in my copious (:-)
spare time and turn around may be a little slow. Don't be afraid to send me
mail asking me what the ^$%# happened to your submission. Every program
submitted to me is tested to the best of my abilities and hardware. If I can
not fully test a submission, because I don't have appropriate hardware or I
don't know the language being used, I will put a caveat in the posting
warning the user to that effect.

Purpose:

The moderated groups were created to lessen the traffic created
by multiple postings (as in: I lost part n, could someone repost it)
and to provide a relatively reliable posting. To that end I download
every posting; compile it (if appropriate); test it; document it (if
necessary); checksum it; repackage it; locally post it; unpackage it
and recheck the posting; and finally post it to the net. This process
is fairly time consumming and therefore frustrating to the poster
who would (very reasonably) like to see their posting see the light
of day as soon as possible; have patience !

Contents:

Each posting consists of the following parts:

Subject line with usage information
Editor's note
checksums
the posting

1. Subject line

The subject line consists of a 3 field code which gives
some information on the contents of the posting and a
quick summary of what is in the posting. The 3 fields are
seperated by ':'s and may in turn contain subfields
seperated by ';'s. The first field is a 3 digit code that
describes the language in which the posting is written.
Some examples are:

bin - the posting is a binary (executable) only
mwc - the posting is written in Marc Williams C
mmc - Megamax C
drc - DRI (Alcyon) C
```

bas - basic
pps - Personal pascal
dra - Alcyon assembler
mwa - Marc Williams assembler
mad - MadCap assembler
pro - prolog
doc - documentation file (no executables)

(I will add more as the need arises)

The second field contains the resolutions in which the program
will run, if it can run in more than 1 resolution, then they
seperated by ';'s. The values are:

all - all resolutions
b&w - monochrome
low - low res color
med - hi res color

The third field lists the filters that need to be run to
'unpackage' the posting, that is get it into a format that
can be used on the ST. If more than one filter needs to be
used they are seperated by ';'s and listed in the order that
they must be executed. The values are:

shar - Un*x Bourne shell
uue - uudecode
arc - arc
- (empty) posting is usable as is

for example, uue;arc would mean that you must first run the
uudecode program on the posting, then run the arc program on
the output of the uudecode program.

Editor's Note:

This is a (hopefully) quick note from me explaining what the
posting is about, any gotcha's that I found in using it, etc.

Checksums:

These are the checksums for each part (if more than one) of
the complete posting

How to 'unpackage' postings:

The 2 most popular methods for packaging posting are shar format for
sources and uue;arc for binaries. To unpack a shar format simpley
remove the leading headers (usually marked by a line stating 'run
sh on everything that follows...') and trailing signatures and run
the stripped file thru the Un*x sh command (sh filename). This will
unpack and check each file in the shar. If you are not running Un*X
then you need to manually seperate the parts with an editor (what a
pain).

To unpackage a uue;arc submission execute the following steps:

1. look at the line 'begin part ...' in the first (or only) part
and save the file as that filename with the file extension '.uue'
you need not change the file as uudecode ignores everything before
the 'table' line. If the posting has more than 1 part name then the
file extension to part 1 should be '.uaa' and the filename for part
2 'filename.uab', part 3 'filename.uac' etc. For example a 3 part
posting of the gulaam.ttp program would be saved as:

gulaam.uaa
gulaam.uab
gulaam.uac

It should be noted that this is for the 'official' uudecode program
from John-Pierre Dumas that is posted periodically to the group
comp.binaries.atari.st. Other versions of uudecode may be used but
their naming conventions may be different. The other most popular
form of file naming would name the above 3 parts:

gulaaa.uue
gulaab.uue
gulaac.uue

In general the naming convention is only a formality, the basic
format of a uue file is understood by all flavours of uudecode.

2. type 'uudecode filename.uue' for single part postings or
'uudecode filename.uaa' for multiple parts, the other parts will
be automatically linked in.

3. you should now have a file named 'filename.arc' (gulaam.arc in
our example), type 'arc x filename' to extract the pieces of the
original posting.

4. that's it.

The chicken or the egg:

One major problem has been how to post the uuen/decode binaries
without putting them into a uue format. To that end a uudecode.bas
program is periodically posted to the net, this is a 'bootstrap'
version which will decode the uuencode... (you get the idea).
This program does NOT understand anything before the 'begin' line
or after the 'end' statement.

How to submit files:

mail submissions to:

....{decwrl,ucbvax}!imagen!atari!turner

PLEASE include documentation as to what the file contains, how to
use it, etc. If it is a binary file, remember to uuencode it first
as most mailer can't handle binary (non-ascii) characters.

Toolkit:

The full set of programs used in decoding files from the moderated groups are:

uudecode.bas - basic program used to decode the real uudecode.ttp
uudecode.ttp - decode encoding postings
uuencode.ttp - encode binaries for posting
arc.ttp - archive/dearchive groups of binaries files
cksm.ttp - checksum a file

Archives:

At this time, all files posted to both moderated groups are also mailed to ...umix!hyc (Howard Chu) who maintains an archive available to both usenet and ARPAnet. Contact him for more details.

--
C'est la vie, C'est la guerre, C'est la pomme de terre
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

377. Number of ST's out there and GDOS fonts

Newsgroup: comp.sys.atari.st
Date: 1987-11-29 21:20:29 UTC
From: cp78@sdcc15.UUCP
Message-ID: <394@sdcc15.UUCP>
Source record: 255927

Well, I just have two questions.
First, does anybody know the exact number of ST's sold so far? How about that of Amiga?

Second, is there any PD GDOS fonts? Any GDOS font editor? I am using Easy-Draw and would like to have more fonts. Migraph is selling font packages, including 2 fonts, at $30 each. I think that's kind of expensive. Also, is Digas fonts useable with Easy-Draw? Any information will be approciated.

378. Re: SNOBOL for Amy

Newsgroup: comp.sys.atari.st
Date: 1987-11-29 22:32:48 UTC
From: sbw@naucse.UUCP
Message-ID: <509@naucse.UUCP>
Source record: 255928
Cross-posted to:
comp.sys.amiga,comp.lang.misc,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.apollo,comp.sys.m68k

Just as a comment, the Icon code for SNOBOL4's ARB pattern can be written more cleanly as:

```
procedure ARB()
suspend move(0 to (*&subject - &pos))
end
```

The earlier example was given in the Icon book as a way to use the low-level string-scanning facillities to develop more complex ones.

In fact, if you're willing to burn a little extra cpu time at the end, the suspend given above can be written:

```
suspend move(0 to *&subject)
```

379. STevie ctype.h file

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 03:28:15 UTC
From: martin@lakesys.UUCP
Message-ID: <302@lakesys.UUCP>
Source record: 255929

We have the ARCed sources for STevie, the vi-like editor for the ST, obtained from UACE. When we tried compiling them with the Development system, we found that a file which is to be #include-ed was not there. Its name is ctype.h. Could some kind soul please mail it to me? We'd like to get STevie up & running. Thanks in advance!

Marty

--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

380. Cyber Paint

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 03:53:38 UTC
From: 870646c@aucs.UUCP
Message-ID: <604@aucs.UUCP>
Source record: 255930

Keywords:CAD 3D 2.02

We I just picked up Cyber Paint from Antic, I must say that the boys have outdone themselves again. I have almost all of the members of the Cyber Family. If you do have CAD 3D 2.0 or 2.02, you should pick up Cyber Paint. Also I have picked up Cyber Control, and again what a program. If you are interested in doing graphics on the ST you should not be without these programs. Also I have finally receive my upgrades to Cybermate and CAD 3D 2.0, and Flash. The upgrades were only the normal fee of $5.00 to cover shipping, I take my hate off to Antic for there first rate customer support.
later
Barry
P.S. Are there any other "Cyber Punks" out there?

381. Safety Seal Reviews (sort of)

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 05:12:04 UTC
From: c9c-eh@dorothy.Berkeley.EDU
Message-ID: <5122@zen.berkeley.edu>
Source record: 255931

<Lions and tigers and... line-eaters?!?>

More news tidbits!

This past weekend (Thanksgiving), I talked to a friend of mine, who is a dealer, and I found some things out.

The new version of pc-Ditto, which works with monochrome, is out. It was shipped last week, and should hit the stores (and theatres near you) soon.

This store where my friend works will be one of the first to receive the Atari laser printer (should be next week). They are going to be... (get this)... $1900! Wow! What an economical price! :-) This dealer told me that the only good purpose for them will be to help persuade his customers to buy the $1400 Epson laser printers he carries ($1900 with extra Meg and a half, plus some other stuff).

He also says that the $5000 repair kits have changed. Now it depends first on what type of dealer you are. His plan with Atari is, they call him every 60 days and ask him what parts, computers, printers, etc. he has in the store for repair, and they send him complete hardware and swap the good for the bad.

Well, I bought Word Perfect! In the first fifteen minutes, I found two bugs. First, I locked up the program when I loaded a non-ASCII file (at least, I think that's what the problem was). The second time, I found that the text cursor in monochrome was always a line above the actual text. My dealer friend says that resizing the window a few times can also mess up WP's idea of page margins. Another dealer I know says that, apparently, WP Corp. never tested WP in monochrome, so most of the bugs only show up then. According to him, if you don't use the mouse at all in monochrome, you should be okay. It's great, I can use the documentation for weight-training. :-)

Music Construction Set (by Richard Plom of Intersect Software) is being distributed for the ST by Electronic Arts. For once, I'm impressed. This program has everything that Music Studio (ugh) had, and more. It's fully GEM-based, for one thing, as opposed to inventing its own interface. The menus all make sense, and you can design waveforms with more flexibility than on Music Studio. MCS lets you put things like vibrato into the voices, and supports MIDI as well. It also comes with a little accessory which, when activated, can load and play MCS songs in the background, while you're cheerfully trashing your GEM Desktop. In fact, the music playing survives even changing resolutions (it's really weird to see that blank screen while the ST does that, and hear music all the time). It does crash, though, if you load a song while inside a program, or if you load one while it's still playing another one.

Alas! that I do not have even one meg in my ST! I got to see some
of the CyberMate demos and now I really would like to be able to run them.

As an aside about pc-Ditto: yes, you can use it on a 520, and it will
run Lotus 1-2-3, somewhat slowly. It also runs dBase III rather well.

I also got to see the blitter in action, finally. Someone mentioned
that there was a demo similar to the flying bird one, but with 5 or 6 birds.
It really flies (ahem!) with a blitter. Shiny Bubbles fairly zips along!

Finally, not a news-bit, but a question. Where are all the Spectrum
pictures coming from? I mean, most of them seem to be digitized, but I don't
think any of the digitizers out for the ST so far have software to handle
that format. Do the folks have an in-house one, or a good conversion program
from Amiga HAM pictures?

Disclaimer: I'm not associated with \ /\ /arner
the latest revision of SANITY. \/ _/
Address: ucbvax!dorothy!c9c-eh |oung
c9c-eh@dorothy.Berkeley.EDU __|

382. DCLOCK & IKBD functions

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 05:58:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8711300600.AA16603@ucbvax.Berkeley.EDU>
Source record: 255932

Date: 30 November 1987, 00:47:09 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: DCLOCK & IKBD functions

[sigh]

To the kind person who sent me DCLOCK (no need to name names,
especially since I misplaced it anyway... :) -- it does NOT
use the IKBD time functions. Thanks anyway... It looks like
a nice program, I'll try it out on a friend's ST soon (mine
is mono.)

Can someone PLEASE post to the net about how to use the IKBD
functions? The Abacus ST Internals book tempts me with very specific
descriptions of the keyboard packet structures and IKBD commands,
but never mentions how to get them from the processor!
I was glancing through ST Peek's and Pokes (in a bookstore) and
it said that the time is returned in addresses 3584 through 3589.
I tested this out, and it didn't seem to work. Hmm...

There must be someone out there who understands how this works.
All I want to do is read the keyboard time (it's nicer than
GEMDOS's two-second clock.)

And also, please make sure any programs you might send
actually use the IKBD commands before I spend an hour or
so downloading/UUDECODing/unARCing them....

Thanks in advance!

Jim McCabe
jemccabe @ m - c, if y7

383. Re: Umix Access??? and UUCP Access.

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 07:11:57 UTC
From: hyc@starbarlounge.UUCP
Message-ID: <38c7b998.c6e5@delrio.cc.umich.edu>
Source record: 255933

In article <8711250046.AA08976@ucbvax.Berkeley.EDU> goertzel@DCA-EMS.ARPA (Herbert Goertzel) writes:
>Having read the last 3 Info-Ataria16 digests, I saw two messages that purport
>to tell me how to get to these archives from an honest arpanet site. I will
>admit I am not UNIX conversant and / or USENET knowledgeable, but I do know
>how to follow instructions if they are complete. Unfortunately, that was
>not the case in either case.

Assuming a Unix-based host with access to the Internet, and reasonably good access to the NSFnet...

/usr/ucb/ftp 35.1.1.10 <--- This should get you connected to umix.
If you get 'network unreachable' you're
out of luck.
at the ftp 'login:' prompt,
answer 'ftp' (or 'anonymous', they're both the same uid...)

at the ftp 'password:' prompt,
answer with a reasonably intelligible rendition of your name.
(Garbage responses make me unhappy when I review the logs... }-)

at the 'ftp>' prompt,
answer 'cd pub/atari/st' to get to the Atari ST directory. There
are three subdirectories present, named bin, src, and sys, for
files obtained from the binaries, sources, and general discussion
newsgroups. The bin and src directories will both contain two files
named INDEX and INDEX.LONG. The INDEX file contains just the content
of the 'Subject:' field of the original article. The INDEX.LONG file
contains the descriptive text from the original article in addition
to the indexing information of the 'Subject:' article header.

If you've never used ftp before, you should read the man page before doing
any of this. It's also a good idea to issue the 'binary' command as soon
as you log in, (assuming a Unix system, that is) so you'll get all the .ARC
files intact.

384. Re: full unix for ST?

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 11:22:31 UTC
From: khh@root.co.uk
Message-ID: <486@root44.co.uk>
Source record: 255934

In article <1141@cooper.cooper.EDU> john@cooper.cooper.EDU (John Barkaus) writes:
>It is described as a 'full-blown 11/780 Vax-Unix-like system'
>running on a 520 ST. This product is made by A.N.D. Corporation of New Orleans.It is supposed to be a real time Unix system that is multi-user
>(up to 8 terminals) and multi-tasking. Does anyone know anything else about
>it? I think it would be great to have full Unix on the ST. Please respond
>directly to me, or if you think it is worthwhile- post responses(comments, etc.)to the net.
>
>

Hi,
About a year ago , I started a UniPlus+ * V.2 port for the ATARI ST.
This port was completed in February 1987. However , it needed some hardware assists for UniPlus+ to work at all. The machine had a basic MMU , which consisted of a base and a limit register which only operated in USER mode ; the kernel was mapped straight through. Also , one needed a minimum of 1 megabyte of physical memory , 40 megabytes of disk space , since a full UniPlus+ distribution is about 30 Megs.
Additionally , the company which commissioned the port added a serial multiplexor to the RS232 port . This supported up to 16 additional channels , but could just about cope with 8.
This port was a full UNIX* V.2 swapping port , but for hardware reasons did not support shared memory or read-only text (no MMU protection).
The stack was fixed size (determined at link time) but you could 'sbreak' as much memory as was physically possible.
The port was commissioned by a company in Switzerland . However , the reason that it was not publicised , was that they were only interested in a cheap M68000 board to run UNIX , whilst deliberately omitting the fact that it was an Atari ST machine.They believed that their potential customers would not take too seriously a "business" machine manufactured by a company who specialised in games machines.

keith holder.

UNIX is a registered trademark of AT&T
UniPlus+ is a trademark of UniSoft Systems Corporation.

The above remarks are my own personal beliefs and not that of my company.
--
--
Keith Holder, Systems Programmer, ROOT-UniSoft Group.
<khh@root.co.uk> G1ITH Fax: (01) 726 8158
Phone: +44 1 606 7799 Telex: 885995 ROOT G BT Gold: CQQ173

385. Re: Re: (Beta) Gulam Key table

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 13:09:34 UTC
From: jesper@diku.UUCP
Message-ID: <3554@diku.UUCP>
Source record: 255935

In article <573@cernvax.UUCP> jmg@cernvax.UUCP (jmg) writes:
>In article <1541@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>If you have a hex/ascii file editor you can modify the latest (beta) version
>>of Gulam to work with the UK keyboard. The keyboard table is at offset $13B76
>>from the start of the file GULAM.PRG. Don't paste a completely new key table
>>here just modify the necessary keys ie. \ to a #. Do this on all three tables.

>Remember, though, that UK Ataris have the pound sign (and also an
>"overline", the reverse of underline). These have Atari codes greater
>than 80 hex. If you put these codes into the Gulam table they do not
>work!
>The same problem (but worse) applies to German and French models.
and Danish and Swedish and ....
>How about a Gulam which can handle this (or can it, and I just do not
>know how)?

Some months ago someone from Iceland had a major flame on the ignorance of
American (and English) software writers. Apparently it didn't help a bit.
Well, Gulam is great once modified so here is some hints how to modify it.
This is from memory and somewhat unprecise. Mail me if you want more
specific directions.
First you must know that Gulam reinstalls its own key tables after each
command, so there is no way around patching the code.
The reason for this is (I think) that the key tables are defined so function
keys etc. sends char's > 0x80. These char's are then bound to ue functions.
This is sort of described in the Gulam doc's under the command to redefine
key bindings.
Now, the problem is that some of the chars that function keys etc. sends
are national chars.
Therefore first you change all 3 key tables so your "national keys" send
the right char *and* so no function keys etc. sends your national char. You
must of course make the function keys etc. send some other unused char.
Second you must change the key bindings. Note that there are *two* sets
of key bindings and not 3 as stated in the docs, one for *mini* and one
for both *gulam* and other buffers. Also note that chars in the ranges
0x20-0x7f and 0xa0-0xff without any keybinding is default selfinsert, chars
outside these ranges must have the binding 31 (from memory!) to self-
insert.
More specific you need to change the following bindings: For each
national char do: If the char wasn't send by any of the function keys etc.
and if it is in the ranges above you don't have to change anything. If the
char is outside the ranges (or was sendt by a function key etc.) you must
bind the char to 31. If the char previously was send by a function key etc.
this char was bound to some ue function, the char the function key etc. *now*
sends must be bound to that ue function.

The bindings can be changed in two ways: you can use the gulam command to change bindings, or you can patch the code.
The first way is of course the easyest but it has one big problem. The table of bindings for the *mini* buffer is full, so you can make no new bindings in that buffer. There is no problem in the other buffers. You may be able to live with no national chars in *mini*.
If you want to use the second way, you must find the bindings tables in the code. I can not remember the address of the tables but they have a quite destinct format so they are not hard to find (I used DL II). The format is like what you get when you press <help> inside a buffer, and is sort of described in the gulam doc's.

Please, please, please. When the final version of Gulam is done make it easyer for us europeans.

Good luck to everybody,
Jesper

Jesper L. Lauritsen, U of Copenhagen, jesper@diku.UUCP or ibtjll@dkuccc11.BITNET

386. Help needed- XLISP

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 14:08:19 UTC
From: brown@garfield.UUCP
Message-ID: <4259@garfield.UUCP>
Source record: 255936

I recently aquired a copy of XLISP version 1.7, and I am having problems.
Is there a later version I can get a copy of? If not, can anyone help me
with the following problem-
Whenever I attempt to create a new class, I get an error saying
there is no vector space left.

Ed Brown
brown@garfield.mun.cdn

387. Megamax 'c' development system for sale

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 16:05:30 UTC
From: m204help@cca.CCA.COM
Message-ID: <22088@cca.CCA.COM>
Source record: 255937

```
FOR SALE:

MEGAMAX 'C' DEVELOPMENT SYSTEM.
INCLUDES COMPILER, UTILITIES, LIBRARY SYSTEM, IN LINE ASSEMBLER.
I HAVE SOLD MY ST.
$150.00
SERIOUS INQUIRIES ONLY.
(617)492-8860 X332 DAYS
(617)491-6324 EVES

KEITH HEDGER
```

388. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 16:24:07 UTC
From: pmy@boole.acc.virginia.edu
Message-ID: <335@boole.acc.virginia.edu>
Source record: 255938
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

In article <528@otto.COM>, rex@otto.COM (Rex Jolliff) writes:
] In article <32160@auc.UUCP> rodney@auc.UUCP (Rodney Ricks) writes:
] >Just as an example, not an endorsement:
] >
] > From Skyles Electric Works: MIDI IN, 2 MIDI OUT, and MIDI THRU
] > It plugs into the RS-232 port.
] >
] >I think Mimetics also has a MIDI Interface with similar features and price.
]
] hmmm... This sounds pretty scary to me. If the interface is built into the
] computer, then the software developers don't have to worry about writing
] 'drivers' to support all the different interfaces with 'similar features'.
] However, if you have to hook the interface up as an afterthought, only the
] software supplied by the interface manufacturer may be compatable.

Huh? Wait a minute. The interface is just a hunk of hardware that converts
RS-232 to MIDI current loop. There's no software compatibility problem...
it's just a connector, no intelligence whatsoever. Any program can drive it.

--
Pete Yadlowsky
Academic Computing Center
University of Virginia
e-mail: pmy@vivaldi.acc.virginia.EDU

389. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 17:06:20 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8711301706.AA18559@cory.Berkeley.EDU>
Source record: 255939

>Amiga. When will Atari learn? All of the television commercials I see
>for Atari are for their game systems, but if they want to change their
>image, shouldn't they advertise their computers? The Amiga commercial

Well, this is somewhat unfair to Atari. The Atari that controls
the video game market is no longer the same company as the Atari that
controls the ST series. They are entirely separate entities. So the problem
at the moment is not one of incorrect advertising, but a lack of advertising.
You're right though, it doesn't help to have all those Atari game commercials
around (even though they aren't related).

-Matt

390. Re: STevie ctype.h file

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 17:13:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100034@datacube>
Source record: 255940

A grabbed STevie when it came around a while ago. After typing about two pages of text at it in insert mode, all text scrolled off my screen, and the keyboard appeard to freeze for a moment or two. Then, the program died with a couple of bombs, taking my text with it. It did this twice to me; I no longer use STevie.

Since I have the sources, I will try to fix it at some point. In the meantime, I'm using one of the uEMACSen that have been floating around.

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

391. Re: Number of ST's out there and GDOS fonts

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 17:31:51 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <35030@sun.uucp>
Source record: 255941

In article <394@sdcc15.UUCP> cp78@sdcc15.UUCP (Tai,Li-Cheng) writes:
> First, does anybody know the exact number of ST's sold so far?

No, but I would like to hear from someone who does.

> How about that of Amiga?

Commodore, has said 230K as of June 30 '87 with an estimated 500K by
Dec 30 '87. As recently as last week they said they would have 'no trouble'
meeting that number. Note that they are experiencing heavier than expected
demand for the 2000 because a lot of 1000 owners seem to be taking advantage
of the trade-in policy to upgrade. So that 500K number will include some
extra 2000's which are really 2000 + 1000 owners. But since they only got
to about 150K 1000s out there it won't be a significant number (maybe 20K?)

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

392. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 17:47:53 UTC
From: sansom@trwrb.UUCP
Message-ID: <3813@trwrb.UUCP>
Source record: 255942
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <4567@pyr.gatech.EDU> gt4785b@pyr.UUCP (David Carter) writes:
>... Yeah, it would be nice to have a seperate, dedicated MIDI jack, but
>a) you usually never print while MIDI-ing, and b) many people will never use
>their Amigas for MIDI, so it would have been wasted money.
>

I use my printer all the time with my current MIDI setup (1040 ST, various
software packages, DX27, TX81Z, TR505). If I had to disconnect my MIDI port
each time I wanted to print something, I'd go nuts. Also, what makes you so
sure "many people will never use their Amigas for MIDI"?

-Rich

--
Richard E. Sansom
TRW Space & Defense, Redondo Beach, CA
{decvax,ucbvax,ihnp4}!trwrb!sansom

393. Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 18:11:19 UTC
From: bob@wiley.UUCP
Message-ID: <1592@wiley.UUCP>
Source record: 255943

Can a resource file be created on an IBM system and then used by an
Atari GEM application?

Or...

Does anyone know where I can buy a resource editor without a new C compiler?
I currently use MWC and am quite happy with it. I have no desire to spend
$100+ on another C compiler that has a resource editor.
--

---Bob Amstadt
bob@wiley.uucp
{csvax.caltech.edu,uunet.uu.net,trwrb.uucp}!wiley!bob

394. Re: 68881

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 18:36:09 UTC
From: ws1i+@andrew.cmu.edu.UUCP
Message-ID: <sVgPeNy00W0syMM0Z7@andrew.cmu.edu>
Source record: 255944

Heck, if you can get this upgrade who cares about the compilers!
I'll write my own C library so that I can use it! Does anybody know anything
about it?

395. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 18:37:27 UTC
From: lharris@utgpu.UUCP
Message-ID: <1987Nov30.133727.1900@gpu.utcs.toronto.edu>
Source record: 255945

The cabling instructions given will not work with an ibm. The ibm must have pins 4 and 5 tied together as well as 6,8 and 20. This is only on the ibm side. The other connections are fine.
/leonard

396. Re: just GDOS fonts (was Re: Number of ST's out there and GDOS fonts)

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 19:21:14 UTC
From: c9c-eh@dorothy.Berkeley.EDU
Message-ID: <5131@zen.berkeley.edu>
Source record: 255946

In article <394@sdcc15.UUCP> cp78@sdcc15.UUCP (Tai,Li-Cheng) writes:
>
>Second, is there any PD GDOS fonts? Any GDOS font editor? I am using Easy-Draw
>and would like to have more fonts. Migraph is selling font packages, including
>2 fonts, at $30 each. I think that's kind of expensive. Also, is Digas fonts
>useable with Easy-Draw? Any information will be approciated.

Well, the information on fonts in the GEM docs are pretty specific,
for once, and barring any errors in those, I hope to write a GDOS
font editor this coming Christmas (oh, sorry, Berkeley calls it a
Winter) Break. Until then, I believe DEGAS Elite has a program
that converts old DEGAS fonts to GDOS format. This is not great,
but it's the only thing there is, aside from $30 for two fonts.

Disclaimer: I'm not associated with \ /\ /arner
the latest revision of SANITY. \/ _/
Address: ucbvax!dorothy!c9c-eh |oung
c9c-eh@dorothy.Berkeley.EDU __|

397. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 19:31:04 UTC
From: c9c-eh@dorothy.Berkeley.EDU
Message-ID: <5132@zen.berkeley.edu>
Source record: 255947

Line-eaters! A New Breed of Bugs!

In article <8711301706.AA18559@cory.Berkeley.EDU> dillon@CORY.BERKELEY.EDU (Matt Dillon) writes:
>>Amiga. When will Atari learn? All of the television commercials I see
>>for Atari are for their game systems, but if they want to change their
>>image, shouldn't they advertise their computers? The Amiga commercial
>
> Well, this is somewhat unfair to Atari. The Atari that controls
>the video game market is no longer the same company as the Atari that
>controls the ST series. They are entirely separate entities. So the problem
>at the moment is not one of incorrect advertising, but a lack of advertising.

Unfortunately, though you are right in that the VIDEO (coin-op)
game Atari is separate from the ST Atari, the commercials that I've
seen so far have all been for the Atari 7800, or the 2600, or
the 65XE (?). These ARE from OUR Atari, owned and operated
by good ol' Jack Tramiel. So the problem is, when will Atari
get a _*GOOD*_ PR agency? If they could get one like the one
that does ads for Apple, we're set.

Disclaimer: I'm not associated with \ /\ /arner
the latest revision of SANITY. \/ _/
Address: ucbvax!dorothy!c9c-eh |oung
c9c-eh@dorothy.Berkeley.EDU __|

398. Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 20:42:29 UTC
From: rich@eddie.MIT.EDU
Message-ID: <7536@eddie.MIT.EDU>
Source record: 255948
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

**** All replies to this message should be sent to
rich@eddie.mit.edu; I do n_t read these newsgroups. I will
summarize and post any info I receive back to the net!

I am a musician/hacker with an interest in sonic imaging (sonic
holography). I am familiar with the Carver sonic hologram generator
and the basic principle used by the device. However, I recently became
aware of some experimental techniques in this area that are based, so
I've been told, on some of same principles used in modern
radarequiptment (E.G. for beam steering). Unfortunately, I forget the
jargon term used to describe the process, but its something like "phase
encoding ... :-)." Does anyone out there have any info on this?

In order to experiment with sonic holography, I would like to
obtain a computer which is suitable for real-time audio
processing. I'm sorta familiar with the Amiga, and less so with the
Mac. The Amiga, as I understand, has a special]purpose chip used
exclusively for audio signal processing, as well as A/D and D/A
hardware in the basic system box. Whatyis the speed and resolution of
the hardware? I was under the impression hhat the sample size is only
8 bits (poor resolution if ya ask me). What is thM?hhardware on the
Mac like?

As I see it, my choice of what system to buy is based on the
following. First, I need a fast processor (at least 1 mip +), I
would estimate at least 1 meg of ram (more is always better), and an
environment flexable enough to facilitate large-scale program
developement (E.G. UNIX or equivalent). Secondly, I am blind, so I
don't want hardware/software hooked to a grmphical user interface
(gimme a good old command-lin5-interpreter like CSH and I'll be
happy). From what I understand, graphical user interfaces are an
integral part of todays music type software (samplers, sequencers
etc.), as well as machines/os's like the Mac and Amiga. Does anyone
know to what extent this is true, and how I might avoid this trap?

Thanx for your help. Any information/comments will be most
apriciated. Please send all replies to me, however, for I don't read
these Newsgroups!!!

--
-- Rich (rich@eddie.mit.edu).
The circle is open, but unbroken.
Merry meet, merry part,

and merry meet again.

399. Colorburst

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 21:08:00 UTC
From: IHLS400@INDYCMS
Message-ID: <8712082256.AA29067@ucbvax.Berkeley.EDU>
Source record: 255949

For those of you who have expressed an interest in Spectrum 512 and
"that other program", I have a copy of Colorburst 3000 from Beery'sBit.
(Not too difficult considering that Andrew Beery works at our local
Atari dealership and is a member of the local user group...)

I still have a lot of things to do and try with it, but in a nutshell,
save your money right now, but you'll probably want to buy it soon.
Colorburst will put 800+ colors on the screen in low res, 200+ on the
screen in medium res. No small feat, obviously. BUT... in the first
release, there are still some bugs in the package and the manual is
(quite frankly) horrid. I was told by Kevin VanHook (who is just now
releasing Comics On Disk), that they did a bit of rushing on the manual,
and it shows. This program will not be for the faint of heart, but it
will do as advertised. With the next release (it's being worked on),
many of the bugs should be history and the manual in a new and improved
form. The good news is that although Colorburst itself is NOT PD,
Beery'sBit has included the source code for the program in the manual
so the user has it available if needed.

I really think that Colorburst will be a terrific addition to your
program library, but wait just a bit longer...

(The cost for the general public is $39.95, if I'm not mistaken.)

If you have any questions, feel free to contact me. I'll try and help.

-Holly...If something is preposterous, does it later become postposterous?
=-=-=-

400. To all monochrome Hippo-lytes

Newsgroup: comp.sys.atari.st
Date: 1987-11-30 22:10:13 UTC
From: mgr@pixar.UUCP
Message-ID: <1193@pixar.UUCP>
Source record: 255950

Do you have a monochrome system and a hippo frame grabber? Perfect!
I've just finished a sexy, GEM based program that features
interractive slider/menu/switch interface, dithering, auto exposure,
time lapse movie recording, and more. Saves in degas pi3 format.

You'll think you have new hardware! Send self addressed, stamped,
bubblepack, and formatted disk to:

Mike Russell/1968 Hopkins St./Berkeley CA 94707

Or, send me e-mail and I'll send you a uuencoded .arc file that includes
object file and documentation. Sorry, won't work with color systems.
--
Mike Russell ucbvax!pixar!mgr Don't worry, amnesia is a common
side effect of re-incarnation.

401. Re: Cyber Paint

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 04:34:10 UTC
From: jafischer@tiger.waterloo.edu
Message-ID: <4295@watdragon.waterloo.edu>
Source record: 255801

In article <604@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
>... CAD 3D 2.0 or 2.02...
Precisely what has changed in version 2.02?

> P.S. Are there any other "Cyber Punks" out there?

Yea brother, I too am a true believer. Great Scott, what a system.

Incidentally, those of you with upgraded 520's have a marked
advantage, in that you can hook into your VCR's and create some pretty
impressive videos. (I say upgraded because the program needs a meg).
In fact, (here's a novel use) I used CAD 3-D 2.0 to create
a presentation which I, uh, presented to a baker's dozen of top-level managers
at NCR, at the end of my last co-op work term. Felt a bit like "show and tell"
at first, but it went over pretty well. All co-ops are required to go through
this (incredibly stressful) ordeal at NCR, and it helped to have such a
'crutch.' This was, in fact, the purpose for which I bought CAD 3-D, and the
only way I could justify it to my wife!

The new CYBER CONTROL program (which I haven't got, yet) adds the
ability to use B-splines to twist your objects (and the camera's path) in
amazing ways. The demo I've seen makes me WANT this program.

Add CYBER PAINT, and you've got one incredibly powerful (and expensive,
especially if you add the stereoscopic glasses) desktop video system. The only
problem is that it's practically a full-time job to create anything truly
interesting and of any length. Ask me, I know! The 2 or 3 minutes I created
for my presentation took, oh, maybe 30 to 50 hours (but then, I'm a nit-picking
tweaker, and I needn't have taken quite so long), counting the time spent
creating the objects, such as a true-to-scale 7770 cheque processing machine.

Finally, there are two things which, in my opinion, would add
immeasurably to the system's overall appeal:
A) a 68881 co-processor (someone was just asking about this). CAD
takes two to three ice ages to create complex scenes. If a co-pro-
cessor board were to become popular enough to be considered a de-
facto standard, I'm sure Tom Hudson would support it (the accessory
hook would prove useful here).
B) a higher-resolution video card for the megas (could probably be
done for the ST's as well). Again, a custom accessory could do the
job.
--
- Jonathan A. Fischer
jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!watdragon!lily!jafischer

402. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 05:06:11 UTC
From: dag@chinet.UUCP
Message-ID: <1931@chinet.UUCP>
Source record: 255802
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <4567@pyr.gatech.EDU> gt4785b@pyr.UUCP (David Carter) writes:
+ ...
+The midi "interface adaptor" for the amiga consists of:
+ a DB-25 plug, a DB-25 socket, 4 DIN sockets, 2 toggle switches,
+ an optiosolator, and an op-amp.
+
+In other words, the only thing not already MIDI about the port on the back of
+the Amiga is that it's a DB-25 instead of a DIN. The op-amp and optoisolator
+just make it safe (i.e. buffering). But as far as software is concerned, ANY
+midi "adaptor" for the amiga will look the same.
+ ...
+David Carter

Actually, I suspect that the op-amp is to make a current loop out of an
EIA (RS-232 style) connection, the opto-isolator is for protection.

MIDI is a serial 5ma current loop with passive receivers, active
transmitters. The op-amp can be used to convert EIA to current loop for
the transmitter, the opto-isolator can be used to read the received data.

I'm not sure how the Amiga printer port is configured, and how the MIDI
devices are accessed from the program, but there are MIDI interfaces on
the market with different features, and this would seem to indicate that
not all Amiga MIDI adaptors are created equal from a programming standpoint.

Does the Amiga OS support MIDI devices? The ST OS does.

A question that must be asked before buying either machine to be part of
a MIDI set-up: Does the software that I want exist for this machine?
If the answer is no, you need to look into whys and whens. Don't let
a bunch of people from either fan club badmouthing the other machine
influence you too much. In most cases, neither party knows of what they
speak.
--
Daniel A. Glasser
...!ihnp4!chinet!dag
...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

403. Re: Safety Seal Reviews (sort of)

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 05:43:30 UTC
From: Jinfu_Jinfu_Chen@cup.portal.com
Message-ID: <1694@cup.portal.com>
Source record: 255803

There is a IFF -> Spectrum translator by the author of Spectrum posted in GEnie. Also they are selling a new program to allow you use ComputerEyes to digitize pictures in over 4000 colors. I don't know if you can order the program from Antic or from Trio Engineering(the firm writes the Spectrum program).

I am pretty new to the net and don't know how to post a binary file yet, otherwise I would post the IFF->Spectrum translator program here.

Jinfu CHen

404. Re: STevie ctype.h file

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 05:46:13 UTC
From: Jinfu_Jinfu_Chen@cup.portal.com
Message-ID: <1695@cup.portal.com>
Source record: 255804

```
You can find a CTYPE.H from almost any UN*X system and probably make a
few changes. It's just some macros to handle character conversion. If you
can't find it anywhere I can post one here.
```

405. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 06:16:18 UTC
From: dca@kesmai.COM
Message-ID: <150@kesmai.COM>
Source record: 255805
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

> > From Skyles Electric Works: MIDI IN, 2 MIDI OUT, and MIDI THRU
> >
> >I think Mimetics also has a MIDI Interface with similar features and price.
>
> hmmm... This sounds pretty scary to me. If the interface is built into the
> computer, then the software developers don't have to worry about writing
> 'drivers' to support all the different interfaces with 'similar features'.
> However, if you have to hook the interface up as an afterthought, only the
> software supplied by the interface manufacturer may be compatable.
>
> The MIDI port is already there on the ST, so the musician who wants to become
> 'computerized' can just go buy an ST, and just any piece of music software, and
> he's ready to go. This guy's gonna have enough problems trying to figure out
> why the program won't do the same things to his Juno-106, that it does to his
> Yamaha DX-7 (?). He really shouldn't have to worry about why the progam won't
> talk to either of them (read: why the program wont talk to the interface.).
>
> Rex Jolliff (rex@otto.UUCP, {akgua,ihnp4,mirror,sdcrdcf}!otto!rex)

Let me put Mr. Jolliff's fears to rest. The RS232 connection on the
back of the Amiga (500, 1000, 2000) is connected to a programmable UART
which accommodates a wide range of baud rates including that which MIDI
uses. The Midi interfaces are really just a RS232 to MIDI adapter which
given that there are standards at both ends should no more a problem than
a cable which goes between your printer and your computer. The interfaces
are just a matter of some hex buffers and optoisolators and 'features' like
pass-through or multiple outputs certainly have no affect on what
the program driving the interface sees. A typical interface is very simple
consisting of less than $5 of parts. He certainly could go buy an ST
but if the sole reason is fears of incompatibility from the MIDI interfaces
then he is being misguided by your information and you are certainly doing
him no favors in the department of making intelligent choices.

I will grant that there is more MIDI software available for the ST.
Now that a low cost Amiga has hit the streets I expect the Amiga MIDI
market will probably expand. Rather than start the wars going I will keep
any comparisons of the machines to myself. In the future you might consider,
however, that inaccurate speculation is one of the surest ways to cause
a furor.

David Albrecht

406. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 06:45:43 UTC
From: langz@athena.mit.edu
Message-ID: <1921@bloom-beacon.MIT.EDU>
Source record: 255806
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <3813@trwrb.UUCP> sansom@trwrb.dsd.trw.com.UUCP (Richard Sansom) writes:
>I use my printer all the time with my current MIDI setup (1040 ST, various
>software packages, DX27, TX81Z, TR505). If I had to disconnect my MIDI port
>each time I wanted to print something, I'd go nuts.
>
>-Rich

Rich--

What Dave Carter was saying when he explained the dual use of the serial port for MIDI and lower baud rate I/O was that you can use your serial port for both, just not at the same time. The Amiga serial port already supports MIDI rates, and there is a standard software interface to the serial port. When you buy a MIDI connector you get a MIDI IN, a MIDI OUT, some models provide a MIDI THRU, and a serial port pass-through. These are just connectors and a few inexpensive parts to protect against line surges, etc. You plug the MIDI connectors into the serial port, then your printer into the serial pass-through on the MIDI adapter. The only time you can't use your serial port for printing is while you are using it to send or receive MIDI data, as the serial data destined for your printer would corrupt the MIDI data. There is no need to plug and unplug your printer however; you simply wait until your MIDI I/O is done, then print over the same port. Clear?

--Lang

Be seing you...
--Lang Zerner langz@athena.mit.edu ...ihnp4!mit-eddie!mit-athena!langz
"No one is exempt from talking nonsense; the only misfortune is to do it solemnly" --Michel de Montaigne

407. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 07:01:50 UTC
From: weaver@tut.UUCP
Message-ID: <2494@tut.cis.ohio-state.edu>
Source record: 255807

In article <8711301706.AA18559@cory.Berkeley.EDU> dillon@CORY.BERKELEY.EDU (Matt Dillon) writes:
>>Amiga. When will Atari learn? All of the television commercials I see
>>for Atari are for their game systems, but if they want to change their
>>image, shouldn't they advertise their computers? The Amiga commercial
>
> Well, this is somewhat unfair to Atari. The Atari that controls
>the video game market is no longer the same company as the Atari that
>controls the ST series. They are entirely separate entities. So the problem

Not quite. The Atari that owns the _home_ video games _is_ the
same Atari that controls the ST series. When Jack Tramiel bought Atari
he sold off the coin-op division of Atari (a company now known as Atari Games)
but retained control of the 2600/5200/7800 game systems as well as the
8-bit computers and now the ST line.

The games systems _are_ selling, and probably outselling the STs,
unfortunately for us ST users. However, what needs to be advertised is
the ST series; the 2600s can sell themselves (I think I heard some figure
that around 100,000 Model 2600 game system units sold in '85 or '86 with
$0 advertising. Now that says something or other about a game image.)

Atari has previously been the leader with graphics (at least with
Jay Miner's work with the 800.) Even some of the arcade games testify to
this: Battle Zone, Tempest, Xevious, Star Wars, Return of the Jedi, etc.
Maybe this 'Abaq' thing will fly; but only if it is unique in some way.
Some nasty fast graphics would be nice; but lets face it: unless Atari
gets something to market (on time) that has something unique about it,
and isn't in the 'game vein', then they always will be 'that damn toy
company.'

> -Matt

Cheers,

--
Andrew Weaver, The Ohio State University College of Business
UUCP: ...!cbosgd!cis.ohio-state.edu!weaver | "This ain'ta my planet,
ARPA: weaver@tut.cis.ohio-state.edu | monkey-boy!"
| - Emilio Lizardo

408. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 09:04:00 UTC
From: c9c-eh@dorothy.Berkeley.EDU
Message-ID: <5153@zen.berkeley.edu>
Source record: 255808

In article <1592@wiley.UUCP> bob@wiley.UUCP () writes:
>Can a resource file be created on an IBM system and then used by an
>Atari GEM application?

The answer is a qualified yes. Theoretically, any GEM resource
file is compatible with any GEM system, but you should take into account
the fact that some resource information may include a pixel offset, and these
may cause some pains, especially if the source and target machines share
vastly different resolutions.

>Does anyone know where I can buy a resource editor without a new C compiler?
>I currently use MWC and am quite happy with it. I have no desire to spend
>$100+ on another C compiler that has a resource editor.

I believe Antic carries one, but I have never seen it, so cannot
vouch for its quality or even for its shabbiness.

Disclaimer: I'm not associated with \ /\ /arner
the latest revision of SANITY. \/ _/
Address: ucbvax!dorothy!c9c-eh |oung
c9c-eh@dorothy.Berkeley.EDU __|

409. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 09:28:51 UTC
From: bryce@hoser.berkeley.edu
Message-ID: <22007@ucbvax.BERKELEY.EDU>
Source record: 255809
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <1931@chinet.UUCP> dag@chinet.UUCP (Daniel A. Glasser) writes:
>In article <4567@pyr.gatech.EDU> gt4785b@pyr.UUCP (David Carter) writes:
>+...
>+In other words, the only thing not already MIDI about the port on the back
>+of the Amiga is that it's a DB-25 instead of a DIN....
>
>...I'm not sure how the Amiga printer port is configured, and how the MIDI
>devices are accessed from the program, but there are MIDI interfaces on
>the market with different features, and this would seem to indicate that
>not all Amiga MIDI adaptors are created equal from a programming
>standpoint....

You did not read what he said very well. To summarize:

>> ALL THE MIDI ADAPTORS PRESENT THE SAME PROGRAMMING INTERFACE <<
>> PERIOD <<

The only difference in the units seems to be MIDI THRU, this does not
change the above statement.

With a standard exec device interface (midi.device) it would not even
matter if the hardware *was* incompatible between manufacturer's
devices.

>Does the Amiga OS support MIDI devices? The ST OS does.

Yes, and no. The Amiga OS support works, but provides poor timestamping.

To do it "right" a dedicated MIDI driver must be written. Some
developers have chosen to pick up a solution from the Public Domain,
others have re-invented the wheel. It is not a problem any more
(a long time ago it was).

|\ /| . Ack! (NAK, SOH, EOT)
{o O} . bryce@hoser.berkeley.EDU -or- ucbvax!hoser!bryce
(")
U WARNING: hoser's spool directory eats a *lot* of mail. :-(

410. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 09:47:25 UTC
From: farren@gethen.UUCP
Message-ID: <406@gethen.UUCP>
Source record: 255810

In article <8711301706.AA18559@cory.Berkeley.EDU> dillon@CORY.BERKELEY.EDU (Matt Dillon) writes:
>The Atari that controls
>the video game market is no longer the same company as the Atari that
>controls the ST series. They are entirely separate entities.

Unless something has happened real recently that I'm not aware of, the Atari that does the computers is one and the same with the Atari that does the home video games (2600, 5200, 7800). The Atari which does the coin-op video arcade games, like Marble Madness, IS a separate entity, and is known as Atari Games. This division came about when Tramiel bought Atari - he bought the computer and home video sections, but not the coin-op section, which was subsequently sold to someone else.

--

Michael J. Farren "... if the church put in half the time on covetousness
unisoft!gethen!farren that it does on lust, this would be a better world ..."
gethen!farren@lll-winken.arpa Garrison Keillor, "Lake Wobegon Days"

411. The imperfection of WordPerfect (and how I love it)

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 09:53:42 UTC
From: c9c-eh@dorothy.Berkeley.EDU
Message-ID: <5155@zen.berkeley.edu>
Source record: 255811

<It's them line-eaters. They do *strange* things to a man!>

Imperfect words about WordPerfect...

Okay. First of all, WP for the Atari is version 4.1, as opposed
to the most current version for the PC, which is 4.2. As far as I can tell,
most of the features are the same, and are supported equally well. The
dictionary and the thesaurus are both huge, and contain many words that I
did not expect them to (Berkeley, Oakland, eugene, etc.). The print
program supports 250 different printers already, and you can add your own.
You can print out the parallel port, the serial port, the MIDI port(!), or
to a device file.

However, as good as all that sounds, the program is not without its
share of bugs. The people at WordPerfect have obviously not learned how
to deal with GEM perfectly, and this shows. Here's a list of bugs found
so far, in one night of just messing around with it:

When a menu is dropped down, you can still type, and one character will
overrun your menu.
You can changed the default shape of the text cursor, but if you do, it
screws up the positioning, so it is placed half a line above your
text.
Setting the time and date after you enter the program will not work. It
reported the year as 2028.
Some of the keyboard equivalents to menu commands don't seem to work.
WP will sometimes crash or lock up without any apparent reason. It does
this more often on a monochrome system than on a color one.
Occasionally, WP just will not access a disk correctly. It then pops up
a dialog box which is missing part of its text.
Resizing the window a few times can cause the text to be misplaced, as can
using the speller or thesaurus.
WP and its subsidiary programs may set up a RAMdisk, and will sometimes
exit without deallocating the memory, eating up ~300K.

There are also some minor problems which are not real bugs, but
should probably be fixed:

When doing dictionary searches, the mouse pointer does not turn into a bee
or anything to indicate that it's busy. These can sometimes be
quite time consuming, so it would be more consistent with the
GEM interface (and the rest of the program) to give a more visual
indication of busy-ness.
Some of the Help files seem to refer to IBM keyboards (Page Up and Down,
for example).
The documentation seems to be one revision ahead of the program, as there

are features mentioned in the docs which don't exist in the
program (such as the use of the 6x6 font).
The Goto Shell function is currently unimplemented.
And of course, not everything will fit on one disk. This is one of those
programs that really make it worth having a hard disk (I know,
because mine is at the shop right now).

Of course, on the plus side, I have to say that $99 for such a
package is not bad at all. The documentation is thoroughly written,
professionally typeset, and just brings such a touch of... of... IBM
to the whole thing. Also, the program is just loaded with features that
I haven't even explored yet. It does everything I want, and more.
It's definitely something to look at. Also, it's not as slow as I had
first thought, and it does show the text WYSIWYG, except for right
justification. Plus, once you send in your registration card, there is
toll free support and minimal cost upgrades.

Disclaimer: I'm not associated with \ /\ /arner
the latest revision of SANITY. \/ _/
Address: ucbvax!dorothy!c9c-eh |oung
c9c-eh@dorothy.Berkeley.EDU __|

412. CAD packages for the ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 13:54:05 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <1122@ea.ecn.purdue.edu>
Source record: 255812

I'm looking for a CAD package for the ST, but don't know what's
available/good out there. I want to be able to create drawings (2D)
of parts and then be able to plot them out at full scale on a plotter.

Some of the features I would like are the following:

- being able to locate coordinates using both inch and metric.
- create object libraries (macros would be OK too).
- being able to define objects by external coordinate lists.
- zoom (look at whole drawing and then be able to magnify areas
and edit them).
- create some kind of intermediate graphics language files.
or be able to write the plotter commands to a file.
- mouse cursor movement/scrolling is a must.
- mouse driven menus would be nice.

Since I don't have a full size plotter at home hooked up to my atari,
I need to be able to upload the a resultant file to a different computer
and plot them.

Please e-mail, and I will post a summary.

Thanks,
--
/* Ingo Cyliax *
* ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

413. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 15:24:43 UTC
From: IGW@PSUVMB.BITNET
Message-ID: <26389IGW@PSUVMB>
Source record: 255813

a resource contruction set by itself. I don't remember the price. Also in the source posted for the professional gem series I think there was a program to convert IBM resouce file to ST and vice versa.

Jim Condon

414. Re: 68881

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 16:05:50 UTC
From: t68@nikhefh.UUCP
Message-ID: <407@nikhefh.UUCP>
Source record: 255814

In article <sVgPeNy00W0syMM0Z7@andrew.cmu.edu>, ws1i+@andrew.cmu.edu (William Manchester Shubert) writes:
>
> Heck, if you can get this upgrade who cares about the compilers!
> I'll write my own C library so that I can use it! Does anybody know anything
> about it?

In Germany there are two companies making a plug in 68881 board. You plug the (little) board on top of a chip and put some connectors somewhere else and presto. I only know the name of one of these companies:
Weide elektronik
Regerstr. 34
D-4010 Hilden
W.Germany
They charge something around DM1000 for it.

The 68881 is memory mapped for its communication so one cannot get the same speed as with the link between the 68020 and the 68881. The 68881 runs at 16Mhz. Most of the time is spent in sending numbers to and from the coprocessor. A good gain can be obtained when special dedicated assembler routines can perform subtasks in the registers of the coprocessor or when many built in functions (sin and cos etc) are used. For a computational program the typical gain is a factor three to four over a software library, but this can run up to a factor 50 for a benchmark like the Savage test.

It will indeed be necessary to do some hacking inside the compilers library as the only software support that is provided with the package is in the form of a set of external routines so that a multiplication is done via c = mult(a,b) rather than c = a*b which is a royal pain in the neck and renders the thing almost useless. A decent hacker has an easy time to disassemble the c/fortran/pascal library of his favourite compiler and replace the appropriate routines by calls to the coprocessor. There are complications though: some compilers don't use IEEE format: Most notably the Mark Williams compiler. Both the Fortran compilers (ProFortran and AC/Fortran (=Absoft)) use IEEE and so does Lattice C. I assume that the ProPascal package also uses IEEE.

Good Luck.

Jos Vermaseren
T68@nikhefh.uucp

415. Re: Safety Seal Reviews (sort of)

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 17:13:29 UTC
From: mikeb@hpqtdla.HP.COM
Message-ID: <2210004@hpqtdla.HP.COM>
Source record: 255815

>to buy the $1400 Epson laser printers

Could you confirm this price!!!!
IS it plus taxes or with 0K RAM or something?

Over here the Epson is 1350UKpounds best price plus 15% tax.
1UKpound=$1.8 (and rising :-))

416. Re: empire: which is which?

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 17:47:48 UTC
From: rmpinchback@watmath.UUCP
Message-ID: <15714@watmath.waterloo.edu>
Source record: 255816
Cross-posted to: comp.sys.atari.st,rec.games.empire

The PC version of Empire is a public domain program. It can be found on dozens of PC-oriented bulletin boards. Recently, Empire 2 came out as well. I haven't tried it yet, so I can't comment on the differences.

Reid
----

417. Re: Help with Hard Disk Interface

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 17:55:56 UTC
From: jwt@atari.UUCP
Message-ID: <897@atari.UUCP>
Source record: 255817

In article <1226@vaxb.calgary.UUCP>, crash@calgary.UUCP (Glen) writes:

> In the developers docs it says "transfer data in 16 byte increment
> blocks" [ACSI Application Notes, page 11]. What happens after 16 bytes???

The DMA controller in the Atari ST series contains two 16 byte deep FIFOs. (In the "programmer's model", this logically looks like a single 16 byte deep FIFO.) This FIFO provides some timing elasticity and also improves performance by buffering byte transactions on the ACSI and turning them into mulitple word transactions on the ST bus. During the course of a normal DMA transaction, the operation on the ACSI bus will appear seamless (i.e. there will be nothing particularly special after each 16 bytes).

In DMA output mode (ST -> ACSI), the FIFO is transparent to the device. When DMA is enabled the DMA chip will (immediately) fill its FIFO and will feed the bytes to the ACSI device as it requests them. Even if the peripheral device requests fewer than (a multiple of) 16 bytes, the fact that there are some bytes "leftover" in the FIFO is not a problem.

In DMA input mode (ACSI -> ST), the FIFO will wait until it has received 16 bytes before it requests the ST bus to actually write the bytes to RAM. There is no way to force a partially full FIFO to be written to RAM, so the peripheral should always generate a multiple of 16 bytes in order to make certain the data gets written. (Note: It is possible to generate multiple DMA ACSI transactions that add up to at least 16 bytes without resetting the DMA chip to effectively pad the data to the next FIFO flush boundary.)

Jim Tittsler, Atari Corporation {ames, portal}!atari!jwt

418. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 17:59:08 UTC
From: scott@applix.UUCP
Message-ID: <626@applix.UUCP>
Source record: 255818
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <3813@trwrb.UUCP> sansom@trwrb.dsd.trw.com.UUCP (Richard Sansom) writes:
>In article <4567@pyr.gatech.EDU> gt4785b@pyr.UUCP (David Carter) writes:
>>... Yeah, it would be nice to have a seperate, dedicated MIDI jack,...
>
>I use my printer all the time with my current MIDI setup (1040 ST, various
>software packages, DX27, TX81Z, TR505). If I had to disconnect my MIDI port
>each time I wanted to print something, I'd go nuts. ...

I have an ECE Midi Interface (bought from Abel for $44.86, arriving in 3
days). It passes the serial port and has a nice fat push-button on the front
which allows you to switch from MIDI to serial. I don't have to disconnect
my MIDI stuff to print/modem either...

-scott

419. Re: Number of ST's out there and GDOS fonts

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 18:23:54 UTC
From: gardner@prls.UUCP
Message-ID: <7755@prls.UUCP>
Source record: 255819

In article <35030@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
>In article <394@sdcc15.UUCP> cp78@sdcc15.UUCP (Tai,Li-Cheng) writes:
>> First, does anybody know the exact number of ST's sold so far?
>
>No, but I would like to hear from someone who does.
>
>> How about that of Amiga?
>
>Commodore, has said 230K as of June 30 '87 with an estimated 500K by
>Dec 30 '87.

And just as interesting and important a question is:

Where are these machines going?
Are most of the ST's going to homes, businesses, or other?
I have heard that most of the Amiga's are going to graphic art shops
rather than homes or traditional businesses.
What types of software sell best on these machines -- home/entertainment
or productivity?
Does anyone know? Does anyone know how I can find out?

Robert Gardner
P.S. I actually LIKE seeing Atari advertising its game systems so heavily.
Maybe I'm crazy, but I sure get upset seeing these computer companies that
finally put together a powerful, usable machine that can have LOTS of
potential benefit for children and home use abandoning the home and
educational markets for the business market. Is it really that bad to
sell to the home and educational markets? Apple abandons the low-end market,
leaving it wide open for Atari and what does Atari seem to be doing?
Abandoning the market...

420. Re: DCLOCK & IKBD functions

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 18:29:29 UTC
From: jwt@atari.UUCP
Message-ID: <898@atari.UUCP>
Source record: 255820

In article <8711300600.AA16603@ucbvax.Berkeley.EDU>, JEMCCABE@MTUS5.BITNET writes:
> Can someone PLEASE post to the net about how to use the IKBD
> functions? The Abacus ST Internals book tempts me with very specific
> descriptions of the keyboard packet structures and IKBD commands,
> but never mentions how to get them from the processor!

The easiest way to get the time/date from the ikbd is to use the xbios to do it for you. The LONG Gettime() function (xbios(23), and the associated settime() xbios(22)) calls will take care of handling all of the communications with the keyboard for you. The Gettime() call will return the time in the low word with the date in the high word. The time and date will be in TOS format.

If you REALLY want to know the least significant bit of the seconds counter you can replace the clockvec pointer that is in the structure returned by the Kbdvbase() (xbios(34)) call. When the "clockvec" code gets control, A0 will be pointing the the ikbd TIME-OF-DAY packet. Your routine should end with an RTS. Once you have installed your routine, the ikbd can be forced to send the time by sending it the INTERROGATE TIME-OF-DAY CLOCK command (0x1c). The easiest way to do that is probably to do Bconout(4,0x1c) bios call, where the 4 refers to the output only KBD device. Be sure to restore the original "clockvec" before your program exits.

> I was glancing through ST Peek's and Pokes (in a bookstore) and
> it said that the time is returned in addresses 3584 through 3589.
> I tested this out, and it didn't seem to work. Hmm...

I REALLY would not recommend using those addresses as they will change from one system release to another.

(If what you want is a relative timer with more than 2 second accuracy, you might consider using the LONG _hz_200 counter that is incremented at a 200 Hz rate and IS located in "defined" system variable space.)

Jim Tittsler, Atari Corp. {ames, portal}!atari!jwt

421. Tools ST-TeX

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 19:19:06 UTC
From: ralph@lasso.UUCP
Message-ID: <8712011507.AA12921@lasso.laas.fr>
Source record: 255821

As I understand, the *new* upgrade to TOOLS ST-TeX is out. How much is it?
How do I go about getting the upgrade? (TOOLS, are you listening?)
Thanks!

Ralph P. Sobek

UUCP: mcvax!inria!lasso!ralph or ralph@lasso.UUCP
Internet: lasso!ralph@{inria.inria.fr or uunet.UU.NET}
BITNET: SOBEK@FRMOP11

422. Missing issues of Info-Atari16

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 19:35:45 UTC
From: ralph@lasso.UUCP
Message-ID: <8712011516.AA12945@lasso.laas.fr>
Source record: 255822

From time to time some issues don't get sent to me. I've checked with both CANADA01 and FINHUTC LISTSERV servers on BITNET, and they weren't there. The missing #'s are 392 and 415. Do they actually exist? If so, could someone be so kind as to repost them? (That way they will get on the archives.)
Thanks.

Ralph P. Sobek

UUCP: mcvax!inria!lasso!ralph or ralph@lasso.UUCP
Internet: lasso!ralph@{inria.inria.fr or uunet.UU.NET}
BITNET: SOBEK@FRMOP11
ARPA: sobek@shadow.Berkeley.EDU (automatic forwarding)

423. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 19:50:35 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <35179@sun.uucp>
Source record: 255823
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

[I wish people wouldn't comment when they don't have the facts.]

In article <1931@chinet.UUCP> dag@chinet.UUCP (Daniel A. Glasser) writes:
>I'm not sure how the Amiga printer port is configured, and how the MIDI
>devices are accessed from the program, but there are MIDI interfaces on
>the market with different features, and this would seem to indicate that
>not all Amiga MIDI adaptors are created equal from a programming standpoint.

Every MIDI interface that I know of on the market for the Amiga uses
the serial port. Some programs like SoundScape, provide their own device
drivers to get the speed up, but the MIDI 'Interface' is nothing more than a
EIA <-> CurrentLoop converter circuit. All of the programs and their
drivers talk to the serial port hardware which is in the same place, and
has the same flag bits as every other Amiga. Thus every MIDI 'Interface'
works with *every* MIDI capable program. There are conflicts when you
multitask two MIDI programs but that is to be expected, one of them can't
get the serial port because the other one has it. This won't be a problem
for a while on the Mac or the ST (or even the IBM-PC for that matter.)

>Does the Amiga OS support MIDI devices? The ST OS does.

The Amiga OS supports any device that has a device driver in
the DEVS: directory. Is there a standardized software layer interface
to a generic midi device (something the Amiga calls a handler), No.

>A question that must be asked before buying either machine to be part of
>a MIDI set-up: Does the software that I want exist for this machine?
>If the answer is no, you need to look into whys and whens. Don't let
>a bunch of people from either fan club badmouthing the other machine
>influence you too much. In most cases, neither party knows of what they
>speak.

This is certainly a true statement, with an example no less!

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

424. Getting GDOS

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 20:13:33 UTC
From: preston@felix.UUCP
Message-ID: <14709@felix.UUCP>
Source record: 255824

I have an odd question.

I don't have GDOS. It seems that to get GDOS I must buy a commercial
software package that uses GDOS.

Any recommendations? What software package that comes with GDOS do
you think is most worth buying?

--
Preston L. Bannister
USENET : ucbvax!trwrb!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

425. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 20:53:41 UTC
From: king@dciem.UUCP
Message-ID: <2563@dciem.UUCP>
Source record: 255825
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

In article <528@otto.COM> rex@otto.UUCP (Rex Jolliff) writes:
>hmmm... This sounds pretty scary to me. If the interface is built into the
>computer, then the software developers don't have to worry about writing
>'drivers' to support all the different interfaces with 'similar features'.
>However, if you have to hook the interface up as an afterthought, only the
>software supplied by the interface manufacturer may be compatable.

A MIDI interface is no more than an opto-isolator and a buffer. All
MIDI interfaces for the Amiga will be the same from a software point of view.
IT IS NOT AN AFTERTHOUGHT !!! The Amiga ROM kernel has ALWAYS supported the
MIDI data rate (somewhere between 31k & 32k baud). The flag for the serial
device is called SERB_RAD_BOOGIE and is documented in the Amiga ROM kernel
manual for vers 1.0!

Incidentally, the Amiga hardware supports serial data rates up to
292000 baud, although it is pointed out that the software may not be able
to keep up with data at this speed. (RKM 1.0 p3-168)

Finally, MIDI interfaces are dead easy to build and only cost about
$12 if you know where to pick up cheap parts (Active Surplus, Toronto;
Halted Specialties, Sunnyvale (I think)) The was an Amazing Computing article
about this just a short while ago. ...sjk
--
* Defence & Civil Institute * ...!utzoo!dciem!king
* of Environmental Medicine * Stephen J King
- Simulation & Training Group - (416) 635-2149

426. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-12-01 21:10:44 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <1298@saturn.ucsc.edu>
Source record: 255826

In article <1592@wiley.UUCP> bob@wiley.UUCP writes:
>Does anyone know where I can buy a resource editor without a new C compiler?
>I currently use MWC and am quite happy with it. I have no desire to spend
>$100+ on another C compiler that has a resource editor.

Kuma Software makes the best resource editor I've seen. It's called
"K-Resource" and is a really friendly, well-thought-out piece of software.

```
+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ucscb.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _______________________________|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+
```

427. Re: Number of ST's out there and GDOS fonts

Newsgroup: comp.sys.atari.st
Date: 1987-12-02 00:03:55 UTC
From: c60a-2ae@web6b.berkeley.edu.BERKELEY.EDU
Message-ID: <6145@jade.BERKELEY.EDU>
Source record: 255827

In article <7755@prls.UUCP> gardner@prls.UUCP (Robert Gardner) writes:
>
>Robert Gardner
>P.S. I actually LIKE seeing Atari advertising its game systems so heavily.
>Maybe I'm crazy, but I sure get upset seeing these computer companies that
>finally put together a powerful, usable machine that can have LOTS of
>potential benefit for children and home use abandoning the home and
>educational markets for the business market. Is it really that bad to
>sell to the home and educational markets? Apple abandons the low-end market,
>leaving it wide open for Atari and what does Atari seem to be doing?
>Abandoning the market...

I'm also a fan of the home market, but the business market is where the
business is.(pun intended) Let's face it. Most home users buy a bare bones
system or a mid-size system and wait for prices to drop a bit before buying.
I don't know of many casual users shelling out 700 bucks for a 30mb disk.
Besides, the home market does not buy overpriced service contracts and expensive
software. There is just more money to be made by selling 10 full blown systems
to a business rather than trying to sell 5 systems in a town. Besides, not too
many average people have a need for a computer _system_ whic is usually quite
expensive.

+-+
| JoHn KaWaKaMi alias spectacle -O^O- alias c60a-2ae@widow.berkley.edu |
+-+

428. Re: just GDOS fonts (was Re: Number of ST's out there and GDOS fonts)

Newsgroup: comp.sys.atari.st
Date: 1987-12-02 00:39:31 UTC
From: rwa@auvax.UUCP
Message-ID: <433@auvax.UUCP>
Source record: 255828

In article <5131@zen.berkeley.edu>, c9c-eh@dorothy.Berkeley.EDU (Warner Young (WHY)) writes:
> Well, the information on fonts in the GEM docs are pretty specific,
> for once, and barring any errors in those, I hope to write a GDOS
> font editor this coming Christmas (oh, sorry, Berkeley calls it a
> Winter) Break.

I have a little tool named GEMFED (GEM Font EDitor, I b'lieve), which I got from the Atari Canada bulletin board which does just that. I don't know the copyright status though, and thus will not post it till I find out. Anyway, don't waste your time one reinventing the wheel, write something NEW.

--
Ross Alexander @ Athabasca University
alberta!auvax!rwa

429. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-02 02:13:31 UTC
From: neil@atari.UUCP
Message-ID: <899@atari.UUCP>
Source record: 255829

In article <8711301706.AA18559@cory.Berkeley.EDU>, dillon@CORY.BERKELEY.EDU (Matt Dillon) writes:
> >Amiga. When will Atari learn? All of the television commercials I see
> >for Atari are for their game systems, but if they want to change their
> >image, shouldn't they advertise their computers? The Amiga commercial
>
> Well, this is somewhat unfair to Atari. The Atari that controls
> the video game market is no longer the same company as the Atari that
> controls the ST series. They are entirely separate entities. So the problem
> at the moment is not one of incorrect advertising, but a lack of advertising.

Sorry, but we (Atari Corp) are, in fact, the same company doing the video game advertising. We no longer are associated with the coin-op Atari, but we have the home video game and computer parts.

The reason for the ad policy is simple. We have plenty of game machines and terrific distribution for them. So we advertise heavily. On the computer side, the distribution is not as strong and we're pretty much sold out of product this season. Why advertise if the consumer is unlikely to find the machine available?

It will be interesting to see if Commodore can make a profit on the Amiga's sold this season, after deducting the advertising expense.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari And w Da

430. GEMBOOT and the Megas

Newsgroup: comp.sys.atari.st
Date: 1987-12-02 02:17:57 UTC
From: 870646c@aucs.UUCP
Message-ID: <608@aucs.UUCP>
Source record: 255830

Hi all, well my Mega2 just landed on my desk, really nice. I've got a question for all other Mega owners using the hard disks, I have been using GEMBOOT with my 1040ST all along, when I boot up the Mega two bombs appear then disappear after GEMBOOT has done it's thing. I know that it is the GEMBOOT prg, because when I delete it from the auto folder on the hard disk there is no bombs. I am wondering if this has anything to do with my Mega not having all of it's ROMS installed until the Blitter gets here. Also if big brother(ATARI) is listening could you or someone else answer a question, Has the 40 folder limit been taken care of(botting with GEMBOOT is a pain).
later
Barry

431. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-12-02 05:24:59 UTC
From: Jinfu_Jinfu_Chen@cup.portal.com
Message-ID: <1725@cup.portal.com>
Source record: 255831

RE: IBM resource <-> ST resource

Nope, the format is not the same due to Intel's low-byte-first-high-byte-second format. However, there is a program for the conversion which I believe posted in CI$ along with the excellent GEM series by Tim Oren(an ex-DRI GEM guru).

Antic sells K-Resource for $49(?) without any compiler. Last time I heard the program has problem with the new ROM but they may have fixed it already.

In the meantime, I am happy using my MMC which comes with a RCS. :-)

Jinfu Chen

432. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-02 07:14:28 UTC
From: ssd@sugar.UUCP
Message-ID: <1208@sugar.UUCP>
Source record: 255832
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <4567@pyr.gatech.EDU>, gt4785b@pyr.gatech.EDU (CARTER) writes:
> In article <528@otto.COM> rex@otto.UUCP (Rex Jolliff) writes:
> >> [deleted text about MIDI 'interfaces' for the Amigas]
> >> [deleted further text about MIDI 'interna' vs 'external'}
> A friend had shown me a copy of a magazine article on "how to build a MIDI
> adaptor for the Amiga." Does anyone remember what magazine/issue that was?
>
> David Carter

I believe the article you are looking for was in Amazing Computing,
Vol 2, No. 2.

Scott Denham

433. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-12-02 07:54:15 UTC
From: gert@nikhefh.UUCP
Message-ID: <408@nikhefh.UUCP>
Source record: 255833

In article <1592@wiley.UUCP> bob@wiley.UUCP () writes:
>Does anyone know where I can buy a resource editor without a new C compiler?
>I currently use MWC and am quite happy with it. I have no desire to spend
>$100+ on another C compiler that has a resource editor.
>
> ---Bob Amstadt
> bob@wiley.uucp
> {csvax.caltech.edu,uunet.uu.net,trwrb.uucp}!wiley!bob

You don't have to buy complete new C compiler in order to get a resource
construction program. You could for example buy the Kuma rcp. It won't cost
you $100+.

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

434. drivers for new printers

Newsgroup: comp.sys.atari.st
Date: 1987-12-02 16:02:25 UTC
From: jmg@cernvax.UUCP
Message-ID: <580@cernvax.UUCP>
Source record: 255834

Apologies if the answer is well-known.
I own an Epson printer, so I am happy. However, I have been asked if
there are any problens putting these nice new 24-pin printers on an ST.
I would guess that for pure text output and normal word processors
there is no problem. However, what about
1. screen dumps
2. word processors including graphics (First Word Plus etc.)
3. desktop publishing systems

Many thanks for any help.
ps. Any suggestions as to the "best" 24-pin printer?

435. PP scientific fonts

Newsgroup: comp.sys.atari.st
Date: 1987-12-02 16:17:00 UTC
From: SYSTEM@UVPHYS.BITNET
Message-ID: <8712030056.AA01825@ucbvax.Berkeley.EDU>
Source record: 255835

Has anyone developed/modified any PP fonts that include sci. symbols and
letters? Are such fonts available commercially or in the PD?
I believe, similar questions have been posted in the past, but I could not
locate the responses.
Any help in locating such fonts will be appreciated.

Thank you in advance,

Nik Zapantis
UVIC, Physics
Victoria, BC
V8W 2Y2
(604) 721-7729

system@uvphys.bitnet

436. First posting ever, Help

Newsgroup: comp.sys.atari.st
Date: 1987-12-02 18:33:00 UTC
From: MOLCS@UNO.BITNET
Message-ID: <8712021851.AA23508@ucbvax.Berkeley.EDU>
Source record: 255836

This is my first posting!!!

I have a problem...perhaps one of you readers can help...

I have a DEC LA50 printer connected to my Atari 1040 ST and would
like to do graphics dumps. But alas, my printer is NOT Epson
compatible. It uses a technique called SIXEL for printing graphics.

SIXEL is described as follows:

The top 6 verticle dots (first column) of the prnthead are fired according
to the received character. These characters must be in the range 63 - 126
(base 10, ie chars ?..c). The pattern is determined by subtracting an
offset of 63 (base 10) from the received character...
Therefore, sending an "@" (ASCII 64) character yeilds a bit-pattern of
0000 0001 which fires the top pin.
Furthermore: The character "$" (ASCII 36) returns the graphic cursor to
the beginning of the line.
The character "-" (ASCII 45) returns the cursor and advances
the paper by 6 pins.

Graphics mode is entered by sending the printer ESC P q (27 80 113)
and exited by sending ESC \ (27 92)...

I read the article in STart about printer drivers but I did not see an easy
way to add the required offset to the driver...any help in this matter would
be appreciated.

Thanks,
Michael O. Lott
MOLCS@UNO ...on bitnet only

437. Re: The imperfection of WordPerfect (and how I love it)

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 01:33:45 UTC
From: ANKH@cup.portal.com
Message-ID: <1750@cup.portal.com>
Source record: 255837

Warner...where did you get WP for $99 ?? The lowest price I have seen quoted anywhere is $175. I'd like to know who has it for that price.
Thanks, ANKH

438. Turbo charging the ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 02:45:54 UTC
From: dorian@eddie.MIT.EDU
Message-ID: <7567@eddie.MIT.EDU>
Source record: 255838

{I'm posting this at the request of a friend, but I'm interested, too!}

Has anyone attempted to replace the slug-bait 68000 in their ST with a
68010 or 68020?

If you were successful, what procedure did you follow?

If you blew it, what went wrong?

Thanks 10^6 -Dorian->

I-net: DORIAN@AIM.RUTGERS.EDU
Bitnet: dorian%gold.decnet@zodiac
UUCP: rutgers!unirot!dorian
CMS: ...!njmcsip!argo!SYSOP

439. OS/9 and other operating systems

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 03:00:21 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8712030211.AA03408@ucbvax.Berkeley.EDU>
Source record: 255839

A few weeks ago I sent a question to the net concerning OS/9.
As far as I could see there was no response to it at all. (Sometimes we seem to miss digests here on BitNet.)
I must admit that the way I put the question didn't make it look very serious. I will try again now, explaining why I'd like to initiate a quite general discussion about operating systems for the ST.

With the ST and in particular with the Mega, Atari succeeds in losing the toy image (gradually). Quite a few STs are used under sort of professional/commercial conditions. But for such purposes one would like to run a more reliable OS on the ST. TOS/GEMDOS, at least in their present state, seem unacceptable.

I'd like to list a couple of points I find important and would expect from a reasonable OS. I invite everyone to comment on it, criticise, support, complete it. And I would appreciate people letting us know which OS's do meet the criteria and which don't. Please let us make use of your experience.

1. A good OS should have very few (favorably no) bugs. It should do what the documentation says, be predictable. No surprises wanted.

2. It should be well documented and function in an intelligible way. It should have a clear concept, e.g. of files, processes, etc.

3. It should be stable. This means it runs for days or even weeks without crashing and it does so even if it is not left alone, if there is somebody working all the time and if this someone makes mistakes.

4. There should be good software available for it or at least become avalilable in the near future. Some kind of compatibility with a "standard" such as UNIX would be nice. It would make porting easy.

5. It should provide (or be integrated with) a modern developing system. Editor, compilers, linker, debugger, make, and so on. All powerful, fast, and easy to use. Compilers should of course generate quick code.

6. Multitasking is a must.

7. Real time capabilities might be useful.

Nice but not absolutely neccessary would be:

8. A TOS/GEM emulator. Don't want to lose all the games. And the few excellent programs (like gulam or uniterm).

Which candidates do I see? Well, there are OS/9 and RTOS-UH. MINIX is being ported and there are even rumours about UNIX. I've read very positive articles about EUMEL (which I have never used or seen at work) in German magazines. There may be more. Hope we'll know soon.

I hope this will be the start of an interesting and useful discussion.

Michael Eibl ab084@dk0rrzk0.bitnet
Theoretical Physics Institute
University of Cologne
D-5000 Koeln 41
West Germany

440. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 04:00:05 UTC
From: euloth@dalcsug.UUCP
Message-ID: <213@dalcsug.UUCP>
Source record: 255840

>Does anyone know where I can buy a resource editor without a new C compiler?
>I currently use MWC and am quite happy with it. I have no desire to spend
>$100+ on another C compiler that has a resource editor.

I believe there is a program called K-resource, and maybe it is Antic that sellsit, but I believe that is is originally from England. I haven't seen it or know
of anyone that owns it, so I can't tell more than that. Hope that helps.

George Seto - Using a friend's account.

441. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 06:57:55 UTC
From: dag@chinet.UUCP
Message-ID: <1939@chinet.UUCP>
Source record: 255841
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <35179@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
+[I wish people wouldn't comment when they don't have the facts.]

I stated quite clearly that my Amiga knowlege is not extensive.
I have plenty of facts, and don't claim to know anything that I don't know.

+In article <1931@chinet.UUCP> dag@chinet.UUCP (Daniel A. Glasser) writes:
+>I'm not sure how the Amiga printer port is configured, and how the MIDI
+>devices are accessed from the program, but there are MIDI interfaces on
+>the market with different features, and this would seem to indicate that
+>not all Amiga MIDI adaptors are created equal from a programming standpoint.
+
+Every MIDI interface that I know of on the market for the Amiga uses
+the serial port. Some programs like SoundScape, provide their own device
+drivers to get the speed up, but the MIDI 'Interface' is nothing more than a
+EIA <-> CurrentLoop converter circuit. All of the programs and their
+drivers talk to the serial port hardware which is in the same place, and
+has the same flag bits as every other Amiga. Thus every MIDI 'Interface'
+works with *every* MIDI capable program. There are conflicts when you
+multitask two MIDI programs but that is to be expected, one of them can't
+get the serial port because the other one has it. This won't be a problem
+for a while on the Mac or the ST (or even the IBM-PC for that matter.)

The main point of my article, on the technical side, was pointing out
that the op-amp was not being used for protection, but as an EIA to
current loop converter. I have sitting in front of me right now ads
for two different MIDI adaptors for the Amiga, one has four separate
MIDI out's, one has one. For my money, these are different!
Mind you, the same can be said for the ST -- there is only one built-in
MIDI out, and it is harder to add OS support for another serial device.

Multi-tasking? The ST hardware can support some, just not the ST ROM
operating system. I've seen a UNIX V7-like system working just fine.

+>Does the Amiga OS support MIDI devices? The ST OS does.
+
+The Amiga OS supports any device that has a device driver in
+the DEVS: directory. Is there a standardized software layer interface
+to a generic midi device (something the Amiga calls a handler), No.

I was, and am, not attacking the Amiga OS. I was asking a question.

+>A question that must be asked before buying either machine to be part of
+>a MIDI set-up: Does the software that I want exist for this machine?
+>If the answer is no, you need to look into whys and whens. Don't let

+>a bunch of people from either fan club badmouthing the other machine
+>influence you too much. In most cases, neither party knows of what they
+>speak.
+
+This is certainly a true statement, with an example no less!

I WAS NOT BADMOUTING ANYBODY OR ANYTHING!!!! Fully two thirds of the
articles on this topic have been from Amiga fans badmouthing the ST.
I have a full MIDI set up, including an Atari, DX-100, TX81Z,
Midi guitar and some other stuff, and I am under contract to produce
MIDI software for a major music software company. I know about the
Atari. I've read the Amiga manuals and some of the OS source code.
I have not the time or forum to flame the OS on either the Atari
or the Amiga, but suffice it to say that I've used and written
multi-tasking systems with better performance and real-time interprocess
communication and resource management than the Amiga OS in less than
half the space that either machine's OS takes up.

I was giving general advice. If a musician buys a computer for
MIDI and the software is unavailable at the time, he or she must
either wait or write. There are fine packages available on the
ST and PC and Amiga and Mac. Each has its plusses and minuses.
I was advising that what software is available should enter into
the decision, not attacking your precious Amiga!!!!!!!!!!

If you want to attack my qualifications or motivations, post to alt.flame
or send me mail -- I do not like being attacked in any other newsgroup.
I've not attacked you or your machine. I like the Amiga. I don't
like it enough to buy one, but I like it.

+--Chuck McManis
+uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
+These opinions are my own and no one elses, but you knew that didn't you.

--
Daniel A. Glasser
...!ihnp4!chinet!dag
...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

442. Re: Beckmeyer C-shell bug (was: Source for a system() routine needed)

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 08:35:38 UTC
From: db@hoptoad.uucp
Message-ID: <3452@hoptoad.uucp>
Source record: 255842

```
Newsgroups: comp.sys.atari.st
Subject: Re: Beckmeyer C-shell bug (was: Source for a system() routine needed)
Summary:
Expires:
References: <13021@felix.UUCP> <1845@chinet.UUCP> <13782@felix.UUCP>
Sender:
Reply-To: db@hoptoad.UUCP (David Beckemeyer)
Followup-To:
Distribution:
Organization: Nebula Consultants in San Francisco
Keywords:
In article <13782@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>In article <1845@chinet.UUCP> dag@chinet.UUCP (Daniel A. Glasser) writes:
>
>On further investigation, you're right...sort of. The problem, as it
>turns out, is that the Beckmeyer C-shell does not handle very long
>single arguments.
>
>The MWC system() passes through the string given to it as a single
>argument. I.e. the call:
>
> system("foo bar baz");
>
>Becomes a call to the default shell with the following MWC extended
>argument list appended to the environment (assume the SHELL environment
>variable is set to 'shell.prg', the iovector is approximate):
>
> ARGV=CCCA????????????????
> shell.prg
> -c
> foo bar baz
>
>Note that the string passed to the system() call is passed through as
>a single argument.
>
>I had the SHELL environment variable set to 'csh.prg', the Beckmeyer
>C-shell. When csh was given a single argument longer than 127
>characters, it truncates the argument.
>
>The shell supplied with MWC (msh) can handle single arguments that are
>longer than 127 characters.

Thanks for brining this to my attention. I was not aware that
Micro C-Shell did not handle individual arguments longer than
```

127 chars. I'll look it, and if after further investigation I find
that this is indeed the case, I will fix it.

David Beckemeyer
Beckemeyer Development Tools
...ihnp4!hoptoad!bdt!david

443. Bug in bets test Gulam

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 09:46:32 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1562@brahma.cs.hw.ac.uk>
Source record: 255843

I think I have found a bug in the latest version of Gulam.

alias test 'echo $<'

produces a couple of spurious charcters on the input line.

$<%&

The characters are usually above $80. The alpha version didn't do this.
I just delete them by backspacing anyway.

echo $<

by itself works fine.

"I think all right thinking people in this country are sick and tired of being
told that ordinary decent people are fed up in this country with being sick and
tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland
---

444. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 10:33:26 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <1963@bath63.ux63.bath.ac.uk>
Source record: 255844

You might try looking to see if K-Resource is still available (by Kuma Software, who else?). It's been out a long while. It's now available bundled with some of the MetaComCo stuff (in particular the new Lattice C) but I believe that Kuma still do it separately as well. Don't have a clue what it costs, but must be cheaper than a new compiler.

It produces (by switch option) appropriate 'include' type files for C, FORTRAN, and 2 other languages which I've conveniently forgotten -- in addition to the expected .RSC file. Will also produce a 'non-specific structured description' file (they say, I've never tried this) which is alleged to be pretty easy to massage into an appropriate 'include' for any unsupported language you might like.

The documentation is written in a bit of a 'too-folksy' style for my liking, but the program is pretty intuitive to use which makes up for some of that. It does, however, assume that you have some sort of a clue as to what the various resource items/flags mean and do -- it doesn't teach you how to use RSC files or what they mean, but rather gives a handle for making them.

445. Re: Lotus and PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 13:38:58 UTC
From: ron@argus.UUCP
Message-ID: <1096@argus.UUCP>
Source record: 255845

In article <3666@uwmcsd1.UUCP>, john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:
>
> A friend of mine wants to buy an ST but he needs to use Lotus.
> He is looking at a 520 but he may get the 1040
> if the 520 doesn't have enought memory to support either PC-Ditto or
> Lotus.
>
> Thanks for any replys,
> Tom

VIP Professional is supposed to be a Lotus clone, and it runs under GMEDOS,
i.e. faster than Lotus would under PC-Ditto. I can't say how good it is, since
I've only seen a friend demonstrate VIP. Looked pretty sharp.
--
Ron DeBlock KA2IKT

446. missing digests

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 13:41:52 UTC
From: WALDI@DHDIHEP1.BITNET
Message-ID: <8712031341.AA17669@ucbvax.Berkeley.EDU>
Source record: 255846

Date: 3 December 1987, 14:31:13 SET
From: Roland Waldi phone (6221) 564334 WALDI at DHDIHEP1
D-6900 Heidelberg
To: INFO-ATA at SCORE.ST

Where did digests 87 # 413, 415, 422, 428, 429 disappear?
They never showed up on Bitnet.
Can someone send them to the list servers?

RW

447. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 17:15:10 UTC
From: bob@wiley.UUCP
Message-ID: <1607@wiley.UUCP>
Source record: 255847

```
The Kuma Resource Editor is now unavailable. The product has been
discontinued.
--

---Bob Amstadt
bob@wiley.uucp
{csvax.caltech.edu,uunet.uu.net,trwrb.uucp}!wiley!bob
```

448. Looking for a 10 megabyte floppy

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 19:05:02 UTC
From: tom@jiff.berkeley.edu
Message-ID: <1442@cartan.Berkeley.EDU>
Source record: 255848

.
I have seen these 10 megabyte floppys for the Macintosh, and they seem like
a reasonable alternative for mass storage. Is anyone making these for the
Atari yet?

Tom Erbe (tom@mills.berkeley.edu, tom@jiff.berkeley.edu)

449. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 21:31:02 UTC
From: rupp@cod.UUCP
Message-ID: <908@cod.NOSC.MIL>
Source record: 255849
Cross-posted to: comp.sys.mac,comp.sys.atari.st

I don't think so! I saw the Magic Sac at COMDEX, and was told that the current version does not emulate 128K Mac ROMs. Specifically, I was told that Hypercard would not run on the Atari using the Magic Sac. This was repeated by an Amiga/Atari dealer here in San Diego.

Also, be advised that you must "obtain" a genuine 64K Macintosh ROM to put into the Magic Sack. Some dealers apparently have them to sell with the Sac.

(BTW, I am a Mac owner who is trying to decide whether to upgrade my 512K, 64K ROM Mac, buy an Amiga, buy an Atari, buy a VAX, buy a tablet of paper and a pencil, or ?)

Bill
==========
I speak for myself, and not on behalf of any other person or organization
.....How's that, Gary?
==========

450. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 22:15:43 UTC
From: rupp@cod.NOSC.MIL
Message-ID: <909@cod.NOSC.MIL>
Source record: 255850

In article <899@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:

>>The reason for the ad policy is simple. We have plenty of game machines and
>>terrific distribution for them. So we advertise heavily. On the computer
>>side, the distribution is not as strong and we're pretty much sold out of
>>product this season. Why advertise if the consumer is unlikely to find the
>>machine available?
>>--
>>--->Neil Harris, Director of Marketing Communications, Atari Corporation
>
>

Well, I give Mr. Harris a lot of credit for publicly signing his name to so preposterous/humorous a statement! What does it boil down to? This:

1. We push our game machines because we have a lot of them.

2. We don't push the computers because we don't have a lot of them.

3. Anyway, if we *did* push the computers, people would be really sad because of point #2.

4. We are unconcerned that continued lack of publicity for the computer line may tend to:

(a) preclude winning any new customers, and
(b) dry up whatever interest that has been generated despite Atari's non-existant advertising for the product.

As Dr. Venckman said in "Ghost Busters" to the possessed Sigourney Weaver when the later asked "Do you want this body?", IS THIS A TRICK QUESTION??

Mr. Harris, pardon me, but is it conceivable that you *would* be able to advertise (and sell) more ST's and other Atari computers if you *built more of them*?!

I don't think anyone would blame Atari for advertising their most profitable products. The question that you have raised in my mind is, are you serious about selling Atari computers? If Atari is serious, then produce more units and advertise more vigorously. If you do not feel that that policy is viable, then I have to question why you continue to carry microcomputers in your product line.

Bill
==========
I speak for myself, and not on behalf of any other person or organization
.....How's that, Gary?

==========

451. Re: OS/9 and other operating systems

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 22:21:28 UTC
From: wheels@mks.UUCP
Message-ID: <325@mks.UUCP>
Source record: 255751

In article <8712030211.AA03408@ucbvax.Berkeley.EDU>, AB084@DK0RRZK0.BITNET writes:
> Which candidates do I see? Well, there are OS/9 and RTOS-UH. MINIX is
> being ported and there are even rumours about UNIX. I've read very
> positive articles about EUMEL (which I have never used or seen at work)
> in German magazines. There may be more. Hope we'll know soon.
>
> I hope this will be the start of an interesting and useful discussion.
>
>
> Michael Eibl ab084@dk0rrzk0.bitnet

In the Unix line of things, the OS called IDRIS has been ported to the ST. I've not seen it, so I don't know how good the port is. As far as I can gather, IDRIS is a Unix look-alike, based on System V, written by Whitesmith's. My Unix friends don't think it's as good as other Unix'es, but it sounds like a good start to me. I've heard that it is being used as a platform for several large programs, but I can't recall what they were. I thought the IDRIS prices were a little high, given the price of the computer and the "power without the price" philosophy of it. I think the full system, with compiler, was over $800. Has anyone on the net used ST IDRIS?

Can anyone tell us more about EUMEL? I've never heard of it.

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
43 Bridgeport Rd. E. BIX: mks
Waterloo, Ontario N2J 2J4 CompuServe: 73260,1043

452. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-12-03 23:08:12 UTC
From: csan@its63b.ed.ac.uk
Message-ID: <808@its63b.ed.ac.uk>
Source record: 255752

In article <1298@saturn.ucsc.edu> koreth@ssyx.ucsc.edu (Steven Grimm) writes:
>
>Kuma Software makes the best resource editor I've seen. It's called
>"K-Resource" and is a really friendly, well-thought-out piece of software.
>
I am in total agreement here. I use it in preference to any others I have.

Andie Ness . Department of Computer Science ,Edinburgh University.

ARPA: csan%ed.itspna@nss.cs.ucl.ac.uk UUCP: ...!uunet!mcvax!ukc!itspna!csan
JANET: csan@uk.ac.ed.itspna

% These are my own views and any resemblance to any coherent reasoning is
% probably a typo.

453. Re: TooLs ST-TeX

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 00:16:53 UTC
From: GRZ046@DBNGMD21.BITNET
Message-ID: <8712032341.AA29054@ucbvax.Berkeley.EDU>
Source record: 255753

```
The new release (1.1) is out.
It's TeX 2.1 (2.7 probably next year).
ST-TeX now supports search paths (like the UNIX implementation)
for input, tfm and format files as well as output paths for
dvi, log and fmt output.
It uses `libraries' (similar to UNIX archives) for tfm and font
files, which saves space and time and circumvents the folder problem.
The driver now uses PK fonts (optionally) and supports
EPSON FX, MX, LQ/SQ, NEC P2, P6 and other printers (SLM804 works
since last week and will be included next week or so).
It will also print in landscape mode on most printers.
The driver will utilize the blitter chip (if present) on a mega.
Both TeX and the driver are faster than in the previous release.
The manual is now about 60 pages long, but still in German.
Registered users can upgrade for DM 17.50 per disk (plus postage).
The address is:
TooLs Gmbh
Kessenicher Str. 108
D-5300 Bonn 1
(Telephone: +49 228 230088)
Edgar Fu\ss (TooLs)
```

454. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 02:21:31 UTC
From: c60a-2ae@web6f.berkeley.edu.UUCP
Message-ID: <6166@jade.BERKELEY.EDU>
Source record: 255754

Atari,

I don't buy the excuse that you are advertising vid games because
you have lots of them and are not advertising computers because supply is
low. I say advertise to make the product known.

I think that aside from atari and commodore owners and general
computer enthusiasts, not too many people know how powerful the ST is.
This was almost the case with the Amiga until commode started advertising
it. Unless atari starts to focus on advertising computers, they will be
seen as a vid game company.

Chances are, even folks who do own computers know what exactly the
ST is. This is especially true of _users_ of apple and ibm machines
(probably less so of clones). They might not even read Byte (gasp!).
There must be millions of people out there who think the Macintosh is
the only "turn your home into a home office" machine. Some may even
think that Macs and IBMs are reasonably priced!

Combat system stupidity Atari. ADVERTISE!!!

John Kawakami
+-+
| JoHn KaWaKaMi alias spectacle -O^O- alias c60a-2ae@widow.berkley.edu |
+-+

455. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 02:36:02 UTC
From: c9c-eh@dorothy.Berkeley.EDU.UUCP
Message-ID: <5202@zen.berkeley.edu>
Source record: 255755

In article <909@cod.NOSC.MIL> rupp@cod.nosc.mil.UUCP (William L. Rupp) writes:
>In article <899@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>
> >>The reason for the ad policy is simple. We have plenty of game machines and
> >>terrific distribution for them. So we advertise heavily. On the computer
> >>side, the distribution is not as strong and we're pretty much sold out of
> >>product this season. Why advertise if the consumer is unlikely to find the
> >>machine available?

> >>--->Neil Harris, Director of Marketing Communications, Atari Corporation

>Well, I give Mr. Harris a lot of credit for publicly signing his name to so
>preposterous/humorous a statement! What does it boil down to? This:

> 1. We push our game machines because we have a lot of them.

> 2. We don't push the computers because we don't have a lot of them.

> 3. Anyway, if we *did* push the computers, people would be really
> sad because of point #2.

> 4. We are unconcerned that continued lack of publicity for the computer
> line may tend to:

> (a) preclude winning any new customers, and
> (b) dry up whatever interest that has been generated despite
> Atari's non-existant advertising for the product.

> [* some stuff deleted... *]

>I don't think anyone would blame Atari for advertising their most profitable
>products. The question that you have raised in my mind is, are
>you serious about selling Atari computers? If Atari is serious, then
>produce more units and advertise more vigorously. If you do not feel that
>that policy is viable, then I have to question why you continue to carry
>microcomputers in your product line.
>
>Bill
>===
>I speak for myself, and not on behalf of any other person or organization
>.........................How's that, Gary?
>
>===

Neil, I think Bill speaks not only for himself in this
case; many of us here on the Net would agree with him on this
matter. I can definitely see why you're advertising the game

machines; in not a few ways, the biggest market is still in the usual home, where the average person may be more likely to purchase a game system than an ST. BUT... Bill is right. I think that even if you can't get the ST's out the door for the Christmas masses, some advertising surely wouldn't hurt.

I've tried many times in the past to convince others that Atari's image as a game company is now undeserved, a thing of the past. But without some support from Atari to that effect, this claim is usually disbelieved by almost everyone I know, even those who have ST's, in some cases. The problem is not just lack of advertising, it's also that the advertising should be aimed correctly, to convince people that Atari was/is/will be a serious force in the market, and that if Joe Schmoe bought an Atari, he would be able to use it for serious purposes. We want to be able to have corporations using Atari's, too.

All right, that's almost enough said. Certainly, things seem like they might be improving. Some major software houses, such as WordPerfect Corporation (look for my review from a few days ago), are doing things to help. WP is one of those things that I will be able to point to and say "Look. That's NOT a game; it's serious STuff!"

Neil, please listen to us. We are not here to make your life harder :-), we want to help Atari, too. I've always bought Atari, and I probably always will, provided Atari can keep itself in the market.

Disclaimer: I'm not associated with \ /\ /arner
the latest revision of SANITY. \/ _/
Address: ucbvax!dorothy!c9c-eh |oung
c9c-eh@dorothy.Berkeley.EDU __|

P.S. Whatever happened to Atari (Microsoft Word) Write, anyways?

456. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 02:36:51 UTC
From: jimm@amiga.UUCP
Message-ID: <1969@amiga.amiga.UUCP>
Source record: 255756

```
>
>It will be interesting to see if Commodore can make a profit on the Amiga's
>sold this season, after deducting the advertising expense.
>
>--
>--->Neil Harris, Director of Marketing Communications, Atari Corporation

Yeah, but it can't hurt the chances of the third-party software developers
making a profit this christmas, now, can it?

jimm (speaking for self)
I and I Computing
```

457. Looking for a Degas Elite driver for ...

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 02:50:00 UTC
From: didier@lasso.UUCP.UUCP
Message-ID: <8703121850.9614B.lasso>
Source record: 255757

I am looking for Degas Elite printer driver for a Mannesmann-Tally MT 80 PC printer. The thing is supposed to be Epson compatible, but with the Epson driver it skips a blank line every eight lines, and modifying the settings doesn't seem to help.

If you do not have such a driver (c'mon Germany, you _built_ the thing !) but have the source for the Epson driver, please send it to me and I'll patch it.

Thanks,

Didier.

Didier Giralt ...!seismo!mcvax!inria!lasso!didier
LAAS
7, av du Colonel Roche
31077 Toulouse Cedex
France

458. Where did all the blitters go?

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 03:34:52 UTC
From: 870646c@aucs.UUCP
Message-ID: <616@aucs.UUCP>
Source record: 255758

Well the Mega is here but the blitter is not!!!!!!!!!!!! I have talked to Atari and "I will see it in Jan.????????", I have a question for other people in the Canadian market, "How long did you have to wait after buying your Mega before(and if) your blitter showed up?". I know there is problems with the mass production end of things, but it is a REAL DRAG waiting for something that has already been PAID for. I just hope that the people at Atari can get things together soon, I know they are trying. A question to the people that do have them, just how much of an increase is there in graphics?, is there any speed increase in the fills, and line drawing of any noticable degree?
Thanx(sorry to bend your ear)
Barry

459. MWC Make in GULAM Reprse

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 04:00:37 UTC
From: dinolt@wdl1.UUCP
Message-ID: <4120003@wdl1.UUCP>
Source record: 255759

Several weeks ago I posted a request for information concerning the use of the Mark Williams make program inside the GULAM shell. Many thanks to all those 8 people who responded to my query, some with several messages. I am now successfully running the Mark Williams make program from Gulam. I have yet to sort out the time problems also mentioned in that note. Below I summarize what I have learned.

My first question was how to configure the system so that Gulam would run the Mark Williams make. The program would start up but then not compile anything, failing with the error message "No shell".

The problem was fixed as follows:

1.) Remove the SHELL variable from the Gulam environment. (actually I never setenv it)

2.) Make sure a copy of msh is in one of the directories of the PATH,

3.) I also set the environment style to the default gulam environment. I don't think this is necessary but it certainly doesn't hurt.

Several people suggested that I run with a ram disk. I now do this. I have set up the ram disk to contain the passes of the C compiler and space for the temporary files.

My ram disk is F: and I have directories F:\bin and F:\tmp. My PATH environment variable includes F:\bin as well as my ``standard'' places and my TMP environment variable is F:\tmp. This speeds up compilations rather dramatically even over using my hard disk.

Several people asked why I use GULAM instead of the supplied MSH shell. The reasons are as follows:

1.) The GULAM shell looks more like CSH on UNIX that I use at work than MSH does,

2.) GULAM's filename completeion feature is very useful especially in finding names of files when you don't remember all the name,

3.) Gulam conatains a bultin EMACS like editor which comes up instantly when called, can be suspended and returnted to, and has most of the features one wants in an EMACs like editor. It is not as powerful as MicoEmacs 3.? but it is adequate.

4.) The GULAM shell syntax although not completely like CSH seems more natural to me than the syntax of MSH.

5.) GULAM maintains a hash table of all known commands
(.tos, .ttp, .gem, .g files) findable in the PATH
directories. This makes command starting much quicker than in
MSH which must do a physical search of these directories each
time a command is issued.

MSH has several features that GULAM does not, the most important of
them is the notion of ``pipes'' so occasionaly I do run MSH.

The time problem I have is that MSH does not set the time properly.
My hard disk drive controller has a battery backed up clock which is
used to set at least one of the (possibly 3) system clocks via a program
in my AUTO folder. This is fortunately the clock GULAM uses and also
the one used to set the modify dates on files. MSH, when it starts,
has a completely different idea of the time. I did receive several
suggestions of things to try to ensure that msh found the correct
time, but none of them worked.

There is a listing of a demonstration program in the MWC manual which
references the various CLOCKS on the ST. I have yet to get that
program to operate corretly. After I do, I am sure I will be able set
the clocks properly.

To all who resoponed thanks for your help. I hope the above is of some
interest to others on the net.

George Dinolt
dinolt@ford-wdl1.arpa, ...!sun!wdl1!dinolt

460. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 04:12:39 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <1316@saturn.ucsc.edu>
Source record: 255760

In article <5202@zen.berkeley.edu> c9c-eh@dorothy.Berkeley.EDU.UUCP (Warner Young (WHY)) writes:
> The problem is not just lack of
> advertising, it's also that the advertising should be aimed
> correctly, to convince people that Atari was/is/will be a serious
> force in the market, and that if Joe Schmoe bought an Atari, he
> would be able to use it for serious purposes.

One thing I noticed about Atari's ST ads (which were shown at the Santa Clara World of Atari Expo last year, and which I haven't seen on TV yet) was that they were all comparisons with other peoples' computers, namely Apple and IBM. We know the ST is a better machine; those ads aren't the way Atari should be pushing their machine. Look at IBM's ads, which show some businessperson in distress, and getting a PC that solves all the problems. That gives people a better reason to buy a computer than, "Yeah, well, my computer COST less than yours, so there." Given a choice between a $1500 paperweight with sound and color graphics (not that the ST is a paperweight, but it might as well be with these ads) and a $2000 business solution, most people would choose the solution.

+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ucscb.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _____________________________|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

461. Re: Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 04:33:40 UTC
From: jafischer@tiger.UUCP
Message-ID: <4330@watdragon.waterloo.edu>
Source record: 255761

In article <1236@vaxb.calgary.UUCP> crash@calgary.UUCP (Glen) writes:
>
> $99.00 US wow, in Canada they are flogging it for $400.00 cdn.
My local dealer likes to slap the $599.95 CDN "list price" on it and sell it at a drastically lower price. I believe they try for $395, but have frequent sales. I purchased mine for $175. I thought _I_ was getting a great deal. $99 US makes me cry.

>Does word perfect do automatic backups??? I'd hate having the
>program lock up, and thus, losing my work.
I just had to respond to this. I have it doing auto backups every 2, yes 2, minutes to the ramdisk! It gets especially flakey when using multiple columns. For instance, when you're in a multiple-column section, _don't_ use the mouse to position the cursor. It usually dies.
But let me hasten to add that I'm not overly bothered by these bugs, since I figure that in the next update they'll likely be fixed, and in the meantime I have myself one hell of a whiz-bang WP. With the afore-mentioned auto-backup to my ETERNAL ramdisk, I just hit the reset button and the less-than-2-minute-old file is intact. Actually, I keep meaning to change it to 1 minute, since the backup is so fast that you barely get time to see the 'Backing up file' dialog, and thus it's no inconvenience. And during typical editing the program doesn't die too often (for me). It _is_ extraordinarily poor marketing practice to release a product with such obvious problems, but some marketing folks never learn this lesson. One thing _I've_ learned (with this and with dBMAN) is that the more expensive programs are no more free from this affliction than the cheapos. Indeed, it's almost the other way around, since the cheapos are often more simple programs and hence easier to debug.

>People have been asking about ramdisk prototype kit costs,
>less than $100.00 cdn.
Wow yourself. Considering you can populate this with 256K chips, this sounds pretty good! What does this 'kit' entail? Is it a plug'n'go job? My memory fails me. (Pun not intended).
--
- Jonathan A. Fischer
jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!watdragon!lily!jafischer

462. Word Perfect for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 06:54:48 UTC
From: Flash@UMass.BITNET.UUCP
Message-ID: <871204015408E1F.AZOO@Mars.UCC.UMass.EDU>
Source record: 255762

Word Perfect for the Atari ST is $395. For Students/Faculty and such at a university or college, they may get it for $99 by contacting their nearest Word Perfect dealer or Word Perfect themselves and getting a special form. By sending in this form along with proper proof of status, Word Perfect will verify this and mail you a copy for the above mentioned $99. Average turn_around is 2-3 weeks.

Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@CUNYVM.CUNY.EDU
R-FLASHMAN on GEnie

463. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 07:02:48 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2476@gryphon.CTS.COM>
Source record: 255763
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

Sonic holograms ? Yes, a friend of mine has a Carver as well. Mighty impressive.

I'd be interested in whatever anybody has along these lines for the Amiga.

Plus, there is an audio illusion I've been looking for, for quite a while now. Basically it is an ever increasing tone.

There was a display at the Ontario Science center, ohh, 12 years or so ago, about MC Escher, that had a ball bouncing "up" an ever increasing staircase, with this tone, going up in pitch.

It went up in pitch for the 1/2 hour I stood there. :-)

Any clues ?

--
Richard J. Sexton
INTERNET: richard@gryphon.CTS.COM
UUCP: {hplabs!hp-sdd, sdcsvax, ihnp4, nosc}!crash!gryphon!richard

"It's too dark to put the keys in my ignition..."

464. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 08:00:48 UTC
From: SKIBUM@cup.portal.com.UUCP
Message-ID: <1790@cup.portal.com>
Source record: 255764
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

So whos usin a serial interface for a printer anyway. What do you
do when you want to use your modem? Disconnect the printer? Spend
a hundred bucks for a switch? Many of the available midi interfaces
for the Amiga have pass thru for the serial port so it can be used
with a modem (obviously not at the same time). Seems to me the question
isnt whether one system has built in midi interface or not (fifty bucks
for an interface isnt gonna break anyone whos seriously talking about
spending the money to get into midi music in a serious way). The question
should be which machine overs the most versatility for various applications.
If we were just talking about buying a machine for music we might as
well buy a Yamaha puter. Obviously offers some of the best internal
voice capability some fine application software. Im sure that there
are all kinds of machines that do one thing better than my AMI does.
I bought the machine because it does lots of things in a way thats
adequate for my needs

Mike McDaniel

465. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 12:58:15 UTC
From: lupin3@ucscb.UCSC.EDU.UUCP
Message-ID: <8712041258.AA27935@ucscb.UCSC.EDU>
Source record: 255765

In article <6166@jade.BERKELEY.EDU> c60a-2ae@widow.berkley.edu (John Kawakami) writes:
>Atari,
>
> I don't buy the excuse that you are advertising vid games because
>you have lots of them and are not advertising computers because supply is
>low. I say advertise to make the product known.
[lines about Amiga advertising, Mac & IBM household words deleted]
> Combat system stupidity Atari. ADVERTISE!!!

Ah, but they ARE advertising the computers. The ratio of ST ads to video
game machine ads I see is maybe 40%/60%; haven't you seen the commercial
for the ST that compares it to the Mac Plus? (The screen is bigger, it's in
color, it has MIDI built in, listen to the music in the background because
it was done on an ST...)

Not the greatest commercial in the world, but it gets the point across. At
least it's better than "The 2600 from A-Tar-Ri!!"

Me, and I thought DISCO was DEAD....

>+-+-+-

466. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 13:14:08 UTC
From: lupin3@ucscb.UCSC.EDU.UUCP
Message-ID: <8712041314.AA28165@ucscb.UCSC.EDU>
Source record: 255766

In article <1316@saturn.ucsc.edu> koreth@ssyx.ucsc.edu (Steven Grimm) writes:
>In article <5202@zen.berkeley.edu> c9c-eh@dorothy.Berkeley.EDU.UUCP (Warner Young (WHY)) writes:
>> The problem is not just lack of
>> advertising, it's also that the advertising should be aimed
>> correctly, to convince people that Atari was/is/will be a serious
>> force in the market, and that if Joe Schmoe bought an Atari, he
>> would be able to use it for serious purposes.
>
>One thing I noticed about Atari's ST ads (which were shown at the Santa
>Clara World of Atari Expo last year, and which I haven't seen on TV
>yet) was that they were all comparisons with other peoples' computers,
>namely Apple and IBM. We know the ST is a better machine;
^^^^^^^

We WHO? The owners of Atari ST's? I'm pretty sure that the people Atari is trying to reach with their advertising are NOT aware that the ST is a better machine; hence the advertising to that effect.
If a person has just a layman's knowlege of computers, influenced by advertising, then they're probably going to think that the Mac and the IBM are better machines, 'cos after all, they're advertised more and all the businesses buy them. That's why I think the direct comparison is called for.
As I said in my previous posting, I _have_ seen Atari ST advertising recently, and it hasn't just been price calling (it compares the ST to the Mac+, along very non-technical lines but still making it look good, and then says "So how much more would you expect to pay for all this? How about 50% less?" or words to that effect). I think the commercial is reasonably useful, and perhaps you people are just missing those commercials.

>those ads
>aren't the way Atari should be pushing their machine. Look at IBM's
>ads, which show some businessperson in distress, and getting a PC that
>solves all the problems. That gives people a better reason to buy a
>computer than, "Yeah, well, my computer COST less than yours, so
>there." Given a choice between a $1500 paperweight with sound and
>color graphics (not that the ST is a paperweight, but it might as well
>be with these ads) and a $2000 business solution, most people would
>choose the solution.

Hence, as above, the direct comparisons. I stand as before; that is EXACTLY what the commercial I saw above was trying to prove. It was sided for the home market more than the business market, but then the business stuff _was_ mentioned.

```
>+New! Improved! Now 100% Artificial-+-+-----------------------------------+
>|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
>|# # @ @ * * & $ % %+-+ ARPA: koreth@ucscb.ucsc.edu |
>|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
>|# # @ @ * * & $ % %+-+ _______________________________|
>|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
>+-----with NutraSour(TM)! No natural colors or preservatives!------------+
>

--
.. . . . . . . . . . . . . . .. . . . . . . . . . . . . . .
| _ _ _ _ |_| _ _ |_ -__ _ _ ARPA: lupin3@ucscb.ucsc.EDU
L_ (_\( ( (_/ | |(_\_\ (_ || )(_)_\ UUCP: ...!ucbvax!ucscc!ucscb!lupin3
larry / hastings _/ BITNET: lupin3@ucscb@ucscc.BITNET
Best Punchline To A Non-Existant Joke: "No... the fish had US!!"
Disclaimer: UCSC--where men are men, women are women, and opinions are opinions
. . . . . . . . . . . . . .. . . . . . . . . . . . . . ..
```

467. PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 15:18:32 UTC
From: HAHN_K@DMRHRZ11.BITNET.UUCP
Message-ID: <8712041449.AA16086@ucbvax.Berkeley.EDU>
Source record: 255767

Date: 4 December 1987, 08:26:30 CET
From: HAHN_K at DMRHRZ11
To: INFO-ATARI16 at SCORE

Could someone mail me the address of a decent dealer who is able/willing
to sell PC-Ditto and to send it to West-Germany? Of course I would
snailmail my order and pay via MasterCard. BTW, what are the latest
prices for the monochrome-version?
Thanks,
Klaus.

Klaus Hahn
Marburg, West-Germany

Bitnet: HAHN_K@DMRHRZ11
Bix: K_HAHN

468. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 15:28:46 UTC
From: 870646c@aucs.UUCP
Message-ID: <619@aucs.UUCP>
Source record: 255768

I had to reply to this one, I have just purchased a Mega, and it is a very nice machine(love that disk I/O). I see it this way, the ST has just had a face lift for the better(could never go back to a 520/1040), and with the full expansion port on the back who knows what will be out in the next 6-12 months. I still consider the ST a better computer that the Amiga(no war please!), we (as in all of us) need to help push the ST to it's limits(we haven't even start to expand the machine). This is going to take input from all, even more so on Atari's part. The other I meet a fellow that just bought a new IBM clone, he asked what kind of machine I had, when I said a ST he just looked at me as if I spent big $ on a game machine, he was soon updated by me telling him that the ST would run circles around his CLONE. It is this image we need to change!
Thanx for listening
Barry(oh ya!, I speak for myself of course)

469. Hard Disk Optimisers

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 15:53:49 UTC
From: sc_dra@ux63.bath.ac.uk
Message-ID: <1972@bath63.ux63.bath.ac.uk>
Source record: 255769

Does anyone have any recommendations for and/or experience of hard disk optimisers for the ST?

The only ones I have come across are Simon Poole's DLII and Michtron's Tune Up! (their exclamation mark, not mine).

I have tried neither (DLII did some strange things with a ram disk I tested it on, and I'd rather not pay for Tune Up! until I have some favorable reports on it) and would be very interested in anyone's experiences with the above or any other such beasts.

Thanks.

470. Re: GEMBOOT and the Megas

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 16:01:17 UTC
From: dag@chinet.UUCP
Message-ID: <1943@chinet.UUCP>
Source record: 255770

I suspect that the blitter-less Mega's have all their ROMs installed already. The problem you are encountering with GEMBOOT is that it uses undocumented GEMDOS variables which have moved from version to version of the ROM, and the Megas all have a version of the ROM that have different locations for those variables. It is my understanding that the 40 folder problem has not been fixed in these ROMs, and that you may need a modified version of GEMBOOT.

Maybe someone at Atari can shed a bit more light on this? This is not one of those things which, as Leonard T. likes to say has a "better and legitimate" way to be done -- The 40 folder problem is a very serious problem because it is much more than just that, as has been discussed to death already.

--
Daniel A. Glasser
...!ihnp4!chinet!dag
...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

471. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 16:39:50 UTC
From: rodney@pawl22.pawl.rpi.edu
Message-ID: <117@imagine.PAWL.RPI.EDU>
Source record: 255771
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

I was at the New York City Audio Engineer Society convention last month, there was a company there which was selling compact disks of "holograms". The demonstration was really impressive. There was definitely a 3D effect especially the haircut thing where they have scissors going around you head and they trim the back with an electric razor. All with a standard CD player and ordinary headphones.
Rodney Peck
Rodney_Peck@rpitsmts%itsgw.rpi.edu

472. MAILING LIST

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 16:43:32 UTC
From: johnson%msuhep.hepnet@LBL.GOV.UUCP
Message-ID: <871204084332.214001a6@LBL.Gov>
Source record: 255772

BILL, (or to whom it may now concern)

I am rather busy so I really didn't notice until just now that
I haven't recieved the digest (atari16) for some time now.

Has something happened to the digest?? Is it possible for me
to recieve it via LBL:: (to my vax) or via bitnet??

An enthusiastic (if not slow) Atari user!
John Johnson
bitnet%"johnson@msupa"

473. Gulam/Publishing Partner/fonts

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 17:05:52 UTC
From: lean@sbcs.UUCP
Message-ID: <859@sbcs.sunysb.edu>
Source record: 255773

Has anyone been able to run Publishing Partner from GULAM for more than once? Whenver I run PP the second time and subsequently (from GULAM), the mouse cursor always messes up the menu & screen. While the program still runs fine, it's very annoying to see the mouse cursor leaving behind patches of black/white blocks whenever it's brought to the menu, or an extraneous dead arrow being left here and there. I run a mono 1040ST. I've tried doing a things like show_mosue, hide_mouse, etc. before invoking PP the second time, but to no avail. This problem doesn't occur when PP is ran the first time (from GULAM). If I exit GULAM and re-run PP, no problem.

To answer someone's question about fonts for PP, SoftLogik puts out Font Disk #1 with Spokane, Thames, and Devoll.
Font Factory (PO Box 17422, Phoenix, AZ 85011. Tel: 602 265-7849) puts out much more fonts. Here're some:
Disk #1) Avant Garde, Courier, Calligraphy.
Disk #2) Times, Helvetica Narrow, 16 bit.
Disk #3) Chancery, Bookman, Chicago
Disk #4) Palatino, Schoolbook, Computer
Disk #5) Dingbats, Symbols, 8 bit
Disk #6) Complete set of 11 laserWriter Plus screen fonts

Palatino looks similar to Times. Symbols include lower/upper case Greek letters, there-exist, for-every, equivalence, contradiction, therefore, etc. All the font disk include printer font and screen font (both color and mono), except disk #6 which I've never seen.

Also, Columbia, University_Roman, Hudson, and Saturn fonts are in public domain, I believe.
--
CSNET: lean@sbcs.csnet
ARPA: lean%suny-sb.csnet@csnet-relay.arpa
UUCP: {allegra, hocsd, philabs, ogcvax}!sbcs!lean

474. Autobooting Gulam

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 17:26:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM.UUCP
Message-ID: <198712041726l1.4.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 255774

Has anyone gotten this to work? I tried what I thought was the obvious case of putting it in an AUTO directory, but that dies with two bombs (illegal memory reference?) then dumps me back to the desktop. Any ideas?

475. ftping

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 17:29:40 UTC
From: uace0@uhnix2.UUCP
Message-ID: <475@uhnix2.UUCP>
Source record: 255775

Could someone tell me what sites have anonymous ftp available for the ST?

We have just installed ftp on our VAX and I would like to test it.

Thanx,

- Mike
--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

476. I goofed PLEASE READ wrong address for submissions

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 17:37:09 UTC
From: turner@daisy.UUCP
Message-ID: <691@daisy.UUCP>
Source record: 255776

When I posted my "how to" document for comp.sources/binaries.atari.st, I mistakenly obmitted daisy from the address. The correct address for sending me mail, submissions etc. is:

...{ucbvax|decwrl}!imagen!atari!daisy!turner

perhaps it was wishful thinking, then again (:-)

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

477. Megamax 2.0 aka Laser C

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 17:50:07 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3085@batcomputer.tn.cornell.edu>
Source record: 255777

[]

Just got issue no. 2 of "printf", the Megamax Newsletter,
announcing their "lastest" (sic) product.
Here are the news in brief, and then a few inquiries.

Megamax C version 2.0 (now called Laser C) will be available soon.
If you have Megamax 1.1 you can send your original disks + $20 (a
check made to Megamax), and they will send you the new version
(including the brand new manual) as soon as it is ready.

The changes in new version include:

Better graphical shell, including a "STDIO" window for command-line
die-hards (like me :-) and a "FILER" tool that is friendlier than
the desktop for file copy/rename/delete etc.

A RAM cache that automatically uses the part of RAM that is not
used by the running programs.

A MAKE facility.

No more 32K limits on code segments or extern vars.
(Absolute referencing - bigger, slower code?)
(And what about local vars larger than 32K?)

DRI compatible linker, and faster than the old one.

Some sort of debugging monitor.

Faster and more accurate (read: less buggy) floating point.

My comments:

Can one now adjust the stack size an application gets without
recompiling the startup.c (and rearchiving syslib)?
(I redid the old startup code so that I can now do:
"long _stacklen = 123456; main(){...}")

I have had the opportunity to try out the new FP package.
It is very fast (faster than Absoft FORTRAN).
But did they improve the calling procedures? I.e., is the
C statement "a=b+c; (all doubles) translated to a simple
"jsr _fpadd", or is it still routed through a big jump-table
lookup scheme? With the faster FP package, this can introduce
almost a factor-of-2 slow-down!

If, when debugging a program, the thing locks up and a RESET
is necessary: does the RAMcache (and the latest version of the

source code, if compiled-and-run from the editor, as is now possible) get lost? Since I don't have a hard disk, maybe I'll stick with the trusty RESET-proof RAMdisk.

Disclaimer:

I am not affiliated with Megamax.

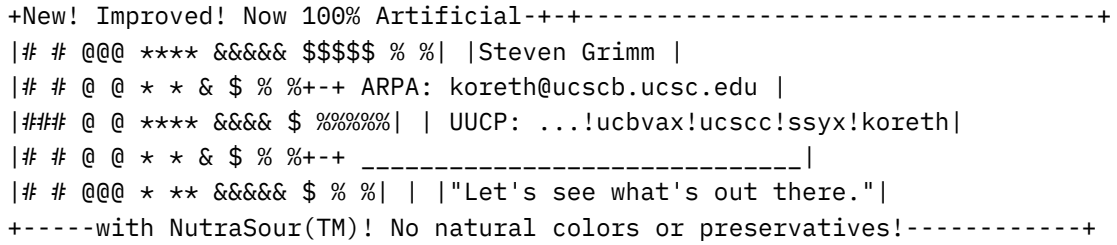
- Moshe Braner

478. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 17:51:47 UTC
From: koreth@ssyx.UUCP
Message-ID: <1318@saturn.ucsc.edu>
Source record: 255778

In article <1607@wiley.UUCP> bob@wiley.UUCP (Bob Amstadt) writes:
>The Kuma Resource Editor is now unavailable. The product has been
>discontinued.
>--
>
> ---Bob Amstadt
> bob@wiley.uucp
> {csvax.caltech.edu,uunet.uu.net,trwrb.uucp}!wiley!bob

Are you sure about that? I just got a new (well, newer than the one I had before) version that works with the new ROMs and supposedly allows 64K resource files to be created (though I've never created a 10K file, let alone a 64K one...) That may be an old version that I just didn't have, though. At any rate, to whoever was looking for resource editors, if you can find a mail order place that still has the Kuma editor, it's worth the money.


+New! Improved! Now 100% Artificial-+-+----------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ucscb.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _____|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

479. WishList for Beckemeyer MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 18:41:46 UTC
From: db@hoptoad.UUCP
Message-ID: <3465@hoptoad.uucp>
Source record: 255779

At the same time we are implementing a U*ix compataible set of
"extended" C library calls (getpid, getlogin, ctermid, etc.), and
I would also like to hear comments on this subject.

I can only give you what you want, if I know what you want.

Respond via mail please, unless you feel it would be useful to the
newsgroup. Send mail to ...ihnp4!hoptoad!bdt!david, or reply
to 478 Santa Clara Ave., Oakland CA 94610

David Beckemeyer - Beckemeyer Development Tools

480. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 18:50:36 UTC
From: wilson@rocky.UUCP
Message-ID: <800@rocky.STANFORD.EDU>
Source record: 255780
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

>There was a display at the Ontario Science center, ohh, 12 years or so
>ago, about MC Escher, that had a ball bouncing "up" an ever increasing
>staircase, with this tone, going up in pitch.
>
>It went up in pitch for the 1/2 hour I stood there. :-)

The effect you are looking for is produced by having two tones, one an octave above the other. As they rise in unison, the lower tone slowly becomes louder and the higher one becomes softer, until when they have gone up an octave, the upper tone has completely died out and the lower is where the upper started. Then you bring in a weak tone where the lower one started, and repeat. The ear fools you into thinking it is rising forever.

It might work better with more than two tones at octave intervals, but the idea is the same.

Randy

481. Atari repairs...

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 20:10:49 UTC
From: EEMA031@MAINE.BITNET.UUCP
Message-ID: <8712042015.AA21604@ucbvax.Berkeley.EDU>
Source record: 255781

Can somebody fill me in on what the Atari repair policy is at this
point in time? Please reply direct.
Thanks in advance,
Mike

```
------------------------------------------------------------------------
** ******* Michael W. Picher / Robotics/Vision Lab
*** *** ** Bitnet: EEMA031@MAINE.BITNET / Barrows Hall
************ Genie : M.PICHER / University of Maine
** *** ** / Orono, Maine 04469
** ** ** / Phone: (207) 581-2248
------------------------------------------------------------------------
..
QUIT
```

482. Re: GEMBOOT and the Megas

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 20:45:19 UTC
From: apratt@atari.UUCP
Message-ID: <900@atari.UUCP>
Source record: 255782

in article <608@aucs.UUCP>, 870646c@aucs.UUCP (barry comer) says:
>
> Hi all, well my Mega2 just landed on my desk, really nice. I've got a question for all other Mega owners using the hard disks, I have been using GEMBOOT with
> my 1040ST all along, when I boot up the Mega two bombs appear then disappear
> after GEMBOOT has done its thing.

DO NOT USE GEMBOOT. Use FOLDRXXX from Atari. HINSTALL should be available, too... It makes your hard disk bootable (no "boot floppy" needed).

There are lots of little hacks which work on the 520/1040 but won't work on the Megas. This is because the unpublished locations in ROM have changed (as I've been promising all along). Anything which fools with the system at as low a level as GEMBOOT will probably not work.

FOLDRXXX works because Landon Dyer wrote it with an eye toward ROM-independence. It checks to see what date your ROMs are, and patches the appropriate location in the OS. In the case of the Mega ROMs, he actually added a pointer in the OS header which points to the necessary spot, so FOLDRXXX will work for all future ROM releases.

Even old TOS ROM users should probably not use GEMBOOT... I certainly wouldn't trust it, and with FOLDRXXX and HINSTALL available, you just don't need it.

(HINSTALL may not be as available as I think, but I know it's been on CompUPay and GEnie... Maybe even here. Can anybody tell me (by mail!) if HINSTALL and FOLDRXXX have both appeared on Usenet?)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

483. Re: Megamax 2.0 aka Laser C

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 21:31:20 UTC
From: koreth@ssyx.UUCP
Message-ID: <1319@saturn.ucsc.edu>
Source record: 255783

In article <3085@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>
>Megamax C version 2.0 (now called Laser C) will be available soon.
>If you have Megamax 1.1 you can send your original disks + $20 (a
>check made to Megamax), and they will send you the new version
>(including the brand new manual) as soon as it is ready.
>
(a description of Laser C followed, along with a few questions)

I have it from a reliable source that Laser C is not very close to being released, and won't be shipping until February or so. Still, I've sent in my disks as it sounds like it'll finally be a nice development environment for the ST once it does come out.

I would imagine that the editor actually saves the file you're editing then runs the compiler on it -- that is, it LOOKS like it's compiling directly from the edit buffer, but it isn't really. That might mean that code gets saved when it crashes and you have to reboot.

Also, if the new compiler produces DRI-compatible object code, no jump tables should be produced, so you needn't worry about doubly indirect calls to the floating point routines.

+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ucscb.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _____________________________|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

484. Pascal/Modula2 Info Wanted

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 21:54:08 UTC
From: Conley.Henr@XEROX.COM
Message-ID: <871204-135422-2081@Xerox>
Source record: 255784

I'd like to get a compiler for my 1040ST, either for Pascal or Modula2. Does anyone have information or recommendations on compilers for these languages?

John

485. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 22:12:00 UTC
From: ncbauers@ndsuvax.UUCP
Message-ID: <528@ndsuvax.UUCP>
Source record: 255785
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

A sound that goes up in pitch for 1/2 hour is possible. The human ear has an amazing capacity to detect subtle changes in pitch. I have played around a bit, and gotten tones starting a reletively high(10Khz?) frequencies to go up in pitch for 3+ minutes. My guess is that they really just started at a very low frequency and went up to a very high frequency at some slow rate. If anyone has a bent for such things you can compute the 20hz-20Khz hearing range, into delta-hz/sec, and figure out from some source if the human ear could detect this slow of a change. On the other hand, I might not know what the heck I am talking about.

[--]
[Michael J. Bauers (senior Computer Science at NDSU)]
[Reply to: NU100356@NDSUVM1 or ncbauers@ndsuvax.UUCP]
[ ]
[For God so loved the world that he gave his only son so that whoever]
[believes in him will not perish, but shall have eternal life.]
[ ]
[Disclaimer: Frankly I do not think NDSU cares what I think,]
[or even that I think at all.]
[--]

486. Continuously Rising Tone Generators (Was: Sonic Holography.)

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 22:24:52 UTC
From: wbe@bbn.com
Message-ID: <10421@diamond.BBN.COM>
Source record: 255786
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

I think the proper name for something that produces a sound that appears to have an ever-increasing pitch is a continuously-rising tone generator. To make one, you create many tones, more or less evenly distributed over the entire audible frequency range. As a component tone rises to a frequency exceeding normal hearing, it is eliminated and replaced by a tone with a frequency that is below the normal hearing range. Since one can't hear the tones being eliminated or added, all one is left with is the impression of continuously-rising tones.
-WBE

487. Mastertracks Pro experiences on the Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 22:58:11 UTC
From: gert@prls.UUCP
Message-ID: <7842@prls.UUCP>
Source record: 255787
Cross-posted to: rec.music.synth,comp.sys.atari.st

I understand that Passport is shipping Mastertracks pro for the
Atari ST, a multitrack Midi sequencer with graphic score editing
capabilities.

I'm very interested in it, especially since it can work with
the standard 'MidiFile' format, according to what I heard.

Has anybody used it yet, and if so :

o Is it reliable and more or less bugfree ?

o Is it copy protected ?

o Can I use it with files on a harddisk ?

o Can I put the program itself on my harddisk ?

o Does it support format 0 and 1 MidiFiles (single track
resp. multiple track) ?

o How much did you pay for it (the store here tries to get
$ 345 a piece) ?

o And, most of all, HOW IS IT ?

Please mail answers to me. I'll summarise to the net.

488. Re: Atari ST or Amiga ? Help !

Newsgroup: comp.sys.atari.st
Date: 1987-12-04 23:50:46 UTC
From: mph@rover.UUCP
Message-ID: <738@rover.UUCP>
Source record: 255788
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,rec.music.synth

In article <3730@trwrb.UUCP> gibson@trwrb.dsd.trw.com.UUCP (Gregory S. Gibson) writes:
>In article <1226@edison.GE.COM> mfs@edison.GE.COM (Martin Sant) writes:
>>Hello fellow computer persons!
>>
>>I am C-64 owner looking to buy another computer. I have been looking
>>at both the Atari ST and Amiga. For the life of me I cannot figure
>
>I read a review in Keyboard magazine that compared several micros for midi.
>At that time(about 2 months ago) the author felt the best midi micro was
>the Mac and the ST would probably become the Micro Midi of choice because
Well, as an Amiga owner and occasional developer, let me put my two
cents worth in.

Currently, the Atari machines have more software - they have been
around longer and were less expensive. The new Amiga 500 probably are
comparable in price.

The multi-tasking in the Amiga does not neeed to interfer with Amiga
midi performance, although bozo software hacks who have written some
of the currently available Amiga software definitely do interfer with
performance.

The Amiga is somewhat more machine than the ST and probably will be
better for expansion over time. If you just want to buy other
people's stuff then get an Atari or Mac. If you would like to develop
your own software, the Amiga has far more potential - it is a more
difficult machine to program, however.

Mark Huth

489. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 00:02:24 UTC
From: neil@atari.UUCP
Message-ID: <901@atari.UUCP>
Source record: 255789

> Neil, I think Bill speaks not only for himself in this
> case; many of us here on the Net would agree with him on this
> matter. I can definitely see why you're advertising the game
> machines; in not a few ways, the biggest market is still in
> the usual home, where the average person may be more likely to
> purchase a game system than an ST. BUT... Bill is right. I
> think that even if you can't get the ST's out the door for
> the Christmas masses, some advertising surely wouldn't hurt.
>...
> Neil, please listen to us. We are not here to make your
> life harder :-), we want to help Atari, too. I've always bought
> Atari, and I probably always will, provided Atari can keep
> itself in the market.
>...
> P.S. Whatever happened to Atari (Microsoft Word) Write, anyways?

Microsoft Write should be out at any moment. Within a week or two, actually.

The other stuff is hard for me to argue with. I'm on record advocating more advertising of computers in the USA also. In this case though, I speak for me, and not the company.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

490. Address of Prabhaker Mateti

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 00:49:07 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8712050015.AA26195@ucbvax.Berkeley.EDU>
Source record: 255790

I'd like to contact PM (author of gulam) but have problems reaching him
from EARN (European part af BITNET). Is there anybody who can help me?
Michael Eibl ab084@dk0rrzk0.bitnet

491. MIDI software recommendations?

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 01:09:20 UTC
From: sethk@sco.COM
Message-ID: <276@scourge>
Source record: 255791

```
Hi
A friend of mine just bought a KORG DS-8
to complement his ATARI ST 1040 (mono and color).
Now he wants to know what MIDI software is
recommended by the net gang.
He has a fair backround in music, since he
used to be a classical trumpet player.

Please send any recommendations to:
(microsoft,ucscc,amd,uunet)!sco!kurth

thanks!
--
\\ // Seth Katz microsof!
0 0 "The Waffle Exclamation point ucscc! \__sco!sethk
< King" net --------> ihnp4! /
~O~ amd!
```

492. arc and gulam uuencoded archives

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 02:21:59 UTC
From: freed@trane.UUCP
Message-ID: <330@trane.UUCP>
Source record: 255792

I hope that this posted to the right group but I have had a devil of a time uudecoding the gulam and arc stuff. All the files are ok except for the last in the packets (2nd for the arc, 3rd for the gulam, and 5th for the gulam docs) They all have the last line (before the end statement) corrupted. What is wrong? can anyone help?

--
Erik Freed Aurora Systems Redwood City, Ca. USA 94063
UUCP:ucbvax!ptsfa!trane!freed
415-369-9400

493. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 04:11:29 UTC
From: jtn@potomac.ads.com
Message-ID: <2666@potomac.ads.com>
Source record: 255793
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

> Plus, there is an audio illusion I've been looking for, for quite
> a while now. Basically it is an ever increasing tone.
>
> There was a display at the Ontario Science center, ohh, 12 years or so
> ago, about MC Escher, that had a ball bouncing "up" an ever increasing
> staircase, with this tone, going up in pitch.
>
> It went up in pitch for the 1/2 hour I stood there. :-)
>
> Any clues ?

Yup. I saw a film of this back in the 70's. The film was created at
Bell Labs. The effect is easy to reproduce. The bouncing sound
is the sum of several frequencies from 0 - 20 Khz weighted by a
gaussian distribution with the hump of the curve starting at the
lowest frequencies. Now increase the volumn on adjacent frequencies
by sliding the distribution up the scale. Your ear assumes that the
loudest frequency is the one that you heard the last time but
increased in pitched. In fact it heard all frequnecies but focused on
the most predominant (loudest).

As you slide the volumn weights towards the high frequencies the
gaussian distribution wraps around to the low end of the frequency
spectrum and the tone that your ear thought it was hearing (the high
end), fades off into the distance. By this time though it has picked
up the increasing volumn of the lower tones and is following them up
the scale.

Repeat endlessley.

All this time we were watching a film of a ball bouncing up and
Escheresque staircase and feeling like a bunch of laboratory mice.

--

John T. Nelson UUCP: sun!sundc!potomac!jtn
Advanced Decision Systems Internet: jtn@potomac.ads.com
1500 Wilson Blvd #512; Arlington, VA 22209-2401 (703) 243-1611

Sine Visa Ars Nihil Est

494. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 04:44:05 UTC
From: mrd@SUN.MCS.CLARKSON.EDU.UUCP
Message-ID: <8712050444.AA17251@sun.mcs.clarkson.edu>
Source record: 255794

In high school they told me that the reason for studing history was
not to learn all the dates and stuff but so that I could see the
future. Basicly as you have heard many times before "history repeats
itself." This has never been so true with atari.

Back when the atari 800 came out it was intended as direct
compition with apple. They studied the apple and made many
improvements: a better keyboard, better graphics and the
best expansion capabilities I have ever seen on a commersial 8
bit computer. If you have ever taken apart an 800 you will
see that the back of the board has this wicked expansion edge but
was enclosed so that you could not access it. Error #1 - made
a computer that could and should have been expandable but do
to marketing desided to make it rather unexpandable. Then
they took this computer that in my opinion was desided as
a small buisness computer (probably word processing) and turn
it into a game computer. They then said that a nice disk drive
would be available REAL SOON NOW called the 815. They also
promissed a light pen, and several things that I don't remember
anymore. Well the rest is history.

I figure the 815 is comprable to the laser printer or the unix box.

The light pen might be compared to the blitter.

marketing could be compared to marketing.

Boy were my teachers ever right but I didn't think they
were this right and I don't think they thought so either.

There are also many amazing similarities between old atari
and old commodore and new atari and new commodore.

Atari has taken the point of view that making vapor-ware is ok.
Buggy os's are ok.
New products that just look new are ok.
Game machines are ok.

Michael DeCorte
mrd@clutx.clarkson.edu
mrd@clutx.bitnet

p.s. Sorry Neil I realize that you can't do anything about any of
this, these decisions are made higher up. After all if you could
you would change it right?

495. postscript interpreter??

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 05:08:58 UTC
From: long@sask.UUCP
Message-ID: <954@sask.UUCP>
Source record: 255795

Since a netwide distribution for source code to a public domain postscript interpreter (mostly for a SUN, but...) came out, I would like to know if anyone is thinking of porting this to the ST.

I agree that our on-screen resolution really is pretty crude, but it would be much better than nothing. The way that I see it, I could even dump stuff to my printer, (at 240 dots/inch) and it would still be a very useful tool.

Has anybody got any comments?? Or, better yet, is someone already working on this? I don't intend to get started for a couple months, so I have lots of time to wait for replies...

Warren

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-

496. Re: Autobooting Gulam

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 07:47:43 UTC
From: martin@lakesys.UUCP
Message-ID: <307@lakesys.UUCP>
Source record: 255796

I have had the same trouble as you have had. I also have had some replies for fixes. I have replied to them saying "Send me your fix". Noone has responded with something which will help me. Words are nice, but I need some sort of binary which will help me (us.) PLEASE POST THE SOLUTION FOR US. thank you.

It is the pits to have to go thru a GEM boot to run GULAM, when the alpha version did it without any problems.

Marty
--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

497. Where have all the Amiga'a gone ?

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 08:10:57 UTC
From: richard@gryphon.UUCP
Message-ID: <2494@gryphon.CTS.COM>
Source record: 255797

In article <7755@prls.UUCP> gardner@prls.UUCP (Robert Gardner) writes:
>I have heard that most of the Amiga's are going to graphic art shops
>rather than homes or traditional businesses.

Well, if you mean that any home or buisness that buys an Amiga is
now a graphics art shop, then yes.

If not, do you *REALLY* think there are 300,000 graphics art shops
that bought all the Amiga's ?

In a word: no.

--
Richard J. Sexton
INTERNET: richard@gryphon.CTS.COM
UUCP: {hplabs!hp-sdd, sdcsvax, ihnp4, nosc}!crash!gryphon!richard

"It's too dark to put the keys in my ignition..."

498. Alcyon C Bug N++

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 12:58:28 UTC
From: aking@BFLY-VAX.BBN.COM.UUCP
Message-ID: <8712051307.AA12109@ucbvax.Berkeley.EDU>
Source record: 255798

Has anybody seen the following bug in version 4.14 of Alcyon C?

Neil: Is there a bug list for 4.14? This bug cost me 6 hours to find,
and I've found many others. When is the next rev going to be out?
Will it fix this?

```
/*
* The Alcyon C compiler (Version 4.14) gets confused with the following
* fragment, thinking that "y" in the assignment to F->y (line 10) is of
* type "struct in".
*
* The fault seems to require that the same names be used in the two structs,
* and that the two seemingless senseless compound statements are present.
* (Why put them there? Well this is boiled down from a 300+ line program
* which exhibited the same funnyness).
*
* A fragment of the .s file is shown below
*/
main ()
{ register struct fl {float x, y;} *F;
register struct in {int x, y;} *I;

{
{
I += 2;
}
F->y = F->y - 3.0; /* line 10 */
}
}

------------------------------ produces: --------------------

~I=R12 | yep, they're register based
~F=R13
*line 8
add.l #8,R12
*line 10
move.l #$c00000c2,-(sp) | -3.0
move.l $4(R13),-(sp) | F->y
jsr _fpadd
addq.l #8,sp
move.l R0,-(sp)
jsr _fpftol | Floating Point to Long !
addq.l #4,sp
move R0,$2(R13) | offset looks like "struct in"
| to me
```

499. Where is latest Uniterm? UW? etc.

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 13:10:16 UTC
From: beatyr@pur-ee.UUCP
Message-ID: <7098@pur-ee.UUCP>
Source record: 255799

<<<<>>>>

Hey there Net,
I remember a few people posting articles about the newest versions
of Uniterm (2.0) and Unix Windows (UW) for the ST. I have not yet seen
them and am wondering if I missed them. I have a desperate need for
a much improved, speed-wise, UW and would really like to see the 2.0
ver. of Uniterm.
If I missed them, would someone please mail them to me, I would really
appreciate it.
On another note, I have a Sun 3/50 (soon to be a 3/60) WITHOUT a
display. The reason for this is economics of the university setting - but
my question is to the people at Sun. I have my ST hooked to ttyb and
I heard that NeWS was ported to the ST so that it could act like a display
for NeWS. I also know that there are no commercial plans for it - but I
was wondering if they would allow it to come to Purdue where we have
quite a few Suns - and at least one person that has an ST hooked to one.
Of course I wouldn't let it out of Purdue - but it sure would be nice
to be able to use this ST as more than a VT52 terminal...
Oh well... thanks to all those who could help me out...

Bob B.

... ihnp4!pur-ee!beatyr <- usenet
... beatyr@ee.ecn.purdue.edu <- arpa-net
... beatyr@pur-ee.UUCP <- UUCP
----

500. Atari and Advertising

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 14:23:01 UTC
From: bryan@ihnet.ATT.COM
Message-ID: <586@ihnet.ATT.COM>
Source record: 255800

Just because Atari does not advertise the ST, does not mean
that there will be no Atari ST's sold. After all when was the
last time you saw an ad for Sun Micro Systems in any media ?
The best advertising is not done in magazines or on the tube but
by word of mouth, or through product reviews. The only advertising
Atari should do, is when 1 Million ST systems are sold. When this
happens they ought to rent out some big ship (Like DIGITAL did) and
through the worlds biggest party/show. Also I think Atari should
not sell the Abaq? with the ATARI label on it but with the label
of Atari's Parent company "(TTL) Tramiel Technologies Limited.
I don't think Atari can break in to the Work Station environment
with their "toy/game computer image" which has kept Atari ST's out
of business markets, and stuck in the home/hobby market.

ihnet!bryan
Bryan DeLaney
AT&T Bell Laboratories
Naperville IL

501. RE: Turbocharging the ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 15:21:34 UTC
From: dorian@eddie.MIT.EDU
Message-ID: <7585@eddie.MIT.EDU>
Source record: 255651

I received the following message in response to my request for info
about installing a 68010 or -020 in my ST:
+---+

Hi,
I did the software part of the replacement of the 68000 with an
68020 in an ST, and maybe this is a good moment to report our
results. Note that although I have obtained a degree in EE long
ago, I'm not a hardware guru. This was a two person project
(Henk did the hardware stuff, I did the software).

Forget about using the 68010. It brings a lot of trouble without
any significant speed change (expect a few percents due to the
loop mode).

We therefore went straigt to the 68020. We decided to use the
PAK-68 card, as described in c't, august 1987 (a German
magazine). This card replaces the 68000 with an 68020 and
optionally an 68881. The 68020 works with a 16 bit data bus.
Also additional logic is provided for synchronous bus cycles.

As already stated by c't, and confirmed by Atari Benelux, this
board does not work with TOS. Probable cause: timing loops
and weird code (example: build your own stack frame and do an
RTE). The whole thing works with RTOS (a real time os from
Germany, not related to TOS).
Since RTOS is not that cheap, we decided to do some own
experiments first. The following was done:
>From Johan Stevenson, I obtained a beta release of MINIX (thanks
Johan). I made a new bootstrap routine. It worked.
(Ok, it was not that easy, its hard to debug bootstrap routines)

The results were a litte discouraging though.
We only tested with the dhrystone benchmark, as posted on the
net before. Minix/68000 did around 714 dhrystones/second.
This is almost equivalent with the DRI compiler from TOS, but
since both minix and the benchmark program on minix are compiled
with this compiler, this is not surprising.

The results on the 68020 were:
cache enabled: about 769 dhrystones/second
cache disabled: about 515 dhrystones/second.
There is no explanation why the latter result is so much worse
than the 68000 results. The difference with cache enabled and
disabled is about what was expected.
And this is where the story ends...

Henk sold his system, and I did not feel capable enough to find
the cause of this delay. I don't feel that the gain obtained now
is worth the investment in this card.
Any other experiences/results??

By the way: the response from Atari Benelux has always been one
of laughing: what you're trying to do is impossible.
Well, it can be done. Not with TOS, but only with real operating
systems (which use interrupts for I/O instead of timing loops).

Anyway: does anyone know exactly what to do when writing your
own loader for TOS. I know the story in the hitch hikers guide,
but would appreciate some additional info. Anyone?

Oh yeah; about that PAK card. In the november issue of c't they
describe a small card to switch between 68020 and 68000. For
those who want to go to the 68020 but don't want to give up TOS
completely (to play PSION?)

Please reply to the address below, and not to the address in the
header, since this is a shared account. Thanks in advance.

Frans Meulenbroeks
Centre for Software Technology
...!mcvax!philmds!prle!cst!meulenbr
or ...!uunet!prlb2!cst!meulenbr

+--+

-Dorian->

502. Re: OS/9 and other operating systems

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 16:41:00 UTC
From: markb@bucc2.UUCP
Message-ID: <56200001@bucc2>
Source record: 255652

> Which candidates do I see? Well, there are OS/9 and RTOS-UH. MINIX is
> being ported and there are even rumours about UNIX. I've read very
> positive articles about EUMEL (which I have never used or seen at work)
> in German magazines. There may be more. Hope we'll know soon.

> I hope this will be the start of an interesting and useful discussion.

I remember reading a Xenix ad for the ST in a back issue of STart
magazine about a year ago, but I haven't seen any advertisments since
then. Xenix would be a good OS for the ST. With a good
implementation, it should provide multitasking, Unix capability,
reliability, etc. I used to work at a Junior College, and we had a
Tandy 6000 (with a 68000) that ran Xenix. I was surprised at how much
I liked it. The implementation of Xenix itself on that system was
enough to turn a Trash-80 into a serious computer.
If anyone knows anything more about this Xenix, then I would
really like to hear more about it. I haven't been able to find that
ad... By the way, what are the major differences between Unix and
Xenix? After working with both OS's quite a bit, I really haven't
seen any big differences.

503. STevie

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 16:49:36 UTC
From: martin@lakesys.UUCP
Message-ID: <308@lakesys.UUCP>
Source record: 255653

Thanks to all who replied to my plea for assistance with a missing ctype.h file to compile the STevie source. We now have it up and running.

Thank you all, once again.

Marty
--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

504. Re: Any good drawing programs [Thanks all...]

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 20:10:41 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <2249@brspyr1.BRS.Com>
Source record: 255654

My thanks to all who responded.

It seems like there is one unanimous choice for the ST -- that
being EZdraw (or EasyDraw) from Mi-Graph. I am told it is object
oriented and works on a printed page scale.

Other suggestions were Publishing Partner (if more text is desired),
and Nvision (which may be the same as Paintworks).

Thanks again to all who responded.
--
tim@brspyr1.BRS.Com
uunet!steinmetz!brspyr1!tim
== Tim "The Enchanter" Northrup

505. Message of 2-Dec-87 14:02:56

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 20:15:58 UTC
From: Postmaster%ADMIN@UNCAEDU.BITNET
Message-ID: <8712072153.AA00518@ucbvax.Berkeley.EDU>
Source record: 255655

```
Message undeliverable and dequeued after 3 days:
WRSturm@INS.#DECnet: Cannot connect to host
------------
Received: from UcEdu.UNCA.AdhocNet.CA by ADMIN; Wed 2 Dec 87 14:03:01-MDT
Received: from CANADA01 by UNCAEDU.BITnet via BITNET ;
Wed, 2 Dec 87 13:24:27 MST
Received: From CANADA01(MAILER) by UNCAEDU with RSCS id 5971
for RFORSTER@UNCAEDU; Wed, 2 Dec 87 12:40 MDT
Message-Id: <871202132429.06d@UcEdu.UNCA.AdhocNet.CA>
Received: by CANADA01 (Mailer X1.24) id 5929; Tue, 01 Dec 87 23:25:18 EDT
Date: Tue 1 Dec 87 16:50:00-PST
Reply-To: <Info-Atari16@Score.Stanford.edu>
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
Comments: Resent-From: William "Chops" Westfield <BILLW@Score.Stanford.EDU>
Comments: Originally-From: Info-Atari16 Digest
<Info-Atari16@Score.Stanford.EDU>
From: William Chops Westfield <BILLW@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V87 #392
Comments: To: info-a16%MARIST.BITNET@WISCVM.WISC.EDU
To: name unknown <EDSTROM@UNCAEDU>,
"'Russell M. Forster'" <RFORSTER@UNCAEDU>

Info-Atari16 Digest Friday, October 30, 1987 Volume 87 : Issue 392

This weeks Editor: Bill Westfield

Today's Topics:

Re: Questions about Publishing Partner
Atari CD-ROM to be shown at Comdex
Re: Empire
Re: Atari/Perihelion Transputer Machine Spec
where to post
floating-point format
Re: Info-Atari16 Digest V87 #382
Sizes and types (was: 32bit = 16bit x 16bit)

------------------------------------------------------------------------

Date: 27 Oct 87 21:17:00 GMT
From: apollo!weber_w@EDDIE.MIT.EDU (Walt Weber)
Subject: Re: Questions about Publishing Partner
To: info-atari16@score.stanford.edu

In article <483@tnosel.UUCP> remco@tnosel.UUCP (Remco Bruyne) writes:
>I have a few questions about Publishing Partner:
```

> 1) Are more fonts available than the standard delivered ?

Yes - they can be purchased directly from SoftLogic, or a dealer can
purchase at discount and sell at retail. Clip art (both mono and color)
is also available, in DEGAS format. Included are newer printer drivers,
which require PP version 1.02 to execute properly.

> I always use postscript output; does this have consequences for
> the files you need to use a specific font ?
I don't believe so, since the existing fonts are drawn on the output page,
and not printed as characters.
> 2) Can fonts only be used for postscript output when the laserprinter
> supports the required font or can a font be downloaded ?

One of the newer postscript drivers includes screen fonts for fonts which
exist in the laserprinter's local memory, and a driver which uses the
correct commands to invoke the resident fonts. I do not believe there is
support WITHIN PUBLISHING PARTNER for downloading of fonts, but you might
be able to insert a "header" to the file which would give postscript commands
to remap a font you had already loaded to an existing font, which would then
be called by your PP-generated postscript output file.

> 3) Can text which is routed from column A to column B be un-routed
> (i.e. can all text be put back in column A) ?

Does it still show the "text overflowed" icon at the bottom of the column?
If yes, have you tried changing the point size of the entire column until it
all fits? I do not recall any specific problems here, so this is the approach
I would take in investigating the issue.

--
Walt Weber PHONE: (617) 256-6600 x7004
Apollo Computer GENIE: W.WEBER
Chelmsford, People's Republic of Massachusetts

Date: 27 Oct 87 20:13:26 GMT
From: voder!kevin@ucbvax.Berkeley.EDU (The Last Bugfighter)
Subject: Atari CD-ROM to be shown at Comdex
To: info-atari16@score.stanford.edu

In the Monday, October 26 issue of Electronic Engineering Times there is
an article on page 49 on the new Atari CD-ROM drive which Atari is expected
to show at the Comdex show next week. The half-height drive is slated for
U.S. delivery before the end of the year and may be in the $500-$650 range.
The drive will feature an SCSI-like port that will allow it to link to
both the Atari PC and the ST series and, with slight modifications, other
systems. The drive is being supplied by an unnamed Japaneses manufacturer
and will also have stereo audio playback for use with CD laser-audio disks.
The article also mentions the Apple CD-ROM but gives no introduction date.

--
Kevin Thompson {ucbvax,pyramid,nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
myself but I'm told they can be very effective."

Date: 27 Oct 87 20:23:41 GMT
From: PT.CS.CMU.EDU!andrew.cmu.edu!ws1i+@cs.rochester.edu (William Manchester
Shubert)
Subject: Re: Empire
To: info-atari16@score.stanford.edu

I have a public domain version of Empire...well, at least the listings. I
know the guy who ported Empire to C on the IBM, then took a bunch of his
listings, and moved them to the ST. They worked, but just barely (although
they were amazingly fast...it seems that since Empire took up more than 64K
it ran very slow on the IBM, so on the ST it was blinding.)

Anyway, I was never much of a fan of Empire, so since it still had a few
problems I sort of gave up. If anybody really really wants the listing (to
finish the job) send me mail. The listing is NOT public domain, so I would
first have to ask my friend for permission.

PS - What doesn't work is the "?" command and saving/loading.

Date: 27 Oct 87 00:32:23 GMT
From: xanth!kent@ames.arpa (Kent Paul Dolan)
Subject: Re: Atari/Perihelion Transputer Machine Spec
To: info-atari16@score.stanford.edu

Yeowie! I want to see this thing with a 3D joystick, roaming the
Mandelbrot set in real time and 16 colors at > 1K x 1K resolution.
Whee! What the heck, how about _two_ joysticks, 1, 3D and 1, 2D, and
we can take a wild cruise through the Julia sets, or that 4D version
of the Mandelbrot set hinted at in the last Scientific American
Computer Recreations column. If it's fast enough, and will do NTSC
out of that 512 x ? x 32 bpp mode, you could preprogram a cruise and
record it in real time without worrying about single frame video.
Awesome! I may actually have to work for a living for a few months to
scrape together the price.

(Naaah, calm down Kent; you're getting irrational again. ;-)

Kent, the (totally weird) man from xanth.

Running for president on a pound of caffeine, an ounce of sense, and a
program of increased exploration and exploitation of space. Support
your (probably non-existent - get busy!) local branch of the Birthright
Party: "The birthright of mankind is the stars!"

Hey, it's better than dwelling on your stock portfolio; at least here
you've got a chance for a laugh or two. ;-) Yum! Eat them plastic
chickens, brethren! Call me when I'm elected; 'til then, I'm going to
take a nap.

Date: 27 Oct 87 23:38:27 GMT
From: phoenix!mpsimon@princeton.edu (M. Patrick Simon)
Subject: where to post
To: info-atari16@score.stanford.edu

In a recently posted article on comp.sys.atari.st Dale Schumacher writes:
....
> I've sent direct mail to a few people, including Jim Turner, about how
>I should make sources for MicroEMACS 2.18 and dLibs v1.0 available to the
>largest number of people. So far I've gotten no responses which included
>any directions for posting procedures I should follow. The only reponse
>I did get suggested reaching Jim Turner.
> I've received requests from a few people for these sources and would
>very much like to fill those requests, but would like to avoid using the
>postal service if possible. This "node" is an ST running my own implmentation
>of something like UUCICO, so I can't FTP, etc., but I can do direct mail.
>Would someone please send me directions for posting this code?
>
> Dale Schumacher
> ..ihnp4!meccts!stag!syntel!dal
> (alias: Dalnefre')

The following are the various ways I have seen mentioned to post something:

1. The ATARINET subserver on bitnet has the following three lines in the
index file:

+** ATARINET is a subserver of UH-INFO **
+** Send comments and files for **
+** ATARINET to UACE0 at UHUPVM1. **

Keep in mind that this is on bitnet (so mail would go to
UACE0@UHUPVM1.BITNET). Also, if you post to ATARINET, you
might want to seek out a volunteer with interactive bitnet
access to test the validity of your posted program as it appears
on the server. (Occasionally, ATARINET has a corrupted file
on its public distribution list.)

2. The following message appeared on comp.sys.atari.st a while ago. Note that
all addresses mentioned refer to arpanet, so from a non arpanet site, you
would need to append .ARPA to the end of each e-mail address.

+The Arpanet/DDN archives for the atari are ready for use. FTP to
+RADC-SOFTVAX, and login as GUEST with password GUEST. The current list
+of files is 'atari16/files.doc', GET this file for an updated list of
+what's available. If anyone has a particular program they want, send a
+message to us, and we'll see what we can do. The maintainers of the

+archives are: Rodney Peck (Peck@RADC-MULTICS) and Marc Poulin
+(Poulin@RADC-MULTICS). Enjoy.
+ >>Marc
+--
+ Marc C. Poulin AT&T: (315)336-7564
+ MicroByte Distributors ARPA: Poulin@RADC-MULTICS
+ 6480 Monument Road Archive@RADC-SOFTVAX
+ Rome, NY 13440-7210 CIS: 72737,2703
+--
+ 'Xerox your lunch and file it under "sex offenders!"'
+ -Zippy

3. Score, the machine that info-atari16 flows from/through, also has a
public domain library that is ftp'able. I am not sure how to post to
that archive, but I suggest you send an e-mail message to
INFO-ATARI-REQUEST@SCORE.STANFORD.EDU asking for instructions.

4. LISTSERV@CANADA01 and LISTSERV@FINHUTC are servers that keep track of
info-atari16 articles and I am not sure what all else. I don't use these
because I have never really needed to. Both of them are on bitnet (add
.BITNET to the mailing address). Also, I think FINHUTC is in Europe, so
if your programs will not run on European machines, I would suggest you
not post there.

5. The following article was posted to comp.sys.atari.st not too long ago:

+Article 3933 of comp.sys.atari.st:
+Path: phoenix!princeton!udel!rochester!bbn!husc6!cmcl2!rutgers!sri-spam!ames!
+ amdcad!sun!imagen!atari!daisy!turner
+From: turner@daisy.UUCP (D'arc Angel)
+Newsgroups: comp.sys.atari.st
+Subject: comp.*.atari.st
+Message-ID: <572@daisy.UUCP>
+Date: 26 Oct 87 15:30:26 GMT
+References: <8710191910.AA16187@ucbvax.Berkeley.EDU>
+Organization: The Houses of the Holy
+Lines: 36
+
+>
+> When someone says he has posted a program to comp.binaries.atari.st, just
+> what does that mean? Where is it? How does on access it? Is it accessible
+> from arpanet?
+
+comp.binaries.atari.st and comp.sources.atari.st are moderated newsgroups
+(by yours truly) for the postings of (i'll bet you guessed) source programs
+and binaries fot the atari st series. If a program is posted by me it means
+that i have tested it (to the best of my abilities), put it into a packaged
+form (arc or shar), unpackaged it just to be sure, checksummed the pieces,\
+and finally posted it.
+
+I am also currently mailing all postings to ...umix!hyc (Howard Chu) who

+has promised to make them available on alternate nets.
+
+other archive sites are INFO-ATARI16 and UHACE, i'm sorry to say that i've
+forgotten the full addresses to those sites
+
+To submit a program(s) for posting please mail to:
+
+....{ucbvax|decwrl}!imagen!atari!daisy!turner
+
+or
+
+....nsc!daisy!turner
+
+If you need copies of arc or uudecode/uuencode to decode the posting, please
+send me email
+
+I hope this helps...
+
+--
+C'est la vie, C'est la guerre, C'est la pomme de terre
+...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
+Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
+Mountain View CA 94039-7006. (415)960-0123
+

I hope you have better luck translating addresses like ...!daisy!turner
than I do. I think these operate for a different network than the one
I am on. In any event, I am pretty sure that turner can be
reached at TURNER@DAISY.UUCP. Please note that
for whatever reason (new job hopefully) Jim Turner seems to be running
a bit behind schedule (i.e. it may take a few weeks from the time you
mail to him until he posts; I assume this is because he is busy but also
because he checks everything that is posted to make sure it works).

Good luck. I hope something is this little note is of some help.

--Patrick Simon mpsimon@phoenix.princeton.edu 10-27-87

Date: 28 Oct 87 01:56:19 GMT
From: sandra@cs.utah.edu (Sandra J Loosemore)
Subject: floating-point format
To: info-atari16@score.stanford.edu

While in the process of trying to find out why my Lisp cross-compiler
wouldn't handle floating point constants properly, I found a goof in
the Alcyon C V4.14 documentation. It claims that, in the Motorola FFP
format, the exponent in bits 0..6 is stored in its two's complement
representation, but in reality it appears to be biased by 64 and stored
as an integer in the range 0..127. Bit 7 is the sign bit and the unsigned
mantissa is in bits 8-31; there is no "hidden bit".

-Sandra

To: Info-Atari16@SCORE.STANFORD.EDU,
Subject: Re: Info-Atari16 Digest V87 #382
In-Reply-To: Your message of Mon 26 Oct 87 14:07:53 PST.
Date: 27 Oct 87 08:33:41 PST (Tue)
From: kend%tekchips.tek.com@RELAY.CS.NET

PLEASE REMOVE ME FROM YOUR MAILING LIST

Date: 28 Oct 87 04:20:12 GMT
From: eris!mwm@jade.Berkeley.EDU (Mike (My watch has windows) Meyer)
Subject: Sizes and types (was: 32bit = 16bit x 16bit)
To: info-atari16@score.stanford.edu

[Followups have been pointed to net.lang.c.]

In article <3626@sol.ARPA> crowl@cs.rochester.edu (Lawrence Crowl) writes:
<In article <2262@sfsup.UUCP> mpl@sfsup.UUCP (M.P.Lindner) writes:
<>3. as for the people who say "Never use the basic types", I say the following:
<> 1. use "char" to mean a character or a byte (guaranteed in K&R)
<
<Use char to mean a character. Use "typedef char applicationtype" when the best
<implementation for the intended use happens to be a char on your machine. My
<six bit char may not give the range you assumed because of your chars are
<twelve bits.
<

Sigh. This seems to come up every so often, and generates the same
discussion each time. Why not go right to the end this time?

First, lets discuss sizes. K&R says that shorts are no bigger than
ints, and longs are no shorter than ints. dpANS adds that shorts are
at least 16 bits, and longs at least 32. Since K&R alone allows a
simple a 2-bit typefor short, int and long, it's kind of useless. So
we'll assume the dpANS.

Given those sizes, the "simple" rules are as follows (MP linder got
them right).

1. Use "char" to mean characters, or bytes.
2. Use "short" for small integers which need to be small.
3. Use "int" for small objects for which size doesn't matter.
4. Use "long" for anything that won't fit in 16 bits.

Now, some notes:

1) Never use "char" to hold something being used as an integer. You
have no idea how big it may be on some other machine. Of course, if
something external requires a byte instead of a short for such, you
have no choice.

2) "Small" integers fit in 16 bits. If they don't fit in 16 bits, use long, period.

3) ints should be the fastest type that holds at least 16 bits. Unfortunately, dpANS kept the K&R "most natural" wording, which means there may be environments where ints *aren't* the fastest type.

The above will mean your code ports to dpANS compilers with no problem, except for longs > 32 bits on your machine. Also, if your machine doesn't look like an "ansi" machine (18 bit shorts, say), then you may not be getting the best type for the machine. To avoid that, you can add a level of artificial types between the compiler and your code.

To wit, you create typedefs for "int#" and "uint#". These types are signed (unsigned) ints with # bits of magnitutde. This kind of thing is trivial to do. For instance the following works for most byte-addressed machines with eight-bit bytes:

```
typedef signed char int1, int2, int3, int4, int5, int6, int7;
typedef unsigned char uint1, uint2, uint3, uint4, uint5, uint6, uint7, uint8;
typedef signed short int8, int9, int10, int11, int12, int13, in14, int15;
typedef unsigned short uint9, uint10, uint11, uint12, uint13, uin14, uint15,
uint16;
typedef signed long int16, int17, int18, int19, int20, int21, int22, int23,
int24, int25, int26, int27, int28, int29, int30, int31;
typedef unsigned long uint17, uint18, uint19, uint20, uint21, uint22, uint23,
uint24, uint25, uint26, uint27, uint28, uint29, uint30,
uint31, uint32.
```

Include the file (which should be tuned for your machine, and then declare everything that needs to be larger than 16 bits, or everything for which being small is important, of the type appropriate for it's size. For things that fit in 16 bits for which size doesn't matter, use int. Portability to any architechture that supports the limits you've chosen, and (if the file is set up right) you get the smallest size that works correctly for your application.

Notes again:

1) I chose the smallest size for each that worked. Things for which size matters win this way. Small things that need to be fast wind up as int. So all that's left is things larger than 16 bits that need to be fast. Doing "fint#" and "fuint#" would be possible, but it's not clear how useful such is.

2) Not an int# is # bits of *magnitutde*. Thus, there's no int32 on a machine with 32 bit longs. Likewise int16 needs to be a long, and int8 needs to be a short.

3) I violated the rule about using chars as small integers. But the file is set up on a per-machine basis, and so should be right for the machine you're on.

4) This obviously takes care of machines with odd-sized words not getting the smallest size that works under the simple rules. However, it also helps with the problem of applicatins that really need longs larger than the dpANS minimum, because those types won't exist on machines that don't support them. The resulting code dies at compile time when moved to such a machine, and names the variables that need more bits than they can get. While not as good as running correctly and dieing on overflows, this is much better than producing incorrect results when the "long" would have overflown.

Finally, as Lawrence Crowl notes, you should use typedefs for applications sizes whenever it's appropriate. If you're following the simple rules, this makes it easier to change the code to take advantage of odd-sized words on machines that have them. It leads to more readable code in either case.

The sized int rules are still a win even if everything is typedef'ed to some application name, because 1) the size used by the object is always documented, and 2) all the size-specific types can be fixed by editing one short file.

<mike
--
[Our regularly scheduled .signature preempted.] Mike Meyer
The Amiga 1000: Let's build _the_ hackers machine. mwm@berkeley.edu
The Amiga 500: Let's build one as cheaply as possible! ucbvax!mwm
The Amiga 2000: Let's build one inside an IBM PC! mwm@ucbjade.BITNET

End of Info-Atari16 Digest
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506. Hard disk boot???

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 21:56:52 UTC
From: 870646c@aucs.UUCP
Message-ID: <624@aucs.UUCP>
Source record: 255656

Summary:Auto booting 204?

Keywords:Hard disk, GEMBOOT

I have a few questions for anyone using a SH204 with a Mega ST. I have a Meag2
with a SH204, I have being auto booting from the hard disk using HDB_V2.3, I
used to be able to auto boot from the floppy when the CTRL,SHIFT, and ALT.
keys were held down, well since I started using the Mega, the machine always
boots from the hard disk with the keys down or up????????????? I am also
using GEMBOOT to overcome the 40 folder limit in TOS(has it been fixed with
the new ROMS). So I thought no big deal I will just kill the boot sector on
drive C when I want to boot a disk from drive a(copy protection is a real
pain in the ass for the owners of hard disks), when I kill the boot sector
the machine will not auto boot from drive "A"?????????? So then I thought
well I will try and run the hard disk driver prg. to get back into the
"C" drive, no good, when I run the driver prg. it tells me that I am using
a set of ROMS not from ATARI, has there been a new driver written for the
SH204 and MEGA? Well to finish it off I ran the boot sector prg. from drive "A"
and reinstalled the boot sector on drive "C", well she boots up fine again
from the hard disk, but no auto boot from drive "A". HELP!!!!
later
Barry

507. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-05 22:54:46 UTC
From: ford@crash.cts.com
Message-ID: <2094@crash.cts.com>
Source record: 255657
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

**** FLAME ON ****

In article <4567@pyr.gatech.EDU> gt4785b@pyr.UUCP (David Carter) writes:
>... Yeah, it would be nice to have a seperate, dedicated MIDI jack, but
>a) you usually never print while MIDI-ing, and b) many people will never use
>their Amigas for MIDI, so it would have been wasted money.

First of all, a MIDI interface connects to the serial port, not the printer port. So, although some people have serial printers, the problem is more general than whether you want to print and 'MIDI' at the same time. I have a terminal program running absolutely every minute that my Amiga is powered on (usually 24 hours/day). Because of the Amiga's hard-coded single-serial-port software design, I can not conveniently use MIDI on my Amiga. Even if auxiliary serial ports were available, all Amiga software that does non-trivial serial I/O (including MIDI) uses the built-in port.

The current system of software access to a MIDI device is consistent and works well with any manufacturer's MIDI adapter. The software incompatibility between different MIDI adapters that has been suggested does not exist, since MIDI access is done through the normal serial.device.

The problem is: Amiga system software supports the existence of other serial devices, but does not allow using them to connect a serial printer with a consistent software interface (i.e. printer.device won't work). This means that serial printers can only be connected to the built-in serial port. Amiga communications application software only supports the built-in serial port. This means that modems can only be connected to the built-in serial port. Amiga MIDI software only supports the built-in serial port. This means that MIDI devices can only be connected to the built-in serial port.

The cause of this is mainly that from the beginning, C=A has said to developers: "If you want to do serial I/O, here's what you do: You open the built-in serial-port, set up the parameters...". And that is what the developers did.

I wish the Amiga's software were at least as expandable as its hardware.

In article <3813@trwrb.UUCP> sansom@trwrb.dsd.trw.com.UUCP (Richard Sansom) writes:
>I use my printer all the time with my current MIDI setup (1040 ST, various
>software packages, DX27, TX81Z, TR505). If I had to disconnect my MIDI port
>each time I wanted to print something, I'd go nuts.

A 1040 ST, eh? What does this have to do with the subject "Amiga and MIDI"? Oh, you're saying that it's nice to have a dedicated MIDI device. This is fine, but that does not mean it has to be included with the computer. This

just increases the cost of the system without increasing its usefulness for most people. The Atarioids are always saying that the Amiga costs too much, but are so proud of their built-in MIDI port that increased the cost of their system and will probably never be used.

> Also, what makes you so
>sure "many people will never use their Amigas for MIDI"?

Consider the number of people in this country who use MIDI devices. Let's make a really liberal estimate and say it's a whole one percent of the population. Now consider the people who own Amigas as a sample of that population. Since many people who chose to buy an Amiga did so because of some technical or artistic interest, let's say that there will be a greater incidence of MIDI users, maybe even 5 times as many. Maybe even ten times as many. That still leaves 90 percent of Amigas that will never even be in the same room as any MIDI equipment. Whether that number is "many" is a matter of definition, but it certainly indicates that making those 10% of the users pay for everyone to have a MIDI port is silly.

**** FLAME OFF ****

I think Commodore made a good compromise in providing a general purpose port that can be used for modems, printers, MIDI, and many other things. This minimizes the cost to the users with simple applications, and provides a lot of functionality to the avarage user.

The problem is that the software was not made expandable enough for sophisticated applications. The capability is there, but the software implementation makes things difficult. Note that by "sophisticated applications" I do not mean bizarre uses of the Amiga that its designers never anticipated, nor some "power user" that wants the Amiga to do the work of 25 computers. I mean the sorts of things that people expect from computers these days; things that even IBM-PC's can do. The Amiga is a sophisticated computer, I hate to see it limited in unnecessary ways.
--

Mike Ditto -=] Ford [=-
P.O. Box 1721 ford%kenobi@crash.CTS.COM
Bonita, CA 92002 ford@crash.CTS.COM

508. Re: Where have all the Amiga'a gone ?

Newsgroup: comp.sys.atari.st
Date: 1987-12-06 04:15:30 UTC
From: 870646c@aucs.UUCP
Message-ID: <625@aucs.UUCP>
Source record: 255658

Has everyone seen the Amiba ad showing the nerdy(?) little kid multitasking
the games, well if I was a business man I sure would want to see a whole bunch
of those machines in my office, just think I could save a whole bunch of money
and get one at the "K-MART or Can. Tire", give us a break please, no one
is going to buy an Amiba for a business based on this ad. What they should be doing is
aiming the ads at the business people. Don't get me wrong, the Amiba is
a good machine, but in order to sell them to the business people you do not
aim your ads at the kids.
later
Barry(as always I speaks for myself)

509. Re: Info-Atari16 Digest V87 #440

Newsgroup: comp.sys.atari.st
Date: 1987-12-06 08:17:52 UTC
From: $CS7125@LSUVM.BITNET
Message-ID: <8712061505.AA03607@ucbvax.Berkeley.EDU>
Source record: 255659

PLEASE REMOVE ME FROM THE MAILING LIST AS MY ACCOUNT WILL NO LONGER BE VALID

510. Re: Atari Marketing Strat. --- con't

Newsgroup: comp.sys.atari.st
Date: 1987-12-06 09:58:00 UTC
From: EJGEORGE@SUNSET.BITNET
Message-ID: <8712061737.AA05104@ucbvax.Berkeley.EDU>
Source record: 255660

Neil,

I've been reading this newsletter for quite a while now, but this is
the first time I've put in my word.

I'd classify myself as an average Atari ST user; I have a basic 520mono
set-up w/ SD drive, an Anchor modem and a Panasonic printer. I like my set-up
VERY much (although I'd like to move up in memory, etc). I bought a basic
Atari 800 about '83 and used it a lot (my father still uses it). I decided
to upgrade with-in Atari because I liked the 800 and the company, and it was
cheaper than a MAC. I always felt the 800 was nearly equivilent to the
Apple II and told all my friends that. Now that I have the ST I do feel it is
equivilent to the MAC (well it COULD be!). Now here's the thing...

There has been much talk for quite awhile about many things that the
Atari Co. should be doing. These comments and suggestions are from LOYAL and
SATISFIED users. This is perhaps the *BEST* market research that could be
done. Not only are most of the users on the net loyal and satisfied, but most
(if not all) are intelligent college students/faculty. WHY NOT LISTEN TO US?

We like Atari and we want Atari to do well just as you do! Please
give us, your users, credit, and use some of the suggestions presented here.
A commercial or two is not going to Bust the Atari Corp. In fact it will
probably do just the opposite! (wouldn't that be nice?) Advertising is an
age-old business...it's been working for a LONG time...why not try some? I'm
sure this is obvious (is it?) but if you advertise, people will buy more
atari's, software writers will be more willing to write for the ST, there will
be more ST software, more people will now buy the Atari because it is
supported, more software will be written, etc., etc., and Atari now out-sells
both Apple and IBM (O.K., maybe I won't push it that far), but you get the
point.

Anyway... you get my drift, Neil. I really like the Atari, and I want
to see it succede (and I want to be able to tell my friends with MAC's where
they can **A-hem**). Please give us something to be proud about! Give us
a company that really does care about its customers! Thanks!

Edwin George
Syracuse University
EJGEORGE@SUNSET.bitnet

511. Re: Gulam auto-boot

Newsgroup: comp.sys.atari.st
Date: 1987-12-06 16:26:09 UTC
From: martin@lakesys.UUCP
Message-ID: <311@lakesys.UUCP>
Source record: 255661

Thank you, Eric for posting your solution to the Gulam auto-boot problem!
Now when I don't want to go thru a full GEM boot I'm not forced to.

Thanks again,

Marty

P.S. It's also nice to see code for MJC! :-)

--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

512. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-12-06 19:14:13 UTC
From: bob@wiley.UUCP
Message-ID: <1614@wiley.UUCP>
Source record: 255662

I have tried calling several places including "The Catalog," and they
all tell me that K-Resource is no longer available. If anyone does know
where I can get it, then please tell me.
--

---Bob Amstadt
bob@wiley.uucp
{csvax.caltech.edu,uunet.uu.net,trwrb.uucp}!wiley!bob

513. ST Pro GEM articles

Newsgroup: comp.sys.atari.st
Date: 1987-12-06 22:41:44 UTC
From: c9c-eh@dorothy.Berkeley.EDU
Message-ID: <5234@zen.berkeley.edu>
Source record: 255663

[Uh-oh! The line eater struck again!]

It has recently come to my attention (while reorganizing my disks)
that I am missing the ST Pro GEM columns #13 and #14, and the associated
source codes. Would some kind soul please PLEASE mail these to me REAL
SOON? I need to get them before December 12th, when my account goes away
into limbo. Thank you!

Disclaimer: I'm not associated with \ /\ /arner
the latest revision of SANITY. \/ _/
Address: ucbvax!dorothy!c9c-eh |oung
c9c-eh@dorothy.Berkeley.EDU __|
(but not for long!)

514. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 00:16:14 UTC
From: haitex@pnet01.cts.com
Message-ID: <2100@crash.cts.com>
Source record: 255665
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

Nic,

I tried this, on a programmable synth, and it don't work.
What you get is kind of a Barber-Pole scale, but I can
definitly recognise the roots. I tried it both starting on
the root and ending on the root, and starting on the root
and ending on the 7th, in the Major, Minor, and Minor Harmonic
Scales.

What does seem to work is simply to use at least 4 seperate
voices to gernerate independent, evenly spaced tones with
increasing frequency. When a voice reaches an upper bound
(the higher the better) set it back to something under 40hz.
Also, non-linear (increasing) functions of freq. vs time
seem to work better, but the programmablity of the synth
hindered me from better exploration of possible functions.

Both of these sounds are intersting. If I ever decide to
learn to program the audio portion of the Amiga maybe I'll
writeup a quicky demo of these effects.

Thanks,

Wade.

[Sorry for the typos - I hate line editors!]

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
ARPA: crash!pnet01!haitex@nosc.mil
INET: haitex@pnet01.CTS.COM

515. BMS Boards, IMI drive mechanism, related problems...

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 01:50:16 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <2903@tut.cis.ohio-state.edu>
Source record: 255664

After some delay from BMS on delivering my boards (due to delays on some cables to them) I finally got my BMS boards. And with success: the IMI drives (at least the one of the two I tried) worked. It formatted out to about 15Mb (that was the last I tried) with similar parameters to the Seagate ST506 parameters provided with bmsinit.prg, but with 6 heads and double the amount of cylinders (I think.) However, right now I am using a MiniScribe 20Mb that a friend loaned me (more capacity, smaller, faster.)

I have encountered an interesting problem, however...

After trying to download an archive with Uniterm 1.7b, then trying to download a uuencoded file, Uniterm gives me this nonsense about "Disk Write failed: No space on disk" crap. Well, I think, this is not right; there is only around 2.2Mb on my 10Mb C: partition.

Sure enough, however, on returning back to the desktop and checking with "Show Info", GEMDOS tells me that 0 bytes are available and 2.2Mb are used. What gives?

If you get this mail, respond quickly, I plead. This is finals week at OSU and Thursday 12/10 I depart for my beloved home of NE Ohio :-) If you have any info about this bug, please post or e-mail me. Also, if anyone has TURTLE, the hd backer-upper or HINSTALL, which was mentioned a couple postings ago, *plueeease* e-mail, if possible.

Much appreciated...

Andrew Weaver, The Ohio State University College of Business
We don't need no iteration UUCP: ...!cbosgd!cis.ohio-state.edu!weaver
We don't need no flow control ARPA: weaver@tut.cis.ohio-state.edu
Hey! Pascal! Leave us kids alone!
All in all it was just another list in the code. -- The Code, by B. Manson

516. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 04:59:41 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2503@gryphon.CTS.COM>
Source record: 255666
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

Thanks for all the responses, in Email and otherwise.

I got about 25 responses, about 15 accurate, 5 said "read GEB" and
5 were from people on another planet.

Thanks to all.

--
Richard J. Sexton
INTERNET: richard@gryphon.CTS.COM
UUCP: {hplabs!hp-sdd, sdcsvax, ihnp4, nosc}!crash!gryphon!richard

"It's too dark to put the keys in my ignition..."

517. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 11:48:35 UTC
From: peter@sugar.UUCP
Message-ID: <1239@sugar.UUCP>
Source record: 255667
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

(Richard Sexton) writes:
> There was a display at the Ontario Science center, ohh, 12 years or so
> ago, about MC Escher, that had a ball bouncing "up" an ever increasing
> staircase, with this tone, going up in pitch.
>
> It went up in pitch for the 1/2 hour I stood there. :-)
>
> Any clues ?

See Johann Sebastian Bach's "endlessly rising canon". This is a very old
illusion, based on the fact that a note sounds very much like the same note
in the next octave.

Display hack time, Leo?
--
-- Peter da Silva `-_-' ...!hoptoad!academ!uhnix1!sugar!peter
-- Disclaimer: These U aren't mere opinions... these are *values*.

518. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 12:55:49 UTC
From: oster@dewey.soe.berkeley.edu.UUCP
Message-ID: <22087@ucbvax.BERKELEY.EDU>
Source record: 255668
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

I'm posting a Macintosh version of the Shepard Tone effect to [SUMEX]<INFO-MAC>. The program lets you go up or down forever, and includes an animated ball rolling around an endless staircase. See pages 717-719 of _Godel, Escher, Bach: an Eternal Golden Braid_ Douglas Hofstadter, Basic Books, New York, 1979, for a description of the sound algorithm.

--- David Phillip Oster -- This sentence is a life-like replica
Arpa: oster@dewey.soe.berkeley.edu -- of one by Douglas Hofstadter.
Uucp: {uwvax,decvax,ihnp4}!ucbvax!oster%dewey.soe.berkeley.edu

519. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 14:37:32 UTC
From: wtm@neoucom.UUCP
Message-ID: <823@neoucom.UUCP>
Source record: 255669
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

<< complaints about midi and terminal sharing same serial port>>

I've used the Amiga midi quite a bit with Deluxe Music Construction Set (verion 1.2 or whatever it is; had to send in an extra $20 for the upgrade and no copy-proof), and with Pro Midi Studio (no offer of a copyable disk). Both DMCS (a true dinosaur) and Pro Midi Studio do a pretty good job of thrashing the CPU.

If you expect to do a good job of time-stamping incoming events, you need to assure very quick response to interrupts from characters coming in from midi. Whith the current sophistication of software, this is tantamount to saying that your midi receive program should be the only user task running. Of course, I suppose you could impose a little priority setting to prevent the terminal emulator from munging the midi timing.

One thing that would be helpful would be to have a midi.device that does the time stamping in the interrupt handler itself. It is my understanding that is or will soon be avialable in Pro Midi studio. Such a device handler would alleviate the need from the controlling program being a hog to assure accurate timing.

There has been a lot of chatter about music-x being pretty neat, but I haven't seen it yet.

Naturally the Atari STs will suffer from the same technical problems with midi response as the Amiga. In the IBM world the soultion has been to use the Korg MPU interface as an outboard solution. Such an outboard solution would probably enhance the functionality of either the ST or the Amiga, but it does cost bucks. I have no involvement with the McIntosh, so I'll leave it out of the discussion for the moment.

Just having a DIN connector doesn't necessarily imply midi functionality. Serious music work requires that connector to have accurate timing. Both the Amiga and ST series have about the same shot at that. The Amgia has more complication, as it has a multitasking O/S that opens up the possiblity of shoving matches twixt programs. If a multitasking (as opposed to desk acessory) version of TOS is released*, it will have the same "problems" as the Amiga requiring programs to be good citizens.

*released meaning that it is announced *and* I can actually purchase it. Of course, both Atari and Commodore know more than a little about the art of vapor ware.

--Bill

520. Amiga-Atari filetransfer diskcopy etc.

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 14:55:57 UTC
From: WNNROUB@HUTRUU0.BITNET.UUCP
Message-ID: <8712071453.AA25797@jade.berkeley.edu>
Source record: 255670

Subject: Filetransfer between Atari and Amiga computers
To: comp-sys-atari-st@ucbvax.berkeley.edu
Keywords: Atari, Amiga, Filetransfer

Hi Everyone!
I've got the following problem, and I was wondering if anyone out there could help me out. My brother owns an Amiga 1000 computer. I work at the University of Amsterdam, where we have 4 Atari computers. Of course, I would like to know if there are programs available in order to enable me to read Atari formatted disks on our Amiga computer at home, and Amiga formatted disks on the Atari's. Does anyone know the whereabouts of such programs (preferably on public domain software) and how to obtain them? Also are there programs for the Atari that 'simulate' an Amiga? There is such a program for the Amiga (to simulate an Atari) :STEmulator.
Please send any Info to : U00254 @ HASARA5.BITNET and not to the sender of this posting. It's not easy for me to obtain the comp.sys.atari postings, so e-mail would be preferred.

Many thanks, Jacqueline (U00254 @ HASARA5.BITNET)

Astronomical Institute, University of Amsterdam
The Netherlands

521. Re: Alcyon C Bug N++

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 14:59:48 UTC
From: steven@cwi.nl
Message-ID: <140@piring.cwi.nl>
Source record: 255671

For people interested, here are a couple of bugs in the Alcyon compiler that we've been hitting our heads against for the last few weeks:

1) The compiler doesn't seem able to cope with nested initialisations. For instance, a struct with an array in the middle:

```
static struct foo table[] = {
{ ..... {.....} ......},
...
}
```

The compiler complains about mismatched braces.
Cure: 'unwrap' the struct declaration, so it's all at the same level.

2) In a construct like

```
bar *p = (expression1, expression2);
```

the result of expression2 gets coerced to int, and then back to bar *, meaning basically that you get bombs on the screen when you try to use p, due to a wrong address.
Cure: use

```
bar *p = (expression1, (bar *) expression2);
```

3) We believe that 'complicated' initialisations to auto variables in functions (for instance where the initialisation involves a call to another function) often come out wrong. However, by this point, we despaired, and stopped using the compiler, so we never followed up on it.

I might point out that we're trying to compile a BIG program: 30,000 lines of C, so just trying to trace bug 2 took us a LOT of time.

By the way, just for interest: to compile the lot from scratch, using a ram disk for temporaries would take 4 hours. When we reinitialised the disk partition, and copied the files back, a recompile only took 1.5 hours!

Steven Pemberton, CWI, Amsterdam; steven@cwi.nl

522. Texinfo etc etc etc

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 16:22:54 UTC
From: csrobe@ICASE.ARPA
Message-ID: <8712071622.AA08711@icase.arpa>
Source record: 255672

First, I have received about 30 request for the Texinfo stuff. I have answered almost all (except john@viper.lynx.mx.org -- i have tried several paths and they all bounce; and a handful who sent to #csrobe@wmmvs.bitnet -- it's a prime and the mail facility is an editor + command file == be patient i'll get to you [(**%^$&%*%^#%$ Primos!]).

Second, Texinfo.tex and Texinfo.texinfo should be showing up at

comp.*.atari.st (Thanks, daisy!turner)

and

listserv@canada01.bitnet (Thanks, sofpjf@uoguelph)

please look there (or ask a friend -- i know at least 25 other people have it! :-)

Third, I had to change the font loading in texinfo.tex. You should see several \font=cm... lines that are commented out and replaced with \font=am.... We had to do this, you may not need to. The original was Computer Modern (so i would suggest going with that if possible). If you do take out the \font=am... and replace it with \font=cm..., please not that one line was accidently duplicated \font=cmtt... (i think)! You should be able to find these on your own, but if not, you've been told! Good luck!

-chip

Chip Roberson ARPANET: csrobe@icase.arpa
1105 London Company Way BITNET: $csrobe@wmmvs.bitnet
Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe

---

PLEASE! PLEASE! PLEASE! If you send to the BITNET address above, please (i said please) use the '$' or a '#' as in $csrobe or #csrobe. I keep getting mail from the system administrator about my mail bouncing around inside the NAS (IBM 360 clone -yuk! :-(. I know it doesn't make any sense but that the powers that be made it! joy.

523. Re: Mastertracks Pro experiences on the Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 16:27:53 UTC
From: sansom@trwrb.UUCP
Message-ID: <3996@trwrb.UUCP>
Source record: 255673
Cross-posted to: rec.music.synth,comp.sys.atari.st

In article <7842@prls.UUCP> gert@prls.UUCP (Gert Slavenburg) writes:
>I understand that Passport is shipping Mastertracks pro for the
>Atari ST, a multitrack Midi sequencer with graphic score editing
>capabilities.
>
>I'm very interested in it, especially since it can work with
>the standard 'MidiFile' format, according to what I heard.
>
>Has anybody used it yet, and if so :
>
> o Is it reliable and more or less bugfree ?

I've had it for a couple of days now. It's _easily_ the best sequencer available for the ST. From what I can tell so far, it is very reliable and only has minor bugs (if you even want to call them that - for example, if while in step-edit mode you add a note which crosses into the next measure and then delete the note, the next measure still shows up in the song-edit window).

> o Is it copy protected ?

Yes. Passport will send a free backup copy to you when you send in your registration, and more backups are available for a small fee. As an aside, I was able to make a backup copy using one of the available copiers for the ST.

> o Can I use it with files on a harddisk ?
> o Can I put the program itself on my harddisk ?

Yes. When you're booting up, you'll need to have the original in one of your floppy drives, though.

> o Does it support format 0 and 1 MidiFiles (single track
> resp. multiple track) ?

Yup.

> o How much did you pay for it (the store here tries to get
> $ 345 a piece) ?

I paid $280 at Guitar Center in Torrance, CA.

> o And, most of all, HOW IS IT ?

Even though I've only had it for a couple of days now, I can state without a doubt (in my mind, at least) that Master Tracks Pro is by far the most professional sequencer available for the ST right now. Passport is said to

be working on a file compatible score editing program to accompany MTP and which will be available some time next year.

I highly recommend this product.

-Rich

p.s. I read a review in one of the Macintosh magazines (MacUser?) which stated (incorrectly) that the Mac version is superior to versions available for "other" compters (the ST, funny how the Mac mags still can't even say the word). Well, after going over both versions in the store, I found no differences between the Mac and ST versions (aside from the obvious cosmetic differences).

p.s.s I've both monochrome and color monitors - use monochrome with MTP!

--
Richard E. Sansom
TRW Space & Defense, Redondo Beach, CA
{decvax,ucbvax,ihnp4}!trwrb!sansom

524. Re: GEMBOOT and the Megas

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 16:28:55 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1987Dec7.082858.8471@mntgfx.mentor.com>
Source record: 255674

One of the other 40 folder fix programs that has floated around
(foldrxxx) works fine with the Mega ST ROM's.

dgc

525. Re: OS/9 and other operating systems

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 16:43:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100035@datacube>
Source record: 255675

AB084@DK0RRZK0.BITNET.UUCP writes:

<first few paragraphs deleted>

> 1. A good OS should have very few (favorably no) bugs. It should
> do what the documentation says, be predictable. No surprises
> wanted.

Agreed. The most important part is doing what the documentation says.

> 2. It should be well documented and function in an intelligible way.
> It should have a clear concept, e.g. of files, processes, etc.

No arguments here either.

> 3. It should be stable. This means it runs for days or even weeks
> without crashing and it does so even if it is not left alone, if
> there is somebody working all the time and if this someone makes
> mistakes.

Your caveat is difficult to achieve. The ST is an unmapped system; the
only memory protection is for the lower part of the address space. If
the OS has code or data elsewhere, it is subject to corruption by an
errant or malicious user program.

> 4. There should be good software available for it or at least become
> avalilable in the near future. Some kind of compatibility with a
> "standard" such as UNIX would be nice. It would make porting easy.

> 5. It should provide (or be integrated with) a modern developing
> system. Editor, compilers, linker, debugger, make, and so on.
> All powerful, fast, and easy to use. Compilers should of course
> generate quick code.

> 6. Multitasking is a must.

> 7. Real time capabilities might be useful.

No arguemnts on any of these points.

> Nice but not absolutely neccessary would be:

> 8. A TOS/GEM emulator. Don't want to lose all the games. And the few
> excellent programs (like gulam or uniterm).

"emulating" TOS, GEM, et. al. would make the "real" OS kinda slow. I would
rather have both OS's on the same disk, with an option to boot either one
at startup time. Ability to read files on the other partition would be
nice, though.

> Which candidates do I see? Well, there are OS/9 and RTOS-UH. MINIX is
> being ported and there are even rumours about UNIX. I've read very
> positive articles about EUMEL (which I have never used or seen at work)
> in German magazines. There may be more. Hope we'll know soon.

What is EUMEL? RTOS-UH? I know of OS-9; I use it at work. I have Idris
on my ST at home. I see that Microware is advertising OS-9 availability
for the ST. Both OS-9 and Idris offer solutions to your above wishes,
although they go about it slightly differently. You would find it easier
to port existing code to an Idris than to OS-9 (my opinion), but its a
great deal easier to customize OS-9 to your specific needs.

Point is that tools exist that address most of your needs.

> I hope this will be the start of an interesting and useful discussion.

> Michael Eibl ab084@dk0rrzk0.bitnet
> Theoretical Physics Institute
> University of Cologne
> D-5000 Koeln 41
> West Germany

Farrell T. Woods

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VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
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UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

526. Great Demo from Rex...

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 16:48:00 UTC
From: IHLS400@INDYCMS
Message-ID: <8712082256.AA29083@ucbvax.Berkeley.EDU>
Source record: 255676

I have a request...

Over the weekend a friend gave me a program called LCD.PRG with a file called ERIK.UDO that is a demo program from some company called Rex, if I'm not mistaken. Some people mentioned in the credits are Robb Hubbard and Mad Max, whoever they may be. The demo states that it is DEMO number 3. My friend and I want (HAVE) to know... WHERE ARE NUMBERS ONE AND TWO??????? We MUST have them!! Please! He believes that the program was gotten off a BBS in Canada somewhere, but he doesn't know where. This thing is FUN. It does some slick color shifts and plays music, but the real kicker is that the A drive busy light flashes in time with the music! (Honest to goodness! It's a scream!) When you hit RESET to stop it, there is some digitized applause and a message appears "Thank you for listening, Ladies and Gentlemen." before the system reboots.

If you know where I can find DEMOs ONE and TWO from these people, PLEASE let me know. I could easily be the most popular kid on my ST block with them!

Holly

Bitnet: IHLS400 @ INDYCMS
Arpa: ihls400%indycms.bitnet@rutgers.edu
????: stowe@silver.bacs.indiana.edu
UUCP: ...!rutgers!indycms.bitnet!ihls400
UUCP: ...!rutgers!iuvax!cguild!whipple!farm!holly
BBS: (317) 842-7564
GEnie: HOLLYSTOWE

527. All I want for Christmas...

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 16:57:36 UTC
From: csrobe@ICASE.ARPA
Message-ID: <8712071657.AA08820@icase.arpa>
Source record: 255677

Dear [St Nick | Atari | Jack]

I have been a good Atari ST owner for a year and a half now, and
I've even talk 4 of my (ex-)friends into buying STs! I try to help the
ST community by sharing PD software, and making (sometimes) helpful
suggestions to the net. I have even convinced my girlfriend that an ST
(a 1040) is a good machine for the money [I haven't said anything nice
about the Megas, 'cause I can't think of anything nice to say, yet.]

Well, since Christmas time is coming, I thought I might relay
my Christmas Wish List to you. So here goes:

1) A good, well built 2400 baud modem (at a reasonable price
-- $200-$250) that will stand the test of time. [Right,
now the only modem I'd consider is the USRobotics Courier
2400 at $300. I've seen others much cheaper, but I don't
trust them. I've seen too many that are intolerable to use,
and after scanning the modem mailing list, the USRobotics
is the only one that seems to have a consistently good
reputation.]

2) A 68020 ST with Memory Management and GNU or Minix. I have
decided that I like Unix and I (really) like the idea of
being able to recompile the system when I hear about a fix.
I am tired of being at the mercy of a corporation to get
something fixed, buying software that is declared "not
fit for any particular purpose [or whatever]". My machine
is almost totally run by PD software, why not build a good
[hardware] machine and make some arrangement for a OS
distribution like Kyoto Common Lisp. I know its a dead
issue so I'm going to stop here.

3) [This is really wanted I wanted to say]. I want a laptop ST!
I have my ST at home, but I move around a lot, and being
able to carry around part of my ST would be great! Some students
have IBM PC/XT/ATs at home and carry Portables to class for notes
and miscelaneous computing. I would spend $1000 for a good
laptop -- 1meg RAM, a display like the Zenith laptop, a couple
of high density 3.5 inch disk drives, and a built in 2400 baud
modem. I don't need color, I don't need a HD (it would be nice,
but I don't need it), but I do need a modem [if you really
want to be spiffy, make it modular enough so some Business type
can shove a celular phone attachment to it :-)].

Now, i know some of you are going to shake your head at this, but that's ok.
You're supposed to. I just wanted to make known what I would like to see

from Atari. The transputer sounds interesting, but it also sounds out of my price range. I would really like to see a 2400 baud modem, and 68020 with memory management, and a simple-and-sweet laptop. (i'd also like to see the extended resolution monitor, too.).

--chip

PS. Santa, if you can't deliver on the items listed above, I'd settle for MINIX!

528. External Ramdisk In reply to some more people:

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 17:03:55 UTC
From: crash@calgary.UUCP
Message-ID: <1249@vaxb.calgary.UUCP>
Source record: 255678

The prototype kit will be a chip that talks directly to the hard disk port and controls either 256k or 1MEG chips. Also there will be a pcb that sits 256k chips of 1/4 meg increments upto 2 MEG. Basically you add rams, power supply and a case.
It was decided to make the pcb for 256K chips because of availability. I get ten chips back for the first fab.

The design is in progress. The company doing the fab, Alberta Microelectronics Center has a bunch of rules that have to be followed before actual fab takes place, i.e. a dicrete prototype, chip simulation, blah.

One the most costly things of this kit will be a power supply. Seems one of the best things to do is by an Atari power supply. There pretty cheap.

Soon, I will post a spec on the chip. I listened to all who sent mail, thus, I think I'm doing this right. The chip can handle lots of memory, you can still hook up your hard disks, the pcb has hooks for battery backup, and whatever.

Glen

529. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 17:35:14 UTC
From: howard@cpocd2.UUCP
Message-ID: <1013@cpocd2.UUCP>
Source record: 255679
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

Followup to rec.audio, which is where this belongs.

In article <2476@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton) writes:
>Sonic holograms ? Yes, a friend of mine has a Carver as well. Mighty
>impressive.

I borrowed one for a test listen. I found that it did make a slight difference in the sound, but only in a very small sweet spot, and not one that was uniformly better for all material. I was not impressed, even given the price of $100 (used).

>Plus, there is an audio illusion I've been looking for, for quite
>a while now. Basically it is an ever increasing tone.

Piece of cake. The trick is to play sine waves at a certain note in all octaves simultaneously. Say you start at A. Then you begin with a mixture of A27.5, A55, A110, A220, A440, A880, A1760, A3520, A7040, A14080 and maybe even A13.75 and A28160 if your equipment is up to it. The relative volumes are higher in the middle and taper off toward the upper and lower registers.

Now, you increase the pitch of each wave slightly, and adjust the volumes so that the lower tones are a little louder, and the upper tones are a little softer, in order to keep the "center of gravity" in frequency space at the same place. Repeat this until you have "gone up" one octave; at this point you can delete the tone which is inaudibly high and insert a new tone an octave below the lowest one. Guess what? You now have exactly the same signal that you began with, and can start over. Repeat indefinitely.

--
Howard A. Landman
{oliveb,hplabs}!intelca!mipos3!cpocd2!howard
howard%cpocd2.intel.com@RELAY.CS.NET
"Lather. Rinse. Repeat."

530. Re: Atari Marketing Strat. --- con't

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 18:52:21 UTC
From: neil@atari.UUCP
Message-ID: <902@atari.UUCP>
Source record: 255680

In article <8712061737.AA05104@ucbvax.Berkeley.EDU>, EJGEORGE@SUNSET.BITNET writes:

> Neil,
>
>...
> There has been much talk for quite awhile about many things that the
> Atari Co. should be doing. These comments and suggestions are from LOYAL
> and SATISFIED users. This is perhaps the *BEST* market research that could
> be done. Not only are most of the users on the net loyal and satisfied,
> but most (if not all) are intelligent college students/faculty. WHY NOT
> LISTEN TO US?

Yes, we are listening. And we do appreciate the input, and even the flames.
You care.

Sometimes there are factors in operation that are not obvious outside the
company. So we cannot always take your advice.

So keep it coming.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

531. Double-Click Formatter Question

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 18:56:49 UTC
From: Flash@UMass.BITNET.UUCP
Message-ID: <87120713541848F.ALDH@Mars.UCC.UMass.EDU>
Source record: 255681

Are the writters of DC Format on the NET? I just discovered that the formatter wont work with GDOS installed. Maybe somebody can pass this on.

Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@CUNYVM.CUNY.EDU
R-FLASHMAN on GEnie

532. Many questions

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 19:14:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM.UUCP
Message-ID: <19871207191413.3.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 255682

Hi all. Here's my weekly batch of wierd questions.

What if anything has happened w/r/t fixing the dreaded '40 directory' bug? I saw a lot of discussion of the problem and symptoms, but no mention of a fix. I've recently gotten a hard disk, and so am now in a position to get screwed by this bug.

Is there a recent copy of Spacewar available? The one in the archives appears to be mono only (I use color) and the one on UMIX.CC.UMICH.EDU is corrupted; at least neither ARC on my ST nor ARC on a Un*x can read it.

I'm trying to understand the difference between .O files (as produced by C backends, I guess) and executables, ie .TTPs etc. It looks to me like they're the same format (both relocatable) and that the only net difference is that in the executable, all the TEXT psects from the .Os are concatenated together, all the DATA psects ditto, etc, and that references are resolved. If that's true, it seems like the linker's pretty trivial. If not, what am I missing? Also, if my supposition about the linker's true, what's RELMOD for?

Are there any PD debuggers around?

As always, thanks in advance for any info.

533. regarding fonts

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 20:19:17 UTC
From: Consult@UMass.BITNET.UUCP
Message-ID: <871207151255724.ALVP@Mars.UCC.UMass.EDU>
Source record: 255683

I am a new ST owner, I have a 1040st and colour monitor...my problem
is that I have come from using Mac's and I am used to being able to
use a number...say 20 different fonts.....my question is this: how are
fonts organized on the ST and where can I get them....I love the computer
but I find it very hard to find out any REAL information....ie. is there
a good hacker manuel for the ST.....like I was saying...I love the machine
but the support and availablity of information does seem to be lacking...
for instance....I was running Doc T's copyist program and the program
crashed utterly.....it exited to the desktop and would not let me enter
the program again...all it displayed on the screen was TOS error #35...
now I found out what this means the next day....I could not find a listing
of TOS errors in any of my manuals....so my question is am I missing a
manual or something? This stuff is really beginning to piss me off
<flame off>
any help or comments would be very appreciated..

damian roskill.........

534. Atari Repair Centers

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 20:22:53 UTC
From: terrell@laidbak.UUCP
Message-ID: <1270@laidbak.UUCP>
Source record: 255684

My Atari 520 ST is crashed, and I need to get it repaired. Does anyone know if there are any trustworthy factory-authorized Atari service centers in the Chicago area?

Also, what is the telephone number of Atari service?

Also, if I were to send my computer to Atari, will they put in the latest roms? The blitter?

I'm reluctant to send the unit to Atari because when I did this last time it took about 3 months to get it back (Atari was doing inventory, and although the replacement system was packed and ready to go, they refused to let anything out of the warehouse until the inventory was over)!

Thanks in advance,

Eric Terrell

535. Re: OS/9 and other operating systems

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 20:54:00 UTC
From: rms@frog.UUCP
Message-ID: <1965@frog.UUCP>
Source record: 255685

In article <8712030211.AA03408@ucbvax.Berkeley.EDU>, AB084@DK0RRZK0.BITNET writes:
> 1. A good OS should have very few (favorably no) bugs. It should
> do what the documentation says, be predictable. No surprises
> wanted.
The ST version of OS9 has some problems in device drivers that should be
fixed soon. The RS232 port driver for /T1 can crash the system. I have
managed to run with use of /T1 without incident, but others have much
trouble.
> 2. It should be well documented and function in an intelligible way.
> It should have a clear concept, e.g. of files, processes, etc.
The references for the "professional" version of ST-OS9 are complete and
correct as far as I know. OS9 is well known for a very "robust" file
system.
> 3. It should be stable. This means it runs for days or even weeks
> without crashing and it does so even if it is not left alone, if
> there is somebody working all the time and if this someone makes
> mistakes.
See comments in 1.
> 4. There should be good software available for it or at least become
> avalilable in the near future. Some kind of compatibility with a
> "standard" such as UNIX would be nice. It would make porting easy.
Again, the "professional" version has a fine C compiler that is
reasonably UNIX compatible.
> 5. It should provide (or be integrated with) a modern developing
> system. Editor, compilers, linker, debugger, make, and so on.
> All powerful, fast, and easy to use. Compilers should of course
> generate quick code.
See comments on 4. The "professional" version has all plus two editors:
Emacs and a line editor "ed".
> 6. Multitasking is a must.
OS9 is multitasking.
> 7. Real time capabilities might be useful.
OS9 is real time.
> Nice but not absolutely neccessary would be:
>
> 8. A TOS/GEM emulator. Don't want to lose all the games. And the few
> excellent programs (like gulam or uniterm).
Someone will probably come up with an emulator, but there may be some
issues with the programs using resources improperly for OS9 to cope.
>

Bob Santy

536. Supervisor Mode query

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 22:06:00 UTC
From: dcripe@ccvaxa.UUCP
Message-ID: <26800013@ccvaxa>
Source record: 255686

I'm currently investigating the possibility of porting the Xinu (Xinu Is Not Unix) operating system (Comer, Operating System Design: The Xinu Approach, Prentice-Hall) to the Atari ST.

What I have: Atari ST 1040, and Lattice C (no assembler) compiler.

What I need: Information reguarding the "swap timer interrupt vector" call.

When the interrupt occurs, does the installed interrupt service routine get executed in Supervisor mode? From what I have read of the 68000 I believe that this is probably the case (I can find out, but I'd actually have to write a test program, and you know how lazy us CS types can get). I need to get control away from the kernel so the new operating system can take over certain tasks.

If there's an easier way to get into supervisor mode I'd like that information, too.

I would like to be able to design the system so that each process can access both Gem and Xinu facilities without interference. This is probably going to be painfully difficult, and I'm working on it in my spare time (very little of it I might add), so don't expect anything spectacular soon.

Responses might not be of interest to the general readership, so you better reply to me directly. If I don't hear from you in a few days, forget it: I'll write the darn test program and find out for myself.

Thanks in advance,
Dan Cripe

Disclamer: Since I've no opinions to express, I doubt that anyone cares if I disclaim them or not. But to satisfy those of you who hunger for such statments, "My employer does not necessarily agree with any opinions expressed or implied, nor does my employer support any statments of alleged fact."

Dan Cripe, Gould CSD, Urbana, IL

537. OSS Personal Pascal tutorial #4

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 22:54:00 UTC
From: DAVIDLI@SIMVAX.BITNET
Message-ID: <8712080006.AA03309@ucbvax.Berkeley.EDU>
Source record: 255687

This is another OSS Personal Pascal tutorial. You can put it up on BBS systems, on user disks, etc. I just don't want to see them come out in a book (without my name on it... :-))

Length c600 lines:
----------CUT HERE----------

Now What?
OSS Personal Pascal and the beginner - part 4
written by David Meile

[Copyright 1987 David Meile, all rights reserved. Permission is given to Atari user groups to reprint this article, as long as this statement is included. OSS Personal Pascal is a product of Optimized Systems Software, Inc. I am not related to the company, I simply bought their compiler.]

Welcome back for a fourth round of Pascal programming. Over the next three columns I will be looking at creating dialog boxes, then creating menus. Once the basic application is understood, I will explore the myriad intricacies of Event Management.

Both dialog boxes and menus follow the same patterns within Personal Pascal. First, we allocate space for the dialog box/menu. Next, we describe the kinds of things we want to go into the dialog box/menu. Then, we describe the ACTUAL things we want to put within the dialog box/menu. After all of that, we can actually call procedures to DRAW the dialog box/menu. And finally, we can erase the dialog box/menu. Of course, when we end the program, we should always release the space we allocated. (A clean workspace doesn't contain surprises!)

Aside from alert boxes, dialog boxes are the only GEM routines that don't require us to know anything about "event management". Even so, there are a LOT of different things that can be done with a dialog box. If necessary, I suppose that you could write an entire program using nothing but dialog and alert boxes. (This month's program is a fair example ...)

Take a moment now to look over the program 'NowWhat4'. Then shift to the explanation at the end.

```
PROGRAM NowWhat4;

{ The purpose of this program is to demonstrate some of the many
ways dialog boxes can be created and used in a typical program,
indeed, dialog boxes can be used EXCLUSIVELY in a program --
```

```
though it's not recommended! }

VAR
Location : STRING[255];
Name : STRING[255];
Choice : integer;
TellIt : STRING[255];
done : boolean;

{$I gemsubs.pas}
{NOTE: OSS Personal Pascal 2.0. For 1.0, use the familiar
'includes' of gemconst.pas, gemtypes.pas, and gemsubs.pas }

PROCEDURE Obj_Draw( BOX : Dialog_Ptr; ITEM : Tree_Index;
DEPTH, x,y,w,h : integer);
EXTERNAL;

PROCEDURE Get_Direction( VAR Direction : Str255 );

{ A dialog box consisting of four 'direction' arrows is presented.
By clicking on one of the arrows, a direction is chosen ... }

VAR
DirBox : Dialog_Ptr;
North,South,
East,West : integer;
N,S,E,W : char;
Explain : integer;
GotIt : integer;

BEGIN { Get_Direction }

DirBox := New_Dialog( 6, 0,0, 22,10 );

North := Add_Ditem( DirBox, G_Button, Selectable | Radio_Btn
| Touch_Exit, 9,3, 3,1, 1,0 );
South := Add_Ditem( DirBox, G_Button, Selectable | Radio_Btn
| Touch_Exit, 9,7, 3,1, 1,0 );
East := Add_Ditem( DirBox, G_Button, Selectable | Radio_Btn
| Touch_Exit, 14,5, 3,1, 1,0 );
West := Add_Ditem( DirBox, G_Button, Selectable | Radio_Btn
| Touch_Exit, 4,5, 3,1, 1,0 );
Explain := Add_Ditem( DirBox, G_String, None,
2,1, 18,1, 1,0 );

N := chr( 1 ); S := chr( 2 ); E := chr( 3 ); W := chr( 4 );

Set_DText( DirBox, North, N, System_Font, TE_Center );
Set_DText( DirBox, South, S, System_Font, TE_Center );
Set_DText( DirBox, East, E, System_Font, TE_Center );
Set_DText( DirBox, West, W, System_Font, TE_Center );
Set_DText( DirBox, Explain, 'Choose a direction', System_Font,
TE_Center);
```

```
Init_Mouse;
Set_Mouse( M_Arrow );
Center_Dialog( DirBox );
GotIt := Do_dialog( DirBox, 0);
End_Dialog( DirBox);

IF GotIt = North THEN
Direction := 'North'
ELSE IF GotIt = South THEN
Direction := 'South'
ELSE IF GotIt = East THEN
Direction := 'East'
ELSE IF GotIt = West THEN
Direction := 'West'
ELSE Direction := '>>ERROR<<';

END; { Get_Direction }

PROCEDURE Get_Text( VAR Edit_Line : Str255 );

{ A dialog box consisting of three text lines, an OK and a Cancel
button are presented with an editable text field asking for a
first name... }

VAR
DirBox : Dialog_Ptr;
Explain1,
Explain2,
Explain3,
Editted,
OK, Cancel : integer;
GotLine : integer;

BEGIN { Get_Text }

Edit_Line := '';

DirBox := New_Dialog( 10, 0,0, 22,13 );

Explain1 := Add_Ditem( DirBox, G_String, None, 2,2, 18,1, 0,0 );
Explain2 := Add_Ditem( DirBox, G_String, None, 2,3, 18,1, 0,0 );
Explain3 := Add_Ditem( DirBox, G_String, None, 2,4, 18,1, 0,0 );

OK := Add_Ditem( Dirbox, G_Button, Selectable | Default
| Exit_Btn, 2,10, 8,2, 1,0 );
Cancel := Add_Ditem( Dirbox, G_Button, Selectable | Touch_Exit,
12,10, 8,2, 1,0 );

Editted := Add_Ditem( Dirbox, G_FText, Editable, 2,7, 18,1,
0, (black*256) | (black*128) | (black*16) | black);

Set_DText( DirBox, Explain1, 'This DIALOG box is', System_Font,
TE_Center );
Set_DText( DirBox, Explain2, 'set to accept your', System_Font,
TE_Center );
```

```
Set_DText( DirBox, Explain3, 'first name .......', System_Font,
TE_Center );

Set_DText( DirBox, OK, 'OK', System_Font, TE_Center );
Set_DText( DirBox, Cancel, 'Cancel', System_Font, TE_Center );

Set_DEdit( DirBox, Editted, 'Name: __________','aaaaaaaaaa','',
System_Font, TE_Left );

Init_Mouse;
Set_Mouse( M_Point_Hand );
Center_Dialog( DirBox );
GotLine := Do_dialog( DirBox, Editted );

IF GotLine = OK THEN
Get_DEdit( DirBox, Editted, Edit_Line )
ELSE IF GotLine = Cancel THEN
Edit_Line := '..No name..';

End_Dialog( DirBox);

END; { Get_Text }

PROCEDURE Do_Things;

{ This dialog box demonstrates how to create a scaler - simple, but
direct. Instructions are included in a small boxed off area which
has been shaded. There are no 'radio-buttons' in this procedure,
it is all done with boxed text and the 'Touch_Exit' flag. }

VAR

fini : boolean;
DirBox : Dialog_Ptr;
DoIt : integer;
Box1 : integer;
Line1 : integer;
Line2 : integer;
Track : integer; { Track for our slider }
Slider : integer;
Slider_Num : char;
Incr,Decr : integer; { Arrows for slider }
OK : integer;
x,y,w,h : integer; { parameters for Obj_Draw }

BEGIN { Do_Things }

DirBox := New_Dialog( 15, 0,0, 30,15 );

Box1 := Add_DItem( DirBox, G_Box, None, 2,1, 26,5,
1, (Red*4096) | (1*16) | Green );
Line1 := Add_DItem( DirBox, G_Text, None, 3,2, 24,1,
0, (Black*256) | (7*16) );
Line2 := Add_DItem( DirBox, G_Text, None, 3,4, 24,1,
```

```
0, (Black*256) | (7*16) );
Track := Add_Ditem( DirBox, G_Box, None, 10,8, 10,1,
-1, (Black*4096) | (4*16) | Green );
Slider := Add_Ditem( DirBox, G_BoxText, None, 14,8, 2,1,
-1, (Black*4096) | (Black*256) | (Black*128)
| (7*16) );
Decr := Add_Ditem( DirBox, G_BoxText, Touch_Exit, 8,8, 2,1,
-1, (Black*4096) | (Black*256) | (Black*128)
| (7*16) );
Incr := Add_Ditem( DirBox, G_BoxText, Touch_Exit, 20,8, 2,1,
-1, (Black*4096) | (Black*256) | (Black*128)
| (7*16) );
OK := Add_Ditem( DirBox, G_BoxText, Selectable | Touch_Exit,
13,13, 4,1,-1,(Black*4096) | (Black*256)
| (7*16));

{NOTE: For monochrome users, the colors "Green" and "Red" have
no meaning ... 'Line1' and 'Line2' will be obscured by
the filled black background. To rectify this, you would
leave out references to other colors and minimize the
fill (as done here) }

Slider_Num := '4';

Set_DText( DirBox, Line1, 'Click on the', System_Font,
TE_Center );
Set_DText( DirBox, Line2, 'slider arrows.', System_Font,
TE_Center );
Set_DText( DirBox, Decr, chr(4), System_Font, TE_Center );
Set_DText( DirBox, Incr, chr(3), System_Font, TE_Center );
Set_DText( DirBox, Slider, Slider_Num, System_Font, TE_Center );
Set_DText( DirBox, OK, 'DONE', System_Font, TE_Center );

Center_Dialog( DirBox );
DoIt := Do_dialog( DirBox, 0 );

fini := FALSE;

REPEAT
IF DoIt = Incr THEN
Slider_Num := Succ( Slider_Num )
ELSE IF DoIt = Decr THEN
Slider_Num := Pred( Slider_Num )
ELSE IF DoIt = OK THEN
fini := TRUE;

IF ( Slider_Num < '0') THEN
Slider_Num := '0';
IF ( Slider_Num > '9' ) THEN
Slider_Num := '9';

IF NOT( fini) THEN
BEGIN
```

```
Set_DText( DirBox, Slider, Slider_Num, System_Font, TE_Center );
work_rect(0,x,y,w,h);
obj_draw( DirBox, Slider, 1, x,y,w,h );
DoIt := Redo_Dialog( DirBox, 0);
END;
UNTIL fini;

End_Dialog( DirBox );
Delete_Dialog( DirBox );

END; { Do_Things }

BEGIN { Main }

IF Init_Gem >= 0 THEN
BEGIN
Location := '';

Get_Direction( Location );
TellIt := concat( '[0][The direction|chosen was|',
Location, '| ][ OK ]' );
TellIt := concat( '[0][The direction|chosen was|',
Location, '| ][ OK ]' );
Choice := Do_Alert( TellIt, 0 );

Name := '';
Get_Text( Name );
TellIt := concat( '[0][ Your first name | is ', Name,
'| ][ Yes/No ]' );
Choice := Do_Alert( TellIt, 0 );

done := FALSE;
Init_Mouse;
Set_Mouse( M_Arrow );
Do_Things;

Exit_Gem;
END;

END. { Main }
```

AND NOW ... WHAT'S GOING ON

The program listing for NOWWHAT4.PAS is about four pages long. There are three procedures and a main program. Each procedure creates a dialog box and lets you do something, like point-and-click the mouse or typing your first name.

The first thing each procedure does is set up a dialog box with a call to the function "New_Dialog". The call looks like this:

```
DirBox := New_Dialog( num_item, x,y, w,h );
```

where "num_item" is the number of items you're going to put into the dialog box. "x" and "y" indicate where the top left corner of

the dialog box should be. If both are 0, then be sure to make a call to "Center_Dialog" later. "w" is the box width, and "h" is the box height (in characters). "DirBox" is the variable we use to tell GEM which dialog box we are interested in.

The next thing each procedure does is indicate what items should go INTO the dialog box. You should NEVER have more "Add_DItem"s than the "num_item" you indicated in the call to New_Dialog. The call looks like this:

```
Box1 := Add_DItem( DirBox, G_Box, none, 2,1, 26,5,
1, (Red*4096) | (5*16) | Green );
```

The call to Add_DItem can have *lots* of basic parameters, but they all follow simple rules.

1) Indicate WHICH dialog box the item is associated with
2) Indicate the TYPE of item is being added
3) Indicate any FLAGS to be associated with this item
4) Indicate the POSITION of the item in relation to the top, left part of the dialog box
5) Indicate the DIMENSIONS of the item
6) Indicate a BORDER for the item
7) Indicate the COLOR(s) to be associated with the item.

Let's take, for example, the declaration of BOX1 in the procedure Do_Things:

```
Box1 := Add_DItem( DirBox, G_Box, None, 2,1, 26,5,
1, (Red*4096) | (1*16) | Green );
```

"DirBox" is the dialog box where we want to put "Box1".

"G_Box" is the item type. G_BOX is an outline of a box which can be filled with some color and pattern. G_IBOX is another kind of box, which cannot be filled. Other item types used in the program NowWhat4 include G_STRING, G_BUTTON, G_FTEX, G_TEXT, G_BOXTEXT. Look at the program to see how each is used.

There are no flags to be associated with "Box1". However, you can see examples of flags in the procedure "Get_Text" in the program above. The OK box has flags SELECTABLE and DEFAULT assigned to it, while the cancel box has flags SELECTABLE and TOUCH_EXIT assigned to it. You assign more than one flag using the "|" in Personal Pascal:

```
SELECTABLE | DEFAULT
SELECTABLE | TOUCH_EXIT
```

The DEFAULT flag indicates that this item is the default when you press the return key (or click on it with the mouse). The TOUCH_EXIT flag indicates that the item is selected as soon as you click the mouse while pointing at it.

All items have a POSITION. "Box1" is to be located two characters to the right and one character down from the top left of the dialog box.

Likewise, "Box1" has DIMENSIONS. Box1 will be 26 characters wide and 5 characters high.

The border value indicates how "thick" the item's border (if any) should be. Positive numbers thicken toward the center of the item, while negative numbers thicken away from the center of the item. For all practical purposes, the value should be between -4 and +4. For example, Alert Boxes have a border around the default button of 3. A value of 0 specifies "no border", which can be useful in creating "hidden" boxes.

Most item types can be assigned colors. The exceptions are buttons and strings. For example, in the procedure GET_TEXT, the items with G_STRING type have no color assigned. Likewise the OK button has no color assigned. You still have to assign colors to these items (using 0 for example), but they will be ignored.
The color(s) of an item can be indicated in two ways if you have version 2.0 of OSS Personal Pascal. If you are still using version 1.0, then color characteristics are indicated in this manner:

```
Border color (color*4096)
Text color (color*256)
Text mode (128) {for "replace" mode}
{otherwise, "transparent" mode}
Fill pattern ([0..7]*16} {where [0..7] is the "density" of
the color fill}
Fill color color
```

Colors are created the same way flags were above, by combining one or more of the 5 characteristics above. For example, "Box1" has the following:

```
(Red*4096) | (1*16) | Green
```

indicating a red BORDER, a very light density fill, and a fill color of green.
Of course, if you are programming for both color and monochrome monitors, you will want to limit you color choices! For example:

```
(Black*4096) | (Black*256) | (7*16) | Red
```

will produce a solid-red-filled item with black text. On a monochrome monitor the text will be obscured by the solid-fill; it will be a black box for all intents and purposes. Remember -- you should be programming for the greatest variety of users, regardless of monitor type.

With the release of version 2.0 of OSS Personal Pascal, the color selection above has been simplified with a function called

D_COLOR. It is called as follows:

```
Box1_Color := D_Color( Red, No_Color, False, 1, Green);
```

This is equivalent to (Red*4096) | (1*16) | Green

All of the parameters for this function call are Short_Integers, with the exception of the third, which is a boolean indicating transparent (False) or replace (True) modes for text.

NOTE: You want to use TRANSPARENT text mode if you have a fill pattern other than 0!

MOVING RIGHT ALONG

Whew! That was a lot of stuff for only one function call!

Of course, once you've added a text item, you will want to indicate what sort of text you want. This is what the procedure SET_DTEXT does.

Calls to Set_DText look like this:

```
Set_DText( DirBox, Explain1, 'This DIALOG box is', System_Font,
TE_Center );
```

DirBox is the dialog box. Explain1 is the item we want to set the text for. 'This DIALOG box...' (or anything between single quotes in this position) is the text we want to assign to Explain1. The next parameter indicates the font size and type. System_Font and Small_Font are the only recognized fonts at this time. System_Font is the regular font size. TE_xxxxx indicates the justification to be used. XXXXX can be LEFT, CENTER or RIGHT. The justification parameter may be ignored by certain item types, but you still need to include it in the call to Set_DText.

Editable text fields use the procedure SET_DEDIT. In our programming example above, this is called once in procedure GET_TEXT:

```
Set_DEdit( DirBox, Editted, 'Name: __________','aaaaaaaaaa','',
System_Font, TE_Left );
```

You will notice that it is very similar to Set_Edit, but there are three string parameters instead of one. The first ('Name...') is the "input template". The '_' characters indicate where the user can type in text.
The second ('aaa...') parameter is the "validation template". You need as many characters here as you have underscore '_' characters. In this example the 'a' character indicates you can type upper/lower case alphabetic characters only. '9' would indicated decimal numbers only, etc. Check your manual for a full list of validation characters.
The third ('') parameter is the "initial" set of characters to

be displayed where the '_' is. You can use this to put a default value on the edit line, so the user only has to press the return key if no changes are necessary.

NOTE: Use Set_DEdit only ONCE. If you want to change the text at all in future calls, use Set_DText.

With the initial setup complete, we can finally produce a dialog box on the screen. You set it up as follows:

```
Center_Dialog( DirBox ); { used if the New_Dialog call has
0,0 as the position parameters,
otherwise you don't need it }

GotLine := Do_dialog( DirBox, Editted );
```

The function DO_DIALOG has two parameters. The first is, of course, the dialog box we are dealing with currently. The second indicates the item number of an editable text field. The cursor will be put on the edit line. If you don't have an editable text field, or don't want the cursor on the edit line, you must use 0 as the value.

Do_Dialog returns the index for the item which caused a return from the dialog box. Return keys, mouse clicks on button items, etc. will cause the return

We assign the value returned by the call to function Do_dialog to the integer variable GotLine. We now test for what was done while the dialog box was on the screen.

```
IF GotLine = OK THEN
Get_DEdit( DirBox, Editted, Edit_Line )
ELSE IF GotLine = Cancel THEN
Edit_Line := '..No name..';
```

This statement tests whether the OK button was clicked on or the return key was pressed (OK, being SELECTABLE | DEFAULT, will return the "OK" value either way). If so, then we assign whatever text was typed in to the string variable Edit_Line.
If the Cancel box was clicked on, then it doesn't matter what was typed in, we ignore it and assign a default value to Edit_Line indicating no name was typed in.

If we are finished with the dialog box, we can call END_DIALOG. Otherwise, we can present the dialog box again using REDO_DIALOG. An example of this is in the procedure DO_THINGS.

If we plan to reuse the dialog box in our program, we don't have to do anything else. However, if we need to free up space for other things, we can delete the dialog box using DELETE_DIALOG. An example of this is in the procedure DO_THINGS as well.

Finally, in the procedure DO_THINGS, there are lines to change a number within a "slider box". The procedure "OBJ_DRAW" is available in version 1.0 of Personal Pascal when declared as I have done in this program. You must use the lines as I have given them to change text within a dialog box:

```
Set_DText...
work_rect...
obj_draw...
```

In version 2.0 of Personal Pascal OBJ_REDRAW is supposed to be there, it's listed in the manual, but it is not. You can use the procedure declared in NowWhat4.pas, or you can use the procedure SHOW_DIALOG (which has the same parameters as OBJ_REDRAW):

```
Set_DText...
show_dialog...
```

That's all you should need to get started building your own dialog boxes into your programs. There are several other functions and procedures which I haven't mentioned so far. Look in your manual to discover some of the more "esoteric" ways of working with dialog boxes.

SOMETHING A BIT DIFFERENT

You may have noticed the following line in the above program:

```
TellIt := concat( '[0][The direction|chosen was|',
Location, '| ][ OK ]' );
```

When you have to insert text within an Alert Box, you can do so easily using the CONCAT function. Concat takes two or more strings and makes them into one big string. If LOCATION is 'North', then TellIt becomes:

```
'[0][The direction|chosen was|North|][ OK ]'
```

You can custom-build an Alert Box using this little trick!

You may have also noticed the line:

```
N := chr( 1 ); S := chr( 2 ); E := chr( 3 ); W := chr( 4 );
```

This assigns "arrows" pointing in the directions of up, down, right and left respectively.

FINAL WORDS

I have been entirely too long getting this article out, and I apologize. I hope that you have found the previous three articles useful. I fully intend to complete this series "real soon", and then, perhaps, to go onto some more difficult programming articles.

Feedback is appreciated. If your user group uses this article in a newsletter, I'd appreciate seeing a copy. Mail will reach me at the following address:

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538. OSS Personal Pascal tutorial #3

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 22:54:00 UTC
From: DAVIDLI@SIMVAX.BITNET
Message-ID: <8712072357.AA03105@ucbvax.Berkeley.EDU>
Source record: 255688

This is another OSS Personal Pascal tutorial. You can put it up on BBS systems, on user disks, etc. I just don't want to see them come out in a book (without my name on it... :-))

Length c420 lines:
----------CUT HERE----------

Now What?
OSS Personal Pascal and the beginner - part 3
written by David Meile

[Copyright 1987 David Meile, all rights reserved. Permission is given to Atari user groups to reprint this article, as long as this statement is included. OSS Personal Pascal is a product of Optimized Systems Software, Inc. I am not related to the company, I simply bought their compiler.]

Looking at files

One of the most useful things about a computer is that it can store and retrieve information on a more-or-less permanent basis. Without this ability, you could not be reading this article in the first place ... I'm typing at my computer, I'll then STORE what I've typed onto a disk file, then I'll transfer the disk file electronically, where it will once more be stored as a disk file (on a somewhat more powerful computer, mind you, but the principle remains the same!).
So, how do I get OSS Personal Pascal to store things? And, more important, how can I retrieve what I've stored? There are a small number of Pascal routines that will read and write things onto a disk drive.

A simple text file copy program

```
PROGRAM filexfer;

{ Take lines from an input file and place them in an output file }
{ Works on TEXT files with 80 characters or less per line }

CONST
{$I gemconst.pas }

TYPE
{$I gemtype.pas }

VAR
ifile : file of TEXT;
```

```
ofile : file of TEXT;
istring : string;
ipath : Path_Name;
iname : Path_Name;
oname : Path_Name;

{$I gemsubs.pas }

BEGIN
IF Init_Gem >= 0 then
BEGIN
ipath := 'A:\*.*';
iname := '';
IF Get_In_File( ipath, iname ) THEN
BEGIN
Reset( ifile, iname );
oname := '';
IF Get_Out_File( 'Write to ...', oname ) THEN
BEGIN
Rewrite( ofile, oname );
WHILE NOT( eof( ifile )) DO
BEGIN
Readln( ifile, istring );
Writeln( ofile, istring );
END;
Close( ofile );
Close( ifile );
END;
END;
Exit_Gem;
END;
END.
```

What's going on?

The program above is an EXTREMELY simple copy program. It reads in a line of text from a file and writes the line out to another file. It also makes use of the two ready-made dialog boxes that OSS Personal Pascal has provided. There are two text files, designated by 'ifile' and 'ofile'. One is our input file, the other will be our output file. I'm assuming that the input file has lines of text 80 characters in length. 'Iname' and 'oname' are assigned the actual names of the files to be involved.
After GEM gives us some space to work, the initial path name is set to 'A:*.*' and the initial file name is cleared. This is IMPORTANT, as the 'Get_In_File' procedure uses the initial path to search for a file, and strange things happen if the initial file name is left up to the whim of the machine. In Pascal, you should set up the initial value of a variable,

as you cannot depend on the compiler to do it for you.
Get_In_File is a dialog box, thoughtfully provided for you by
the people at OSS. It should look familiar, as it is the "standard"
GEM file-choice box, and works in the typical GEM manner. If we
don't select a valid file name, the program ends.
Once we have a file name (and path), we can open the file and
point to the the beginning of the text file using 'Reset'. Now,
whenever we want to refer to our text file, we use the variable
'ifile'. You can have several files open at one time, as long as
you use different variable names for each file.
'Oname' is cleared, and a call is made to the other dialog box
that OSS provides. 'Get_Out_File' is simpler; a box with a
message that you can provide (like 'Write to ...'), and space to
type in a file name. If you choose a file that already exists,
you will get an alert box asking you to confirm your choice. Neat!
And you didn't even have to set it up...

When you want to write to a file, you use the procedure
'Rewrite'. This actually creates the file, and sets a file
pointer to the beginning of the file. If you rewrite to an already
existing file, you destroy its contents, so be careful.
If you are at the end of a file, the value of 'eof(ifile)' is
TRUE. This is the basis of the WHILE loop in the program. It
means "Peek at the file. If there is still more to read then do so,
otherwise we're done".
The 'readln' and 'writeln' work the same here as they do when
you are typing away at the keyboard. In fact, you are actually
reading from a file called INPUT when typing at the keyboard, and
writing to a file called OUTPUT when printing something on the
screen. These are "implicit" files, and save you a lot of typing
when in the editor. The full syntax is:

```
READLN( input_file, var1, var2, ..., varx);
WRITELN( output_file, var1, var2, ..., varx);
```

Of course, you should also CLOSE a file once you are done with
it, and that's what the 'Close' procedure does.

That's it! You should be able to use these examples to do
things with any text file. You can read and write to text files
in exactly the same way you read and write from the computer's
hardware. You just have to set things up in advance.

Records and other file types

There are other types of files. You can have files of integers,
files of characters, files of records... They all follow the same
basic rules, which are somewhat different from those of text files.
Here are two more short programs, one to get information INTO a file
and another to read information back OUT of a file.

```
======================

PROGRAM make_data;

{ Create a data file of 3 records }

CONST
{$I gemconst.pas}

TYPE
{$I gemtype.pas}

rating = ( chief, cook, bottle_washer );

info = record
name : string [30];
rank : rating;
end; {info definition}

VAR
myfile : file of INFO;
myrec : info;
iloop : integer;

{$I gemsubs.pas}

BEGIN
IF Init_Gem >= 0 THEN
BEGIN
Rewrite( myfile, 'A:\INFO.DAT' );
FOR iloop := 1 to 3 DO
BEGIN
Write( 'Name: ');
Readln( myrec.name );
CASE iloop OF
1 : myrec.rank := chief;
2 : myrec.rank := cook;
3 : myrec.rank := bottle_washer;
END; {case}
myfile~ := myrec;
Put( myfile );
END;
Close( myfile );
END;
Exit_Gem;
END.

=========================

PROGRAM read_data;

{ Read from the file created by the program make_data }

CONST
{$I gemconst.pas}
```

```
TYPE
{$I gemtype.pas}

rating = ( chief, cook, bottle_washer );

info = record
name : string [30];
rank : rating;
end; {info definition}

VAR
myfile : file of INFO;
myrec : info;

{$I gemsubs.pas}

BEGIN
IF Init_Gem >= 0 THEN
BEGIN
Reset( myfile, 'A:\INFO.DAT' );
WHILE NOT( EOF( myfile )) DO
BEGIN
myrec := myfile~;
WITH myrec DO
BEGIN
Writeln( name );
CASE rank OF
chief : Writeln( 'chief' );
cook : Writeln( 'cook' );
bottle_washer: Writeln( 'bottle washer' );
END; {case}
END; {with}
Get( myfile );
END; {while}
Close( myfile );
END; {if}
Exit_Gem;
END.

-----------------------------

And now ... an explanation
--------------------------

A lot of things are going on in these two short programs! If
you've never seen a record before, or an "enumerated ordinal type"
pay close attention as we go through Program Make_Data.

The first thing you see are several TYPE statements. There is
'rating', an "enumerated ordinal type". That's a fancy way of
saying that the words within the parentheses increase in value as
you go from left to right. (I.e. "chief" is actually a lower
ordinal value than "bottle_washer"!) Do not confuse this type for
strings. The string 'chief' is NOT equivalent to the ordinal
```

value chief.
Enumerated ordinal types can save a lot of space in files. They don't take as much room as an equivalent string, and Pascal works with them quite easily. They also have an advantage in that, while you can't use a string constant in a CASE statement, you can use an enumerated ordinal value.
The 'info' type is a record. Records are groups of variables that are related to each other in some way. For example, you might want to keep track of your albums using a record (pun intended). You might define it thus:

```
album = record
title : string [30];
catalog_num: string[10];
year : integer;
artist : string [40];
end; {album record definition}
```

All those variables relate to one album. A file of records would be able to track many albums in a collection. In the program make_data, we have a 'file of INFO', relating name and rank in each record.

Again, we use 'rewrite' to let Pascal know that it should associate the file name 'A:\INFO.DAT' with the file variable 'myfile'. This also opens up a disk file called 'A:\INFO.DAT'.
I ask for a name, and assign it to the record variable 'myrec'. Note, the record variable name is 'myrec'; the variable WITHIN the record is 'name'. So, I use 'myrec.name' to refer to the name portion of the record 'myrec'. Likewise for 'myrec.rank'.
OK. I've assigned values to both parts of a single record. I want to write them to my file. First, I need to 'point' to the record. So, I assign 'myfile~' (that's a carat mark at the end) the value of myrec. Myfile~ is a file pointer. Think of the statement

```
myfile~ := myrec;
```

as putting the value of the record I want to store into the file output buffer (in this case). When I 'Put(myfile)', I write the file output buffer (which contains the value for my record) to the disk. Got it?
Close(myfile) wraps things up, and I'm done.

Now I have a data file. How do I read things back out? It's fairly simmple, and we do it in the program Read_Data.
Instead of rewrite, we use 'reset' to open a file for reading. Once the file is open, we go into a WHILE loop. If there is information in the file, NOT(eof(myfile)) is TRUE and the WHILE loop is executed.
Reset actually puts the first record into the file buffer 'myfile'. It's pointer is myfile~, and we can assign myrec the

value of the file buffer using the reverse of the previous
statement

```
myrec := myfile~;
```

It gets tiresome typing 'myrec.name' and 'myrec.rank', so Pascal
provides a "shortcut", called the WITH statement. When I write

```
WITH myrec DO
```

it's like saying "pretend there's a 'myrec.' in front of variable
names." So, 'name' is really 'myrec.name', etc.
The last statement in the WHILE loop is 'Get(myfile)'. It
reads another record into the file buffer and, if it's NOT the
end-of-file (eof) marker, then the WHILE loop gets executed once
more. When I reach the end of the file, I close it and end the
program.

Some other file handling procedures

Here are some short program fragments to explain some of the
other file handling procedures...

To rename a file, use the Rename procedure:

```
...
Reset( ifile, 'A:\OLDFILE.DAT' );
Reset( nfile, 'A:\NEWFILE.DAT' );
Rename( ifile, nfile );
...
```

To erase a file:

```
...
Reset( ifile, 'A:\BYEBYE.DAT' );
Erase( ifile );
...
```

Standard Pascal files are SEQUENTIAL. You read record 1, then
record 2, then record 3, etc. OSS Personal Pascal allows you to
use RANDOM ACCESS files (but NOT for text files). You use the
Seek() procedure:

```
...
Seek( ifile, position );
Get( ifile );
irec := ifile~;
...
```

The program fragment means "Get the record indicated by the
integer value 'position' in file 'ifile', read it into the file
buffer, and assign the value there to the variable 'irec'."

To use random access files properly, you need to keep track of where things are. Think back to the golden days of BASIC for ideas on how to accomplish this. (HINT: you can SORT an ARRAY on some key RECORD VARIABLE and SAVE the SORTED ARRAY in another FILE...)

Wrapping up

There's a LOT of information in this article. It will take practice to use it well. Files and records are some of the hardest parts of Pascal to use correctly and efficiently. I hope I've set you well on your way to finding useful methods for implementing files in OSS Personal Pascal!

Next time ... Remember the alert box with Now What? Well, I've managed to turn it into a DESK ACCESSORY. How? Find out in part 4.

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Minor notes

Were you disappointed to learn that the "special" characters are unavailable in OSS Personal Pascal? According to the manual, the CHR() function accepts values from 1..127. It will actually accept more [I assume from 1..255, but have not tested EVERY value]. For example:

```
...
mystring := Concat( 'Copyright ', chr(189), ' 1987' );
writeln( mystring );
...
```

How do you tell what resolution your computer is in? Use this function:

```
FUNCTION getrez : integer;
XBIOS( 4 );
```

Then, call it like this:

```
CASE getrez OF
0 : Lo_res_stuff;
1 : Med_res_stuff;
2 : Hi_res_stuff;
END; {case}
```

539. OSS Personal Pascal tutorial #5

Newsgroup: comp.sys.atari.st
Date: 1987-12-07 22:55:00 UTC
From: DAVIDLI@SIMVAX.BITNET
Message-ID: <8712080003.AA03228@ucbvax.Berkeley.EDU>
Source record: 255689

This is another OSS Personal Pascal tutorial. You can put it up on BBS systems, on user disks, etc. I just don't want to see them come out in a book (without my name on it... :-))

Length c420 lines:
----------CUT HERE----------

Now What?
OSS Personal Pascal and the beginner - part 5
written by David Meile

[Copyright 1987 David Meile, all rights reserved. Permission is given to Atari user groups to reprint this article, as long as this statement is included. OSS Personal Pascal is a product of Optimized Systems Software, Inc. I am not related to the company, I simply bought their compiler.]

In this fifth article on programming using OSS Personal Pascal, we will take a look at the "how-to" of creating GEM menus.

Creating menus is similar in many ways to creating dialog boxes. First, we allocate space for the menu. Then we describe the titles that will appear on our menu bar. Then we describe the items that will appear under each title of the menu bar. After that, we define the characteristics (if any) for those menu items. Then we DRAW the menu on the screen.

At this point, we depart from the way dialog boxes are handled. The reason is that GEM menus require the use of an "event manager". This manager receives messages from GEM about keypresses, mouse point-and-clicks, window manipulation, etc. and responds according to how we want our program to handle these messages. Since this column is directed towards menus, I won't go into all of the options for event management -- instead I will show you the minimum amount of event management required to handle menus.

Once we are done with a menu, we can erase it from the screen. If our program has no further need of such a menu, we can delete the menu from the computer memory, freeing up some space for other things in our program.

****WARNING****

As released by OSS, both version 1.0 and 2.0 have a "bug". You cannot run a program which calls MENU_TEXT sucessfully until you remove the three letters "VAR" from the parameter list for

the procedure Menu_Text (located in GEMSUBS.PAS). Make this a
permanent change to that particular file, and all should go well
when you compile.

AN EXAMPLE ...

Take a moment now to look over the program 'NowWhat5'. I'll be
explaining it at the end of the listing.

```
PROGRAM NowWhat5;

{ This program demonstrates the creation and manipulation of
GEM menus using OSS Personal Pascal. }

{$I gemsubs.pas}

{NOTE: version 2.0 owners, use this with the new gemsubs.pas.
version 1.0 owners, use the individual 'includes' of
gemconst.pas, gemtypes.pas and the old gemsubs.pas. }

VAR
ap_id : integer;

PROCEDURE Do_Menu;

VAR
le_menu : Menu_Ptr; { menu tree }
le_file : integer; { menu title }
le_select : integer; { menu title }
le_show : integer; { menu title }

load : integer; { menu item }
quit : integer; { menu item }
joke1 : integer; { menu item }
joke2 : integer; { menu item }
joke3 : integer; { menu item }
show : integer; { menu item }
null1 : integer; { menu item }
some1 : integer; { menu item }
some2 : integer; { menu item }
some3 : integer; { menu item }

op1, op2, op3, bye, active : boolean;

junk, event, dummy : integer; { for event management }
msg : Message_Buffer; { for event management }

all_str, some_str, none_str : Str255;
s1_str, s2_str, s3_str : Str255;
astring : Str255;

BEGIN { Do_Menu }

{ Initialize variables and text strings. }
```

```
op1 := False;
op2 := False;
op3 := False;

all_str := ' Show all Jokes ';
none_str := ' No jokes selected ';
some_str := ' Show selected Jokes ';
s1_str := 'Why did the chicken cross..';
s2_str := 'How many lightbulbs does...';
s3_str := 'What do you get when you ..';
astring := '[1][ Now What? article 5 | by David Meile ][ Okay ]';

{ Set up the menu. }

le_menu := New_Menu( 20, ' About NowWhat 5... ' );

le_file := Add_MTitle( le_menu, ' Files ' );
le_select := Add_MTitle( le_menu, ' Select ' );
le_show := Add_MTitle( le_menu, ' Show ' );

load := Add_MItem( le_menu, le_file, ' Load ' );
quit := Add_MItem( le_menu, le_file, ' Quit ' );

joke1 := Add_MItem( le_menu, le_select, ' Joke File 1 ' );
joke2 := Add_MItem( le_menu, le_select, ' Joke File 2 ' );
joke3 := Add_MItem( le_menu, le_select, ' Joke File 3 ' );

show := Add_MItem( le_menu, le_show, none_str );
null1 := Add_MItem( le_menu, le_show, '----------------------' );
some1 := Add_MItem( le_menu, le_show, ' Joke File 1 ' );
some2 := Add_MItem( le_menu, le_show, ' Joke File 2 ' );
some3 := Add_MItem( le_menu, le_show, ' Joke File 3 ' );

Menu_Check( le_menu, joke1, op1 );
Menu_Check( le_menu, joke2, op2 );
Menu_Check( le_menu, joke3, op3 );
Menu_Disable( le_menu, some1 );
Menu_Disable( le_menu, some2 );
Menu_Disable( le_menu, some3 );

Menu_Disable( le_menu, null1 );

{ Allow selection of various menu options. Exit only when the
QUIT options is chosen from the menu. }

Draw_Menu( le_menu );

bye := False;
REPEAT

IF NOT( op1 AND op2 AND op3 ) THEN
BEGIN
active := False;
Menu_Text( le_menu, show, none_str )
END;
```

```
IF ( op1 OR op2 OR op3 ) THEN
BEGIN
active := True;
Menu_Text( le_menu, show, some_str )
END;

IF ( op1 AND op2 AND op3 ) THEN
BEGIN
active := True;
Menu_Text( le_menu, show, all_str );
END;

event := Get_Event( E_Message, 0,0,0,0, False, 0,0,0,0,
False, 0,0,0,0, msg, dummy, dummy, dummy,
dummy, dummy, dummy );

{ Erase old text on screen }

Draw_String( 60,150, ' ' );
Draw_String( 60,170, ' ' );
Draw_String( 60,190, ' ' );

{ msg[3] = 3 when the 'About ...' from the DESK menu is chosen}

IF msg[3] = 3 THEN
junk := Do_Alert( astring, 1 );

IF msg[3] = le_file THEN
IF msg[4] = load THEN
BEGIN
IF NOT( op1 OR op2 OR op3 ) THEN
Draw_String( 60,150, 'Select a joke file first...' )
ELSE
Draw_String( 60,150, 'Loading jokes... ' )
END
ELSE IF msg[4] = quit THEN
bye := True;

IF msg[3] = le_select THEN
IF msg[4] = joke1 THEN
BEGIN
op1 := NOT( op1 );
Menu_Check( le_menu, joke1, op1 );
IF op1 THEN
Menu_Enable( le_menu, some1 )
ELSE
Menu_Disable( le_menu, some1 )
END
ELSE IF msg[4] = joke2 THEN
BEGIN
op2 := NOT( op2 );
Menu_Check( le_menu, joke2, op2 );
IF op2 THEN
Menu_Enable( le_menu, some2 )
```

```
ELSE
Menu_Disable( le_menu, some2 )
END
ELSE IF msg[4] = joke3 THEN
BEGIN
op3 := NOT( op3 );
Menu_Check( le_menu, joke3, op3 );
IF op3 THEN
Menu_Enable( le_menu, some3 )
ELSE
Menu_Disable( le_menu, some3 )
END; { IF }

IF msg[3] = le_show THEN
BEGIN
IF msg[4] = show THEN
IF active THEN
BEGIN
IF op1 THEN
Draw_String( 60,150, s1_str );
IF op2 THEN
Draw_String( 60,170, s2_str );
IF op3 THEN
Draw_String( 60,190, s3_str );
END;
IF msg[4] = some1 THEN
IF op1 THEN
Draw_String( 60,150, s1_str );
IF msg[4] = some2 THEN
IF op2 THEN
Draw_String( 60,150, s2_str );
IF msg[4] = some3 THEN
IF op3 THEN
Draw_String( 60,150, s3_str );
END;
Menu_Normal( le_menu, msg[3] );
UNTIL bye;
Erase_Menu( le_menu );
Delete_Menu( le_menu );

END; { Do_Menu }

BEGIN { NowWhat5 }

ap_id := Init_Gem;
IF ap_id >= 0 THEN
BEGIN
Init_Mouse;
Hide_Mouse;
Clear_Screen;
Show_Mouse;
```

```
Text_color( Red );
Draw_Mode( 1 );
Do_Menu;
Exit_Gem;
END;
END. { NowWhat5 }
```

AN EXPLANATION

A menu requires a pointer, titles for the desktop menu bar and items to go under those titles. Locate the section titled { Set up the menu. }. Note that it is somewhat similar to the way we set up dialog boxes last column.

First, we identify a specific menu by name, in this case I called it 'le_menu'. The function that does this is NEW_MENU. It's parameters are (1) the number of items to be associated with this menu (including menu titles and items) and (2) the text string which will go under the DESK menu title -- which is usually something like "About this program".

Next, we identify the other titles that will appear on the menu bar at the top of our screen, using the function ADD_MTITLE. The parameters are the menu pointer (le_menu), and the text string identifying the menu title. Here, 'le_file' refers to the menu title "Files". Similarly 'le_show' refers to the menu title "Show". The variables will be used when adding specific items under the menu titles.

After adding all of the titles, we add items to go under the menu titles, using the function ADD_MITEM. It's parameters are (1) the menu pointer, (2) the menu title and (3) the specific text string that will refer to the item. We will use the item variables when we wish to change the appearance of a particular text string.

MENU_CHECK adds a check-mark to the left of a menu item. For that reason, you should put at least two spaces to the left of a text string referring to a menu item, so there is enough room for a check mark. All of the menu items are defined in the program with two spaces to the left of the text string. MENU_CHECK has a boolean variable as the last parameter -- you can tell it to check or "un"check a menu item depending on whether the variable is True or False. The menu item to be checked is referred to by both the menu pointer and the menu item.

MENU_DISABLE has a complementary procedure called MENU_ENABLE. Both procedures are called in the program NowWhat5. MENU_DISABLE produces "ghost" writing -- the item is grey instead of black, showing that the item is unavailable. Also, when an item is disabled you can click on it all you want, but the event handler will not recognize it.

WITHIN THE REPEAT LOOP

All of this takes us to the beginning of the actual work within the program NowWhat5: the REPEAT loop. First we set the variable that will cause the program to repeat the loop until it is changed. The variable is 'bye', and it will only be set to a True value if we select the Quit option from the menu we've created.

The three IF statements test to see whether we have chosen anything under the Select menu. Depending on whether none, some, or all items under the Select menu have check marks by them, we display an appropriate message at the top of the Show menu.

Right after the IF statements is the heart of the repeat loop - the call to the event manager, GET_EVENT. There are many variables and options for this function, and I won't go into them all here, as I'll be doing so in a later column. The important things to know are:

1) E_Message is a message event. Here, it is used to indicate that the user has clicked on one of the menu items.

2) msg is the message buffer. There are many sorts of messages which may be returned, but we are only interested in two elements of that message buffer:

msg[3] refers to the menu title which has been selected
msg[4] refers to the menu item selected

If there were more than one event possible in this program, we would first have to test whether msg[0] referred to a MN_SELECTED state before assuming msg[3] and msg[4] referred to a GEM menu. Please make note of this if you also are handling other window events at the same time (more about this will appear in the next column).

A menu-event where msg[3] = 3 always refers to the 'About' item under the Desk menu title. In the program, we draw an alert box with information about the program when we select the 'About...' item.

What follow are a large number of IF statements. There is an outer IF statement (IF msg[3] = xxx) and one or more inner IF statements (IF msg[4] = xxx). They test to see which menu title is referred to (msg[3]) and then which message item is reffered to (msg[4]). Then, depending on what the menu item actually is, several other statements may be executed.

For example, if msg[3] = le_file and msg[4] = quit then we set the variable 'bye' to True, which enables us to exit the repeat loop.

For the Select title, we toggle between the checked and unchecked state using the statement

```
opn := NOT(opn)
```

then, depending on the state of 'opn' we enable or disable the corresponding menu item under the Show title.

For the Show title, we can select the upper default, which will print out a joke if it is enabled, or we can select an individual joke if it is enabled. Of course, when all jokes are disabled nothing will be shown.

The logic of the IF statements may seem to be complex, but if you actually run the program, you will be able to see what happens when you select the various menu items. If you have desk accessories, I would suggest you do not select them from the Desk menu title as they will have unpredictable results within this particular program (due to the very minor "event management" going on.)

Finally, before we repeat the loop we make a call to Menu_Normal using the menu title (referred to by msg[3]). The reason this is necessary is that GEM will highlight that menu title when you select a menu item, and will NOT return it to normal automatically.

When we are done with the menu, we can erase it from the screen using ERASE_MENU and then remove it from computer memory using DELETE_MENU. Of course, if you're going to use a particular menu more than once in a program, it makes sense not to delete it. You can issue a call to DRAW_MENU after you've called ERASE_MENU, and all of the menu items will be in the same state as before.

ANOTHER THING

You will notice that I have not created a normal window in this program. Instead, I made a call to CLEAR_SCREEN instead. As a precaution, I first hid the mouse, then cleared the screen, then showed the mouse again. When you only want a blank page upon which to draw graphics or menus or dialog boxes, you can use this call. Clear_Screen will cover ALL WINDOWS, regardless, so don't use it in a case where you have multiple windows (or where you are going to create windows). The full-screen window will not go away until you end your program. Be aware.

FINAL WORDS

I have been entirely too long getting this article out, and I apologize. I hope that you have found the previous articles useful. I fully intend to complete this series "real soon", and then, perhaps, to go onto some more difficult programming articles.

Feedback is appreciated. If your user group uses this article in a newsletter, I'd appreciate seeing a copy. Mail will reach me at the following address:

David Meile
Box 13038
Minneapolis, MN 55414

540. Re: Amiga-Atari filetransfer diskcopy etc.

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 00:28:47 UTC
From: ali@rocky.STANFORD.EDU
Message-ID: <808@rocky.STANFORD.EDU>
Source record: 255690

In article
<8712071453.AA25797@jade.berkeley.edu> WNNROUB@HUTRUU0.BITNET writes:
>Also are there programs for the Atari that 'simulate' an Amiga? There is such
>a program for the Amiga (to simulate an Atari) :STEmulator.
>
Well I tried to send mail to this person and failed... But just to make sure
no misunderstandings come up (like the time a month ago when everyone wanted
the ST Amiga emulator mailed to them) --- The Amiga STEmulator is a joke,
much like the ST Amiga emulator. It appeared many moons ago, on Fish 43.

Ali Ozer, ali@rocky.stanford.edu

541. FOLDERXXXXX

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 01:12:02 UTC
From: 870646c@aucs.UUCP
Message-ID: <637@aucs.UUCP>
Source record: 255691

Keywords:Megas and hard disks

After I posted my message about the GEMBOOT prg. not working properly, I
received a message stating that GEMBOOT will not work properly with the new ROMS,well he
also stated that there is a prg. call something like "FOLDRXXX.TOS",
will this prg. work with the new ROMS? If it will do the trick could someone
that has it please sent it to me in a reply msg. PLEASE do not send it via
the binaries section I will never get it.
Thanx in advance
Barry

542. MIDIMAZE/other uses..was RE: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 05:15:32 UTC
From: trb@stag.UUCP
Message-ID: <275@stag.UUCP>
Source record: 255692
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <2094@crash.cts.com> ford@crash.CTS.COM (Michael Ditto) writes:
>In article <4567@pyr.gatech.EDU> gt4785b@pyr.UUCP (David Carter) writes:
>>b) many people will never use
>>their Amigas for MIDI, so it would have been wasted money.
>
>The Atarioids are always saying that the Amiga costs too much,
>but are so proud of their built-in MIDI port that increased the cost of
>their system and will probably never be used.
>
> [some guesswork in midi usage]
>
On another tack...First, I doubt the cost of adding midi to the ST is more than $2.00 or so in parts to Atari. Second, there are more uses of midi ports than using them as connections to musical instruments. I do happen to have a Casio keyboard attached to mine (nice since more and more games coming out automatically play music TO the midi port just in case a keyboard is attached...as well as through the normal speakers.) And about 20% of the people I know have keyboards (I am not musical at all, so that isn't the reason). In any case, I would say that there are two other very good uses for midi on the ST right now. One is as a cheap LAN (which is available from several companies already on the ST, not sure about on the Amiga), and also for things like MIDIMAZE (which, if it ever comes out on the Amiga will probably sell more midi adapters than midi keyboards will). The Midimaze craze, if you haven't heard, is where you get up to 15 other people to haul their ST's over to your house, string midi cables from room to room connecting all the machines, and then waste an entire afternoon (and evening) wearing out your palms and firing button fingers (and lungs) wandering through mazes shooting at other players. I think 8 of us were enough to alienate my wife the last time we played (YES, I ADMIT IT, I PLAY GAMES ON MY ATARI! Why not?)

Also, all this arguments over which computer is better is kind of silly. I had an Amiga for a while (and still have a Mac and an IBM PClone), and it was/is a nice machine. The Amiga was about 6 months behind the ST on certain features that I found useful (Compilers, utilities, etc) and was ahead of the ST in other areas (HAM pictures, psuedo multitasking, sound applications). For some reason, I just found programming on the ST more straightforward (I had problems on the Mac as well.) It was probably just my background and my desire to be able to move things back and forth between Unix that made it hard. Time will tell.

-Todd Burkey
trb@stag.UUCP
or ...ihnp4!meccts!stag!trb

543. Re: Amiga-Atari filetransfer diskcopy etc.

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 09:15:39 UTC
From: farren@gethen.UUCP
Message-ID: <422@gethen.UUCP>
Source record: 255693

In article <8712071453.AA25797@jade.berkeley.edu> WNNROUB@HUTRUU0.BITNET writes:
>Also are there programs for the Atari that 'simulate' an Amiga? There
>is such a program for the Amiga (to simulate an Atari) :STEmulator.

Before we get into this again, the ST emulator for the Amiga is the same
as the Amiga emulator for the ST - namely, a joke. It puts up a "GEM"
desktop, and whenever you click on anything, it puts up the 'bomb' symbols.
It certainly does NOT emulate anything useful!

--
Michael J. Farren | "INVESTIGATE your point of view, don't just
{ucbvax, uunet, hoptoad}! | dogmatize it! Reflect on it and re-evaluate
unisoft!gethen!farren | it. You may want to change your mind someday."
gethen!farren@lll-winken.arpa | Tom Reingold, from alt.flame

544. Re: FOLDERXXXXX

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 10:44:50 UTC
From: t68@nikhefh.UUCP
Message-ID: <410@nikhefh.UUCP>
Source record: 255694

In article <637@aucs.UUCP>, 870646c@aucs.UUCP (barry comer) writes:
> After I posted my message about the GEMBOOT prg. not working properly, I
> received a message stating that GEMBOOT will not work properly with the new ROMS,well he also stated that there is a prg. call something like "FOLDRXXX.TOS",
> will this prg. work with the new ROMS? If it will do the trick could someone
> that has it please sent it to me in a reply msg. PLEASE do not send it via
> the binaries section I will never get it.
> Thanx in advance
> Barry

FOLDRXXX starts up with a little table of ROM versions and corresponding to each version an address. At that address it inserts a list of memory pieces to be used. If you use new ROM's these addresses have been changed so you cannot use FOLDRXXX unless you figure out the new address you need and substitute the necessary information into the binary of FOLDRXXX (or a disassembly). On the other hand: the new version of the ROMs for the Mega has a much larger OSpool from which these memory blocks are taken. It used to be 6000 bytes, but the new size is 16000 bytes. I don't know whether this makes FOLDRXXX superfluous. Maybe Allan Pratt can comment on that.

Jos Vermaseren
T68@nikhefh.uucp

545. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 12:24:51 UTC
From: rex@otto.COM
Message-ID: <530@otto.COM>
Source record: 255695
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

Expires:

Sender:

Followup-To:

Distribution:

Sheesh! The first 2 or 3 replies to my post would have sufficed, but I can see that their is a good chance that I'll probably get a reply from every Amiga owner on the face of this planet with netnews access. I didn't mean for this post to be a vicious flame, but all the Amiga owners obviously took it that way. Don't take it to be a direct attack on your machine.

This is what I was trying to say:

If a musician decides he should have a computer, not only to help him with producing music, but also to handle some other simple things like keeping his checkbook in balance, to replace his typewriter, and of course to play decent games on; he should look at how simple the machine is to acquire, assemble, use and maintain. Having to worry about the midi level converter as an extra item is not a problem with the ST. They both have very user friendly interfaces, although it's debatable which one is more user friendly. Finally, as far as the average musician is concerned, each machine is equally powerful (Read: they both can play great music and great games!). One final comment: I've noticed, from talking to various musicians around here, that they usually are not very concerned about the built-in sound capabilities of computers, but rather if the computer can make their own perticular keyboards sing.

Rex.

--

Rex Jolliff (rex@otto.UUCP, {akgua,ihnp4,mirror,sdcrdcf}!otto!rex)
The Sun Newspaper - |Disclaimer: The opinions and comments in
Nevada's Largest Daily Morning | this article are my own and in no way
Newspaper | reflect the opinions of my employers.
- -
What happened to our superior space program?

546. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 12:52:09 UTC
From: rex@otto.COM
Message-ID: <531@otto.COM>
Source record: 255696

Sender:

Followup-To:

Distribution:

Keywords:

In article <8712050444.AA17251@sun.mcs.clarkson.edu> mrd@SUN.MCS.CLARKSON.EDU ("Michael R. DeCorte") writes:
>
> [much talk about history repeating itself] ... Then
>they took this computer that in my opinion was desided as
>a small buisness computer (probably word processing) and turn
>it into a game computer.

First of all, I don't think they really had any intentions of making the 800 a business computer. Second, what's wrong with the 800 being a game machine. It happens to be a very good one. Games are a very important prerequisite for a home computer as far as I'm concerned (probably THE most important 8-).

Some people think they need to buy a "sufficiently powerful business computer" for themselves so they can run "business applications". The truth, in my opinion, is that a home computer is something to play games and tinker with in your spare time, much like you would buy a handglider to go handgliding with or a telescope to gaze at the stars. The person that wants to take up flying as a hobby doesn't go out and buy a 747, not only is it not as fun to fly, it costs a whole lot more also. A person that wants to gaze at the stars in his spare time doesn't buy an obseratory, does he?

> [talk about atari's vapor-ware syndrome]

This can be annoying, can't it? Contrary to popular belief, Atari is not the only company with this problem.

>
>Atari has taken the point of view that making vapor-ware is ok.

I've never heard them state this.

>Buggy os's are ok.

This is also not true. Of course they could try to fix every bug not worrying about whether one version of thier OS is compatable with any other, sound faniliar? 8-) 8-)

>New products that just look new are ok.
huh?

>Game machines are ok.
well they are.

>Michael DeCorte
>mrd@clutx.clarkson.edu
>mrd@clutx.bitnet
>

Rex.
--

Rex Jolliff (rex@otto.UUCP, {akgua,ihnp4,mirror,sdcrdcf}!otto!rex)
The Sun Newspaper - |Disclaimer: The opinions and comments in
Nevada's Largest Daily Morning | this article are my own and in no way
Newspaper | reflect the opinions of my employers.
- -
What happened to our superior space program?

547. Re: Mastertracks Pro experiences on the Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 13:24:14 UTC
From: Randomizer@cup.portal.com
Message-ID: <1862@cup.portal.com>
Source record: 255697
Cross-posted to: rec.music.synth,comp.sys.atari.st

>p.s. I read a review in one of the Macintosh magazines (MacUser?) whic
>stated (incorrectly) that the Mac version is superior to versions available
>for "other" compters (the ST, funny how the Mac mags still can't even say
>the word). Well, after going over both versions in the store, I found no

To be fair, I think that the MACUSER magazine was refering to Master
Tracks Pro for the IBM which actually preceded the Mac and Atari version.
Master tracks pro for the ST and Mac were born from the IBM version which
is now vastly inferior to the MAC and ST version. I know, I have
an IBM and work with the MAC.
You guys have got it good :-)

Randomizer@cup.portal.com

548. Re: GEMBOOT and the Megas

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 14:19:44 UTC
From: poole@forty2.UUCP
Message-ID: <122@forty2.UUCP>
Source record: 255698

In article <900@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>in article <608@aucs.UUCP>, 870646c@aucs.UUCP (barry comer) says:
>>
>> Hi all, well my Mega2 just landed on my desk, really nice. I've got a question for all other Mega owners using the hard disks, I have been using GEMBOOT with
>> my 1040ST all along, when I boot up the Mega two bombs appear then disappear
>> after GEMBOOT has done its thing.
>
>DO NOT USE GEMBOOT. Use FOLDRXXX from Atari. HINSTALL should be available,
>too... It makes your hard disk bootable (no "boot floppy" needed).
>
The lastest version of GEMBOOT which was distributed something like
half a year ago, allows you to set the location of the sole undocumented
variable that Konrad uses in GEMBOOT. Matter of fact I used GEMBOOT
without problems on one of the first Mega's that arrived in Switzerland
after changing the GEMBOOT startup file.

>patches the appropriate location in the OS. In the case of the Mega
>ROMs, he actually added a pointer in the OS header which points to
>the necessary spot, so FOLDRXXX will work for all future ROM releases.
^^^^^^^^^^^^^^
Didn't Atari claim it was working on a new '40 folder bug'less OS?

>Even old TOS ROM users should probably not use GEMBOOT... I certainly
>wouldn't trust it, and with FOLDRXXX and HINSTALL available, you just
>don't need it.
Hmmmm, as Landon Dyer once said (a long time ago) FOLDRXXX does NOT fix
the other problem with GEMDOS management of the internal directory
list (mutiple bad copies of the same block), GEMBOOT does provide
a workaround for this problem (so I wouldn't trust FOLDRXXX) plus
a lot of other nice things.

Simon Poole
UUCP: ....mcvax!cernvax!forty2!poole
Bitnet: K538915@CZHRZU1A

*
***************When will Atari annouce PC-6 to PC-10?****************
*

549. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 14:46:26 UTC
From: joe@cbdkc1.ATT.COM
Message-ID: <2591@cbdkc1.ATT.COM>
Source record: 255699
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

In article <22087@ucbvax.BERKELEY.EDU> oster@dewey.soe.berkeley.edu.UUCP (David Phillip Oster) writes:
>I'm posting a Macintosh version of the Shepard Tone effect to
>[SUMEX]<INFO-MAC>. The program lets you go up or down forever, and includes
>
>--- David Phillip Oster -- This sentence is a life-like replica
>Uucp: {uwvax,decvax,ihnp4}!ucbvax!oster%dewey.soe.berkeley.edu

POST IT TO THE NET!!! Please.

Some (a lot) of netters cannot (ftp) access these places.

Tanks! Joseph Judge ihnp4!cbdkc1!joe

--

550. Audio Digitizer

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 15:11:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <871208151154.948355@HIS-PHOENIX-MULTICS.ARPA>
Source record: 255700

I want to get an audio digitizer for my 1040ST. My local computer dealer says that I want the Michtron one (I think it's called superconducter, but I'm not sure). I want to know if this is a good audio digitizer for recording music, sounds, and speech, and if it is GFA Basic compatable. I would also like to know what else is out there.

Thanks in advance,
Aric Friesen

"Exterminate! Exterminate!"
/~\-*
###--<
/***\
/*****\
~~~~~~~~
~~~~~~~~

551. Wanted GPIB for the ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 15:47:00 UTC
From: SYSTEM@UVPHYS.BITNET
Message-ID: <8712081940.AA24726@ucbvax.Berkeley.EDU>
Source record: 255701

Does anyone know if there exists a GPIB (IEEE 488) interface for the ST?
I would like something that would plug into the cartridge port, since I have
the programs for R/W to this port.
Any information you can send me would be greatly appreciated.

Thank you in advance,

Nik Zapantis
UVIC,Physics
Victoria, BC
V8W 2Y2
(604)721-7729

system@uvphys.bitnet

552. Re: Atari ST or Amiga ? Help !

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 16:14:50 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2515@gryphon.CTS.COM>
Source record: 255702

Dont you just love these postings that ask "which should I buy,
oranges or pineapples", people post, the person decides, and the postings
continue for weeks after.

"Buy both of the damn things"

--
Richard J. Sexton
INTERNET: richard@gryphon.CTS.COM
UUCP: {hplabs!hp-sdd, sdcsvax, ihnp4, nosc}!crash!gryphon!richard

"It's too dark to put the keys in my ignition..."

553. Fortran subroutines on ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 16:32:00 UTC
From: menton%v5130b.DECnet@NRL-ACOUSTICS.ARPA
Message-ID: <8712081652.AA21081@ucbvax.Berkeley.EDU>
Source record: 255703

To those "real" programmers who use Fortran (in particular, Absoft's AC/Fortran on the ST), please be advised that several of the subroutines and functions in the fine book, "Numerical Recipes", will not run properly on the ST unless the Fortran statement "SAVE" is added to the routine. The "SAVE" statement should go just before any "DATA x.../a..." statements near the beginning of the routine.

Apparently, the VAX Fortran compiler does the equivalent of having "SAVE" in the routine as a default. Without "SAVE", the subroutine bombs on the ST but runs fine on the VAX. With "SAVE", VAX and ST both work fine and give the same answers.

Of course, if I had read "Numerical Recipes", p.14, where info on "SAVE" is discussed, I wouldn't have spent 3 days using the interactive debugger to figure out why the routine wasn't working! Naaaahhhh - reading the directions first is still an unacceptable alternative!

Bob Menton KG3J
MENTON@NRL-ACOUSTICS.ARPA

---

554. Re: Atari Marketing Strat. --- con't

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 17:57:53 UTC
From: bob@wiley.UUCP
Message-ID: <1618@wiley.UUCP>
Source record: 255704

In article <8712061737.AA05104@ucbvax.Berkeley.EDU> EJGEORGE@SUNSET.BITNET writes:
...
>done. Not only are most of the users on the net loyal and satisfied, but most
>(if not all) are intelligent college students/faculty. WHY NOT LISTEN TO US?
...

Excuse me, but college students and faculty are not the only users out there.
Personally I'm offended by the fact that you imply that there is no more
important opinion than that of someone at a university. I think you would
be surprised at how many professionals read "the net" on a regular basis.
Believe it or not, we, too, have some degree of intelligence (No, it didn't
go away when we gradutated).

Personally, I think it wise of Atari to adhere to their own marketing
strategy. I may be wrong, but I don't believe that the average net reader
has enough information to tell Atari how to conduct business. Let Atari
decide on its own whether or not to run commercials.

On the other hand, I hope that Atari does listen to us when we have
technical complaints because we are users and it is our word of mouth
that sells their computers.
--

---Bob Amstadt
bob@wiley.uucp
{csvax.caltech.edu,uunet.uu.net,trwrb.uucp}!wiley!bob

555. PC DITTO REVISION 3.0

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 19:04:05 UTC
From: c9c-eh@dorothy.Berkeley.EDU
Message-ID: <5262@zen.berkeley.edu>
Source record: 255705

[Wokka wokka wokka wokka...] [GULP!]

Once again, the Safety Seal strikes. Yes, this means that pc-Ditto
v 3.0 has arrived! The immediate consequence is a mini-review:

PCD (as I will call it) v3 comes with two sheets of paper about the
bug fixes and enhancements in it, so I'll make it easy on myself and just
list these (with comments):

1) PCD v2 used to have (very rarely) problems booting an MS-DOS disk.
Sometimes it couldn't format a disk correctly, and copying with
. sometimes corrupted the files or the disk. [I've never yet run
into these problems on either version.]

2) PCD v2 failed on trying to access any hard disk partition above
D:. This has now been fixed. [Without my hard disk, I cannot
verify this.]

3) PCD v3 now runs correctly with the Mega's.

4) Under PCD v2, self-booting disks would not autoboot. Fixed.

5) RS-232 use sometimes locked up ST on old version. Fixed.

6) PCD v3 NOW WORKS WITH MONOCHROME! You can "simulate" either IBM
mono or color on the Atari mono screen. It looks to me like the
text font used for color is used here, but stretched out vertically,
so that there are blank lines interleaved in the text.

7) When you run PCD now, it will capture the time and date from TOS,
so you don't HAVE to set it.

8) And now, the mouse is supported. Either of two mouse modes can be
chosen: Microsoft or Generic. (Or it can be turned off.) The
Generic mouse merely generates cursor keystrokes when you move the
mouse, and each button can be assigned to a character, so a button-
click generates that. The Microsoft mode requires a mouse driver
(provided), and will allow the use of things like GEM and Windows
now (though I have real doubts about running things like that at
the speed PCD provides).

Overall, I like it. The revision was free, and mailed promptly.
There were README files on the disk which also cleared up problems such as
how to format 80-track single-sided disks. And the pc_ddrv file allows
reading GEMDOS format disks (82-track, 10 sectors, too).
The one big problem with pc-Ditto right now is speed. I bought it
for a specific purpose (I needed to run some IBM programs to do homework
in a class), but aside from that, I'm not positive what benefits it

provides over the ST, especially now that the range of software has
expanded so much for the ST.

It's up to you, though. If you need it, it works well.

Disclaimer: I'm not associated with \ /\ /arner
the latest revision of SANITY. \/ _/
Address: ucbvax!dorothy!c9c-eh |oung
c9c-eh@dorothy.Berkeley.EDU __|

Warp 10: it's not just a good idea,
it's the LAW!

556. Re: Hard disk boot???

Newsgroup: comp.sys.atari.st
Date: 1987-12-08 19:34:12 UTC
From: federico@actisb.UUCP
Message-ID: <122@actisb.UUCP>
Source record: 255706

[The line eater was sleeping again ...]

In article <624@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
>I have a few questions for anyone using a SH204 with a Mega ST. I have a Meag2
>with a SH204, I have being auto booting from the hard disk using HDB_V2.3, I
>used to be able to auto boot from the floppy when the CTRL,SHIFT, and ALT.
>keys were held down, well since I started using the Mega, the machine always
>boots from the hard disk with the keys down or up?????????????

I didn't know of the CTRL-SHIFT-ALT trick, but I had a problem similar
to yours: there was no way my Mega would boot from floppy, and that
turned out to be quite a problem when a desk accessory I had downloded
from somewhere was turned unusable because of line noise. My "solution"
was not to boot from hard disk at all, which I now find better since it
allows me to choose different configurations (desk accesories and such)
depending on the job I'm going to do.

>I am also using GEMBOOT to overcome the 40 folder limit in TOS(has it been
>fixed with the new ROMS?).

I'm also interested on this question, and it has been already asked a couple
of times with no visible answer. I've never used the old ROMs, so I don't
know what the infamous "40 folder limit" means. I've had more than 40 folders
on my hard disk and nothing happened. Does this mean that the problem is
fixed? Or is it 40 folders DEEP?

///////
//____ //
Federico // //
// __ //
// / / //
///////

UUCP: ...!mcvax!unido!tub!actisb
BIX: fheinz

557. Re: Colorburst

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 00:19:24 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <1359@saturn.ucsc.edu>
Source record: 255707

In article <8712082256.AA29067@ucbvax.Berkeley.EDU> IHLS400@INDYCMS (Holly Lee Stowe) writes:
>
>For those of you who have expressed an interest in Spectrum 512 and
>"that other program", I have a copy of Colorburst 3000 from Beery'sBit.
>(Not too difficult considering that Andrew Beery works at our local
>Atari dealership and is a member of the local user group...)
>
>I still have a lot of things to do and try with it, but in a nutshell,
>save your money right now, but you'll probably want to buy it soon.

If it uses the same display routine that the Colorburst demo posted to the net, save your money. That was a flickery demo that gave me a headache after a few minutes, and certainly did NOT give the illusion of having more than the usual number of colors on the screen. Yuck.

+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ucscb.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _____________________________|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

558. Re: PC DITTO REVISION 3.0

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 01:02:12 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3125@batcomputer.tn.cornell.edu>
Source record: 255708

What should I do if I am a registered owner and all that and I haven't even gotten Version 2 yet? Does Avant-Garde still read the netnews (I remember them saying that they were going to check it every now and then)?

Adam Engst

engst@tcgould.tn.cornell.edu

559. Re: Alcyon C Bug N++ (Alcyon wins again)

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 03:03:49 UTC
From: root@cca.ucsf.edu
Message-ID: <1102@ucsfcca.ucsf.edu>
Source record: 255709

In article <8712051307.AA12109@ucbvax.Berkeley.EDU>, aking@BFLY-VAX.BBN.COM (Allen King) writes:
> Has anybody seen the following bug in version 4.14 of Alcyon C?
>
> /*
> * The Alcyon C compiler (Version 4.14) gets confused with the following
> * fragment, thinking that "y" in the assignment to F->y (line 10) is of
> * type "struct in".
> *
> * The fault seems to require that the same names be used in the two structs,

Please read K&R page 197 which requires that when the same member
names are used in different structs the types must agree from the
beginning of the struct through the member in question.

Thos Sumner (thos@cca.ucsf.edu) BITNET: thos@ucsfcca
(The I.G.) (...ucbvax!ucsfcgl!cca.ucsf!thos)

If he says it's "user friendly" watch out; he's a con artist.

#include <disclaimer.std>

560. the perfect ram disk

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 03:43:53 UTC
From: gpm@dukempd.UUCP
Message-ID: <427@dukempd.UUCP>
Source record: 255710

I have Mike's Ramdisk v. .95, and like the idea of what it's trying to do. It has a dialogue box as if it were resizable, but it's very buggy. Could someone send me a later version that works like it's dialogue implies it should. What I would like best of all is an eternal ram disk that I can size up and down as I see fit, but which sizes down without letting me destroy any data I may have on the disk. If anybody has and would send me or knows where I could get such a beast, I would be grateful. Thanks.
--
Guy Metcalfe gpm@dukempd.uucp
Duke University Dept. of Physics mcnc!duke!dukempd!gpm
Durham, N.C. 27706 despot@tucc.bitnet

561. Minix

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 04:28:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8712090433.AA06075@ucbvax.Berkeley.EDU>
Source record: 255711

```
Date: 8 December 1987, 23:28:09 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Minix

[ ]

Minix will be in the public domain, won't it?

Jim

+----------------------+-----------------------------------+
| Jim McCabe | BITNET: jemccabe @ mtus5.bitnet |
| G31 ECH MTU | UUCP: mccabe2 @ mtuvaxb.uucp |
| Houghton, MI 49931 | mccabe @ m-net.uucp |
+----------------------+-----------------------------------+
```

562. button clicks

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 05:50:30 UTC
From: uace0@uhnix2.UUCP
Message-ID: <477@uhnix2.UUCP>
Source record: 255712

A while ago someone posted a program to run a program from a desk accessory. This was done by fooling the OS into thinking that a double click had occurred when the desktop came up. Does someone have the source code, or know how this was done?

Thanks in advance,
Mike Vederman
--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

563. Don't use autorepeat in STEVIE

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 05:58:37 UTC
From: georgew@tekig4.TEK.COM
Message-ID: <2233@tekig4.TEK.COM>
Source record: 255713

I just tried out the posting of STEVIE, and naturally, the first thing I wanted to try is to see how slow insert mode is, since the author mentions the slowness in the document. So I held down on a key as if I was entering a line of *'s for a block comment. Stevie got about halfway across the line and bombed. I had to reboot. I tried this three times. Twice it killed the O/S, and once it subtly corrupted the system so that when I tried to copy a file after exiting, the system told me there was "not enough memory to run your application".

Anyway, enough said. Don't use autorepeat in STEVIE. The other things I tried seemed to work OK.

By the way, there are two other pseudo-vi's around, VIX and LEVEE. Each has its own limitations. Between the three programs, you can do anything you can in vi :-)

George S. Walker {decvax,hplabs,...}!tektronix!tekig4!georgew FLAMENET
Tektronix, Inc. georgew@tekig4.TEK.COM DOMAIN
(503) 627-4669 tekig4!georgew.tektronix@Udel-Relay ARPANET

564. PPascal Problem?

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 06:24:47 UTC
From: avp@garfield.UUCP
Message-ID: <4281@garfield.UUCP>
Source record: 255714

I'm using the original version of PPascal, and have a problem (bug?)
In the program I'm writing, I call an Alert Box, and right after the
user responds, the box is erased, but a LF or two are done at the
bottom of the screen, moving thwe whole thing up. This seems to
happen less, but still happens if I run the program from the desktop
instead of PPascal. Any Ideas?

-AVP-

avp@garfield.UUCP.mun.cdn

565. UW (Unix Window)

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 06:44:51 UTC
From: moe@athena.mit.edu
Message-ID: <1995@bloom-beacon.MIT.EDU>
Source record: 255715

I apologize for this posting but since all my mails to Brian Katzung were bounced, this is my last resort.

Brian, please post the version of UW that you have with all those nice features: configuration file, file capture, optional title bar and sliders, programmable function keys, built in rs232 configuration, choice of emulation sizes, access to 6 fonts, printer support, text clipboard mechanism, and faster execution...and whatever else that you guys might have hacked since your posting a month ago...Please

If you have problem posting then is there another way for me to get the program (through usnail maybe, I could send you a disk and a self address, stamped envelop)

Thanks in advance for your troubles

Hai

566. To Greg

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 07:26:57 UTC
From: HAHN_K@DMRHRZ11.BITNET
Message-ID: <8712090726.AA08880@ucbvax.Berkeley.EDU>
Source record: 255716

Date: 9 December 1987, 08:12:08 CET
From: HAHN_K at DMRHRZ11
To: INFO-ATARI16 at SCORE

Sorry for posting this to the DIGEST but I couldn't reach Greg directly
(got lots of 'UUCP command failed' replies)...
To Greg Onufer:
thanks for the help you offer, Greg. Not being able to accept your
kind offer because of communication problems between bitnet and uucp
I have chosen another way instead. Wish you a nice time in Germany.
Klaus.

Klaus Hahn
Marburg, West-Germany

Bitnet: HAHN_K@DMRHRZ11
Bix: K_HAHN

567. Re: Turbo charging the ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 10:55:39 UTC
From: bryce@hoser.berkeley.edu
Message-ID: <22110@ucbvax.BERKELEY.EDU>
Source record: 255717

In article <7567@eddie.MIT.EDU> dorian@eddie.MIT.EDU (Dorian Garson) writes:
>
>Has anyone attempted to replace the slug-bait 68000 in their ST with a
>68010 or 68020?

Drop a 68010 in and the Operating System (TOS) dies a horrid death.
No electrical problems, just the software crashes out. The same
problem would exist for the 68020, problems multiplied many times.

You can boot an alternate OS, but then you don't get to run any
of your ST software.

I use an '010 in "that other machine". It speeds up the multiply/divide
instructions *a lot*. Other than that the increase in speed is minimal.
Since I had to replace a physically damaged 68000 in the machine anyway,
the '010 made sense.

|\ /| . Ack! (NAK, SOH, EOT)
{o O} . bryce@hoser.berkeley.EDU -or- ucbvax!hoser!bryce
(")
U WARNING: hoser's spool directory eats a *lot* of mail. :-(

568. Networks

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 14:02:38 UTC
From: U613189@HNYKUN11.BITNET
Message-ID: <8712091415.AA17078@ucbvax.Berkeley.EDU>
Source record: 255718

We would like to know more about atari-networks. Does anyone have information a
bout this subject or knows where to find this information?
We want to connect about 8 ST's with one master, which will have a
20 Meg harddisk. What software is available? Where? How expensive?
What protocols are used?
We are greatfull for any information about this subject.

********** Rob Duin **********

569. DCOPY20.ARC is a hoax

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 14:24:29 UTC
From: silvert@dalcs.UUCP
Message-ID: <2736@dalcs.UUCP>
Source record: 255719

I keep running into DCOPY20.ARC on file servers and BBS's. It is a hoax. Someone has taken DCOPY19.ARC and changed two bytes ONLY so that the screen header says 2.0 instead of 1.9. (You can check this with cmp -l). The documentation files are absolutely identical in every way.

This not only wastes time by people trying to upgrade, but it doesn't work right -- DCOPY supports three modes of operation by checking for the file name DCOPY19.??? and acting differently for .PRG, .TOS, and .TTP extensions. If you call it DCOPY20.??? it gets confused and may not work as it is supposed to.

I have checked DCOPY20 from three sources, and all are fraudulent. So delete it from your archives and be suspicious if it shows up again.

--
Bill Silvert, Modelling/Statistics Group, Biological Sciences Branch
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN or BITNET: biomel@cs.dal.cdn

570. Magic Sac -- what runs?

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 14:29:23 UTC
From: silvert@dalcs.UUCP
Message-ID: <2737@dalcs.UUCP>
Source record: 255720

Can some Magic Sac guru post an updated list of what does and doesn't run? I've been trying to get a decent terminal emulator for ver. 4.52 (with Finder 5.5, System 4.1) and find that MacKermit and FreeTerm 1.8 run, but FreeTerm 2.0 and Red Ryder 9.4 don't. I'm waiting for the new release of MockTerminal to come in, but a current listing of what will work would be greatly desired.

Are there sources of Magic disks other than Current Notes?

More postings on MS would be welcome, as I suspect that the number of users is growing, and those of you who have experience with it could be a lot of help to the rest of us.

--
Bill Silvert, Modelling/Statistics Group, Biological Sciences Branch
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN or BITNET: biomel@cs.dal.cdn

571. OSS Pascal.

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 15:20:17 UTC
From: 870646c@aucs.UUCP
Message-ID: <639@aucs.UUCP>
Source record: 255721

I would like to thank all the people that sent me the FOLDRXX.PRG. Also
I would like to know if someone would be willing to sell their copy of
OSS Pascal to me, I need it for school. If you do want to sell your copy of
it please respond with a reply msg. to me or call me at the following
number, 1-(902)-542-2312.
Later
Barry

572. Re: Amiga-Atari filetransfer diskcopy etc.

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 15:30:04 UTC
From: turner@daisy.UUCP
Message-ID: <753@daisy.UUCP>
Source record: 255722

There is a program for the Amiga called Dos2Dos which allows the Amiga to read IBM format disks (which just happens to be the Atari format). Its about as user friendly as an angry porcupine, but i use it to copy programs (source) from my Amiga to my ST and back.

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

573. OOL language on ST - use Clascal

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 15:45:26 UTC
From: klt@arinc0.ARPA
Message-ID: <771@arinc0.ARPA>
Source record: 255723
Cross-posted to: comp.sys.atari.st,comp.sys.m68k,comp.sys.mac,comp.lang.pascal,comp.lang.c++

(Note that this is cross-posted to the groups to whom this problem might have relevance.)

I did some checking. So far as I know there are no PD cfront for C++ and no other C++ compliers for the Atari_ST. Objective C has also _not_ been ported to Atari_ST, more the pity. So to find a good environment to develope software with for the ST is tough.
I could use C or M2 but much of the development of good interface software would be made easier by a good OOL.

I got hooked on using an OOL when I developed a project for the Lisa 2/10 using the Workshop and the Clascal Toolbox. If only I could port Clascal to the ST......

To do that, (is that legal, hmm, what is the current and future status of Clascal in light of Object Pascal?) I would need to do several things. First I'd need a USCD P-system on the ST. [Fine, the USCD Pecan system is avaliable.] Would a 68000 based USCD P-system be compatable with a different 68000 based P-system? Can I take a Complier from the P-system (Workshop) and use on another P-system? Will it (the complier) find and use the Librarian to locate it's unit's to complete the compilation? Are there other incompatiablities I've forgotten about?

Next is the problem with Drive Formats. Does anyone know the format of Lisa Workshop disk formats. The disk could be read by the same drives that read Macintosh disk. I had the wonderful thought that perhaps the Magic Sac Translator would be able to read the Lisa Disks so I asked David Small about the situation. He though about and said that HE didn't know. (Well if he doesn't know about this situation then there not be anybody else who does know about comparative disk formats.)

Summary: Is there a another good OOL for the ST? (stripped Smalltalk doesn't count) I'd love to use Obj-C or oh-yea C++.

Is using Clascal on the ST legal?

What must be true for 68000 based USCD P-system object modules to be run compatiable?

How Can I get the Run-Time executable from Lisa Workshop disks to ST readable disk. I'm assuming that I have to rebuild the Object module for ST use.

[[Let's see if I could Clascal to Work under Beckmeyer's C-shell
I could get multi-tasking user-friendly shell for the ST. I could
get to develope Mac Software on another host. No I'm not talking
about Lisa's. hmmm- the more things change..

And then when I can afford a big hard disk.....
]]

==
Kermit Tensmeyer | Arinc (klt!arinc0) (26.2.0.88)
(301) 266-2025 |

--
==
Kermit Tensmeyer | Arinc (klt!arinc0) (26.2.0.88)
(301) 266-2025 |

574. DESKTOP PUBLISHING

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 15:51:06 UTC
From: jdn@homxc.UUCP
Message-ID: <2420@homxc.UUCP>
Source record: 255724
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

Some time ago, Atari announced a laser printer, but I haven't
seen any talk about the printer or software for Desktop Publishing
in the ST newsgroup recently.

1. Does a laser printer exist? Can I easily buy one?
2. Does Desktop Publishing software for the ST exist?

How do these products (if they exist) compare with Desktop Publishing
on the Amiga and Mac? Any input on the various laser printers available,
your personal experiences with the printers and software, caveats,
recommendations, etc. is very mcuh appreciated.

Thanks,

Jonathan Nagy
{ihnp4|allegra|mtune}!homxc!jdn
(201) 615-4349

575. Re: Great Demo from Rex...

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 16:23:03 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3130@batcomputer.tn.cornell.edu>
Source record: 255725

In article <8712082256.AA29083@ucbvax.Berkeley.EDU> IHLS400@INDYCMS (Holly Lee Stowe) writes:
>
>I have a request...

Me too.

>This thing is FUN. It does some slick color
>shifts and plays music, but the real kicker is that the A drive
>busy light flashes in time with the music! (Honest to goodness!
>It's a scream!) When you hit RESET to stop it, there is some digitized
>applause and a message appears "Thank you for listening, Ladies and
>Gentlemen." before the system reboots.

This demo sounds great! I need some more demos for the next computer fair where I need to show that the Atari can handle decent graphics and sound, even when compared to the Amiga's dedicated chips. I imagine others like demos to show off their Atari's as well, so could you please post the one you speak of (and the others if you get them.)

Thanks a lot!
Adam Engst

>Holly
>
>Bitnet: IHLS400 @ INDYCMS
>Arpa: ihls400%indycms.bitnet@rutgers.edu
>????: stowe@silver.bacs.indiana.edu
^^^^^^ = Internet style address

engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet

576. CX22 track-ball or trac-ball help

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 17:26:52 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2302@ihuxy.ATT.COM>
Source record: 255726

Could some one mail me the CX22 trac-ball, or is it track-ball
conversion so I can use it on my ST

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

577. Re: Many questions

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 17:51:51 UTC
From: holloway@drivax.UUCP
Message-ID: <2812@drivax.UUCP>
Source record: 255727

In article <19871207191413.3.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>Hi all. Here's my weekly batch of wierd questions.

>What if anything has happened w/r/t fixing the dreaded '40 directory'
>bug? I saw a lot of discussion of the problem and symptoms, but no
>mention of a fix. I've recently gotten a hard disk, and so am now in a
>position to get screwed by this bug.

As far as I know, Atari hasn't fixed the problem, but they sort of distribute
FOLDRXXX.PRG which delays the problem, perhaps indefinitely.

>Is there a recent copy of Spacewar available? The one in the archives
>appears to be mono only (I use color) and the one on UMIX.CC.UMICH.EDU
>is corrupted; at least neither ARC on my ST nor ARC on a Un*x can read
>it.

A color version came over the net awhile back, and is probably available on
any timesharing service you can think of (People/Link, for example...)

>I'm trying to understand the difference between .O files (as produced by
>C backends, I guess) and executables, ie .TTPs etc. It looks to me like
>they're the same format (both relocatable) and that the only net
>difference is that in the executable, all the TEXT psects from the .Os
>are concatenated together, all the DATA psects ditto, etc, and that
>references are resolved. If that's true, it seems like the linker's
>pretty trivial. If not, what am I missing? Also, if my supposition
>about the linker's true, what's RELMOD for?

The linker also can search through libraries for unresolved routines, and
only pull out the modules you need. For almost two years now, the Atari
developer's kit's linker has been LINK68, which doesn't require RELMOD.

RELMOD just translated the fixup information to a more compact format. The
format used with CP/M-68K added a LONG WORD (4 bytes) to a file for each
code or data reference. The smaller format just saves the type of reference
it is. I think. It's been a while. But you get the idea.

>Are there any PD debuggers around?

No good ones.

--
****
* Bruce Holloway - Terminal Netnews Addict uunet!amdahl!drivax!holloway *
* ALBATROSS, ATARI*TROS @ Plink ALBATROSS @ Delphi *
****

578. Re: the perfect ram disk

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 19:53:23 UTC
From: frankg@nikhefk.UUCP
Message-ID: <294@nikhefk.UUCP>
Source record: 255728

In article <427@dukempd.UUCP> gpm@dukempd.UUCP (Guy Metcalfe) writes:
>I have Mike's Ramdisk v. .95, and like the idea of what it's trying to do.
>It has a dialogue box as if it were resizable, but it's very buggy. Could
>someone send me a later version that works like it's dialogue implies it
>should. What I would like best of all is an eternal ram disk that I can
>size up and down as I see fit, but which sizes down without letting me
>destroy any data I may have on the disk. If anybody has and would send me
>or knows where I could get such a beast, I would be grateful. Thanks.
>--
> Guy Metcalfe gpm@dukempd.uucp

Please send it to me too, I also have Mike's Ramdisk and the resize doesn't
work it doesn't return allocated memory when you resize to a smaller amount
of memory.

Thanx in advance

Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (DIGEL)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

579. Re: Please Read ATARI (attn:Neil Harris)..

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 20:25:58 UTC
From: ericg@sco.COM
Message-ID: <401@viscous>
Source record: 255729

preston@felix.UUCP (Preston Bannister) wrote in article <13852@felix.UUCP>:
]In article <871121-091947-2721@Xerox> Brantly.henr@Xerox.COM writes:
][much deleted]
]>
]>Heck Neil, even the guys/gals with color monitors would like to video
]>tape stuff from their machines.....
]
]I second the motion. :-)
]
]I can understand Atari leaving the RF modulator off the 1040ST
](although I think the reasoning as a bit cockeyed). But, I _would_
]like to have one on my machine.
]
]Now, I imagine that coming up with an upgrade probably wouldn't be
]profitable for Atari. Let me suggest an alternative.
]
]Neil, why don't you see if Atari could least sell us the parts we need
]to put in an RF modulator? I'm sure that some enterprising people
]will come forward and offer to do the upgrades. It would cost Atari
]nothing, build some goodwill and possibly even give Atari's dealers a
]little more business.
>

I know I have a rare exception, but my 1040 (purchased in October)
DOES have an RF modulator, which I do not use.

I'm considering holding an auction :-)

--
Eric Griswold (ericg@sco.COM)
"That's no baby. That's a Mr. Potatohead"
I do not speak for SCO, I barely have enough room for my own opinions.

580. Re: Colorburst

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 20:45:19 UTC
From: c9c-eh@dorothy.Berkeley.EDU
Message-ID: <5273@zen.berkeley.edu>
Source record: 255730

In article <1359@saturn.ucsc.edu> koreth@ssyx.ucsc.edu (Steven Grimm) writes:
>In article <8712082256.AA29067@ucbvax.Berkeley.EDU> IHLS400@INDYCMS (Holly Lee Stowe) writes:

>>For those of you who have expressed an interest in Spectrum 512 and
>>"that other program", I have a copy of Colorburst 3000 from Beery'sBit.
>>(Not too difficult considering that Andrew Beery works at our local
>>Atari dealership and is a member of the local user group...)

>If it uses the same display routine that the Colorburst demo posted to the
>net, save your money. That was a flickery demo that gave me a headache after
>a few minutes, and certainly did NOT give the illusion of having more than
>the usual number of colors on the screen. Yuck.
>
> |Steven Grimm |
>-+ ARPA: koreth@ucscb.ucsc.edu |
> | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
>-+ _______________________________|

As far as I know, only one Colorburst demo was posted on the net. I downloaded that one, and I was actually impressed. It DID give the illusion of having more colors on the screen (16 shades/intensities/whatevers of blue, 16 of red, and 16 of purple). I don't know why green wasn't chosen instead, as that would have been a better "proof" that the program could show all those 3000+ colors. There was slight flickering, but only in one column of colors. On the whole, it worked really well. And the plus side, if Colorburst works by switching the display screen, is that it doesn't hog CPU time the way that Spectrum does. But then, what do I know?

Disclaimer: I'm not associated with \ /\ /arner
the latest revision of SANITY. \/ _/
Address: ucbvax!dorothy!c9c-eh |oung
c9c-eh@dorothy.Berkeley.EDU __|

"color, color, glorious color!"

581. Going away (awww...)

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 21:09:02 UTC
From: c9c-eh@dorothy.Berkeley.EDU
Message-ID: <5275@zen.berkeley.edu>
Source record: 255731

[Yes, I'll even wish the line-eater a Mer-*Urk!*

Well, it's been another fun-filled, merriment, and frolicked
semester here at Berkeley. No matter how fun college is :-) it's time
to go. So please don't send me mail at this address anymore. If you
have flames or questions or something, first remember that I won't reply
until January 20th or so, then if you still have them, send to
ucbvax!cory!seitz
or
seitz@cory.Berkeley.EDU

(It's okay, my roommate won't mind.) (Really!)

Disclaimer: I'm not associated with \ /\ /arner
the latest revision of SANITY. \/ _/
Address: |oung
__|
Merry Christmas and a Happy New Year to all,
from The Safety Seal Person

582. Amiga...

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 21:54:06 UTC
From: Consult@UMass.BITNET
Message-ID: <871209164350B24.AMMA@Mars.UCC.UMass.EDU>
Source record: 255732

well....considering the name of this notesfile is INFO ATARI...the
Amiga has been getting a lot of attention...I wouldn't mind this except
it drives me crazy to have people tell me how my Atari 1040st is "limited"
these people have been saying here and there that the Amiga has more
expansion possiblities....whether this is true or not I do not know....
I know I am a musican...and the ST is fine for me...and that, while the
Amiga is a good expandable machine, I feel the software and the company
were soooo badly organized that their machine sucks....Kickstart drove
me crazy.....so you might ask why I wrote this letter...well I guess I
am just insecure and only want to hear how good my machine is...and
frankly...I think there are very few limitations put on the ST series
considering the price....and, frankly, I don't want to hear about the
Amiba. Regarding MIDI appilications....I run Dr. T's stuff and it is
very good...better than any music program I have seen for the Amiga...
although that looks to be changing.....Master Tracks Pro is an excellent
program....but it does not, as far as I know, have scoring capablities
like Dr. T's software.....
I want to apologize to those Amiga owners out there who read this and
are terriblely insulted.....I just don't like the thought that I invested
in the wrong machine "for the future"....I get uptight about that stuff...
so flame me if you want....

damian roskill

583. Re: PC DITTO REVISION 3.0

Newsgroup: comp.sys.atari.st
Date: 1987-12-09 22:23:48 UTC
From: schuster@dasys1.UUCP
Message-ID: <2195@dasys1.UUCP>
Source record: 255733

In article <3125@batcomputer.tn.cornell.edu> engst@tcgould.tn.cornell.edu (Adam C. Engst) writes:
>
>What should I do if I am a registered owner and all that and I haven't even
>gotten Version 2 yet? Does Avant-Garde still read the netnews (I remember
>them saying that they were going to check it every now and then)?

If you're a registered owner, you MUST have Version 2. That is the only version ever offered for sale!!!! Version 1.0 was never released to anyone, according to the author. Check your bootup screen!

As for the net - I don't think I've ever seen Bill here. He frequents GEnie and CompuServe.

--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

584. Re: MIDIMAZE/other uses..was RE: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-10 13:15:01 UTC
From: harald@ccicpg.UUCP
Message-ID: <6946@ccicpg.UUCP>
Source record: 255734
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <275@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:
> On another tack...First, I doubt the cost of adding midi to the ST is
> more than $2.00 or so in parts to Atari. Second, there are more uses
> of midi ports than using them as connections to musical instruments. I
> do happen to have a Casio keyboard attached to mine (nice since more
> and more games coming out automatically play music TO the midi port just in
> case a keyboard is attached...as well as through the normal speakers.)

Sound through the MIDI for games would not be done if the ATARI had any
sound channels worth talking about. Gee, all of a sudden that $2 MIDI interface
costs as much as a Casio! Were talking dirt cheap here.

> And about 20% of the people I know have keyboards

And 50% of the people I hang around with smoke dope with the pope.

> The Midimaze craze, if you haven't heard,
> is where you get up to 15 other people to haul their ST's over to your
> house,

Well thats really stupid. The UNIX original is called HUNT. The limit
is 3 persons per machine connected via Ethernet. The game becomes more of
what unloaded machine your on. Dragging 15 computers into one locality sounds
really stupid. Whats the % of people are doing that, .00000000001?

> Also, all this arguments over which computer is better is kind of
> silly.

You got one point straight. With the Amiga and the Atari costing
the same amount for the least common denominator, the Atari is just silly,
and a waste of money. But we all know that.

> I had an Amiga for a while (and still have a Mac and an IBM
> PClone), and it was/is a nice machine. The Amiga was about 6 months behind
> the ST on certain features that I found useful (Compilers, utilities,
> etc) and was ahead of the ST in other areas (HAM pictures, psuedo
> multitasking, sound applications).

Great. Jack of all trades, a master of none. I can write utilities
in my sleep. The Amiga wasn't behind anything, just Atari's attempt to kill
what Atari knew was comming to market. Atari had the Amiga almost, but it
slipped through their fingers, being bought by Commodore.

What I can't write is hardware. I guess Atari can't either. Got a
blitter? Looks like Atari is learning what a silicon foundry is all about. Not
to mention yield factors.

Psuedo multitasking is a specialty of Apple, in the form of the
Multifinder, I suggest you move on to comp.sys.mac to talk about this
nonsense. Psuedo not spoken here. Speaking of multitasking, name ONE
Atari anything that runs on ANY Atari multitasking environments currently in
progress. Just one.

> For some reason, I just found programming on the ST more straightforward

I would too if the machine and OS did nothing. I always wanted ZERO
colors in high resolution mode. Oh wait, thats black and white, right?

> It was probably just my background and my desire to be able
> to move things back and forth between Unix that made it hard.

So why on earth do you have an Atari?

> -Todd Burkey
> trb@stag.UUCP
> or ...ihnp4!meccts!stag!trb
--
Work: Computer Consoles Inc. (CCI), Advanced Development Group (ADG)
Irvine, CA (RISCy business! Home of the CCI POWER 6/32)
UUCP: uunet!ccicpg!harald

585. Re: UW (Unix Window)

Newsgroup: comp.sys.atari.st
Date: 1987-12-10 15:21:25 UTC
From: turner@daisy.UUCP
Message-ID: <754@daisy.UUCP>
Source record: 255744

better yet, how about sending it to me so i can post it and put it into
the ST archives....

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

586. Re: Amiga...

Newsgroup: comp.sys.atari.st
Date: 1987-12-10 15:34:10 UTC
From: ali@rocky.STANFORD.EDU
Message-ID: <822@rocky.STANFORD.EDU>
Source record: 255735

In article <871209164350B24.AMMA@Mars.UCC.UMass.EDU> Consult@UMass writes:
>I know I am a musican...and the ST is fine for me...and that, while the
>Amiga is a good expandable machine, I feel the software and the company
>were soooo badly organized that their machine sucks.... ...
>so flame me if you want....
well... hmmm. using words like "sucks" is usually a good reason to get flamed.

If I were you, I wouldn't worry. If you bought your machine for music applications, it'll serve you well in the years to come. But you must realize that a lot of the things you're hearing are true --- the Amiga's price has fallen a great deal, and it is easily expandable (especially when it comes to replacing the 68000 with 68020 and possible a 68881, for instance). You gripe about the "KickStart," well, that's history now --- The 500s and the 2000s boot from ROM, and Commodore will provide ROM upgrades when the time comes to move up to a new version of the OS. You complain about software, well, some real nice stuff is appearing for the Amiga, and has been, since First Qtr 87 or so. Most of the new stuff totally blows away some of the stuff that was around in 86, for instance. Unfortunately, some people did their "Amiga-evaluations" during that time and think the machine hasn't advanced since. Rumor has it that even Dr T's stuff is being ported to the Amiga... 8-)

Anyway, another reason for the problem might be Atari itself. Especially if what I hear is true: (1) they discourage mail order sales (2) THEN they sell the 520ST without a monitor for $699 at Federated (of course, that's the only computer Federated sells, so there's no competetion for the Federated customer.) $699! The Amiga 500 dealer price is under $600!

If you want to flame Atari, do so, but without flaming or badmouthing the Amiga. A lot of Amiga owners flame or badmouth the Amiga on comp.sys.amiga (they have a right to do so 8-) but they don't flame the ST in the process.

Ali Ozer, ali@rocky.stanford.edu

587. Re: DESKTOP PUBLISHING

Newsgroup: comp.sys.atari.st
Date: 1987-12-10 16:23:26 UTC
From: 870646c@aucs.UUCP
Message-ID: <642@aucs.UUCP>
Source record: 255736
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

There is indeed Desktop Publishing software out for the ST, it compares very well against the MAC, and the sort. The "Publishing Partner" and "Fleet Street" programs are full blown publishing programs, I gave a demo of the "Publishing Partner" to local printing shops last summer and they were impressed.
If I can be of anymore help let me know
Later
Barry

588. Yet more questions

Newsgroup: comp.sys.atari.st
Date: 1987-12-10 17:43:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19871210174347.3.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 255737

Can anyone point me at some code that knows how to display .PIC files? I found something containing some, but PICSWITCH and co. don't understand them. Also, I dragged PICLOAD out of the archive, but it doesn't seem to do anything; just sits there banging on the disk. Has anyone gotten it to work?

As always, thanks in advance.

589. Magic Sac works/doesn't work update

Newsgroup: comp.sys.atari.st
Date: 1987-12-10 17:53:25 UTC
From: rowley@ORVILLE.NAS.NASA.GOV
Message-ID: <8712101753.AA15437@orville.nas.nasa.gov>
Source record: 255738

I have tried some more software with the Magic Sac.

Here is an updated list of software that seems to work with the Sac:
Finder 6.0
System 4.2
MacWrite 4.6
MacDraft 1.2a (although I have heard of problems with MacDraft)
MacDraw 1.9.5
Microsoft Excel 1.03 and 1.04
Microsoft Word 3.01
Versaterm 2.3
Binhex 5.0
MacPaint
LightSpeed C 1.02
Software that does not work:
Red Ryder 9.2
New Scrapbook DA (crashes at random times)
MacWrite 4.5 (use MacWrite 4.6 instead)
CricketDraw (requires 128K ROMs)
Hypercard 1.01 (needs 128K ROMs)
Multifinder

Does anyone have the Transverter, and would they care to comment on it?

Karl Rowley
Usenet: {hplabs,ucbvax,lll-crg}!ames!orville!rowley
Arpanet: rowley@orville.nas.nasa.gov

590. Atari ST Policy?

Newsgroup: comp.sys.atari.st
Date: 1987-12-10 19:12:00 UTC
From: MOLCS@UNO.BITNET
Message-ID: <8712110852.AA06284@ucbvax.Berkeley.EDU>
Source record: 255739

An open letter to Neil Harris,

Dear Neil Harris,

I have a few questions and comments:
I have a 1040 ST which has an external SF314 drive, an SC1224
color monitor. I also have a DEC DF03 1200 baud modem and a DEC LA50
Personal Printer connected to it. I purchased my ST after reading the
March 1986 Byte articles. I was, soon after my purchase, disappointed
to learn that my 1040 did not have the advertised RF port.
NOTE: My "Owners Manual" instructed me that one should be there...

I also have a CP/M-80 system.... My CP/M system included with the basic
system: The BIOS source, An Owners Manual, The DRI CP/M "docs" and other
documentation. The bundled software included: an assembler and loader;
the "standard" CP/M utilities (EDT, PIP, STAT, etc); Microsoft Basic;
and a spreadsheet MultiPlan. What did I get with my ST? 1STword, Neo,
ST-Basic, and ST-Logo, and useless docs...

Now for my questions:
Will Atari be offering any TRADE-UP programs?
If not, what about selling the Mega system unit and keyboard
sans Monitor? (I assume that my present Atari hardware will work with
the new Megas?)
Will the new Mega ST computers have more software bundled (what?)?
Also, What about documentation? My local bookstores do not even carry
Atari books (plenty of MAC, Amiga, IBM and even C-64/128 books).
Being a "poor" Computer Science student, WHAT does Atari offer me to
remain a faithfull buyer?

Michael O. Lott
MOLCS@UNO

591. Re: Number of ST's out there and GDOS fonts

Newsgroup: comp.sys.atari.st
Date: 1987-12-10 20:13:59 UTC
From: rupp@cod.NOSC.MIL
Message-ID: <921@cod.NOSC.MIL>
Source record: 255740

In article <6145@jade.BERKELEY.EDU> c60a-2ae@web6b.berkeley.edu.BERKELEY.EDU (John Kawakami -O^O-) writes:
>I'm also a fan of the home market, but the business market is where the
>business is.(pun intended) Let's face it. ....

>..... Besides, not too
>many average people have a need for a computer _system_ whic is usually
>quite >expensive.
>
>| JoHn KaWaKaMi alias spectacle -O^O- alias c60a-2ae@widow.berkley.edu |

Well, John, Yes, and No. Yes, the business world accounts for the bulk of sales. I guess they are either too busy or too stupid to wait til the prices drop (-:).

On the other hand, by whose definition do you conclude that "not too many average people have a need for a computer.."? It all depends on what you mean by "need". If my wife sees a nifty belt or outfit, she thinks she needs it (no sexism here; I do the same thing with respect to lp's, books, computer stuff). We all use various criteria in defining what we "need." If we are unaware of what a thing, device, etc., *can* do, we are less likely to see a need to have said thing or device.

My point is that when a device is new, only a small portion of the uses that device can be put to are realized by most people. Eventually, I feel that computers will be in most homes, much as television sets and telephones are in most homes. The computer (often interacting with other devices, to be sure) really offers a much wider variety of possibilities than even telephones and T.V.s.

In that regard, Atari's marketing policy (which I criticized in an earlier posting) is intriguing. I went shopping the other day and saw the Atari XE (or is it 'XT') game system. Guess what? The darned thing is really an 8-bit microcomputer complete with keyboard. Sure, the game aspects are emphasized, but the fact that peripherals can be connected, such as disk drives, is illustrated on the side of the box. I would like to have seen a statement, even in small print, such as "And your Mom and Dad can do word processing or other productivity tasks, as well!" I understand that this system runs all Atari 8-bit software.

Anyway, I foresee (crystal ball geared up) a time when most homes will have a computer system featuring electronic mail, access to many databases, educational services, etc., etc. And the way these micros will get their foot in the door (oh, God, isn't that an awful metaphor!) may be via games. It will probably be via a specific application, and thereafter people will keep discovering other things the system can do. They will

move from, for example, game players to general computer users by stages
and without having to overcome the 'computer phobia' hurdle associated
with BUYING A COMPUTER.

So much for today's crystal-balling.

Bill
==========
I speak for myself, and not on behalf of any other person or organization
.....................How's that, Gary?
==========

592. Re: Please Read ATARI (attn:Neil Harris)..

Newsgroup: comp.sys.atari.st
Date: 1987-12-10 22:08:45 UTC
From: c60a-2ae@web3f.berkeley.edu.BERKELEY.EDU
Message-ID: <6243@jade.BERKELEY.EDU>
Source record: 255741

In article <401@viscous> ericg@sco.COM (Mwa ha ha) writes:
>I know I have a rare exception, but my 1040 (purchased in October)
>DOES have an RF modulator, which I do not use.
>
>I'm considering holding an auction :-)

Ack, you lucky devil. Get an engineer to reverse-engineer it and give
out the info for free ;-) (i think that would be illegal)
No fair, I got my ST in November '86, the even boasted that it was the
Latest shipment. Boy

+-+
| JoHn KaWaKaMi alias spectacle -O^O- alias c60a-2ae@widow.berkley.edu |
+-+

593. Re: MIDIMAZE/other uses..was RE: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 00:19:14 UTC
From: ewhac@well.UUCP
Message-ID: <4694@well.UUCP>
Source record: 255742
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <275@stag.UUCP> trb@stag.UUCP (Todd Burkey) writes:
>In any case, I would say that there
>are two other very good uses for midi on the ST right now. One is as
>a cheap LAN (which is available from several companies already on the
>ST, not sure about on the Amiga), and also for things like MIDIMAZE
>(which, if it ever comes out on the Amiga will probably sell more midi
>adapters than midi keyboards will). The Midimaze craze, if you haven't heard,
>is where you get up to 15 other people to haul their ST's over to your
>house, string midi cables from room to room connecting all the
>machines, and then waste an entire afternoon (and evening) wearing out
>your palms and firing button fingers (and lungs) wandering through
>mazes shooting at other players. [...]

Our local software store has five Ataris set up to play MidiMaze.
Since I've wanted MazeWar on the Amiga ever since I first saw it, I
investigated the MidiMaze setup.

The cabling between the systems seems to indicate a ring network.
Packets are passed on to the next machine. It occurrs to me that all you
need for a ring network is an input port and an output port, and software to
interpret the data coming in.

Sounds like all you need for this is a vanilla serial port. Am I
wrong about this?

P.S: MazeWar is Yet Another game I'd like to work on......

_-_-_-

594. Drawing on the ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 02:15:10 UTC
From: sethk@sco.COM
Message-ID: <304@scourge>
Source record: 255743

I bought my 1040ST mono/color system as much as
anything to use as a graphics engine.
I now have Degas Elite, easydraw, CAD 3d, n-vision,
AIM, Neochrome, etc, etc.

HOWEVER, I still find that damn mouse to be impossible
to draw with!

One solution I am looking forward to (after X-mas, at
this point!) is an Imagscan digitizer, but that's not
really the point.

Has anyone found either a software package that makes
drawing with a mouse bearable (if you'll excuse the pun),
or an implement like a drawing pad (koala pad???) or
a better mouse to be more satisfying?

Recommendations, please!

--
\\ // Seth Katz microsof!
0 0 "The Waffle Exclamation point ucscc! __sco!sethk
< King" net --------> ihnp4! /
~O~ amd!

595. Amiga vs. ST (was Re: MIDIMAZE/other uses..was RE: Amiga and MIDI)

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 05:34:07 UTC
From: langz@athena.mit.edu
Message-ID: <2006@bloom-beacon.MIT.EDU>
Source record: 255745
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,alt.flame

In article <6946@ccicpg.UUCP> harald@ccicpg.UUCP (Harald Milne) writes a high-heat, low-light response to trb@stag.UUCP (Todd Burkey)'s article <275@stag.UUCP> regarding a novel (for micros, Harald) use of MIDI. Todd also wrote

>> all this arguments over which computer is better is kind of silly.

This is something which, at least in the comp.sys.amiga community, I think we can all support. We've seen this discussion so many times, with the same path of conversation each time, that most of us have realized that the whole topic, as presented, is rather petty.

Harald had some things to say that were somewhat informative, for example:
>Psuedo multitasking is a specialty of Apple, in the form of the
>Multifinder, I suggest you move on to comp.sys.mac to talk about this
>nonsense. Psuedo not spoken here.

But then offset the value of his comment with this gratuitous spur:

>Speaking of multitasking, name ONE Atari anything that runs on ANY
>Atari multitasking environments currently in progress. Just one.

Todd had some fairly interesting things to say in his original article regarding his opinions regarding the Amiga and the ST, and qualified them by not only pointing out that they were based on his experiences in the past, and not on current fact. Harald referred to a number of Todd's comments as "stupid" and in several places strongly implied that Todd was lying about a number of issues, including of all things how many keyboard musicians Todd knows.

Harald closed his "critique" with some more Atari-bashing, and then made some more comments about Todd.

The point? The point is, even though Todd had some things to say about the Amiga, and even given that some of them were inaccurate, the bulk of Todd's article was of interest to both the groups it was posted to. Harald's response was lots of fun to read, but has turned the discusion into to yet another ST vs. Amiga flame war, and belongs in alt.flame. As do any responses to that article.

If you cannot resist rebutting Harald's or Todd's claims -- as history has shown many of you will -- please edit your Newsgroups and Followup-to lines appropriately. For informative though opinionated commentary, comp.sys.amiga and comp.sys.atari is appropriate. Wanna make something of it? Take it to alt.flame. See you there.

--
Be seeing you...
--Lang Zerner langz@athena.mit.edu ihnp4!mit-eddie!athena.mit.edu!langz
"No one is exempt from talking nonsense; the only misfortune is to do it
solemnly" --Michel de Montaigne

596. Re: Audio Digitizer

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 05:37:00 UTC
From: sl131002@silver.bacs.indiana.edu
Message-ID: <11400003@silver>
Source record: 255746

/* Written 10:11 am Dec 8, 1987 by Friesen@HIS-PHOENIX-MULTICS.ARPA in silver:comp.sys.atari.st */
/* ---------- "Audio Digitizer" ---------- */

I want to get an audio digitizer for my 1040ST. My local computer dealer says that I want the Michtron one (I think it's called superconducter, but I'm not sure). I want to know if this is a good audio digitizer for recording music, sounds, and speech, and if it is GFA Basic compatable. I would also like to know what else is out there.

Thanks in advance,
Aric Friesen

"Exterminate! Exterminate!"
/~\-*
###--<
/***\
/*****\
~~~~~~~~
/* End of text from silver:comp.sys.atari.st */
~~~~~~~~

597. Re: Turbo charging the ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 05:44:00 UTC
From: sl131002@silver.bacs.indiana.edu
Message-ID: <11400004@silver>
Source record: 255747

/* Written 5:55 am Dec 9, 1987 by bryce@hoser.berkeley.edu in silver:comp.sys.atari.st */
/* ---------- "Re: Turbo charging the ST" ---------- */
In article <7567@eddie.MIT.EDU> dorian@eddie.MIT.EDU (Dorian Garson) writes:
>
>Has anyone attempted to replace the slug-bait 68000 in their ST with a
>68010 or 68020?

Drop a 68010 in and the Operating System (TOS) dies a horrid death.
No electrical problems, just the software crashes out. The same
problem would exist for the 68020, problems multiplied many times.

You can boot an alternate OS, but then you don't get to run any
of your ST software.

I use an '010 in "that other machine". It speeds up the multiply/divide
instructions *a lot*. Other than that the increase in speed is minimal.
Since I had to replace a physically damaged 68000 in the machine anyway,
the '010 made sense.

|\ /| . Ack! (NAK, SOH, EOT)
{o O} . bryce@hoser.berkeley.EDU -or- ucbvax!hoser!bryce
(")
U WARNING: hoser's spool directory eats a *lot* of mail. :-(
/* End of text from silver:comp.sys.atari.st */

598. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 09:35:04 UTC
From: Randomizer@cup.portal.com
Message-ID: <1920@cup.portal.com>
Source record: 255748
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

>problems with midi response as the Amiga. In the IBM world the
>soultion has been to use the Korg MPU interface as an outboard
>solution. Such an outboard solution would probably enhance the
>functionality of either the ST or the Amiga, but it does cost
>bucks. I have no involvement with the McIntosh, so I'll leave it

Correction, the IBM's use the *Roland* MPU interface. Current street
price for the MPU clone (voyetra's OP-4001) is $180 dollars. Roland
MPU is around $250.

Randomizer@cup.portal.com

599. Re: Don't use autorepeat in STEVIE

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 14:17:42 UTC
From: trb@stag.UUCP
Message-ID: <277@stag.UUCP>
Source record: 255749

In article <2233@tekig4.TEK.COM> georgew@tekig4.TEK.COM (George Walker) writes:
>the slowness in the document. So I held down on a key as if I was entering
>a line of *'s for a block comment. Stevie got about halfway across the
>line and bombed. I had to reboot. I tried this three times. Twice it
>killed the O/S, and once it subtly corrupted the system....

BTW, has anyone checked to see if this system BUG has been fixed in
the new ROMS? I hate having to either 1) eat characters all the time
in my programs to avoid the problem, or 2) internally slow down the
auto repeat rate in my programs during certain operations that it
isn't nice to eat characters in (like insert text mode).

-Todd Burkey
trb@stag.UUCP

P.S. I released the Unix version of HDSCAN locally in mn.sources as a
Beta release, so as soon as I get some feedback, I will add whatever
features are necessary and release it in comp.sources.misc or
whatever. HDSCAN has changed quite a bit for Unix, so I will try to
fold some of the functionality back into the ST version. The only
negative comments I have gotten from the Unix users so far is that
one person was somewhat scared to use it, and several others would
prefer to just see their files in pure directory structure rather than
re-grouped across a tree by name, date, size, protections, etc...are
there any ST users of HDSCAN out there that want to get their two
cents worth in?

600. Re: Amiga...

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 15:08:13 UTC
From: exodus@uop.edu
Message-ID: <832@uop.edu>
Source record: 255750

Someone out there is damned closed minded.... Since Atari owns Federated, the must only carry Atari. That's pretty brave to say on the net without checking your facts first. The local Federated here carries Apple, Atari, and yes, Amiga. They have big posters offering the Amiga videotapes so you can preview the machine (without it bombng, I suppose :-) <-- no, not a request for a flame, just something I could not withhold).

So PLEASE!!! Look at what you are saying before posting it. Maybe Federated is pushing Atari a little harder, but they still sell the rest of em.

[Facts verifiable at the Federated on March Ln, Stockton CA]

601. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 16:07:29 UTC
From: long@sask.UUCP
Message-ID: <957@sask.UUCP>
Source record: 255601

> In article <899@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>
> >>The reason for the ad policy is simple. We have plenty of game machines and
> >>terrific distribution for them. So we advertise heavily. On the computer
> >>side, the distribution is not as strong and we're pretty much sold out of
> >>product this season. Why advertise if the consumer is unlikely to find the
> >>machine available?
> >>--
> >>--->Neil Harris, Director of Marketing Communications, Atari Corporation
>
> Well, I give Mr. Harris a lot of credit for publicly signing his name to so
> preposterous/humorous a statement! What does it boil down to? This:
>

I found Neil's response to be quite refreshing. I was curious as to
why they would bother advertising the game machine so heavily and not
the ST. I am quite capable of understanding that there is no point
in advertising a product, if you are already going to sell all you
have manufactured.

I also hope that Atari notes that they are selling all the STs
they make, and decides to make more next time.

I am getting used to the fact the no matter what Atari comes out with,
the world will always assume it is for GAMES. Since I have owned
Ataris (6 of them so far..., all full blown computers, never had the
game machine, even tho' it was my original dream...), I have had to
explain to people that my COMPUTER could do anything their's could
and probably more/better. I have been doing it so long, it no longer
affects me, I have the speech down cold. (I'll even bet $ that people
who buy the Atari PC will have the same problem).

In summary, I really appreciate the information from Neil & Co.
I do view this information as fact, they are considerable closer to
the source than anyone else I know, and try to tell us as much as is
possible. While people may not like Atari's policies, I do not feel
that this is a reason to personally dump on people like Neil, who is
on our side.

Warren

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-

602. MJC and gulam questions

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 17:19:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19871211171917.3.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 255602

In trying to use MJC for approximately real work, I've run across the following problems:

o It doesn't allow nested includes (probably because it was built with itself, and the canned LIB.C describes only 6 file descriptors)

o It sometimes gets confused about what's the name of the file it's reading, and will give you an error message with a random string (or different file name!)

o It sometimes gets confused when trying to grok struct defs, claiming that a symbol should be a close brace.

o It doesn't appear to like continuation lines (backslash terminated)

o The sizeof operator appears to be completely broken, confuses the parser.

o typedef (enum?) support appears to be spotty.

There's other wierd behaviour, but I haven't characterized it sufficiently to know whether it constitutes undocumented bugs. Has anybody else run across these things? Anybody got fixes?

On another topic, when using gulam, it occasionally bitches about something encountering some error or other, and exits with a termination code. Popular codes are -33 and -66. Is there a list anywhere of what these all codes are?

Finally, I've whacked up a cleaned-up version of the PD make program that understands how to get gulam to execute commands for it, and fixes the bug with continuation lines vs CRLF. If anyone's interested, let me know and I'll ship you a copy. If there's enough interest, I'll post it.

Thanks in advance.

603. unsubscribe

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 17:31:00 UTC
From: MWF8191@TAMSTAR.BITNET
Message-ID: <8712111900.AA17942@ucbvax.Berkeley.EDU>
Source record: 255603

```
UNSUBSCRIBE
```

604. Re: MIDIMAZE/other uses..was RE: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 17:32:10 UTC
From: dragon@oliveb.UUCP
Message-ID: <10620@oliveb.UUCP>
Source record: 255604
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

in article <4694@well.UUCP>, ewhac@well.UUCP (Leo 'Bols Ewhac' Schwab) says:
> Xref: oliveb comp.sys.amiga:12031 comp.sys.atari.st:6608
>
> Sounds like all you need for this is a vanilla serial port. Am I
> wrong about this?
>
> P.S: MazeWar is Yet Another game I'd like to work on......

A vanilla serial port is all that would be needed. Special cabling would
be required, though. But if you stuck a midi interface on any serial port
that could accept one, it would be pretty much the same. The advantage to
a serial port would be a higher speed possible, though, say, 115K baud.

> _-_-_-_

605. Re: Drawing on the ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 17:59:00 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <1383@saturn.ucsc.edu>
Source record: 255605

In article <304@scourge> sethk@sco.COM (Seth Katz) writes:
>Has anyone found either a software package that makes
>drawing with a mouse bearable (if you'll excuse the pun),
>or an implement like a drawing pad (koala pad???) or
>a better mouse to be more satisfying?

Quantum Microsystems makes the ProTablet ST, which is a graphics tablet that replaces the mouse in just about every software package (there's a little desk accessory that replaces the mouse driver with the graphics tablet driver. It retails for $400. (I am affiliated with QMI, but since the ProTablet is the only product of its type as far as I know, I figured posting about it to the net would be okay. For what it's worth, I prefer the mouse...)

+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ucscb.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _____________________________|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

606. Re: DESKTOP PUBLISHING

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 18:16:12 UTC
From: neil@atari.UUCP
Message-ID: <904@atari.UUCP>
Source record: 255606
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <2420@homxc.UUCP>, jdn@homxc.UUCP (J.NAGY) writes:
>
> 1. Does a laser printer exist? Can I easily buy one?

Yes it does exist, but only a few have shipped to dealers in the USA.
Which makes it not so easy to buy one at this moment. We are optimistic
that a better supply situation will exist shortly.

> 2. Does Desktop Publishing software for the ST exist?

Yes, there are several titles now and more coming. Right now the
favorite seems to be Publishing Partner from Softlogik. The latest
revision (1.3) of this one supports the Atari laser, as well as dot-
matrix printers and Postscript. Easy Draw 2.0 is also popular, and it
uses GDOS which makes Atari laser printer support automatic. Fleet
Street Publisher is also available, and they tell me the next rev (due
at any moment) also supports the Atari laser printer.

On the way are Deskset, a typesetting package from G.O. Graphics and
being sold by Atari; Publishing Partner 2.0 with some great improvements
and speedups; and a full-featured DTP package from Migraph (the Easy Draw
folks); but not, so it now seems, Ready Set Go, which is not going.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

607. Re: Atari Repair Centers

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 18:26:31 UTC
From: neil@atari.UUCP
Message-ID: <905@atari.UUCP>
Source record: 255607

In article <1270@laidbak.UUCP>, terrell@laidbak.UUCP (Eric R. Terrell) writes:
>
> My Atari 520 ST is crashed, and I need to get it repaired. Does anyone
> know if there are any trustworthy factory-authorized Atari service centers
> in the Chicago area?

There's a very good one that I know of. Try the Software Plus stores. They
do lots of ST service work, and should be well supplied with spare parts.

> Also, what is the telephone number of Atari service?

408-745-2367 is the number for Atari customer relations. They should be able
to help you -- but the phones are crazy this time of year.

> Also, if I were to send my computer to Atari, will they put in the latest
> roms? The blitter?

No such luck. The only blitters so far are inside of Megas.

> I'm reluctant to send the unit to Atari because when I did this last time
> it took about 3 months to get it back (Atari was doing inventory, and
> although the replacement system was packed and ready to go, they refused
> to let anything out of the warehouse until the inventory was over)!

Inventory takes closer to 3 days than to 3 months. Do you remember who at
Atari told you that? We're usually pretty good about product turnaround.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

608. Re: Great Demo from Rex...

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 18:31:07 UTC
From: neil@atari.UUCP
Message-ID: <906@atari.UUCP>
Source record: 255608

In article <8712082256.AA29083@ucbvax.Berkeley.EDU>, IHLS400@INDYCMS (Holly Lee Stowe) writes:
>
> Over the weekend a friend gave me a program called LCD.PRG with a file
> called ERIK.UDO that is a demo program from some company called Rex,
> if I'm not mistaken. Some people mentioned in the credits are Robb
> Hubbard and Mad Max, whoever they may be. The demo states that it
> is DEMO number 3. My friend and I want (HAVE) to know... WHERE ARE
> NUMBERS ONE AND TWO???????

I have seen all three demos. One and two seem to be early versions, each with one song. After you've seen number three, you don't need these.

If you really really want them anyway (collecting the set??) I might be able to track them down and post them to GEnie and Atari Base. But I don't think it's really worth the download time, compared to the one you have already.

If anyone out there in netland doesn't have this one yet -- fantastic music played through the ST speaker (not digitized!) and beautiful color graphics. On GEnie it's called WOWDEMO.ARC.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

609. PLEASE read !!

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 20:26:27 UTC
From: lean@sbcs
Message-ID: <894@sbcs.UUCP>
Source record: 255609
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

this posting is because I'm (and a lot other people) sick and tired of all those 'My PC is better than Yours' postings that have surfaced on both groups (comp.sys.amiga & comp.sys.atari.st).

I like to ask everyone to stop this nonsense. Please, before you post, read through you article. Think of all the consequences of your posting. Ask yourself how you'll react if you see such a flame on your favorite newsgroup flaming your favorite machine. Ask yourself if your posting will benefit others. Do you REALLY know your facts?? Do you really need to flame the other machine?

The bottom line is that no one gains from such postings; $$ gets wasted and more hatred is generated. Both the Amiga and the Atari ST have their own good and bad points. If you like one or the other, buy it, use it, and have fun with it, but PLEASE, keep those 'My PC is better than Yours' posting away from the net. Nobody likes to read such flames.

--
CSNET: lean@sbcs.csnet
ARPA: lean%suny-sb.csnet@csnet-relay.arpa
UUCP: {allegra, hocsd, philabs, ogcvax}!sbcs!lean

610. Re: Amiga...

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 20:33:47 UTC
From: rupp@cod.NOSC.MIL
Message-ID: <923@cod.NOSC.MIL>
Source record: 255610

Here in San Diego, the Federated stores I go to have Amiga 500 as well as Atari's. Maybe C-64s, too, can't remember for sure. I wonder if that will continue in the future.

Bill
rupp@nosc.mil

611. Re: MIDIMAZE/other uses..was RE: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-11 22:56:18 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <36294@sun.uucp>
Source record: 255611
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <10620@oliveb.UUCP> dragon@oliveb.UUCP writes:
>> Sounds like all you need for this is a vanilla serial port. Am I
>> wrong about this?
>
> ..But if you stuck a midi interface on any serial port
>that could accept one, it would be pretty much the same. The advantage to
>a serial port would be a higher speed possible, though, say, 115K baud.

First off, if you are using the Amiga serial port there would not be any
reason to stick to MIDI data rates for your network, the medium (MIDI
current loop) could conceivably support data rates above 100K bauds.
The advantage to using MIDI ports is that the cables are a) Easy to find/build
and b) useful for something other than playing Mazewars.

Now I realize that the Atari folks don't care about the above because
they already have a MIDI port, however let me ask this. Has anyone
considered putting a MIDI adapter on the ST serial port and then
running the 'network' in the other direction? Then you could have
a counter rotating ring network that would make each host no more
than 8 hops away. Just pick the appropriate direction with :

```
DIRECTION = ((dstnode - srcnode) & 0x8) ? DOWNSTREAM : UPSTREAM ;
```

This could give added performance to time critical games.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

612. Re: Magic Sac works/doesn't work update

Newsgroup: comp.sys.atari.st
Date: 1987-12-12 00:48:38 UTC
From: lsr@apple.UUCP
Message-ID: <6978@apple.UUCP>
Source record: 255612

In article <8712101753.AA15437@orville.nas.nasa.gov> rowley@ORVILLE.NAS.NASA.GOV (Karl Rowley) writes:
>I have tried some more software with the Magic Sac.
>
>Here is an updated list of software that seems to work with the Sac:
> Finder 6.0
> System 4.2

This may seem to work, but actually System 3.2/Finder 5.3 is the latest version that supports the 64K ROMs (which Magic Sac requires). The patches for ROM bugs are present in System 3.2 but not later versions.

--
Larry Rosenstein

Object Specialist
Apple Computer

AppleLink: Rosenstein1
UUCP: {sun, voder, nsc, mtxinu, dual}!apple!lsr
CSNET: lsr@Apple.com

613. Re: Federated (was Amiga)

Newsgroup: comp.sys.atari.st
Date: 1987-12-12 01:01:18 UTC
From: ali@rocky.STANFORD.EDU
Message-ID: <829@rocky.STANFORD.EDU>
Source record: 255613

In article <832@uop.edu> exodus@uop.edu (EXODUS) writes:
>Someone out there is damned closed minded....
I'm sorry I didn't check out the facts first --- seeing the 520ST at such a high price, I assumed the only way they could was by selling only the ST. I just called up the Colma Federated, and they also carry the Amiga. (And in fact, they sell the mono ST for $798. The ad was for 520ST alone for $699.)

8-) 8-) Should've put some smiley faces there...

Ali Ozer, ali@rocky.stanford.edu

614. Re: Magic Sac works/doesn't work update

Newsgroup: comp.sys.atari.st
Date: 1987-12-12 04:52:27 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3161@batcomputer.tn.cornell.edu>
Source record: 255614

In article <6978@apple.UUCP> lsr@apple.UUCP (Larry Rosenstein) writes:
>This may seem to work, but actually System 3.2/Finder 5.3 is the latest
>version that supports the 64K ROMs (which Magic Sac requires). The patches
>for ROM bugs are present in System 3.2 but not later versions.

>Larry Rosenstein
>Object Specialist
>Apple Computer

I personally would like to thank Larry for his constructive comment concerning the Magic Sac and the proper System/Finder to run. I am sure that Larry spoke as a member of the net and not as an Apple representative, but I think that this is the proper order of things. As I see it, the net is for an interchange of information, and since an Apple employee probably knows a great deal about the workings of a Mac, it is appropriate for such a person to comment. The Magic Sac can in no way be considered competition to a Mac, so such comments cause no harm to Apple and can help a number of normal users. Besides, if we can stick to comments like Larry's, we shouldn't have as much of the computer bashing that has so recently re-erupted.

Again Larry, thank you.

Adam Engst

engst@tcgould.tn.cornell.edu

615. Re: DESKTOP PUBLISHING

Newsgroup: comp.sys.atari.st
Date: 1987-12-12 16:41:12 UTC
From: trb@stag.UUCP
Message-ID: <279@stag.UUCP>
Source record: 255615
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <2420@homxc.UUCP> jdn@homxc.UUCP (J.NAGY) writes:
> 1. Does a laser printer exist? Can I easily buy one?
Yes. No. I saw and touched the laser printer out at Comdex, but have yet to see them for sale locally. It is also available from other companies for the IBM PC, so I would imagine the delays are more supply/demand related than vaporware related.
> 2. Does Desktop Publishing software for the ST exist?
Yes. I saw several packages at the show. Publishing Partner 2.0 looked very nice (much changed from the first few versions that hit the street). For those with more expensive tastes, the 'preferred' package that Atari seemed to push was a package from a company whose name started with G.O. (sorry, my Comdex literature is all packed up for the next Atari Meeting...pretty ragged from the first one...so the names escape me). That package was expensive, but very complete. It appeared to have all the functionality of the BIG packages on the PC and MAC (in fact it is offered on the PC). Even lino-type support.

-Todd Burkey
trb@stag.UUCP

616. Re: MIDIMAZE/other uses..was RE: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-12 19:03:22 UTC
From: trb@stag.UUCP
Message-ID: <280@stag.UUCP>
Source record: 255616
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <6946@ccicpg.UUCP> harald@ccicpg.UUCP (Harald Milne) writes:
> [a bunch of ASSinine tripe about why HE is right and everyone else
> stupid...unless they like Amiga...]

Great technical discussion there, Harald...Glad to hear that all your friends smoke dope...am sure they are pleased :-). Just so people don't get the wrong idea about MIDI-MAZE (rumor is that it will be out for Amiga). I do happen to have hunt on my Unix Box here (Symmetrics 375) and it isn't anything like midi-maze. If you want to go back in your source archives a year or so, you will see a program called MAZEWAR (early PARC days). I know it has been upgraded to run on Xwindows and it is more like Midi-maze (graphics, real perspective, etc). But even mazewar doesn't come close to midi-maze. Course, even amiga people will have to haul their computers over to friends houses. Explain to me how you can hook three graphics terminals up to your Amiga and Ethernet with all your friends??? I can only hook one extra terminal up to my ST (my Wyse while in the Multi-tasking C-Shell), but that is really only useful for editting and compiling...I can't hook other graphics tubes up (and doubt I would ever care to). I wasn't ever able to get my Wyse working as a terminal on the Amiga.

-Todd Burkey
trb@stag.UUCP

617. HELP!

Newsgroup: comp.sys.atari.st
Date: 1987-12-12 19:22:01 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3162@batcomputer.tn.cornell.edu>
Source record: 255617

I was just working happily along on a philosophy paper when I decided to save my work (that generally being a useful function of computers). All of sudden, it said that the drive wasn't responding and continued to maintain that stance, no matter what I did. Occassionally I can boot a disk, but I can't run programs or even copy my files onto an IBM formatted disk. Needless to say, this is close to the absolute worst moment for my drive to die since I have 25 pages of writing to hand in in four days (I can do it on the Mac at work but I'm not happy about it).
So, I need information on several items. Has anyone had this problem before and found a simple fix (I have 1040 with no external drives)? I could open it up and check internal connections, but I have a feeling that won't help. Also, what is the policy on repairs direct from Atari (NEIL????)? The only dealer in town (and the only one within a three or four hour drive) just went out of business (Thanks to the new marketing strategy, the Megas and some other circumstances) so I don't really have a local alternative unless someone knows of a dealer that does repairs somewhere near Ithaca, New York (could you check your dealer list Neil?)? How long can I expect this to take? (I don't need it absolutely over winter break, but I would really like to have it as soon as possible.) Does anyone have an idea on how much a drive repair would cost, since the warranty is certainly used up? Does anyone have any consoling words?

Aaaaaaaaaaaaaaggggggggggggggghhhhhhhhhhhhhhhh!!!!!!!!!!!!!!!!

Thanks for any help . . .
Adam Engst

engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet

618. Re: Alcyon C Bug N++ (Alcyon FAILS again)

Newsgroup: comp.sys.atari.st
Date: 1987-12-12 19:26:53 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4470@ihlpg.ATT.COM>
Source record: 255618

> In article <8712051307.AA12109@ucbvax.Berkeley.EDU>, aking@BFLY-VAX.BBN.COM (Allen King) writes:
> Please read K&R page 197 which requires that when the same member
> names are used in different structs the types must agree from the
> beginning of the struct through the member in question.
>--Thos Sumner (thos@cca.ucsf.edu) BITNET: thos@ucsfcca
Please go back and read the statement about this being an implementation characteristic of the now consistered to be crummy implementation of C they were documenting in that book. Even if they do have that restriction it is the obligation of the compiler to at a minimum warn you that such a conflict exists. What makes this a bug is silently accepting the code and generating bogus code.

--j.a.tainter

619. pd3dctl

Newsgroup: comp.sys.atari.st
Date: 1987-12-12 19:50:00 UTC
From: BRIGHT@DALAC.BITNET
Message-ID: <8712122300.AA15249@ucbvax.Berkeley.EDU>
Source record: 255619

The most recent START Catalog lists, among its public domain offerings,
a disk with an accessory called "PD3DCTL" on it. The accessory is an
early version of Tom Hudson's Cyber Control for CAD-3D. Has anyone had
a chance to play with it? Could some kind soul please send me a copy?
I'd like to have a look at it before I spring for the commercial version.

Thanks very much in advance,
BBB

Bob Bright <BRIGHT@DALAC.BITNET>
Philosophy Dept.
Dalhousie University
Halifax, Nova Scotia

620. Re: PC DITTO REVISION 3.0

Newsgroup: comp.sys.atari.st
Date: 1987-12-12 20:00:34 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <400@viper.Lynx.MN.Org>
Source record: 255620

In article <2195@dasys1.UUCP> schuster@dasys1.UUCP (Michael Schuster) writes:

>In article <3125@batcomputer.tn.cornell.edu>
> engst@tcgould.tn.cornell.edu (Adam C. Engst) writes:
>>
>>What should I do if I am a registered owner and all that and I haven't even
>>gotten Version 2 yet? Does Avant-Garde still read the netnews (I remember
>>them saying that they were going to check it every now and then)?

If, as I suspect, you mean you haven't received the recient update,
I would recommend you contact Avant-Garde. Not being a prior owner,
I'm not sure what their update policy is, but knowing the people who
work there, I suspect at worst, they'll ask you for mailing costs and
the price of the disk...

>If you're a registered owner, you MUST have Version 2. That is the only
>version ever offered for sale!!!! Version 1.0 was never released to anyone,
>according to the author. Check your bootup screen!

That's funny Mike, I have version 3.0 (the newest version). Does
that mean I'm not a registered owner...? :^)

>l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
>l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
>l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

621. Re: MIDIMAZE/other uses..was RE: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-12 23:02:41 UTC
From: trb@stag.UUCP
Message-ID: <281@stag.UUCP>
Source record: 255621
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <4694@well.UUCP> ewhac@well.UUCP (Leo 'Bols Ewhac' Schwab) writes:
>Packets are passed on to the next machine. It occurrs to me that all you
>need for a ring network is an input port and an output port, and software to
>interpret the data coming in.
>
> Sounds like all you need for this is a vanilla serial port. Am I
>wrong about this?
Nope, that is all you really need (and all that the midi port is for
that matter...Think midi runs at around 32K Baud. On the ST it was
used more 'because it was there'. Of course, in a ring LAN like this,
you are always affected when one of the machines gets turned off or
pulls out of the ring for some reason...
>
>P.S: MazeWar is Yet Another game I'd like to work on......
Yes, I was looking at the source for that the other day (Xwindow
vers.), it wouldn't be too hard. I'm planning on proposing it as a group
project at our next ST developers meeting here in the Twin Cities.
Would be a nice winter project (plus gives us another reason to haul
our computers around). Does anyone know if it has been ported to the
AMIGA or IBM PC?

-Todd Burkey
trb@stag.UUCP

622. Re: Amiga...

Newsgroup: comp.sys.atari.st
Date: 1987-12-12 23:24:02 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <3893@uwmcsd1.UUCP>
Source record: 255622

In article <832@uop.edu> exodus@uop.edu (EXODUS) writes:
>
>Since Atari owns Federated,
>the must only carry Atari. That's pretty brave to say on the net without
>checking your facts first. The local Federated here carries Apple, Atari,
>and yes, Amiga.
P
I know I deleted a little too much but I kind of expected Federated to
continue to sell other brands of computers. Now Atari gets a cut of
each Amiga and Apple they sell!

If you can't beat 'em, make a profit off of 'em.

Tom Johnson
john1233@csd4.milw.wisc.edu

623. Fonts

Newsgroup: comp.sys.atari.st
Date: 1987-12-13 01:29:03 UTC
From: drs@bnl.ARPA
Message-ID: <270@bnl.ARPA>
Source record: 255623

I downloaded a file called "newfont" from the houston server today, and after unpacking and the like, I ran the program, saw a page full of dutch (?) but in the end, had the characters displayed by all of the programs (windows etc.) looking like the Mac font. *Very Nice*.

I know very little about the mechanisms involved here, so maybe some kind soul out there can help.

How does one replace the system font?

How does one generate the font that replaces the system font?

Can the Font editor that came with Degas Elite be of any value here?

Finally, I've had the ST for just over a year now, and I
seem to recall that GDOS was soon to be released - Soon has long passed.
Is this still a possibility, and if so, will that help with all of this
font business?

Any help would be appreciated. (Atari?)

< dave.

624. Need some suggestions

Newsgroup: comp.sys.atari.st
Date: 1987-12-13 02:21:00 UTC
From: ex343@uiucuxf.cso.uiuc.edu
Message-ID: <46300001@uiucuxf>
Source record: 255624

Hi there,

I am very interested in music especially classical music. I will get a
new job soon, and I am interested in buying a personal computer. My primary
interest in the personal computer is writing music and play them on my
stereo equipment. It has to generate high quality stereo sound and has
user friendly software that I can write music with. It has to be able to
emulate various types of instrument. I also like to have a Fourie analyzer
in it. Well, in short, the more options there are the better. Note I am
not interested in doing anything else on that computer since I will have
access to a HUGE VAX cluster in my new job. The only thing I am interested
is music.

I heard that Amiga and atari are pretty good music sythesizers, but
I don't not know what kind of things I can do with it. Would some one send
me some suggestions as to which machine I should buy along with what software?
Also if you can give me a brief description of what that machine/software
can/cannot do, that will be great.
Please send me e-mail at xia%uicsrd@a.cs.uiuc.edu .

Thanks in advance.

Eugene

625. Output of your job "Info-Atari16"

Newsgroup: comp.sys.atari.st
Date: 1987-12-13 03:24:00 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8712130329.AA19088@ucbvax.Berkeley.EDU>
Source record: 255625

```
> Info-Atari16 Digest Tuesday, December 8, 1987 Volume 87 : Issue 446
Unknown command -- "INFO-ATARI16". Try HELP.

All subsequent commands have been flushed.
```

626. Re: MIDIMAZE/other uses..was RE: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-13 17:37:52 UTC
From: trb@stag.UUCP
Message-ID: <282@stag.UUCP>
Source record: 255626
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <36294@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
>
>Now I realize that the Atari folks don't care about the above because
>they already have a MIDI port, however let me ask this. Has anyone
>considered putting a MIDI adapter on the ST serial port and then
>running the 'network' in the other direction? Then you could have
>a counter rotating ring network that would make each host no more
>than 8 hops away. Just pick the appropriate direction with :
>
>DIRECTION = ((dstnode - srcnode) & 0x8) ? DOWNSTREAM : UPSTREAM ;

Actually, I was hoping that we would use the RS232 port as a 'bridge'
on the network...i.e. via modem to another 'ring' of computers. I admit
it would be a slow bridge, but 2400 baud still could get a fair amount
of packet info across for games, mail, etc. (works for USENET :-)).
I've still got the source for combat somewhere around (very early
version written in Basic, but with Gorns and the whole bit...anyone
remember back to those 110 Baud tactical shootout days?)
-Todd Burkey
trb@stag.UUCP

627. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-13 19:30:58 UTC
From: bilbo@pnet02.cts.com
Message-ID: <2568@gryphon.CTS.COM>
Source record: 255627
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

My two cents:
If MIDI is simple, a standard, and an important interface to have CBM ought to build it into the A3000.

=+=+=+

628. UUPC sources wanted...

Newsgroup: comp.sys.atari.st
Date: 1987-12-13 19:49:29 UTC
From: mh4x+@andrew.cmu.edu
Message-ID: <cVkix9y00Uo1Zts0ep@andrew.cmu.edu>
Source record: 255628

Would someone mind mailing a working copy of the UUPC sources
to me (The binaries would be appreciated also....)

I can't seem to get the sources I have to compile.

Thanks,
Mark Hamill
mh4x@andrew.cmu.edu

629. dLibs and MicroEMACS sources

Newsgroup: comp.sys.atari.st
Date: 1987-12-13 20:01:41 UTC
From: syntel!dal@stag.UUCP
Message-ID: <283@stag.UUCP>
Source record: 255629

Those of you who have sent me request (via physical mail) for dLibs
and MicroEMACS sources, don't dispair. All requests will be filled, but
there is a slight delay. I'm trying to put the finishing touches on
dLibs v1.1 before sending out the next batch of disks. Several bugs have
been fixed, new function and features have been added (including process
control functions which use the XARG extended argument passing scheme),
and the library has been updated to conform more closely to the ANSI
proposed standard. Please be patient.
For those who haven't yet sent a request, my offer still stands. I
will mail a disk containing the latest version of dLibs (standard libraries
for C) and MicroEMACS, with source code, for $3. My address is:
Dale Schumacher
399 Beacon Ave.
St. Paul MN
United States of America

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

630. (none)

Newsgroup: comp.sys.atari.st
Date: 1987-12-13 22:31:10 UTC
From: Michael_Kwan%UQV-MTS@UM.CC.UMICH.EDU
Message-ID: <1035515@UQV-MTS>
Source record: 255630

How can I get OSS Personal Pascal tutorial #1 & 2? I have already got
#3, 4 & 5.

Michael Kwan <USERQKL5@UALTAMTS>

631. Re: Please Read ATARI (attn:Neil Harris)..

Newsgroup: comp.sys.atari.st
Date: 1987-12-13 22:36:02 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <459@usl-pc.UUCP>
Source record: 255631

```
------------------------------

Concerning an RF modulator for the 1040...

I would presume that one exists. Let me explain.

I think that the new 520 ST's are actually 1040's with half the memory
pulled out, a single sided drive instead of a double sided drive, and
an RF modulator added in.

So... If you want an RF modulator for your 1040, just order a new one for
your 520ST-that-blew-out-its-rf-modulator!

I don't know for sure if this would work because I have not opened up the
new 520ST's , but maybe someone that has access to both could open both
the new 520 and a 1040 and let the rest of us know.
```

632. Re: Seiko Wrist Terminal Software

Newsgroup: comp.sys.atari.st
Date: 1987-12-13 22:46:25 UTC
From: hikaru@rmi.UUCP
Message-ID: <826@rmi.UUCP>
Source record: 255632

In article <871125141536E60.AJUP@Mars.UCC.UMass.EDU> Flash@UMass.BITNET (Rick Flashman) writes:
: Peter,
:
: I am very interested in that software. If you are releasing it PD,
: please email me a copy.

I am also interested!!!

633. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-13 23:59:36 UTC
From: hirai@swatsun
Message-ID: <1478@tulum.swatsun.UUCP>
Source record: 255633
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

In article <1239@sugar.UUCP> peter@sugar.UUCP (Peter da Silva) writes:
>
>See Johann Sebastian Bach's "endlessly rising canon". This is a very old
>illusion, based on the fact that a note sounds very much like the same note
>in the next octave.

More specifically, it's a piece in Bach's _Musical Offerings_. Each
of the pieces are intriguing in their own right. I'm not knowledgeable
enough in music theory but I recently perused over a book that was devoted
exclusively to anaylyzing _Musical Offerings_. Very interesting!

The piece starts on one key but after the piece nears the 'end',
it has changed to another key, and the 'end' of the piece runs smoothly into
the start of the piece, this time with the new key. The key goes on changing
until you've reached the original key, and so on and so on and so on and so...

A similar work (without the key changes but with the tail -> head
sort of loop) was done by Chopin. I can't remember what it was called,
though it was a piano piece (big surprise! - for Chopin :-)
If anyone is interested, I can dig it from my notes...

>-- Peter da Silva

-a.g. hirai
"You have just begun reading
a sentence which you have
just finished reading."
--
Eiji "A.G." Hirai @ Swarthmore College, Swarthmore PA 19081 | Tel. 215-543-9855
UUCP: {rutgers, ihnp4, cbosgd}!bpa!swatsun!hirai | "All Cretans are liars."
Bitnet: vu-vlsi!swatsun!hirai@psuvax1.bitnet | -Epimenides
Internet: bpa!swatsun!hirai@rutgers.edu | of Cnossus, Crete

634. Re: Need some suggestions

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 00:26:43 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1303@water.waterloo.edu>
Source record: 255634

In article <46300001@uiucuxf> ex343@uiucuxf.cso.uiuc.edu,
(really xia%uicsrd@a.cs.uiuc.edu), writes:
> ...
> I heard that Amiga and atari are pretty good music sythesizers, but
>I don't not know what kind of things I can do with it.
> ...
>Please send me e-mail at xia%uicsrd@a.cs.uiuc.edu .

I suggest that you go to your dealer, tell
him/her what you want, and then TRY the SOFTWARE.

After you have chosen the program(s) that best
suit your needs, decide which machine to buy.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

635. At#$% Junk / Was Something Esle!

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 03:31:34 UTC
From: bilbo@pnet02.cts.com
Message-ID: <2574@gryphon.CTS.COM>
Source record: 255635
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

WAAA! Amiga makes IT possible on Amiga/Usenet!

Give me a break...

=+=+=+

636. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 03:50:33 UTC
From: hirai@swatsun
Message-ID: <1480@tulum.swatsun.UUCP>
Source record: 255636
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth,rec.music.classical

In article <1239@sugar.UUCP> peter@sugar.UUCP (Peter da Silva) writes:
>(Richard Sexton) writes:
>
>See Johann Sebastian Bach's "endlessly rising canon". This is a very old
>illusion, based on the fact that a note sounds very much like the same note
>in the next octave.

More specifically, this is a piece called "Canon per Tonos" and it's
in J.S. Bach's _Musical Offering. The canon is able to repeat itself because
Bach made the 'tail' notes of the canon flow smoothly into the 'head' notes
of the canon. More importantly, the canon starts in the key of C minor
but when we near the end of the piece, it changes to the key of D minor.
So we keep on playing in the key of D minor but when we near the 'tail' again,
it changes to E, and so on and so on... Eventually, it reaches the key of
C minor, to start all over again!

Bach's _Musical Offering_ also contains other interesting pieces
too. Check out Hans Theodore David's _J.S. Bach's Musical Offering_ to
see how involved and beautiful this collection of musical delights is!
The book is devoted exclusively to the analysis of _Musical Offerings_.
Bery bery interesting...

Another piece which repeats itself is Chopin's _Mazurka in F minor_,
opus 68 posthumous (1849). You can play this piece without end, though it
doesn't have the neat key changes that "Canon per Tonos" has.

I posted a query for any pieces the net-readers know about that are
similar to these, but the response so far has been under-whelming. Oh well.

-a.g. hirai
"You have, of course, just begun
reading the sentence that you have
just finished reading."
- Peter M. Brigham

--
Eiji "A.G." Hirai @ Swarthmore College, Swarthmore PA 19081 | Tel. 215-543-9855
UUCP: {rutgers, ihnp4, cbosgd}!bpa!swatsun!hirai | "All Cretans are liars."
Bitnet: vu-vlsi!swatsun!hirai@psuvax1.bitnet | -Epimenides
Internet: bpa!swatsun!hirai@rutgers.edu | of Cnossus, Crete

637. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 07:14:57 UTC
From: baraniuk@puff.wisc.edu
Message-ID: <1365@puff.wisc.edu>
Source record: 255637
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth

> A similar work (without the key changes but with the tail -> head
> sort of loop) was done by Chopin. I can't remember what it was called,
> though it was a piano piece (big surprise! - for Chopin :-)
> If anyone is interested, I can dig it from my notes...
>
> >-- Peter da Silva

I am a Chopin freak. Which is this piece?

638. HELP

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 09:46:16 UTC
From: XBR4DB26@DDATHD21.BITNET
Message-ID: <8712140944.AA11271@ucbvax.Berkeley.EDU>
Source record: 255638

```
SEND HELP
```

639. Magic Sac System/Finder, etc.

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 11:29:13 UTC
From: fireplace@cup.portal.com
Message-ID: <1995@cup.portal.com>
Source record: 255639

The only problem with using System 3.2/Finder 5.3 with the Magic Sac is a cute "disk eject" problem. Selecting eject from the pull-down does absolutely nothing. I know it works fine on a real Macintosh. Is this a problem in Finder or the Magic Sac? Larry, any idea? I currently use an odd combination (System 3.2/Finder 5.4). This way I get the suggested System and a better Finder without the "disk eject" problem.

*** Changing thought pattern *** I received my Translator One last Friday. I can now format/read/write any Macintosh disk. It really works and is worth every dollar. Now I will never have to "null modem" files to/from Macintosh again. If you are a serious Magic Sac user, you need a Translator One. The new revision (5.5) of the software now supports Hard Disk 20. I have HFS up and running with System 3.2/Finder 5.4 without any problems. The Magic Sac just gets better and better...

--Ron [IMAGINE A STUNNING ASCII SIGN-OFF THAT LEAVES YOU BREATH-LESS]

640. Application Timer

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 14:00:54 UTC
From: alg@btnix.axion.bt.co.uk
Message-ID: <642@btnix.axion.bt.co.uk>
Source record: 255640

/\oo/\

Various reference guides mention that Timer A in the 68901 is available for user applications, and is thus left alone by the system. Great, just what I need. For the life of me, I cannot find any references stating the rate at which the timer clocks. There is a 2.??MHz Xtal and a 4MHz clock input to the device. I was told that an application can use a 1 mS timer but this doesn't seem to be of much use to me, since I need to resolve down towards microsecond precision.

Anyone out there in netland know the answer.

--
E-Mail (UUCP) AGray@axion.bt.co.uk ...!ukc!axion!AGray
Organisation British Telecom Research Laboratories (RT3134)
Snail Mail BTRL, Rm G23 B68, Martlesham Heath, IPSWICH IP5 7RE, UK
Telephone +44 473 646647

641. Colorburst - Mostly hype!

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 15:22:09 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2246@tekig5.TEK.COM>
Source record: 255641

Well I saw Colorburst on the shelf Saturday and bought a copy. That afternoon I played around with it. Now I feel that all the talk about Colorburst is mostly hype. I'll try to be polite, but the kindness thing I can say about it is that it is a ripoff. If the program had only cost $10 to $15 dollars I would have been pleased, but at $35 to $40 dollars I feel that some people are trying to make a fast buck.

First is the author's defense, I have one of the earliest ST's. I doubt if that make any difference, but there is always a chance I guess. Okay, so why am I so upset? Here is why!

1) Yes, you can choose from 3375 colors, only from what I can see only 512 of them don't flicker. I played around with setting the background colors to the new shades. Maybe I didn't do it right since the program is VERY hard to use. The user interface seems to work only part of the time. Anyway the color always flicker when ever I got away from the basic 512 colors.

2) Yes, you can have 800 colors on the screen at one time, BUT ONLY 16 COLORS PER 4 SCAN LINES. That just doesn't cut it. Note Spectrum gives you over 40 colors per scan line.

3) The editing program is awkward, slow and sometimes seems to leave my computer messed up. Ugh! The user interface just doesn't work well, the "Zoom Edit" mode were the colors are set is a horror to use!

4) For only $25 more dollars I could have had Spectrum 512! I blew it.

The floppy disk has a label on it that says "Serving the Software needs of the world for over 6 weeks." and quite frankly the program shows it. So in the case of Colorburst, unless it fits a very quick and special need, I say save your pennies and buy something else.

Wayne Knapp

642. parallel port modem...

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 17:16:27 UTC
From: hansb@ariel.unm.edu
Message-ID: <2069@charon.unm.edu>
Source record: 255642
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

I was kind of curious on a certain possibility..

On an earlier Fred Fish disk, there was a listing on how to interface
an ibm pc with the amiga through the parallel port and send data
19.2k baud back and forth.

Has somebody yet created a modem that allows use of the parallel port
amoung amiga computers or others?

I would think that you could allow many more "serial" ports using the
parallel port, and at least expand the capability of more modem
hookup over the phone lines...

I have a feeling that there might be a software problem right at first,
but with everybody on the net writing excellent software, that would
solve that problem. I am not a hardware hacker so I do not
know if this will work or not.

Please reply on the net as a general post so everybody has a chance
to respond.

Hans Bechtel

dinosaur list:

apple 1
ti 99
timex sinclair
ibms...
amiga 100..(oops, I have one of those...)

643. Need advice: C compilers and peripherals

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 17:55:07 UTC
From: jfp@mck-csc.UUCP
Message-ID: <11@mck-csc.UUCP>
Source record: 255643

I'm helping my younger brother out with a C compiler for a Xmas present ...

Unfortunately, I know little about the world of 520 STs. Could anyone
out there please give any advice on the available C compilers. I have
seen Lattice available at one of the local stores (published by METACOMO),
it's a familiar name from PC land, but who are there METACOMO folks?
Does this one work, are others better (for a student programmer at college,
interested in programming and capable for a freshman).

Another issue is that his current machine has but a single floppy. Is it
even practical of compile/link with a single floppy drive? I've done it
on PCs but ....

What about the world of hard drives? The local establishment had an Atari
20 meg model available for $670 .... this seems like too much for a
"consumer grade" 20 meg hard disk these days ... Is this an acceptable
drive (reliability, speed, etc.) or are other choices available ....

While we're at it, any good game selections ....

Thanx for any help ....
Please reply by e-mail to ..!mit-eddie!mck-csc!jfp

regards,
pries

644. uudecode and xprolog

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 18:24:09 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <3909@uwmcsd1.UUCP>
Source record: 255644

I don't know where else to post this and since the problem came
up with a ST program, here goes.

I am the co-sysop on a local BBS and I save xprolog from this newsgroup
with the intent of offering on the BBS.
So I saved the program and when I tried to UUDECODE it, I got
the message 'short file'.

What does this mean? Did anyone else have this problem?

Tom Johnson
john1233@csd4.milw.wisc.edu

645. Re: Networks

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 20:47:46 UTC
From: db@hoptoad.uucp
Message-ID: <3625@hoptoad.uucp>
Source record: 255645

In article <8712091415.AA17078@ucbvax.Berkeley.EDU> U613189@HNYKUN11.BITNET (Rob Duin) writes:
>We would like to know more about atari-networks. Does anyone have information a
>bout this subject or knows where to find this information?
>We want to connect about 8 ST's with one master, which will have a
>20 Meg harddisk. ...

The Beckemeyer Development Tools MT C-Shell system can support up to 12 users, with an expansion box, which plugs into the Atari ST serial port. Call the company for pricing.

These products are available NOW and many installations are up and running around the world.

David Beckemeyer
Beckemeyer Development Tools
(415) 452-1129 (office)
UUCP: ...!ihnp4!hoptoad!bdt!david

646. Re: HELP!

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 20:49:54 UTC
From: neil@atari.UUCP
Message-ID: <907@atari.UUCP>
Source record: 255646

In article <3162@batcomputer.tn.cornell.edu>, engst@batcomputer.tn.cornell.edu (Adam C. Engst) writes:
>
> I was just working happily along on a philosophy paper when I decided to
> save my work (that generally being a useful function of computers). All of
> sudden, it said that the drive wasn't responding and continued to maintain
> that stance, no matter what I did.

Sounds like the proverbial "loose chips" problem. Open up the 1040, press down on all the socketed chips, and chances are your drive will magically start working.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

647. FOLDRXXX docs?

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 21:13:03 UTC
From: AIPS@BRANDEIS.BITNET
Message-ID: <8712150029.AA23560@ucbvax.Berkeley.EDU>
Source record: 255647

Date: Mon, 14 Dec 87 13:06:24 PST
To: <info-atari16@score.stanford.edu>
From: <AIPS@BRANDEIS.BITNET>
Subject: FOLDRXXX docs?

Date: Mon, 14 Dec 87 12:59:34 PST
To: <info-atari16@score.stanford.edu>
From: <AIPS@BRANDEIS.BITNET>
Subject: FOLDRXXX docs?

Date: Mon, 14 Dec 87 12:53:45 PST
To: <info-atari16@score.stanford.edu>
From: <AIPS@BRANDEIS.BITNET>
Subject: FOLDRXXX docs?

Date: Mon, 14 Dec 87 12:48:05 PST
To: <info-atari16@score.stanford.edu>
From: <AIPS@BRANDEIS.BITNET>
Subject: FOLDRXXX docs?

Date: Mon, 14 Dec 87 15:41 EST
From: <AIPS@BRANDEIS.BITNET> (Greg Lindahl [chimps@brandeis.bitnet])
Subject: FOLDRXXX docs?
To: info-atari16@score.stanford.edu
X-Original-To: atari16, AIPS

could someone please mail me a copy of the docs which go with the program
FOLDRXXX? i know how to use the program, but before i upload it to my local
bbs, i'd prefer to have the 'official' docs that go with it. Atari _has_
officially released this, right? Neil? it might be a good idea for someone
to post the docs to go with the executable that was posted a few days ago,
but to prevent multiple postings i'll do it when/if my copies come in the
mail.

thanks in advance,

greg

Greg Lindahl | bitnet: chimps@brandeis.bitnet
brandeis radio astronomy group (BRAG) | ci$: [76515,1122]
-------------------------------------| us snail: box 2522 brandeis university
"OK, if stupidity isn't an impeachable| waltham mass (usa) 02254-9110
offense, then what is?" | telco: (617) 899-5884

648. Re: Info-Atari16 Digest V87

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 21:13:46 UTC
From: SOCV3003@EMUVM1.BITNET
Message-ID: <8712150030.AA23591@ucbvax.Berkeley.EDU>
Source record: 255648

```
Date: Mon, 14 Dec 87 13:07:00 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 13:00:06 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 12:54:12 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 12:48:42 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 12:43:19 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 12:38:30 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 12:33:01 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 12:27:47 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 12:23:10 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 12:18:41 PST
To: <Info-Atari16@Score.Stanford.edu>
```

From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 12:14:03 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 12:09:31 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 12:05:03 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 11:59:43 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 11:54:44 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 11:49:05 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 11:43:39 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 11:38:52 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 11:33:39 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 11:28:01 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 11:20:57 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 11:15:30 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 11:07:20 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 11:02:31 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Date: Mon, 14 Dec 87 10:57:29 PST
To: <Info-Atari16@Score.Stanford.edu>
From: <SOCV3003@EMUVM1.BITNET>
Subject: Re: Info-Atari16 Digest V87

Received: by EMUVM1 (Mailer X1.25) id 3558; Sun, 13 Dec 87 05:46:28 -
Date: Sun, 13 Dec 1987 02:36 -
From: Alan Davis <SOCV3003@EMUVM1>
Subject: Re: Info-Atari16 Digest V87
To: <Info-Atari16@Score.Stanford.edu>
In-Reply-To: Your message of Mon 7 Dec 87 13:56:47 PST

Please remove me from the mailing list as I am no longer at this account.

Thanks,
Alan

649. Mac ROMs

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 21:21:57 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <5147@iuvax.UUCP>
Source record: 255649

I have a Magic Sac without the ROMs (I misread the ad). Does anyone know where I can get the ROMs for it. Mail reply to Purdom@indiana.edu

650. Re: ST demo

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 21:51:32 UTC
From: norvelb@skat.usc.edu
Message-ID: <5710@oberon.USC.EDU>
Source record: 255650

This is a reply to the request for ST demo .

First an Introduction :
Rob Hubbard is a music composer for video games (he did his best work on the c-64) .
Then came people who cracked games and put their names in the presentation page and then redistributed it .
That wasnt enough for them .
They went further by ripping off the music theme of these games and incorporating them in their screen hack demo . (rob Hubbard , Daglish, and t. Crowther are the favorite composer these people like to rip the music score from)
(these groups are in europe, the best known are german ...)

How come you have never seen games with these music score before ?
well these game-music composers are from england, producing for english game that seldomly see light in the states .

so :
The only way to get these games (pirated) and demos (these cracker really push the machine to the limit in their display hack) is by calling these pirate bbs.(there are bbs specialised in importing foreign cracked games, no need to say that these people are really well organised)

It seems that pirates that were on the c-64v are moving to the ST machines ....

I dont have to say that this is illegal : I am just reporting the facts .

(who would in his right mind work his bunns off to do a demo and put a handle instead of a REAL name .. I know, I know ., there are some exception ...)

well you now have a global view of what is happening ...

---

these ideas are mine alone .

651. Re: DESKTOP PUBLISHING

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 21:54:05 UTC
From: c60a-2ae@web3e.berkeley.edu.BERKELEY.EDU
Message-ID: <6278@jade.BERKELEY.EDU>
Source record: 255551
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

The Graphic Artist by PGA is also applicable to DP, although it seems
to be better at illustrations. A tad complex, but very advanced.

+-+-+-

652. hard disk systems

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 21:57:58 UTC
From: UD138985@NDSUVM1.BITNET
Message-ID: <488UD138985@NDSUVM1>
Source record: 255552

I would like to request some information from anyone who has done this. I am interested in building a hard disk system based on something like the BMS ACSI to SCSI DMA converter. I would like to know what one would need besides the board (such as cables and type of hard disk system) to get a disk going. Also, what other boards are there like the BMS board?

Please e-mail any responses to ud138985 at NDSUVM1. Thanks in advance for any replies.

Bob

also known as UD138985 at NDSUVM1.

653. Re: Federated (was Amiga)

Newsgroup: comp.sys.atari.st
Date: 1987-12-14 22:14:24 UTC
From: rupp@cod.NOSC.MIL
Message-ID: <925@cod.NOSC.MIL>
Source record: 255553

However, a Federated employee told me a couple of days ago that some change in the stores' product line *may* take place after the first of the year. This was just one unofficial opinion, but it makes one wonder what Federated may do now that Atari owns the chain.

My opinion is that there are better places to buy computers than a chain of stores specializing in stereos and T.V.s. But that's just my opinion, don't forget.

Bill

==========
I speak for myself, and not on behalf of any other person or organization
.....How's that, Gary?
==========

654. Re: PLEASE read !!

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 04:39:01 UTC
From: euloth@dalcsug.UUCP
Message-ID: <241@dalcsug.UUCP>
Source record: 255554
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I agree that the senseless posting of arguments about the "Better" computer
is pointless. We love our computers and consider it the perfect one.
I tend to ignore the argumentative messages. Let's lose them.
Merry Christmas to one and ALL. Each and every computer have a good time
over the holiday season.
OK?

655. Re: IDLE - replaces NITE

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 06:10:08 UTC
From: wilhite@usceast.UUCP
Message-ID: <2478@usceast.UUCP>
Source record: 255555

>Here is IDLE, an alternative to NITE. It should not cause any problems,
>since all it does is shift the video RAM pointer 32K below the normal
>location. . . .

Wouldn't it be easier just to save the palate values and set them ALL
to black (000) ? Then a keypress could cause the old values to be
restored. This (it seems to me) would always work. Color or Mono.
No moving the video RAM pointer. No need to check 32K for zeros.

...or am I forgetting something?
--

Robert Wilhite
UUCP: ..ncrcae!usceast!wilhite
CSNET: wilhite@cs.scarolina.edu

656. Re: MIDIMAZE/other uses..was RE: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 08:42:11 UTC
From: dag@chinet.UUCP
Message-ID: <1987@chinet.UUCP>
Source record: 255556
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <6946@ccicpg.UUCP> harald@ccicpg.UUCP (Harald Milne) writes:
>
> Sound through the MIDI for games would not be done if the ATARI had any
>sound channels worth talking about. Gee, all of a sudden that $2 MIDI interface
>costs as much as a Casio! Were talking dirt cheap here.
>
Back before they dropped it, the ATARI ST was going to have both MIDI and
a rahter nice sound chip which by all accounts would have beaten the pants
off the AMI's sound chip.
>
> Well thats really stupid. The UNIX original is called HUNT. The limit
>is 3 persons per machine connected via Ethernet. The game becomes more of
>what unloaded machine your on. Dragging 15 computers into one locality sounds
>really stupid. Whats the % of people are doing that, .00000000001?
>
I first saw it back long before ethernet and UNIX were readily connected,
and it was called "mazewars", and it was running on Xerox Altos connected
via ethernet, one user per system.
>
> You got one point straight. With the Amiga and the Atari costing
>the same amount for the least common denominator, the Atari is just silly,
>and a waste of money. But we all know that.
>
I don't think so. The Atari and Amiga both have qualities that the other
lacks, but the atari is not a waste of money. It depends on what you want
to do with it -- The amiga makes a lousy cash register... I know, I've
seen it. The ST makes a lousy music box, but a very good MIDI computer.
>
> I would too if the machine and OS did nothing. I always wanted ZERO
>colors in high resolution mode. Oh wait, thats black and white, right?
>
You must be one of those people who can work for hours in front of a color
monitor. I am not one of those people. I have a higher bandwidth than
that. 60 Hz is still annoying, 70 Hz is barely acceptable. Color monitors
are hard on the eyes, but Amiga doesn't have a monochrome monitor. Sure,
you can attach one, but without a non-color mode, the resolution and
screen refresh is no better. For music control applications, most word
processiong, and a majority of non-game activities can be done just fine
with two colors.
>
> So why on earth do you have an Atari?
>
1) Software is cheaper and more stable.

2) The monochrome monitor's 70 Hz refresh is much easiser on my eyes.
3) When I bought my Atari ST, the Amiga cost about 3 to 5 times as much.
4) Every time I've gone to look at an Amiga at the local computer shop where they push the Amiga much more than the ST, the demo copies of the software are ALWAYS corrupted because the Amiga multi-tasking really screws up royally on a single drive system and corrupts disks left and right.
5) Application startup is usually very slow.
6) I've worked on good graphics systems that would leave you amigoids crying into your HAM images, and know more about graphics hardware than most of you. The Amiga is a limited purpose machine because it has such a great video and audio capability that in order to utilize the hardware, you really must fit your software to the hardware. This is fine for games and graphics of sorts, but not great for general purpose computing. I'm trying not to flame here...
>--
>Work: Computer Consoles Inc. (CCI), Advanced Development Group (ADG)
> Irvine, CA (RISCy business! Home of the CCI POWER 6/32)
>UUCP: uunet!ccicpg!harald

I'm not even going to go into your false statements about Atari and Federated coporate policy. Don't talk so smugly about things which you only assume. Until you know some of the facts, don't claim to know the one true way. Enlightenment comes not to those who insist that they are already enlightened thus blind themselves.

What I want to know is why you Amiga people insist on coming over here to constantly flame the ST, and then attack anyone from here who goes into amiga territory and flames the Amiga.

If you think we are all such fools in this group for owning Atari STs, then let us be fools. We know about your wonder machine. You and it can go and rot in peace, for all most of us care. We have made our choices. It is not for you to say if our choice was right or wrong, it would have been wrong for you, and that is fine, but I wish to any god that might be listening that you and your friends would

S H U T T H E H E C K U P ! ! ! ! ! !

Leave it be. Let us live in our folly before we come over and dump all over your front lawn and dig up your daisies!
--
Daniel A. Glasser
...!ihnp4!chinet!dag
...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

657. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 13:14:09 UTC
From: czei@cbdkc1.ATT.COM
Message-ID: <2618@cbdkc1.ATT.COM>
Source record: 255557
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

In article <2568@gryphon.CTS.COM> bilbo@pnet02.cts.com (Bill Daggett) writes:
>My two cents:
>If MIDI is simple, a standard, and an important interface to have CBM ought to
>build it into the A3000.
>
RS-232 is more of a standard than MIDI. I'd rather have a plain, high
speed serial port, and be able to use it for other things besides MIDI.

~~~~~~
Michael S. Czeiszperger | "HELP! I'm stuck in 3B HELL !!!"
Contracted to AT&T | Phone: (614) 860-4952
Unix Systems Administration | UUCP: cbosgd!dkc1!czei
6200 E. Broad Street | Disclaimer: "The above opinions are those
Columbus, OH RM 1L334 | of a large rodent with sharp teeth"
~~~~~~

658. zip code

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 14:34:12 UTC
From: syntel!dal@stag.UUCP
Message-ID: <284@stag.UUCP>
Source record: 255558

Apparently I was sleeping when I posted by physical mail address and forgot
to include the zip code. The address should have read:

Dale Schumacher
399 Beacon Ave.
St. Paul MN 55104
United States of America

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

659. Re: Hard disk boot???

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 15:19:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100039@datacube>
Source record: 255559

federico@actisb.UUCP writes:
> [The line eater was sleeping again ...]

> In article <624@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
> >I have a few questions for anyone using a SH204 with a Mega ST. I have a Meag2
> >with a SH204, I have being auto booting from the hard disk using HDB_V2.3, I
> >used to be able to auto boot from the floppy when the CTRL,SHIFT, and ALT.
> >keys were held down, well since I started using the Mega, the machine always
> >boots from the hard disk with the keys down or up??????????????

> I didn't know of the CTRL-SHIFT-ALT trick, but I had a problem similar
> to yours: there was no way my Mega would boot from floppy, and that
> turned out to be quite a problem when a desk accessory I had downloded
> from somewhere was turned unusable because of line noise. My "solution"
> was not to boot from hard disk at all, which I now find better since it
> allows me to choose different configurations (desk accesories and such)
> depending on the job I'm going to do.

I have the new ("blitter") ROMs in my 1040, and have noticed the same behavior
when booting (I have a Supra disk, with their hard disk boot program
installed). Anyone have a guess as to why? (hello, apratt?)

> >I am also using GEMBOOT to overcome the 40 folder limit in TOS(has it been
> >fixed with the new ROMS?).

> I'm also interested on this question, and it has been already asked a couple
> of times with no visible answer. I've never used the old ROMs, so I don't
> know what the infamous "40 folder limit" means. I've had more than 40 folders
> on my hard disk and nothing happened. Does this mean that the problem is
> fixed? Or is it 40 folders DEEP?

Au contraire, the question has been answered here before in a definitive
manner. That answer is: NO The blitter ROMs do not fix the 40 folder bug.

The 40 folder bug refers to a problem where a filesystem on a hard disk or
diskette can become corrupted if more than 40 folders are accessed during
any one "session" with an ST ("session": period of use between re-boots).
A well-known workaround is the recently re-posted FOLDRXXX.PRG. Change XXX
in the program name to the number of folders you think you're likeky to
access during any one use of the machine, and stick the program in your
\AUTO folder, and re-boot.

I have heard from other netters that this bug is due to memory not being
freed-up when you jumo into and out of folders (directories). Correct
me if I'm wrong on that...

> ///////
> //____ //
> Federico // //
> // __ //
> // / / //
> ///////

> UUCP: ...!mcvax!unido!tub!actisb
> BIX: fheinz

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

660. ST software available for children?

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 16:01:54 UTC
From: jholbach@wright.EDU
Message-ID: <206@wright.EDU>
Source record: 255560

Last year I purchased a 1040ST primarily to use as a terminal
for working at home. Now that things have slowed down on the projects
I was working on, I have time to explore using the ST with my children.
So far however, I've not been very happy with the software I've found
(not found? :-) for the ST at local dealers.
I don't have terribly specific ideas of what I'm looking for
(although I'm really sure I'll recognize it when I *see* it :-), but
I'm looking for software of various kinds (i.e. educational, games or
combinations of the two) to interest/amuse/even perhaps teach an
eight year old and a four year old. So far, everything I've seen seems
to be oriented to some other market than these ages.
Can anybody give me some recommendations based on personal
use? (I really wonder how dealers sell any software when they refuse
to have demo copies so you can see what the heck you're supposed to
be buying...) In particular, anybody know if software such as
"Rocky's Boots", etc. has ever been ported to the ST?
I like my ST, but the software situation has me to the
point of seriously considering buying an Apple II or IIGS for my
kids. Any recommendations would be greatly appreciated.

Jim Holbach
Wright State University
Dayton, Ohio

Disclaimer: Who could possibly want to claim any thing I say?

661. Re: FOLDERXXXXX

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 16:13:27 UTC
From: landon@apple.UUCP
Message-ID: <7010@apple.UUCP>
Source record: 255561

In article <410@nikhefh.UUCP>, t68@nikhefh.UUCP (Jos Vermaseren) writes:
> FOLDRXXX starts up with a little table of ROM versions and corresponding
> to each version an address. At that address it inserts a list of memory
> pieces to be used. If you use new ROM's these addresses have been changed
> so you cannot use FOLDRXXX unless you figure out the new address you need
> and substitute the necessary information into the binary of FOLDRXXX (or
> a disassembly). On the other hand: the new version of the ROMs for the
> Mega has a much larger OSpool from which these memory blocks are taken.
> It used to be 6000 bytes, but the new size is 16000 bytes. I don't know
> whether this makes FOLDRXXX superfluous. Maybe Allan Pratt can comment
> on that.

Phhhlpbb!

The new ROMs (dated Feb 14, 1986 and onward) contain pointers to the
critical Gemdos variables in the ROM header, and FOLDRxxx knows about
them. No need to patch. The larger pool in the new ROMs does NOT make
the utility superfluous, and could even be considered a misfeature,
since it rips-off another 8K from the initial TPA size. I know of some
applications that failed on 512K machines because of the "missing" TPA.

-Landon
--

I speak for me.

662. Re: (Beta) Gulam Key table

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 16:25:19 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1306@water.waterloo.edu>
Source record: 255562

In article <3554@diku.UUCP> jesper@diku.UUCP (Jesper L. Lauritsen) writes:
>In article <573@cernvax.UUCP> jmg@cernvax.UUCP (jmg) writes:
>>In article <1541@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>>If you have a hex/ascii file editor you can modify the latest (beta) version
>>>of Gulam to work with the UK keyboard. ...
...
>>Remember, though, that UK Ataris have the pound sign ...
...
>First you must know that Gulam reinstalls its own key tables after each
>command, so there is no way around patching the code. ...

I think that the recently posted
kmpfix.c -- Utility for Gulam

that was posted 1987 12 13 with the subject line

"v00i049: mwc:all: GULAMFIX - keyboard mod program for gulam shell"

solves these problems.
It was written by Prabhaker Mateti, the author of Gulam.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

663. Re: drivers for new printers

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 17:44:08 UTC
From: turner@daisy.UUCP
Message-ID: <763@daisy.UUCP>
Source record: 255563

>
> Apologies if the answer is well-known.
> I own an Epson printer, so I am happy. However, I have been asked if
> there are any problens putting these nice new 24-pin printers on an ST.
> I would guess that for pure text output and normal word processors
> there is no problem. However, what about
> 1. screen dumps
when i fisrt got my P9 (24-pin Nec), I gave my tech manuals to someone
(name withheld to protect the innocent) and asked if he could write me
a driver, time passed and software didn't so eventually I took back my
docs. Perhaps if we (24-pin) owners all asked.....
as to screen dumps.... write your own and oh by the way when you're
done could I have a copy (;-) ?
> 2. word processors including graphics (First Word Plus etc.)
since the Nec is esc code upward compatable, the basic modes (italic,
bold, etc) all work. again do graphics
> 3. desktop publishing systems
most of them now support 24 pin printers, i use Word Perfect (under
PC-ditto) and it support the P7/9

>
> Many thanks for any help.
> ps. Any suggestions as to the "best" 24-pin printer?

my biggest complain with the P9 (and most NLQ printers) is that they are
not built for high volume output, the P9 has no sprocket feed and the paper
tends to drift to the right page by page. Other that that the quality
is excellant and the power (fonts, speed, etc) is excellant.

P.S. they do make a sprocket feed adapter for another $78.

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

664. Re: Need advice: C compilers and peripherals

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 18:30:13 UTC
From: paone@topaz.rutgers.edu
Message-ID: <17072@topaz.rutgers.edu>
Source record: 255564

I don't know if I would recommend Lattice C. I liked it on the IBM, but once I bought it for my ST , I ran into bug after bug. It was barely useable for classwork, I was able to code around all the bugs in the small few hundred line school programs, but for hacking there are TONS of bugs in the gem interface, it is too strict on typing (I might as well use pascal).

For the record, I have version 3.1. There is a newer version out which includes a resource editor. I am waiting for Laser C from Megamax.

--
Phil Paone
paone@topaz.rutgers.edu
ihnp4!moss!oac!ppaone

"Admiral...There be whales here"

665. info on gdos

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 20:17:15 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <1304@ea.ecn.purdue.edu>
Source record: 255565

I need to find some information on Gdos. Mainly information on how to use it and how to write drivers for it. Also if there is a way to have it write stuff into a file so I can upload it and write a filter for it to convert whatever format it has to a more usefull graphics language.

The goal of this exercise is to be able to use something like Athena II, which uses gdos, and be able to plot stuff out on a real plotter at school, which is hooked up to a Vax running Unix.

Thanks,
--
/* Ingo Cyliax *
* ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

666. Re: Great Demo from Rex...

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 20:20:03 UTC
From: paul@cacilj.UUCP
Message-ID: <490@cacilj.UUCP>
Source record: 255566

In article <906@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>I have seen all three demos. One and two seem to be early versions, each
>with one song. After you've seen number three, you don't need these.
>
>If anyone out there in netland doesn't have this one yet -- fantastic music
>played through the ST speaker (not digitized!) and beautiful color graphics.
>On GEnie it's called WOWDEMO.ARC.
>--->Neil Harris, Director of Marketing Communications, Atari Corporation

Well, I hadn't seen this one before, so I downloaded it from a local BBS.
(It was called ROBB.ARC). When I ran the program, however, I got what
looked like about 8 screens flashing back and forth madly. The music
worked just fine. The ARC tested out just fine, and I even got it from a
spearate source, but the strange behaviour remains. The effect reminded
me of a TV when you turn the horizontal hold knob way too far :-).

Anyone guess what's wrong?? This is a 1040 ST, and I had NO accessories,
ram disks, etc. active at the time. Maybe the same bad copy was uploaded
to several boards....
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, crash}!cacilj!paul

Shaw's Principle:
Build a system that even a fool can use, and only a fool will want to use it.

667. Re: Colorburst - Mostly hype!

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 20:48:40 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <36598@sun.uucp>
Source record: 255567
Cross-posted to: comp.sys.atari.st,comp.misc

In article <2246@tekig5.TEK.COM> (Wayne Knapp) writes:
> Well I saw Colorburst on the shelf Saturday and bought a copy. That
>afternoon I played around with it. Now I feel that all the talk about
>Colorburst is mostly hype. I'll try to be polite, but the kindness thing
>I can say about it is that it is a ripoff. If the program had only cost $10
>to $15 dollars I would have been pleased, but at $35 to $40 dollars I feel
>that some people are trying to make a fast buck.

Wayne goes on to describe the deficiencies of ColorBurst which have been deleted for brevity. His primary complaint is that all of the colors other than the original 512 flicker, this is due to the ST's inability to display more than 512 colors without relying on aliasing effects of the CRT. Look at the schematic, it has a 9 bit DAC, that's 512 colors period.

I can really sympathize with Wayne's complaints but I have to wonder about the underlying reasons one would buy something like ColorBurst in the first place. Over the past 15 years I have talked to a lot of people who have decided to 'take the plunge' and buy a personal computer. Many of the saddest tales I heard came from college students who wanted one thing but could only afford another. The second saddest tales come from people who bought a computer, only to find out that either it couldn't do what they wanted, or once they had used it for a while they knew what they really wanted in a computer and it wasn't what they had bought. I don't know if Wayne is in this situation, however I do know that some fraction of the people reading this list are in the "I'm going to take the plunge" stage and maybe some warning/information will help them.

So herein are some free guidelines for the computer buyer :

* Write down on a piece of paper what you want your computer to do. Rank these in a priority order. Try to think of at least 10 different things.

* Go out and look at as many computers that you can find, if you know someone who owns a computer of the type you are considering, take your list and ask them if they *have programs* that will do any of those things. Computers have this wonderful *potential* but try to see what actually exists.

* When you have limited your choices, check out the hardware specifications for the computers you are looking at. Look at CPU speed, graphics resolution, disk capacity, expansion capability (check existence here too, since anyone can say "Sure you can plug an 8 meg board in this here plug." but what you need to know is "Manufacturer Glitz makes an 8 meg board available *now* to plug into this here port.") Something to

remember is that if the computer you are looking at is new or an off brand the only expanision you may ever get for it is what is available today. Also look at sound capabilities and alternative I/O devices (can it support a Joystick? a digitizer? a mouse?)

* Compare these things to what you want to do with your computer and see if those things require any "extra" options. Then price computers with similar capabilities. For instance if your list requires 640 X 400 color displays don't compare a $500 monochrome PC clone to an Amiga, compare a $500 clone + VGA montor/interface to the Amiga. Compare systems with as similar capabilities as possible.

* Ask yourself, "How important is it that I have this computer now?" If you wait there will always be another computer or model that does more for the same price in about 6 months. If you can wait 6 months then do so, you will be happier. If you decide to buy a computer now, make sure your reasons are good ones, because if they evaporate under close scrutiny then when the new model comes out you will feel bad that you didn't wait.

* If there other people in your life that have a computer, check to see how compatible your two machines are. If you like to program and share projects it is easier to do so if the your machine is compatible.

* Most importantly, if some computer is 'close' but not quite what you want then DONT BUY IT. You are asking for trouble later on, simply because you will have invested so much money in it. This is the root of a lot of flames here on Usenet. Did you ever get into arguments in high school about which kind of car was better, like Ford, Chevy, Nissan, etc? I remember arguments like that well. The biggest problem was that if you owned a Ford and were arguing with a Chevy owner, neither of you could back down in good concience because that would mean admitting you had spent two summers worth of savings on an inferior car. When in fact, you had done no such thing. You had bought a car that you liked, and thus is the *best* in your *opinion*. Since there isn't a Car in a vault somewhere certified as the absolute best car in the world there is no basis for a valued comparison. Understand this, and agree to disagree, and your blood pressure will stay a lot lower.

Some Don'ts when buying a computer :

* Don't buy a computer on impulse, it is almost always the wrong computer for you.

* Don't believe anything that a salesman tells you about 'other' computers. They probably know less about them than you do.

* Don't buy a computer because someone says it can do something if there isn't a program available that does it.

* Don't lie to yourself about how you will use this wonderful machine to make your life easier. If all you want to do is play games then be up front about it. It will save a lot of guilt feelings later.

* Try not to buy a computer on credit, save your money and buy it with cash. Otherwise you may find yourself paying on the old one when the new model comes out. More guilt feelings.

* Don't buy a computer to learn programming. If you ever want to program a computer you own, learn programming *first*. Then you will know when the programming environment a computer offers is usable.

Anyway, this is a boiled down version of much of the advice I give people when they ask "Which computer should I buy?" Hope it helps someone out there from being burned.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

668. more UUPC

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 22:53:55 UTC
From: kevin@Lindy.STANFORD.EDU
Message-ID: <439@Lindy.STANFORD.EDU>
Source record: 255568

I am interested in knowing who has gotten the UUPC source files to compile successfully on their system. I had problems trying to compile it with Mark Williams C, and eventually gave up.

If anybody has the binaries, and would be willing to either (if they're on Internet) to make them available to me for ftp'ing, or mail them to me (email or snail-mail), I'd love to hear from you.

Thanks a lot...
--
Kevin Burnett
Stanford Linear Accelerator Centre / Santa Clara Class of '88
Arpa: kevin@Lindy.Stanford.EDU Bitnet: KJBSF@SLACVM.BITNET
Old-style UUCP: ...!decwrl!labrea!Lindy!kevin

669. Making my own memory (0.5 - 2.0 MB) upgrade board: HELP

Newsgroup: comp.sys.atari.st
Date: 1987-12-15 23:00:55 UTC
From: huang@utx1.UUCP
Message-ID: <1928@utx1.UUCP>
Source record: 255569

Hi there, this is my first posting to the net. I have been a silent reader for a long time. Since I haven't seen discussions on this topic, I have to bring it up myself.

I like to make a memory upgrade board for my ST. I like to have suckets that will hold both the 1Mb chip and the 256k chip and use jumpers to configer the two configeration. I such a way, I could use 256k chips for now and the 1Mb chips in future when the price comes down.

Please help:

1. Where can I possibily obtain a schematics drawing?
2. Has anybody done this? Can we share your experience?
3. Any reference articles, materials, whatever related?

I will make it a mini-project and I will summarize all the messages and post them along with the outcome and my experience.

Please e-mail your response to me.

Thanks in advance!

P.S. I know E. Author Brown Co. sells a 1.0 - 4.0 Mb ready made board for $199.99. What a rip off! ;-|.

+-+ Bill X. Huang
----- Racal-Milgo, Inc., MS-E112
--- P.O. Box 407044
|+| Fort Lauderdale, Fl 33340
--- (305) 476-6873
/ \
... ihnp4!allegra!novavax!utx1!huang

670. Re: Magic Sac works/doesn't work update

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 00:07:36 UTC
From: rowley@ORVILLE.NAS.NASA.GOV
Message-ID: <8712160007.AA00739@orville.nas.nasa.gov>
Source record: 255570

I forgot to mention that I was using version 4.52 of the Magic Sac software
when I tested the programs that I listed.
Karl Rowley
Usenet: ...{hplabs,ucbvax,lll-crg}!ames!orville!rowley
Arpanet: rowley@orville.nas.nasa.gov

671. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 01:09:06 UTC
From: rupp@cod.NOSC.MIL
Message-ID: <926@cod.NOSC.MIL>
Source record: 255571

In article <957@sask.UUCP> long@sask.UUCP (Warren Long) writes:
>
>I also hope that Atari notes that they are selling all the STs
>they make, and decides to make more next time.

"..next time"? This is what I don't understand. Correct me if I am wrong, but I thought products such as microcomputers were turned out on assembly lines that can be kept running, even at a low production rate, on a more or less continuous basis. The "..next time" concept makes sense if you are talking about a press run of books. If an automobile company sees that its cars are selling as fast as they can be made, a second shift is put on at the factory to produce more to meet the demand. In other words, the assembly line is reved up to a higher production rate. Why can't that be done with Ataris? And what is the "..next time"? Does Atari have to wait till Christmas '88 to order more ST's?

This is a serious question, not a rhetorical one. Anybody have any ideas?

Bill

==========
I speak for myself, and not on behalf of any other person or organization
.....How's that, Gary?
==========

672. general info on disk drives wanted

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 02:00:01 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3197@batcomputer.tn.cornell.edu>
Source record: 255572

In light of my recent disk drive failure, (which seemed to go away briefly and has since returned), I'm looking for a second drive or hard drive so I'm not so dependent on the internal drive. (I had to write a 15 page paper on a Mac and nearly lost it twice. My next paper is being written on an AT, since I trust WordPerfect 4.2 a bit more than anything within ten feet of a Mac.) Does anyone have any experience with the Astra Hard drive/floppy combo? It seemed like a good setup and was reported as being very durable. Alternately, how easy/economical is it to put together a system from various parts (ie buy a drive and a controller and power supply and stick 'em all together)? Are any other hard drives especially recommended? I personally think the Atari hard drive is too big, but I haven't heard any reports on price comparisons or reliability. If enough people respond via e-mail, I'll post a summary to the net. Remember, there is nothing worse than being forced to use other computers because the ST failed. So please, send information to me. Thanks a lot!

Adam Engst

engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet

673. System V uw host

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 03:25:29 UTC
From: peter@sugar.UUCP
Message-ID: <1264@sugar.UUCP>
Source record: 255573
Cross-posted to: comp.sources.wanted,comp.sys.amiga,comp.sys.mac,comp.sys.atari.st

```
Yet Another Reposted Request.

Does anyone have a System-V version of the host program for uw?
--
-- Peter da Silva `-_-' ...!hoptoad!academ!uhnix1!sugar!peter
-- Disclaimer: These U aren't mere opinions... these are *values*.
```

674. Re: MIDIMAZE/other uses..was RE: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 07:43:12 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2605@gryphon.CTS.COM>
Source record: 255574
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,talk.bizarre

In article <280@stag.UUCP> trb@stag.UUCP (Todd Burkey) writes:
>In article <6946@ccicpg.UUCP> harald@ccicpg.UUCP (Harald Milne) writes:
>> [a bunch of ASSinine tripe about why HE is right and everyone else
>> stupid...unless they like Amiga...]

Oh no. I have an Amiga, and Harald thinks I'm pretty stupid.

>Great technical discussion there, Harald...Glad to hear that all your
>friends smoke dope...am sure they are pleased :-).

Damn! I knew I should have cultivated Harald's friendship when I had the chance.

>Just so people don't get
>the wrong idea about MIDI-MAZE (rumor is that it will be out for Amiga).
>I do happen to have hunt on my Unix Box here (Symmetrics 375) and it
>isn't anything like midi-maze. If you want to go back in your source
>archives a year or so, you will see a program called MAZEWAR (early
>PARC days). I know it has been upgraded to run on Xwindows and it is
>more like Midi-maze (graphics, real perspective, etc). But even
>mazewar doesn't come close to midi-maze. Course, even amiga people
>will have to haul their computers over to friends houses.

Well, shoot. Do we tell 'em now ? Aw hell, might as well.

Well, the REAL reason there isn't s MIDI port on the Amiga, is because
it would have interfered with PSI-net (tm), the telepathic network
driver developed by Sunny Kirsten. So you see, Amiga people don't need
to shuttle their machines around in the cold and snow just to play silly
games.

Ooooooooooommmm.

>I can only hook one extra terminal
>up to my ST (my Wyse while in the Multi-tasking C-Shell), but that is
>really only useful for editting and compiling...I can't hook other
>graphics tubes up (and doubt I would ever care to). I wasn't ever able
>to get my Wyse working as a terminal on the Amiga.

Well thats it. The ultimate reason to buy an Atari ST.

You can hook up a Wyse terminal to it.

> -Todd Burkey

"Have a nice winter"

--
"Well they say, that Santa Fe, is more, than 90 miles away"

UUCP: {ihnp4!crash, hplabs!hp-sdd!crash}!gryphon!richard
INET: richard@gryphon.CTS.COM

675. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 10:58:57 UTC
From: haitex@pnet01.cts.com
Message-ID: <2151@crash.cts.com>
Source record: 255575
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth,rec.music.classical

As I remember, the original question asked for an endlessly rising tone. These various plays on cyclic nature of the western scale achieve a similar effect, but are not quite what was asked for.

Western music is based upon a 12 tone system. These tones are sub-divided into sets of 7 notes which form scales (usually 7 notes). These subsets form alternative contours. When progressing through the keys rather than moving in one tone steps, the 5th member of a given scale forms the next most obvious key. By doing so the scale being changed to will contain only one note not found in its predicessor, which explains why it is the next obvious key. This is layed out clearly for the ear in J.S. Bach's studies of the well tempered scale.

Taking this into account, it should be possible to derive any number of always rising progressions. Of course doing so in an artfull manner requires skill, insight, and talent. What I find fasinating about Bach's work is the precise control of multiple modes of the keys.

Interestingly enough, the well tempered scale is not true to the ear. IE: if I tune my guitar by ear to a given major scale, it will sound fine in that scale, and its cousins, but degrades with distance from the original root. Clearly the well tempered clavier (spelling?) is full of consistent distortions to make the circle of 5ths fit. At least I think this is so. Any knowlegable theory experts care to enlighten me?

Thanks,

Wade.

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
ARPA: crash!pnet01!haitex@nosc.mil
INET: haitex@pnet01.CTS.COM

676. Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 11:35:11 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2027@bath63.ux63.bath.ac.uk>
Source record: 255576
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Time for a bit of heresy, I thought. I'm well aware of what multi-tasking does and doesn't do for you. I use it all the time on the mini's and mainframes at work. Nice.

But, I question its usefulness (and even desireability) on typical 'home computers' in a 'home' environment -- and let's face it, that's where most of the Amigas and Ataris sold end up. What I am questioning is TRUE multi-tasking. I've got no argument with 'carousels' of suspended programs, and no problem with resident background interrupt handlers, such as print spoolers.

So, what's my problem? Well, I think that the usenet bunch is unrepresentative of your 'standard canonical' machine owner. Most of the machines out there are going to be basic one or two floppy systems (including mine -- I'll just mention in passing, that with present pricing, the cheapest way for me to get a hard disk, by far, would be to buy a clone of an IBM PC -- and, they'd throw in the 'computer' free :-).

I have an image of telling my machine 'make fred', and then letting it get on with it while I do a bit of word-processing, or whatever. Only to be hit milliseconds later with an alert box:

BACKGROUND COMPILATION NEEDS LIBRARY DISK
PLEASE INSERT LIBRARY DISK INTO DRIVE B

and, a second or two after I do that:

FOREGROUND PROCESS NEEDS AUTO-SAVE DISK
PLEASE INSERT DISK INTO DRIVE B

and so on, ad infinitum. Doesn't feel profitable somehow, and definitely full of space for making nasty mistakes in the disk swapping.

I can't think of *any* two tasks which I do on my home machine which take enough time to make m/p profitable, and which could co-exist sensibly with only two floppy drives. I suspect (OPINION, MINE, MY VERY OWN) that the same is true of the usage patterns of MOST home machines -- and, again, I emphasize that I think this present group is unrepresentative, and very much a minority.

(And, maybe I'll feel differently if I ever manage to save enough pennies to buy a hard disk -- or, maybe even a couple of Meg of RAMDISK would do.)

677. CHMOD F_ATTRIB

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 11:48:38 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1592@brahma.cs.hw.ac.uk>
Source record: 255577

Here are some weird things I found out while playing about with
CHMOD/F_ATTRIB (GEMDOS $43)

1. The PEXEC (GEMDOS $4B)function will not execute a file with its
hidden(bit 1) and/or system(bit 2) attribute set.

2. If a file is hidden/system it does not show up on the desktop windows
but if it's also read only then it will show up.

3. A file can be changed into a directory or volume label but can't be changed
back again.

Comments anyone ...

"I think all right thinking people in this country are sick and tired of being
told that ordinary decent people are fed up in this country with being sick and
tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland
---

678. Gulam Beta version and UK keyboard

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 14:36:00 UTC
From: TVOVERBE@ESTEC.BITNET
Message-ID: <8712161842.AA12875@ucbvax.Berkeley.EDU>
Source record: 255578

OPTIONS: ACK NOLOG SHORT NONOTEBOOK ALL

Date: 16 December 1987, 09:35:18 EST
From: Ton van Overbeek +31 1719 83041 TVOVERBE at ESTEC
To: INFO-ATARI16 at SCORE.STANFORD
Subject: Gulam Beta version and UK keyboard

The new Gulam has the same problem as the alpha version on European keyboards.
The built in keyboard tables are for the US keyboard. I did similar
changes as Neil Forsyth did for the alpha version and now it works Ok for
me here in Holland. (I have an U.K. keyboard). German and French keyboards
are different again. Use a disk editor and change GULAM.PRG at the following
offsets:

```
OFFSET CHANGE TO
---------------------------------
$13BA1 $5C \ $23 #
unshifted $13BD6 $00 $5C \
$13BF9 $40 @ $22 "
-------------------------------------------------------------------------
$13BFA $23 # $9C pound sign (ignored by Gulam anyway)
shifted $13C1F $7E c $FF upper score (or whatever it is called)
$13C21 $7C | $7E c
$13C56 $00 $7C |
-------------------------------------------------------------------------
caps $13CA1 $5C \ $23 #
lock $13CD6 $00 $5C \
-------------------------------------------------------------------------
```

Ton van Overbeek
European Space Research and Technology Centre (ESTEC)
Control Systems Section
P.O.Box 299
2200 AG Noordwijk, The Netherlands.
Phone: +31 1719 83041
Email: TVOVERBE%ESTEC.BITNET
...!ucbvax!tvoverbe@estec.bitnet (USENET/UUCP U.S.A.)
...!mcvax!tvoverbe@estec.bitnet (USENET/UUCP Europe)
71450,3537 (CompuServe)

679. Re: ST software available for children?

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 17:34:39 UTC
From: georgew@tekig4.TEK.COM
Message-ID: <2259@tekig4.TEK.COM>
Source record: 255579

Well, I can't recommend anything, but if anyone finds something, I'd be interested in hearing about it. I have two 5 year olds, and the only thing they consistently enjoy is NeoChrome. I acquired some public domain games (Mr. Potato Head, Old MacDonald's "Concentration", a couple "music for children" games), but they're not very interactive ("click on a square to select an action"), and the kids had absolutely zero interest in them, so I would recommend games where the mouse or joystick moves something besides just a cursor on the screen. I haven't looked in stores lately, but when I did, I was not impressed. Now that Toys R Us has stopped carrying the ST, I don't hold out much hope for seeing any decent children's stuff.
It should be a lot easier to find something for a child who can read (something similar to King's Quest?) Also, everything I've seen runs in low-resolution, so you'd better have a color monitor.

I think it depends a lot on the child: A five-year old friend came over, and we finally had to drag him off the machine, because he's a video game addict (he plays space war games as well as I do!)

George S. Walker {decvax,hplabs,...}!tektronix!tekig4!georgew FLAMENET
Tektronix, Inc. georgew@tekig4.TEK.COM DOMAIN
(503) 627-4669 tekig4!georgew.tektronix@Udel-Relay ARPANET

680. Atari 800 disk format questions (?!)

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 17:35:05 UTC
From: lansd@godzilla.ele.toronto.edu
Message-ID: <1987Dec16.123505.8410@jarvis.csri.toronto.edu>
Source record: 255580

(I previously posted this to comp.sys.atari.8bit, but did not receive much response. Maybe some ex-8 bit Atari owners can answer my questions...)

I am just finishing up a program for the Atari-ST that turns it into eight disk drives and a printer for the Atari 800 (and successors).

The package consists of a simple hardware circuit that connects the 800's serial bus to the ST's serial port and a file server program running on the ST. This software monitors the serial port at 19kbaud for commands from the 800, and services these requests using its local resources.

At the moment the program can only handle single density disks, but I would like to upgrade it to double density (256 byte sectors). The only problem is that I do not own a DD drive and my Atari 800 documentation does not mention DD disk info anywhere. Maybe someone can answer the following questions for me....

1) How does the Atari 800 know when a drive has a SD or DD disk in it?

2) Would I be correct to postulate that the drive writes 256 byte sectors, but to the Atari 800 the one disk sector really looks like two logical sectors? Ie. the disk separates the 256 byte sector into 128 byte sectors for transfer. The reason I see it this way it that the Atari 800 expects 128 byte data packets from its serial bus.

3) Is the VTOC bit map in terms of 128 byte sectors or 256 byte sectors?

4) Is the VTOC still at logical offset 168hex (128 byte sectors), or 168hex (256 byte sectors).

5) On a DD disk what is the value of VTOC locations at offset 1 and 2 - the maximum sector number (under DOS 2). This is at sector 168 hex.

6) Would I be correct to say that the 800 sees the disk as 128 byte sectors and only knows that it is DD by the larger number of disk sectors per disk as indicated by VTOC bytes 1 and 2?

681. Re: Amiga "3000" ??

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 17:47:29 UTC
From: baer@percival.UUCP
Message-ID: <1015@percival.UUCP>
Source record: 255581
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <2940@cbmvax.UUCP> daveh@cbmvax.UUCP (Dave Haynie) writes:
>in article <3644@ames.arpa>, mike@ames.arpa (Mike Smithwick) says:
>> Xref: cbmvax comp.sys.amiga:12083 comp.sys.atari.st:6655
>>
>> FLASH! The rumor mill is going to be running double-shifts on this one!
>>
>> I just heard a few minutes ago on the "Computer Chronicles" a brief
>> mention of something called "Amiga 3000" in their computer news section.
>> After announcing the soon release of an AT Bridgecard and the Hi-res
>> monitor, the announcer mentioned the Amiga 3000 which was supposed to
>> have 9 megs of memory and a 50 meg harddisk. This might just be a
>> fat 2000 to go up against the Mac Too, or it really might be something
>> different. No mention about a 68020 though.
>
>That's not an A3000, regardless of what they're calling it, just an off-the
>shelf A2000 with lots of stuff in it, and not a standard Commdore
>configuration;

I also saw the blurb about the A3000 on the Computer Chronicles show. The interesting thing about this is that, not only is this show heavily PC and Mac oriented, they very rarely mention rumors. Their computer news segment deals almost solely with PC and Mac product announcements. What they called an A3000 did sound a lot like an A2000 packed to rafters with boards. But, they did already announce the A500 and A2000 a long time ago. You all realize that this is the second week in a row that they've mentioned Amigas in the news segment. I see a trend here. Also, they are using an A1000 in the background of the software review segment (a screen that says 'Software Review' and the name of the program), unfortunately they never review Amiga software. Hey, C-A! It's time to get some C-A people on the show to show off what an A2000 can really do, especially to those business types. Right now they think that all you can make an Amiga do is run Boing! and Robocity at the same time (as shown on the Amiga vs. Atari show they did in June '86). Put a demo together that will make even Stuart Chefiet chuck his PC :-).
--
-Ken Baer.
// Amiga: The PC that CAN walk and chew gum at the same time.
\X/ USENET - ...tektronix!reed!percival!baer OR baer@percival.UUCP
"The Few, The Proud, The Criminally Insane - Oberlin Computer Science" - me.

682. Which ST to buy?

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 17:47:59 UTC
From: RUBIN@GRAF.POLY.EDU
Message-ID: <8712161809.AA12111@ucbvax.Berkeley.EDU>
Source record: 255582

OK... after a year of thinking about which computer to buy I've finally decided to go for an Atari ST.

What I basically want to know is which one to get. I will be using the computer mostly for MIDI applications in my home studio. I would appreciate it if someone can explain the major differences between the 520, 1040, and Mega ST's, and what I should expect to pay for each. I am also tying to decide whether a monochrome or color system would better suit my needs (I would like to avoid the eye strain of a color monitor, but I hear that certain programs will not run on a monochrome system).

For those of you who are actually using the ST for MIDI stuff, I would appreciate any comments (good and bad) on the various sequencing and librarian programs that are available. Also any general comments on the Atari and MIDI would be helpful.

Please send any replies via E-mail to:

David Rubin
INTERNET: RUBIN@graf.poly.edu
BITNET: RUBIN@POLYGRAF
UUCP: ..ihnp4!iguana!polyob!drubin

683. Re: Great Demo from Rex...

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 18:26:02 UTC
From: csan@its63b.ed.ac.uk
Message-ID: <847@its63b.ed.ac.uk>
Source record: 255583

In article <906@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>
>If anyone out there in netland doesn't have this one yet -- fantastic music
>played through the ST speaker (not digitized!) and beautiful color graphics.
>On GEnie it's called WOWDEMO.ARC.
>--

Could someone post it ? Over here in darkest Britain, it'd cost a fortune to
download it (and I don't have an account on GEnie anyway :-(

Andie Ness . Department of Computer Science ,Edinburgh University.

ARPA: csan%ed.itspna@nss.cs.ucl.ac.uk UUCP: ...!uunet!mcvax!ukc!itspna!csan
JANET: csan@uk.ac.ed.itspna

% These are my own views and any resemblance to any coherent reasoning is
% probably a typo.

684. Hippo Drome

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 19:01:08 UTC
From: mgr@pixar.UUCP
Message-ID: <1233@pixar.UUCP>
Source record: 255584

I'm sending out this announcement to renew the offer of new software
for the HippoVision, now called HippoDrome version 1.0. Monochrome ST's
only.

I've added some new features at the suggestion of several users,
most notably Jim Lockwood of SUN. Thanks to all.

To get your copy of HippoDrome, mail me at ucbvax!pixar!mgr, or send
a self addressed, stamped bubblepack and formatted disk to:

Mike Russell
1968 Hopkins Street
Berkeley, CA 94707 USA

If you have sent me a request and received no reply (attn John Laws), then
assume that mail is broken between us - snail mail time.
--
Mike Russell ucbvax!pixar!mgr Don't worry, amnesia is a common
side effect of re-incarnation.

685. Re: Please Read ATARI (attn:Neil Harris)..

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 21:21:27 UTC
From: neil@atari.UUCP
Message-ID: <908@atari.UUCP>
Source record: 255585

> So... If you want an RF modulator for your 1040, just order a new one for
> your 520ST-that-blew-out-its-rf-modulator!

Nice try. But the installation of a modulator is no small feat -- not only
are there many many solder points for the modulator itself, but there are
components which are not present in the 1040 that would need to be added
inside the shielded part of the board which contains the video shifter.

Also, we do not sell components, but rather we offer replacement
motherboards to service centers.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

686. Re: Hard disk boot???

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 22:15:07 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4490@ihlpg.ATT.COM>
Source record: 255586

In article <122@actisb.UUCP>, federico@actisb.UUCP (Federico Heinz) writes:
> I've never used the old ROMs, so I don't
> know what the infamous "40 folder limit" means. I've had more than 40 folders
> on my hard disk and nothing happened. Does this mean that the problem is
> fixed? Or is it 40 folders DEEP?
The "40 folder limit" bug hits when you try to access more than 40 folders
within one interval between reboots. I assume you aren't using some form
of incremental backup program for your HD if you haven't seen it yet.
It IS in ALL versions of the ROMs. Its cause is a logical flaw in the entire
memory management scheme for the ATARI ST.
Its symptoms are trashed directories on you harddisk (and I believe random
lockups or reboots).
> Federico // //
--j.a.tainter

687. Re: MIDIMAZE/other uses..was RE: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-16 23:28:49 UTC
From: legare@ut-emx.UUCP
Message-ID: <352@ut-emx.UUCP>
Source record: 255587
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,talk.bizarre

richard@gryphon.CTS.COM (Richard Sexton) patiently explains:
>
> Well, the REAL reason there isn't s MIDI port on the Amiga, is because
> it would have interfered with PSI-net (tm), the telepathic network
> driver developed by Sunny Kirsten. So you see, Amiga people don't need
> to shuttle their machines around in the cold and snow just to play silly
> games.
>
> Ooooooooooommmm.
>

there HAS been a bug found in PSInet v. 1.3
to wit: the system will function only if all Amiga users believe it exists.
now, we've got a couple Amigai here in the lab, and.. well...

i don't believe it.

<crash>
<maim>

<sound of Sunny Kirsten being outraged>

wups.

BoB
teCh
real man use computers without graphics.
REAL real man use computers without terminals!
REAL REAL real <gak>

688. Re: Magic Sac System/Finder, etc.

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 00:47:06 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4494@ihlpg.ATT.COM>
Source record: 255588

In article <1995@cup.portal.com>, fireplace@cup.portal.com writes:
> *** Changing thought pattern *** I received my Translator One last Friday.
> I can now format/read/write any Macintosh disk.

Can the Translator One be used without the Sac? I have a lot of graphics
I did with some Macs I had access to but don't anymore that I would like to
get into my ST environment and vice versa. It isn't that I dont want to get
a Sac, I just want to put it off a while.

> --Ron [IMAGINE A STUNNING ASCII SIGN-OFF THAT LEAVES YOU BREATH-LESS]

--j.a.tainter

689. Re: IDLE - replaces NITE

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 00:50:07 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4495@ihlpg.ATT.COM>
Source record: 255589

In article <2478@usceast.UUCP>, wilhite@usceast.UUCP (Robert Wilhite) writes:
> >Here is IDLE, an alternative to NITE. It should not cause any problems,
> Wouldn't it be easier just to save the palate values and set them ALL
> to black (000) ?

> ...or am I forgetting something?
You are forgetting that with mono it doesn't really use the color pallette
all it checks is the first pallette color for whether to invert the screen.

> Robert Wilhite

690. Re: Great Demo from Rex...

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 01:12:16 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <1417@saturn.ucsc.edu>
Source record: 255590

In article <490@cacilj.UUCP> paul@cacilj.UUCP (Paul Close) writes:
>In article <906@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>>I have seen all three demos. One and two seem to be early versions, each
>>with one song. After you've seen number three, you don't need these.
>
>Well, I hadn't seen this one before, so I downloaded it from a local BBS.
>(It was called ROBB.ARC). When I ran the program, however, I got what
>looked like about 8 screens flashing back and forth madly. The music
>worked just fine. The ARC tested out just fine, and I even got it from a
>spearate source, but the strange behaviour remains. The effect reminded
>me of a TV when you turn the horizontal hold knob way too far :-).

Good analogy, because to fix the display all you have to do is twist your
vertical hold knob (clockwise, I think, but experiment with it). The demo
puts graphics above the normal top of the screen, so the ST gets a bit
confused about how big the screen is. It IS possible to adjust your monitor
so that you can get a good display both inside and outside the demo (but
you have to get the vertical hold just right...)

```
+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ucscb.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _______________________________|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+
```

691. Re: Colorburst - Mostly hype!

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 02:17:57 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2254@tekig5.TEK.COM>
Source record: 255591
Cross-posted to: comp.sys.atari.st,comp.misc

In article <36598@sun.uucp>, cmcmanis%pepper@Sun.COM (Chuck McManis) writes:
> In article <2246@tekig5.TEK.COM> (Wayne Knapp) writes:
> > Well I saw Colorburst on the shelf Saturday and bought a copy. That
> >afternoon I played around with it. Now I feel that all the talk about
> >Colorburst is mostly hype. I'll try to be polite, but the kindness thing
> >I can say about it is that it is a ripoff. If the program had only cost $10
> >to $15 dollars I would have been pleased, but at $35 to $40 dollars I feel
> >that some people are trying to make a fast buck.
>
> Wayne goes on to describe the deficiencies of ColorBurst which have been
> deleted for brevity. His primary complaint is that all of the colors
> other than the original 512 flicker, this is due to the ST's inability
> to display more than 512 colors without relying on aliasing effects of
> the CRT. Look at the schematic, it has a 9 bit DAC, that's 512 colors
> period.
>
> I can really sympathize with Wayne's complaints but I have to wonder about
> the underlying reasons one would buy something like ColorBurst in the first
> place. ... (What followed was a good list of things to watch out for.)

I'm afraid that I wasn't clear in my first posting. My complaints with ColorBurst aren't due to the limits of the ST hardware but are due to the program it's self. If feel the ST 520 is an excellent machine for the money. Actually the Amiga 500 is also becoming a fine buy. But this machines do have some limits.

ColorBurst is limited by the machine it is limited by it's self. The program could have been great on the ST but I think it may have been just released too soon. The reason why the colors outside of the 512 flicked is due to the fact that the program was switching between the two color shades too slow. ColorBurst doesn't use any kind of dithering for new colors, but inside changes the shade every 60th of second. The two shades blend together and sometimes will give a reasonable inbetween shade. Only ColorBurst seemed to be either missing vertical blanks for color swithing or was using two shades that were two far apart in intensity, hense the flickering. I know it is possible to do what ColorBurst claims as I wrote (long before ColorBurst) a simple program that allows some of the same effects.

The problem I have with the program is that is doesn't seem to be a reasonalbe working program. If it had done what it claimed, (which the ST can do) then I would have been happy. Instead the program is either buggy or just too hard to use both leading to the same problem. But one thing Chuck is sure right about, I should have looked before leaping.

Wayne Knapp

P.S. Actully the reason I bought the program was that I'm porting some Amiga amination programs to the ST. I been trying to decide what display modes to support. That is beside the basic modes. ColorBurst sounded great, but I was disapointed in what I found. The ColorBurst idea is great, if only the program was better. Oh well. So far I plan to do the following:

640 X 400 monochrome (Not at first - not too pretty either)
640 X 200 4 color (Very limited but better than monochrome)
320 X 200 16 color (Reasonalbe for simple cartoon style amination)
Spectrum mode (allows some shading and a great paint program)
---

692. Re: Need advice: C compilers and peripherals

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 04:29:08 UTC
From: euloth@dalcsug.UUCP
Message-ID: <243@dalcsug.UUCP>
Source record: 255592

I was told this evening by a person who talked to Megamax via phone today. The long awaited upgrade to Megamax is now available. To obtain, one must send in their original disks. the people who purchased the package prior to July of this year MUST send in $20.00US for the upgrade, while people who bought it in July or after will be able to obtain for free. I will await further information from Megamax directly. Maybe I will call their BBS tonight,.

693. OPS5 for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 06:38:25 UTC
From: ralph@lasso.UUCP
Message-ID: <8712161125.AA00402@lasso.laas.fr>
Source record: 255593

I'm looking for information concerning OPS5 on an Atari ST. Its existence was mentioned in Vol.4, No. 203 of AIList Digest. Does anybody have any more information? Is it Public Domain? Price? Does it require Lisp, and if so which one? Where can I get it? How does it compare to the other versions that float around the net? Is there any room left in the ST once OPS5 is loaded?

Thanx in advance.

Ralph P. Sobek

UUCP: mcvax!inria!lasso!ralph or ralph@lasso.UUCP
Internet: lasso!ralph@{inria.inria.fr or uunet.UU.NET} or ralph@lasso.laas.fr
ARPA: sobek@shadow.Berkeley.EDU (automatic forwarding)
BITNET: SOBEK@FRMOP11

694. Multitasking OS from Atari and 68030 machine

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 09:12:38 UTC
From: harald@ccicpg.UUCP
Message-ID: <7393@ccicpg.UUCP>
Source record: 255594

In the most recent issue of Unix/World (January) in the product of the month section, Atari announced their new IDRIS Mega ST. It is a Mega St with 2meg of memory and 20meg hard disk. IDRIS is a UNIX lookalike.

The article also mentioned Atari's plans to introduce a 68030 machine running System V UNIX some time next year.

And now in case any body is wondering why Im posting this, I wanted to wrap this as sweetly as possible. Yes, Im the jerk that made that nasty posting a few days ago about Ataris.

I wanted to make a few points very clear, reaching as many readers of this group as possible. The same applies for the "other group".

For years now I have read usenet news. I have watched passively as some of the massive flame wars have gone by. I have learned a while back, why.

Part of the problem lies in the news software and system itself. There is a widely held misconception in that posting news to a cross posting results in your message appearing only in your news group.

Unfortunately this is not so. And postnews doesn't warn you.

The other problem is that when a war is in progress, people that normally only read news, get upset and start posting to these flames going back and forth. (Im now talking about inexperienced users that normally never post at all, except perhaps an occasional question) This increases the traffic in both groups, in addition to what is already being said in both groups.

More traffic and hateful postings since it appears to readers of a this group that the "other group" is just posting nasty stuff in this group. (When in reality, the "other group" thinks the same thing). More hate. More unproductive junk, reaches a peak and dies, sort of. Except a lingering feeling that the "other group" is composed of vicious rabid dogs.

Now on to cross postings. Great but, thanks to these lingering feelings the inevitable eventually reappears. Wars. Hate. Mudslinging.

So, in view of this, and my past experience, I would recommend extreme caution in cross posting to the "other group" unless you possess superhuman unbiased opinions. Keep it generic. There is no reason it can't work out, other than those stated above.

That's all I was trying to say. I know its a bit radical, but perhaps in some way, this will be the war to end all wars.

Perhaps something productive.

And on that note, I just want to say....

Merry Christmas, and a Joyous New Year!

Sincerely

Harald Milne

--
Work: Computer Consoles Inc. (CCI), Advanced Development Group (ADG)
Irvine, CA (RISCy business! Home of the CCI POWER 6/32)
UUCP: uunet!ccicpg!harald

695. Re: Info-Atari16 Digest V87 #447

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 09:39:33 UTC
From: L12@DHDURZ1.BITNET
Message-ID: <8712170925.AA29512@ucbvax.Berkeley.EDU>
Source record: 255595

Hello North-Americans (seems to me you are the worldwide only Atari-Users),
I know of course that sitting in front of an ST makes you forget all that
640k-limited trash some ppl regard as "standard for industry". Anyway, it
is a fact that a few people still have to work with such machines and already
paid a lot of money for software they could have cheaper and better for an
MC68k based instrument, right?
Now my question (sigh...!):
Is there anyone out there who has heard about a HARDWARE emulator for MS-DOS?
Here in Germany we are observing an increasing number of ads from a company
called Beta-Systems for their product "supercharger". Ich *YOU* are one of
the happy few who have seen and tested it please write immediately to me or
the list or to whatever, but tell me, tell *US ALL* if it works end where
to phone in order to purchase one!!!!!!!

thanx in advance, every suggestion and hint greatly appreciated -
*** Wolf-Dieter Batz (L12@DHDURZ1.BITNET)

696. problem with ue3.9e on atari

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 10:28:26 UTC
From: abi@dutinfd.UUCP
Message-ID: <713@dutinfd.UUCP>
Source record: 255596

Ue did compile without a complaining and it also works as expected, except
once in 5 to 10 times my machine goes dead and needs a reset. It is before
or after a file is read or written. I use ue from gulam, but it also happens
from the desktop or msh.
I have a harddisk and no idea what's wrong.
Anybody out there has similar problems or no problems at all?
I recompiled the original version, because I changed the input to allow
the keypad to be used as function keys(I use my atari as a vt100 on UNIX
and that ue allows the keypad as function keys), but the problem is the same
with the original version.
HELP please

Ton Biegstraaten

697. Re: IDLE - replaces NITE

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 10:54:03 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2030@bath63.ux63.bath.ac.uk>
Source record: 255597

Well, watching a (known) video buffer allows you to magically bring the screen back to life when you get new output from the computer, as well as when you press a key. I can see that whether this extra 'feature' is useful or desirable depends on how you use the machine, and for what. Still, it *is* an extra capability that simply sitting on the palette and watching for keypresses won't cover.

698. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 11:19:09 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2032@bath63.ux63.bath.ac.uk>
Source record: 255598

In article <926@cod.NOSC.MIL> rupp@cod.nosc.mil.UUCP (William L. Rupp) writes:
>"..next time"? This is what I don't understand. Correct me if I am
>wrong, but I thought products such as microcomputers were turned out
>on assembly lines that can be kept running, even at a low production
>rate, on a more or less continuous basis. The "..next time" concept
>makes sense if you are talking about a press run of books. ...

Well, I've got two theories. In my more cynical moods, I envision ST's being churned out not by an Atari plant, but by a general purpose Taiwanese 'electronics construction plant' (there are such, don't know if Atari use them). So, this week they crank out N thousand ST's; next week, N thousand Amiga's; the week after than, N thousand IBM PC's, or a million pop-up toasters, or ...

More realistically (from my days of working for a company which actually made things you could see and touch), the electronics industry is not as 'unitized' as, for example, the auto industry (sheets of steel in one end, cars out the other). Even if you make the product in your own plants, you buy in a *lot* of the components, which (of course) you buy in batches because it's a *lot* cheaper. So, you've got to get a new batch of PC boards from your PC fabricator (almost certainly, while you design the boards in house, you have them made from your artwork outside); you've got to buy a new batch of cases from the plastic injection molding company; you've got to buy a new batch of custom chips from your silicon fabricator; you've got to buy in a new lot of monitors with your badge from your monitor supplier; and so on... There is the conflict between wanting to get large lots (lower unit cost); and wanting to keep the lots small (so you don't end up with 10000 Rev A ST boards when you suddenly discover you've got to make a mod to Rev B -- or worse, when the product stops selling).

This all forces you into a 'batch mode' style of operation, even if your final assembly plant is nominally 'continuous stream'. You can't just say, on the spur of the moment, 'gosh, think I'll put on a second shift and make twice as many'. You've also got to crank up all your suppliers. And you've got to be SURE you can use what you've ordered from them.

699. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 12:56:52 UTC
From: bds@lzaz.ATT.COM
Message-ID: <36@lzaz.ATT.COM>
Source record: 255599

In article <926@cod.NOSC.MIL>, rupp@cod.NOSC.MIL (William L. Rupp) writes:
> This is a serious question, not a rhetorical one. Anybody have any
> ideas?
>
> Bill

The manufacturing plant may be having quality control problems. No doubt that cranking up the production rate makes any such problems worse.

700. Re: Colorburst - Mostly hype!

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 13:03:25 UTC
From: bds@lzaz.ATT.COM
Message-ID: <37@lzaz.ATT.COM>
Source record: 255600

In article <36598@sun.uucp>, cmcmanis%pepper@Sun.COM (Chuck McManis) writes:
> * Go out and look at as many computers that you can find, if you know
> someone who owns a computer of the type you are considering, take your
> list and ask them if they *have programs* that will do any of those
> things.

The suggestions given are pretty good, but I would like to add that you
should estimate the cost of buying the software you'll need, and factor
that into the costs when comparing PCs. Also try and take into consideration
the quality of the software as well.

701. Re: ST software available for children?

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 14:02:49 UTC
From: nelson@kodak.UUCP
Message-ID: <1064@kodak.UUCP>
Source record: 255501

My 6-year-old likes Little Computer People by Activison. The screen shows a picture of a house with a little man and a dog who walk around and do everyday things like eat, sleep, take a bath, play the piano, etc. The interactive part is that you can type in commands like "Play a game" (He plays 5 different games with the user, like Anagrams, Blackjack, and 3 others), "brush your teeth", "play the piano", "feed the dog", etc. If you ask him to type a letter, he sits down at the typewriter, and writes a personal letter to the user, like "Dear Josh, I am not thirsty anymore since you filled the water jug. Signed, Bill". The kids sit for (it seems like) hours just watching what he will do next.

702. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 14:38:30 UTC
From: smoliar@vaxa.isi.edu
Message-ID: <4359@venera.isi.edu>
Source record: 255502
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth,rec.music.classical

In article <2151@crash.cts.com> haitex@pnet01.cts.com (Wade Bickel) writes:
>
> As I remember, the original question asked for an endlessly rising
> tone. These various plays on cyclic nature of the western scale achieve
> a similar effect, but are not quite what was asked for.
>
I am suprised that no one has cited the "Little Boy Suite" on this topic. I cannot remember the composer's name, although I seem to recall that he was French. This was one of the works composed with Max Mathews' Music V system; and, as I recall, it goes down, rather than up. Nevertheless, the principle is applicable in either direction.

The composition was based on a timbre whose Fourier spectrum was periodic. Thus, it could be extrapolated both above and below the limits of human hearing. One could then gradually lower the fundamental, creating the sense of a descending pitch. However, new partials would enter from above as others would drop off below; and the effect was one of an endlessly descending tone. (The dramatic effect was intended to be that of the dropping of the "Little Boy" atomic bomb.) I have heard this referred to as the "fencepost" effect, because it is like driving past a long row of fenceposts with new ones always entering the visual field and no end in sight.

703. Re: Magic Sac System/Finder, etc.

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 15:52:00 UTC
From: jchiu@ccvaxa.UUCP
Message-ID: <26800014@ccvaxa>
Source record: 255503

I know that this has been answered before, but it escaped my mind..

How do you format a 800k disk on a Mac as MFS (instead of HFS)?
Note that it must be on a Mac.

Thanks,

Jeff Chiu
jchiu@gswd_vms.arpa or ihnp4!uiucuxc!ccvaxa!jchiu

704. micro-emacs3.9e, file error.cmd

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 16:26:34 UTC
From: decouty@irisa.UUCP
Message-ID: <206@irisa.UUCP>
Source record: 255504
Cross-posted to: comp.emacs,comp.sys.atari.st

In appendix A of me3.9 reference manual, it is stated that "-A" flag
on command line causes emacs to load startup file "error.cmd".

Is this file available now?

I think it can be very useful for Mark Williams C users (I am one of them).

By the way me3.9 runs fine on Atari ST under MSH.

Thanks.

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
EMAIL : decouty@rapido.irisa.fr
UUCP : {mcvax!}inria!irisa!decouty
decouty@irisa.UUCP
BITNET: DECOUTY@FRCICB71
POST : IRISA, Campus de Beaulieu, 35042 Rennes cedex, FRANCE
PHONE : +33 99 36 20 00
TELEX : 950473 UNIRISA
FAX : +33 99 38 38 32"

705. Re: Megmatic, great utility

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 19:05:02 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1308@water.waterloo.edu>
Source record: 255505

In article <4292@garfield.UUCP> avp@garfield.UUCP (Anthony Paul) writes:
>This is a great little program, it gives you a resetable ram disk
>(works on mega's also), a print spooler, a screen saver, a verify
>off-er, a cold/warm start from the keyboard, and a few other things.

I tried this program, and I think I like, except that
I can not seem to get the screen saver to turn the screen OFF.

Has anyone figured out how to avoid the "reverse video" ?

My thought is that even with reverse video, the electron gun is
still on and burning some phospor. I want the screen to go black.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

706. Re: "Sonic Holograms" or binaural sound?

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 20:19:11 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8712172019.AA07250@mitre-bedford.ARPA>
Source record: 255506

Rodney Peck's description of the audio haircut sounds like an old-fashioned "binaural" recording, which has nothing whatever to do with "holograms". Binaural recordings which you listened to with headphones were in vogue in the 1950s, before "stereo" with loudspeakers took over. Such recordings do indeed sound impressive, especially if the original was done with a dummy head, complete with realistic ears, and the microphones mounted inside the ears just where the transducer in a human ear is mounted. In that case, the phase-versus-frequency-versus-location function of the recording closely matches that of the live sound, so the brain evidently can dig the location information out surprisingly accurately. Someone once told me about some experiments in which this was carried a step further--the playback transducers were somehow installed inside the listener's ears so that there was no additional phase shift due to the path from the transducer to the eardrum. They said the sound was so real it was indistinguishable from hearing the live sound.

Nowadays the same result could probably be done with a digital computer to compute the inverse function of the path from a normal headphone driver to the inner ear. The fake head would still probably be the cheapest way to compute the function at the recording microphones.

-John Sangster / jhs@mitre-bedford.arpa

707. Uniterm & EZDraw GDOS

Newsgroup: comp.sys.atari.st
Date: 1987-12-17 21:40:40 UTC
From: schell@iris
Message-ID: <739@ucdavis.ucdavis.edu>
Source record: 255507

Maybe I'm just slow, but has anybody been able to get EZ Draw
(same as Easy Draw ?) to properly read .GEM files produced by Uniterm
1.7b ? I'd like to generate Tektronix graphics on the VAXen on campus
(I can), view them at home using Uniterm (I can), and import the
graphics into EZ Draw for my own diabolical purposes (I can't). The
TEKTOGEM program included with Uniterm seems to generate approximately
the correct file, but the resulting .GEM file lacks some initialization
junk near the top and seems to use a different coordinate system than
EZDraw-generated .GEM files. (I compared the two .GEM files using
Disk Doctor, a raw disk sector examination program).

Help me to be enlightened, please.

It peeves me that an important advertised attribute of GDOS, its
portability, does not actually exist. Also, is it ever going to be
officially released to non-developers ? Arghhh...

Thank you very much in advance,

Stephan Schell

These paths still work, I think:
uucp: ...!{ucbvax,lll-crg}!ucdavis!iris!schell
arpa: ucdavis!iris!schell@{Berkeley,LLL-CRG}
csnet: ucbvax!ucdavis!iris!schell@tektronix.csnet
bitnet: ucdavis!iris!schell@Berkeley

708. Re: HELP!

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 00:47:04 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1309@water.waterloo.edu>
Source record: 255508

In article <907@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
...
>Sounds like the proverbial "loose chips" problem. Open up the 1040, press
>down on all the socketed chips, and chances are your drive will magically
>start working.

I have not had this problem, but I wonder, would it be a good idea to
press down all the socketed chips from time to time, say once every 6
months or so?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

709. Re: FOLDRXXX.PRG, you got it!

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 01:49:38 UTC
From: crc6@pyuxe.UUCP
Message-ID: <559@pyuxe.UUCP>
Source record: 255509

I'm new to this group, could somebody explain the format this programs are shipped in?

bellcore!pyuxe!crc6

710. Re: FOLDRXXX.PRG, you got it!

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 01:52:14 UTC
From: crc6@pyuxe.UUCP
Message-ID: <560@pyuxe.UUCP>
Source record: 255510

In one of the atari periodicals it was announced that they fixed the 40 folder bug in the Mega St roms.

711. Re: APL for the Mac - is it any good?

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 02:14:49 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1310@water.waterloo.edu>
Source record: 255511
Cross-posted to: comp.sys.mac,comp.sys.atari.st,comp.sys.amiga

In article <7020@ut-ngp.UUCP> wmartin@ngp.UUCP (Wiley Sanders) writes:
>
> I got a mailing from "The Spencer Organization" (sounds like
>a rock promoter!) today advertising the new, reduced price
>for Mac version of their APL68000 - $99. Sounds like a good deal,
>but then, who knows
>what the implementation is like. I would like to elicit responses
>from those who already have APL for the Mac. Email, please, and I
>will summarize and repost. I'm interested in the speed, memory
>capacity, and how they handle that bizarre APL character set.
> Thanks for your help.

I have watched for your repost, and have not seen one, so please
forgive me for being so bold as to post for myself.

I have been using APL.68000 for some time now. My first experience
with it was on an early "Pixel" machine that runs some flavor of UN*X
and one uses "ordinary" APL terminals. Now, as you have seen,
there are ports of
APL.68000 to micros with bit-mapped screens, such as the Mac, the
Amiga, and the Atari ST. The APL is *E X C E L L E N T*. The code is
mature and sound ... I have been using release 6.xx on my home machine
for over a year now and have found NO BUGS in the APL code. There are
a few minor problems with the interface to the fancy features of the
micro, but I believe these problems will be solved. The price used to
be $395, and that was a bargain. It is now $99, and the company offers
a FREE run time license to developers. It claims to be, and I
believe it to be true, that it is the FASTEST APL available today on a
micro. Of course the reason for the speed is that it is all written in
assembly code. That does not help the company do ports to new
hardware, but when they do get it, it is really fast.
As to the memory capacity, it depends on what memory you have and
what accessories you run. I have a 1 Meg machine run several
accessories and APL.68000 gives me a 735 K workspace.

How does APL.68000 handle the composite (overstrike) characters? There is a
special keyboard mapping that allows you to get composites by pressing
an alternate key, (the equivalent of another shift key), to get these
things. That is no problem at all.

For this, APL.68000 uses the same mapping that most modern APLs use;
that is, the keyboard mapping used when a 327x is connected to APL2,
and keyboard mapping used by the most recent releases of WATCOM APL,
STSC APL*PLUS, or IPSA APL, all of which run on the IBM PC. However,

each of these last three requires either a character generator chip or some sort of graphics adapter card. You, on the other hand, (with your Mac, Amiga, or Atari) have a bit mapped screen, and can put up a glyph of any shape at all, without the necessity of investing in a character generator chip. Thus the product is all software. No extra hardware needed at all.

This has an added bonus for users of APL on mainframes. For years there has been a scarcity of APL terminals. That now ceases to be a problem, because APL.68000 for the Mac and the Amiga comes with a terminal emulator build in.

Well, there is my 2 cents worth. I have no connection with the company offers this APL, I just use it and I like it.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

712. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 02:17:22 UTC
From: brianr@tekig4.TEK.COM
Message-ID: <2267@tekig4.TEK.COM>
Source record: 255512
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

Michael S Czeisperger: "...Midi is less of a standard than RS232..."

Oh, Noooo! It can't be THAT bad, can it?

If only all the originators/promulgators of RS232 had just one neck,
and I could get my hands around it....

Brian Rhodefer

713. Word(NotSo)Perfect

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 02:18:40 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1987Dec17.211840.8771@gpu.utcs.toronto.edu>
Source record: 255513

When I bought my 1040ST about a month and a half ago I was looking for
a full featured word-processor. I chose WordPerfect because it
came with an impressive range of features, which allow me do do useful
text processing at home. (I have been spoiled by typesetters, but I am
having to get used to the fact that I no longer have access to a laser
printer).

Anyway, WordPerfect it was. The features are great, with one major exception:
It plain doesn't work. I won't repeat the bugs, which are numerous.
I wrote to WordPerfect and received no reply. I did receive their latest
updates though without any accompanying explanaton. These are dated
10/28/87. Slightly better, but still many things don't work (some critical).

I have been in touch with J.B. Marketing, their Canadian representatives
who are aware of the problem. Unfortunately they are still working
on their database of registered users so that no one has been notified that
the software is buggy. By the way J.B. Marketing is not mentioned in any
of their literature. I met them at the Canadian Computer Show.

Basically it's CAVEAT EMPTOR. Buyer Beware!

I am still impressed with the list of features. I am holding out hoping
that WP will resolve them.

HOWEVER, I found the release of such premium priced software without even
a small amount of testing (I can only assume this since anyone working
with the package would be frustated with it for days on end - I was),
inexcusable!!! Besides that, leaving registered users in the dark
and not even informing them that the bugs are known to WP also pretty
low. I am extremely disappointed at WordPerfect's handling of the whole
affair, and I think they're reputation will suffer as a consequence.

New updates are supposed to be released around the middle of December,
i.e. real soon now.

SO, IF ANYONE IS CONSIDERING, PLEASE DON'T. WAIT A WHILE AND MAKE
SURE THAT THE SOFTWARE HAS STABALIZED.

If anyone needs more info, please don't hesitate to contact me.

Pavneet Arora
Control Data Canada, Ltd., Usual disclaimers.
(416) 826-8640 (Bus.)
utgpu!parora

---

714. Observations

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 04:36:41 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <515@usl-pc.UUCP>
Source record: 255514

Just some observations that I was looking for comment on:

Concerning ST-Log:

I can only assume that ST-Log and Analog have bitten the big one.

The answering service no longer handles them, they office doesn't answer, or it is forever busy. This has been going on for over 3 three weeks now. I called the East Coast Sales Rep Company, and the recording said that if you are calling concerning Analog/ST-Log call the company itself. After that I called the West Coast office and the girl told me that there will be an official response to subscribers in 2 weeks or so. I asked if that meant a magazine, and she said that she did not know. Well since I have not had an issue since Sept., I guess I lose. They did have enough personnel on hand to cash my $28 check after a month though! When I called my bank to cancel, I was told that the check cleared the day before. If anyone knows anything more concerning Analog/ST-Log please let me know.

Also, now I need to know where to subscribe to a good ST Mag, could someone please recommend something that has some technical heft to it? I don't want a mag that just reviews last year's software. Reviews are very nice, but not enough to totally comprise a magazine. What about Atari Explorer, is this good? Some source code in it? Neil, anyone? Please include addresses or phone numbers to mags also. I would really appreciate info here.

Concerning Megamax C & Laser C ---> it's an upgraded Version !

Having just become the proud owner of Megamax C for Xmas, I recieved a flyer in the delivery box announcing "Laser C" from Megamax. It boasts "The Fastest C Language Available for Your ST! Compile and Link the Sieve Benchmark in only 5 seconds!"

Below was taken direct from flyer:

>Features:
> * RAM resident graphics shell
> * Absolute code production compiler (no more 32k limits)
> * Variable size Ram Cache
> * Full Featured Make
> * DRI compatible Linker
> * Powerful debugging facilities
> * Inline assembly
> * Full Tech support
> * Full documentation including examples using Gem routines

> * Fast & accurate Floating Point
>
>Benchmarks:
> Laser C Mark Williams 2.0
>Compile & Link
> Sieve :05 1:27
> Hello :03 1:15
> Apskel :08 1:40
>Execution
> Sieve 2:45 2:78
>
>MWC using RAM disk based system

After reading the flyer I gave the Megamax office a call, and inquired as to upgrade policy. She told me since mine was just bought it would be free! She also told me that those who purchased in '87 can get it for just $10, and buyers before '87 cost is just $20! Well, that sells me on Megamax, I may be wrong, but I seem to remember that the MWC upgrade price was $80. That is a lot of moolah for a program that can be purchased for just $114 mail order.

Oh, and by the way, I paid only $139 for Megamax. Write me for details if you would like the mail order house.

Anyway, I just wanted everyone to know the new product announcement, as I believe that current Megamax owners will be pleased to hear about the upgrade policy. I know this sounded like a plug, but I just got a little overjoyed. 8-)

Concerning Assempro:

I called them the other day, and I was told that they do have an upgraded version (nothing spectacular, just bug fixes) that has been available for about 6 months or so. Free upgrade! No cost at all!

Concerning Atari SX212 modem:

A friend of mine brought me down to my local Atari dealer and purchased a 1040ST. As a last minute thought (we assumed mail order to be cheapest) he asked how much the modems were. The salesman showed us the Atari SX212 for $89. Wow! This is a great modem, packed with goodies too! It is a bell 212a compatible (So near to Hayes compatibility, I could not tell the difference and neither could ANY of the term programs we tried) and a much better buy than the infamous Avatex 1200 (not 1200hp) that I received for $89. Even has an 800-series-computer port on it as well as the standard RS-232 type port. Highly recommended, this is what "Power Without the Price" is all about.

John Joubert | /\ | /\ | _

```
jpdres13@usl-pc.USL | \|<>|>|> \|<>|>|><`|`|
or ... |-----/|-------/|-----------------------
ut-sally!usl-pc!jpdres13 | \/ \/
-------------------------------------------------------------------------------
```

715. Re: OPS5 for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 04:45:55 UTC
From: chabris@endor.harvard.edu
Message-ID: <3602@husc6.harvard.edu>
Source record: 255515

OPS5 runs on the ST in at least one, possibly two, forms. I have a Cambridge Lisp version that seems to work, that was given to me by John Fitch (the implementor of CL). It has accepted the Monkey-and-Bananas code and another production system. There is also a version of OPS5 ported to XLisp (yes!), but I haven't gotten it to run on the ST. It probably requires XLisp 2.0, which is not yet generally available, and even then may need some hacking. I'd be willing to send that to someone who could try to whip it into shape, since I don't have the time. Hope this helps.

==========
Christopher F. Chabris Contributing Editor, START Magazine, Antic Publishing
Dunster G-13, Harvard University, Cambridge, MA, 02138 (617) 498-2241
[Permanent: 15 Sterling Road, Armonk, NY, 10504 (914) 273-8828]
ARPAnet: chabris@endor.harvard.edu Compuserve: 73277,305
UUCP: ...harvard!endor!chabris Bitnet: chabris@harvard
==========

716. BMS controller package

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 06:02:06 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3217@batcomputer.tn.cornell.edu>
Source record: 255516

Has anyone had any experience with BMS and the package they sell that allows one to use a cheap IBM-PC style drive to hook to an Atari ST? I'm interested but would like more details about the BMS hardware and the prices and the difficulty involved in hooking everything up (oh and what other hardware, power supply, case, etc is needed)? Thanks . . .
Adam

engst@tcgould.tn.cornell.edu

(the offer still stands - send me any information on disk drives of any type and I'll summarize to the net)

(my 1040 internal drive will read files, programs etc alright most of the time now, but often gives the "Drive A: not responding . . ." error when writing to the disk - needless to say I have write protected most of my important disks.)

717. Bach's "Well-Tempered Clavier" or whatever

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 16:18:28 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8712181618.AA02472@mitre-bedford.ARPA>
Source record: 255517

> From: ucsdhub!jack!crash!pnet01!haitex@sdcsvax.ucsd.edu (Wade Bickel)
> Western music is based upon a 12 tone system...
>
> ...Interestingly enough, the well tempered scale is not true to
> the ear. IE: if I tune my guitar by ear to a given major scale,
> it will sound fine in that scale, and its cousins, but degrades
> with distance from the original root. Clearly the well tempered
> clavier (spelling?) is full of consistent distortions to make the
> circle of 5ths fit. At least I think this is so. Any knowlegable
> theory experts care to enlighten me?
> Thanks,
> Wade.
> UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
> ARPA: crash!pnet01!haitex@nosc.mil
> INET: haitex@pnet01.CTS.COM

Wade, I'm possibly enlightened, but certainly NOT a theory expert, but I have dabbled just (barely) enough in music theory to be able to give what I think is a correct explanation.

As you, uh, er, noted, so to speak, Western music is based upon a 12-tone system. Specifically, each "octave" is divided into twelve notes. An octave is defined as a range of pitches or frequencies such that the high end is twice the frequency of the low end. Now, most things about human sensory response have the property that it is per cent change, or relative change, that determines the perceived effect. I.e., things that appear to differ by the same amount usually turn out to have the same ratio, not the same arithmetic difference. (Mathematicians call this a "logarithmic" response because taking a logarithm is what turns equal ratio steps into equal difference steps.) Anyway, pitch perception follows this rule very well. Most listeners immediately recognize that two pitches one octave apart, i.e. having a 2:1 frequency ratio, are very similar in some audibly obvious way, though not quite identical. Carrying the "equal ratio" idea further, one can subdivide an octave into steps having equal ratios, and that is precisely what the "tempered diatonic scale" does. If you want a ratio such that multiplying something by this ratio, R, twelve times in succession gets you to precisely TWICE the original frequency, then, voila, you need to solve the equation

$$F1 \times R^{12} = F2.$$

where $F2 = 2\,F1$. Then $R = 2^{1/12}$, i.e. R must be the twelfth root of 2.

That's what the tempered diatonic scale does, it constructs a scale of 12 notes so that each is the twelfth root of two times the previous one. At this point, my knowledge starts to run out. Apparently this gives pitches that are acceptably accurate for most purposes as approximations to the true pitches in every key, partly because the 12th root of 2 is a fairly small ratio to begin with (about 1.059). (Obviously the 60th root of 2 would give an even better universal scale!) I conjecture that the "ideal" notes are subharmonics of higher octaves or something, i.e F1 time 4/3, 8/5, etc. and in general a power of 2 (higher octave) divided by a small odd integer which gives a result between 1 and 2 (to put it in the reference octave of interest). (I just thought that up fast, in an attempt to sound as though I know what I am talking about, but re-reading it after thinking through what follows, I suspect it is correct.)
.pg
The question is just how closely the ratio R lets us approximate these pitches. For example, 4/3 is 1.3333333... and 8/5 is 1.60000 whereas the steps we get from the twelfth root of 2 are 1.122462, 1.1892071, 1.259921, 1.3348399, 1.4142136, 1.4983071, 1.5874011, 1.6817928, 1.7817974, 1.8877486, and 2.0000000. We can see that 4/3 is very closely approximated, with an error of only 0.113%, 8/5 is only off by 0.79%, etc. I.e. if you tune your guitar for the "tempered" ratios, you should find that it sounds equally good (or bad) in all keys, but if you tune by ear, you will go for 1.3333333 and 1.600000 etc., and it will sound even better in the key you tuned for, but horrible when you move your reference point F1 somewhere else so that the 1.333333 and 1.600000 no longer fall in the right places.
.pg
I have fooled around with writing BASIC programs to make music, and the tempered scale makes it pretty easy - you just compute 2^(1/12) once, then fill up an array covering as many octaves as you like with pitches. From there it's just a matter of picking the pitches out of the array in some clever fashion. If you want to make chords, you need to make up some rules for skipping over dissonant pitches and picking out ones that will sound good together. The numbers above give the clue -- ones that are close to numbers of the form 2^N / M where M is odd (else you could reduce N a bit) and the fraction is between 1 and 2 tend to sound harmonious, thus the 1.33333 and 1.60000. Since I have heard of "thirds" and "fifths", and "sevenths" for that matter, I now conjecture that these are just magic ratios of the above noted form where M is 3, 5, 7, etc. Golly, I think we are ALL expert music theorists now!

I did a BASIC program on the Atari 800XL, which has a 4-voice sound generator (and by the way costs only about $70!) and got some very pleasant sounding "alleatoric" music with 4-part chords, using random numbers to make some whimsical choices of notes from the array. I found the best results came from a "random walk" for one main theme note, then some random choices of thirds, fifths, etc. from the array. After going through the above reasoning, I think a better way would be to just compute the 4/3, 8/5, etc on the spot, because it would probably sound more harmonious. Oh, by the way, you also need some correction logic to make the random walk head back toward the mid-range if it runs up against some extreme high or low pitch.

The 800XL BASIC program is available if anyone wants me to post it. I imagine you could port it, maybe less one voice, to the ST fairly easily.

Note that when producing pitches on your computer, you will have another source of error, which is the quantization of pitch that the computer imposes.

I hope this (a) answers your question, (b) is true, and (c) is of enough general interest that the barrage of bytes is not resented too much by the innocent bystanders.

-John

718. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 16:42:09 UTC
From: rminnich@udel.EDU
Message-ID: <848@louie.udel.EDU>
Source record: 255518
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
on multitasking ...
>
>But, I question its usefulness (and even desireability) on typical 'home
>computers' in a 'home' environment -- and let's face it, that's where most
>of the Amigas and Ataris sold end up. What I am questioning is TRUE
>multi-tasking. I've got no argument with 'carousels' of suspended programs,
> ...
>I have an image of telling my machine 'make fred', and then letting it get on
>with it while I do a bit of word-processing, or whatever. Only to be hit
>milliseconds later with an alert box:
> BACKGROUND COMPILATION NEEDS LIBRARY DISK
> PLEASE INSERT LIBRARY DISK INTO DRIVE B
First off, if you are telling your machine 'make fred' then you
are not a typical user either. If you are using make then
you probably want multitasking.
Second off, i know a number of typical users of machines.
These are people who do not program and just want to use
their spreadsheets and appointment calendars and whatever. Once
the light goes on in their heads about TRUE multitasking (NOT
kludges like Switcher and 'carousels' and so on) they begin to
think of things that had not occurred to ME - the alleged expert.
Multitasking is natural to anyone who can walk and chew gum. Others need
not apply. Which is why both Big Blue and Mac are going to
emphasize multitasking in a very short time- like now. I don't know about
Atari, but i wouldn't be surprised if they fell into it too.
I seem to recall that a lot of people wanted (want?) OS/9
and/or Minix for the Atari- seems a natural to me.
Multitasking is the future of home machines. I just read
an article by a journalist who talked about
computers in 2007. Much of what he described the Amiga does now,
in particular a description of his home machine doing two things at once,
but since he was a PC-oid ... you fill in the blanks.
I just love journalists- especially when they write about computers.
--
ron (rminnich@udel.edu)

719. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 17:08:32 UTC
From: wen2@husc2.UUCP
Message-ID: <1378@husc2.UUCP>
Source record: 255519
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>
>I can't think of *any* two tasks which I do on my home machine which
>take enough time to make m/p profitable, and which could co-exist sensibly
>with only two floppy drives.

What?!? How about Wavebench1 and Viacom running simultaneously? :-)

Alvin Wen
wen@husc8.HARVARD.EDU
wen@harvsc3.BITNET

720. In search of Mark Johnson

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 17:11:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19871218171101.7.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 255520

Sorry for the wide distribution; I'm trying to get hold of Mark Johnson
(the author of MJC) in order to reply to his mail to me. Everybody
else, just go ahead and hit 'd'.

Mark, if you get this, when I tried to mail to you, I got:

Return-path: <ihnp4!postmaster@UCBVAX.BERKELEY.EDU>
Received: from UCBVAX.BERKELEY.EDU by STONY-BROOK.SCRC.Symbolics.COM via INTERNET with
SMTP id 306679; 18 Dec 87 08:27:34 EST
Received: by ucbvax.Berkeley.EDU (5.58/1.26)
id AA01612; Fri, 18 Dec 87 05:23:10 PST
Date: Fri, 18 Dec 87 05:23:10 PST
From: ihnp4!postmaster@ucbvax.Berkeley.EDU (Mail Delivery Subsystem)
Message-Id: <8712181323.AA01612@ucbvax.Berkeley.EDU>
Subject: Returned mail: User unknown
Received: by ihnp4.ATT.COM id AA00374; 17 Dec 87 21:40:16 CST (Thu)
To: STONY-BROOK.SCRC.Symbolics.COM!jrd@ucbvax.Berkeley.EDU

----- Transcript of session follows -----
post: :m.a.johnson~: Invalid argument
johnson,mark a attbl xmrp1000 mt3p416 2019575915 mtgzz!ma!j
550 m.a.johnson... User unknown

----- Unsent message follows -----
Received: by ihnp4.ATT.COM id AA00074; 17 Dec 87 21:40:16 CST (Thu)
Received: from SCRC-STONY-BROOK.ARPA by ucbvax.Berkeley.EDU (5.58/1.26)
id AA10477; Wed, 16 Dec 87 08:57:34 PST
Received: from GRACKLE.SCRC.Symbolics.COM by STONY-BROOK.SCRC.Symbolics.COM via CHAOS with
CHAOS-MAIL id 304688; Wed 16-Dec-87 11:52:59 EST
Date: Wed, 16 Dec 87 11:52 EST
From: John R. Dunning <ucbvax!STONY-BROOK.SCRC.Symbolics.COM!jrd>
Subject: MJC
To: m.a.johnson, STONY-BROOK.SCRC.SYMBOLICS.COM!jrd
Cc: STONY-BROOK.SCRC.Symbolics.COM!jrd
In-Reply-To: <8712151019.AA05223@ucbvax.Berkeley.EDU>
Message-Id: <19871216165219.2.JRD@GRACKLE.SCRC.Symbolics.COM>

[rest of returned mail]

It looks like something knew who you were, but I don't know enough about
Eunuchs mailers to tell if there's a better address to use. Any ideas?

721. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 17:24:21 UTC
From: ericr@hpvcla.HP.COM
Message-ID: <4730015@hpvcla.HP.COM>
Source record: 255521

Since I am a Manufacturing Engineer at a division of Hewlett Packard
that builds computer peripherals, maybe I can lend some insight.
There are several constraints that can potentially restrict your
production rate. Your comment of cranking up the line is valid, however
lead times on materials for the product can be anywhere from 3-9
months. This implies that advance planning is required.
Therefore, your response in this case is limited by the response of
your suppliers. On the other side of the coin, there has been no
mention of the highest capacity of the ST production line. Maybe it
already is maxxed out. In this case, duplication or enhancement of
the line is required. This can take anywhere from 6 months to years
to accomplish. A manufacturer of any product has to walk a very fine
line between overproduction(heavy inventory; high expenses) and
under production(opportunity costs). Predicting the market accurately
is probably one of the toughest jobs there is and very few do it well
all of the time.

Eric Ross
hplabs!hpvcla!ericr
Hewlett Packard--Vancouver Division.

722. Re: FOLDERXXXXX

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 17:55:53 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <421@viper.Lynx.MN.Org>
Source record: 255522

In article <410@nikhefh.UUCP> t68@nikhefh.UUCP (Jos Vermaseren) writes:
>
>FOLDRXXX starts up with a little table of ROM versions and corresponding
>to each version an address. At that address it inserts a list of memory
>pieces to be used. If you use new ROM's these addresses have been changed
>so you cannot use FOLDRXXX unless you figure out the new address you need
>and substitute the necessary information into the binary of FOLDRXXX (or
>a disassembly).

This is incorrect. In a recient message on GEnie, someone from
Atari mentioned that FOLDRXXX -will- work correctly because the person
who wrote it included a special hook in the program that will identify
new versions of the ROMs. It will then go into the ROM and find a
special table put-there-by-Atari(!) just so that FOLDRXXX -will- be
able to run on the newer systems...

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

723. Re: BMS controller package

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 18:57:49 UTC
From: wheels@mks.UUCP
Message-ID: <348@mks.UUCP>
Source record: 255523

There have been two requests for hard disk info recently, and since I
can never figure out how to email to bitnet, I'll post a common
answer to both...

> I am interested in building a hard disk system based on something like
> the BMS ACSI to SCSI DMA converter. I would like to know what one would
> need besides the board (such as cables and type of hard disk system) to
> get a disk going. Also, what other boards are there like the BMS board?
>
> Bob
> also known as UD138985 at NDSUVM1.

> Has anyone had any experience with BMS and the package they sell that allows
> one to use a cheap IBM-PC style drive to hook to an Atari ST? I'm
> interested but would like more details about the BMS hardware and the prices
> and the difficulty involved in hooking everything up (oh and what other
> hardware, power supply, case, etc is needed)? Thanks . . .
> Adam
> engst@tcgould.tn.cornell.edu

I built my hard disk system this way because I already had most of the
parts. If you're going to buy everything from scratch, then the cost
may exceed that of the commercial hard disks. However, the home-built
type may be more flexible.

All the hard disks work like this: (this paragraph is open to correction
by more knowledgeable people!): the DMA output of the ST, known as ACSI,
feeds to an adapter board. This board converts the protocol to SCSI, a
standard disk interface protocol. The SCSI cable connects to the disk
controller. The Adaptec 4000-series controllers is usual. The
controller then connects to the disk. If you look inside the commercial
units, I think you will find this arrangement packed in there.

The disk drive can be almost any unit that uses the st406 or st512
interface. (Is that the right number? Anyway, same disks used by IBMs.)
You may be able to use a disk with an SCSI interface by omitting the
Adaptec controller, but I haven't seen it done.

By the way, the BMS adaptor board includes a battery operated clock,
and I haven't had to set the time since I put it together.

So, total parts are: ACSI cable from ST to adaptor, adaptor board
($140), 50-conductor SCSI cable to controller, controller board ($125?),
34- and 20-conductor cables to hard disk, disk ($300?), power supply
($50?), cabinet.

As mentioned in the posting, adaptor boards are available from Berkeley Microsystems. I have also seen the adaptors from the commercial drives available. Adaptec controllers are available from BMS and others. Power supplies and cables can usually be found locally.

By the way, the Adaptec controller will support 2 hard disks. They must be very similar, as there are some jumpers on the board which affect both drives. Just make sure your power supply has enough reserve if you plan to go this route.

My system started out as an outboard drive for IBM PC's. It included the Adaptec controller (possibly damaged), and an Ampex Pyxis 13 10-meg disk, and a blown power supply. I added a new supply, had the controller checked out by Adaptec, bought the BMS board, and voila. I have since upgraded to a Seagate ST238 20-meg drive, and I have enough space and power to add another. (That's what I meant about being more flexible.)

If seeing the insides of a computer makes you queasy, don't go this route. If you think you can plug things together, this may be for you.
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
43 Bridgeport Rd. E. BIX: join mks
Waterloo, Ontario N2J 2J4 CompuServe: 73260,1043

724. Re: APL for the Mac - is it any good?

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 19:39:28 UTC
From: thisted@gargoyle.UChicago.EDU
Message-ID: <831@gargoyle.UChicago.EDU>
Source record: 255524
Cross-posted to: comp.sys.mac,comp.sys.atari.st,comp.sys.amiga

In article <1310@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>In article <7020@ut-ngp.UUCP> wmartin@ngp.UUCP (Wiley Sanders) writes:
>
>I have been using APL.68000 for some time now.
>...The APL is *E X C E L L E N T*.
>...It is now $99, and the company offers FREE run time license to developers.
>...APL.68000 for the Mac and the Amiga comes with a terminal emulator build in.
>

Could you please post the address of this company, as i (and presumably
others) have not been able to find out how to get the product.

Ron Thisted Dept of Statistics The University of Chicago
thisted@galton.uchicago.edu ...!ihnp4!gargoyle!galton!thisted

725. Atari Graphics

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 20:53:11 UTC
From: LLi.ESCP8@XEROX.COM
Message-ID: <871218-154546-3664@Xerox>
Source record: 255525

Do you know if anyone has graphics hardware/software for Atari which can offer resolution equal to or better than the Mac II or PS/2, i.e., 640x480 noninterlaced with 256 colors minimum?

Leonard Li

726. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 21:18:24 UTC
From: andy@cbmvax.UUCP
Message-ID: <2959@cbmvax.UUCP>
Source record: 255526
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:

>I can't think of *any* two tasks which I do on my home machine which
>take enough time to make m/p profitable, and which could co-exist sensibly
>with only two floppy drives. I suspect (OPINION, MINE, MY VERY OWN) that
>the same is true of the usage patterns of MOST home machines -- and, again,
>I emphasize that I think this present group is unrepresentative, and very
>much a minority.

Except of course, the classic FORMAT a diskette while the terminal
program is downloading the file to the ramdisk, or make a backup
disk before saving the massive changes you just made to your novel...

Or run a terminal program and a word processor at the same time,
and produce well formatted answers as you read a BBS.

I'm biased, though. No way would I want to go back to a single tasking
computer for anything.
--
andy finkel {ihnp4|seismo|allegra}!cbmvax!andy
Commodore-Amiga, Inc.

"Any sufficiently advanced technology is indistinguishable from
a rigged demo."

Any expressed opinions are mine; but feel free to share.
I disclaim all responsibilities, all shapes, all sizes, all colors.

727. Need Common LISP for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-18 23:18:48 UTC
From: hakanson@mist.cs.orst.edu
Message-ID: <1597@orstcs.CS.ORST.EDU>
Source record: 255527
Cross-posted to: comp.sys.atari.st,comp.lang.lisp

Please send me pointers to and/or reviews of Common LISP systems
available for the Atari ST. Particular attention to details such as
compilers, debuggers, and development environments (incl. editors,
GEM/mouse/graphics interface, etc.) would be appreciated. I am
also interested in linking foreign routines (e.g. C), and possibly
in non-Common LISP systems, as well.

Something on the order of Allegro CL on the Mac, but for the ST,
would be really wonderful. Coral Software doesn't seem interested
in building it for anything other than the Mac, though.

BTW, you may not want to trust the return address in the headers
above. If it fails, try the one(s) in my signature below.

Again, please reply directly to me, and not to the entire net.
If I learn anything, I will summarize to the net. Thanks.

Marion Hakanson Domain: hakanson@cs.orst.edu
CSNET : hakanson%cs.orst.edu@relay.cs.net
UUCP : {hp-pcd,tektronix}!orstcs!hakanson

728. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-19 06:20:46 UTC
From: bryce@hoser.berkeley.edu
Message-ID: <22237@ucbvax.BERKELEY.EDU>
Source record: 255528
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>
>Time for a bit of heresy, I thought.

Cross-posting to the ST and Amiga groups produces those nice long flames, right?

>I'm well aware of what multi-tasking does and doesn't do for you. I use it
>all the time on the mini's and mainframes at work. Nice.

I strongly suspect you would like it on your home machine, if it was available to you. We will take as minimum configuration a 520 ST with one single-sided drive, and leave the Timex-Sinclairs w/tape drive out of this.

>But, I question its usefulness (and even desireability) on typical 'home
>computers' in a 'home' environment...
>...So, what's my problem? [On] one or two floppy [system]
>I have an image of telling my machine 'make fred', and then letting it get on
>with it while I do a bit of word-processing, or whatever. Only to be hit
>milliseconds later with an alert box:
>
> BACKGROUND COMPILATION NEEDS LIBRARY DISK
> PLEASE INSERT LIBRARY DISK INTO DRIVE B
>and, a second or two after I do that:
> FOREGROUND PROCESS NEEDS AUTO-SAVE DISK
> PLEASE INSERT DISK INTO DRIVE B

First off, since you are comparing it to an Amiga, it would never ask for drive "B". More likely it would say "Insert library disk into any drive".

>Doesn't feel profitable somehow, and definitely
>full of space for making nasty mistakes in the disk swapping.

It you put in the wrong disk it asks for the right disk. Nothing nasty happens.

You seem to make the assumption that lots of disk swapping is needed to multitask. This just is not true. Don't be silly, you can put lots of useful programs on one disk. 880K is not all *that* tiny.

Second off, most everyone without a hard disk on the Amiga uses a dynamically auto-sizing ram disk that will even come back if that neato-o program you just compiled crashed the system. With my 2 drive floppy-based Multitasking system I don't ever need to swap during a development cycle.

The only system that has a chronic problem with disk swaps is a floppy based Macintosh.

Do I find multitasking useful on a floppy system? Yes.

>What I am questioning is TRUE
>multi-tasking. I've got no argument with 'carousels' of suspended programs,
>and no problem with resident background interrupt handlers, such as print
>spoolers.

One fantastic improvement is how clean things get. No kludges. It works with everything else because that is the way things are, the natural order of things. 'Carousels' are also incredibly ineffecient in terms of memory use... memory is one thing you indicated you did not have a surplus of.

>But, I question its usefulness (and even desireability) on typical 'home
^^^^^^^^^^^^^
>computers' in a 'home' environment...

Perhaphs you are confused as to the fact the multitasking is an OPTION. You don't need to take advantage of it. Or perhaphs you think that OPTIONS are too complex for real people to contemplate?

|\ /| . Ack! (NAK, SOH, EOT)
{o O} . bryce@hoser.berkeley.EDU -or- ucbvax!hoser!bryce (or try "cogsci")
(")
U "Your theory is crazy... but not crazy enought to be true." -Niels Bohr

729. Re: APL for the Mac - is it any good?

Newsgroup: comp.sys.atari.st
Date: 1987-12-19 06:54:47 UTC
From: rusty@vertigo.UUCP
Message-ID: <188@vertigo.UUCP>
Source record: 255529
Cross-posted to: comp.sys.mac,comp.sys.atari.st,comp.sys.amiga

In article <831@gargoyle.UChicago.EDU> thisted@galton.uchicago.edu (Ronald A. Thisted) writes:
>In article <1310@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>>In article <7020@ut-ngp.UUCP> wmartin@ngp.UUCP (Wiley Sanders) writes:
>>
>>I have been using APL.68000 for some time now.
>>...The APL is *E X C E L L E N T*.
>>...It is now $99, and the company offers FREE run time license to developers.
>>...APL.68000 for the Mac and the Amiga comes with a terminal emulator build in.
>
>Could you please post the address of this company, as i (and presumably
>others) have not been able to find out how to get the product.

The US distributor for MicroAPL's APL.68000 is

Spencer Organization, Inc.
PO Box 248
Westwood, NJ 07675
(201) 666-6011

I just got mine the other day. Watch it though, they tag on 4% for using a credit card and I don't believe they told me about it when I ordered. They used to sell for a coupla bucks (a give-away at APL-87 in Dallas this past spring/summer) a demo disk which was pretty much the same as the distribution disk sans workspace/function saving to disk.

MicroAPL is a company located in the heart of London, England. APL.68000 is version level 6 and thus is quite stable. An APL2 is in the works according to Bill Spencer.

I'm just re-learning APL on my Amiga but I'd sure like to hear from others and their experiences.

Happy Holidays folks!

-Rusty-
--
Rusty Haddock {{uunet!likewise!}cbosgd,rutgers!moss}!vertigo!rusty
AT&T-IS Consumer Products Laboratories - Human Factors Laboratory
Holmdel, New Joysey 07733 (201) 834-1023
-- Being schizophrenic is better than living alone. --

730. Publ. Partner 1.03, help needed

Newsgroup: comp.sys.atari.st
Date: 1987-12-19 13:55:51 UTC
From: silvert@dalcs.UUCP
Message-ID: <2748@dalcs.UUCP>
Source record: 255530

I've just received my 1.03 update of Publishing Partner -- two disks, no documentation. The monochrome disk is defective and a couple of files are unreadable, including TOOLBOXM, which is essential. Since the colour version has been modified, I assume that this has too. If someone can send it to me (encoded) I would be most grateful.

I am still trying to figure out what they have changed -- I am running with the 1.02 TOOLBOXM file and everything looks identical. Even though they have changed their address (the new one appears in the README.DOC file), the old one appears on the initilaization logo.

Finally, does anyone have a PD Courier font with correct (equal) widths? I have an old font which Don Rice has told me how to fix, but before I spend an hour or two in the font editor I thought I would ask if anyone has already done it and produced a workable Courier for the LaserWriter.

--
Bill Silvert, Modelling/Statistics Group, Biological Sciences Branch
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN or BITNET: biomel@cs.dal.cdn

731. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-19 15:30:49 UTC
From: rex@otto.COM
Message-ID: <533@otto.COM>
Source record: 255531
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Expires:

Sender:

Followup-To:

Distribution:

Keywords:

In article <2959@cbmvax.UUCP> andy@cbmvax.UUCP (Andy Finkel) writes:
>In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>
>>I can't think of *any* two tasks which I do on my home machine which
>>...
>
>Except of course, the classic FORMAT a diskette while the terminal
>program is downloading the file to the ramdisk, or make a backup
>disk before saving the massive changes you just made to your novel...

Gee.. I used to do this kind of stuff on my cbm-64. 8-)
Bobsterm-Pro... great program.
As for the backups, I had a dual drive to do them with at one time.

>Or run a terminal program and a word processor at the same time,
>and produce well formatted answers as you read a BBS.

Again, bobeterm-pro had a pretty decent editor in it, not real good, but
plenty of power for writing messages.

>I'm biased, though. No way would I want to go back to a single tasking
>computer for anything.

A friend of mine said (as justification for buying his computer) that a
computer is like a microwave or a VCR. You don't know if you'll even use it
until you get it; and once you have it, you don't know how you got along
without it. Multitasking OS's are no exception. (I haven't turned on my c64
ever since I got used to the computer at work.)

I think, however, that the first time home (or other) computer user will not
realize or utilize the full potential of Multitasking for quite a while. They
will have enough fun just making the computer do things one at a time.

>--
>andy finkel {ihnp4|seismo|allegra}!cbmvax!andy

Disclaimer: I have no profitable connections with the people who sell BTP.
I just think it's a great program.
--

Rex Jolliff (rex@otto.UUCP, {akgua,ihnp4,mirror,sdcrdcf}!otto!rex)
The Sun Newspaper - |Disclaimer: The opinions and comments in
Nevada's Largest Daily Morning | this article are my own and in no way
Newspaper | reflect the opinions of my employers.
- -
What happened to our superior space program?

732. Which Hard Drive?

Newsgroup: comp.sys.atari.st
Date: 1987-12-19 16:15:37 UTC
From: lean@sbcs
Message-ID: <906@sbcs.UUCP>
Source record: 255532

I'm in the process of deciding which hard disk to get, and would
appreciate if anyone with experience could respond to this. I have in
mind the Supra 20 Meg (i only have enough $$ for a 20 Meg) but I heard
that there are two different versions of the Supra 20 Meg, a 3.5" and
a 5.25" one. What are the differences? Also how does the access time of
the Supra 20Meg compare with that of the Atari SH204 (that big monster)? What
about repairs? I heard it's easier to get repair service for the SH204.

In the latest "Compute! Atari ST" magazine, Supra has an ad on the
back cover which show their 10Meg Floppy Drive. Looks real nice and boasts
an average access time of 85 ms.
--
CSNET: lean@sbcs.csnet
ARPA: lean%suny-sb.csnet@csnet-relay.arpa
UUCP: {allegra, hocsd, philabs, ogcvax}!sbcs!lean

733. Re: full unix for ST?

Newsgroup: comp.sys.atari.st
Date: 1987-12-19 16:42:27 UTC
From: cs2551as@charon.unm.edu
Message-ID: <2101@charon.unm.edu>
Source record: 255533

Once upon a time there was some discussion in this area about MINIX being ported to ST. Has it yet.

MINIX is a UNIX lookalike developed for use in University operating systems classes. It is currently available for IBM PC/XT/AT type machines. The source code comes with the package. It is available for around $110.00 including manual from Prentice-Hall.

I think the ST could really use a low cost multi-tasking system as the commercially available products are much more costly.

Anyway has anyone have any recent news of MINIX for the ST.

diana eichert

734. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-19 17:59:30 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2643@gryphon.CTS.COM>
Source record: 255534
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Ah that English sense of humor...

In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>
>Time for a bit of heresy, I thought. I'm well aware of what multi-tasking
>does and doesn't do for you. I use it all the time on the mini's and
>mainframes at work. Nice.

And you still can't see the usefullness ?

>I can't think of *any* two tasks which I do on my home machine which
>take enough time to make m/p profitable, and which could co-exist sensibly
>with only two floppy drives. I suspect (OPINION, MINE, MY VERY OWN) that
>the same is true of the usage patterns of MOST home machines -- and, again,
>I emphasize that I think this present group is unrepresentative, and very
>much a minority.

Any two Geesh, How about two editors ? How about five editors ? How
about An editor and a c compile ? How about a modem program and a compile and
an editor ? etc. etc. etc.

>(And, maybe I'll feel differently if I ever manage to save enough pennies
>to buy a hard disk -- or, maybe even a couple of Meg of RAMDISK would do.)

Well thats just it isn't it ? The less resources you have, the more you
have to know what you are doing to extract the most utility from them.

I leave you to draw your own conclusion.

Details on request.

--
"Well they say, that Santa Fe, is more, than 90 miles away"

{ihnp4!crash, hplabs!hp-sdd!crash}!gryphon!richard || richard@gryphon.CTS.COM

735. Re: BMS controller package

Newsgroup: comp.sys.atari.st
Date: 1987-12-19 18:53:19 UTC
From: turner@daisy.UUCP
Message-ID: <766@daisy.UUCP>
Source record: 255535

in article <3217@batcomputer.tn.cornell.edu>, engst@batcomputer.tn.cornell.edu (Adam C. Engst) says:
>
>
> Has anyone had any experience with BMS and the package they sell that allows
> one to use a cheap IBM-PC style drive to hook to an Atari ST? I'm
unless I'm sadly mistaken (and often I am) the BMS board set allows you
hook up any ST506 or ST224 (also mistakenly called SCSI) style disks to
the ST. The board set will work with disks with or without builtin SCSI
controllers. I presently use a single 64Mbyte disk with my BMS board set
but in the past I have hooked up 2 drives to the same board set and it worked
with no problems
--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

736. discontinue mail

Newsgroup: comp.sys.atari.st
Date: 1987-12-19 20:35:00 UTC
From: ULI@HNYMPI51.BITNET
Message-ID: <8712192043.AA26275@ucbvax.Berkeley.EDU>
Source record: 255536

```
Please discontinue my subscription to the atari news. thanks
ULI Frauenfelder
```

737. Re: problem with ue3.9e on atari

Newsgroup: comp.sys.atari.st
Date: 1987-12-19 21:18:04 UTC
From: nwd@j.cc.purdue.edu
Message-ID: <6014@j.cc.purdue.edu>
Source record: 255538

In article <713@dutinfd.UUCP> abi@dutinfd.UUCP (Ton Biegstraaten) writes:
>Ue did compile without a complaining and it also works as expected, except
>once in 5 to 10 times my machine goes dead and needs a reset. It is before
>or after a file is read or written. I use ue from gulam, but it also happens
>from the desktop or msh.

>Ton Biegstraaten

Ton,

What machine? What hard drive? What compiler? As provided
MicroEMACS 3.9e has only been extensivly tested under MWC which
is what I recomend it being compiled under. We need more info
to diagnose this.

Daniel Lawrence (317) 742-5153
UUCP: {ihnp4!pur-ee!}j.cc.purdue.edu!nwd
ARPA: nwd@j.cc.purdue.edu
FIDO: 201/2 The Programmer's Room (317) 742-5533

738. Re: Observations

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 01:39:53 UTC
From: exodus@uop.edu
Message-ID: <854@uop.edu>
Source record: 255539

With compile / link times like that, I assume the editor does tokenizing
like MAC/65 did on the 8-bits?? If that is so, the editor had better be
pretty good (GEM is still a little slow for me -- I do not have a blitter!)
and customizable (I use EMACS on our Suns and MicroEmacs on the STs...
I probably will not use anything else). The flyer (or at least the excerpt
says nothing about its libraries... I use MWC 2.0 because of its libraries...
Version 7 compatible. Makes it fairly easy to port real applications to the
ST line.

Of course, if Laser C _does_ fit my requirements, somebody please mail me!
I'd be the first on my block to have it!!!!

Greg Onufer

--

Greg Onufer GEnie: G.ONUFER University of the Pacific
UUCP: **POSTMASTER @ UOP**
{ucbvax, lll-crg}!ucdavis!uop.edu
!{exodus, exodusr, postmaster, root}
{ptsfa!cogent, cepu!retix}!uop.edu [Any of the above names will work]
AT&T: 209-944-7481 USMAIL: #300 Jackson, UoP, Stockton CA, 95211

739. COLDBOOT utility

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 02:10:15 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3220@batcomputer.tn.cornell.edu>
Source record: 255540
Body handling: Inline uuencoded payload not displayed: coldboot.tos

[]

A utility was posted a while ago to make the RESET button do a COLD reset.
I don't like that (since I want to keep the reset-proof RAMdisk) but
occasionally I do need a cold boot. Since HDB2.3 apparently does not
boot right if I leave the HD on and turn the ST off and on, I wrote the
following little ditty. It asks for confirmation, then does a cold
reset (that redoes the memory size check, although it keeps the time...).

- Moshe Braner

------------ cut here ------------

[Inline uuencoded payload not displayed: coldboot.tos]

740. Spectrum style displays

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 03:12:15 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2264@tekig5.TEK.COM>
Source record: 255541

A couple weeks ago I posted a message stating that one could get more colors on the ST by page flipping between two screens with the colors set to slightly different values. Well after many trails and tests I've decided that that just doesn't work very well. No matter how careful one it you still get some flickering. Not only that but the color mixing is not very linear, so some of the inbetween shades aren't very inbetween. Anyway I decided not to waste my time on that any more.

This means I have to eat some of my words about ColorBurst since I can't do any better with the color mixing. Still I don't like that program. What I do like is Spectrum. Wow is all I can say. I never realized what could be done with only 512 colors.

So now I'm wondering if anyone else if planning to use the Spectrum style display mode. Seems some routines could be put together that would allow programs to make Spectrum style pictures. I believe that Antic and the authors of Spectrum don't have any rights to those type of displays as long as their code isn't used. Are more people planning to do this type of thing?

By the way, I tip my hat to Antic and the Spectrum 512 authors. What a fine program.

Wayne Knapp

741. Looking for owners of following color printers:

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 03:27:16 UTC
From: sean@ms.uky.edu
Message-ID: <7902@g.ms.uky.edu>
Source record: 255542
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.mac

Once again, those were:

Apple scribe
Xerox (no model #, says diablo C-150 on back plate)
quadram quadjet, same as an ibm color laserjet

I have the chance to get any of the above color printers in used
but very good condition at an insanely low price. If you own or have
knowledge of any of the above that you could share I'd greatly appreciate
it. I'd like to know:

- the quality of output
- speed
- any caveats (cleaning ink out of inkjets, for example)
- how expensive it is to operate

!!!! PLEASE SEND EMAIL ONLY !!!! - I don't read most of the groups
this is being cross posted to.

Thanks!

Sean
--
-- Sean Casey sean@ms.uky.edu, sean@UKMA.BITNET
-- (the Empire guy) {rutgers,uunet,cbosgd}!ukma!sean
-- University of Kentucky in Lexington Kentucky, USA
-- "Inconceivable!"

742. Re: HELP!

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 03:30:15 UTC
From: actor@percival.UUCP
Message-ID: <1020@percival.UUCP>
Source record: 255543

A better way to handle the "loose chips" problem than pressing down on your chips periodically is to drop by your local Atari service center and get a technician to sell you some of the clips that Atari's putting in the new (that is, current) ST's.

--
Clif Swinford
..!tektronix!reed!percival!actor fnord

743. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 06:01:22 UTC
From: mikulska@beowulf.ucsd.edu
Message-ID: <4408@sdcsvax.UCSD.EDU>
Source record: 255544
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth,rec.music.classical

In article <4359@venera.isi.edu> smoliar@vaxa.isi.edu.UUCP (Stephen Smoliar) writes:
>
>I am suprised that no one has cited the "Little Boy Suite" on this topic.
>I cannot remember the composer's name, although I seem to recall that he
>was French. This was one of the works composed with Max Mathews' Music V
>system; and, as I recall, it goes down, rather than up. Nevertheless,
>the principle is applicable in either direction.
>

Jean-Claude Risset, in late 1960's, Bell Labs. He used this and similar
effects in some other pieces, too (I think in "Mutations", but I don't
remember this for sure right now).

As for mentioning this piece(s), I had an impression that wasn't the
kind of "perpetuum mobile" the original poster was seeking.

Margaret Mikulska

========================

mikulska@sdcsvax.ucsd.edu
sdcsvax!mikulska

========================

744. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 09:19:33 UTC
From: farren@gethen.UUCP
Message-ID: <467@gethen.UUCP>
Source record: 255545
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

In article <2267@tekig4.TEK.COM> brianr@tekig4.UUCP (Brian Rhodefer) writes:
>If only all the originators/promulgators of RS232 had just one neck,
>and I could get my hands around it....

There is an RS-232 standard. You can get it from (I think) the American National Standards Institute. I've got a copy somewhere around here myself. In that standard, everything having to do with an RS-232 interface is defined, carefully, from the rise times of the signals to their meaning to the pins and connectors they are supposed to go to. If you've got to wring anyone's neck, wring that of the 95% of the manufacturers who decided that truly following the standard was too much of a pain in the neck, so went off in their own direction, leaving us poor users to try and patch up the differences.

--
Michael J. Farren | "INVESTIGATE your point of view, don't just
{ucbvax, uunet, hoptoad}! | dogmatize it! Reflect on it and re-evaluate
unisoft!gethen!farren | it. You may want to change your mind someday."
gethen!farren@lll-winken.arpa | Tom Reingold, from alt.flame

745. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 10:56:29 UTC
From: haitex@pnet01.cts.com
Message-ID: <2168@crash.cts.com>
Source record: 255537
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

pes@ux63.bath.ac.uk (Smee) writes:
>
>Time for a bit of heresy, I thought. I'm well aware of what multi-tasking
>does and doesn't do for you. I use it all the time on the mini's and
>mainframes at work. Nice.
>
>But, I question its usefulness (and even desireability) on typical 'home
>computers' in a 'home' environment -- and let's face it, that's where most
>of the Amigas and Ataris sold end up. What I am questioning is TRUE
>multi-tasking. I've got no argument with 'carousels' of suspended programs,
>and no problem with resident background interrupt handlers, such as print
>spoolers.
>
>So, what's my problem? Well, I think that the usenet bunch is unrepresentative
>of your 'standard canonical' machine owner. Most of the machines out there
>are going to be basic one or two floppy systems (including mine -- I'll just
>mention in passing, that with present pricing, the cheapest way for me to
>get a hard disk, by far, would be to buy a clone of an IBM PC -- and, they'd
>throw in the 'computer' free :-).
>
>I have an image of telling my machine 'make fred', and then letting it get on
>with it while I do a bit of word-processing, or whatever. Only to be hit
>milliseconds later with an alert box:
>
> BACKGROUND COMPILATION NEEDS LIBRARY DISK
> PLEASE INSERT LIBRARY DISK INTO DRIVE B
>
>and, a second or two after I do that:
>
> FOREGROUND PROCESS NEEDS AUTO-SAVE DISK
> PLEASE INSERT DISK INTO DRIVE B
>
>and so on, ad infinitum. Doesn't feel profitable somehow, and definitely
>full of space for making nasty mistakes in the disk swapping.
>
>I can't think of *any* two tasks which I do on my home machine which
>take enough time to make m/p profitable, and which could co-exist sensibly
>with only two floppy drives. I suspect (OPINION, MINE, MY VERY OWN) that
>the same is true of the usage patterns of MOST home machines -- and, again,
>I emphasize that I think this present group is unrepresentative, and very
>much a minority.
>
>(And, maybe I'll feel differently if I ever manage to save enough pennies

>to buy a hard disk -- or, maybe even a couple of Meg of RAMDISK would do.)

1) Buy some RAM

2) Place your needed libraries and such in your
new RAM.

3) Multi-task without errors.

4) Write programs which use multi-tasking to
simplifiy design.

5) Remember, what the few want today, the masses
can't live without tomarrow!

- Wade.

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
ARPA: crash!pnet01!haitex@nosc.mil
INET: haitex@pnet01.CTS.COM

746. Re: Laser C (Megamax 2.0)

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 16:00:15 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3221@batcomputer.tn.cornell.edu>
Source record: 255548

[]

I have just sent away for the Laser C upgrade, and will post when I get it.
But don't worry, Greg. 5 seconds for compile+link of a SMALL program is
certainly feasible WITHOUT tokenizing the source code. The current Megamax
compiler (not linker) reads a text file off the RAMdisk and compiles it
in about 2 seconds _once_the_compiler_is_launched_. The recent Megamax
flyer says something about their new (graphical) shell keeping multiple
programs (e.g., editor, compiler and linker) RESIDENT in RAM (not filed
in a RAMdisk), presumably saving a couple of seconds on the launching of each.

- Moshe Braner

PS: For those of you that had problems uudecoding IDLE:
Remove the 'z' at the end of each line.
(Sorry for that. Source was sent to Turner)

PPS (literally): speaking about tokenizing, couldn't the Postscript page-
description language, which is known for its slowness, be substantially
speeded up through tokenizing? That would also save on the communication
time (length of text sent to the printer) and disk space (if saved as
Postscript). Printing an (Atari ST mono screen) bitmap on an Apple
Laserwriter (via 9600-baud serial line) takes a couple of minutes, and the
recent Cricket Draw for the Mac saves a typical graph on the disk as a
50-100K file!

PPPS: When, oh when, will we have compiler support for writing GEM metafiles,
and a GEM-->Postscript translator? (Anybody looking for a project? :-)

747. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 19:15:34 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <3243@umn-cs.cs.umn.edu>
Source record: 255549
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2969@cbmvax.UUCP> hedley@cbmvax.UUCP (Hedley Davis) writes:
>> [deleted stuff...]
>>
> Examples are easy.
>
> You are writing a letter. You wish to import some text, but
> cannot remember the filename exactly. No problem, just do
> a directory from a CLI. In the letter, you are explaining
> something which involves a simple calcuation (like
> the total cost of this would be). Damn !! Where's the
> calculator ? No problem, just use the calculator tool.
>
> The point is , in addition to what the power-users can do with
> multitasking, the average user can save time and effort because
> of the flexibility of the operating enviroment. With
> non-multitasking systems which attempt to give you a set of
> always available tools, you are extremely limited with what you
> can do while in an application. With Multitasking, you can
>
>Hedley

Of course, you don't need multi-tasking to do either of the above jobs.
A desk acessory does quite nicely (whether you're using an ST, Macintosh,
PC or Amiga).

The "average user" would be satisfied with a desk accessory, while the
"power user" will want multi-tasking. The "power user" will ALWAYS want
as much as possible in the machine being used. (Which is why I think
the "power user" should own a Sun or Apollo or VAX workstation and
forget the piddling PC market).

Now, for the "Why I don't want a multi-tasking system". (Of course, I have
access to HUGE multi-user, multi-tasking systems at work...)

I find that I get to do many little things around the house while I'm in
a terminal session. I can catch up on my reading, prepare dinner, change
record albums, everything except un-ARC files I'm downloading (which is
about the only thing I'd do if I owned a multi-tasking system).

If I absolutely have to locate a file, I use the capabilities of my terminal
program's file selector to locate the thing and then go on doing whatever
I have to do. Of course, I can also use the CLI desk accessory that I have
up and running, too.

Face it, most of us are (for the most part) linear beings. For single, home systems multi-tasking is a less than useful for what we bought a computer for ... writing information down, filing that information, retrieving the information and playing games. :-)

-- Dave Meile

(yes, I know I'm cross-posting this ... some of my best friends own Amigas, Macintoshes, IBM machines and Atari STs. They are all less powerful than the VAXstation 2000 sitting on my desk at work.)

748. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 20:14:15 UTC
From: keithd@cadovax.UUCP
Message-ID: <1935@cadovax.UUCP>
Source record: 255550
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2643@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton) writes:
>>I can't think of *any* two tasks which I do on my home machine which
>>take enough time to make m/p profitable, and which could co-exist sensibly
>>with only two floppy drives. I suspect (OPINION, MINE, MY VERY OWN) that
>>the same is true of the usage patterns of MOST home machines -- and, again,
>>I emphasize that I think this present group is unrepresentative, and very
>>much a minority.
>
>*Any two* Geesh, How about two editors ? How about five editors ? How
>about An editor and a c compile ? How about a modem program and a compile and
>an editor ? etc. etc. etc.

And it might be interesting to note that Richard here has a total of 1
(count 'em, 1) floppy drive on his A1000. I've seen him do edits and
compiles and communications all on that 1 drive system, without swaps.

Ever hear of a "RAM:" disk?

Keith Doyle
{ucbvax,decvax}!trwrb!cadovax!keithd Contel Business Systems 213-323-8170

749. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 22:00:29 UTC
From: dragon@olivej.olivetti.com
Message-ID: <11191@oliveb.UUCP>
Source record: 255451
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

in article <2959@cbmvax.UUCP>, andy@cbmvax.UUCP (Andy Finkel) says:
> In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:

>>I can't think of *any* two tasks which I do on my home machine which
>>take enough time to make m/p profitable, and which could co-exist sensibly
>>with only two floppy drives. I suspect (OPINION, MINE, MY VERY OWN) that
>>the same is true of the usage patterns of MOST home machines -- and, again,
>>I emphasize that I think this present group is unrepresentative, and very
>>much a minority.

> Except of course, the classic FORMAT a diskette while the terminal
> program is downloading the file to the ramdisk, or make a backup
> disk before saving the massive changes you just made to your novel...

I think that these arguments aren't representative of an *average* user,
since an average user is more likely not to own a modem. Making a backup
of a disk before saving changes isn't multitasking. It's context (or
process) switching. In my opinion, context switching is a good thing for
the average user. Why add the overhead of a multitasking system when an
average user probably needs only context switching?

> Or run a terminal program and a word processor at the same time,
> and produce well formatted answers as you read a BBS.

Reading messages and generating replies in a word processor is again a case
of context switching. But then the average user doesn't call a BBS,
either. Multitasking would allow reading of the messages, then the user
could download a file while generating replies to the already read
messages.

> I'm biased, though. No way would I want to go back to a single tasking
> computer for anything.

Neither would I. Well, I do. But I don't think you are an average user,
and I don't consider myself one. I think multitasking is a great tool for
us hackers, though.

> --
> andy finkel {ihnp4|seismo|allegra}!cbmvax!andy
> Commodore-Amiga, Inc.
>
> "Any sufficiently advanced technology is indistinguishable from
> a rigged demo."
>
> Any expressed opinions are mine; but feel free to share.
> I disclaim all responsibilities, all shapes, all sizes, all colors.

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!hplabs!oliveb!dragon-oatc!dean
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____ 'Such a strange girl, I think I'm falling in love' --The Cure

750. about ST disk drives.....

Newsgroup: comp.sys.atari.st
Date: 1987-12-20 23:38:00 UTC
From: gjwelych@SUNRISE.ACS.SYR.EDU
Message-ID: <8712211937.AA01474@ucbvax.Berkeley.EDU>
Source record: 255452

Hi all....

I have had one of my disk drives die on me, and rather than try to get
it fixed, (it was only a single sided drive anyways) I decided to
buy a cheap(er?) double sided drive. I hooked the new drive into
the little converter card inside an Atari drive, and connected
the power supply up. It works fine except for one slight problem
which can cause MAJOR problems with certain software.
The problem is this:
Say I boot up with disk A in drive A, and disk B in drive B.
(drive B is the new drive)
Then after I get the desktop, I change drive B's disk to disk C.
(I have a window automatically opened for drive B on the desktop)
Then I hit ESC to get the new directory, but it doesn't know
I changed the disk. I am assuming that the disk drive has not reported
media change to the ST so it doen't think that there might have been
a switch.

Now to my main question:
What in the Atari drives senses the change of media??????????!!????
And how does the drive signal this to the ST?????

Thanks in advance for any help,

Greg Welych.

Internet: gjwelych@sunrise.acs.syr.edu
BITNET : GJWELYCH@SUNRISE -----------____ NOTE: same machine
Internet: gjwelych@amax.npac.syr.edu

------

751. MarsPort Help

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 00:32:43 UTC
From: paul@tasis.utas.oz
Message-ID: <534@tasis.utas.oz>
Source record: 255453

"I'm the sentry
5 pairs for entry..."

OK - can anyone tell me how to get through the door?

thanks in advance.
Paul Stevenson

752. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 00:53:06 UTC
From: jim@coplex.UUCP
Message-ID: <152@coplex.UUCP>
Source record: 255362
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

And of course there is the "My wife will beat me if I don't do so-and-so at 6:00 pm so I'd better put up my alarm clock program in the background while I play this game/write this paper."

I have a friend who was one of the (if not THE) very first Amiga owner in Louisville who had a very legitimate m/t usage:
1. Running a word processor to modify a program he was writing.
2. Running Lattice to compile the code.
3. Running a previous version of the code to find deeply hidden bugs.
4. Running a terminal program to occasionally chat with his friends who were using a local system's version of forum (like CB Simulator).

Sounds like a very productive use of one's time to me. I can't stand to use some of the other "home" computers from time to time that don't even have keyboard type-ahead, muchless multitasking ability.

Jim Sewell Disclaimer: "These opinions
"Make knowledge free!" are my own. You are free
to disagree, but don't try
to tell me mine are wrong."

753. Microsoft Write ...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 03:32:42 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1987Dec20.223242.1574@gpu.utcs.toronto.edu>
Source record: 255454

Hi all...
Can anyone give me an exact date of when Microsoft Write is supposed to appear. Should I hold my breath ? The reason I'm asking is that I need a powerful word processor that is compatible with either an ibm or mac system. Wordperfect isn't perfect and I've seen numerous beta versions of Write floating around for at least 2 years now - so should I break down, buy a magic sac and run word 3.01 (and spend hours getting it transferred to mac format for printing) or wait for Write and zap it to a PC formatted 3.5 inch disk for laser printing. (yes, I've seen wordwriter, 1st word plus etc.. but I wouldn't want to do too much with these programs)
Is anyone at atari/microsoft listening ??

/Leonard

754. TOS bug ?

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 07:02:12 UTC
From: XBR3D815@DDATHD21.BITNET
Message-ID: <8712211936.AA01429@ucbvax.Berkeley.EDU>
Source record: 255455

[line to be eaten...]

I have run into some problems as i tried to copy files to a Harddisk.
I had 2 SH205-Harddisks connected to my Mega ST4 and tried to copy a (german)
TeX-Distribution from one Harddisk to the other. The fonts are located in a
couple of subdirectories all named 'PXLnnnn', where 'nnnn' stands for a four
digit number. I tried to copy the directories by opening two windows,
selecting 4 directories and pulling them in the other window. For the first
2 or 3 directories all works well, but then suddenly the name of one of the
directories will change! The 'X' of 'PXLnnnn' will turn in the Sqare-Root-
Symbol or in a superscript '3'.

I had *no* accessories installed, there was no folder-limit (4 meg is enough
to run FOLDER999.PRG to get 999 extra folder slots...). The second controller
was switched to unit 1, so there were no hardware interferences.
If i copy the whole thing from floppies to harddisk, this problem never occurs.

I remember hearing something about a bug in TOS relating to this problem
a long time ago. Can anyone give me some further help or a workaround ?

Werner
Bitnet: XBR3D815%DDATHD21
Arpanet: XBR3D815%DDATHD21.BITNET@CUNYVM.CUNY.EDU

755. MEGA-ST doesn't like Word+ (or vice - (nf)

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 10:23:00 UTC
From: hafer@infbs
Message-ID: <21600006@infbs.UUCP>
Source record: 255456

For the second time, our MEGA-ST (4meg) has managed to trash a diskette by writing a nearly-null FAT sector (to both FATs, of course) and a nearly-null directory sector under WordPlus. Has anybody else experienced similar problems using WordPlus on a MEGA-ST?

756. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 11:37:31 UTC
From: haitex@pnet01.cts.com
Message-ID: <2177@crash.cts.com>
Source record: 255547
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

davidli@umn-cs.cs.umn.edu (Dave Meile) writes:
>
>The "average user" would be satisfied with a desk accessory, while the
>"power user" will want multi-tasking. The "power user" will ALWAYS want
>as much as possible in the machine being used. (Which is why I think
>the "power user" should own a Sun or Apollo or VAX workstation and
>forget the piddling PC market).
>
>Now, for the "Why I don't want a multi-tasking system". (Of course, I have
>access to HUGE multi-user, multi-tasking systems at work...)
>
>I find that I get to do many little things around the house while I'm in
>a terminal session. I can catch up on my reading, prepare dinner, change
>record albums, everything except un-ARC files I'm downloading (which is
>about the only thing I'd do if I owned a multi-tasking system).
>
>If I absolutely have to locate a file, I use the capabilities of my terminal
>program's file selector to locate the thing and then go on doing whatever
>I have to do. Of course, I can also use the CLI desk accessory that I have
>up and running, too.
>
>Face it, most of us are (for the most part) linear beings. For single,
>home systems multi-tasking is a less than useful for what we bought a
>computer for ... writing information down, filing that information,
>retrieving the information and playing games. :-)
>
>-- Dave Meile
>
>(yes, I know I'm cross-posting this ... some of my best friends own
> Amigas, Macintoshes, IBM machines and Atari STs. They are all less
> powerful than the VAXstation 2000 sitting on my desk at work.)

An example of the value of Multi-tasking:

It took me 4 tries to log on to the local network
I use to access UseNet. In beteen attempts I was
alternating between periods of work on a program I am
writing and a document which goes with it.
I am running Benchmark Modula-2's EMACs editor, and
it is loaded with 9 different buffered files. I am also
running "ProWrite" which is loaded with my document
files (only 1 right now). And of course, I am running
Diga, which is the terminal package I am using to connect
to the net with.

Were I to be denied Multi-tasking, I would be facing re-
loading all the files which are sitting in memory right
now! It would be nice to use a WP to create responses to
the postings, unfortunatly the local net would log me off
too quickly.

I have a multi-tasking machine on my desk too! It's called
an "Amiga". Why complain. I figure Muti-Tasking with the
Amiga vs. no Multi-Tasking with the Atari-ST is like whether
or not to accept a raise from your boss vs. turning it down.

Merry Christmas,

Wade.

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
ARPA: crash!pnet01!haitex@nosc.mil
INET: haitex@pnet01.CTS.COM

757. Re: Multi-tasking? (Open's possibilities...)

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 11:56:29 UTC
From: haitex@pnet01.cts.com
Message-ID: <2178@crash.cts.com>
Source record: 255546
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I am considering making a program I have written work in
conjunction with a fellow Amiga programmer's program. He is
a JForth programmer and I use Modula-2. But we think we can
run as seperate tasks and use the message port system for
communications. Through these ports we can exchange real
data such as screen pointers or ???

How do you do this without multi-tasking?

Sure, It could be done, but multi-tasking makes it easy, elegante,
even even somewhat standard.

Wade.

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
ARPA: crash!pnet01!haitex@nosc.mil
INET: haitex@pnet01.CTS.COM

758. Re: IDLE - replaces NITE (now Megmatic)

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 13:09:59 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1313@water.waterloo.edu>
Source record: 255457

In article <4495@ihlpg.ATT.COM> tainter@ihlpg.ATT.COM (Tainter) writes:
]In article <2478@usceast.UUCP>, wilhite@usceast.UUCP (Robert Wilhite) writes:
]> >Here is IDLE, an alternative to NITE. It should not cause any problems,
]> Wouldn't it be easier just to save the palate values and set them ALL
]> to black (000) ?
]
]> ...or am I forgetting something?
]You are forgetting that with mono it doesn't really use the color pallette
]all it checks is the first pallette color for whether to invert the screen.

I think this must be the mistake that Megmatic made.
The screen should go black, but in fact it goes to reverse video.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

759. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 13:32:39 UTC
From: ugmiker@sunybcs.uucp
Message-ID: <7403@sunybcs.UUCP>
Source record: 255458
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3243@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>In article <2969@cbmvax.UUCP> hedley@cbmvax.UUCP (Hedley Davis) writes:
>>> [deleted stuff...]
>>>
>> Examples are easy.
>> [deleted stuff...]
>>Hedley
>
> [deleted stuff...]
>Of course, you don't need multi-tasking to do either of the above jobs.
>A desk acessory does quite nicely (whether you're using an ST, Macintosh,
>PC or Amiga).

I tried to cut out alot.. probably should have cut out more :-)
WHAT IS AN AVERAGE USER ??????? A GAMER ??? A PROGRAMMER???? A PERSON
WHO USES THIER COMPUTER FOR BUSINESS REASONS??? AVERGE TO WHO ??????
in another posting someone said average users don't call bbs's,
and dont own modems.. SORRY.. why are there more BBS's now than ever, more
"POWER" users no... more "average" people with more computers....
>
>The "average user" would be satisfied with a desk accessory, while the
>"power user" will want multi-tasking. The "power user" will ALWAYS want
>as much as possible in the machine being used. (Which is why I think
>the "power user" should own a Sun or Apollo or VAX workstation and
>forget the piddling PC market).
Do you also feel anyone who wants to drive fast should own a
ferrari or lambroghini ????? even if they can't afford it??? but instead
maybe just put high test gas in the old chevy chevette ??????

I FEEL ONE QUOTE SAYS IT ALL.....
"The most important concept in modern operating systems is undoubtably
multiprogramming. By having a number of programs in memory at the same
time, the cpu may be shared among them. This scheme improves the overall
efficiency of the computer system by getting more work done in less time "
---from Operating System Concepts, Peterson and Silberschatz
for more, read chapter 4 of the above book....

When we had older computers, we always wanted more power, and more
cpu cycles to get our work done faster. Now we have greater speed, speed
that very often gets wasted because of I/O, and waiting for user
input, and so on. With multitasking, the cpu is used more efficiently, and
we can of course get more work done. Period.
If I want I can constantly have a CPU intensive ray tracing program
running, when I want my editor to run, and keep the ray tracing going, but

give more cycles to the editor, I can do it, as easy as I just said it, then
when my editing is done, go back and raise the priority on the ray tracer. if
I couldn't do this, when my ray tracer was working, I might as well forget about
my machine, and not use it for 12 to 40 hours as it completes the picture.

>
>Now, for the "Why I don't want a multi-tasking system". (Of course, I have
>access to HUGE multi-user, multi-tasking systems at work...)
>
>I find that I get to do many little things around the house while I'm in
>a terminal session. I can catch up on my reading, prepare dinner, change
>record albums, everything except un-ARC files I'm downloading (which is
>about the only thing I'd do if I owned a multi-tasking system).
>
>Face it, most of us are (for the most part) linear beings. For single,
>home systems multi-tasking is a less than useful for what we bought a
>computer for ... writing information down, filing that information,
>retrieving the information and playing games. :-)
>
>-- Dave Meile
Dave, While making dinner, lets say a steak, baked potatoe, corn, salad,
and lima beans (YUCK :-( ). Do you cook the steak, then eat it, and cook the
corn, and then eat it, then cook the potatoe, then eat it,then make the salad
and eat it, etc. ect. etc..... ????? NO, You Cook everything at once, except of
course the salad, I hate cooked salad :-), and then eat everything at once...
That is NOT linear, humans are DEFINITELY not linear.
The classic about walking and chewing gum, is a perfect example.... :-)
>
>(yes, I know I'm cross-posting this ... some of my best friends own
> Amigas, Macintoshes, IBM machines and Atari STs. They are all less
> powerful than the VAXstation 2000 sitting on my desk at work.)

Well, just remember, the vaxstation is at work, but my AMIGAstation
is at my home, right where I get MOST of my work done....

mike

Disclaimer : OF course they are my ideas, who else would have them ....??
Michael Reilly University of Buffalo Computer Science
CSNET: ugmiker@buffalo.CSNET
INTERNET: ugmiker@{joey,marvin}.cs.buffalo.edu

760. Re: Observations (re: ST Log)

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 13:56:38 UTC
From: toml@xerox12.UUCP
Message-ID: <269@xrxns.UUCP>
Source record: 255459

i too have been hearing rumors about analog and st log ever since
the summer. in late october the washington area atari fest was held
nearby, and i attended. i was surprised to see a booth set up by
st log, manned by one guy. i asked him the obvious question about the
rumors of his (st log's) death being premature or not. he vehemently
denied any business problems, instead citing the changing of printing
companies mid-summer for their production problems (funny, i would have
thought you would change printers to *fix* production problems...)

if in fact analog/stlog has been going down the tubes since summer,
i feel quite strongly that the placement of a salesperson soliciting
subscriptions at a show (in late oct., mind you), with no realistic
likelihood of ever delivering on them, is probably no less
criminal in nature than a mail-order florida real-estate scam.
shame on them!

i get a little p/o'd when someone lies to me so directly.
i too got taken for the $28. oh well, if i'm lucky they'll probably
compensate me with a subscription to an apple // magazine, or
cosmo or some crap.

inqiring minds want to know....

tom love
xerox Engineering Design and Documentation Systems
leesburg, va 22075 (703)729-8000

{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!
rocksanne!xrxns!toml
{rocksvax, sunybcs}!

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{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!
rocksanne!xrxns!toml
{rocksvax, sunybcs}!

761. Re: Magic Sac System/Finder, etc.

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 14:16:29 UTC
From: toml@xerox12.UUCP
Message-ID: <270@xrxns.UUCP>
Source record: 255460

the release of magic sac software which comes with the translator one shipped this month is version 5.5. it includes a number of gemdos utilities, including MOVER.PRG, which moves files between gemdos format floppies and either mac format or magic format, and vice-versa. since this is a gemdos application, you don't need a magic sac cartridge to do the transfer (though of course you do need a translator one). the documentation makes it clear that the usefulness of a mac file in the gemdos environment may be pretty limited, but i suppose you already knew that.

allow me to offer my assistance (warning, rampant capitalism follows). if you are interested i would be happy to act as a service bureau for you. mail me your mac floppies and a corresponding number of blanks, and i will perform the xfer for $1 per floppy, plus return postage (cheap at twice the price). seriously, if i can help you out, give me a call.

tom love
xerox edds, leesburg va
wk: 703-729-8000 x5185
hm: 703-430-2853 rt 2, box 277 sterling va 22170

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{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!
rocksanne!xrxns!toml
{rocksvax, sunybcs}!

762. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 14:24:16 UTC
From: czei@cbdkc1.UUCP
Message-ID: <2632@cbdkc1.ATT.COM>
Source record: 255461
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

In article <2267@tekig4.TEK.COM> brianr@tekig4.UUCP (Brian Rhodefer) writes:
>Michael S Czeisperger: "...Midi is less of a standard than RS232..."
>
>Oh, Noooo! It can't be THAT bad, can it?
>
Oh, whoops! I didn't really mean that! I was trying to imply that
RS-232 is more of a general protocol that you'd want on a computer,
where MIDI is specialized so that it can only be used for music. If
you had a computer with only MIDI ports, you wouldn't be able to easily
connect to a variety of generic hardware devices like printers and
digitizers, to name a few. You are right that MIDI is a little more
defined that RS-232.

~~~~~~
Michael S. Czeiszperger | "HELP! I'm stuck in 3B HELL !!!"
Contracted to AT&T | Phone: (614) 860-4952 (formerly with Ohio
Unix Systems Administration | UUCP: cbosgd!dkc1!czei State University)
6200 E. Broad Street | Disclaimer: "The above opinions are those
Columbus, OH RM 1L334 | of a large rodent with sharp teeth"
~~~~~~

763. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 16:00:31 UTC
From: rminnich@udel.EDU
Message-ID: <886@louie.udel.EDU>
Source record: 255462
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <11191@oliveb.UUCP> dragon@olivej.olivetti.com (Give me a quarter or I'll touch you) writes:
>
>I think that these arguments aren't representative of an *average* user,
>since an average user is more likely not to own a modem. Making a backup

I can't believe this discussion. Here we are, all us good hacker types, arguing that Joe Average is Too Limited, The Poor Soul, to really Appreciate the Beauty of Multi-Tasking (*cue Heavenly Choir*)

You would be surprised what Joe Average can do. He is pretty smart. I have seen this any number of times: once the light goes on in Mr. Average's head, he (and she, of course) will never want to give multi-tasking up.
The 'oh but desk accessories are ok' is a specious argument. Desk accessories are a kludge-o form of multi-tasking. If you want to argue that Desk Accessories are a good thing, then you are arguing FOR multi-tasking.
ron
--
ron (rminnich@udel.edu)

764. Re: FOLDRXXX.PRG, you got it!

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 16:03:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100040@datacube>
Source record: 255463

crc6@pyuxe.UUCP writes:
> In one of the atari periodicals it was announced that they fixed the 40 folder
> bug in the Mega St roms.

If those are the same ROMs that they are selling us developers, then the
answer is NO, the "40 folder bug" still exists, and the magazine article
is incorrect.

Neil: please jump in here if if the ROM upgrade for the 520/1040 is different
than what is in the Megas. I understand they are the same.

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

765. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 16:07:37 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <3256@umn-cs.cs.umn.edu>
Source record: 255464
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2168@crash.cts.com> haitex@pnet01.cts.com (Wade Bickel) writes:
>
> 5) Remember, what the few want today, the masses
> can't live without tomarrow!

Ahem. In case you haven't noticed, the "masses" are NOT buying microcomputers. They certainly aren't going to "need" multi-tasking systems, and would probably be able to live without them (or computers, in general) quite nicely thank you very much.

Computer chauvenism. People will go to great lengths to "prove" that a feature of the operating system or hardware is what makes a particular system better. Of course, we all have a vested interest in that "proof" -- we just don't want to believe that we bought an "outdated" computer. Hah!

People want computers (when they want them at all) to DO SOMETHING for them. In the majority of cases with the Atari ST and the Amiga, that "something" has been:

writing stuff
filing stuff
retrieving stuff that's been filed
playing games
programming all of the above

Most of those who read these forums fall under the "programming" category. Of course, for programmers, multitasking can be a delight. For the person who is writing a term paper on the microcomputer, why bother? If you have access to two programs (ala Multifinder or perhaps through a "desk accessory" [IBM PCs have desk accessories too, folks]) you already have as much power as you're ever liable to need in most environments.

It's totally "neat" to download a file and play chess at the same time. But I've never come across a time when it was necessary to do so. So, let's get off this kick about multitasking being a "necessity" in a computing environment.

-- Dave (I play games - and write stuff) Meile

766. Re: Observations

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 16:11:13 UTC
From: bruce@ektools.UUCP
Message-ID: <974@ektools.UUCP>
Source record: 255465

In article <515@usl-pc.UUCP> jpdres13@usl-pc.UUCP (John Joubert) writes:
> I can only assume that ST-Log and Analog have bitten the big one.

You are probably right, but on the Atari SIG of Delphi, Charlie Bachand insists that they are only (very) late, and that subscribers will get all the issues they're entitled to. Time will tell.

Bruce D. Nelson | UUCP: ...!rutgers!rochester!kodak!ektools!bruce
Eastman Kodak Company | Voice: 716-726-7890
901 Elmgrove Road | Company Mail: Dept 420 Technical Support Services
Rochester, NY 14650 |

767. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 18:04:15 UTC
From: barry@aurora.UUCP
Message-ID: <1442@aurora.UUCP>
Source record: 255467
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3243@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>Of course, you don't need multi-tasking to do either of the above jobs.
>A desk acessory does quite nicely (whether you're using an ST, Macintosh,
>PC or Amiga).

...until your desk accessories start running into one another -
refusing to cohabit, wanting to grab off the same hotkeys, etc.

>The "average user" would be satisfied with a desk accessory, while the
>"power user" will want multi-tasking.

...until they actually get to *use* a multitasking system, and
find out what they've been missing.

>Now, for the "Why I don't want a multi-tasking system". (Of course, I have
>access to HUGE multi-user, multi-tasking systems at work...)
>
>I find that I get to do many little things around the house while I'm in
>a terminal session. I can catch up on my reading, prepare dinner, change
>record albums, everything except un-ARC files I'm downloading (which is
>about the only thing I'd do if I owned a multi-tasking system).

This reminds me of a cute article I saw recently. The author was
complaining about speedup boards on his IBM. No longer could he have
dinner while a program compiled - barely time for a cup of coffee.
But for some of us, multitasking helps rather than hinders the
enjoyment of life. I do most of my compiling at the office - can't make
dinner there, or play records. But with multitasking I can listen to the
Amiga's music (DMCS) while I compile or, best of all, read the net :-).
Or both.
You see? Your mistake is using multitasking to get more work
done!

- From the Crow's Nest - Kenn Barry
QQQCLC NASA-Ames Research Center
Moffett Field, CA

ELECTRIC AVENUE: {hplabs,seismo,dual,ihnp4}!ames!aurora!barry

768. 40-folder bug and FOLDRXXX.PRG

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 19:12:28 UTC
From: apratt@atari.UUCP
Message-ID: <910@atari.UUCP>
Source record: 255468

in article <560@pyuxe.UUCP>, crc6@pyuxe.UUCP (C. Colbert) says:
>
> In one of the atari periodicals it was announced that they fixed the 40
> folder bug in the Mega St roms.

Here we go again...

THE 40-FOLDER BUG IS NOT FIXED. THE 40-FOLDER BUG IS NOT FIXED.

Use FOLDRXXX.PRG (rename it to FOLDR100.PRG and put it in your AUTO folder)
to work around this bug. You will not be notified when you run out of
folders, but it's a lot harder to use 140 than to use 40, and if you
do get close to that, just rename it to FOLDR200.PRG.

I WILL TELL YOU WHEN THE 40-FOLDER BUG IS FIXED. DO NOT BELIEVE ANY
OTHER REPORTS UNTIL YOU HEAR IT FROM ME. I AM THE ONLY PERSON WORKING
ON THIS.

I *am* working on it, so don't despair. When the fix comes out, it will
be more sweeping than you think (unless you think big).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

769. GO BOARD FOR THE ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 19:22:52 UTC
From: jdn@homxc.UUCP
Message-ID: <2579@homxc.UUCP>
Source record: 255469
Cross-posted to: comp.sys.atari.st,rec.games.go

I am interested in a GO BOARD program which runs on
the Atari ST computers. My primary interest is recording,
saving, and printing game diagrams. Can anyone recommend
such a program, either commercial or public domain?

I have downloaded a public domain program from the Atari
BBS which has some of the features that I'm looking for. Its
major shortcoming is that it does not place numbers on the
moves in the diagram, so you can't really use it to make a playable
game diagram.

Thanks for your help,

Jonathan Nagy
{ihnp4|allegra|mtune}!homxc!jdn
(201) 615-4349

770. Re: Great Demo from Rex...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 20:26:32 UTC
From: neil@atari.UUCP
Message-ID: <911@atari.UUCP>
Source record: 255470

In article <490@cacilj.UUCP>, paul@cacilj.UUCP (Paul Close) writes:

> Well, I hadn't seen this one before, so I downloaded it from a local BBS.
> (It was called ROBB.ARC). When I ran the program, however, I got what
> looked like about 8 screens flashing back and forth madly. The music
> worked just fine. The ARC tested out just fine, and I even got it from a
> spearate source, but the strange behaviour remains. The effect reminded
> me of a TV when you turn the horizontal hold knob way too far :-).
>
> Anyone guess what's wrong??

Check out the adjustments inside your monitor (use great caution, there's
high voltage there). The vertical hold is probably a hair off. The demo
pushes the system harder than most applications, and even a touch off will
clobber you.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

771. Abaq

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 20:43:06 UTC
From: neil@atari.UUCP
Message-ID: <912@atari.UUCP>
Source record: 255471

Here is some information on the forthcoming Abaq system, straight from its developers at Perihelion:

THE ABAQ

written by Perihelion, Ltd.

Hardware Specification

The base machine outline specification is as follows:

T800-20 Transputer 10MIPS, 1.5 Mflop
Three 20Mhz links, buffered
4Mbyte DRAM
1 Mbyte dual-port video RAM
Colour blitter
True DMA SCSI port for 40M (minimum) hard disc
Three internal expansion slots
68000 Mega ST as I/O processor (plug in card connects fourth 20Mhz link)

Screen Resolution and Use

The table below lists the screen resolutions and their probable typical use. All the following are at 60Hz with portrait orientation.

Mode Resolution Width Description

0 1280 x 960 4 bits/pixel 4 bits/colour or monochrome
(Desk Top Publishing, engineering drawings)
1 1024 x 768 8 bits/pixel 8 bits/colour
(CAD, colour pictures, graphs)
2 640 x 480 8 bits/pixel 8 bits/colour 2 screens
(Animation)
3 512 x 480 32 bits/pixel 24 bits colour, 1 overlay bit, 7 tag bits
(True colour, smooth shading, 3D modelling)

The Blitter

The Perihelion blitter is based on work done by Dr Phil Willis of the University of Bath. It provides meaningful operations with colour and colour look-up tables (CLUTs) and implements very fast 2-D raster graphics operations, such as fast font drawing. It also provides a 32-bit wide pipeline (with four tests on each of eight pixels concurrently), and is synchronised with blanking. Using the blitter, square area fill takes 128 megapixels per second, arbitrary two colour character drawing takes up to 64 megapixels per second, and full 2-D block copy takes 16 megapixels per second.

Expansion Capability

The Perihelion design provides for three expansion cards within the box. These can be memory cards, providing a maximum of 64Mbytes using 4M parts, or various versions of alternative graphics cards. The full transputer bus is brought out so any type of peripheral may be connected.

The expansion sockets also bring out the transputer links and control signals. This means that cards containing extra transputers can be added, and the size of the cards allows for four transputers with up to 1Mbyte of RAM each on a single card. One workstation can therefore contain 13 processors. Other link connections can be made outside the box to parallel processor farms of multiple processors. The link connections can also be made to fast peripherals such as a laser printer or disc server.

The Transputer

The T414 is a 32-bit processor that consists of a RISC style CPU, 2K of fast on-chip RAM, an external memory interface and four serial links which may run at 5, 10 or 20 Mbits/second. The T800 is similar except that it also contains a floating point processor and 4K of RAM.

The programmer's model consists of a three register evaluation stack, a workspace pointer and an instruction pointer. A small number of instructions exist for loading and storing values on the stack and for altering the flow of control, the remainder operate on operands on the stack.

The processor has microcoded support for processes at two priority levels. High priority processes may preempt low priority processes after any instruction and run until they give up the processor. High priority processes are essentially equivalent to interrupt routines on conventional processors. Low priority processes are round-robin scheduled on a timesliced basis. Timeslicing only occurs on particular instructions which are defined so that the minimum of state need be saved; process switching is therefore very fast.

The transputer achieves inter-process communication through channels, which are single words
of memory. Two processes that wish to communicate rendezvous at a channel and exchange data by copying from one buffer to another. As this is implemented by the microcode, the cost of copying lies only in the memory accesses for the data and not in instruction fetches. Communication is strictly one-to-one and channels may not be shared by more than one sender or receiver. The inter-processor links are designed to behave exactly like channels, and are used with the same instructions.

Parallel Programming

The unique aspect of the Atari/Perihelion design is that is provides multiple processors within a single workstation.
The use of multiple processors means that is is possible to write application programs which make use of the possible parallelism inherent in such systems.

Application programs can run under Helios using three programming philosophies. The first of these is the traditional programming model. A program can be taken

from another environment, such as Unix or a PC, and with little or no change converted to run under Helios. C and the Unix C library is provided, and such programs will run as a single process in the machine.

Other programs, again probably from Unix, will run in several sections all of which may be run in different processes and connected by pipes. Helios encourages the use of many small programs which work together to create a final product. A common example is a pre-processor, a compiler front end, a compiler back end, an assembler and a linker. These can all be run together with intermediate connections made by pipes. Under other operating systems the different processes are timesliced on the one single processor. Under Helios these different processes can be allocated to different processors, so that the individual parts actually run at the same time.

This type of "per-process" parallelism is easily understood, and many applications are already in this form. Examples include a word processor with background spooling and spelling checking or background jobs such as message systems or archiving. If an application is being altered then the use of extra processes should be kept in mind.

The final way in which parallelism may be exploited is by the use of parallel algorithms. These tend to be hard to find for programmers used to the sequential nature of normal computers, but a look at the real world shows, of course, everything running in parallel. Applications using parallel algorithms will normally be written from scratch with such ideas in mind. The benefit is that such programs will run much faster when the user provides more power in the form of more processors. Many examples of parallel algorithms exist, such as ray tracing, spreadsheet calculations, even compImplementation

Helios presents a low level interface that should be familiar to programmers who have worked on Unix. Each user runs a number of tasks which can communicate between themselves using a simple message passing protocol. A message may be transferred between two tasks in the same machine or between tasks in different processors; in each case the call is identical and the message is copied rather than passed by reference.

Each task is constructed from a number of interconnected transputer processes which can communicate either by message passing or by sharing data. Different tasks may be written in different languages as all communication at this level is by message passing.

The design of Helios is based on the client-server model, where application tasks request services from system provided server tasks. These server tasks may be present in any or all of the processors available, although each processor must run the bare minimum of the name server which identifies the location of other services. Other servers include file handlers, window managers, date servers, spoolers and so on. All servers respond to a general server protocol which is designed so that servers may be stateless and hence unaffected by crashes and communication losses. This mechanism allows a wide choice in the way in which servers are implemented; for example, floppy discs will be written using the MS-DOS format while winchester discs will use a format similar to Unix.

As noted above, the transputer does not contain any memory management unit
and none may be added externally. Helios assumes that each processor is
allocated to a single user, and protects processors by a capability mechanism.
An access matrix is used to implement a filing system control scheme.

System Tools

Helios is written in a mixture of transputer assembler and C. System tools
include a macro preprocessor, a C compiler, an assembler and a linker. In fact
these last two items are the same program as the transputer has a variable
length instruction set that requires a 'code growing' algorithm to ensure
optimal code lengths sequences. This must be performed in the linker once
all external references have been satisfied.

A debugger that allows one transputer to investigate another
will also be included in the package (although not in Version 1.0).
Third party software developers are providing Pascal, Fortran, Lisp and BCPL
as well as the traditional transputer language occam.

User Interface

The user interface consists of two parts: a command
line interface similar to the Unix C-shell which provides the usual
commands such as grep, ls, more, and so on; this will be coupled to an
implementation of Xwindows V11 to provide the now familiar windowing
mechanism.

The system will appear similar to a more conventional machine, except that when
the commands are piped together the operating system may make use of more than
one processor to run the commands concurrently rather than timesliced as
in a single processor environment.

The programmer's interface will be complemented by a 'point and push'graphical
interface for the less experienced user. This will use a mouse and pull-down
menus and will be implemented on top of Xwindows.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

772. AWK

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 20:43:41 UTC
From: jdn@homxc.UUCP
Message-ID: <2581@homxc.UUCP>
Source record: 255472

Does anyone know of a version of AWK for the ST?
Something that works with either MWC shell or
Gulam, preferred.

Thanks,

Jonathan Nagy
{ihnp4|allegra|mtune}!homxc!jdn
(201) 615-4349

773. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 20:48:09 UTC
From: foy@aero.ARPA
Message-ID: <21860@aero.ARPA>
Source record: 255473
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>
>Time for a bit of heresy, I thought. I'm well aware of what multi-tasking
>does and doesn't do for you. I use it all the time on the mini's and
>mainframes at work. Nice.
>
>But, I question its usefulness (and even desireability) on typical 'home
>computers' in a 'home' environment -- and let's face it, that's where most
>of the Amigas and Ataris sold end up. What I am questioning is TRUE
>multi-tasking. I've got no argument with 'carousels' of suspended programs,

The TRUE benefit of TRUE multitasking in the home enviorment is made up of a large number of trivial advantages. I believe that I am much more like the average home user that the average participant of this net. So a few trivial examples.

I am writing a letter using my favorite editor. I want to refer to something that I wrote some time ago. I don't remember when I wrote it, if it was in a letter or something else. I don't remember much about the context. In other words somewhere in perhaps half a dozen 3.5in floppies is something I would like to copy into the letter I am currently writing. What do I do?

I take one of the half dozen disks, which I think may contain what I want to copy, stick in my my second drive, open a new window by using the pull down menu on my editor, start a search for some word that I might have used in the prior document, direct the search output to ram, click my editor to the front, and continue with my writing while the search process runs in the background. When the drive quits running I click its window to the front, print the search output to the screen. When I see a line that looks like it might be in the file I am looking for, I can open a new window and scroll through the file to check if it is what I want. If it is, I can open a new editor, clip the text that I want, click to my letter and paste the text in. Describing this process took far longer that doing it. But most important my train of thought doesn/t get interrupted while I search for the filed inormation.

Without multitasking I would either try to recreate the old text, change my letter so I wouldn't need the data from teh hidden file, or spend a lot of MY time looking for the file. This whole process takes but a few seconds of MY time and lets the COMPUTER spend a lot of its time between my key strokes finding my data.

The advantage of TRUE multitasking is that I can decide to have the computer do ANYTHING that I have any softwhere for, while I do something

completly different.

Another example suppose I am a real estate salesperson. I have a data base of properties available, I have some information about some prospective clients. I can do the same sort of search for properties while I am reading the information about the prospective clients.

Suppose I am composing a song, I want a phrase from a song filed somewhere on a disk, I sequence through stored songs on the left spesker while I continue with the composing.

I want to describe how a game works while I am sending a message to a BBS. I start up the game, without shutting down my connection to the BBS..

I am doing A...I need the results of Z... to add to A...

A can be anything that my machine can do. Z can be any thing my machine can do including another A or any combination of 2 ,3 ,4 ...n, process from A....Z.

Richard Foy

The opinions expressed are mine alone.

774. Re: BMS controller package

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 21:19:54 UTC
From: fyl@ssc.UUCP
Message-ID: <945@ssc.UUCP>
Source record: 255466

I have tme BMS controller. It works fine (once we found the bugs but
that was almost a year ago). The only question I have about it is does
it actually cost less. You need to buy the interface and controller
($250, I think), then get a drive, box and power supply.
No problems putting it together but when you are done you probably
could have bought a Supra or Atari drive.
--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

775. Re: micro-emacs3.9e, file error.cmd

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 22:22:34 UTC
From: wheels@mks.UUCP
Message-ID: <357@mks.UUCP>
Source record: 255474
Cross-posted to: comp.emacs,comp.sys.atari.st

In article <206@irisa.UUCP>, decouty@irisa.UUCP (Bertrand Decouty) writes:
>
> In appendix A of me3.9 reference manual, it is stated that "-A" flag
> on command line causes emacs to load startup file "error.cmd".
> I think it can be very useful for Mark Williams C users (I am one of them).

I agree, it would be nice, but it's not right the right option. I wrote
a small C program that just prints its arguments, and called it me.prg
(the name Mark Williams gives to their uEmacs derivative) and put it in
my \bin directory. Then I ran the C compiler on a program with a
deliberate error so it would invoke my me.prg. Well, the option the
compiler used was -e, not -A. This would be an easy fix, but uEmacs
uses the -e option for something else. What I was thinking of was a
small program called me.prg which changes the -e to a -A and runs
emacs.prg. Then the file error.cmd would become useful. Anybody got
one yet?

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

776. Re: HELP!

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 23:17:38 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <437@viper.Lynx.MN.Org>
Source record: 255475

In article <1309@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>In article <907@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>...
>>Sounds like the proverbial "loose chips" problem. Open up the 1040, press
>>down on all the socketed chips, and chances are your drive will magically
>>start working.
>
>I have not had this problem, but I wonder, would it be a good idea to
>press down all the socketed chips from time to time, say once every 6
>months or so?

No... The best response to this question is the old standby phrase:

"If it works, don't fix it."

If the chips are well seated, opening the case, pressing on them and
then replacing the case will, with time, tend to loosen them when there
was nothing wrong to begin with...

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

777. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 23:29:49 UTC
From: gardner@prls.UUCP
Message-ID: <8155@prls.UUCP>
Source record: 255476
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

>In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>>What I am questioning is TRUE
>>multi-tasking. I've got no argument with 'carousels' of suspended programs,
>>and no problem with resident background interrupt handlers, such as print
>>spoolers.

This whole discussion has generated a lot of heated arguments, mostly
from Amiga users who enjoy being able to multi-task, giving example
after example of how nice multitasking is.

However, practically EVERY argument given FOR multi-tasking can be
satisfied by the 'carousel' approach that the original poster acknowledged
were a good idea.

I'm still waiting to see if someone can come up with a use for TRUE
multitasking that a typical home user would find very handy but that
cannot be satisfied by a simple 'carousel' approach. There probably
are some, especially with message-passing, etc., but none have been
posted yet (except for people waiting for their compilers to finish --
they just need faster integrated compilers, though :)

Robert Gardner

778. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 23:41:57 UTC
From: daveh@cbmvax.UUCP
Message-ID: <2993@cbmvax.UUCP>
Source record: 255477
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

in article <2027@bath63.ux63.bath.ac.uk>, pes@ux63.bath.ac.uk (Smee) says:
> Xref: cbmvax comp.sys.atari.st:6756 comp.sys.amiga:12332

> But, I question its usefulness (and even desireability) on typical 'home
> computers' in a 'home' environment -- and let's face it, that's where most
> of the Amigas and Ataris sold end up. What I am questioning is TRUE
> multi-tasking. I've got no argument with 'carousels' of suspended programs,
> and no problem with resident background interrupt handlers, such as print
> spoolers.

You're certainly correct in assuming that if you've got one task that needs
both drives to function, and you change a disk in one of them, that task
is likely to complain. All that requires is a bit of forethought.

However, in the very small system case, like maybe a floppy or two and 512K,
you'll still find that multitasking is very nice. For example, the OS on the
Amiga runs separate tasks to do lots of work for you. The mouse never slows
down much under heavy loads, as the mouse handler is running at a much higher
priority than most user tasks.

Another nice thing is that true multitasking eliminates the need for desk
accessories, and all the kludge that goes along with such items. On non-
multitasking machines, a desk accessory is a special kind of program (must
be specially written to be accessory, or worse, an IBM-style TSR program).
And in order to get this program from within a regular one, the programmer
of that regular program must call some LookForARequestForDeskAccessory()
function as often as possible. With real multitasking, there's no such thing
as a desk accessory; all programs are written the same way, and if memory
permits, you can call up WordPerfect or Emacs just as easily as NotePad to
jot down something during a compile or terminal session.

If you get into programming much, you'll also find that the ability to spawn
off subtasks is quite a nice thing to have around. Now, you're not going to
get very far on a 512K machine doing UNIX style fork()s all over the place,
but the lightweight task model you find in the Amiga OS is perfectly useful
in such a context.
--
Dave Haynie Commodore-Amiga Usenet: {ihnp4|uunet|rutgers}!cbmvax!daveh
"The B2000 Guy" PLINK : D-DAVE H BIX : hazy
"I can't relax, 'cause I'm a Boinger!"

779. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 23:44:24 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <3258@umn-cs.cs.umn.edu>
Source record: 255478
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <7403@sunybcs.UUCP> ugmiker@sybil.UUCP (Michael Reilly) writes:
>>
>>The "average user" would be satisfied with a desk accessory, while the
>>"power user" will want multi-tasking. The "power user" will ALWAYS want
>>as much as possible in the machine being used. (Which is why I think
>>the "power user" should own a Sun or Apollo or VAX workstation and
>>forget the piddling PC market).
> Do you also feel anyone who wants to drive fast should own a
>ferrari or lambroghini ????? even if they can't afford it??? but instead
>maybe just put high test gas in the old chevy chevette ??????
>

Well, the "power user" will tell you to buy a ferrari if you want to race
other ferrari's. The old '57 chevy just won't cut it. However, if you want
to point at all the other '57 chevy cars and say "I can blow 'em out of
the water", fine. Just don't expect the other '57 chevy owners to agree
that it's necessary.

>"The most important concept in modern operating systems is undoubtably
>multiprogramming. By having a number of programs in memory at the same
>time, the cpu may be shared among them. This scheme improves the overall
>efficiency of the computer system by getting more work done in less time "
>---from Operating System Concepts, Peterson and Silberschatz
> for more, read chapter 4 of the above book....

This quote is for the "power user". I'm absolutely certain that Peterson
and Silberschatz weren't considering mocrocomputers when they wrote that
book. Of course, if we followed the computer science model for home
computers, we'd all be programming in ADA or Modula-2, and have degrees
in math to boot. :-)

>>
>>Face it, most of us are (for the most part) linear beings. For single,
>>home systems multi-tasking is a less than useful for what we bought a
>>computer for ... writing information down, filing that information,
>>retrieving the information and playing games. :-)
>>
> Dave, While making dinner, lets say a steak, baked potatoe, corn, salad,
>and lima beans (YUCK :-( ). Do you cook the steak, then eat it, and cook the
>corn, and then eat it, then cook the potatoe, then eat it,then make the salad
>and eat it, etc. ect. etc..... ????? NO, You Cook everything at once, except of
>course the salad, I hate cooked salad :-), and then eat everything at once...
> That is NOT linear, humans are DEFINITELY not linear.

Heh. Gotcha. When I make dinner (let's say Coq a Vin, wild rice with herbs, a nice tossed salad, and chocalate torte...) I do the following:
1. get out the recipe for each thing
2. prepare the Coq a Vin
3. then prepare the wild rice with herbs
4. then prepare the chocalate torte
5. then prepare the tossed salad.

I do NOT cook "everything at once", I prepare things in order and let them cook "off-line" (no CPU processing necessary, it's all I/O) :-)

I do NOT eat "everything at once", a nicely prepared Coq a Vin requires time to savor the flavor, and I certainly wouldn't stuff a little bit of everything in at once.

That is pretty much linear. You are mistaking autonomos actions for "at the same time" actions. You may THINK you can watch TV and read your homework simulataneaously (multi-tasking), but your still going to fail tomorrow's exam if if you try it.

The human brain focuses on one thing at a time (conscious mind ... the nervous system automatically deals with lots of other stuff)

> The classic about walking and chewing gum, is a perfect example.... :-)

Walking and chewing gum are I/O intensive, and require absolutely no CPU cycles. :-) It's analagous (mildly) to reading text on your screen while Music Construction Set plays Bach (possible on both the Amiga and the Atari ST)

> Well, just remember, the vaxstation is at work, but my AMIGAstation
>is at my home, right where I get MOST of my work done....
>

Your AMIGA is at home, and you get MOST of your work done on it. I.E. you're a power user. For you, multi-tasking is "wonderful". I write a lot at home, and multi-tasking is an unecessary fribjob to accomplish that particular task.

I leave my REAL work (which requires things like UNIX and VMS and TELNET and all of those neat things) at work.

-- Dave Meile

780. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-21 23:55:06 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <3259@umn-cs.cs.umn.edu>
Source record: 255479
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <886@louie.udel.EDU> rminnich@udel.EDU (Ron Minnich) writes:
>
>I can't believe this discussion. Here we are, all us good hacker
>types, arguing that Joe Average is Too Limited, The Poor Soul,
>to really Appreciate the Beauty of Multi-Tasking (*cue Heavenly Choir*)

Actually, the argument is "Joe Average doesn't NEED Multi-Tasking to
accomplish the primary uses of a home computer"

writing stuff
filing stuff
retrieving stuff
playing games

> The 'oh but desk accessories are ok' is a specious argument.
>Desk accessories are a kludge-o form of multi-tasking. If you
>want to argue that Desk Accessories are a good thing, then you
>are arguing FOR multi-tasking.

Desk accessories (and maybe context switching) are all you NEED. The
argument here isn't whether multi-tasking is "neat", or that it doesn't
have its uses. The argument here is whether you should choose brand XX
computer "simply" because it has the capability of multi-tasking.

It's a nice fribjob, but not necessary to do stuff. Lots of microcomputer
owners know that, but Amiga owners somehow don't seem to feel that the
other features of their computer are enough to REALLY make a home user
want to buy one.

Personally, if somebody is willing to give me $1000, I'd buy one. (Same
deal for any microcomputer, folks .. I already have two, plus access to
two others, so why buy another?)

-- Dave (I write stuff) Meile

781. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 00:16:40 UTC
From: daveh@cbmvax.UUCP
Message-ID: <2994@cbmvax.UUCP>
Source record: 255480
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

in article <3243@umn-cs.cs.umn.edu>, davidli@umn-cs.cs.umn.edu (Dave Meile) says:
> Xref: cbmvax comp.sys.atari.st:6806 comp.sys.amiga:12456

> I find that I get to do many little things around the house while I'm in
> a terminal session. I can catch up on my reading, prepare dinner, change
> record albums, everything except un-ARC files I'm downloading (which is
> about the only thing I'd do if I owned a multi-tasking system).

You could download directly to a named pipe, de-arc that named pipe at the
other end, and thus completely avoid having to store the intermediate ARC
file.

> Face it, most of us are (for the most part) linear beings. For single,
> home systems multi-tasking is a less than useful for what we bought a
> computer for ... writing information down, filing that information,
> retrieving the information and playing games. :-)

Well, you linear-thinking beings will be going the way of the dinosaur
any day now. Evolution has brought about creatures that can walk and chew
gum at the same time. And that's even before the active thinking brain
kicks into gear.

> -- Dave Meile

> (yes, I know I'm cross-posting this ... some of my best friends own
> Amigas, Macintoshes, IBM machines and Atari STs. They are all less
> powerful than the VAXstation 2000 sitting on my desk at work.)

Don't count on it; I've got this nice 68020 based Amiga sitting on my desk
here; put our VAX 750 to shame and even give the 785 a run for its money.
--
Dave Haynie Commodore-Amiga Usenet: {ihnp4|uunet|rutgers}!cbmvax!daveh
"The B2000 Guy" PLINK : D-DAVE H BIX : hazy
"I can't relax, 'cause I'm a Boinger!"

782. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 00:45:27 UTC
From: wtm@neoucom.UUCP
Message-ID: <873@neoucom.UUCP>
Source record: 255481
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

<< no use for multitasking in the home >>

Heck, Susan and John Averageuser don't even have to know that multitaksing is going on behind thier innocent unsuspecting backs. There are a lot of places where multitasking can be of use to us programmers and we don't even have to let the public in on our secret.

Here's just an idea. How about a sooper-dooper word processor with mind boggling scrolling and true multicolumn text display, etc. What John and Susan don't have to know is that while they are hunting and pecking their way through the current screen that a sneaky little task has been spawned to compose the adjacent screens. When the Averageusers scroll up or down *poof* (!) the next screen appears virtually instantaneously. "Hey Jack, NIFTY Amiga you've got! I wonder why my Eye Bee Umm can't do that. I keep hearing about OS/2 but I just can't afford it and the 2 two-megabyte option cards its gunna take to run it. Garsh!"

Case closed.

Happy Holidays!
--Bill

783. Re: Microsoft Write ...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 01:27:04 UTC
From: benoni@ssc-vax.UUCP
Message-ID: <1598@ssc-vax.UUCP>
Source record: 255482

In article <1987Dec20.223242.1574@gpu.utcs.toronto.edu>, lharris@gpu.utcs.toronto.edu (Leonard Harris) writes:
> Can anyone give me an exact date of when Microsoft Write is supposed to
About the same time that the blitters will be available for the 520/1040s.
Seriously it is depressing that a piece of sotware like Microsoft Write
(a basic word processor) can't make it out of Atari. What has it been
a year? Amazing.

You're probably better off buying the Magic Sac. I certainly wouldn't
take any date Atari gives you at face value.

784. Text -> Speech Programs

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 01:50:38 UTC
From: tony@nswitgould.OZ
Message-ID: <3388@nswitgould.OZ>
Source record: 255483

I am making this inquiry on behalf of a partially sighted person
who has recently purchased an Atari ST.

What he is looking for is a Text -> Speech conversion program that
would allow him to hear the contents of a text file. I know that there
is a simple speech program available called ST-TALK that performs this
function, but only on text typed from the keyboard.

Does anybody know of a similar program that could read a file of text
and then speak it back? Are there sources available for the aforementioned
ST-TALK that might be modified to make it work on text files?

Please reply to me by mail, unless, of course, you think it is important
enough to post.

Tony McGrath
tony@nswitgould.OZ

785. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 02:19:46 UTC
From: jmpiazza@sunybcs.uucp
Message-ID: <7413@sunybcs.UUCP>
Source record: 255484
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3256@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>... If you have
>access to two programs (ala Multifinder or perhaps through a "desk
>accessory" [IBM PCs have desk accessories too, folks]) you already have
>as much power as you're ever liable to need in most environments.

With your mentality we would all still be using punch cards on one
of the world's two computers.

Now I see it! Multitasking means running a batch job on BOTH
computers at the SAME time! You're right: it's a waste.

Flip side,

joe piazza

In capitalism, man exploits man.
In communism, it's the other way around.

CS Dept. SUNY at Buffalo 14260
UU: ...{rocksvax|decvax}!sunybcs!jmpiazza
CS: jmpiazza@cs.buffalo.edu
BI: jmpiazza@sunybcs

786. Re: Great Demo from Rex...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 03:04:40 UTC
From: ins_bjjb@jhunix.UUCP
Message-ID: <5825@jhunix.UUCP>
Source record: 255485

In article <490@cacilj.UUCP> paul@cacilj.UUCP (Paul Close) writes:
>Well, I hadn't seen this one before, so I downloaded it from a local BBS.
>(It was called ROBB.ARC). When I ran the program, however, I got what
>looked like about 8 screens flashing back and forth madly. The music
>worked just fine. The ARC tested out just fine, and I even got it from a
>spearate source, but the strange behaviour remains. The effect reminded
>me of a TV when you turn the horizontal hold knob way too far :-).
>Paul Close paul@cacilj.CTS.COM ...!{uunet, crash}!cacilj!paul

The program did the same thing on my machine (except vertically). Play
with the horizontal hold adjustment. It'll stay stable even after you restart
GEM (the screen will, that is).

You can probably attribute this to hardware dependencies. The monitor
used to develop the program may have been one of the original type, which is
slightly (well, a whole lot, actually 8-( ) different from the later ones.
Naturally, programmers aren't supposed to make programs dependent on things
like the refresh rate or solar flare activity, but there's them as does . . .

--
Jared J. Brennan
BITNET: INS_BJJB@JHUVMS, INS_BJJB@JHUNIX
ARPA: ins_bjjb%jhunix@hopkins.ARPA
UUCP: {allegra!hopkins, ihnp4!whuxcc} !jhunix!ins_bjjb

787. Re: Observations

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 04:01:26 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1314@water.waterloo.edu>
Source record: 255486

In article <515@usl-pc.UUCP> jpdres13@usl-pc.UUCP (John Joubert) writes:
>
>Concerning ST-Log:
>
> I can only assume that ST-Log and Analog have bitten the big one.
> ...
>Also, now I need to know where to subscribe to a good ST Mag, could someone
>please recommend something that has some technical heft to it? I don't want
>a mag that just reviews last year's software. Reviews are very nice, but
>not enough to totally comprise a magazine. What about Atari Explorer, is
>this good? ...

I kinda liked the "ST World" that my dealer used to carry, but he
stopped carrying it a couple of months before he folded. :-(
Did the newspaper fold too? Or did the go out of business becuase my
dealer no longer carried them? Or was it the other way around? ;-)

I wanted to receive the newsletter still, but not knowing if they still
existed, I wrote to them in Oregon. I have had no reply. I fear that
they are dead.

They were good, I thought, at getting news out early. I found
articles about about "IDRIS" (they spelled it IRDIS) and about the 2.5
Meg memory upgrade called "DoubleThink Plus" long before folks on this
net chewed over these subjects.

This little rag was published in an unheard of place called Roseburg,
Oregon. How they got their news, I do not know.

Does anybody know if they still exist?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

788. Re: ST software available for children?

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 04:31:15 UTC
From: trb@stag.UUCP
Message-ID: <287@stag.UUCP>
Source record: 255487

In article <1064@kodak.UUCP> nelson@kodak.UUCP (bruce nelson) writes:
>My 6-year-old likes Little Computer People by Activison.
Me too.
>The kids sit for (it seems like) hours just watching what he will do next.
Me too...I remember watching that thing for hours on end when I was
writing hdscan...That was back when mwc was somewhat buggy and, after a
session of programming, I needed something like that to relax (calm?)
me. Definitely recommend it for kids :-).

-Todd Burkey

789. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 05:23:46 UTC
From: david@ms.uky.edu
Message-ID: <7909@e.ms.uky.edu>
Source record: 255488
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <8155@prls.UUCP> gardner@prls.UUCP (Robert Gardner) writes:
>>In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>>>What I am questioning is TRUE
>>>multi-tasking. I've got no argument with 'carousels' of suspended programs,
>>>and no problem with resident background interrupt handlers, such as print
>>>spoolers.
>I'm still waiting to see if someone can come up with a use for TRUE
>multitasking that a typical home user would find very handy but that
>cannot be satisfied by a simple 'carousel' approach. There probably
>are some, especially with message-passing, etc., but none have been
>posted yet (except for people waiting for their compilers to finish --
>they just need faster integrated compilers, though :)

Ok, you asked for it .... here's my argument.

Actually I've got two. The first being background print spooler
type programs. These are handled so much more cleanly on a properly
multi-tasking machine than they are on a hacked-over single task
DOS ... And yes, I know that background print spooler gadgets can
run on single task DOS's ... I've seen 'em in CP/M, RT-11, Mess-DOS,
and many many others. But I've never been convinced that they
ever ran cleanly.

Anyway ... my main argument ...

I'm thinking ahead some time into the future when we'll have
ISDN running everywhere ... In order to handle network communications
cleanly we'll need to have multi-tasking. And this isn't just
communications as in start up a terminal program to call up
a mainframe at work. This is also things like mail daemons
and such that recieve e-mail while you're asleep (or away
or whatever).

For right now? Well, how about killing run-away processes?
It's real nice to be able to pop up another window, do something
like a "ps" to see what's going on, and kill things which need
to be killed. Oh, and I don't know for certain if Amiga can
do what I just said -- my 2000 hasn't arrived yet :-). But
my CoCoIII with OS-9 could do exactly that. (and I did exactly
that more than once). On a single task machine you simply reboot
the machine. Well, that's sorta messy. But also by rebooting
you lose all sorts of information you'd have been able to gain
if you could only do a "ps".

In short. I will never consider buying a single task machine.

--
<---- David Herron -- The E-Mail guy <david@ms.uky.edu>
<---- or: {rutgers,uunet,cbosgd}!ukma!david, david@UKMA.BITNET
<----
<---- Winter health warning: Remember, don't eat the yellow snow!

790. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 07:21:09 UTC
From: mark@lakesys.UUCP
Message-ID: <323@lakesys.UUCP>
Source record: 255489
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3256@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>Most of those who read these forums fall under the "programming" category.
>Of course, for programmers, multitasking can be a delight. For the person
>who is writing a term paper on the microcomputer, why bother? If you have
>access to two programs (ala Multifinder or perhaps through a "desk
>accessory" [IBM PCs have desk accessories too, folks]) you already have
>as much power as you're ever liable to need in most environments.
>
I think you do the "average" computer user an injustice. He may
invariably start out able to deal with only one task at a time, but eventually
starts to think of things to do with his 'tool'. If there is any task that
takes a significant amount of time (minutes?) then a user eventually wonders if
there is something better he could be doing with his time than staring at a
static computer display. Once a user begins to learn of the uses that a
computer can be put to, he will start to demand more from his computer system.
If all he ever needs is simple word processing or file keeping then he can
find those in the simplest of computers (8-bit machines like Apples and
Atari's), but if he is a professional with a job to do, he will be looking for
tools that will help him do that job. Multi-tasking (and multi-user) systems
are tools for people that can use them. Not everyone needs multi-tasking, but
if you do, you don't want to have to go back to trying to get the job done
without it.

--
Mark A. Storin | These opinions are my own,
Lake Systems, Milw., WI | you can't have them!
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark |

791. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 07:21:43 UTC
From: dag@chinet.UUCP
Message-ID: <2007@chinet.UUCP>
Source record: 255490

I think that the people who insist that multi-tasking is not useful
to the average user of a personal/home computer are missing a few
vital points.

Since these people dismiss multi-use multi-tasking as something only
advanced users will ever need, let me address what seems to most people
to be a simple, single tasking problem.

Terminal emulation.

The Digital Equipment Corp. VT100 terminal processes and displays characters
comming from the serial line, scrolls the display, blinks characters and
the cursor, and processes keystrokes into characters, control sequences and
state transitions. With few exceptions, these things do not interfere
with eachother. Even when in slow scroll, characters are sent when they
are typed rather than waiting for the scroll to complete. This is done
in a real VT100 with a simple multitasking kernal and several tasks, each
responsible for its own parts, and communicating with the others through
shared memory structures.

On the ST, most terminal emulators do this by checking for keystrokes
and incomming characters alternately, and processing them as they get
them, so if a sequence received from the serial line takes a long time
to process (say, split-screen jump scrolling), the characters typed at
the keyboard are not processed until that process completes, meanwhile
the host sending these characters has continued with what it was doing,
and the abort command (^C?) that you sent to the host gets there too late.
This is better handled using multi-tasking, though async. I/O with completion
routines (ala RT-11) or "unsolicited character AST" (software traps on
character reception) and timer routines (ala RSX-11M) are reasonable
substitutes, but these are not available on the ST, Amiga, Mac, MD-DOS,
most UNIX-like systems, or most other personal scale machines.
Unix systems do this with multi-tasking (fork). Most personal computers
use a similar approach to TOS. With a graphics terminal, the problems
with this approach become more visible.

Multi-tasking by itself will not solve all of the problems in terminal
emulation. The kernal/OS should be designed to allow close cooperation
between tasks.

Other "average user" applications that work better with multi-tasking --
Networking/Electronic mail, file transfer, interactive debugging,
real-time simulations and games.

Multi-tasking kernals are not large and complex. I helped write a simple
multi-tasking real-time kernal for a M68000 based system with message

passing, streams, async I/O, mark-time requests, event notification
and I/O completion routines, and event waiting for a project I was working
on at a previous job. This system was written mostly in C and had a built-in
debugger, yet occupied less than 16K of code for the kernal. It did not have
any file-systems, though. This kernal was more efficient than GEMDOS,
CPM-68, MS-DOS, yet was smaller than any of them (I know, no file system,
but one could have been added at minimal cost -- it would have been a
task (like in MINIX)).

To sum it all up:

The average user on a limited disk/memory machine can use multi-tasking
to great effect. What the average user probably does not need is a
multi-user system (like Unix or VMS). Multi-tasking systems do not
need to add alot of overhead and are not difficult to design or
program for.

Disclaimer:
UNIX is a trademark of Bell Labs, AT&T, or someone who looks like
them. RT-11, RSX-11M, VT100 and VAX are trademarks of DEC. MS-DOS
is a trademark of MicroSoft. CP/M is a trademark of Digital Research.
Tempo, Taurus, and Pinto are trademarks of Ford Motor Corp.
In Canada, Asprin is a trademark of Bayer.

This is NOT cross posted to comp.sys.amiga, since every time I
cross post to there, someone flames me for being closed minded
about the Amiga and then proceeds to be closed minded about the
Atari ST. I'm not up to a flame-fest, so I'm posting only to
"friendly" territory.
--
Daniel A. Glasser
...!ihnp4!chinet!dag
...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

792. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 09:04:44 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2673@gryphon.CTS.COM>
Source record: 255491
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3256@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>In article <2168@crash.cts.com> haitex@pnet01.cts.com (Wade Bickel) writes:
>>
>> 5) Remember, what the few want today, the masses
>> can't live without tomarrow!
>
>Ahem. In case you haven't noticed, the "masses" are NOT buying microcomputers.

I believe he meant the masses = people who buy microcomputers.

At any rate, people at large ARE buying microcomputers. How many of
you folks parents use or now own a computer ? See what I mean.

>They certainly aren't going to "need" multi-tasking systems, and would

Then whats all this OS/2 nonsense all about then eh ?

>Computer chauvenism. People will go to great lengths to "prove" that a
>feature of the operating system or hardware is what makes a particular system
>better. Of course, we all have a vested interest in that "proof" -- we
>just don't want to believe that we bought an "outdated" computer. Hah!

Oh, I see. If I had a 20,000 Mhz 68090, but said it was a reason to
buy THAT computer it's computer chauvenism ? Right.

Next.

>People want computers (when they want them at all) to DO SOMETHING for
>them. In the majority of cases with the Atari ST and the Amiga, that
>"something" has been:
>
> writing stuff
> filing stuff
> retrieving stuff that's been filed
> playing games
> programming all of the above

Speak for yourself, you nit. You have no idea what *I* do, or what *I*
need.

>Most of those who read these forums fall under the "programming" category.
>Of course, for programmers, multitasking can be a delight. For the person
>who is writing a term paper on the microcomputer, why bother? If you have

Why bother ? WHY BOTHER ? How bout being able to call up as many editor
windows as you have memory for ? I've had 5 going at once, and thats
all I ever needed, but if I have more than a megabyte I could open

more. I use Apollos at work, with 2 1/2 megs on a DN300 and can
only open up 18 or so edit screens. I f I had more memory there...

>access to two programs (ala Multifinder or perhaps through a "desk
>accessory" [IBM PCs have desk accessories too, folks]) you already have
>as much power as you're ever liable to need in most environments.
^^^^^^

Speak for yourself, nit.

>It's totally "neat" to download a file and play chess at the same time.

Fer shure dude, like totally awesome, real rad, man.

I dont like chess. I like being able to simultaneously edit, compile, link,
run the program, ray-trace, run a comm program and robortoff. I have
been doing this for over two years on the amiga, and 1 year on Apollo's.

I could not go back to a single tasking computer, nor would I accept
a job programming one. Stone age.

>But I've never come across a time when it was necessary to do so. So, let's
>get off this kick about multitasking being a "necessity" in a computing
>environment.

Alright, thats it. For the last time, just because you dont want it/dont
need it/can't understand it, don't for a second presuppose others
dont want/need/understand multitasking.

>-- Dave (I play games - and write stuff) Meile

Open mouth, insert foot. Open hand, take egg. Apply to face.

(What are you going to say when 'Uncle Jack' finally gives you multi-tasking ?
flame atari for delivering such a uselessm unneeded 'feature' ?)

P.S. This is not a flame. This is not even a spark. If you would
like flames, I'll be glad to lay into you, you little jerk.

Alt.flame is the place.

Flamethrowers at 20 yards.

20
19
18
.
.
.

--
"Well, they say that Santa Fe is less than 90 miles away"

richard@gryphon.CTS.COM || {ihnp4!crash, hplabs!hp-sdd!crash}!gryphon!richard

793. Failing Disk Drive & Strange TPA pointer

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 09:36:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1606@brahma.cs.hw.ac.uk>
Source record: 255492

Boo hoo the disk drive on my 1040ST is not working. I know it is the drive because I have swapped it in other machines and the problem moved with the drive. The symptoms are strange in that it reads every track on a disk fine but has trouble writing. I say trouble because sometime it formats a track ok sometimes not, but never a whole disk. I had a look at a track it had tried to format and found corruption (gap bytes inconsistant & data damaged ie $E5 corrupted.) If I can't fix this drive I will have to buy a replacement and that will kill my slim chance of being able to afford a hard drive.
I phoned a company that upgrades the internal SS drive in a 520STFM to DS and asked if the same drive could be fitted inside a 1040. They said no, which I think is pretty strange since I thought (as most do) that the 520STFM was just a 1040 with a lesser drive and some RAM missing. Has anyone else put a different drive in their 1040 or repaired the original one?
If so please advise me.
(Note: Our machines will be down(ish) from 24th Dec to Jan 5th)

Another interesting point:
I wrote a little C program print out a programs base page address and the operating systems start of TPA pointer (at $432). When run it printed out a high base page address eg. $23??? and $A100 for the start of the TPA which is to be expected. But when I put the program by itself in the AUTO folder on a floppy and booted up the machine with a power down/up it came up with $A204 and $A100 respectively. Can anyone tell me why the OS takes this memory away?
I know I have a megabyte to play around with but I like to ponder/solve such mysteries.

Thanks in advance and a Merry Christmas to all who know me or would like to.

Neil Forsyth (the man with the ROFDD (Read Only Floppy Disk Drive) Help!)

"I think all right thinking people in this country are sick and tired of being told that ordinary decent people are fed up in this country with being sick and tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland
---

794. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 09:48:49 UTC
From: keithd@cadovax.UUCP
Message-ID: <1938@cadovax.UUCP>
Source record: 255493
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton) writes:
>Then whats all this OS/2 nonsense all about then eh ?

Bad example. OS/2 *IS* nonsense. IBM found out that just about everyone who ever wanted a PC or compatible has one by now (including my Dad, maybe he'll figure out how to boot it someday.), and the only way they can make money on PC's is to make all those users think they need to spend big bucks on software, hard disks, and extra RAM to retain that "compatibility". Not only that, they then find out that even their high-speed AT-286 ain't fast enough, and they gotta upgrade to a 386. OS/2 is a plot to sell more hardware.

Keith Doyle
{ucbvax,decvax}!trwrb!cadovax!keithd Contel Business Systems 213-323-8170

795. Re: Multi-tasking? A Nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 12:56:18 UTC
From: haitex@pnet01.cts.com
Message-ID: <2187@crash.cts.com>
Source record: 255355
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

davidli@umn-cs.cs.umn.edu (Dave Meile) writes:
>In article <2168@crash.cts.com> haitex@pnet01.cts.com (Wade Bickel) writes:
>>
>> 5) Remember, what the few want today, the masses
>> can't live without tomarrow!
>
>Ahem. In case you haven't noticed, the "masses" are NOT buying microcomputers.
>They certainly aren't going to "need" multi-tasking systems, and would
>probably be able to live without them (or computers, in general) quite
>nicely thank you very much.
>

If they don't have a home computer, then they are irrelevant to
the this discussion. We are talking about whether or not Multi-
tasking is needed/useful/desireable arn't we.

>Computer chauvenism. People will go to great lengths to "prove" that a
>feature of the operating system or hardware is what makes a particular system
>better. Of course, we all have a vested interest in that "proof" -- we
>just don't want to believe that we bought an "outdated" computer. Hah!
>

So I take it your saying that you don't want to believe
that your Atari-ST is an obsolete machine?

What does vested interest have to do with this? Either
multi-tasking is usefull or it is not! Of coarse we all
have out-dated machines if your going to include the state
of the art. Lets talk about the PC world, OK?

>
> >In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
> >>What I am questioning is TRUE
> >>multi-tasking. I've got no argument with 'carousels' of suspended programs,
> >>and no problem with resident background interrupt handlers, such as print
> >>spoolers.
>
> This whole discussion has generated a lot of heated arguments, mostly
> from Amiga users who enjoy being able to multi-task, giving example
> after example of how nice multitasking is.

This is (hopefully) a discussion, and not an argument.

>
> However, practically EVERY argument given FOR multi-tasking can be

^^^^^^^^^^^
> satisfied by the 'carousel' approach that the original poster acknowledged
> were a good idea.

It seems to me that the practically never is a infinitly
greater than NEVER.

>
> I'm still waiting to see if someone can come up with a use for TRUE
> multitasking that a typical home user would find very handy but that
> cannot be satisfied by a simple 'carousel' approach. There probably
> are some, especially with message-passing, etc., but none have been
> posted yet (except for people waiting for their compilers to finish --
> they just need faster integrated compilers, though :)
>
> Robert Gardner
>

What about the example I gave of two resident programs cohabitating
and interacting even though written in different Languages? While
you don't NEED to have multi-tasking to do this, it makes an otherwise
complicated job very much easier, and therefore much more likely to be
successfully accomplished. It certainly is attractive to me because
it means I don't have to "share" any of my source with someone whom
I may want to collaborate with.

Carousels are fine for most things. However, for applications
to which they are unsuited, using them can be a pain. Also, for
us programmers, within a single program multi-tasking can be
invaluable.
For instance, If I were writing a communications package, one
feature I might include would be a "secretary". The secretary
would be capable of performing certain mundane tasks for the user.
For instance, it could be used in conjuntion with a phone-list to
re-try busy numbers periodically, and to interrupt the user if
the number becomes avaiable (ie: rings). Perhaps it might be
smart enough not to recall if the user input level is high, or
to ask permission before making the attempt.
This would all happen with no unneeded interruptions to the
user.
THE POINT IS THIS: As a programmer I find the idea of writing
such a program as being much simpler with multi-tasking facilities
than without them. If I were programming an Atari, which I take
it does not have multi-tasking, I would have to consider the job
to be far more difficult than it would be on the Amiga. For me,
multi-processing is just another tool I can use or not use. The
user might not even know it is happenning.

Regaurdless of what you think of the "average users'" capability
to utilize multi-tasking to their benfit one thing is certainly
true; They can never use multi-tasking to their benifit if the
machine they're using doesn't support it. Never!

To me NEVER is an ugly word. Kind of like DEAD. This is why we
Amiga people like the Amiga so much. It has a "no limits" philosophy.
The fact that a machine is built around a bit more than "how can we
make a machine that will ring all the right bells (sound, graphics,
windows,etc...) to appeal to the uninformed masses so we can make
a quick buck" philosophy so common in this industry is refreshing.
Multi-tasking was included in the machine because it was feasable
and thus the "no limits" philosophy demanded it.

==========

My question for you is, what do you have against multi-tasking?
Take OUR (all of us who have given testomonials) word for it that
the disk swapping "nightmare" is indeed just a bad dream. This
just does not happen. The switching overhead seems to be negligable.

I figure you have a choice of having a thing or not having it.
Isn't something better than nothing? If you don't want to use it,
just turn it off!

Give me an example of why it is better NOT to have mult-tasking.

And one last point: large numbers of these machines are going
into homes, and in those homes, are being used by children. Perhaps
little 10 year old Jonny wants a computer to play games on, but
a few years from now he might want to program. If so, he might
be totally familiar with multi-tasking aspects of programming before
he reaches High School if his computer includes it. Otherwise...

Merry Christmas,

Wade.

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
ARPA: crash!pnet01!haitex@nosc.mil
INET: haitex@pnet01.CTS.COM

796. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 13:53:29 UTC
From: jejones@mcrware.UUCP
Message-ID: <580@mcrware.UUCP>
Source record: 255494
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Uh...one thing that a single-tasking system won't let me do is use pipes (reasonably, as opposed to the way MS-DOS emulates them). "Naive users don't use pipes," the response will come. The problem is one of education.

James Jones

797. Re: Looking for owners of following color printers:

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 14:16:13 UTC
From: trb@stag.UUCP
Message-ID: <288@stag.UUCP>
Source record: 255495
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.mac

In article <7902@g.ms.uky.edu> sean@ms.uky.edu (Sean Casey) writes:
> Apple scribe
> Xerox (no model #, says diablo C-150 on back plate)
> quadram quadjet, same as an ibm color laserjet
>I have the chance to get any of the above color printers in used
>but very good condition at an insanely low price. If you own or have
Hi,
I use the Canon Color Ink jet printer, which is the same as the quadram quadjet (and Radio Shack Color Ink jet, etc) with a few ROM hex codes changed. I like the color output, it takes under two minutes to print a good quality neo/degas/tny format picture, and the color reproduction you can acheive is excellent. There are PD drivers available (very simple ones), or I know of this great product called Quaddump that you can buy (:-) it is a special version of CANDUMP that I developed for some distributors right before DAK went and bought all 25000 Quadrams out from under the distributors :-(...I might be making this program PD or shareware if I ever get some free time to go in and take out all the advertizing and copyright info in it). The quadram goes a long time on a $8 ink cartridge (about a year for me...around 8 rolls of paper). The paper runs around $10/roll for the good clay based stuff, but it is good for several hundred pictures (300?). The quadram has a pushbutton inkjet purge, so cleaning the jets (or purging airbubbles), is very simple.
>!!!! PLEASE SEND EMAIL ONLY !!!! - I don't read most of the groups
Sorry, but I thought the other groups might be interested...Simply because it is fairly easy to get these printers cheap nowadays (I have seen the Quadrams going new for less than $200) and having a color printer is really worthwhile if you have an Amiga, color ST, or a Mac II. One word of caution, though...don't expect to print out program listings on one of these! Too expensive and the fonts are pretty horrible for listings...

-Todd Burkey
trb@stag.UUCP

BTW, CANDUMP/QUADDUMP is an ST program. There are some good drivers, however, on the Amiga that are PD and someone out there may have also written a similiar 'smart' color dumper as well.

798. Multitasking??

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 14:44:00 UTC
From: TCORAM@UDCVAX.BITNET
Message-ID: <8712221448.AA21644@ucbvax.Berkeley.EDU>
Source record: 255496

After reading all the stuff posted about multitasking, I feel like throwing
in my 2 cents.

How many people really (I mean REALLY) use true multitasking?
Some things that would benefit: Downloading
Compiling
Ray Tracing....
All the above things would make life easier if run as a task (while you
can happily go and continue work elsewhere on the computer).

But.... Downloading can be effectively coded as a background task on
machines like the ST without need for true multitasking. The same is not
true for compiling and number crunching. *sigh*

Well, let's consider context switching (like SWITCHER on the Mac):
I am in a word processor (or editor-- where most programmers spend
90% of their time). I want to compile my program, so I freeze the
editor and 'switch' to the compiler (or shell that loads compiler)
and compile the program, looking for errors. I switch to a CLI
to look for the files created by the compiler. I switch back to
the editor. (repeat 40 times or so).

How would true multitasking help? I really don't want to go back to editing
while the program compiles. I have not even corrected the possible errors
the compiler has barfed on! In the above situation, true multitasking really
doesn't make much a difference.

For Applications:
Does my Spreadsheet really have to continue running along
with my Wordprocessor? Do spreadsheet calculations take so
long that I waste valuable time (time I could spend editing?).
Would context switching do? Probally.

YES! There is a need for multitasking. But there are limitations on such a
small machine. The more you task, the slower each application runs...

On our VAX/VMS system, I do a lot of SPAWN/NOWAIT and batch jobs to do things
such as directory cleanups and SPSSX statistical calculations. I would die
of boredom if those things weren't done via tasking.

Give me a 4meg ST with a 68020, real memory management, VIRTUAL memory and
40meg mass storage and I can show you what real mutlitasking can do...

---
maroC ddoT	Todd Coram
tcoram@udcvax.bitnet	tentib.xavcdu@maroct
remmargorP	Programmer

```
| retneC retupmoC cimedacA CDU | UDC Academic Computer Center |
|______________________________________________________________|
```

"Trust me, I know what I'm doing..."

799. CP/M Z80 Emulator

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 14:59:59 UTC
From: pjh@mccc.UUCP
Message-ID: <104@mccc.UUCP>
Source record: 255497
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I'm looking for a CP/M - Z80 emulator that will run on a 680x0-based computer. Please email if you know of such a beast. Thx.

--
Peter Holsberg UUCP: {rutgers!}princeton!mccc!pjh
Technology Division CompuServe: 70240,334
Mercer College GEnie: PJHOLSBERG
Trenton, NJ 08690 Voice: 1-609-586-4800

800. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 15:26:00 UTC
From: wheels@mks.UUCP
Message-ID: <358@mks.UUCP>
Source record: 255498
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3259@umn-cs.cs.umn.edu>, davidli@umn-cs.cs.umn.edu (Dave Meile) writes:
> In article <886@louie.udel.EDU> rminnich@udel.EDU (Ron Minnich) writes:
> >
> >I can't believe this discussion. Here we are, all us good hacker
> >types, arguing that Joe Average is Too Limited, The Poor Soul,
> >to really Appreciate the Beauty of Multi-Tasking (*cue Heavenly Choir*)
> Actually, the argument is "Joe Average doesn't NEED Multi-Tasking to
> accomplish the primary uses of a home computer"
> > The 'oh but desk accessories are ok' is a specious argument.
> >Desk accessories are a kludge-o form of multi-tasking. If you
> >want to argue that Desk Accessories are a good thing, then you
> >are arguing FOR multi-tasking.
> Desk accessories (and maybe context switching) are all you NEED.
> It's a nice fribjob, but not necessary to do stuff.

I've been following this for a couple of days, and here's my two cents:

Having used a multi-tasking OS on a PC (QNX -- not a bad system) for several years, I found that I tended to use it as a "switcher". That is, I would run one program in one virtual screen, and run another in a different screen. A hotkey is used to flip screens, up to a maximum of four. Now, QNX does offer Unix-type background tasks, but I didn't use them much. If your background compile runs amuck, it's hard to get back under control.

However, I don't think anyone has considered that one program, from the user's point of view, may actually be composed of two cooperative tasks. For example, a terminal emulator can have an input task and an output task, each of which blocks when it has nothing to do. There's a case when multi-tasking is nice even when you're only doing one thing.

So, my vote goes for multi-tasking. You can do full-blown power things if you want, you can do "switching" if you want, you can do just one thing if you want, but at least you have the choice. Granted, a single-tasking system is "all you need" to do work, but if the multi-tasking system can be provided for reasonable cost, would you turn it down?

So, did I hear someone say they were offering a multitasking version of GEMDOS for my ST? :-) (And when will ST Minix be ready?) (And when will the price come down on ST Idris?)
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

801. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 16:31:17 UTC
From: wtm@neoucom.UUCP
Message-ID: <876@neoucom.UUCP>
Source record: 255499
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

Yes, you can order pulication RS-232-C form Electronic Industries Association, 2001 Eye Street, Wash DC 20006. It is about 24 pages. Back when I got mine about 10 years ago, it cost $5.10.

While going into excursiating detail about the elctrical characteristics of the singals, it makes omits two useful items. First the temporal relationships of control signals. (It does say which ones should be on/off simultaineously for certain conditions.) Actually, RS-334 defines the temporal reationships. Second, RS-232-C says nothing about the physical design of the connector beyond recommending that it have 25 pins.

Section Three says:
3.1 The interface between the data terminal equipment and data communications equipment is located at a pluggable connector signal interface point between the two equipments. The female connector shall be associated with, but not necessarily physically attached to the data communication equipment and should be mounted in a fixed position near the data terminal equipment. The use of an extension cable on the data communication equipment is permitted. An extension cable with a male connector shall be provided with the data terminal equipment [Ha! --Bill]. The use of short cables (each less than approximately 50 feet or 15 meters) is recommended; however, longer cables are permissible, provided that the resulting load capacitance (CL of fig. 2.1), measured at the interface point and including the signal terminator, does not exceed 2500 picofarads.

3.1.1 When additional functions are provided in a separate unit inserted between the data terminal equipment and the data communication equipment (See section 1.7), the female connector, as indicated above shall be associated with the side of this unit which interfaces with the data terminal equipment while the extension cable with the male connector shall be provided on the side which interfaces with the data communication equipment.

That's it. But Appendix I suggests:

Interface Connector

While no industry standard exists which defines a suitable interface connector, it should be noted that commercial products are available which will perform satisfactorily as electrial connectors for interfaces specified in RS-232C, such as those

connectors meeting Military Specification MIL-C-24308 (MS-18275)
or quivalent.

It is not intended that the above reference be considered as
part of RS-232C or as a standard for the devices to which
reference is made.

Holy avoiding the issue, Batman.

Ahhh, the beauty and simplicity of Midi cables. One pin
arrangement, one set of allowable pins, one baud rate.

Enjoy the Holidays,
--Bill

802. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 16:55:43 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <3279@umn-cs.cs.umn.edu>
Source record: 255500
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <7909@e.ms.uky.edu> david@ms.uky.edu (David Herron -- Resident E-mail Hack) writes:
>
>to be killed. Oh, and I don't know for certain if Amiga can
>do what I just said -- my 2000 hasn't arrived yet :-). But
>my CoCoIII with OS-9 could do exactly that. (and I did exactly

Of course, you can get OS-9 (and IDRIS) for the Atari ST. So there. You can multi-task to your hearts content, regardless of the machine. BUT I still insist that, for the non "power user" there's no need for it.

-- Dave Meile

803. Re: Multi-tasking? [Not!] A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 17:21:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19871222172138.2.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 255351

Date: 21 Dec 87 16:00:31 GMT
From: rminnich@louie.udel.edu (Ron Minnich)

In article <11191@oliveb.UUCP> dragon@olivej.olivetti.com (Give me a quarter or I'll touch you) writes:
>
>I think that these arguments aren't representative of an *average* user,
>since an average user is more likely not to own a modem. Making a backup

I didn't want to jump into this before, as it sounds like a religious argument, but I have to agree with rminnich. Computers are here to be used by humans, not to force the humans to limit their ways of doing things.

I can't believe this discussion. Here we are, all us good hacker types, arguing that Joe Average is Too Limited, The Poor Soul, to really Appreciate the Beauty of Multi-Tasking (*cue Heavenly Choir*)

You would be surprised what Joe Average can do. He is pretty smart. I have seen this any number of times: once the light goes on in Mr. Average's head, he (and she, of course) will never want to give multi-tasking up.

Exactly. My girlfriend (a recent convert to computing) often says things like "But why can't I just do this while that's going?", or "Why do I have to get out of this thing just to look at that thing?" Often I have a real hard time explaining why what she's asking for is any harder than doing a single operation. It seems "natural" to her that the computer should be able to do more than one thing at a time, and that's how she expects to use it. I'm not a psychologist, but I bet if you could find one that's studied this area, they'll tell you that what we hackers call multi-tasking is similar to how people work and think.

The 'oh but desk accessories are ok' is a specious argument. Desk accessories are a kludge-o form of multi-tasking. If you want to argue that Desk Accessories are a good thing, then you are arguing FOR multi-tasking.

Right. Sure, it's possible to cut corners on the implementation, and get some of the benefits of real multi-tasking cability without doing all the support necessary for the real thing, and I'm not saying that's not useful. Just don't fool yourself into thinking that what you're doing isn't an attempt at a multi-tasking envronment.

804. help on gdos

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 17:27:21 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <1357@ea.ecn.purdue.edu>
Source record: 255352

I need information on gdos. I need to know how to write new device drivers,
or find out about someone that already has device drivers for what I want.
I am interested in device drivers for the following.

Gemini 10 (Gemini 10x will probably work)
Hp 7221 Plotter

Unix plot format
PostScript

All these device drivers will have to be able to write to a file instead
of just running it down the printer port. I would prefer information on
how to write the device drivers over the actual device drivers, but I'll
take what I can get. I have heard that this information is available to
"registered developers".

And now for a little Flame .....

/******** FLAME ON **********/
I don't really want to be a "registered developer"; I don't feel that
paying $300 for a buggy compiler and skimpy docs. is really worth it.
Beside I'm not "developing" software, all I want is documentation
so I can use the software that I buy. The software package that I bought,
uses gdos and the company doesn't want to give me docs on gdos, since
I can get the docs by becoming a "registered developer".
If you want people to use your product (gdos in this case), you'd better
supply documentation for it at a reasonable price.
/******** FLAME OFF ********/

Thanks,
--
/* Ingo Cyliax *
* ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

805. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 17:38:38 UTC
From: derek@speedy.WISC.EDU
Message-ID: <4932@spool.cs.wisc.edu>
Source record: 255353
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

One particularly nice effect of having a personal computer with real multitasking appears when software products are developed with that capability in mind. Using this approach, a program (for instance, a CAD package) can be written to communicate with sub-modules running as separate processes and communicating with the "main" program via messages.

In this fashion, modules to provide new and special-purpose features can be developed and distributed (either by the original manufacturer or third parties) after software is released. Users can choose whether or not such modules are of interest to them as they are developed, and can incorporate them into the system or not as they see fit.

Many applications could benefit from such a modular approach and although it may be possible to achieve similar results on other machines, true multitasking provides a powerful and aesthetically pleasing environment for extensible software systems. As an Amiga owner and programmer, I find that exciting.

derek

Derek Zahn @ Wisconsin

USENET: ...!{allegra,heurikon,ihnp4,seismo,ucbvax}!uwvax!derek
BITNET: derek at wiscvm
ARPA INTERNET: derek@cs.wisc.edu

"It's much much much too hot in here."

806. Question about ARC format

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 17:41:32 UTC
From: hultquis@pioneer.arpa
Message-ID: <3730@ames.arpa>
Source record: 255354

Can anyone out there provide me with the specs for decoding
ARC files? I would like to unbundle some files on a Vax before
downloading just the ones I need.

Thanks in advance,
Jeff Hultquist
hultquis@pioneer.arc.nasa.gov

Jeff P.M. Hultquist --- hultquis@pioneer.arc.nasa.gov
--- hultquis@ames-pioneer.arpa

807. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 17:57:53 UTC
From: andy@cbmvax.UUCP
Message-ID: <3001@cbmvax.UUCP>
Source record: 255356
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <8155@prls.UUCP> gardner@prls.UUCP (Robert Gardner) writes:
>>In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>>>What I am questioning is TRUE
>>>multi-tasking. I've got no argument with 'carousels' of suspended programs,
>>>and no problem with resident background interrupt handlers, such as print
>>>spoolers.

>I'm still waiting to see if someone can come up with a use for TRUE
>multitasking that a typical home user would find very handy but that
>cannot be satisfied by a simple 'carousel' approach. There probably

With true multitasking, when my computer is doing something that
takes a while, like formatting a 200 meg hard drive, recalculating
a spreadsheet, balancing my checkbook :-) or anything that takes the
computer a while to do, I am free to use the computer for something
else.

BTW, when you have a single-tasking computer, tack on some sort
of 'carousel' (ie Desk Accessories, Switcher, MultiPet, or whatever),
add interrupt driven background programs with limited capabilities to do
print spooling, etc. , tack on multi-tasking shells that run some
programs , why not go the extra mile, and clean up your world and
put in true multitasking ? All the problems with TSRs, spoolers,
etc. become very simple if the machine itself multitasks.

I really thing this whole thing is just a strawperson argument. After all
Multitasking is available for the ST too. (but not standard, like on the Amiga
:-). ST owners can get OS-9, a Un*x-like multitasking perating system, right ?

This argument comes down to, not on which computer is better, but
on whether you wait for your computer or whether your computer
waits for you. Remember, you never have to use the multitasking
if you don't want to...

--
andy finkel {ihnp4|seismo|allegra}!cbmvax!andy
Commodore-Amiga, Inc.

"Any sufficiently advanced technology is indistinguishable from
a rigged demo."

Any expressed opinions are mine; but feel free to share.
I disclaim all responsibilities, all shapes, all sizes, all colors.

808. Re: micro-emacs3.9e, file error.cmd

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 18:05:09 UTC
From: nwd@j.cc.purdue.edu
Message-ID: <6031@j.cc.purdue.edu>
Source record: 255357
Cross-posted to: comp.emacs,comp.sys.atari.st

In article <357@mks.UUCP> wheels@mks.UUCP (Gerry Wheeler) writes:
>In article <206@irisa.UUCP>, decouty@irisa.UUCP (Bertrand Decouty) writes:
>>
>> In appendix A of me3.9 reference manual, it is stated that "-A" flag
>> on command line causes emacs to load startup file "error.cmd".
>> I think it can be very useful for Mark Williams C users (I am one of them).
>
>I agree, it would be nice, but it's not right the right option. I wrote
>a small C program that just prints its arguments, and called it me.prg
Well, the option the
>compiler used was -e, not -A. This would be an easy fix, but uEmacs
>uses the -e option for something else.

Your right, however I have been in contact with the people at MWC and
they have agreed to switch to using -A to get around my switch problem.
You might also see uEMACS 3.9e or some close version coming from them at
thier next update.

Daniel Lawrence (317) 742-5153
UUCP: {ihnp4!pur-ee!}j.cc.purdue.edu!nwd
ARPA: nwd@j.cc.purdue.edu
FIDO: 201/2 The Programmer's Room (317) 742-5533

809. Re: Multitasking??

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 18:35:47 UTC
From: bds@lzaz.ATT.COM
Message-ID: <39@lzaz.ATT.COM>
Source record: 255358

Frankly, if the BIOS was written re-enterantly, there would be little difficulty in adding multitasking. It could be done for those who use it, and those who didn't could ignore it.

So is it worth the effort making the BIOS re-entrant? Well, I know that there has been some discussion in this group about the various problems encountered in handling interrupts that would not have been encountered in a re-entrant BIOS.

Consequently, a multitasking system is the logical outgrowth of a good design.

810. Re: about ST disk drives (and media change)

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 18:43:50 UTC
From: apratt@atari.UUCP
Message-ID: <914@atari.UUCP>
Source record: 255359

in article <8712211937.AA01474@ucbvax.Berkeley.EDU>,
gjwelych@SUNRISE.ACS.SYR.EDU ("Welych, Gregory J.") says:
> What in the Atari drives senses the change of media?
> And how does the drive signal this to the ST?

The media-change sensing is done using the write-protect signal from the drive. The assumption is that when you take a write-enabled disk out of the drive, the write-protect sensor will pop up, and the drive will signal "write protect" to the controller. When you put another disk (or even the same disk) in the drive, the write-protect sensor will be pushed down again and signal "not write protect."

When a disk is really write protected, of course, there will be no transition on the line. Because of this, write-protected disks go into the "maybe changed" state 1 sec (I think) after the last disk access. (The assumption is that you won't change from one write protected disk to another within one second).

When a disk is in the "maybe changed" state, the next access (through RWABS or maybe Floprd) will check the serial number of the disk in the drive. If it hasn't changed, then the disk hasn't changed, either. This is another assupmtion: you should not have two disks with the same serial number.

If your drive suppresses write protect changes when there is no disk present, then switching from one write-enabled disk to another will not cause the transition, and the BIOS will not sense media change.

Sorry. Nobody said it would be easy.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

811. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 19:40:00 UTC
From: stever@videovax.Tek.COM
Message-ID: <4752@videovax.Tek.COM>
Source record: 255360
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In lots of articles, with lots of words, the debate has raged about multitasking -- is it useful to all, or is it just for the "power user"? (I thought *I* was a power user -- after all, I pay my electric bill every month. . .)

The user doesn't even have to know that he is using a multitasking system to derive benefits from it. As programmers become more familiar with the Amiga, the use of multitasking within what looks like a "single program" will increase.

Think of a text editor or word processor that spawns a low-priority process to perform all I/O, passing the data back and forth to the main module via messages. The editor can now be used on files that are much larger than main memory, because it is no longer necessary to have everything in memory at once. Because the I/O process can run asynchronously, it can keep the editor supplied with the appropriate parts of the file with no obvious delays.

This same idea could be used by game designers to reduce or eliminate the delays associated with loading a new "room" or whatever. If sufficient memory is available, a low-priority process can load in the closest new piece of the landscape. Then, if the user enters the room, the data is already in memory, requiring just a fast transfer. If the user goes the other way, nothing has been lost -- the CPU cycles would have been wasted otherwise (remember, we're postulating a "non-power" user who won't run two things at once).

And yes, this could be done without multitasking, but it is easy with multitasking. This will encourage the proliferation of programs that use multitasking internally. And we'll all benefit -- even the non-power users!

Steve Rice

---
* JESUS Is The REASON For The SEASON! (Merry Christmas and Happy New Year) *
new: stever@videovax.tv.Tek.com
old: {decvax | hplabs | ihnp4 | uw-beaver}!tektronix!videovax!stever

812. pc-ditto, file formats, devices under msdos

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 19:57:23 UTC
From: tom@jiff.berkeley.edu
Message-ID: <1475@cartan.Berkeley.EDU>
Source record: 255361

.
I have just spent about 4-8 hours over the past couple of days
setting up and using pc-ditto with msdos 3.21. I have had much trouble
transfering files between the st and the virtual pc, though I have been
sporadically successful. Does anyone know a great deal about the
incompatibilities between the file systems? I have been told that disks
formatted under msdos will work fine with tos, but I have found that this
is not always true. I could not access some of the files on my msdos
master disk under tos, though under msdos, I could easily access them.
Also, I have formatted disks under msdos, copied files to them, then when I
return to tos/gemdos, I find that no files show up in the disk's window.

Background: I have a 1040ST with an internal DS disk drive and an external
5 1/4" IB systems disk drive. I am using res.prg to change the step rate
for the external drive, and I have used dcformat, fmt (from IB systems),
pcd_dfmt(sp?) (from the pc-ditto company) and msdos format.

On a related subject, what are the problems with using a fixed
disk for both msdos and tos?

Thanks in advance,
Tom Erbe-Technical Director-Center for Contemporary Music-Mills College
tom@mills.berkeley.edu -or- tom@jiff.berkeley.edu

813. Multitasking... It's not harmful!

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 22:09:56 UTC
From: ali@rocky.STANFORD.EDU
Message-ID: <890@rocky.STANFORD.EDU>
Source record: 255363

In article <3279@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>But I still insist that, for the non "power user" there's no need for it.

Ok, fine... Assume Joe Average buys an Amiga and never ever explicitly uses multitasking. Ie, he never runs more than one program at a given time.

What does he lose by buying an Amiga? An extremely small percentage of CPU, totally negligible. I don't think anyone will argue that Joe is paying extra for multitasking.

What does he gain? Well, probably nothing overall... But, he does now have ability to move/drag/arrange windows, pull down and examine menus, click on buttons, all while he might be doing some CPU-intensive operation (like reformatting a document). On the Mac, for instance, your mouse loses it's ability to drag windows at certain times, and I've seen users wonder why... (Don't tell me that "average users" do not want to fiddle around with windows and their mice. Especially when they're waiting for some operation to finish.)

On the other end of the spectrum, you have the programmers, and I think you've seen examples of how heavily they use multitasking in the many messages posted in the last few days. Both during development as a tool and in their programs as a means with which to write cleaner applications.

So, David, there's nothing wrong with having multitasking on your home machine. People who understand it and who like it will use it, and people who don't know about it or who don't care about it, won't. The OS and applications might use it behind the user's back to improve overall performance, but that's invisible to the users. And if we're talking about the Amiga, then, even if the user doesn't use the multitasking explicitly, he or she still has a machine that is very powerful for it's price range.

If you think the lack of multitasking would make the Amiga a better machine, then please explain why. Wouldn't it be nice if the ST were to suddenly become a multitasking machine without losing it's ability to run all existing applications and without any penalties on performance/price?

Ali Ozer, ali@rocky.stanford.edu

814. speeding floppies?

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 22:15:31 UTC
From: CSYSMAS@OAC.UCLA.EDU
Message-ID: <8712222223.AA29981@ucbvax.Berkeley.EDU>
Source record: 255364

I have timed the ST floppies with various sector skews on
consecutive tracks. Here are the timings for writing a 32k file
onto a "just formated" disk (single sided). The timings are for
a TOS Fwrite of a contiguous 32K storage area (on good boundary)
from assembly. The timing was done with the TOS 200 Hz counter.

times in seconds
w/ verify no verify
standard (TOS fmt) 6.32 3.26
skew 2 (1,3, 6.11 3.08
3 (1,4, 5.79 2.94
4 (1,5 5.61 2.76
5 (1,6 5.43 2.38
6 (1,7 5.45 2.39
7 (1,8 5.26 2.21
8 (1,9 6.49 3.44

6 or 7 might be a good choice (if I was going to use this).

The following were measured (some time ago) using a normal format w/ a
modified TOS routine (1 bit changed):

"fast" TOS 3.375 1.765

The change to TOS consists of removing the "seek verify" bit
from the seek command (just one bit).

This has three effects:

1. The one sector time the verify takes is saved.
2. The head settling time is also skipped (30 ms which
costs about one more sector time).
3. A seek to the wrong track isn't detected until a read or
write is tried (both read and write include the seek
verify operation when they check the ID field).

#1 has no bad effects and saves a full disk rev when sequential
tracks are being read/written (which is a usual case with large
program fetches for example).

#2 sounds bad, however lets look at the actual cases:

a. motor off
(motor spin up delay is 1 sec, head should settle here)
b. seek to the same track (no actual head movement)
No problem here.
c. seek to other side of DS disk.

Same as a.
d. seek to next track (1 track seek = 3 ms seek time)
The time between sector 9 and sector 1 on a NORMALLY formated
disk crosses the index point. There is about 24 ms of gap and
padding here so the head will settle for at least 20 ms before
sector 1 is encountered. I doubt that the heads really take
30 ms to settle, more like 10 to 15 ms (I don't have the drive
specs).
e. long seek
TOS floppy routine could add 10 to 20 ms delay after seek.
(This isn't a frequent case)

#3 can be fixed with better code in the read/write routines
to handle a previous seek error (which would be detected during
the read or write).

The result of this is that I think it is a mistake to use
skewing. Corrected TOS routines would run slower on the skew'ed
disks (ie: all the skew'ed disks would need to be reformated
back to the std fmt to get the fastest speed) and might possibly
have problems with head settling time (#2d above).

815. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 22:20:27 UTC
From: stephen@plx.UUCP
Message-ID: <909@plx.UUCP>
Source record: 255365

Atari's problems are not unique in industry and are as follows.

First priorityS are gross margins and short term profit.

Some where in the middle comes market share.

Near the end of the priorityS are long term profits.

At the end of the priorityS are quality and customer satisfaction.

If you can get you gross margins and profits up without having
good custormer satisfaction and quality, that seems to be ok with Atari.

If competition forces you to consider these last two priorityS, then
that must be unfare competition and and we need some new trade
laws to put restrictions and tarifs on imports. Bah Humbug. If you
can't get those last two down, you deserve to go out of busness to
some one who can.

Stephen Heath

P.S. If have owned Atari Computers for 5 years. At one time they
gave more value per dollar. Now, I have found it more cost effective to
buy a Hard disk and second disk drive and add an AT System in as
an extra. I could not justify the cost of an atari compatable hard
drive and second floppy. It may have cost somewhat more, but my value
per dollar was MUCH!!!! greater.

816. Memory upgrades for 520ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 22:22:21 UTC
From: njm@bentley.UUCP
Message-ID: <1035@bentley.UUCP>
Source record: 255366

Does anybody know any good memory upgrade products for a 520st??
I'd prefer the solderless type and would like to go up as high
as it makes sense to go. Does anybody have any experience in this area??
Can anybody make any recommendations??

Naim

817. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-22 23:46:20 UTC
From: fiddler%concertina@Sun.COM
Message-ID: <37216@sun.uucp>
Source record: 255367
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3243@umn-cs.cs.umn.edu>, davidli@umn-cs.cs.umn.edu (Dave Meile) writes:

> The "average user" would be satisfied with a desk accessory, while the
> "power user" will want multi-tasking. The "power user" will ALWAYS want
> as much as possible in the machine being used. (Which is why I think
> the "power user" should own a Sun or Apollo or VAX workstation and
> forget the piddling PC market).

You buying? :}

Anyone is likely to get more done using a lesser, affordable tool
rather than waiting until the ultimate is affordable/extant...

Darn.

seh

818. My Wish List...

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 00:02:00 UTC
From: MULTI@TRIUMFCL.BITNET
Message-ID: <8712230005.AA01958@ucbvax.Berkeley.EDU>
Source record: 255368

It 'would be nice' if Atari provided an IBM-PC/xt compatible i/o channel adaptor with their standard (ie, AFFORDABLE) 680X0 based microcomputer line. This would combine the advantage of a large (16-megabyte minimum) DIRECTLY-addressable address space with the advantage of a large, existing, AFFORDABLE selection of IBM-PC/xt peripherals. In addition, we would like to point out that the Motorola 680X0 instruction set is much friendlier than the Intel 80X86 instruction set, and that the Motorola math-coprocessors tend to be MUCH faster than their Intel (NMOS=overheat) equivalents. Now, if only Atari would allow their GEM rom-based operating system to operate with the (faster) 68020, and supply a functional socket for the 68881 math co-processor.

ps: Ever try Engineering/Physics Phortran with 64K segments?

819. Re: Microsoft Write ...

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 02:00:25 UTC
From: neil@atari.UUCP
Message-ID: <915@atari.UUCP>
Source record: 255369

In article <1987Dec20.223242.1574@gpu.utcs.toronto.edu>, lharris@gpu.utcs.toronto.edu (Leonard Harris) writes:

> Can anyone give me an exact date of when Microsoft Write is supposed to
> appear.

Started shipping this week. Finally! Look for it at dealers within the next couple of weeks.

> Wordperfect isn't perfect

I'm helping to beta test the next release of WordPerfect. Despite the problems, it is still awfully good. And the support is fabulous.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

820. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 02:28:27 UTC
From: cute@sphinx.uchicago.edu
Message-ID: <2981@sphinx.uchicago.edu>
Source record: 255370

In article <2007@chinet.UUCP> dag@chinet.UUCP (Daniel A. Glasser) writes:
[stuff deleted]

>Terminal emulation.
[discussion of how the VT100 uses multitasking deleted]

>On the ST, most terminal emulators do this by checking for keystrokes
>and incomming characters alternately, and processing them as they get
>them, so if a sequence received from the serial line takes a long time
>to process (say, split-screen jump scrolling), the characters typed at
>the keyboard are not processed until that process completes, meanwhile
>the host sending these characters has continued with what it was doing,
>and the abort command (^C?) that you sent to the host gets there too late.
>This is better handled using multi-tasking, though async. I/O with completion
>routines (ala RT-11) or "unsolicited character AST" (software traps on
>character reception) and timer routines (ala RSX-11M) are reasonable
>substitutes, but these are not available on the ST, Amiga, Mac, MD-DOS,
^^^
>most UNIX-like systems, or most other personal scale machines.

Sorry, but the Macintosh IO system fully supports async IO with completion
routines. The only problem is that completion routines run at the
interrupt level (Memory Manager calls not allowed) so you have to pre-allocate
storage. You could also install a "listener" procedure (really a daemon, I
guess) into the vertical retrace queue, which would then get called every
1/60 second (between video frames) and could take care of sucking chars in off
of the port. There's even a device-independent millisecond timer manager if
you need it.

> This is NOT cross posted to comp.sys.amiga, since every time I
> cross post to there, someone flames me for being closed minded
> about the Amiga and then proceeds to be closed minded about the
> Atari ST. I'm not up to a flame-fest, so I'm posting only to
> "friendly" territory.
^^^^^^^^^^
But how can you be sure that Others (like me) aren't spying?? :-) :-) :-)

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--
...ihnp4!gargoyle!sphinx!cute --John Cavallino

The train is the same, only the time is changed.
Ecce homo, ergo elk.

821. Re: Info-Atari16 Digest V87 #465

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 02:42:04 UTC
From: iarocci@ENEEVAX.UMD.EDU
Message-ID: <8712230242.AA22886@eneevax.umd.edu>
Source record: 255371

PLEASE remove me from the mailing list Info-Atari16 !!!
In case you don't get a full header:
iarocci@eneevax.umd.edu

822. Re: BMS controller package

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 03:31:38 UTC
From: iarocci@eneevax.UUCP
Message-ID: <1147@eneevax.UUCP>
Source record: 255372

In article <3217@batcomputer.tn.cornell.edu> engst@tcgould.tn.cornell.edu (Adam C. Engst) writes:
>
>Has anyone had any experience with BMS and the package they sell that allows
>one to use a cheap IBM-PC style drive to hook to an Atari ST? I'm

I have seen the various replies to this original query and am amazed that nobody even mentioned an alternative to BMS. Well... here goes:

Being the owner of two BMS kits (one for a Micropolis 1325 on a 1040, and one for a Seagate ST506 on a 520+), I have seen how Berkley Microsystems has improved over the last year or so. I think their present-day package is well put together and easy to build. I have only had two reservations about the kit: 1) The non-standard format used on the disks, and 2) THAT SHORT CORD!!

Until a recent (fairly) Atari Fest in the area, I was under the impression that the BMS kit was the only one out there. At this fair, I was introduced to ICD, Inc. (I don't know what it stands for.) and their ST Host/Controller Kit. Among its advertised features are:

- built in battery backed-up clock
- 7 SCSI devices and daisy chaining
- 100% compatible with Atari and Supra
- built in verify and error retry

They answered my "short cord" problem with their three (3) foot cord!
Anyway, I was quite impressed with their presentation and brochures.
(If only I had known about them earlier...)

Finally, I'm not really knocking BMS. I'm letting you people out there know there is an alternative.

John Iarocci I am not affiliated with any company
Aerospace Engineering mentioned in the body of the message
University of Maryland above.
College Park, MD, USA

UUCP: [seismo,allegra]!umcp-cs!eneevax!iarocci
ARPA: iarocci@eneevax.umd.edu

--

823. Re: drivers for new printers

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 04:58:45 UTC
From: Randy_Captain-Magic_Holcomb@cup.portal.com
Message-ID: <2125@cup.portal.com>
Source record: 255373

I just got an NEC Pinwriter P2200 for $400, and I think it's a killer little printer. I did have some fun trying to track down a utility that could do a good screen dump (ALT-HELP) but I did find one on GEnie (Delphi?) that works well when you tell the driver it's a P7. (and the P2200 allows you to kill the tractor feed to, for single-sheet feeding. Nice touch.)

Randy Holcomb - Contributing Editor/Computer Shopper
Delphi: RANDYH / CIS: 70621,50 / GEnie: RANDYHOLCOMB
Disclaimer "The above are the author's own views and do not necessarily represent the views of Computer Shopper or Patch Communications, Inc."

824. Christmas Adventure - Elves87 Part 3 of 4

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 04:59:52 UTC
From: euloth@dalcsug.UUCP
Message-ID: <252@dalcsug.UUCP>
Source record: 255374
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.ibm.pc
Body handling: HTML body converted to readable text

```
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
begin part c a:\elves.uac
ML1ZH2*\K@*T]>(V?6!J.SYE03T_F060L"QG5B\?7U(0 !x
MQ Y/4QI-L#L<1UBC.!8$4P6*P1@CH@*%ZP$T8$ W0 ,P (ZTF1*U2CZO )Kw
MMX)TFRR?R")W+&AF'95?;P7;T?YKMX)TFRR?R")W+&AF'95?;P7;H5VBSX+\v
M*@!!4^S:@10:%#1C#,K7AB7O(19A%I%B\2'8\3/9161IPH(**('B$***MN::u
MTV)U(B<-%2)U5/]TX@3H_B'8,8HUU4C;44?UWR=Z,XKO(19AUE]. .W;H>L+t
MN*0$$/:NQ$I&(#K:)?HLR*\"$#3%KATB4@ ZT8KH M\452A WG:BHUUIPH+6s
M>"+BH"-!LQUU%-W!P8+\*@!!4^S:@13:)?HLR*\"$#3%KAU(H4%!XUO&$7-'r
M(0!U1&1IPH)24%W.DA1?MW)*M?6*$30:%#33"(:F&'0UE11'(0#B(/J4!S3:q
M)?HLR*\"$#3%KAU(H4%!$ZI.@.XQ=Q0" *_.$C0N&05RNA^+T4BB3WE HUVBp
MSX+\*@!!4^S:@10:%#2AZ@3H_D0A(@"-)/J4!S3:)?HLR*\"$#3%KAU(H5VBo
MSX+\*@!!4^S:@10:%#2AZ@3H'J=I>!0"T$C]P4H30F3;>L^@G!,( F3^"21Rn
M:@1+*D71'1PLR*\"$#3%KAU(H4%!$ZI.@.X/$Z=I>!0"( XI4**<(E\WXB Um
MH#AQZAQ(<0/Z&@5R:@2BHUUIPH+!23/I)O8U)0[;44?1'1PLR*\"$#3%KAU(l
MH5UIPH(&\H*7$C3;44?1'1PLR*\"$#3%KAU(H5UIPH)&!V$25E.-M!UU%-W!k
MP8+\*@!!4^S:@13(DQWCFO%P^!7BH"./)SK(4[6A(0!!4^S:@13(4[6AD?'Bj
M6/-WP^O5Y2SB(#K(4[6AD?'B6/-W4^R4AQ3:)?HLR*\"$#3%KAU(H4%!\\IGi
M504BHUVBSX+\*@!!4^S:@10V4&\Z6!](80))XBWT81_B4"+Qf
MYRR-%)3B81^-5"(G!AI6Q=J= (N@ *3a
M(0Z[[_^#8]#A%32N0U- ^&6..J%VCZ\L:(6_$U[#&CHB,@#(^-_U_W)/LIY9z
MAB6HQAE4X"#M<[B[4ZTZPF=R@KPF63_H8B1?DGTLNJ^*7(W0X90*L ,1 ,+y
MH,_LT)W2W_D[(#R:0P-UX;DT9I*SKL\#2ET02[PW&$x
M-8K80C#I)"(#H *%ZP$T8$ W0 ,P (ZTF1*15\:A" $8F5)LH 0$ %0$#3(w
M4[6#F"0+&'N!BR!>&->-M"L+&'N!BR!;$#1$ VB=MZ0$\#1UDD5BI.U,'",7TI*:@_)MHLE!!C)<0C6GUGG;40/Ku
M="W70%DQ]DN^U^RX'/-5164KC(-GK56MD^t
MKV'(MW!B,;FG+@#?$2=8AP.ZY0(H1NU)D$6>W2T07B?1)!PX*R 7E14]4\,Ss
M$X@$ V@, DC7\F" Y">UMW#K],MG:4HEq
M>1S4AB5%I:M4(-Y%0"#9\?4]SU\<8@22\F#+YQ6 TV7I%&HNE>WAT6E*0B#9p
MP4IUPBP=TWG;+I8Q>RE:49XYH;#N$F\')QP"R1PMG2%/,%[[XIK5DAWF3+:8o
M'2@PJ4Q\EF"<1NT30R!\QC?J8G51>[XIDS+%A^P(_),#G>HX>[H1(+>]65#*Q8=E!-BI.V,m
M6O]1#SX=5DW+RO.]M%TH;NBC,4SG7#N&?U$G #<';/C$'B_&26:X"DB*1LABl
M(5U1_S [$8],C'1R@GETF[#AM79C5C$$(K"G3K"1AO:2.",2F0"'U:^k
M#)&G7R0EZ!."_-$<8FLF[!ZV=KH/LQP7#@D%@%$EH *ITQU'L1@:Q%GYP9^]j
MI$R&/TTM@_48BK]=/]VKUM*=10"T$@G8-9S0Q_Vh
M$32G=/I*V1[I)"(#8*#* =J$#B;["B@0D^+&JEB DR5-\1__^G&R?-]X*BK%OU+"(#H%UIPH*K 7Ae
MMW#2>7S=;Q-H"([@RX59?;)WKRNR>)P9P2-,FIT:V5%O2Q[LC;Fb
MP2AK%!PL6"./NJZM*5HEF)--$!2&&!PL.*$FH^Q'&D;SQIFN,._XG!a
M$C@Q#+#.H\0E^2Q)$CC=DZ4Z?KS;_2'?M19M@8S_7?\O]R3KF658@FJ<004.z
MTCZ'NSO5JB-\)B?(:Y+U@RY&\B79QZ+[JLC5"!U.J0 [$ $PL !8R0[=*?V=y
```

```
MOP/"HSDT4!>>2P-7H2D) /"HSDT4!=AGK:BPPY/4QI-L#L<1UBCB"T$DTXBx
M,@ J4+@>0 ,&= ,T ,@H"--IE3T)7)=1G:^I:$='SZT(E;W;\+0+ !@(_!Vw
M\D6@*I9@8P2$/2W8 C>26'O[,H(?%']=U?+<5K6^TN-?L329DF[Y@7Q<0VO0v
M->U=1G9+*C2E0P,G, (WD#0$,#YOU1/UN$-F'2V*-2O3$CO" ;*/ZJ?3r
M+BF!U B<\2:5 WA0L'J>TI8;(TI4!;5%[2*8>:4O6JE8S.LC0GF)P@o
MBA0D\.6>^P)K1(PY4!F-I%$40U-&0-A$T4C(4[5&\E;I%>3[\BM,$ 5*T%;%n
M3GE)\5;I%>3[\BM,$ 5*T%:-E!4]T[)++2B(YW ][RYGXJAO=FJ&> 4(!F1(m
M84=65'A[U#Q]I"GB)$8<0T9F=$@$E$AKU$9(TTCFU3Q]U#1V9$6%MT?-TT>:l
M(DYBQ#%D9$:'1$")M$9MA#2-9%[-TT=-TT0]\>YO@P4$DI--$!3$']=)<4/Yk
MI2Y80" YV01#$#0:E)--T"D8>62#+(_3-(G(9NB[!=DY8<7/51[?&*(-G7E+j
MKBY80"!<<.V&C&K"R>-4<%KICR !)QPLKS@8$B_;GB8LV&+X#LB)MAGC2+>Gi
M+=CICR Y\5!!)\\UEOX(8C\-B[?JSVLG!3&BG4?BIA_/,^-9QXTI]BA++2@[h
M _2"J^UXU!1*E44ER 2UYSSNMKMK7K$"L+8ET (&-!GBz
M(-1V4[91H/Y!DT>ZU/$*?UEU3UO(?H"@@2"$=H5S79/*5*U&D@ M$-N$YUL:y
MVO'Z#]DY42,VXRX-?2D]NQQWTTD04 *-TAXY,Q2@L2U'?Y9X-R,'=HTO*J53LT5;%3GE)\5;IU12?$4VHI%3Lt
MT5:-A#Q+K9^>(1I+@UOMQ\U)6*VQHZJGK:%?T=,<=R8A]RC&>B&H4B8XY"07s
MH^-'@EMMA6K":36&$C#SEGR-MJH>Y?JG.W#O06-\V+#(4[6^LC.HI%3L(1Q+r
M%#1"O32X!07B "0L1==%+=0!(QQ+@UL^U+#(4[5&(D8SM#2X)1Q+U$AB-$-+q
M@UM0$#1 PE)T7=1B-$,!(QQ+@UL^)"(#, (Y9$0:FZ"2HTY=L0<_"?DGR?VK#_3"<,A6*&DP*2 C&J*A['o
MA9^PQW&[$V9K3_I^BWLSNG^R"A,C":EP8*=##W)QWHHMIJ4&[]+n
M@UMM%1HH4B?)9&8/UUWI(8JB@SQ52Y48,V_)YWMQW4@!,V_)-R1!DT><(1I+@UOMQ\3I@8/)Z"R%8@37EW6G[7@/0
_F:,X*LT"A$L"R!J-*N4"A12*:\\N2)80%%ACSAW!0K6<,HAU!!:27*f
M%I>X^9Y ?<6H "1Y ](5@!-EDBA1&A+QK5%P$H-.JD 0FP4OQXVI$=+L_?OJe
M ,\:A7:O+*!&22M#$F@DJ%>\@!)*B%:Q\F1QS>K+50317I"<%\,.-0P@P&V[d
M!=1@%5%@!L46#C"7U$1;@WU=M81U]T4H1%'5%$$45X)L-Y'#T6T5F--,9)815$*";;?%M_Y.6=*3516HJ:\y
M9E0A$VA^.-)K_5EAV!)S:>2AEE0TH>)/?,$0Q9W-L1D%7=4U*) 12R!1YVZ&x
MIM3;87SMD.-:41ZTGU(<"I# B5L\H-0#4UJ1@+9T54C1C6UR6V&V$#X0&UU?w
M';<81@GQZP2PV4YV9P*%N0K?FT<\0) 5@.T;L!-8GE64JS0"5I*K-<&*TL?Iv
M.1LC?$XT8:/#VMT7Q6Q7*'L08$NTY."1(5%4!$<&WYRQ%51<<0269K&\X9J[u
MS24 %E'P6"($!:**$10WD@G%A %-E_.N4\CEA$B(C9>HE4;PA8*G;47,FE<'t
MZ=I<6SGM5F&+*D+$I41*5^$R>^QQM-A'%B TMJX72 1=0]=1D=W/CL_L(1(Vs
M-928?@SPKFWP5^R:U)D<>q
MU:B1K+0JEQB6=CD!G;0$RY:;26 :YNNN5;@?\F1:?(33S'Q#ET2NN]--I8;Rp
MEYG%AD\I.8(5:G8;V.BF6RA1U!&D)1@D'$Y!UM)?A
I%IH81[&Q%D%91.EI0,O(K!*2+H@DH"'J6Y.'9D42DTA!4(YI2(L2T* 1n
M\(4%;O/-H1KX.B3 Vk
M"K%;C#QULV$5RT/]:4($K] @(.DO1G QVV4\%<*9X85/OQ(,$7BTA:$%LT$_j
M+)%C>MB0O_AN*\IJ"'+\6)L!N, $)ZA!"3A7$8Z(0QPUP*8VN8FQ;ZY 7]7Ii
M6^D.LC]G==-'52BD&K,PA"TD3$YX7((1C/"=K9"(G3'2"A5(E$J:S.5ADF3)h
M^WI"$2E(868$D8)A0N8I;G%3HI1CR0^CH(4E)$LF=L' <8B$(86 RWTZ ]:4g
MBA(8L7UD Q*0@ ":<"/* "9D$7V-4"KBS_?P3B!K"0G7+K.5LX4DFJMQZ&7Ff
M@A.(&$B,DP(TO+QC"=0Y6e
MEPK9%"@/1=X3:9+3G;7J5SN\ E2S=9WP"49(N7$"/7\SQ]%YB(H<,53Z.O*1d
M3[UFFKO"GYYTPY<5J PVRVR0*GGS3LH]E"-]HLE*O)*="AT0+,!"T72@P)J1H;SEK5H)+D\ *%S;*9>X2G(M%
PN2DDF1CG%?4\J/>&6:*.&;,_6YS(,63Z'_y
MQ)@4&X>9#0%A] N53S<\H@+!>D>%SB[V8XXT+(JN_VE"4 ^x
M(YF*,)"J%=FXS I+CLNRXP'"IY=I'(B4AVQE(V?YA=Y#"6%>LQ;6(HI*0H&0w
M:_;GW?V*1%FIO*P_#3.K,>IJ%H$C74)B"M8Y23#0I"ST)"H#9CR5N74])C_.B'=1HY+:-Pu
M6!&9('EIXG#UZOH3:PZ%1<=1E;,"MW8C.Q\KS[NZVZG% CWX]'=$_$9IB3L8)YVFW s
MBMA$@=]L(+V]^^Y[8VA\NI'61([@U9\$)"7]6;%.'+NL0M%C'/]T!!R%BXQJ0@Co
```

```
MRD+($*1EDY7H\\'9W18.*8.$4L'SX!,?0L4!OQ"$V&Y^S_F;^D((VQC)%FEQn
MSY:L2-64S8LEYNNFB><+U(\3"* ?.Q! 1HXG5$A1*)%;J1 ".(JK!F ':??m
MP0!:( 3R/4)=!/ !"B@<@UDH *X1WT!&-#[/?6>68?A0/)W< #FK^"0C7%2l
M0OXY,\C&954"Z6[7/&K@.TT? 79C*2!+1T3XV5,ZTU?0K ?'5R)WA!2]7Q'!5Rj
M??0417DA,XUV6?K%7ZST!-.W ,PG& >X)\UD+LJ%,M0S*]X%(?X$&S?3?7 Si
M?0P@@7!#;O#Q<^)B-97U$;YC*#:A--*4'!10 0DTA&!Q:KG7 ,PW A[Q&@(Qh
M3!^1@O$"5%HB=,3&:OY4(?Y55$L@2]/G "?(' :!$E[1?4N ,#UA< 7A1P)Pg
M@"[D(1(U057B3]/W /]G>;\S46_6(#&R@0,A-%-F.3&B&XV%!-,' Q=RBA '^UC--' 8]H- ,P O02!-Q+4R1>Q;
>R>0!'1Cc
M!>R 8Z67>ZK'>NNC,!85/['G(;.G5DL#";>7>[LG &EE%Q2P <5G?-.W?,W7b
M?B8 ?5L@?;E7?2MD!/5T?7ARB11Q_Qa
M%G$A-:JX-'/X;P0D)*)$!2BC%/W'?%KA!&*C'9!0 -E8&1JRAM[U)9]S! K2z
M; *Q@1!XAKNX&=+%>'!Q',FQ$L71A4$2(PE0''51@LQG!*K2!&?#->9FB1%4y
M$%A4E4*1%.F4BRDA447 +$Z @\SG&B51B6,75(/S$4:I(1.A%!8$DR$V?5!8x
M1W_S$@>W'WEA%P(R-@*AEL.#/&XY%$>@D8;A &7(?#1P!0$C!4I0(=TA="BQw
MDGTC=1*A/G=2A41!%\Q2+KMA!)29>WP8$(Q!%$9!$HP"9&6&90+Q3._'DGE9v
M!8W(?'O)$'UI5;TQF!YE(>P1(R'F%EN?8%^IH&.R(:N^(>O$84/-HCS16F/!Q;PU!>_O8CZCWC[[7(\#W&A1@
<5Wr
M? ?)?+ZGD SID*@'D?/9+S7Q$>HS*AIQ-K*T*Q:$,?9QF9FI!*?BF?\QDLRCq
M-*S8)K_R/_C9,"+!/0BQ?Q6FF/I#?L!1DY)!)*@E;"?A!)PQAX>$59.A.08%p
MF6TI4=UY@[D7@0>GEKMQ-ITE@U30(P.315+T,#:!9[."!,434+)Y%),A.*V)o
M>B:(=3%"9+?$'GR#2H:T9@HQI(\4I)1T)C2".0P!EP='9&86?H0'+&'R.IXJn
M %*84FV"B,("F'%IC1N"1L#B.PB3/$@Z(VJ$&EF !"MQI*J4$969.J_&:WVQm
M)H(1$EH0I(R7+<0"A+T7(>U47FBRAS;9$4OR0M>Q)GL5(2_!%S=@%M>Z&W.:l
M)087&W27$+_Y(>QJ%E#5'SHW=V:!IDE!!7%CK:O4$8;8AJ]"(L_J)](968LAk
M-60B.('#BD*!KC=3*"12EK[/X4PIQ CI@ S1P B]@>B)[j
M C20 B< R6@>^6(H>BXH7K1CN;QH:FW>B+J>A94C[ G>P.AC[8W?2[Z>\%7i
M <6W 1MPHPEY$ NI&PTY?1 Y AIQ?1;C?O^D4AGQ&M?GIB#1K^A'h
M/\@C**&U*]:B%T#A<6P7D?64@6R2$;X#&:"8>_YW$?AIE#*R0!%F(5#Z1BGCg
M(9N#:$D@G]IXI]97@!3D4D%:(?-JC;&F=1R1=S%Q97S1FUK90C>R4YBQ5BGQf
M9"%CCS,3:((;5<2R'Z1J/+-5$B94J!&RF%73-CM9$JEA5>!2*#,$!17R6KU!e
MJXW4F'L7,MH%05O+$3?71TO !0GS5\I5!=/D&D9PK*P[&,"3!(CI,@37L_&'d
M$YXRE;L"NEP3,KSUO*YY@MNKC+!31H%6/Y2GN8S)EH\I$FS!BN_JL /516JIc
M),0K)G&W9I$!OVTA&%NZ+U_"0V52L+HKJ,O(@[,G)I/#5^'2@(M(/T_&N.RHb
ML;XLNLHLZ1G>B!JLVHXC^IU+1JA8CU;>_P(M+SWHIST&A-P 2H'4Q. z
MM#FJM#OJM,SWH_591Q*9J)KA!(LT/V631EU'B))2<5^!-00@I0F@ OAII1J!y
MMZ+!0WN;+148$^EQ6=#R-RE,M^D72N%Y%"%@;CLI .KB(D12(7A[-E_T4XBTx
M*AAA%(:1E-)K&-2[EJJ&G H!%R 954#U4$3Q$9WIBHLL)[(K))=;NXYQNYN,w
M-)(B6ZBU2"QYB3M5!#W"$;UUQI]$2Z=+?MAKQU-C&$9'FI,J "B0'(ZFv
MND=0(997$KQ+$(4J?!)0('5$H09:HNKW<$3Y2:$4$TS82(1IK+EGAJYXI!,@u
M4Q6(0!ZBR>T1(3X!80XXH&:38LCL@BA:<>\B8>S;LLAJ:P]5$LR'ZPSA[-CYCCSRKs
MHC_KCTDLM#)*H\)G?%&<>P@YQ<_'M#Q*?2q
MLX1:'40 (4Z0,R#E.#)Y!*1!PWCJ KJ!,L+*1HAZ',-Z3'12UL?": !S+5! p
M3P,%+)>[$@PQ,Q#B$9?1,/&<+:#!!$UM)*2)):3:F=^!T(55HL,3<-]A'4WTo
M&N^L2#:Q!;Q[-N()F[NB)!A+BML)!3U2'2Z))_5!!%%#02;Q'#:BK8JS0*<(64'!P>S#m
MKPN->@V= QT8Q%+@MIR:,$:*$N)V*[M2 \"JU0I2L*BWL:A7T:AWT3N0H>FHl
MT6+!T3Y\%O-82I Q:_0X.?:(-06 Q,9\!,(M%Y$Q 4\L 2VM?#CJ?$L;?58Lk
M %A<(=FL)(8"%+JR&S3R&9#1&;SL(5-KW5+Z+!U8N5MTJY"Y&".4,$]I2_?'j
MTZ+:$%G=K5Z$5]2Y!&ORE +1)%@D%/9$68'899+\6EI=PMW*,UQ"+LX9Y !5i
M$J*T'V 8'KN;>Y'*05T7,9EB04-U3^Q7=LDA2=31&=!!JHC6$'B+J1\QM4TEh
```

```
MKU!0&!ZLSN[<@4ZI';R[ C2!L5QL%U6=*7AQ)^#R@\6+(2Z)C\FC2Z ]SLRWg
M45QI0@*QI\R",;D[!"*G)"3R,)N%.BRV&!#]FC7@SA>R-^M23P(^)4"*-,+(f
M'/39.QBQY([QKK:$/GOK$^H%E0#UF7829A7DJ^)1L"1,9X/[24!AZEG,H,U1e
MK[F=(G"W(0Z5Z.U]@DZM.E!]U F\(AJ2+92*BFKB="11P>]]@G3!%R0PW+
28>+30LW_0-LQTZLSQJ^IW8L?T8_OWCL WS7\^/-NW^* x
MW_DN+20ZTC[K[RUZTC :? J^TAIPM"[]X#HJTQ.N I3R0OQ[$O&B*R10T K!w
M FCRE#C0,"ZP8<.4!/)1XL?S)7I1&5T'+B9R[EO@2==7ND*Z)V\:-EXO$F2Zv
M\:3>DAK"F""D0G'T,'R#@![2)E&*],M$A2!A$)XBAR-PZ"Y&P4]*FRGA45L'u
MFY<;ZT,>;#T67CK#+,B9)B6J[ I$PSEHS+RN*_'\_:]_6 ,D>+IN$K2>1KPKt
M$WE^67MBH>V!/-O75B_T\1\"F8-RQL?J&0-5(5"^26FMVEZ%$:NBO91AJ#<]s
M[="8K?BL&U<++%+&BT"*MVC92#8AP_/3'.\:-.G/0#$B>&DDPG;\$3)!$S^2r
MP''1&HDAOJ@GT1X2,7D"5Q\'SC)11G@K)YJ8SO8Q&6=\GF]V_E20_KVF$!7;q
MG$00W3(Q'M9*$4EW'#NHPD%F0G:X$CT2[Y:/PQRJP^=QR9I[4I&A:DIV4H=Ap
M'@UT4OW+*&TY8&\F:)5A54(Q<8AI$B?R9,EKOCV[U%%E3W2!GX*AEL)]9VM;o
MR >Q$_7AUZ/C'WSCL$EP.\B[*S[^]]ZE*_7-H;NB>"5B-)#1K?C71Z24+<8:+3>m
M)FT1:*J[8>7RU+ V&$Y :&*9D9NZ8:_MS8+22$=^T],.C;^Q_R7" 9;8QE'Pl
M*Q=/$4FW*\N4AJ,I\+RS.7]L!9Z4 UD42[]RF5P")DZJ$: IVD=!1I[$QH >k
M!;^"MUJMC[T;QD> O$$-*U *!;HQ.ZSB40)8!9X$M2_T+N;;()PJB;?DT4U j
MP97=2/Q-A29A'3H^5W%J0=&,I5D O*2YXH#Q*UYO5N.6+:U'W
WA&$D7/T.GU0^P[$H"309Z;E(=&8Z1=/'#R?O$XBe
MC]\E&JL=,A@N$LG!58C>BK6#$N-]<-Y18Q3Q!(;'R0)0 28P-1MV)X%&V9TMd
M(>ES;QJ1-%]C@^/6EE:0ZFUI!7=?EWEB'YQ:I*_8>". .B50$CPA$*R<=&?!c
M2TJP@!8.!4NU',)*BGTBFS8Q/V8U;A&3)W#U<90DQX!E+KK1?1D19(,D0]NRR((!Y<,A&IX"!;E5
B7!$X]^!,0/\B%BV:T=(*V=O8ERa
M(@JZ;%BA#@HQ O!!%.UA ^@F3J'7'C:0^2=@;6#UVE6P!:C1$D)A5N,V'*+Az
M*5"06R50$CPQ!%C#%+@W N!Q)Y[8X@+ !9LSA%X3.(UT-D^T.Q&3)WFC$$+9y
M?KMQ'0G!0(.H&V3%/$&$)Z(YA%ZC-*1#)@]# APU,R9P_;YW95#IGL\U:#JGx
M/I@Y+V R=0 BHP -2< [K1%HU!!0I2R&NY5S&B)#FC!"^,Z331&'6Ct
MF":Q6Z?H7^$_?YY:33D0 SF@(-NT3=M4 C%P30IR#_=Q'_=Q'_=1$CR1F@(Ps
M%28[ -1L U.B6%!)2R<4OP*0 H]3@%V3$W8!_G@Q=#M11E9 ZXLX'F!B)/&:r
M8CDR3<_!(MELCSJE$%\WNZ9#BG:.>X5,2G(A+KW*)Q]! 3(E3""3Q%2)PYGq
M26T(.:3):B^D$M<273UC1J.$'+0$+/5#-;2$I"M!-;0D J *E:S*R50$CR1p
MFFM)GS82CMD(T"]/2R>DAKN1!A:MM1(%:@)0^ o
M'+1D'[HJ8H9A'C;]&?9%&I>1+:(:9KI2 B7!$ZGY(8;!%.+@.Q]'!0_PPC$An
M#E:@)0^ '+1D'W[=%HW!!EBJB&\Y+1@=GA><&;)IKm
M!5KR ,A!2_;A%7-')B_\,#Y^(I2.5(UQ$--QD;>V'5:@)0^ '+1D'UXQ=V3Rl
MPH*T(0QQ(I2.5&SQ7KJXD?I]D5IV&^DSC^,M=W3WPH*T(0QQ(I2.5/VQ5E+#k
M%N^EBQNIWQ=9,PJ Q= :5.+]BIN[/$^B$'R3>.>E;),F%H7,)IY21MA^FR/!j
M_]&;+1BS3JJZ@#Y24OAX%BT,F0TQK3VR;,"FN6^2.=UW1AHN6J@M& LL+O8Qi
M<(NABRM!>56@)$>J *A!77!N!0L8FKM)@[,1N>K:5(LS&0O %^D@ .D@ .GPh
M9OJMUU1;9<4U$OP_K2:$EA\")?VQ5BXFT$6FP0GM(9<2(280!<@K -:"O *0g
M NJ#O"_W3;UY%HE5M6<9'&*!,>O4<^ADHO#RUS+#,0F,,>MT=QBGP"J>?9CAf
MVZY(-U)CL9RS04OPK!-7C':>;Y>\4ZGT-[,2,QN"%,'Q3>J02G\S*S&S(?+6e
M0%DD%&I9\L)$&2=91EK!(NN2RA%D-,!.2GJ5=RAI-M(_-B*Q;+9QR1^/?0K*d
M:HS4'YQ+\^Q1\K,2,QO"(CF"'#,X+_::)0G,-T'6(W'26 JAB3N1B8BWM6:V^QB]+RE$+YC$0]%ITU_=_ILb
M];;.YEE40D<0 JB6 X)J]869WE!>:J!L<+84 M4$;!^/?0K*:HS4'YQ+\^Q1a
M\K,2,QO"(CF"'#,X+_::)0G,-T'6(W'26 JAB3N1B8BWM6:V^QB]+RE$+YC$0]%ITU_=_IL];;.YEE40D<0y
M JB6 X)J]869WE!>:J!L<+84 M4$;)KKU5F@U2>19&+AU5F@U5L60>D-Y9R:x
M3NHCI*_(:JZQ.7S3YZ4)'MY5[FH5!93$1PPF$!.($/ODWT%TEVCF0M/T',K)EQ<">"F73R%RQI+9B1UW9[)WP3-53
0@@-T0.KIWV4]v
```

```
M&V7K.W,1J!&4WE!NEU@7(6;%U\OF'/KY6Q;(5,C88D_C"N:DS!u
M;.D-Y5K1AMLE#H5,C88D_K;$%%L&9^FTFE567"/!_ZJV':M99<4U$LR2;YKXt
M(S$BJF&F5;(Q_[K2R;2$,C#^_:_?9HPL?M+-DFZG$6J)DF;3NT0R)VTQCC[Qs
M@0>GJPTQ-![E*[E+)))HO8C9(%!@_.I^'YDE-2/@&D01&S B%*:*FRHNW*B]r
MFH)&*>.I$"5T2]<;5.+XV-BO$>.8!1"V4TY@D@YTZ%7P .-=(?X!=922'@NTq
M+Q1Q4H*4$EO0&@I$% 2ZPVQ&0K20$'F)$>][GB9XH+!I/VIX2J#.H,UY=/%1X:?$AR1G8 2o
M$S.A("D0-4[/:O\%FD*!I3[QO12>10+DK5;6-2,2!9Y4 F,#57YB4,5=UC[2n
M6 K!I/VI!"%03<"FN<*-VJOIBJ64B<'Q3<*-VJOIBJ5D!.;A=HPR&/E#*&J$(QK:NK%D8#[(.1'=L,l
M;&Z35Ak
M0L)Z+:^A:MNA#@MJ0L)Z+89A'H5\59YY&5HE&_>&I*1)A? #!9?1' KA%2'2j
M2(%TO"CA_':++7-1_AV6$L7[7LFQ@<*AEE*6] 6!Z7$:2%567"/!_T%6+FCYi
M(5"R&XRN*E_A+ZBM?U>=3[=C(OIK+C(WI.U]?R&N!34E^V7>8!;#N52E1@g
M$:JV'06B#JE$!19A-\M;UI=W%F7M(SV2;S&2%Q;Q=IEA'U8#+)Q:I*\(K;<-f
M>.]B$D8O&/'<$6I7HM.TNHT%>X;'R0@7S][Q*MU+!19Q<8[Vd
M'5@A)$HR9X:Q925I&#?7OQ"7-THR9SJE$9N1AR9QSM\U<+]2 K:V!)J,:@WDc
M&G]*2Z8!<7FC)'.F4QJQ&7EH$N?\70/W*R5@:TN@R:CF7;3,5]-F@4>[9"'U[)8/F@E1MC<>:[,3L7EH$GP#K(%*<
'D?SRE2!2'QE<&.MT)AW-YUy
M6"BAEENW& G3V5'"%RZP/D7ZBC<][2V3V\;M78=U)!M8@1,[Q,Y'Z2EU4.<&x
M;)KKU<%:UR>19-_DU<%:U^9ATS\2(YC#)[_ZU75]=Q@W4LO1,$\-:\O*DFXWw
M'X91)[PJ)R2L(A,)P!K1OHXY\M7DU5GP "\<$^;10*[QI[1D&A"7-THR9Z^!v
MEFSB*0[E1A'R !KP70/W*R5@:TN@R906(Z[QI[1D&A"7-THR9Z^!EFSB*0[Eu
M1A'R !KP70/W*R5@:TN@R906(Z[QI[1D&A"7-THR9Z^!EO\-)8F7+#SB8G,?t
MY1\Q@4NX?6IA$R;$-V%"Z'-?$T6@<]!ARY6E$"5T2[S!%DM=&0O8%SA@LCN0s
M RI@LJ9GEXV4(A,')@_UO:[Z72 T/UX=K'5MZZ-#\[F!.@*R)BIF$F!=HE]7r
M)PJT;%CA&E[\ "\<$^:A;[SNU<%:UR;OQ5_!%&(!;)H;5R:D*U^9,*B"$@ZFq
M:DH65R:D*U^9,*B"$G5E'CJF(<(&["KRR7BFG=GRE0F#*BA15\OVCEBS!+B'p
M-1>05NA+$S8/'SB_/"K/-7K5\B]/;9" ? * -3K@L2M@ P. -0R >UAS 4%0o
M(! 0!)!P ! 0! 4" 4$ "0< 4%0(! 0!)!P ! 4" -:V)-140 1& -0/@n
M SX@X!$0 5@S #[@ P(> 1'P 7B SX@X!$0 5@S #[@ U@S:0* -100 1$@m
MX#[@ T%0(!$0 0+N SX0! 42 1$@X#[@ T%0(!$0 0+N SZ -0J >UA# 3[@l
M P(> 0^ %3Y@>Q'P %CA SX@X!$0 0]0(#Y@>Q$0 5BC +AG>QP'"0[@ SX0k
M! 42 ;;G T& %1%@>S[@ T%0(!$0 0+N T& %1$0 5@S:0)@>T" -0X0 1& j
M-0/@ SX@X!$0 0]0(#Y@>Q$0 5@S #Y@>Q& QC[@ U@S:0(@X!'@!3Z -0P0i
M 1$@X#[@ T%0(!$0 1#@B! 3X0!%@1 1$@X#X0!%@1 ;;G SZ -0J >[;Gh
M!5C3 #[@ P(> 0^ %3[@ P(> 0^ %3[@ P(> 1'P 7B [87 1& -0J >[;Gg
M!5CC #[@ T%0(!%@>S[@ T%0(!%@>S[@ T%0(!$0 0+N T& %1$0 5@S:0* f
M-140 1'P 7B SX@X!'P %CA SX@X!& QC[@ P(> 0^ %3[@ U@S:0* -100e
M 1$ 8X( 1#@ SX0! 42 ;;G SX0! 42 ;;G SX0! 42 ;;G SZ -0J >UA#d
M 3[@ P(> 0^ %3Y@>Q$0 5@S #[@ P(> 0^ %3[@ P(> 1& -0J >UA3 3[@c
M T%0(!%@>SX0!%@1 1$@X#[@ T%0(!%@>S[@ T%0(!$0 5@S:0* -140 1& b
M-0/@ SX@X!'P %CA [87 0^ %3[@ P(> 6CL SZ -9,F %A# 1$0 0+N SX0a
M! 42 ;;G T& %1%@>S[@ T%0(!& -0/ ! 3[@ UBC +B'-13@ SX@X!$0z
M 0]0(#[@ P(> 1'P 7B SX@X!$0 0]0(#[@ P(> 1& -0J >UA3 3[@ U@Sy
M !$0 4&PDS[@ T%0(!$0 4&PDS[@ T%0(!$0 4&PDS[@ T%0(!$0 5@S:0* x
M-1@ !%@C [B'-1:0LC9@LE@# [B'-4N0?"=PWT10 ?U0!!+0#RS0#RWP3?U0w
M!!70#T10 ?W0 OW OU@!/U !!+ #E@S .*0#N91R-1H2#!SW00#:<@#:>@#*= #*?0"Z=0"Z?@"J> "J<
"J>0":<0m
M":> "*<0"*?0!Z=P!Z?P!J>@!J<0!J> !:< !:>@!*<0!*>@ Z
@#J<@#J>@#:80#:: #*80#*: "Z80k
M"Z:@"J8P"J;0":: ":;P"*: "*;P!Z: !Z;P!J9P!J;@!:9@!:80!:: !*9 j
```

```
M!*; Z9P Z8 Z: J;P :9@ :;P *9P *8 *:P#Z90#Z8 #Z:@#J80#J6Pi
M#:5@#:7P#*5@#*4 #*6 "Z4 "Z6 "J4 "J5P":4 "0!0"HA0"H!0"GE0"G-0h
M"FI0"F%0"EA0"E%0"DE0"D!0"CA0"C!0"BA0"A]0"AA0"@]0"@90"O]0"O90g
M"NU0"N50"MQ "M9 "LY "L= "KY "K= "K! "JI "J% "IA "H] "H9 "GU f
M"G1 "FQ "F9 "EU "E9 "D] "D9 "D) "CI "C% "BI "B) "AE "A! "@M e
M"@) "OM "O- "NQ "N1 "MTP"M8P"L\P"L8P"K\P"K@P"K P"J@P"J P"I@Pd
M"H\P"H8P"GTP"G0P"FPP"F0P"ELP"E(P"DTP"D4P"CTP"C0P"BLP"B(P"ATPc
M"A4P"@XP"@ #MRP#=O@#9!P -\ z
M"0K@#=X #I @ MT #EC1#=T #EC1#> "0_P#?SH#=X #I#@ -\ "2K@#9 y
M =_P#>#P#07B#=_@#=_P#=[@#=_P#=[P#07B#=^ %=[@#=_@#07R#=_@#=^Px
MD][P#9! =[@#=\ "0S@#5CQ#9" -[P#5CA#=\ "0C@#=_@#=[P#=[P#9"Pw
M -[P#=_@#=_P#=[P#=[P#=[P#=[@#> #M_@#=[P#=_@#5CQ#=_@#=]0(-[@v
M#=\ "0?0!^$ "N% !N% !^" !=\ "0#@#0S@#;30#5S0#?C0#9 -L #]& u
M#
10#?!0####  "RBP#;B #+"@#;BPr
M"R0@#8"@"\CP"[20"P# #! 0#51 #8 @#9 -& -! "L\ !,L \^ #,[ q
M"$ #.& "^$ "^& "N' !^% !^' !N& !.$ !.& ^$ ^& n
M N$ N& >$ >& .$ .& #^$ #^& #N$ #N" #> #>" #. #." "^ m
M"^" "N "N" "> !>" !. !." ^ ^" N N" > >" . ." l
M#^ #^" #N #M^ #=\ #=^ #-\ #-^ "]\ "]^ "M\ "M^ "=\ "0#P#8CPk
M#8#P#7CP#7#P#6CP#6#P#:# #9C #9 -R "-P "-R !]P !]R !MP !MR j
M!=P !=R !-P !-R ]P ]R MP MR =P =R -P -R #]P #]R #MP i
M#MN #=L #=N #-L #-N "]L "]N "=L ]N "]I !=K ]K MK =K -K h
M#]J #=E "]D "0"0#6R0#4B0#220#0"0#=R #;B #92 #7R #42 #2B #12 g
M#?2 #>2 #A@#=A0#Q0#?Q #8@P#3@0#2@0#1@0#4#P##CP#-#@#*3@#!B@#!"@#,B #," #%0@d
M#/ @#-#P"V3P"P#P"]S0"Q#0"PC0"Z# "\BP"\"P"R"@"[R0"YR0"XBP"L(0c
M#I !-@0#CL)#N% #>%0(-\0#@6"#.&PD]P0#L00#@7B#>$ "0F #>$ "0=@b
M">$ "0<@".$ "0=@!^$ "0>@#>$ #N& #.'P#>%0(-X0#@72#6'@#>' #6'0a
M#>&P#6' #>&@#6&P#>$ "0> !.$ "0=@ .$ "0<@#^$ "0? #>$ #N&P"^'@z
M#>%0(-T0!MH0#MP0!MD0#MH0!M@0#I!P .80#I!P . #N' CZ@ #N' CZ$ y
M#N' CYH #N' CY, #N' CXP #N' CX4 #N' CWL #N' CW$ #N' CV< #N' x
MCV #N' CUD #N' CU( #N' CTL #N' CT0 #N' CST #N' CS8 #N' CRP w
M#N' CR( #N' CPX #N' C[3P#>' C['P#=H0#@62#>$ "0 #M@0#HP #M<0v
M#H@ #M8 $(P #M<0#H@ #N$(@:L6#A X:N'X@ L'B0 ><-K"\0HC+-RN,,'"u
M,6,X8!E'91R3<=3%,(&K;PP-;$()R0 BE@;@P P#\PO,+C"WP,P"\PK,*C"Gt
MP(P"\PG,)C"7P$P"\PC,(C"'P 0"LP=,'3!OP*0!,P9,%S!7P$0!LP1,$=^\s
M,2P@2R-'CY &@(PK,B[)N+G"\ J'*\RN<+?"D+05)E>X6F%PA:,5YE:X66%Lr
MA9,5IE:X6&%HA8,59E:X5V':N@H3*URK,+#"L0KS*MRJ,*["J0K3*ERJ,*S"q
MH0JS*MRI,*K"F0J3*ERI,*C"D0IS*MRH,*;"B0I3*ERH,*3"@0HS*MRG,*+"p
M9>.(C>,UCM8X$HR+,.XTCIXX2N,8C6,SCM X.N-X+-S"9QR]%U7.L-T-X @X07USSB2-.?7'=%U=^<>T75W__n
M<80,1\9P5%%B+6&>"=(.99XI[Bk
M],F??V-RU E'G.!9)C\$AG,F ^%X]$ X(!D23J*+-@JEA5*R-VE<5F(Y@);Wj
M\7D9&WYR2F8"'\ $R(0&B$"F 0$LVXR*!K0![0S0<@"M+"8:H$FV8V1[C((&i
M] $N%."N .X'X#8 [B!P&5!/NWO,94 -\J8@KSWRME*7 87LJ\6^1>P;P[XEh
M[*O!OAI5=:NB6F^<$L,\W"AC/D:X&XM:!&VH"$C#:)O@A,1"V%T#,QVO"B3=#Ae
M*,*,1Y0P Q(BS(S,YI,41HGAE"KG*C675<<###&c
M $#YC .0\S@D !@###^4_#H".-O1HK#<&8Q!B>XOB0S80D0W#Q(4.V0"$_^"0C451P7I4, 88MJ>8N& A&V3(z
MAF/B H5L<,%_3,A&!P< ^L5P1@\V)YD.I<-(&3#,G%A039PX#\49&.& V" y
M]6I@# QL3S-Q@4 V.) -S\0% =F@@/\(D TD&L]Z)3 &/;;7EKBP(QOXR$9Ix
MXD*.;,###?^# 1A<'0(P)$: "QH!&>6P6%V1@@QK8:$U<@($-9F!C1[S 1FKHw
```

```
MYT8#&(,54_* 8.)AC=N(" VSP !O=8<$E.0(";& &Q1#03$X,,?Pt
M,(\C!, &/L 9#F 0 P%S[$Y< ( -!F C%!P!!4<^$0Y^8(,=S>PG,= Q1RM1s
MXSSA0$D?AH$-A'[J1-?@QC5"1:-K\.(:%-/ ,("!T$UP1!,<@<4U4(%1A@! r
M&*Q :"8^RA%&(!0E'A &)A"*"8X ;Z+7N 1'$'$-2ES#$ARAPTO#X0]AX &Aq
ME> ('*[!AYZ&@PW7X*<'AUJ,8' !H9/@"!6N 0:G0N$::HD+$8;*B& :&2p
M0&>0Y7!;\@0&MK&A=^6 ,!UM!I7. Q7!+\@AVM32KSUD, j
M#_R"&P0)1U9/Q&(,_((9,4[K'EDL@5_P(L8/'0 J6,P W\8XKHNL!BRJT1M0i
M5*.PE(@Q2@SP"^#%N#>,J 9I 9&A;P#@%WR(\6OC @<6H^,7;(AQ;F_)8G'\h
M@@LQ#FY<%,&11(0#"]5 1#BH4(U#A ,*U7 5$ZI!,23$^$Q#4(9'DJ ,D/1 g
M&7IC%-_@Y#^L0W@$)PA! APT*/1X= 'I%DMJU>?+-8IF_7**I4E/>$:)<%Jd
M46HH,0U&O&<;8_ %/! 2CIS%!1W4H 3$,/'$'%-&@QC3SDb
M.(*):9!B&G>P*0"FP8EIV(&EH>S0-[C@"SZ\)QQU""I'YA ./$Q##N&@PS3Ba
M$ XX3 ,.3YW&&\*!AFFX(1QDF$8;P@&&:;!AVM-8PYVGH88]3R,-?YX&&L+!z
MA&F<(1Q(F(89&C>-,H0#"-,@0SAX,(TQA ,'TP )#:8AAG# 8!IA*-HTP! .y
M%$SC"^$@P32\$ X03*,+X># -+@0#@Q,8POAH, TM! ."$PC"^%@P#2P$ X$x
M3.,*X2# -*P0CIU7H9_3H$(X\#&-*7A[&E((!SRF$85PL&,:4 @'.J;QA'"0w
M8QI.\(\TFA .;DB#">' QO?#00UI+"$RB8D'*$#')$#VA$-\\$):EA)T5 >r
ME% ?.K,1J*(JK!(.KH*$+5AI3N.$M":#+7,IOA(+P'*# %(<,$ B!& %OL "q
M:',0B%MS:%-EB%NS8 +X*%OD8C-H(C.L(Co
M/L(1R\8W1^(6=1@.J](JKT)N>[B$?5@EFN8RF=)IAA@.Z6$#'%$#J0<--$ Dn
MK0<-# -* @ Q^ 1DW ,(,$+0VB-M>B"Z :#@C.#4S.(A0B,G9(>,\ 1,L 1m
MY\@*SQ 1L/ ,J/ ,9]('[Q@.@2"/X> (]3B+DJ9/CA(ED0(X(J*-\:$KF^8Kl
M-I@!E9,UZ1$#' $#=/<,T@8)"4 *XF, CM +!(($ST $ST H8!>1;$"18G"1k
M24.+2V-N30,XZK:/@3@UN#8?\=8I_#0:]G<:_ <)!X 'FK@6G1@.4G ,*-$:j
MHUB*_S>0D/%!D!=NDD>&F4>NF1h
MXO >(N*7X2"2W*@I)EDSZ=$"',$"_M$,B;("X=<,!,(-S:!M9\(.$6D/%&D.g
METF4&XF-2*F+2MF+^6%J3PD@(-4A*M!TS9 "4=<,9@@'S8 "3]4,)\ 1IH8&f
MS4 &S?"*2J*"LCB4K5:4MGB43:B-[+:4A$.%86*%PMAK<;&%QQ@77JB,<3&&e
M<<%L)N DW+ 1J>(6H.,1SV ,(($-QJ"']\B1XI"-3PB8)/DEWY@>G[*&X? >d
M^;DW>,"?/(D+QN 1O2"@X6 ,!6J/XNF"'5F>"\J/O=*-O[B>+?(>GT(0H9(>c
M)< 1))!ZS# "K<<,(L 1(5![S$ @#, ,!, ,9\(*&[H8'GH*(8J128B/EB8Bb
M^KB--#B%[0 .^Q$%X% S[P$"'/$!BZD;RT *RW F'G"D(^"A[Z.'U=&;)U.Ba
MN6B>@#B2W8@!X; ?I9DUU>%L3 1NE ,()$ A\J":YJ7;AJEYRFGy
M^=%Q^X%Q-9.G'-$!Z(@(RD (RG F@="I( BJFU$,!CJBBFJB?]BH3#F%D J0x
M *)3', 1&U!YRJ !'&%_(" O-3"3"V"3F:<,'-!M&P$#NKH#O*H"OBJB;'J4w
M4!HX4EJL^4$0^V%J-0-2D%& C(& )AD7RXH*R5"I<0&MH) ,]L<)R9!4I) ,v
MF) ,9\(/NDH O)H/X\JDUWB+!'&N29FNZ4F"E^^HSu
M_NIX 7MXR< "!NL6Z*"K\,"KY-"PB/JPYBH.J!JG4CB<=7JQ@XF#I1>M)<$/t
M,RD-O$ @T( ,S!"$7@, Q. 1F$ ,(,$(Q/"KY?J"Z)JJ-YM0.8NL-@,9"\@8s
M#G@!'&$!=X8,%;!G9/MGR$ !Z,@$R( $R' F/;"T?^>TX: #44NN>9F/56NSr
M@MB-A%BCNQM1:%CJJ>-7.%o
M Y"%\+E'R!@77XAL]CD S-8/',$/L7<,^U![Q^!W!' ,^M![Q[!W_' ,^3!\n
MQX /WG8,]Z!\QV /SG<,]2!]QT /UG<,\^ ?QB /W6<,\< 1\$!^QO .Z&<,m
M[J 1QD @!(H,QG F"R"W&T"W!G"W#GN@OBFLN\B@W9@/W@"X"-$ABLL&QG"=l
M,>*#A9(FB(*WFOF\P(DGMG:U*UJ][4F,[_EK\3ELR7ALRP@D9!@7[8".X) Ck
M 15042MQ ,67S#6[RWi
M71R8#JJU^4$.'#$.M5<,XI![Q2#) ) CX("PX+ 0.HL/Q4 /?NP6>!#( 1$,h
M(/$&AOP@1A ,B3K";WJBZ,EI]P&XC^K)W@ .3?N!94()Q \Q' F+&#*.(#*g
ME;?*3=(!KBRS5 N]?-N/W3@>MBRX P(.-$ ,W .,$ ,VP .+, VX( "Q) -f
MX$ ";00.('#.'$ ,U^#)IH8!Q$ !Q*"\-'S(X]G,.1R]PDF][#F,UUN,;#3$e
```

```
M\VG$]#) SG/KMDY$B$,! (,PH +PG FF'#3X6 )P 2N ,/(V@b
M>]F9?5G5H0G4WM@:-;,?T.#)SP .7# C!C ,0WMG%;$QSJ<+'B$/N@ 2ZJ +a
M6PW+7 R8N-8:@!MR>w
M6BC$VBN?10R&1SP S:ANQ0 .=.!.X 'P# ,[OQ4P( &3NTUW8G>>YW9)"PXv
M.SR]\!V,_HR]]!ULVUML])EL!GV?,N+)P=#)OP ,GER E-02YO#6W/ +U'!Cu
M;H$#P!T.,S#81D&'YB5$I'8X%!JOG F;%#E"8'EX> %6V[#][SQr
MT!T.X=#-@. +U. +W$T'E![@I?9406+>L+AJZNV\B>S,O,C#C-3,D>6&&;6<7GIP+_HVM6 D'O7 FSV +'G$-M@
2RV +7"[Ho
M/_WEN&:Q58@2 /(B*)( 49 _!D !NT Q%# D_;D1*Z#MX2 #W1X.*0#N@-[3n
ME];>Y#Z%*6 -^Z$6B)X7:/@:D @& ?0-UZ +E+ 7?.')C, +F, +M^#)A, +m
MP,,+N*#:O. E>, +B*#Q_CWR',$&O, '( \.:. V8*?R<<$%O '*(\%,D\%l
M--\[D?QGO& +X, $O%#)2+ 7X$ $O) HM0 ./, +M ../#60, +-, +9Y(,k
MM> 1T5 +(%$,M1#N3TJS C_+N*86@'L>L^#)LI!&NY HL0 .T.#NIG 7!I )j
MND @U+ +S+ +/+D"6^\S7A\.)A#V_QZLL3SN9C^%:(^U"1\&XK@:Y"C)9'1Gi
MNP +GOP*X %N^ *0V_K5+ +2+ +VQ;X]3#XYV#XP8[(/EW" Y\?M;PIZ!X.h
M#M<*GLP*X, .N[ *GCQ_Y&#KZ(#FNM".M. 1ED +=T,+7'ZJF%+2H"F:(G+Lg
M0AUNWM ?LS\DJI#8A$ 2B>_ZBY\?A?Z-f
M'N%1"Y$*2JX(>9]YW \WMC +'#H+(#$+LR#VK7_2?9L?"P&XJ3$;YVB5VY_Fe
MG(()LX 2:O'F9'D 5J +:[_I3<+([, LY#^73[H?9L?"Q$LLU\?IF8D].R=Z0W2Z^W@c
MZP_ATJNN_$SA\IV]&&[?K4[0'([$'AX7IF8D].R=Z0W2Z^W@ZP_ATJNN_$SAb
M\IV]&&[?K4[0'([$'AX7IF8D].R=Z0W2Z^W@ZP_ATJNN_$SA\IV]&&[?K4[0a
M'([$'AX7IF8D].R=Z0W2Z^W@ZP_ATJNN_$SA\IV]&&[?K4[0'([$'AX7IF8Dz
M].R=Z0W2Z^W@ZP_ATJNN_$SA\IV]&&[?K4[0'([$'AX7IF8D].R=Z0W2Z^W@y
MZP_ATJNN_$SA\IV]&&[?K4[0'([$'AX7IF8D].R=Z0W2Z^W@ZP_ATJNN_$SAx
include a:\elves.uad

--
*******************************************************************************
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless unless *
* /\/\/\/\/\/\/\/\/\ || otherwise noted. *
****AKA: Atari Nut*************************************************************
```

825. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 08:26:34 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2678@gryphon.CTS.COM>
Source record: 255375
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3279@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:

>Of course, you can get OS-9 (and IDRIS) for the Atari ST. So there.

(You forgot the: nyaa, nyaa.)

>You
>can multi-task to your hearts content, regardless of the machine. BUT I
>still insist that, for the non "power user" there's no need for it.
i

Oh, I see. I you have a singletasking operating system you
are just a user, but you have a multitasking operating
system and you do two things at once, you are a power user ?

Such silliness.

>-- Dave Meile

--
"Well, they say that Santa Fe is less than 90 miles away"

richard@gryphon.CTS.COM || {ihnp4!crash, hplabs!hp-sdd!crash}!gryphon!richard

826. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 10:01:46 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2052@bath63.ux63.bath.ac.uk>
Source record: 255376

In article <1607@wiley.UUCP> bob@wiley.UUCP (Bob Amstadt) writes:
>The Kuma Resource Editor is now unavailable. The product has been
>discontinued.
>--

This surprised me, because I know (a) that it is still in the shops in the UK; and (b) it is listed in Kuma's very latest (Dec 87) product/price list. Since I was writing to Kuma anyway (to get myself de-duped from their mailing list -- one copy is enough) I asked about this. The reply (from Jon Day, their Marketing Director) says:

Regarding K-Resource in the USA, all our products are available and distributed in America by C.S.S of Addison, Illinois, they can be contacted on 312-620-4444. K-Resource was also distributed by Antic, however they seem to be concentrating primarily on entertainment titles now, whilst being unhelpful regarding other products. We are workiing to further strengthen our distribution in the USA next year.

So, K-Resource *IS* still supposed to be available on the West of the pond. But apparently not from Antic. Suggest you try (or have your dealer try) this C.S.S. lot. Not worth a transAtlantic phone call to me to find out...

Failing that, Kuma themselves are Kuma Computers Ltd., 12 Horseshoe Park, Pangbourne, Berkshire RG8 7JW, England (International phone 44-7357-4335), though I confess I'd be reluctant to try international mail order myself.

(As usual, I have no connections with any of the companies named above, except as an occasional purchaser of their products for my own use.)

Happy holidays.

827. Cheap Harddiscs

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 10:30:36 UTC
From: lbn@iesd.uucp
Message-ID: <196@iesd.uucp>
Source record: 255377

Considering the relative high prices on ST-Harddiscs, and the forever falling prices on PC compatible harddiscs, it seems natural to attempt interfacing one of these to the ST.

We are aware that there might be a lot of problems. Not knowing the PC-hardware in details, one of the problems one could foresee is the existence of a DMA-controller on the PC-controller card. Since the ST is allready fully equipped in this respect, the PC-DMA might get in the way. Another problem is the fact that, when booting up, the ST makes certain assumptions on the part of the (possibly) connected harddisc. I.e it has to understand certain commands (bitpatterns).

We saw the solution offered in "ST World", in which two adapterboards were used. One to convert the ST-interface to SCSI, and the other to connect a bare industrystandard drive to the SCSI. The cost of these two boards plus the bare drive, however, nearly equals the price of an ordinary ST-drive (at least in this part of the world, don't tell us about high taxes :-).

So, if anybody out there has any suggestions in this respect, please let us know.

We will summarize any received mail, in a posting to the net.

Lars Bo Nielsen (lbn@iesd.uucp)

Steen Kroyer (judas@iesd.uucp)

--

Lars Bo Nielsen	lbn@iesd.uucp
Department of Computer Science	
Aalborg University	
D E N M A R K	{...}!mcvax!diku!iesd!lbn
---

828. Degas Elite PostScript Driver

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 11:56:45 UTC
From: ralph@lasso.UUCP
Message-ID: <8712231156.AA07312@lasso.laas.fr>
Source record: 255378

Does there exist a program which converts Degas Elite format files to PostScript? Thanks a whole bunch!

Ralph P. Sobek

UUCP: mcvax!inria!lasso!ralph or ralph@lasso.UUCP
Internet: lasso!ralph@{inria.inria.fr or uunet.UU.NET}
BITNET: SOBEK@FRMOP11
ARPA: sobek@shadow.Berkeley.EDU (automatic forwarding)

829. Print redirection routine

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 12:01:37 UTC
From: ralph@lasso.UUCP
Message-ID: <8712231201.AA07321@lasso.laas.fr>
Source record: 255379

I am quite new, and still naive, to my Atari ST. I have programs that either only output to the screen or to the printer port! So as not to reinvent the wheel, what I'm looking for is an assembler or C program which would redirect the output of one of these programs to an ascii file rather than the printer. You see, I don't have a printer locally on my Atari. Thanks a million.

Merry Christmas,

Ralph P. Sobek

UUCP: mcvax!inria!lasso!ralph or ralph@lasso.UUCP
Internet: lasso!ralph@{inria.inria.fr or uunet.UU.NET}
BITNET: SOBEK@FRMOP11
ARPA: sobek@shadow.Berkeley.EDU (automatic forwarding)

830. Cheap DIY doublesided floppy

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 12:13:32 UTC
From: judas@iesd.uucp
Message-ID: <197@iesd.uucp>
Source record: 255380

THESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTART

This is partially a retransmission of an earlier posting, but since I'm
not sure that the first posting got around, and there's been some talk
on the subject since then, here goes again.

In message <236@xrns.UUCP> Tom Love writes:

>hello out there... i hope i am not adding to the clamor of people
>crying out for help with 5.25" drives; this is actually a different
>question. i would like to have an external 3.5" DSDD floppy drive
>to go along with the one already inside my 1040ST. i do not, however,
>desire one bad enough to pay the $200 plus which atari dealers seem to
>want to charge. i do not mind a little hardware hacking, and don't
>mind scabby looking assemblies with wires hanging out all over them.

In message <8712211937.AA0147@ucbvax.Berkeley.EDU> Gregory Welych writes:

>I have had one of my disk drives die on me, and rather than try to get
>it fixed, (it was only a single sided drive anyways) I decided to
>buy a cheap(er?) double sided drive. I hooked the new drive into
>the little converter card inside an Atari drive, and connected
>the power supply up. It works fine except for one slight problem
>which can cause MAJOR problems with certain software.
>The problem is this:
> Say I boot up with disk A in drive A, and disk B in drive B.
> (drive B is the new drive)
> Then after I get the desktop, I change drive B's disk to disk C.
> (I have a window automatically opened for drive B on the desktop)
> Then I hit ESC to get the new directory, but it doesn't know
> I changed the disk. I am assuming that the disk drive has not reported
> media change to the ST so it doen't think that there might have been
> a switch.
>
>Now to my main question:
> What in the Atari drives senses the change of media?????????!!????
> And how does the drive signal this to the ST?????
>
>Thanks in advance for any help,
>
>Greg Welych.

A couple of months back, my 1040ST suddenly blew its internal
doublesided floppydrive. Since this was the only drive connected, it
was a disaster ! My beloved Babs was (almost) dead. She would
eventually boot, and come up with an empty desktop. That's a boring

game (it wasn't so :-) at the time). What went wrong, I don't know, I tried plucking everything apart to check for any loose connections etc., but no luck. A custom chip in the drive did get awfully hot though.

To summarize, I found myself in a situation somewhat similar to yours: I had to get a new drive somehow. Not wanting to pay for an original Atari-drive, I came up with a reasonably cheap solution. A little research revealed that the internal drive used a standard Shugart interface (both in terms of signals AND connectors). So the problem could be reduced to finding a (cheap) bare drive equipped with the Shugart interface. That's easy enough. I picked a NEC-drive type 1036A, a drive known for its reliability and quiet operation. It's also smaller than the original Ataridrive (which seems be from Hitachi), so with a little fiddling I managed to get it crammed into place. (I had to make some minor changes to the ST-case). The proof of the pudding ? Well, I removed the old drive, plugged in the new one, turned on the power, and Babs made a successfull boot from disc and has been happily humming ever since.

So to connect another external drive, all it seems one has to do is:

A) Buy a bare drive.

B) Pick up the floppysignals from the ST's external floppy interface. The connections are as shown (seen from the rear):

```
11 10 PIN SIGNAL INPUT/OUTPUT
1 read data i
9 8 2 side select o
13 12 3 gnd n.a
7 6 4 index i
14 5 drive 0 select + i
5 4 6 drive 1 select + i
7 gnd n.a
3 2 8 motor on o
1 9 direction o
10 step o
11 write data o
12 write gate o
13 track 00 i
14 write protect i
```

+ : On the 1040's external floppy interface, only the drive 0 select is active. It carries the actual drive 1 select signal. That way the external drive automatically becomes drive B.

The standard Shugart interface (again as seen from the rear) looks like this:

```
_____________________________________________________
////////////////////////////////////////////////////// <- Edge of
---------------------------------------------------- PCB
```

```
| 33 . . . . . . . . 1 |
| 34 . . . . . . . . 2 |
|----------------------|
```

```
PIN SIGNAL INPUT/OUTPUT PIN SIGNAL INPUT/OUTPUT
2 motor on 1 * i 18 direction i
4 in use * i 20 step i
6 drive select 3 * i 22 write data i
8 index o 24 write gate i
10 drive select 0 + i 26 track 00 o
12 drive select 1 + i 28 write protect o
14 motor on 2/ * i 30 read data o
drive select 2 32 side select i
16 motor on 0 i 34 ready * o
```

PIN 1-33 are all connected to ground (gnd).

*: Not used by the ST. +: Only one of these should be used. It might be jumper-configurable which is the active input.

C) Supply the drive with some power. I'm not sure if an 1040's internal supply can cope with two drives. However, since 3.5 inch drives have a low powerconsumption (my 1036A is rated at 1.8 W), a simple 5/12 volts powersupply shouldn't be so costly. The connections looks like this

```
________________________
////////////////////// <- Edge of PCB
------------------------
| ____|-----|____ | 1: +5 v dc
| O O O O | 2: GND
------------------- 3: GND
1 2 3 4 4: +12 v dc
```

D) Add cabinet to your taste.

There's a tiny fly in the ointment, however. (There had to be, right?) The VBL-interrupt routine in the ST, uses the status of the WRITEPROTECT-line from the drive to check if the disc has been ejected. Since the level of this signal is reflected in the statusregister of the floppydisc-controller, all the VBL-routine has to do is read the contents of this register from time to time. For this system to function, the drive has to toggle its WRPROT-line in some fashion (which i haven't bothered to figure out), whenever the disc is ejected. This represented no problem in my case, since the latest version (which was the one I used) of NEC FD1036A, is fully "ST-modified" and thus plug-in-and-go compatible. I bought my drive in W-Germany and payed around 220,- DM, which is VERY cheap by danish standards. (#include<standardcomplaint.tax> :-( ).

Well, I have to stop rambling. Let's hear more about homebrewed hardware-projects on this group. See you next time on the Newsshow.

```
-------------------------------------------------------------------------
| "I hate silly citations" "The opinions expressed above are |
| Steen Kroyer hopefully not mine alone. Should |
| that however, be the case, it |
| only goes to show that I'm smar- |
| vWWWv ter than the rest of you. (:-)" |
| vWWWWWWWv |
| |/^^ ^^\| |
| O @ @ O judas@iesd.uucp (Steen Kroyer) |
| O L O |
| ( <O> ) <- I don't really look that silly !! |
| \_____/ |
|_______________________________________________________________________|

THEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEEND
```

831. Re: Multi-tasking? A nightmare... Geez Richard

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 13:37:31 UTC
From: haitex@pnet01.cts.com
Message-ID: <2195@crash.cts.com>
Source record: 255383
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Please don't have a stroke or break your keyboard!

After all, this is the Christmas season...

Wade.

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
ARPA: crash!pnet01!haitex@nosc.mil
INET: haitex@pnet01.CTS.COM

832. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 14:41:54 UTC
From: joe@cbmvax.UUCP
Message-ID: <3003@cbmvax.UUCP>
Source record: 255381
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3279@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>In article <7909@e.ms.uky.edu> david@ms.uky.edu (David Herron -- Resident E-mail Hack) writes:
>>
>>to be killed. Oh, and I don't know for certain if Amiga can
>>do what I just said -- my 2000 hasn't arrived yet :-). But
>>my CoCoIII with OS-9 could do exactly that. (and I did exactly
>
>Of course, you can get OS-9 (and IDRIS) for the Atari ST. So there. You
^^^^^^^^
>can multi-task to your hearts content, regardless of the machine. BUT I
>still insist that, for the non "power user" there's no need for it.
>
>-- Dave Meile

From his first posting on this subject, I wondered why Mr. Meile brought it up at all. It's not like someone asked for a poll regarding the usefulness of multitasking. His "so there." comment seems to imply a certain degree of envy of the Amiga users who like to discuss (yes, and brag too) the merits of multitasking. At least, he appears to have a need to defend himself in some way about not having it.

I don't think anyone here would argue that multitasking is necessary. One doesn't NEED icons and desktop metaphors either. But advances such as these help make computers easier and more productive for non-power users. And multitasking is desirable from the systems development viewpoint as distributed processing, resource sharing, and other features become more sophisticated.

Personally, I'd like to commend and thank the members of comp.sys.amiga for not degenerating this topic to the "my computer is better than yours" syndrome that Mr. Meile seems to have wanted to provoke. We all like our particular computers or we wouldn't have purchased them: that's a given assumption. And we all have different factors for making our purchasing decision.

--
Joe O'Hara || Comments represent my own opinions,
Commodore Electronics Ltd || not my employers. Any similarity to
Software QA || to any other opinions, living or dead,
|| are purely coincidental.

833. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 16:16:50 UTC
From: ugmiker@sunybcs.uucp
Message-ID: <7456@sunybcs.UUCP>
Source record: 255382
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3258@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>In article <7403@sunybcs.UUCP> ugmiker@sybil.UUCP (Michael Reilly) writes:
>>>
>>>The "average user" would be satisfied with a desk accessory, while the
^^^^^^^^^^^^^^
Do you realize, that this
whole conversation started out as, "can I multitask with a little memory",
and do you also realize that things like desk accessories, and carosels (sp?)
and the "multifinder", and the like all take up memory, and each process run
on a system with this "fake multitasking" will take up much more memory than
it would on a real multitasking machine. PERIOD. Because a machine (any machine)
is made with multitasking in mind, it is designed to make efficient use of it's
memory, and allows more processes to be run in a small space. That is why so
much memory is needed to use multifinder on the MAC.

>Well, the "power user" will tell you to buy a ferrari if you want to race
^^^^^^^^^^
WHAT the H*LL is a POWER USER, someone who can do more than one
thing at a time ??????
>
>>"The most important concept in modern operating systems is undoubtably
>>multiprogramming. By having a number of programs in memory at the same
>>time, the cpu may be shared among them. This scheme improves the overall
>>efficiency of the computer system by getting more work done in less time "
>>---from Operating System Concepts, Peterson and Silberschatz
>> for more, read chapter 4 of the above book....
>
>This quote is for the "power user". I'm absolutely certain that Peterson
>and Silberschatz weren't considering microcomputers when they wrote that
>book. Of course, if we followed the computer science model for home
>computers, we'd all be programming in ADA or Modula-2, and have degrees
>in math to boot. :-)
NO dave they weren't considering microcomputers, they were considering
operating systems, ALLLLLLLL operating systems. A computer is only as
good as the operating system available to the user!!! If you have a
SUPER-FAST computer that can do one thing at a time, and it can't even
do that efficiently because of the operating system, what good is it. WE
all have very fast machines (st, amiga, mac) and almost all of us USE
try to get the most out of our machines, multitasking helps us do that.
Also Do you agree, that Joe Average user, who doesn't know how computers
work, is always expecting them to work faster. As a consultant here at
the university, I ALWAYS seee begining users hit a key 7 or 8 times
because as soon as they hit it the first time it doesn't respond becuase

the VAX has 55 people on it...They are "POWER USERS" also, they want thier
power, they want Instantaneous replies, with an efficient operating system
they get them. (at least as fast as posible)
>
>>>
>>>Face it, most of us are (for the most part) linear beings. For single,
>> That is NOT linear, humans are DEFINITELY not linear.
>
>Heh. Gotcha. When I make dinner (let's say Coq a Vin, wild rice with herbs,
>a nice tossed salad, and chocalate torte...) I do the following:
> 1. get out the recipe for each thing
> 2. prepare the Coq a Vin
> 3. then prepare the wild rice with herbs
> 4. then prepare the chocalate torte
> 5. then prepare the tossed salad.
>
>I do NOT cook "everything at once", I prepare things in order and let them
>cook "off-line" (no CPU processing necessary, it's all I/O) :-)

yeah, and you eat COLD food.... :-(
I never met a CHEF who didn't think THE most important aspect of
cooking was getting the food out HOT, and NOT over cooked, this all includes
timing, and timing is important in computers also
>
>I do NOT eat "everything at once", a nicely prepared Coq a Vin requires time
>to savor the flavor, and I certainly wouldn't stuff a little bit of everything
>in at once.
Do you eat the WHOLE Coq a Vin, then ALL the rice, then ALL the salad,
cleaning (rebooting) your plate (machine) off between courses???
Or do you put them all on one plate (window) and eat (run) them all at the same
time??? come on dave, DONT LIE :-)

>> The classic about walking and chewing gum, is a perfect example.... :-)
>
>Walking and chewing gum are I/O intensive, and require absolutely no CPU
^^^^^^^^^^^^^ are you trying to tell me the
"writing stuff" and "filing stuff" you do on your computer is not ???

>cycles. :-) It's analagous (mildly) to reading text on your screen while
>Music Construction Set plays Bach (possible on both the Amiga and the Atari ST)
>
>> Well, just remember, the vaxstation is at work, but my AMIGAstation
>>is at my home, right where I get MOST of my work done....
>>
>
>Your AMIGA is at home, and you get MOST of your work done on it. I.E. you're
>a power user. For you, multi-tasking is "wonderful". I write a lot at home,
>and multi-tasking is an unecessary fribjob to accomplish that particular task.
>
>I leave my REAL work (which requires things like UNIX and VMS and TELNET and
>all of those neat things) at work.

BUT DAVE !!!!! I CAN do TELNET, on my amiga, WHILE I read text and
listen to Music Construction set playing Bach, and I soon will be able to
(hopefully) be running UNIX in a window on a 68020, while my 68000 is hacking
away at compiling the latest version of my Bugs :-), and doing the music stuff.
And the Reason I get most of my work done at home is because I can
dial into the school computer, make some changes in a program, compile it on
unix, and instead of doing external documentation on a project through the
1200 baud (yuck) phone line, I just flip screen around, and keep on doing it
right on the amiga, While the program is compiling. With a load of 45.00 on
a 785, it sometimes takes a while :-)
>
>-- Dave (I write stuff) Meile

Dave, When I first started using UNIX, the most fantastic thing for
me was the ability to just through some job in the background, and go about my
other business. I was no "POWER USER" just someone trying to get some work
done efficiently.

mike

p.s. EVERYONE, HAVE A HAPPY HOLIDAY, AND A HAPPY AND SAFE NEW YEAR...
:-) :-) :-) :-) :-) :-) :-)

Mike Reilly President of UGCSA University of Buffalo Computer Science
csnet: ugmiker@buffalo.CSNET
uucp: ..!{nike|watmath,alegra,decvax}!sunybcs!ugmiker
BITNET: ugmiker@sunybcs.BITNET <-OR-> ACSCMPR@ubvmsc.BITNET

834. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 16:50:56 UTC
From: bakken@hrsw2.UUCP
Message-ID: <41@hrsw2.UUCP>
Source record: 255384
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <533@otto.COM>, rex@otto.COM (Rex Jolliff) writes:
>
> I think, however, that the first time home (or other) computer user will not
> realize or utilize the full potential of Multitasking for quite a while. They
> will have enough fun just making the computer do things one at a time.
>
I can't count how many non-technical types I've shown Amy and they have
no problem comprehending what multitasking can do for them if they are
given a few examples. Once the light goes on they tend to use it often.
Heck, I don't even need to show then Amy - 4 or 5 well chosen sentences
does the trick. Which is why I am really dissapointed (to put it mildly)
that C= has not run commercials that help people to see the light. That
should be easy to accomplish in a 60 second spot, maybe even in 30 seconds.
Peter's commercial idea with Big Blue, Mac, Amy, and the flunky was a
classical case in point.

--
Dave Bakken
Boeing Commercial Airplane Company
uw-beaver!apcisea!tahoma!hrsw2!bakken (206) 234-2039
(generic) disclaimer: these views are my own, not my employers.

835. Re: TOS bug ?

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 17:00:50 UTC
From: landon@apple.UUCP
Message-ID: <7095@apple.UUCP>
Source record: 255385

> I have run into some problems as i tried to copy files to a Harddisk.
> I had 2 SH205-Harddisks connected to my Mega ST4 and tried to copy a (german)
> TeX-Distribution from one Harddisk to the other. The fonts are located in a
> couple of subdirectories all named 'PXLnnnn', where 'nnnn' stands for a four
> digit number. I tried to copy the directories by opening two windows,
> selecting 4 directories and pulling them in the other window. For the first
> 2 or 3 directories all works well, but then suddenly the name of one of the
> directories will change! The 'X' of 'PXLnnnn' will turn in the Sqare-Root-
> Symbol or in a superscript '3'.

Single-bit errors on DMA transfer.

If you have SH205 cables longer than eighteen inches they will not work reliably. If you have home-brew unshielded cables, or you have defeated the shielding (with a Y-cable), the same applies. [If your cables are longer than 18" and they came in the box with the SH205, let atari!neil know about it! And get them replaced.]

SCSI data transfers (at least on the ST) are not checksummed or otherwise validated. The DMA bus doesn't have much fail-safe, and you can run for a long time before noticing sporadic single-bit errors.

A simple test you can try is to read the same set of blocks over and over again (with Rwabs()) and compare consecutive reads; let it run overnight and see if you get any errors.

It's sad that the ST's only high-speed port is fraught with so much flakiness and folklore about its use. If there's a single piece of hardware Atari should improve on the ST, it's the reliability of the DMA bus. [Sorry, John.]

-Landon
--

I speak for me.

836. Re: Multitasking??

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 17:35:57 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <1479@saturn.ucsc.edu>
Source record: 255386

In article <39@lzaz.ATT.COM> bds@lzaz.ATT.COM (BRUCE SZABLAK) writes:
>Frankly, if the BIOS was written re-enterantly, there would be
>little difficulty in adding multitasking. It could be done for
>those who use it, and those who didn't could ignore it.

The ST's BIOS is re-entrant. GEMDOS is not. (I have a multiuser BBS system to prove it...) You just have to make sure that each task has its own BIOS register save area. That took me a while to figure out -- basically you switch the BIOS stack pointer in your task-switching routine, as well as the user stack pointer and all the registers. Multitasking on the ST is actually fairly trivial, as long as you don't try to use Pexec() or Pterm(). I'm working on rewriting both of those right now for the background Xmodem accessory in ST-Talk Professional.

+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ucscb.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _____________________________|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

837. Re: Multi-tasking? A boon...

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 18:23:57 UTC
From: kurt@tc.fluke.COM
Message-ID: <2549@fluke.COM>
Source record: 255387
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

Does multitasking have any advantage over TSR desk accessories, interrput controlled print spoolers, carousels of programs, etc? Of course. Ever try to write a TSR application? AARRGGHH! On the Amiga there must be a hundred different little clock programs, and how many of you can say you never use one of them? Same thing goes for screen blankers and terminal programs.

Sure, most of the time I'm doing only one thing. Or am I? The disk is working in the background, validating disk writes underneath other free time like when my application is waiting for it's next keypress or mouse move. That is a major hassle to program without multitasking; you wait for the disk to validate, or do without validation. That game I'm playing does vector calculations while the blitter is drawing vectors. Most of this advantage comes from hardware multitasking, but you use the same synchronization tools as you would for software multitasking, so it's nice to have them in the OS.

Whether your amiga program LOOKS like one thread of control or not, chances are pretty good that it's multitasking somewhere. It is far easier to write multitasking programs than it is to simulate multiple control thread programs on a single-tasking OS. This translates to the user as lower cost software that is available sooner, and a higher quality library of PD programs.

If multitasking is such a lose, why is Atari trying to do a unix workstation, along with Apple, IBM, Commodore, and everybody else? Why is OS/2 such a big noise? Why buy 386's? Get with the world.

838. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 19:10:49 UTC
From: lee@uhccux.UUCP
Message-ID: <1374@uhccux.UUCP>
Source record: 255388
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton) writes:
>In article <3256@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:

Mr. Sexton's comments don't bear repeating. It was suggested in another
news group that he has a net variety of Tourette's syndrome. Would Dave
Meile and others in comp.sys.arari.st please accept an apology from
us amiga folks?

839. Terminal Emulators for Data General Machines.

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 19:44:00 UTC
From: KOST@TRIUMFCL.BITNET
Message-ID: <8712232021.AA20318@ucbvax.Berkeley.EDU>
Source record: 255389

Does anyone know of a Terminal Emulator for the Data General machines, eg. the D-400 series terminal, for the Atari ST.

Please reply to KOST@TRIUMFCL.BITNET

Thanks.

840. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 20:17:27 UTC
From: kevin@Lindy.STANFORD.EDU
Message-ID: <444@Lindy.STANFORD.EDU>
Source record: 255390
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton) writes:
>>People want computers (when they want them at all) to DO SOMETHING for
>>them. In the majority of cases with the Atari ST and the Amiga, that
>>"something" has been:
>>
>> writing stuff
>> filing stuff
>> retrieving stuff that's been filed
>> playing games
>> programming all of the above
>
>Speak for yourself, you nit. You have no idea what *I* do, or what *I*
>need.
I don't believe he said anything about how YOU use your computer.
And, you're asking for this comment, ASSHOLE.
Last time I checked, "the majority of cases" doesn't mean 100%, does it?

>>access to two programs (ala Multifinder or perhaps through a "desk
>>accessory" [IBM PCs have desk accessories too, folks]) you already have
>>as much power as you're ever liable to need in most environments.
> ^^^^^^
>
>Speak for yourself, nit.

I believe he was, TWIT.

>I could not go back to a single tasking computer, nor would I accept
>a job programming one. Stone age.

Good for you, dude.

>Alright, thats it. For the last time, just because you dont want it/dont
>need it/can't understand it, don't for a second presuppose others
>dont want/need/understand multitasking.

He said that he didn't see any arguments why multitasking is a REQUIREMENT
for a microcomputer. Thinking it's useful, and liking it don't cut it.

>Open mouth, insert foot. Open hand, take egg. Apply to face.

Do you do that often? Perhaps you should seek therapy.

>P.S. This is not a flame. This is not even a spark. If you would
>like flames, I'll be glad to lay into you, you little jerk.
It sure sounds like a flame to me. I'm not going to claim what I'm doing
isn't. Why don't you crawl back under the rock from whence you came?

Why can't people just forget this stupid argument? I bought my Atari because it does what I wanted at the time, you bought your Amiga for the same reason. Why can't you just leave it at that? When I bought my ST, the Amiga was at least $600-$700 more expensive than the ST. I didn't have that extra money. If I had, maybe I would have bought an Amiga. Maybe not.

I don't need this damned "my computer is better than yours because mine does x, nyah nyah nyah" bullshit.

--

Kevin Burnett
Stanford Linear Accelerator Centre / Santa Clara Class of '88
Arpa: kevin@Lindy.Stanford.EDU Bitnet: KJBSF@SLACVM.BITNET
Old-style UUCP: ...!decwrl!labrea!Lindy!kevin

841. Nothing about: Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 20:37:29 UTC
From: kim@amdahl.amdahl.com
Message-ID: <20007@amdahl.amdahl.com>
Source record: 255392
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

```
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'

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_/_ // // /
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```

/kim

--
UUCP: kim@amdahl.amdahl.com
or: {sun,decwrl,hplabs,pyramid,ihnp4,uunet,oliveb,cbosgd,ames}!amdahl!kim
DDD: 408-746-8462
USPS: Amdahl Corp. M/S 249, 1250 E. Arques Av, Sunnyvale, CA 94086
CIS: 76535,25

842. the real advantage of multi-tasking.

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 20:56:39 UTC
From: jack@cwi.nl
Message-ID: <153@piring.cwi.nl>
Source record: 255393

Lots of people say things like 'I don't need real multi-tasking,
I'm happy with a spooler and one or two other utilities'.

The point, however, is that applications like spoolers become
completely trivial once you have multi-tasking. 90% of the code
(and the most error-prone 90%, at that) is spent stealing vectors,
jumping in and out of supervisory mode, making sure your program
isn't overwritten by something else, etc etc etc.

I've been working on a network where a number of atari's can use
each others disks, but things got so incredibly hairy that I've
suspended the project and started thinking about making the BIOS
(or maybe even GEMDOS) multiprogrammed first. This will make my
remote-disk almost as trivial as a ramdisk.....
--
Jack Jansen, jack@cwi.nl (or jack@mcvax.uucp)
The shell is my oyster.

843. Re: Multi-tasking? A Nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 22:13:59 UTC
From: ewhac@well.UUCP
Message-ID: <4828@well.UUCP>
Source record: 255394
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

[Followups to alt.flame, where it rightfully belongs.]

Someone writes:
>> I'm still waiting to see if someone can come up with a use for TRUE
>> multitasking that a typical home user would find very handy but that
>> cannot be satisfied by a simple 'carousel' approach. There probably
>> are some, especially with message-passing, etc., but none have been
>> posted yet (except for people waiting for their compilers to finish --
>> they just need faster integrated compilers, though :)
>>
>> Robert Gardner
>>
Here's a real-world example. Note that this is from the
programmer's perspective, not the user's. As you will see later, this is
irrelevant.

The specifications are as follows: You are to design a space
invaders-type game. There is one spaceship at the top of the screen, and a
gun at the bottom. The spaceship moves across the top of the screen from
left to right; as it does so, it "drops" letters forming words down the
screen.

As the user types on the keyboard, the program checks to see if the
letter typed matches the one the gun is currently under. If so, the letter
is shot and the gun moves one position to the right (to the next letter in
the word. If they don't match, a short error signal is delivered to the
user.

The screen will look like this:

```
------------------------------------------------------------------------------

...<-=O=->

S P A C E W E L L C R A

T H A N T H I S H A L L K I L L T H R I L L L A K E G R E A T

A N P A R T D R A T S P A C E B E A T H E A R S E A D R E A

A T H E R M A P T H A N F O R H E A R T

|
A
/#\
------------------------------------------------------------------------------
```

The spaceship moves across the top of the screen at a fixed rate.
When it reaches the end of the row, all the rows drop down one, and the
ship returns to the left side.

To make it more interesting, a range of colors in the spaceship are
to be cycled, to make it look like it's spinning. The cycle rate is totally
independent of any other regular rate in the program.

Don't worry about winning or losing at this point; they'll
complicate the issue.

Now. Design this program, first on a system with multitasking,
and then on a system without it. Discuss the design issues that need to be
considered, and how you would address them under each environment. "Be
specific; give examples."

Whether or not the machine multitasks should be made invisible to
the user; both versions should run the same as far as the user is
concerened.

I designed this very program on the Amiga. I was porting the
program from the Atari ST, working from the ST source code. Before posting
my approach and ultimate solution to the problem, I want to see how others
would address it.

That is, if anyone cares.....

[In the article titled "Re: Multi-tasking? A nightmare...", Dec 22, 1987,
...!uwvax!umn-d-ub!umn-cs!davidli writes:]
> How many years have you owned a personal computer Joseph?

I don't know about Joseph, but I've been stumbling along for about
eleven years now.

> Were you ever actually around when punch cards were being used?
Yup. IBM 1130. Didn't like it, either.
> Were you around when all you could do with a personal computer was toggle
> switches on the front panel and bring an AM radio close to the CPU to
> produce "music"?
Yup. I've even used a ASR-33 TTY. Wow.
> Did you ever put together one of those personal computers (you know,
> before Radio Shack started mass production of the TRS-80 model I)?
No, unfortunately. I lusted after a SOL-20 myself. But then the
Commodore PET came out (predates the TRaSh-80, BTW), and I wanted one of
those. My first ended up being a C-64.

I'm still trying to discover what all this arguing accomplishes...
It's fun, though.....

_-_-_-

"Work FOR? I don't work FOR anybody! I'm just having fun." -- The Doctor

844. Abaq Developer Kits

Newsgroup: comp.sys.atari.st
Date: 1987-12-23 22:50:12 UTC
From: neil@atari.UUCP
Message-ID: <916@atari.UUCP>
Source record: 255395

Before my mailbox overflows:

There is a program in place for Abaq developers. In the USA, you can get information on what documentation will be available, and a more complete look at the Abaq itself, from Atari. In the UK you should go right to Perihelion.

To get the information package, write to:

Atari Corp.
1196 Borregas Ave.
Sunnyvale, CA 94086
Attn: Cindy Claveran

To become a registered developer of the Abaq, you can get the documentation package and get news of when developer units will be available. The cost is $100, sent to the same person listed above.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

845. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 00:20:36 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <37344@sun.uucp>
Source record: 255396
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <8155@prls.UUCP> gardner@prls.UUCP (Robert Gardner) writes:
>I'm still waiting to see if someone can come up with a use for TRUE
>multitasking that a typical home user would find very handy but that
>cannot be satisfied by a simple 'carousel' approach. There probably
>are some, especially with message-passing, etc., but none have been
>posted yet (except for people waiting for their compilers to finish --
>they just need faster integrated compilers, though :)

The major difference between carouselling (I love that term) and true multitasking is efficiency. You alluded to these above however the conditions where this is a win are greater than just the compile/edit cycle mentioned. Basically you keep the CPU busy and get more work done.

The other advantage to true multitasking is the transparency of it. When you program this becomes self evident. No special steps are needed to run two tasks simultaneously, and flexibility is enhanced. A really nice example is Carolyn's Pallete Tool. This runs as a separate task and can be run with any other program to provide a color adjuster. Plus you don't have to go through hoops/special startup sequences etc like you do with DAs. It doesn't make it better, it demonstrably makes it more efficient over the long term.

Anyway, it is a hell of a lot easier to not use than it is to simulate when it isn't built in. My whole case on 'picking a computer' is based on what it *can* do versus what it was *designed* to do.

Simply put, rating two computers can be done rationally.

If any program that can be written on computer A, can be identically duplicated on computer B. And, a program can be written on computer B that *cannot* be identically duplicated on computer A. Then, computer B can be said to be *more capable* than computer A.

If any program that can be written on computer A, can be identically duplicated on computer B. And, the program on computer B is consistently faster than computer A. Then, computer B can be said to be *more powerful* than computer A.

If any program can be written for computer A, that computer B cannot duplicate, and any program can be written for computer B that computer A cannot duplicate. Then these two computers can only be compared while specifying the limits of the comparison.

Once again, I would like to see a comp.sys.compare newsgroup.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

846. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 00:26:45 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <37345@sun.uucp>
Source record: 255397
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3259@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
|>Actually, the argument is "Joe Average doesn't NEED Multi-Tasking to
|>accomplish the primary uses of a home computer"
|>
|> writing stuff
|> filing stuff
|> retrieving stuff
|> playing games
|>

The degenerate case of this argument is "Joe Average User" really only needs a pencil, some paper, and a box to do the above. We are down to arguing opinions. Could we move on now?

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

847. Multitasking and Big Brother

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 02:51:00 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8712240752.AA01956@ucbvax.Berkeley.EDU>
Source record: 255398

Another aspect in the debate over multitasking comes to mind. A few weeks ago some guy was hawking his book on a talk show...don't recall the author or the title but it was pretty much the antithesis of the "Micro Millenium" that came out a few years back.
His theme on the show was that office automation most often _reduces_ the office productivity (I've seen this phenomenon mentioned in Infoworld and elsewhere so I'll assume there's some truth to it). So managers will be forced to either toss a lot of the techno-glitz and hope productivity improves, OR employ `watchdog' software to see that everybody is meeting quotas and not goofing off...he called that the `electronic sweatshop' approach. The argument went like this:
Right now, PCs are still pretty slow. There is time for employees to get away from the machine for a few minutes while it calculates, sorts, or whatever. But the new generation of PCs can do several things at once, so instead of a moment's relaxation the employee will just move on to a new task. And employers will have the ability to see that they do just that.

I've heard that such monitoring is being used a little already for cashiers and ticket agents.

Personally, when I first used multitasking systems I thought it was great, and did a lot of simultaneous compiles and whatnot. But these days I rarely try it...seems there's always paperwork to do and journals to read while the computer is busy, so I mentally multitask. Getting the eyes off the screen (*&?!! VT-compatibles) reduces headaches too. After stopping to think about it, I don't know that I'd walk across the street to pick up a multitasking os. Kinda like quadraphonic sound...cute concept but I wouldn't pay extra for it.
Having used up a week's worth of computer blasphemy in this message, I'll quit.
Notes:
1) No, I didn't post to Amiga. I've lost what interest I had in that machine.
2) If you've sent me mail in the last month (or two?), I haven't been keeping up with it. I'm clearing up the backlog and hope to be caught up shortly... sorry.
Don Rice
FXDDR@ALASKA.bitnet

848. Multi-tasking on micro computers

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 03:28:29 UTC
From: malman@FRED.BBN.COM
Message-ID: <8712240346.AA28624@ucbvax.Berkeley.EDU>
Source record: 255399

Dave,

I totally agree with your statement:

"BUT I still insist that, for the non "power user" there's no need for it."

The problem is that most computer users these days, are power users. The children running games don't need "high power or multitasking" - nor do people who really don't understand what a computer can do for them. Once someone reaches the point where they really understand what a computer can do, they should be given access to all the power they need or want to complete the required task - multitasking is just another tool they might need to complete that task.

The truth of the matter (bickering aside) is that there are useful things a true computer user or programmer can accomplish with multitasking that can make his/her life easier. (btw: I don't own a multitasking machine - but I do have a Sun 3/50 on my desk at work - and love it!).

All these flames about what machine is "better" are total trash. Every machine, ever created, is good for "SOME" task - not every task. The truth is that some tasks can be more easily done and/or done more efficiently with multitasking.

If you really want an example OK: Say you are running a mail server on your machine - you would still want to be able to do anything you normally do (editing, debugging, etc) while the mail server is running... For that, you NEED multitasking.

To make small computers able to do complex tasks - multitasking is required. Multitasking is just another tool -- like more memory, RAM disks, disk storage space, tape backup devices, sidecars, magic sacs, etc., etc. To most computer professionals, multitasking is just another tool you use to complete a task - it is a fact of computing life.

/joel

[arpanet to: malman@bbn.com]

849. Re: Amiga and MIDI

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 05:04:09 UTC
From: elg@killer.UUCP
Message-ID: <2560@killer.UUCP>
Source record: 255400
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.cbm

in article <467@gethen.UUCP>, farren@gethen.UUCP (Michael J. Farren) says:
> In article <2267@tekig4.TEK.COM> brianr@tekig4.UUCP (Brian Rhodefer) writes:
>>If only all the originators/promulgators of RS232 had just one neck,
>>and I could get my hands around it....
>
> There is an RS-232 standard. You can get it from (I think) the American
> National Standards Institute. I've got a copy somewhere around here
> myself. In that standard, everything having to do with an RS-232 interface
> is defined, carefully, from the rise times of the signals to their meaning
> to the pins and connectors they are supposed to go to.

Unfortunately, even if you adhere completely to the standard, half the devices in the world still won't talk to you without a breakout-box or cable switching. When the only devices extant were computers and terminals, that was no big deal, but tell me, how about hooking up a terminal concentrator/network node to printers, computers, terminals, ... We're talking BIG-time troubles here, we're talking about cabling nightmares to end all nightmares, even if the standard IS followed (and it usually isn't -- e.g. a switcher which arbitrarily decides to ignore an outgoing line if certain transitions don't occure at certain times, and a network node which refuses to give the switcher those transitions -- thus FUbaring things horribly.).

I hated having to mutilate my cable to flop RxD and TxD when I hooked up an Amiga to a C-64 to transfer files at 9600 baud (yes, there's some magic involved :-).

--
Eric Lee Green elg@usl.CSNET Snail Mail P.O. Box 92191
{cbosgd,ihnp4}!killer!elg Lafayette, LA 70509
"There's someone in my head, but it's not me...." -PF

850. Even more thoughts about multi-tasking.....

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 06:22:00 UTC
From: gjwelych@SUNRISE.ACS.SYR.EDU
Message-ID: <8712240738.AA01731@ucbvax.Berkeley.EDU>
Source record: 255401

I just sat here reading my Info-Atari16 mail and read about 20 replies,
and counter-replies. All on the subject of multi-tasking.

I think that the issue is NOT joe-average-user being too dumb to use
a multi-tasking environment, but that they don't have a NEED to as of yet.
To whom ever said that Joe-Average-user is NEVER going to need multi-tasking,
have you ever look at the future prospects??? Maybe they don't need or
want to use it now (or even know HOW to), in the future, it may be
NEEDED by ANY user of a computer. I think the MAIN reason multi-tasking
personal computers are not extremely popular, is due to the LACK of
them on the market. Yes, I know there are some on the market now, but
five years ago, name one! (note I said personal computer and not mini's or
super micros) This lack of public use (and abuse) of multi-tasking is
why joe-average-user doesn't feel a NEED for it.

As a side note, only the recent emergence of high-resolution graphic
displays have made using a multi-tasking operating system easy enough
for non-hacker types. Currently, I rarely use the multi-tasking abilities
of the VAX I'm using now. The reason is NOT that I have no need or ability
to use it, but that it is VERY difficult to use easily. And due to the lack
of EASE-OF-USE, I haven't tried to use it to it's fullest extent where
I currently sit saying, "It sure would be nice to be doing such-and-such
while I'm doing so-and-so!". If the VAX had a nice, inexpensive, easily
gotten, and logical graphic interface, I know I would be using the
multi-tasking to the hilt!

I see a day when EVERY computer had better have a multi-tasking operating
system. The express need will stem from the, as of yet, unexplored uses
of computers in normal human existence.

I doubt many people feel the way I do, but at least to me, these are the
reasons I will NEVER get another computer with-out a multi-tasking,
graphic environment.

Please note: The above is NOT a flame to anyone, about anything, or even
just for the fun of it. It is just the expression of my
thoughts on the subject.

Just a thought,
Greg Welych.

PS: Please, people, let's not start ANOTHER "My computer is better than yours"
war. I have had enough of them.

------

851. Re: Nothing about: Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 06:26:13 UTC
From: jbn@glacier.STANFORD.EDU
Message-ID: <17260@glacier.STANFORD.EDU>
Source record: 255402
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Please, could we turn down the flames a bit.

On the systems that don't have multi-tasking, such as the IBM PC and the Mac, we observe people desperately fighting the operating system to get some concurrent operations going. Terminate-and-stay-resident programs, such as Sidekick on IBM PCs, were an attempt to get around the lack of multi-tasking. The attempt was only moderately successful, and such programs often interfere with each other and the program they preempt. Microsoft takes the position that such programs violate the rules of MS-DOS and has warned for years that they will not work under future versions of MS-DOS. They won't work under OS/2, but OS/2 offers multi-tasking, so they will not be needed.

PC spooling programs, which must patch into interrupt locations and store into the operating system, have similar problems. (Try to get a printer spooler and a plotter spooler both running at the same time.) Even desk accessories on the Mac, which are officially supported by the operating system, are something of a kludge internally.

So what we see, on the systems that don't offer multitasking, are attempts to achieve it through hacks that don't work too well.

John Nagle

852. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 07:30:11 UTC
From: jim@coplex.UUCP
Message-ID: <154@coplex.UUCP>
Source record: 255391
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <11191@oliveb.UUCP>, dragon@olivej.olivetti.com (Give me a quarter or I'll touch you) writes:
>
> I think that these arguments aren't representative of an *average* user,
> since an average user is more likely not to own a modem.

Oh, I don't know about that. Our Amiga club did a survey of its users, who would probably fit into most people's idea of "normal" users, and over 80% of them had modems. Granted, most of them used the modem for bbsing, but that is certainly an environment in which one could use multi-process capability, be it true multitasking or simply context switching. Amazingly enough, the RS Color Computer Club I formerly belonged to had a much-much lower percentage of modem users (on the order of around 20% if I remember correctly). Perhaps it is too much of a hassel to do a days work one step at a time?
I wouldn't consider myself a "normal" user either, but something I have found quite handy is the ability to have a directory showing up on one page while trying to reorganize it on another.

Jim Sewell | "Make knowledge free!"
Freelance Programmer | "Anyone need a program? 8-)"

853. Re: 40-folder bug and FOLDRXXX.PRG

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 14:40:21 UTC
From: romero@mind.UUCP
Message-ID: <1505@mind.UUCP>
Source record: 255403

In article <910@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> in article <560@pyuxe.UUCP>, crc6@pyuxe.UUCP (C. Colbert) says:
> > In one of the atari periodicals it was announced that they fixed the 40
> > folder bug in the Mega St roms.
> I WILL TELL YOU WHEN THE 40-FOLDER BUG IS FIXED. DO NOT BELIEVE ANY
> OTHER REPORTS UNTIL YOU HEAR IT FROM ME. I AM THE ONLY PERSON WORKING
> ON THIS.

Uh... guys? Did you hear him say what I just heard him say?
Did Alan just say that there's ONLY ONE PERSON WORKING ON THE WORST PROBLEM
THEIR MACHINE HAS?
Just how small an operation is Atari, anyway?
(Actually, my guess is EVERYONE else is working on the 40-folder bug on the
Transputer box...)

When the fix is made, maybe I'll buy an Atari. I still have a certain
amount of faith in Atari's ability to deliver a decent value, despite all
the griping I've seen on this group since the ST came out.

>
> I *am* working on it, so don't despair. When the fix comes out, it will
> be more sweeping than you think (unless you think big).

Hmm. Does this suggest upcoming compatibility problems?
Or perhaps the advent of a new operating system altogether?
Could it be... MULTITASKING? Okay guys, warm up the rumor mills...

-Antonio Romero
romero@psycho.Princeton.EDU

PS-- Hi Charlie!

854. drive problems

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 15:05:00 UTC
From: U00296@HASARA5.BITNET
Message-ID: <8712241505.AA07260@ucbvax.Berkeley.EDU>
Source record: 255404

PROBLEMS WITH MY DISKDRIVE

Lately I have been experiencing some problems with
my diskdrive on my ST (1040). When the machine has been running some
time and I write something to my disk (or read something from it)
it will keep on spinning (red light also remains on). It seems to be
due to the heating of some part, since it does not happen when the machine
is cold (boots). A warm boot exstinguishes the light for a moment,
bit does not solve the problem.
Has anyone had similar experiences with his ATARI, and if so what
was the solution?
Any comments are appreciated.
Niels Walet

BITNET/EARN U00296@HASARA5
UUCP mcvax!amolf!walet

855. Re: Christmas Adventure - Elves87 Part 1 of 4

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 15:24:16 UTC
From: cruff@scdpyr.UUCP
Message-ID: <252@scdpyr.UUCP>
Source record: 255405
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.ibm.pc

In article <250@dalcsug.UUCP> euloth@dalcsug.UUCP (George Seto) writes:
>Here is the first of hopefully many adventures from BOA! which stands
>for Burnt Out Adventurers!. This is a Christmas theme adventure. The
>ST loader will show a little picture before loading the game. ...
^^

Why are comp.sys.mac and comp.sys.ibm being cluttered up with this stuff?
Atari ST binaries, never the less. Please, show some restraint in what
news groups you post this stuff to. It doesn't do us much good to receive
useless ST binaries in comp.sys.mac or comp.sys.ibm!
--
Craig Ruff NCAR INTERNET: cruff@scdpyr.UCAR.EDU
(303) 497-1211 P.O. Box 3000 CSNET: cruff@ncar.CSNET
Boulder, CO 80307 UUCP: cruff@scdpyr.UUCP

856. Re: BMS controller package

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 15:39:06 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1318@water.waterloo.edu>
Source record: 255406

In article <945@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
]
] I have the BMS controller. It works fine (once we found the bugs but
] that was almost a year ago). ...

What were the bugs?
If I were to buy such a board, I would probably *never* find the bugs.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

857. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 15:42:12 UTC
From: jejones@mcrware.UUCP
Message-ID: <583@mcrware.UUCP>
Source record: 255408
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <323@lakesys.UUCP>, mark@lakesys.UUCP (Mark Storin) writes:
> If all he ever needs is simple word processing or file keeping then he can
> find those in the simplest of computers (8-bit machines like Apples and
> Atari's)...

I agree with Mr. Storin's main point fully, and moreover think that Joe Average will, unless he's very careful, actually *learn* something about what his computer can do and take advantage of multitasking eventually, but--I think that a visit to a friend or neighbor with a CoCo 3 running OS-9 will show that one can have multitasking on an 8-bit machine. (Much less a visit to a place with a dozen folks hacking merrily away on a Gimix 6809-based computer.)

James Jones

858. A defense of Multi-tasking

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 16:12:13 UTC
From: denbeste@bbn.COM
Message-ID: <5595@cc5.bbn.COM>
Source record: 255409

The original poster of this subject asked if there was a place where multi-tasking was "essential". Many people responded with ways to use multi-tasking, and the original poster always responded with one of two answers:

1. There are other ways to do that that don't involve multi-tasking. Multi-tasking therefore isn't essential for that task.
2. Only sophisticated users would want to do that. (He called them "Power users.)

[Well, actually, there was a third answer used a couple of times:
3. Why are you being so abusive in a publicly posted article? Why didn't you mail it to me so I could ignore it?
But that's not relevant to the subject...]

Let's get one thing straight. Multi-tasking is not "essential".

Neither are high-level languages. You can do anything in assembly language you can do in C or BASIC, but it is less convenient. (MUCH less convenient.)

Nor are icons. People survived for years with text-only computer interfaces.

[For that matter, assemblers aren't "essential" either - you can key in machine language directly in hex. And if you really want to get down to it, the computer itself isn't "essential".]

I'm not suggesting that multi-tasking is as important as high level languages. That's not the point. I _am_ saying that requiring a feature to be "essential" to be included is a ridiculous criterion. The proper criteria are "useful" and "convenient".

On the Mac, there are many programs which can run simultaneously. To do this, however, they must be written in a very special way and the operating system must be specifically informed of each.

This is certainly an approach, and it seems to work for the Mac owners. There are certain special cases on the ST, I am sure, where more than one thing can happen at the same time (like a print spooler, for instance) - again it is done specially.

On a general purpose multi-tasker, ANY two programs can run simultaneously, unless one of them is being a particularly bad citizen. Though this isn't "essential", isn't that more convenient?

Which brings us to the second argument: Even if multi-tasking is indeed useful and convenient, it still won't be used by the great unwashed (called typical users in the original posting). Only "power users" would use it.

I don't quite understand why that means a feature should be omitted. Is it being suggested that a feature should only be included in a product if EVERY OWNER of that product will use it?

More importantly, it assumes that the users won't mature and become more sophisticated. Though a user may not use a feature when the product is first purchased, many times the user will grow into it as time progresses. "Power users" all began as unsophisticated users.

However, they won't mature if the machine they are on won't let them. I used to know quite a few owners of TRS Model I's, who were wizard Basic programmers, but were so restricted otherwise by the machine, that they might now never grow out of it, even if now given a better system.

In many ways, it is desirable that a machine provide some advanced features that the new user won't immediately use, so as to provide room for maturation and learning...

...providing it is done so that the user isn't forced to use this feature before ready.

Which leads me to the last point: The original poster stated, but never justified, a belief that providing multi-tasking was not merely useless but actually undesirable. I don't see it.

If:
1. Multi-tasking doesn't add to the purchase price of the product
2. It isn't intrusive on people who don't understand or need it right now
3. It is available for those who do understand it, or those who grow into it

Then
I state that it is an unmixed asset and should be in the product. I would be very interested in hearing why, given these three assumptions, multi-tasking should be omitted from a product.

If you change any of the assumptions, then you are arguing against a strawman. All three of them are true for multi-tasking on the Amiga.

If you say "There are other ways" that is irrelevant. The point is not to show alternatives, but to actually demonstrate that multi-tasking is a negative thing in its own right.

If you cannot demonstrate that it is an actual danger, then it is merely useless for most (but not all!) users. But since, by the assumptions, it doesn't impede those users who don't use it, then its ability to attract "power users" makes it an asset. (It attracted me - it is the main reason I bought the Amiga.) (By the way, by so doing it represents an indirect asset for those unsophisticated users, because the "power users" are cranking out public domain software which the unsophisticated users can get for free. 120 880K Fish-disks at last count.)

We therefore have three classes of users for the multi-tasking machine:

1. Those who don't understand and won't use multi-tasking, but are not impeded by it. [If you think they are impeded, then we are out of the realm of the theory and into fact. I state as a fact that it does not impede rank amateurs on the Amiga.]

2. Those who don't understand it to begin with, but grow into it.

3. Those who understand it and use it from the very beginning.

Group 1 isn't bothered by its presence. Group 2 and Group 3 benefit by it. How can it be a bad thing?

Which brings us finally to the issue of the motive of the original poster. Let's try some syllogisms, shall we?

1. The Atari ST is an ideal computer
2. The Atari ST doesn't have multi-tasking
ERGO Ideal computers don't require multi-tasking.

1. If several machines offer multi-tasking, people will grow to expect it.
2. If people grow to expect it, they will refuse to buy machines not having it.
ERGO If several machines offer multi-tasking, the public will refuse to buy machines not having it.

1. If several machines offer multi-tasking, the public will refuse to buy machines not having multi-tasking.
2. The Atari ST doesn't have multi-tasking.
ERGO If several machines offer multi-tasking, Atari ST sales will suffer.

1. Anything which causes Atari ST sales to suffer is dangerous.
2. If several machines offer multi-tasking, Atari ST sales will suffer.
ERGO It is dangerous for other machines to offer multi-tasking.

Could these be the real reasons behind the original posting? Or maybe just a deliberate attempt to stir up trouble?
--
Steven C. Den Beste, Bolt Beranek & Newman, Cambridge MA
denbeste@bbn.com(ARPA/CSNET/UUCP) harvard!bbn.com!denbeste(UUCP)
I don't think BBN cares what I think about this stuff.
And that's probably just as well.

859. Re: Multi-tasking?

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 16:13:48 UTC
From: page@ulowell.cs.ulowell.edu
Message-ID: <2286@ulowell.cs.ulowell.edu>
Source record: 255410
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Most PEOPLE don't multitask on a computer, they task-switch.

HOWEVER! Having multitasking available allows one to write (and use)
programs that multitask internally - sending messages back and forth
to each other, processing things concurrently rather than serially.
Many nice programs on multi-tasking machines just aren't possible on
any single-tasking machine because they INTERNALLY take advantage of
the machine's ability to multi-task and message-pass. Examples on
request, by E-mail.

As a user, MultiFinder is all I want, in most cases. But now that I
know what's possible for a -program- (not -human-) to do with a
multi-tasking machine, I wouldn't want to use a task-switching machine.

A few years from now we'll be arguing about something else, since
everything will multi-task or parallel-process anyway.

..Bob
--
Bob Page, U of Lowell CS Dept. page@ulowell.edu ulowell!page
"I've never liked reality all that much, but I haven't found a
better solution." --Dave Haynie, Commodore-Amiga

860. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 16:53:59 UTC
From: landon@apple.UUCP
Message-ID: <7106@apple.UUCP>
Source record: 255411

Atari does a lot of "re-manufacturing" as well. Rev-A boards go in, for instance, and Rev-Ds pop out the other end. atari!jwt could probably shed more light on this subject (he has actually SEEN the plant in Taiwan), but he's probably not allowed to say much. 'tain't that interesting, anyway....

-Landon
--

I speak for me.

861. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 16:55:39 UTC
From: trb@stag.UUCP
Message-ID: <289@stag.UUCP>
Source record: 255412
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <7909@e.ms.uky.edu> david@ms.uky.edu (David Herron -- Resident E-mail Hack) writes:
>In article <8155@prls.UUCP> gardner@prls.UUCP (Robert Gardner) writes:
>>I'm still waiting to see if someone can come up with a use for TRUE
>>multitasking that a typical home user would find very handy but that
>>cannot be satisfied by a simple 'carousel' approach. There probably
>>are some, especially with message-passing, etc., but none have been
>>posted yet (except for people waiting for their compilers to finish --
>>they just need faster integrated compilers, though :)

Agreed...even my worst case program (hdscan) takes less than a minute to compile, so I rarely even have the urge to pop it into the background...

> ... And yes, I know that background print spooler gadgets can
>run on single task DOS's ... I've seen 'em in CP/M, RT-11, Mess-DOS,
>and many many others. But I've never been convinced that they
>ever ran cleanly.

???Why not??? I have less trouble with the automatic print spoolers on my PC clone and ST than I do on the Unix boxes at work. I can prioritize jobs, edit stuff in the queue, etc on the ST version, but those hacks are mostly fluff and rarely used...besides, I have seen those handy little standalone print spoolers going for under $50 nowadays, so that may be a better solution in the long run...

>I'm thinking ahead some time into the future when we'll have
>ISDN running everywhere ... In order to handle network communications
>cleanly we'll need to have multi-tasking.

Umm, by the time we have ISDN running everywhere, our current computers will probably be dust. By then, most of us will probably be running some variant of Unix on our machines if we want to properly utilize ISDN (i.e. we will have BIG drives, some form of USENET access ...which I can't quite picture even two years from now, since we are running about 28MBytes of messages/week now..., very high speed modems, etc.)

>[There are] also things like mail daemons
>and such that recieve e-mail while you're asleep (or away
>or whatever).

UUPC seems to work fine on the ST and I have several STadel (ST citadel) boards that poll my Unix box every couple of hours for uucp mail and the comp.sys.atari.st sections. I am sure there are a lot of

Amiga systems doing the same (I recall that UUPC came out for the Amiga and Citadel is also running on the Amiga).

>For right now? Well, how about killing run-away processes?

On the ST OS-9 or the Multi-tasking C shell has the standard ability to do this...And on the Amiga or the ST, you can always hit reset to kill everything, but still keep the things that were out on RAM drives...(I used this feature a lot on both the Amiga and the ST in the early days of using C compilers that were released too soon.)

I agree somewhat with Dave Meile on this discussion/argument. In the long run, the average user of a popular computer is not the 'BBS'-type or a person that needs anything more than a few utilities in the form of desk accessories on top of an application. Unfortunately, the IBM PC and the Mac have gained the 'average' user market, to date. Those of us with Amiga's and Atari ST's are either technical enough to appreciate and use the special features of the respective computer, or we had very, very persuasive friends who convinced us that the Amiga/ST was the best computer. The 'average' user is still the person that just buys a Mac or PC for a very specific purpose (usually for writing memos or doing spreadsheets in a business environment). They may run Lightning/Thunder (real time spelling checkers on the PC/ST) in a pseudo background manner, and have a ton of desk accessories or pop up tools, but they rarely go in for the increased complexity that a multi-tasking environment like DesqView offers on the PC. Even the carrousel approach (there, I just multi-tasked and asked my wife for a spelling check...it can also be spelled carousel) is somewhat confusing to people, but I have seen secretaries fall in love with the carrousel programs on the Mac and the ST...although not on the PC version for some reason.

-Todd Burkey
trb@stag.UUCP

862. Re: Hard disk boot???

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 17:54:21 UTC
From: uace0@uhnix2.UUCP
Message-ID: <480@uhnix2.UUCP>
Source record: 255413

The problem you have with holding down the alt-ctrl-shift may have to do with WHEN you hold down the keys. If you bootup with! the keys down, then it will not work with the new ROMs.
Try turning on the machine (or resetting) wait a second, then hold down the keys. This should work.
Don't use GEMBOOT with th[e new ROMs, use foldrxxx.prg instead.

Also, I had the same[problem with the message about a non-supported ROM version. Ignore the message, the driver is actually installed, and works just fine.

- Mike
--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

863. Re: BMS controller package

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 18:12:57 UTC
From: turner@daisy.UUCP
Message-ID: <773@daisy.UUCP>
Source record: 255414

From article <945@ssc.UUCP>, by fyl@ssc.UUCP (Phil Hughes):
>
> I have tme BMS controller. It works fine (once we found the bugs but
> that was almost a year ago). The only question I have about it is does
> it actually cost less. You need to buy the interface and controller
> ($250, I think), then get a drive, box and power supply.
> No problems putting it together but when you are done you probably
> could have bought a Supra or Atari drive.
> --
> Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
> uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

agreeded, I alway felt the advantages of the BMS solution were:

1. It came with a battery backed-up real time clock

2. It supports two hard disks on the same controller

3. If and when i wanted to upgrade to a larger disk, i just unplugged
the old one and plugged the new one in

as to cost, be creative, most cities support at least one good used
electronic surplus/salvage store

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

864. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 18:23:44 UTC
From: uace0@uhnix2.UUCP
Message-ID: <481@uhnix2.UUCP>
Source record: 255415

Okay, how can you change Atari's image? Does it matter? Sure, more advertise-
ments would be nice, but what benefit do we, the curreniet owners of STs derive
from that? Perhaps it would be a boost to our own egos having more commmercials
on TV. I mean who wants to own a machine that doesn't receive alot of press?
In actuality, I doubt that more TV advertising would do too much good, other
than allowing us to say "I saw the ad five times in one hour," or "Did you
see the ads last night?"

Ask yourself this - how many other computer companies make game machines?
Answer - NONE!
Not Apple, not IBM, not Commodore, no one.
Therefore, Atari is stuck, because they do currently sell game machines.

This is not neccessarily bad, but more advertising, I beleive will only give
us current owners a shot in the arm. Remembere, actions speak louder than
words, and no advertising can boost sales if you don't have an exciting line
of products to sell, and new products on the way. If Atari can produce, then
they zwill be successful. The ABAQ is exciting, but may come out too late to
'steal' the show. Is it important for Atari to come out with products first?
For us owners, we certainly would take a lot of pride in the company if we
were owners of a$ computer from a company that was 'on the leading edge' and
delivered prroducts before anyone else, but what real benefit do we get from
that other than feeding our egos.
So, before you go complaing to Neil, ask who will really benefit. Is this
'commercial wars.' Are we feeling left out? We have a good machine that is
exactl[y what we paid for. What more do you want?

Flame me at this address, if you want. I just get tired of complaining about
immaterial things. If you wanna complain, complain about how GEM is a closed
operating system that must be hacked at to figure out (that's GEM, not TOS).

My opinions are my own, and do not neccessarily reflect our users' group,
company, university, or any living being.

- Mike

--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

865. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 18:44:00 UTC
From: schein@cbmvax.UUCP
Message-ID: <3016@cbmvax.UUCP>
Source record: 255416
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I usually dont reply to these net wars because there is never a winner and
they only surface again in 6-8 months, but.....

In article <444@Lindy.STANFORD.EDU> kevin@Lindy.Stanford.EDU (Kevin Burnett) writes:
>In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton) writes:
>>Speak for yourself, you nit. You have no idea what *I* do, or what *I*
>>need.
>I don't believe he said anything about how YOU use your computer.
>And, you're asking for this comment, ASSHOLE.

Soap Box mode ON ***

Comments like these are not needed. If you can not hold a discussion / debate
in a more mature adult manner, then please do it in e-mail. I am really getting
tired of adding more and more subjects to my kill file. Im sure that hidden in
each of these flame throwing messages is a valid point, but in the way these
point(s) are presented, its sure hard to find them. Im not asking you to stop
this "my dad can beat up your dad" battle (Heck sometimes even I need a good
laugh), just use a little more thought into what others think when they read
your message and how your message reflects on comp.sys.amiga.

Soap Box mode OFF ***
--
Dan Schein uucp: {ihnp4|allegra|burdvax|rutgers}!cbmvax!schein
Commodore AMIGA Bix: dschein Plink: Dan*CATS
1200 Wilson Drive phone: (215) 431-9100 ext. 9542
West Chester PA 19380
+--+
All spelling mistakes are a result of my efforts to avoid education :-)
+--+
I help Commodore by supporting the AMIGA. Commodore supports
me by allowing me to form my own suggestions and comments.

866. RS232

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 19:06:12 UTC
From: maccarle@ed.ecn.purdue.EDU
Message-ID: <8712241906.AA13653@ed.ecn.purdue.edu>
Source record: 255417

From Michael Czeiszperger's posting:

>In article <2267@tekig4.TEK.COM> brianr@tekig4.UUCP (Brian Rhodefer) writes:
>>Michael S Czeisperger: "...Midi is less of a standard than RS232..."
>>Oh, Noooo! It can't be THAT bad, can it?
>Oh, whoops! I didn't really mean that! I was trying to imply that
>RS-232 is more of a general protocol that you'd want on a computer,
>where MIDI is specialized so that it can only be used for music. If

Just to add further confusion to this discussion...
I'm pretty sure that EIA RS-232c is just a hardware spec, eg., voltage
swing, line assignments, line loading, maximum line length, etc.
I don't believe there's anything in the spec about transmission protocols,
but I admit that the term RS-232 seems to have taken on a broader
colloquial meaning.

maccarle@ed.ecn.purdue.edu

867. Message

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 19:18:00 UTC
From: LISTSERV@FINHUTC.BITNET
Message-ID: <8712241720.AA09024@ucbvax.Berkeley.EDU>
Source record: 255418

```
Error 113 from EXECIO while updating file INFO-A16 COUNTER G. Your file
(7952) has been transferred to POSTMAST@FINHUTC.
```

868. Message

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 19:18:00 UTC
From: LISTSERV@FINHUTC.BITNET
Message-ID: <8712241720.AA09046@ucbvax.Berkeley.EDU>
Source record: 255419

```
Error 113 from EXECIO while updating file INFO-A16 COUNTER G. Your file
(7956) has been transferred to POSTMAST@FINHUTC.
```

869. Message

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 19:18:00 UTC
From: LISTSERV@FINHUTC.BITNET
Message-ID: <8712241720.AA09032@ucbvax.Berkeley.EDU>
Source record: 255420

```
Error 1 reading file INFO-A16 COUNTER G. Your file (7954) has been
transferred to POSTMAST@FINHUTC.
```

870. Re: Degas Elite PostScript Driver

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 20:51:50 UTC
From: fyl@ssc.UUCP
Message-ID: <948@ssc.UUCP>
Source record: 255407

In article <8712231156.AA07312@lasso.laas.fr>, ralph@lasso.UUCP (Ralph P. Sobek) writes:
> Does there exist a program which converts Degas Elite format files to
> PostScript? Thanks a whole bunch!

Well, the bad way is to use Publishing Partner. It works unless
PP screws it up (which does happen). I have used this method (it is
how I got the graphics into our new UNIX products catalog) but would
like to have a cleaner way.

--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

871. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 21:08:51 UTC
From: droid@mcrware.UUCP
Message-ID: <584@mcrware.UUCP>
Source record: 255421
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

> Of course, you can get OS-9 (and IDRIS) for the Atari ST. So there. You
> can multi-task to your hearts content, regardless of the machine. BUT I
> still insist that, for the non "power user" there's no need for it.
>
> -- Dave Meile

I normally avoid religious wars, but this is too much. Just who are
these mythical "non-power-users" that don't need multi-tasking. Everyone
is trying to convince you that they don't exist. I'll tell you what.
You show joe user what muti-tasking can do and then tell him that he is
too unsophisticated to use it. Then duck. Manufacturers who underestimate
buyers go out of business. If "joe user" couldn't use multi-tasking, we
would not have kludgo simulations (TSR's, desk accessories, etc.). As one
of my co-workers posted, it is only a matter of education. Joe user expects
magic from a computer. As soon as he realizes a computer can't do two things
at once, like he can, he'll be unhappy. He wants multi-tasking.

And I'm not picking a bone for the Amiga over the Atari. Note my employer.
We only support one of those two machines. And its not the Amiga.

Sorry, no cute signature file.
Andy Nicholson
"Opinions expressed here were placed by Christmas elves trying to get me into
trouble."

Merry X-MAS!

872. A different view on multitasking.

Newsgroup: comp.sys.atari.st
Date: 1987-12-24 22:25:29 UTC
From: SARGON@UMass.BITNET
Message-ID: <8712241627375A7.AJJY@Mars.UCC.UMass.EDU>
Source record: 255422

In light of the humorous (if not entirely short sighted) notes on the usefulness of multitasking to the "average" microcomputer user I thought Id toss in some historically relevant views..

1. A microcomputer user will never need anything more than a few cassette tapes to hold his work.

2. A microcomputer user will never need anything but a TV set to display information from a computer.

3. A microcomputer user will never need even as much as 64K of memory.

4. A microcomputer user will never need a language other than interpretive BASIC to perform any task.

Last time I heard the Atari 1040ST came with an 800K floppy disk drive, requires a monitor (as Atari didnt put the modulator in there), comes stock with 1MB of RAM and doesnt come stock with BASIC. Does this make the designers at Atari morons for putting in such useless junk? I think not.

Finally, your "average" user of a modern microcomputer (this gets rid of the Apple II and C64 crowds) is more likely to be in a business or higher education setting than in the kitchen as a $x000 recipie file. Both of these areas are demanding the ability to share and distribute information. This means networks. Networks need software drivers that requires a certain degree of multitasking. Im sure Atari the self proclaimed "vertically integrated" computer maker will be (or hopefully IS) working on both multitasking and networking. The 286/386 and the 030 all have memory management hardware whether you use it or not. Why not use it?
-Steve
ccccccccccc
Stephen Halpin Sargon@UMass.BITNET
PO Box 241
Amherst, MA 01004-0241

873. spectrum 512, MWC, BDT MT C-shell, Alpaha Mega Disk(?)

Newsgroup: comp.sys.atari.st
Date: 1987-12-25 00:18:00 UTC
From: bryan@nyit.UUCP
Message-ID: <251@nyit.UUCP>
Source record: 255423

I only had my 1040ST for a week before the drive went and I'm still
waiting for it to come back so in the meantime I thought I'd ask a few
questions.

I've been reading about Spectrum 512 in Antics START magazine and was wondering
if anyone has disassembled the code and found out how they put 48 colors per
scan line? Does this code work for putting more colors per scan line
in medium rez? Also could anyone out there who owns Spectrum 512 tell me how
like/dislike this product?

I plan on buying it just for the feature of 512 colors but I was just wondering
how good a paint program this is compared to Degas & NeoChrome.

About how they do it, Spectrum owns the rights to Spectrum 512 not the ability
to put 48 colors per scan line. I feel Spectrum has done something that I
didn't think was possible and they deserve all the customers they can get, it's
just that I hope the how's and why's of the scan line trick become public
knowledge, for a person shouldn't have to buy the program just to be able to
have 48 colors per scan line on their ST's.

I'm currently using Mark Williams C with Beckemeyers MT C-shell and together
they make a pretty powerful programming environment. I was wondering if anyone
knows how much temp space both programs use? I set a ramdisk up and put the
most used commands from MT C-shell into it (ls, cd etc.) and was wondering how
much bigger I should make the ramdisk to hold the /tmp area which MWC & BDT
MT C-shell use for temporary storage.

Also while talking about ramdisks has anyone bought the Mega disk(?) by Alpha.
It's suppose to be a 1 meg. ram cartridge which plugs into the cartrige port
on the Atari and gives you the ability to have an 800k ramdisk + 200k printer
spooler or two 400k ramdisks and the printer spooler. Also included for $299 is
a power supply so that after you turn your computer off your data is still
intact, sort of like a mini Hard Drive. For the price it sounds good, if
anyone has bought one could you tell me how you like it and also how could
I get MT C-shell to recognize the 200k printer spooler?

Thanks in advance

Merry Christmas & Happy Holidays to all

Bryan Althaus
N.Y.I.T. - Computer Graphics Laboratory
UUCP: ...!philabs!nyit!bryan (bryan@nyit.UUCP)

874. Message

Newsgroup: comp.sys.atari.st
Date: 1987-12-25 00:44:00 UTC
From: LISTSERV@FINHUTC.BITNET
Message-ID: <8712242249.AA13481@ucbvax.Berkeley.EDU>
Source record: 255424

```
Error 113 from EXECIO while updating file INFO-A16 COUNTER G. Your file
(8093) has been transferred to POSTMAST@FINHUTC.
```

875. Message

Newsgroup: comp.sys.atari.st
Date: 1987-12-25 01:45:00 UTC
From: LISTSERV@FINHUTC.BITNET
Message-ID: <8712242347.AA14389@ucbvax.Berkeley.EDU>
Source record: 255425

```
Error 1 reading file INFO-A16 COUNTER G. Your file (8106) has been
transferred to POSTMAST@FINHUTC.
```

876. Message

Newsgroup: comp.sys.atari.st
Date: 1987-12-25 02:32:00 UTC
From: LISTSERV@FINHUTC.BITNET
Message-ID: <8712250034.AA15159@ucbvax.Berkeley.EDU>
Source record: 255426

```
Error 113 from EXECIO while updating file INFO-A16 COUNTER G. Your file
(8119) has been transferred to POSTMAST@FINHUTC.
```

877. Re: Microsoft Write ...

Newsgroup: comp.sys.atari.st
Date: 1987-12-25 04:05:14 UTC
From: martin@lakesys.UUCP
Message-ID: <327@lakesys.UUCP>
Source record: 255427

Neil, what's the Mfg's Suggested Retail Price (list price) for MS
Write?
Thanks,
Marty
--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

878. Re: drivers for new printers

Newsgroup: comp.sys.atari.st
Date: 1987-12-25 06:43:29 UTC
From: mzyla@dasys1.UUCP
Message-ID: <2347@dasys1.UUCP>
Source record: 255428

In article <2125@cup.portal.com> Randy_Captain-Magic_Holcomb@cup.portal.com writes:
>I just got an NEC Pinwriter P2200 for $400, and I think it's a killer little
>printer. I did have some fun trying to track down a utility that could do a
>good screen dump (ALT-HELP) but I did find one on GEnie (Delphi?) that works
>well when you tell the driver it's a P7. (and the P2200 allows you to kill the
>tractor feed to, for single-sheet feeding. Nice touch.)
>
>Randy Holcomb - Contributing Editor/Computer Shopper

I'm glad to see that someone else has discovered this gem of a machine. Around
this neck of the woods (New York) it seems to be selling well and users marvel
at the power, quality and accessories of a printer that sells for a relatively
meager $350 to $400. I've used several drivers and wound up with a variety of
screen dump sizes but all high quality. Speaking of high quality, if you're
into Desktop Publishing this machine will make you think twice about spending
all that money on a laser printer.

I\ /I _____________________________________
Martin Zyla I \/ I /
Big Electric Cat I I / {allegra,philabs,cmcl2}!phri!dasys1!mzyla
New York, NY, USA I I / {bellcore,cmcl2}!cucard!dasys1!mzyla
I I / GEnie:mzyla DELPHI:gmz CIS:74216,1372
_____________________/____

879. Re: CP/M Z80 Emulator

Newsgroup: comp.sys.atari.st
Date: 1987-12-25 06:55:05 UTC
From: trb@stag.UUCP
Message-ID: <290@stag.UUCP>
Source record: 255429
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <104@mccc.UUCP> pjh@mccc.UUCP (Peter J. Holsberg) writes:
>I'm looking for a CP/M - Z80 emulator that will run on a 680x0-based
>computer. Please email if you know of such a beast. Thx.

There is a very nice PD one for the ST...If I remember right, the docs
for it seemed to indicate that the original 'port' source would work
on any 68000 computer (it has been over a year since I played with
it, so the name of the company that wrote it escapes me). Atari did
put this out as a PD disk, so maybe Neil can help? If not, I'm sure
you could get the disk from your local Atari club...

I recall getting about 1.5MHz to 3Mz throughput on most of the
programs I had from the ATR8000 days...things like Perfect Writer,
Wordstar, Turbo Pascal, etc all worked fine. I even used some of my
wifes software that I copied over from her Geneva portable and it
ran fine (but emulating a 80 char by 8 line display).

-Todd Burkey
trb@stag.UUCP

880. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-25 09:30:50 UTC
From: sbauer@pnet02.cts.com
Message-ID: <2688@gryphon.CTS.COM>
Source record: 255430
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

One point that has been a bit overlooked by the Desk Accessory/Pop-Up Utility crowd -- why be forced to "make do" with the limitations that a Desk Accessory imposes? NOT to suggest that the Desk Accessory are not useful, or that the programming done by their authors is somehow lacking; what I DO mean is that in a multi-tasking environment I have my CHOICE of any number of full featured programs, all of which run together (within the limits of my systems resources, of course.) So I can use the same word processor and outline processor and spreadsheet and etc. that I always use, rather than one that can run as a Desk Accessory (and thus is used mainly for just that reason.)

Scott Bauer

UUCP: {ihnp4!crash, hplabs!hp-sdd!crash}!gryphon!pnet02!sbauer
INET: sbauer@pnet02.CTS.COM

881. Info atari instructions. Please read and retain for future reference.

Newsgroup: comp.sys.atari.st
Date: 1987-12-25 15:40:24 UTC
From: ravi@mcnc.org
Message-ID: <2717@alvin.mcnc.org>
Source record: 255431
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

This message contains the latest info-atari instructions to subscribers. Please go through it (even seasoned users!) and retain for future reference. Of special interest to BITNET users (and interent users with access to bitnet) is a section on accessing the 16-bit program libraries at the Univ of Houston.

The info-atari moderators.

Welcome To Info-Atari.

1. Sending Messages

You may send messages to all "subscribers" by address-ing it to

info-atari8@score.stanford.edu

and/or

info-atari16@score.stanford.edu

Administrative messages should be sent to

info-atari{8,16}-request.

Please do NOT send general messages to this address. Your moderators get enough mail as it is!

2. Ground Rules

All messages should be in good taste. Commercial mes-sages and advertisements are not permitted. When answering a question, please consider carefully whether the answer should go to the whole list, or just to the person who asked the question.

The following ground rules should make the use of this (or of any other) mailing list much easier:

* never send a message that a totally irrelevant to the mailing list's purpose to a mailing list. This espe-cially includes any expressions of irritation at another list member.

* never forward a message that is totally irrelevant to the mailing list's purpose to a mailing list.

* when replying to a message on a mailing list, reply only to the sender of the message unless the reply is of interest to the entire mailing list.

* avoid inserting the message being replied to in a reply, especially in a message going to a mailing list. The context of the reply should be clear from *your* reply and from various mailer functionalities such as Message-ID.

* when replying to an earlier reply that violates the previous rule, ABSOLUTELY DO NOT make matters worse by adding your own violation.

December 25, 1987

3. Archives

Archives are kept in several places in formats available to everyone. As described below, if you are on ARPANET/DDN you will probably find it more convenient to retrieve files from the archive on radc-softvax.arpa using FTP. If you are not on ARPANET/DDN, or are unable to use FTP, you will be able to retrieve files from archives distributed over several Bitnet hosts by sending mail (notes) to a program called LISTSERV.

3.1. Archives on radc-softvax.arpa

Files from radc-softvax.arpa are available by FTP. FTP will work only for hosts directly connected to ARPANET/DDN. Please obtain local documentation and advice for the FTP user programming running on your host. There are two directories under the anonymous account. One for atari8 and one for atari16.

FTP to radc-softvax using login:guest and password:guest. To get the current list of available atari16 files do a 'get atari16/files.doc'. All of the atari16 files are stored in the atari16 subdirectory. If you need any other information, contact Marc Poulin.

The archive is maintained by Rodney Peck (Peck@radc-multics.arpa) and Marc Poulin (Poulin@radc-multics.arpa or Archives@radc-softvax.arpa).

3.2. LISTSERV

LISTSERV provides access to files for everyone who can send mail, independent of their location. Note, however, that intermediate notes have been known to refuse to handle long messages or have damaged them in transit. LISTSERV provides a number of features which you can access by send-

ing mail (note) to LISTSERV. Only the barest minimum are described herein. On Bitnet messages should be sent to your nearest LISTSERV (the one from which you receive the info-atari digests). (If your address is not on Bitnet, an address for file servers is given below.) All mail sent to LISTSERV contains command lines. LISTSERV will respond by return mail. No subject is necessary in such mail. For more information send the command

INFO

3.2.1. List Names

The list_name for 16-bit Ataris is INFO-A16. The list_name for 8-bit Ataris is INFO-A8. These list names are used by Bitnet addressees for subscribing and unsubscribing

and by everyone for obtaining back copies of news digests. The list_names for programs stored in the archives are PROG-A16 and PROG-A8.

3.2.2. (Un)Subscribing

If you are on Bitnet you may add or remove yourself from the distribution list. It would greatly convenience the moderators if you would do so when you no longer wish to receive digests.

The command to join the list is

SUBSCRIBE list_name User_name

The command to remove yourself from the list is

UNSUBSCRIBE list_name

It would be most convenient if users took care of their own subscribing and unsubscribing, but messages to INFO-ATARI-REQUEST{8,16}@SCORE.STANFORD.EDU will still be accepted.

3.2.3. Accessing Program & Digest Archives

All digests are in the archives. There is a separate program library. You can obtain copies of files from LIST-SERV by sending a message in the specified format.

If you are on ARPAnet (or gatewayed to it), your mail concerning 16-bit Atari information should be addressed to

LISTSERV%CANADA01.BITNET@CUNYVM.CUNY.EDU

Mail concerning 8-bit Atari information should be addressed to

LISTSERV%TCSVM.BITNET@CUNYVM.CUNY.EDU

To obtain a list of files in the file server, the command is

INDEX list_name

The command to obtain a specific file is

GET list_name file_name

for example,

GET INFO-A16 87-00076

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- 4 -

If you want to learn more, send the message

HELP

The moderator of the 8-bit program library is John R. Dunning. This library is not yet available for use, and further information will be posted to both newsgroups as it becomes available.

3.2.4. LISTSERV Moderators

The person to contact if you are having problems (un)subscribing is Harry Williams (harry@marist.bitnet). The moderator of the 16-bit digest archives is Peter Jasper-Fayer (sofpjf@uoguelph.bitnet). The moderator of the 16-bit program archives is Richard Werezak (carson@mcmaster.bitnet). The moderator of the 8-bit archives is John Voigt (sysbjav@tcsvm.bitnet). The moderator of the 8-bit program archives is Arnold de Leon (adeleon@hmcvax.bitnet).

3.2.5. Information Concerning 16-bit Archive Organization

The digests are numbered sequentially as they come in. Sometimes the files arrive here out of order, or with missing ones, or with extra ones or with mail from BITNET users requesting information. Often the moderator has to logon to LISTSERV and re-name the files according to the "Subject:" line within it. Those "Subject:" lines are what end up in the indexes (in both "-A16" lists)

The program files are largely extracts from the digests (INFO-A16). As far as possible, they are numbered the same as the digests they came from. Other programs were inserted somewhere in the list. The numbers of these "inserted"

files were selected so that they would appear in the index at about the correct CHRONOLOGICAL sequence. If no programs were included in the digests, and no contributions were received, then those spaces in the index numbers were left blank.

3.2.6. Supplemental information for BITNET users

Bitnet sites normally cannot make a connection to an internet site (such as Score) and FTP files over, so you do not have direct access to the archives on radc-softvax.arpa from your BITNET site. However, BITNET has some sites with all the good stuff, so you can get files from there. The LISTSERV's at CANADA01 and FINHUTC have old digests, and the ATARINET server at Univ of Houston has most of the best programs. You can get to the LISTSERVs by saying

TELL LISTSERV AT FINHUTC GET ATARI FILELIST

or

TELL LISTSERV AT CANADA01 GET ATARI FILELIST

to get a list of files. To get a specific file if you know it's name, you can say

TELL LISTSERV AT <HOSTNAME> GET <FILENAME> <FILETYPE>

To get stuff from the Univ of Houston server, you can say

TELL UH-INFO AT UHUPVM1 ATARINET HELP

or

TELL UH-INFO AT UHUPVM1 ATARINET INDEX

for further instructions. After you know a file's name, you can get it by saying

TELL UH-INFO AT UHUPVM1 ATARINET SEND <FILENAME> <FILETYPE>

882. Re: A different view on multitasking.

Newsgroup: comp.sys.atari.st
Date: 1987-12-25 19:13:57 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1987Dec25.141357.16689@gpu.utcs.toronto.edu>
Source record: 255432

When I started working as an advisor at UofT, TSO was the main system besides batch card jobs through JCL. Back then if you mentioned a Micro, you were laued at and told they could never do what a BIG machine could do. Too bad I have to use unix on a this SUN toy now instead of a 370 !!
Whats this have to do with multi-tasking? I'm not sure but the whole argument seems kinda stupid. Buy what you want. I have an atari for games and an IBM for programming and cad work. It would be really nice to have a multitasking Sun 3 but I can get by on less. If multitasking would force(?) programmers to produce better code then I'm all for it !

883. Re: Failing Disk Drive & Strange TPA pointer

Newsgroup: comp.sys.atari.st
Date: 1987-12-25 19:45:48 UTC
From: rich@lakesys.UUCP
Message-ID: <328@lakesys.UUCP>
Source record: 255433

In article <1606@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Boo hoo the disk drive on my 1040ST is not working. I know it is the drive
>because I have swapped it in other machines and the problem moved with the
>drive. The symptoms are strange in that it reads every track on a disk fine
>but has trouble writing. I say trouble because sometime it formats a track
>ok sometimes not, but never a whole disk. I had a look at a track it had tried
>to format and found corruption (gap bytes inconsistant & data damaged ie $E5
>corrupted.) If I can't fix this drive I will have to buy a replacement and
>that will kill my slim chance of being able to afford a hard drive.
>I phoned a company that upgrades the internal SS drive in a 520STFM to DS and
>asked if the same drive could be fitted inside a 1040. They said no, which I
>think is pretty strange since I thought (as most do) that the 520STFM was
>just a 1040 with a lesser drive and some RAM missing. Has anyone else put a
>different drive in their 1040 or repaired the original one?
>If so please advise me.
>(Note: Our machines will be down(ish) from 24th Dec to Jan 5th)

I have replaced the 1040 drives with the newer mech's that are
currently shipped as external drives. Have had no problem with doing this
at all.

If I were you, I would clean the head with Freon TF, and get all the
dust that usually seems to collect inside the drive. This is the main problem
that I have seen in the internal drives, other than the eairly drives having
the write protect to go out, in which case I replaced it with a small micro
toggle switch.

I have seen drives that were running slow, and still read the data
onthe disk fine, but didn't write for ^%$#*(. Also have seen some drives
that didn't write well either and the cause was due to a mechanical problem
with a lever mounted for upper head pressure. Problem was due to this lever
being a little loose and thus making alot of noise (like ball bearings inside)
and just getting this a little tighter lessened the vibrations allowing the
drive to again work well.

One other thing that I noticed was that some drives, lost the
ability to turn the disk at proper speed *if the drive was sitting in the
correct position. When I went and turned the drive over (upside down) to
further look at the problem, the problem was gone! Turn the drive back over
and the problem returned, turn it upside down, and the drive worked fine
again. Weird problem. Unfortunatly, the direct drive motor for turning the
media is not available from Atari, so a new drive was installed. One of the
newer external ones. Problem solved....

>
> Neil Forsyth JANET: neil@uk.ac.hw.cs
> Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
> Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
> Edinburgh
> Scotland
>--

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, but I wouldn't say that I have done it if I didn't.

884. Re: BMS controller package

Newsgroup: comp.sys.atari.st
Date: 1987-12-26 03:23:43 UTC
From: ravi@duke.cs.duke.edu
Message-ID: <10869@duke.cs.duke.edu>
Source record: 255434

>] I have the BMS controller. It works fine (once we found the bugs but
>] that was almost a year ago). ...
>
>What were the bugs?
>If I were to buy such a board, I would probably *never* find the bugs.
>

I've been using that package for a year, and the only bug I've encountered was in the clock setting software, which would cause the clock to freak in February.. it was quite amusing actually, and it was fixed immediately (Chris would actually tell you the location to patch in the executable if you didnt want to wait for him to send you a new disk). No other bugs as far as I know,

-ravi

885. Magic Sac w/ 128K Roms?

Newsgroup: comp.sys.atari.st
Date: 1987-12-26 04:00:03 UTC
From: phil@scs.Carleton.CA
Message-ID: <273@scs.Carleton.CA>
Source record: 255435

This is probably a nieve question, but, ...

Is there a reason that a Magic Sac using 128K ROMs hasn't appeared?
Has it to do with 128K ROM availability, or is it something else?

Phil Trubey
School of Computer Science, Carleton University

UUCP: phil@scs.uucp (...!watmath!clan!scs!phil)
BITNET: ptrubey@carleton
CDNnet: phil@scs.carleton.cdn

886. big arrays in MW C

Newsgroup: comp.sys.atari.st
Date: 1987-12-26 04:24:08 UTC
From: trb@stag.UUCP
Message-ID: <291@stag.UUCP>
Source record: 255436

Hi,
Does anyone know if MWC will safely handle large arrays now? I know
that I had problems in the early versions with HDSCAN's arrays in that
I had to keep the total amount of data in a particular array less than
32K bytes. Now when I compile tests (i.e. a char[10000][12]), I get a
message like:
strict: size of array overflows size_t
which doesn't make sense, since size_t is a long if I remember correctly.
Somewhat confusing (and frustrating now that my manual is out of phase with
the newer version of the compiler that I got recently.)

What I really want to do is fold my Unix version of HDSCAN back into the
ST version, and preferably with MW C. If it looks like it will be too much
of a mess, I will probably wait for the new version of Megamax, since that
sounds somewhat promising as well. (Yes, the Unix version is done...I
am mailing the source code to comp.sources.misc next week. Supports both
BSD and SYSV flavors of Unix).

-Thanks,
Todd Burkey
trb@stag.UUCP

887. How advertising helps already-owners

Newsgroup: comp.sys.atari.st
Date: 1987-12-26 14:13:13 UTC
From: denbeste@bbn.COM
Message-ID: <5600@cc5.bbn.COM>
Source record: 255437

Michael Vederman (uace0@uhnix2.UUCP) asks:

> Okay, how can you change Atari's image? Does it matter? Sure,
> more advertisements would be nice, but what benefit do we, the curreniet
> owners of STs derive from that?

The rationale goes as follows:

If the advertising is effective, more ST's will be sold, and the installed base will get bigger. This will attract more third party software vendors, who will write more software for the system, which means a better and wider availability of software for those who already owned the machine when the advertising began.

Clear?

--
Steven C. Den Beste, Bolt Beranek & Newman, Cambridge MA
denbeste@bbn.com(ARPA/CSNET/UUCP) harvard!bbn.com!denbeste(UUCP)
I don't think BBN cares what I think about this stuff.
And that's probably just as well.

888. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-26 15:35:39 UTC
From: wtm@neoucom.UUCP
Message-ID: <886@neoucom.UUCP>
Source record: 255438
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I agree that Susan, John and the kids Averageuser family generally does not need to do multitasking at the user level very often. I've spent quite a few hours manning a user support center that helped people deal with stuff from TRS DOS (chuckle) all the way to big multiuser Unix environments. The Averageusers almost always approach the machine in a task-switched modality. For instance, they shrink down the editor window and go browse files for the desired inclde text. It is awful difficult to browse and type into an editor simultaneously unless your've got four hands.

BUT.... Writing in a task-switched environment is difficult. I've worked with writing for MS-DOS windows which is a lot like writing for the McIntosh and GEM/TOS environments. You've got to be awful careful about not stepping where you shouldn't be, behaving yourself and being a "good citizen". I find that dealing with the fluff of such an environment is not insurmountable but does detract from my productivity on addressing the desired programming end product.

I much prefer working in an environment where the O/S does the dog work of being a good citizen to the system resources. Dynamic control of task priority is also much easier with a real multitasking O/S. The enduser needn't really be aware that some priority control is going on. Such a benefit to the programmer is to be able to control how much time a print spooler gets. When the user is doing hunt-'n-peck, the print priority can be high, and then knocked down when a spelling check is begun.

The whole point is that while the enduser may not use the features of a multitasking O/S directly at a high level, it makes life easier for us to develop tools for the enduser. Even if the enduser tools themselves don't take advantage of multitasking, being able to develop under a multitasking envronment allows us to be more productive and shorten the lead time in delivering the product to the enduser. This means for sales (ching ching) for us; and that's what matters most, right?

OK, here's an example that really can't be done without a multitasking O/S: the Mimetics Pro Midi Studio. It is diffiult to explain exactly what Pro Midi Studio is like without actually seeing it run. It is true that PMS addresses a relatively small market segment, but applications for other users just haven't been thought up yet.

Happy holidays,
--Bill

889. Atari ST motherboards

Newsgroup: comp.sys.atari.st
Date: 1987-12-27 02:15:08 UTC
From: dragon@olivej.olivetti.com
Message-ID: <11623@oliveb.olivetti.com>
Source record: 255439

Does anyone know if the deal where one sends in their Atari 520ST to Atari and gets a new one back is still good? I remember the price as being around $95 or so. What are the catches to this? Can it be done through a dealer or only through Atari? Thanks for any information!

--Dean

---- Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!hplabs!oliveb!dragon-oatc!dean

Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |

890. ST Drive Change?

Newsgroup: comp.sys.atari.st
Date: 1987-12-27 02:36:03 UTC
From: BigDiamond@cup.portal.com
Message-ID: <2168@cup.portal.com>
Source record: 255440

Does anyone know if you can take out the single-sided drive in the SF354 drive and slip in a double-sided drive without any problems?

Thanks in advance.....Hank
(BigDiamond@cup.portal.com)

891. Reasons for buying a computer (was Colorburst)

Newsgroup: comp.sys.atari.st
Date: 1987-12-27 03:18:54 UTC
From: ins_anmy@jhunix.UUCP
Message-ID: <5834@jhunix.UUCP>
Source record: 255441
Cross-posted to: comp.sys.atari.st,comp.misc

In article <36598@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes a lot of good suggestions about buying a computer. I can't understand this though:

>* Don't buy a computer to learn programming. If you ever want to program
> a computer you own, learn programming *first*. Then you will know when
> the programming environment a computer offers is usable.

How is someone going to learn programming without a computer? Granted, Usenet people must have access to at least one. But the world at large does not. Don't tell me you are going to just sit there and read a book; very few have that much willpower. And even if someone did, would he/she learn anything about which computer to buy? Very little, probably.

Norman Yarvin
(seismo!umcp-cs | ihnp4!whuxcc | allegra!hopkins) !jhunix!ins_anmy

"I can't really represent the size of the sun,
but this should give you a good idea."

892. Re: Reasons for buying a computer (was Colorburst)

Newsgroup: comp.sys.atari.st
Date: 1987-12-27 10:45:49 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <37400@sun.uucp>
Source record: 255442
Cross-posted to: comp.sys.atari.st,comp.misc

In article <5834@jhunix.UUCP> ins_anmy@jhunix.UUCP (Norman Yarvin) writes:
|>In article <36598@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes a lot
|>of good suggestions about buying a computer. I can't understand this though:
|>
|>>* Don't buy a computer to learn programming. If you ever want to program
|>> a computer you own, learn programming *first*. Then you will know when
|>> the programming environment a computer offers is usable.
|>
|>How is someone going to learn programming without a computer? Granted,
|>Usenet people must have access to at least one. But the world at large does
|>not. Don't tell me you are going to just sit there and read a book; very
|>few have that much willpower. And even if someone did, would he/she learn
|>anything about which computer to buy? Very little, probably.

I suggest that if you want to learn programming you take a class at a
community college or through some other program where they provide the
computer. The reason being that the things that make a computer easy
to program, and the programs that make a computer useful may be a
disjoint set. Have you ever programmed on a ZX81? Not much fun. Or
maybe you buy a commodore 64 to learn programming, and then find out
that you really want to program in C and no one makes a C compiler for
it. Maybe COBOL is your idea of fun, that wipes out the Atari and Amiga
right there. But the biggest danger is that you may discover you can't
program, or hate to program and now you have this essentially worthless
computer (remember the condition was that you bought it to learn programming).
I know a lot of people who have bought computers, the ones that took a
programming class were a lot happier. You learn a lot about computers
when you take a programming class. It gives you an edge, I heard about
a guy that bought a computer to program on that had only a line oriented
editor because the salesman had convinced him that editors that supported
editing on a "hard copy" terminal were more powerful than screen editors.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

893. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-27 14:56:19 UTC
From: haitex@pnet01.cts.com
Message-ID: <2209@crash.cts.com>
Source record: 255445
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I still have not heard one counter argument against the value
that multi-tasking has as a tool for the programmer to use to
write better programs. Perhaps the user does not see this as
multi-tasking, but benfits from it none the less. After all,
this is a powerful tool and we programmers can use it to make
what would otherwise be a difficult task an easy one. This
this translates to less expensive or more feature full programs.

I have never said that multi-tasking was "essential". However,
it is a VERY powerfull and usefull tool for both the software
developer and the user alike. And you need not use it if it is
too much for you.

As far as this OS/9 buisness goes, if it were being distributed
free then it might mean something, but from what's been said it
will be held by only a small fraction of the ST users due to its
price. Thus programmers will not be able to consider the bulk of
the ST market when depending on OS/9, and will not be likely to
do so. So much easier when its included with the basic system!

Thanks, Happy New Year,

Wade.

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
ARPA: crash!pnet01!haitex@nosc.mil
INET: haitex@pnet01.CTS.COM

894. eproms burners

Newsgroup: comp.sys.atari.st
Date: 1987-12-27 19:50:10 UTC
From: kap@psueclb.BITNET
Message-ID: <903@PSUECLB>
Source record: 255443

hi

I hate to interupt this fasinating discussion on multi-tasking but
I need to find an eprom burner to use with the ST. I thought hippo
made one but I can't find any information. Does anyone have or used one
with the ST, any comments.

thanks
jim, on a friends account

895. Re: Sonic Holography.

Newsgroup: comp.sys.atari.st
Date: 1987-12-27 20:39:42 UTC
From: mmt@dciem.UUCP
Message-ID: <2612@dciem.UUCP>
Source record: 255444
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,rec.music.makers,rec.music.synth,rec.music.classical

```
--I am suprised that no one has cited the "Little Boy Suite" on this topic.
--I cannot remember the composer's name, although I seem to recall that he
--was French. This was one of the works composed with Max Mathews' Music V
--system; and, as I recall, it goes down, rather than up. Nevertheless,
--the principle is applicable in either direction.
--...the effect was one of an
--endlessly descending tone. (The dramatic effect was intended to be
--that of the dropping of the "Little Boy" atomic bomb.)

Jean-Claude Risset, published on Decca 710810 "Voice of the Computer" 1970.
(The piece is fine as music, too).
--

Martin Taylor
{allegra,linus,ihnp4,floyd,ubc-vision}!utzoo!dciem!mmt
{uw-beaver,qucis,watmath}!utcsri!dciem!mmt
mmt@zorac.arpa
Magic is just advanced technology ... so is intelligence. Before computers,
the ability to do arithmetic was proof of intelligence. What proves
intelligence now?
```

896. Help

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 03:56:52 UTC
From: dle@cory.Berkeley.EDU
Message-ID: <21@pasteur.Berkeley.Edu>
Source record: 255446

Hi, I want to create a folder with autocopy but don't know how. Would someone please tell me how to? Thanks

Duy

897. Re: ST Drive Change?

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 04:44:06 UTC
From: Sam_Brian_Gridley@cup.portal.com
Message-ID: <2179@cup.portal.com>
Source record: 255447

Have done it many times myself without encountering any problems. Even swapped the SS out of my 520STfm for a DS disk mechanism. Works great!

898. IBM Drives with ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 06:31:10 UTC
From: josh@unirot.UUCP
Message-ID: <568@unirot.UUCP>
Source record: 255448

lineaterlineaterlineaterlineater

Does anyone have the document file on how to hook up an IBM
style drive? I am attempting to do it here. I have a tandon TM100
full height drive. I ripped it out of an old PERCOM setup for the
old ataris. Has anyone done this? I see the tricks that atari is
doing with the drive select line but am not quite sure how to cope
with it.
Somebody help me before I fry my ST....

Josh Cohen
HOOK

ARPA HOOK@aim.rutgers.edu
UUCP {...}!rutgers!aim.rutgers.edu!hook
BITNET hook%gold.decnet@zodiac
please me me at the first address.

899. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 07:40:26 UTC
From: elg@killer.UUCP
Message-ID: <2598@killer.UUCP>
Source record: 255449
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

in article <3256@umn-cs.cs.umn.edu>, davidli@umn-cs.cs.umn.edu (Dave Meile) says:
> People want computers (when they want them at all) to DO SOMETHING for
> them. In the majority of cases with the Atari ST and the Amiga, that
> "something" has been:
>
> writing stuff
> filing stuff
> retrieving stuff that's been filed
> playing games
> programming all of the above
>
> Most of those who read these forums fall under the "programming" category.
> Of course, for programmers, multitasking can be a delight. For the person
> who is writing a term paper on the microcomputer, why bother? If you have
> access to two programs (ala Multifinder or perhaps through a "desk
> accessory" [IBM PCs have desk accessories too, folks]) you already have
> as much power as you're ever liable to need in most environments.

Let's face it, even a Timex Sinclair with 16K of RAM can do all of the above (just a bit slow and limited). A boat-anchor CP/M system can also do all of the above, and would be cheaper (nowadays) besides. But I sure the hell don't like to use one after I've used BSD4.2 & other OS's that take advantage of multitasking.

For example, take the term paper. I'm using an 8-bit single-tasking system right now. I set it to printing. Then I go away for 20 minutes while my NX-10 bangs away in near letter quality mode (more "near" than "letter", but that's the breaks!). That irritates me. Greatly. There's a couple of things I could do here: Use my RAM-disk and jam a software interrupt-driven spooler on my LST: device (multitasking!), go out and buy a 512K print spooler (multitasking again, although in this case with a dedicated processor), or any other number of things. All of which are multitasking. All of which are a kludge, and would be unnecessary if real multitasking was available.

I remember my first computer. 5K of RAM, 16K of ROM, I was in hawg heaven, a computer all my own, to hack in 6502 assembly language on. I lusted for 16K, because with 16K, you can do anything, right? 64K? forget it, 64K was for rich folks with $2,000 to buy the latest CP/M boat-anchor (so-called because of its size and weight, in this case :-). Disk drives? Why would anybody want disk drives? I can load and save just fine with my cassette recorder!

Then I moved up to a 64K machine with a disk drive. Wow. Big time now. I'll never take that 5K machine out of the closet again (even tho I expanded it to 16K). After all, it's just an obsolete toy now, right? and 64K... I can do

ANYTHING! Wow, what power. Why would I want one of them fancy dandy 68000 machines, 'specially when they all cost $5,000 for 256K of RAM, and I can do everything they can, on my li'l min-anchor? I mean, I can process words, I can write programs, I can play games... they do all that, right?

There's 2 points I wish to make:
1) Some features added to the computer make it more productive and easier to use (compare cassette deck to floppy drive to hard drive!).
2) Most of us are notoriously short on foresight, like I was when I thought that 64K and a floppy drive was the epitomy of computing (after all, I can do everything you can, right? I can process words, play games, etc.?).

While you may not see the use of multitasking, I bet you're as foresighted now as I was 10 years ago when I thought that 16K of RAM was big-time for a microcomputer.

--
Eric Lee Green elg@usl.CSNET Snail Mail P.O. Box 92191
{cbosgd,ihnp4}!killer!elg Lafayette, LA 70509
"There's someone in my head, but it's not me...." -PF

900. Re: Hard disk boot???

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 14:54:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100041@datacube>
Source record: 255450

uace0@uhnix2.UUCP writes:
> The problem you have with holding down the alt-ctrl-shift may have to do with
> WHEN you hold down the keys. If you bootup with! the keys down, then it will
> not work with the new ROMs.
> Try turning on the machine (or resetting) wait a second, then hold down the
> keys. This should work.
> Don't use GEMBOOT with th[e new ROMs, use foldrxxx.prg instead.

So, let me see... If there is a disk in the drive at power-on, the Supra
boots *immediately*. If I have the three keys down (diskette in drive),
Supra still boots immedately. Seems like I have to: turn machine on. Wait
about one second. Push the three keys. (Maybe wait for ST to go after the
floppy drive again) Push diskette into drive while holding the keys down.
What a pain! I don't think it'll work, either.

I'm going to call Supra today and ask them if they have a boot program
that is a little less zealous ;-)

> Also, I had the same[problem with the message about a non-supported ROM
> version. Ignore the message, the driver is actually installed, and works
> just fine.

> - Mike
> --
> #---# University (of Houston)
> # It is morally wrong to let a sucker keep his money. # Atari Computer
> #---# Enthusiasts (UACE)
> Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

901. Re: about ST disk drives (and media change)

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 17:49:38 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1319@water.waterloo.edu>
Source record: 255301

Thank you, Alan, for the informative answer, which raises another question...

In article <914@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>
>The media-change sensing is done using the write-protect signal from the
>drive. ...
>
>When a disk is in the "maybe changed" state, the next access (through
>RWABS or maybe Floprd) will check the serial number of the disk in the
>drive. If it hasn't changed, then the disk hasn't changed, either.
>This is another assupmtion: you should not have two disks with the same
>serial number.
> ...

What is the "serial number" you mention?
I have seen no mention of it before.
I have noticed something called "disk label" that comes up
when I ask it to "SHOW INFO". Is *that* the "serial number"?

How can I be sure that no two disks have the same serial number?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

902. Re: Christmas Adventure - Elves87 Part 1 of 4

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 17:56:32 UTC
From: neil@atari.UUCP
Message-ID: <917@atari.UUCP>
Source record: 255302
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.ibm.pc

In article <250@dalcsug.UUCP>, euloth@dalcsug.UUCP (George Seto) writes:

> The adventure was done with the ADVSYS program which is available for the
> be or should be usuable on these systems. The kernal of the ADVSYS was
> extensively re-worked for this game and has many additional features
> that you would not expect from playing around with ADVSYS.

OK, where did this come from, how can we get the reworked ADVSYS, and, most important -- are there docs on how to program it? The original ADVSYS is fascinating but ultimately frustrating because the docs don't give you enough information to actually program the durn thing!

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

903. Re: A defense of Multi-tasking

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 18:08:51 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1320@water.waterloo.edu>
Source record: 255303

```
In article <5595@cc5.bbn.COM> denbeste@bbn.COM (Steven Den Beste) writes:
|The original poster of this subject asked if there was a place where
|multi-tasking was "essential". ...
| [ a long and thoughtful article here... ]
|
|Could these be the real reasons behind the original posting? Or maybe just a
|deliberate attempt to stir up trouble?
|
|Steven C. Den Beste, Bolt Beranek & Newman, Cambridge MA
|denbeste@bbn.com(ARPA/CSNET/UUCP) harvard!bbn.com!denbeste(UUCP)
| I don't think BBN cares what I think about this stuff.
| And that's probably just as well.

Deliberate or not, he certainly did stirr it up!

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA
```

904. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 18:21:16 UTC
From: neil@atari.UUCP
Message-ID: <918@atari.UUCP>
Source record: 255304

In article <1479@saturn.ucsc.edu>, koreth@ssyx.ucsc.edu (Steven Grimm) writes:

> The ST's BIOS is re-entrant. GEMDOS is not. (I have a multiuser BBS
> system to prove it...)

OK, Steven, where's my copy of the multiuser version? And whatever hardware it takes to make it work. Atari Base is waiting...

Maybe I'd better backtrack a moment. Here in Atari, we run a free BBS for users. It's known as Atari Base, and can be reached at 408-745-5308.

Here's the rub -- we run 5 lines into 5 separate systems. The line you get through to is simply the first available line. But, if you leave a question on that line, you'd better make darn sure you get back to that line.

We're looking for a solution. We need a way for the lines to talk to each other. Solutions that have been discussed, in order of preference, are:

1. Multi-port RS232 box that lets several modems talk to one ST. The advantage is that we'd need one computer instead of 5. The disadvantage is that if the one system goes down, everything dies. We're willing to live with this, because system crashes have been extremely rare in the 2 years since Atari Base opened in its current configuration.

2. Network that lets each line share messages. At one time there was talk of trying a MIDI-based network, but work on this was shelved by QMI due to the inability to resolve conflicting RS232 and MIDI interrupts. Maybe "PromiseLAN" will solve this one.

3. Using a system like Fnet or Fidonet and having lines call each other to pass messages. Not too elegant in my book, and lines are only updated at intervals (probably daily), but we could do this today if we wanted to.

The other burning issue is, which software to use? We're currently using the Michtron BBS. Michtron has abandoned its plan to sell a hardware multiport gizmo because the engineers in the UK who were working on one couldn't get it to work.

FoReM 2.0 supports Fnet, so if we wanted to go to approach #3 we could do it. But with the number of novice callers we get, I'm a bit leery of using FoReM. Any comments to the contrary, netlanders?

NiteLite Systems now has a hardware device to let 4 or 8 modems share an ST. Their BBS program supports this. But... well, I used NiteLite on the 8-bit before we went to the ST on our board. I like NiteLite's message facility, but the program needs improving in the user log (not sorted at all) and the download area. Paul Swanson, NiteLite's author, is working at making improvements, and is very willing to take criticism and act upon it.

BB/ST is very powerful, and Steven Grimm is working on the multi-line facility. But we're still waiting on some hardware. QMI is a great little company, but I know they're (almost) as overworked as we are at Atari. So, timetables for this are in doubt. Also, BB/ST's tree-structured message base is not my cup of tea.

And then there's BBS Express ST. Keith Ledbetter is doing a nice job on this one. The message base and file areas work well. But there's been no hint from ICD about the prospects for a multi-line function. I'd like to hear of one, because I like the program, which has a nice extra for us -- the script language for it would make development of an online order entry system fairly simple. It would be a boon to users to allow them to order spare parts online.

One last thing -- we're committed to running the whole thing on Atari equipment. Partly because of budget (total cost for system hardware out-of-pocket to date has been $0), and mainly because it's a good excuse to push the envelope of what can be done on the system. The makers of BBS programs would love to see us use their program, because it's a great promotion for them. So, I tell them to give me what I need! Maybe some day it will work.

Just to not irritate anyone, I'm aware of the PD program STadel, but this one gave new users fits when I tried it at home. And there's CBBS from Oasis, which just came in and hasn't been tried yet. No word on multi-line functions here either.

Any helpful advice from netland?

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

905. Re: FOLDRXXX.PRG, you got it!

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 18:31:38 UTC
From: neil@atari.UUCP
Message-ID: <919@atari.UUCP>
Source record: 255305

In article <105100040@datacube>, ftw@datacube.UUCP writes:

>> In one of the atari periodicals it was announced that they fixed the 40
>> folder bug in the Mega St roms.
>
> If those are the same ROMs that they are selling us developers, then the
> answer is NO, the "40 folder bug" still exists, and the magazine article
> is incorrect.
>
> Neil: please jump in here if if the ROM upgrade for the 520/1040 is
> different than what is in the Megas. I understand they are the same.

You're correct, Farrell. The 40 folder limit still exists in the ROMs. We
still recomment FOLDRXXX.PRG as the fix for the problem.

Which ST periodical was this? I thought we had most of them trained to call
and verify information before printing things like that.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

906. Re: 40-folder bug and FOLDRXXX.PRG

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 18:38:48 UTC
From: neil@atari.UUCP
Message-ID: <920@atari.UUCP>
Source record: 255306

In article <1505@mind.UUCP>, romero@mind.UUCP (Antonio Romero) writes:

> Hmm. Does this suggest upcoming compatibility problems?
> Or perhaps the advent of a new operating system altogether?
> Could it be... MULTITASKING? Okay guys, warm up the rumor mills...
>
> -Antonio Romero
> romero@psycho.Princeton.EDU

*** FLAME ON ***

What good does it do to start rumors like this?

Do us all a favor, if you need something to talk about, discuss the weather.

I'm not saying that it wouldn't be nice to add features to the machine.
But, we're not adding this one at the moment. And there are so many rumors
getting people jazzed up for nothing...

The rumor mill in our community has gone a bit haywire lately. There's
enough going on without people making things up.

Most ridiculous rumors of 1987 awards:

1. The blitters didn't work, so we're using kludged-up Amiga blitters.

2. The blitters partially work, so we removed 4 of 8 functions from them.

Please, folks, give us a break. We're easy enough to talk to if you want to
ASK a question. Sometimes it seems that rumors are so much fun that their
veracity has no bearing on how they spread. Sometimes they spread AFTER the
facts are clarified -- fiction being more fun, I presume.

*** FLAME OFF ***

Sorry folks, but it's been a rough year.

Best to all for 1988! Hope you're having a good holiday season.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

907. Re: Microsoft Write ...

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 18:41:15 UTC
From: neil@atari.UUCP
Message-ID: <921@atari.UUCP>
Source record: 255307

In article <327@lakesys.UUCP>, martin@lakesys.UUCP (Martin Wiedmeyer) writes:

> Neil, what's the Mfg's Suggested Retail Price (list price) for MS
> Write?

$129.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

908. Re: Hard disk boot???

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 20:01:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100042@datacube>
Source record: 255308

This morning, I wrote:

> uace0@uhnix2.UUCP writes:
>> The problem you have with holding down the alt-ctrl-shift may have to do with
>> WHEN you hold down the keys. If you bootup with! the keys down, then it will
>> not work with the new ROMs.
>> Try turning on the machine (or resetting) wait a second, then hold down the
>> keys. This should work.
>> Don't use GEMBOOT with th[e new ROMs, use foldrxxx.prg instead.

> So, let me see... If there is a disk in the drive at power-on, the Supra
> boots *immediately*. If I have the three keys down (diskette in drive),
> Supra still boots immedately. Seems like I have to: turn machine on. Wait
> about one second. Push the three keys. (Maybe wait for ST to go after the
> floppy drive again) Push diskette into drive while holding the keys down.
> What a pain! I don't think it'll work, either.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

> I'm going to call Supra today and ask them if they have a boot program
> that is a little less zealous ;-)

I just got off the phone with a tech-support guy at Supra. He tells me that
the scenario described above is exactly what I have to do; they cannot
program around it.

They say that the problem is in the "blitter" ROMs. The keycode that is
made by ctrl-shift-alt isn't available to the Supra boot program as soon as
that program would really like it to be. The boot program cannot detect
the key combo until much later in the boot, at which time the program is
just about to boot from the fixed disk anyway.

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

909. Re: BMS controller package

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 21:02:00 UTC
From: weber_w@apollo.uucp
Message-ID: <39577148.10b48@apollo.uucp>
Source record: 255309

In article <1147@eneevax.UUCP> iarocci@eneevax.umd.edu.UUCP (John Iarocci) writes:
>
>Being the owner of two BMS kits (one for a Micropolis 1325 on a 1040, and one
>for a Seagate ST506 on a 520+), I have seen how Berkley Microsystems has
>improved over the last year or so. I think their present-day package is well
>put together and easy to build. I have only had two reservations about the
>kit: 1) The non-standard format used on the disks, and 2) THAT SHORT CORD!!
>
>Until a recent (fairly) Atari Fest in the area, I was under the impression
>that the BMS kit was the only one out there. At this fair, I was introduced
>to ICD, Inc.

I, too, am a VERY SATISFIED customer of BMS. My opinions of the ICD offering
differ somewhat from yours, however.

I saw ICD's product at the Worcester AtariFest, and while I think they have
an acceptable product, I believe that their methods are less than acceptable.
My local Atari dealer (exclusively Atari for the last 4+ years) tells me that
ICD has been present in the 8-bit marketplace for a considerable time.

My contact at BMS, however, told me that ICD initially contacted BMS with a
great deal of interest in the BMS board, and assured BMS that ICD was not
going to get into that business. A short while later, ICD released a board
which has a strong resemblance to the BMS board with a few modifications.

Note that I am NOT advocating sole-sourcing of add-ons for the ST line -- I just
do NOT like the idea of an "established" company staying out of the ST marketplace
until (or unless) they can piggyback off of the efforts of a fledgling operation by
misrepresenting their intentions.

As to your first reservation (above), BMS follows the Atari standard of only allowing
4 partitions per drive, while Supra established an "extended format" which permits
8 partitions per drive, but is NOT compatible with Atari's AHDI. ICD follows the
Supra extended format. I think if you go back to Tom Love's excellent article in
a back issue of Current Notes you will find that BMS did not have a disk driver of
their own, and that users would just use Atari's formatter (format.prg?) and
driver (ahdi.prg).

...walt...

--
Walt Weber PHONE: (617) 256-6600 x7004
Apollo Computer GENIE: W.WEBER
Chelmsford, People's Republic of Massachusetts

910. Re: Observations

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 21:48:26 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1987Dec28.134829.25209@mntgfx.mentor.com>
Source record: 255310

> I kinda liked the "ST World" that my dealer used to carry, but he
> stopped carrying it a couple of months before he folded. :-(
> Did the newspaper fold too? Or did the go out of business becuase my
> dealer no longer carried them? Or was it the other way around? ;-)

ST World is apparently going fine; in fact they've now split into
two separate newsletters:
ST World mainly reviews and show reports
ST Informer more general articles, rumors, etc.

They're carried by stores in the Oregon area (B. Dalton's Software Etc.
even carries ST World).

However note that they are not published on a regular schedule; as far
as I can tell they wait until they have enough ads and articles to fill
an issue and then go to the printers/distributors.

dgc

911. Re: ST software available for children?

Newsgroup: comp.sys.atari.st
Date: 1987-12-28 23:37:18 UTC
From: tpg@mitre-bedford.ARPA
Message-ID: <20668@linus.UUCP>
Source record: 255311

LOGO isn't bundled with the ST anymore. Is it worth buying? Are there other better ones available? (My daughter uses LOGO on the Apple at school.)

Is KIDTALK ($30-$40) a good buy? For what ages is it appropriate?

Thanks for any advice - T. Gleason (tpg@mbunix)

912. VCR -> Atari ST color monitor

Newsgroup: comp.sys.atari.st
Date: 1987-12-29 00:24:31 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3257@batcomputer.tn.cornell.edu>
Source record: 255312

I'm curious, does anyone know of a

913. Re: big arrays in MW C

Newsgroup: comp.sys.atari.st
Date: 1987-12-29 05:53:08 UTC
From: dag@chinet.UUCP
Message-ID: <2037@chinet.UUCP>
Source record: 255313

In article <291@stag.UUCP> trb@stag.UUCP (Todd Burkey) writes:
>Hi,
> Does anyone know if MWC will safely handle large arrays now? I know
>that I had problems in the early versions with HDSCAN's arrays in that
>I had to keep the total amount of data in a particular array less than
>32K bytes. Now when I compile tests (i.e. a char[10000][12]), I get a
>message like:
> strict: size of array overflows size_t
>
This message is just a warning -- it is because size_t is in fact an
unsigned int in MWC 2.1.7. size_t is the default type of the result
of the sizeof operator. MWC does support objects larger than 64K now,
and this warning is harmless unless you are passing sizeof(foo) to a
function that is expecting an int. Sizeof is promoted to a long when
it overflows the unsigned int. When MWC releases an ANSI conforming
(rather than K&R, which is what it conforms to now with some ANSI
extensions), size_t will become a long instead of an int, and then
this kind of warning will go away.

Even in version 2.0, external objects of > 32K were supported, they
just could not be declared. They could be allocated with lmalloc()
and then accessed as arrays using the pointer/array equivilance.

I hope all of this helps.
--
Daniel A. Glasser
...!ihnp4!chinet!dag
...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

914. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-29 07:00:10 UTC
From: jim@coplex.UUCP
Message-ID: <161@coplex.UUCP>
Source record: 255314
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2598@killer.UUCP>, elg@killer.UUCP (Eric Green) writes:

[conversation ommitted]

> 2) Most of us are notoriously short on foresight, like I was when I
> thought that 64K and a floppy drive was the epitomy of computing (after all, I
> can do everything you can, right? I can process words, play games, etc.?).
> --
> Eric Lee Green elg@usl.CSNET Snail Mail P.O. Box 92191
> {cbosgd,ihnp4}!killer!elg Lafayette, LA 70509
> "There's someone in my head, but it's not me...." -PF

Speaking of being short on foresight, it was only today that I was modifying
my handy dandy disk re-organizer program (Devices are a pain!) and guess what?
I was trying to ^XF (save and finish up) out of Emacs and was out of disk space.
How many of you have ever told an editor you were finished, fallen short of disk
space, and lost everything because the editor was not taught social graces? I'm
sure I'm not the only one.
Solution? Use my MULTITASKING Amiga to clean out some disk space before I
clicked on the retry block of the requestor.
Result? I didn't kill my entire family due to the frustration of losing my
program.
Moral? Even though nearly anything can be simulated with proper programming on
a non M-T system, it rarely is. Many programmers take short cuts which
do not allow for mistakes. M-T'ing systems are like insurance in case
your favorite program has problems.

==========
Jim Sewell "Make knowledge free!" <*> <*>
Code: 1-1A /

915. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-29 07:16:35 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2001@gryphon.CTS.COM>
Source record: 255315
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <1374@uhccux.UUCP> lee@uhccux.UUCP (Greg Lee) writes:
>In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton) writes:
>>In article <3256@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>
>Mr. Sexton's comments don't bear repeating. It was suggested in another
>news group that he has a net variety of Tourette's syndrome.

Ah yes, but I'm cute and have great legs.

> Would Dave
>Meile and others in comp.sys.arari.st please accept an apology from
>us amiga folks?

Don't apologize for me you nimrod. I have nothing against ST's or their
owners. But Atari people who blather in comp.sys.amiga about how
the amiga's features are "not needed" are fair game.

If you want to flame amiga's, fine. Do it in comp.sys.not.amiga. Do it
in alt.flame. But do it in this group, and you just may get a rebuttel.
Do it four times and people may get testy.

.sig missing in newport beach harbour

Richard [kick butt and take names] Sexton

916. Re: Text -> Speech Programs

Newsgroup: comp.sys.atari.st
Date: 1987-12-29 13:33:36 UTC
From: cbz@mhuxu.UUCP
Message-ID: <7099@mhuxu.UUCP>
Source record: 255316

In article <3388@nswitgould.OZ>, tony@nswitgould.OZ (Tony McGrath) writes:
>
> What he is looking for is a Text -> Speech conversion program that

Tony:

I tried several times to reach you via e-mail, but was unsuccessful (not surprising since the path was 17 machines long). There is a prograam called STSPEECH that will speak a line typed in on the keyboard or speak an already-created text file. Needless to say, it has a very strong "synthesized speech" accent but it really quite understandable. It is a public domain program. Send me e-mail if you want the details.

Craig Z. at AT&T
mhuxu!cbz

917. Re: BMS controller package

Newsgroup: comp.sys.atari.st
Date: 1987-12-29 13:54:07 UTC
From: toml@xerox12.UUCP
Message-ID: <271@xrxns.UUCP>
Source record: 255317

re: bugs in bms package -

i've been running a bms-based hard disk system since last january.
the only bugs i have ever encountered were software bugs. recall that
the bms adapter board has a battery-backed clock. it seems that chris
rhodin, the guy who runs bms and does the development, made a very small
but important error in the clock-setting program (settime.prg, i think -
the one that goes in your auto folder) which screwed up on february.
actually it was kind of humorous. never affected hard disk use at all.
he found the problem feb. 1 1987, and had updated software out in the mail
to everyone shortly thereafter.

i'm mainly posting this to stop what could be a harmful rumor. i am a
very satisfied customer of berkeley microsystems. their product is
reasonably priced, in my opinion, and their telephone support is superb
(of course, before they had any documentation, it had to be! :-)

the bms-100 adapter has evolved somewhat; it is supposedly laid out more
attractively on the board, it is pretty well documented, the software has
all been rewritten. it's a pretty mature product now.

if there were hardware bugs, i would be interested in hearing about them.
if not, please don't do bms any disservice by spreading such rumors.

one more note: i wrote an article for ST Applications magazine last spring
detailing the construction of a bms-based hard disk system for the ST.
it covers all the details of a single-HD system, and vaguely addresses
the double-HD system too (at that time i only had one HD). it appeared
in march 87, i think. at that time i offered to mail out copies, in
either electronic or paper form, to anyone who requested one. that
offer still stands. note that the electronic form omits the graphics
(done on my cad system at work, not on the st), so if you want the whole
thing you should buy the magazine or request the paper copy from me.
if you want electronic, mail me at the address below; if you want paper,
send me a self-addressed stamped envelope to the postal address below.

tom love
Xerox Engineering Design and Documentation Systems
Leesburg, VA 22075 (703)729-8000

{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!
rocksanne!xrxns!toml
{rocksvax, sunybcs}!

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{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!
rocksanne!xrxns!toml
{rocksvax, sunybcs}!

918. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-29 17:01:46 UTC
From: mike@ames.arpa
Message-ID: <3782@ames.arpa>
Source record: 255318
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>
> [deleted a bunch of stuff on how "we really don't need multi-tasking"
>
>I have an image of telling my machine 'make fred', and then letting it get on
>with it while I do a bit of word-processing, or whatever. Only to be hit
>milliseconds later with an alert box:
>
> BACKGROUND COMPILATION NEEDS LIBRARY DISK
> PLEASE INSERT LIBRARY DISK INTO DRIVE B
>
>and, a second or two after I do that:
>
> FOREGROUND PROCESS NEEDS AUTO-SAVE DISK
> PLEASE INSERT DISK INTO DRIVE B
>
This reminds me of a joke. . .

A guy goes to a doctor and says "Doc, it hurts when I do this" (he lifts
an arm up, or something)

So the doctor says, "well then, don't do that".

If running marble-madness slows up a compile too much, don't run
marble-madness.

The moral of the story is, don't ask us do be limited by others "limitations".
As opposed to IBM, and now even (Cr)Apple, who are now bending down to the
lowest common denominator, who don't want to burden the average user with
unnecessary complexity (the original closed-Mac architecture was a
manifestation of this philosophy).

--
*** mike (powered by M&Ms) smithwick ***
"if it wasn't for venitian blinds,
it would be curtains for all of us!"
[discalimer : nope, I don't work for NASA, I take full blame for my ideas]

919. Re: Multi-tasking? A Nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-29 18:40:24 UTC
From: dpvc@ur-tut.UUCP
Message-ID: <769@ur-tut.UUCP>
Source record: 255319
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2187@crash.cts.com> haitex@pnet01.cts.com (Wade Bickel) writes:
> What about the example I gave of two resident programs cohabitating
> and interacting even though written in different Languages? While
> you don't NEED to have multi-tasking to do this, it makes an otherwise
> complicated job very much easier, and therefore much more likely to be
> successfully accomplished. It certainly is attractive to me because
> it means I don't have to "share" any of my source with someone whom
> I may want to collaborate with.

I think Wade is right on target here. Multi-tasking does not have to be seen by the user to be important. On the Amiga, you can't HELP but use multi-tasking, because the operating system is using it all the time. Each disk drive has a separate "Filing System" process running (use MonProc, you'll see them), there is a separate input task running (I believe that Intuition really is an input handler, so technically, it runs as part of the input device task), each CLI window has a console task associated with it, the serial port has a separate task controlling it.

Why is this important? Because it makes it so much easier to do things. For example, early on in the Amiga's life, Matt Dillon (I think) distributed a set of asynchronous file routines. These are very useful, and almost trivial to implement under a multi-tasking OS (not to belittle Matt's work - it's quite good).

Or how about the Workbench? Contrary to many people's belief, the WB is NOT the operating system. It's just a program. A plain, old, ordinary program, with no special tricks or hooks. An ordinary mortal could write a program that does similar actions. Witness HackBench. I've often thought about writing a WB replacement myself.

If you want to talk about disk swapping, try switching between applications on a Macintosh. It has to load the Finder every time. Why do you think theres a "mini-finder" menu option? I keep trying to pull down the "screen" and use the finder which I expect to still be running back there.

I've written programs that monitor other programs (MonProc and MonIDCMP), and that run as input handlers (ClickUpFront, HeliosMouse, wKeys), and some stuff that I haven't released. These would be much more difficult without multi-tasking.

Code can be made much more modular with multi-tasking, and smaller, too. Unix people should love this, because you can make programs much more like filters, except you have both ends of the pipe running at the same time, passing data via a message port, or even a PIPE: device. Functions don't have to be duplicated from program to program. For instance, if I write a program that

graphs a function, I will not have to add a save-to-IFF-file option, because I already have a program that lets me select a portion of a window or screen and save it as an IFF file. That's a normal program - no special desk-accessory hooks, no special requirements about what programs I can use it with, or what ones I HAVE to have running when I use it.

Don't get me wrong, desk-accessories are great (I'd never be able to use a Mac without them), but they are an attempt to achieve multi-taksing where it's not built into the system to start with. Admirable! Great stuff! Keep up the good work! But don't complain when someone offers you what you've been trying to achieve all along.

> THE POINT IS THIS: As a programmer I find the idea of writing
> such a program as being much simpler with multi-tasking facilities
> than without them.

Exactly! Right on!

> My question for you is, what do you have against multi-tasking?

I also wonder the same thing. Where's the beef?

> Take OUR (all of us who have given testomonials) word for it that
> the disk swapping "nightmare" is indeed just a bad dream.

As I mentioned before, I'd hate to have to load the Workbench in from disk every time I quit using a program! I'm much happier letting it run in the background until I need it again.

One last comment: (finally :-) the times I find multi-tasking the most helpful is when I WASN'T expecting to have to use it. If I'm using a word processor writing a paper, and need to check some results, I can just start up my statistical analysis program to get my answers (and I can keep on writing while it loads in of the floppy). I don't want to have to know ahead of time that I need to start up whatever carousel or special multi-tasking editor I need in order to do this. If I knew ahead of time, I'd have done the statistics before I started the word-processor!

Well, I've gone on far too long as it is. Thanks for listening.

> Wade.
>UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
>ARPA: crash!pnet01!haitex@nosc.mil
>INET: haitex@pnet01.CTS.COM

Davide P. Cervone
dpvc@tut.cc.rochester.edu
dpvc@ur-tut.UUCP
DPVC@UORDBV.BITNET

920. Hard drives for the ST

Newsgroup: comp.sys.atari.st
Date: 1987-12-29 21:16:31 UTC
From: chris@gen1.UUCP
Message-ID: <321@gen1.UUCP>
Source record: 255320

I have noticed a few requests on the net for information regarding
hard drives, hard drive kits, and the like for the ST. I have just
purchased a "TAMI-HD40" hard drive system from FutureDOS, and am *very*
happy with it so far.

I own an Atari Mega-2 ST and required a larger disk capacity in order
to run GEM, Magic Sac, and OS-9/68000 efficiently. The single drive system I
received from FutureDOS is in a long enclosure that is designed to accommodate
a second half height drive.
Since the system is custom made, I ordered the 44 Mb (formatted) hard
disk configuration, for which I paid $1400 Cdn.. Other capacities are
available upon request. Also, all of the hard drive systems are fully
assembled and tested, so reliability is assured.

If you are looking for a high quality/high capacity hard drive system
at a reasonable price, then this may be the thing for you. You can
reach the folks at FutureDOS by writing them at

FutureDOS,
1207-120 Torresdale Ave.,
North York, Ontario,
CANADA, M2R 3N7.
Tel. (416) 736-0321

Christopher Parkinson
yunexus!gen1!yuplanet!chris

BTW-Standard disclaimer...I am in no way affiliated with FutureDOS, I am
just another happy customer!!!

921. cartridge slot kludge boards

Newsgroup: comp.sys.atari.st
Date: 1987-12-29 21:29:32 UTC
From: mgr@pixar.UUCP
Message-ID: <1345@pixar.UUCP>
Source record: 255321

Anyone out there know a company that sells a prototype
board for the ST cartridge slot. Any info on physically
plugging into the cartridge slot would be appreciated.
--
Mike Russell ucbvax!pixar!mgr Don't worry, amnesia is a common
side effect of re-incarnation.

922. Using a 520ST for video tape titling

Newsgroup: comp.sys.atari.st
Date: 1987-12-29 21:46:00 UTC
From: marks@ssdevo.dec.com
Message-ID: <8712292146.AA04152@decwrl.dec.com>
Source record: 255322

Has anybody used their ST for creating video tape titles? If so, I'd like to hear how you did it.
- What software did you use to create the title?
- Did you transfer the image directly via video connectors? Or did you simply record the image displayed on the monitor using a camcorder?

Randy Marks
....decwrl!ssdevo.dec.com!marks

923. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-29 22:32:41 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2323@ihuxy.ATT.COM>
Source record: 255323
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Well this subject line get my vote for the "longest-most-usless" aword
of 87. If you are not clever enough to take advantage of multi-tasking
then don't use it, and stop telling everyone "who needs it ? "

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

924. Exactly what IS in a reg dev kit?

Newsgroup: comp.sys.atari.st
Date: 1987-12-30 02:49:51 UTC
From: rfpfeifle@violet.waterloo.edu
Message-ID: <4462@watdragon.waterloo.edu>
Source record: 255324

I've seen alot of flames about the registered developer kits. But I don't even really know what's in them.

Would someone out there who knows please enlighten me (us) as what exactly are the contents of a "registered developer's kit"?

(Just the facts, ma'am)

Ron

925. TCP/IP for the ATARIs ?

Newsgroup: comp.sys.atari.st
Date: 1987-12-30 08:00:00 UTC
From: 181@DB0TUZ01.BITNET
Message-ID: <8712300942.AA04952@ucbvax.Berkeley.EDU>
Source record: 255325

We, Technical University Berlin Computing Center, are urgently
looking for a TCP/IP implementation for the ATARIs.

If you have any informations, don't hesitate to send it to us :-

-Frank

926. Re: eproms burners

Newsgroup: comp.sys.atari.st
Date: 1987-12-30 09:43:32 UTC
From: neil@atari.UUCP
Message-ID: <924@atari.UUCP>
Source record: 255326

In article <903@PSUECLB>, kap@psueclb.BITNET writes:

> I hate to interupt this fasinating discussion on multi-tasking

Please do.

> I need to find an eprom burner to use with the ST.

Call Michtron. They have some which are reputed to be lightning quick.
Reach Michtron in Pontiac, MI, at (313) 334-5700.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

927. Re: TOS bug ? -> hard disk cables

Newsgroup: comp.sys.atari.st
Date: 1987-12-30 12:37:13 UTC
From: t19@nikhefh.UUCP
Message-ID: <412@nikhefh.UUCP>
Source record: 255327

> (discussion about errors being probable with too long a cable)

Just having obtained a SH205 with a 85cm cable (here in Holland it is prohibited by law to use inches) I followed Landon's suggestion in a simplified way: just 2000 times 'cmp aap noot >> mies' with aap, noot identical 64K files. Cmp did not report any errors on this 256M data transfer in spite of various lamps, a monitor etc. being switched in the neighbourhood. And I rather like the longer cable.

Geert Jan (t19@nikhefh.hep.nl)

928. Re: VCR -> Atari ST color monitor

Newsgroup: comp.sys.atari.st
Date: 1987-12-30 15:24:05 UTC
From: jhs@drutx.ATT.COM
Message-ID: <6325@drutx.ATT.COM>
Source record: 255334

in article <3257@batcomputer.tn.cornell.edu>, engst@batcomputer.tn.cornell.edu (Adam C. Engst) says:
>
> I'm curious, does anyone know of a

No, but I have heard of a

929. INTERRUPT PROCESSING

Newsgroup: comp.sys.atari.st
Date: 1987-12-30 20:19:09 UTC
From: jdn@homxc.UUCP
Message-ID: <2661@homxc.UUCP>
Source record: 255328

How do you disable and enable interrupts from
1. The keyboard?
2. The SIO port?

In the documentation at my disposal (Mark Williams C and Abacus)
I can find the following table under Jdisint:

Interrupt # event
0 I/O port bit 0
1 I/O prot bit 1
2 I/O port bit 2
3 I/O port bit 3
4 Timer D
5 Timer C
6 I/O port bit 4
7 I/O port bit 5
8 Timer B
9 sender error
10 sender buffer empty
11 receive error
12 receive buffer full
13 Timer A
14 I/O port bit 6
15 I/O port bit 7

Half of these are self explanatory, but the other half requires
a mapping to atari st hardware events. Would someone be kind
enough to inform me what events are represented by I/O port bits 0-7 in
the atari 1040 ST? I presume that one of these represents a
keyboard interrupt and another an SIO interrupt; otherwise
I really need help!

Thanks,

Jonathan Nagy
{ihnp4|allegra|mtune}!homxc!jdn
(201) 615-4349

930. Multitasking - A nightmare

Newsgroup: comp.sys.atari.st
Date: 1987-12-30 21:21:51 UTC
From: larryw@dasys1.UUCP
Message-ID: <2406@dasys1.UUCP>
Source record: 255329

I think that this discussion is a little off-base in many ways. Would this be going on if we were debating the benefits of disk versus cassette storage?
You will be hard pressed to find ANY microcomputer of recent vintage that does NOT multitask to some extent. The Atari 8bits use multitasking. The ANTIC CPU interrupts the 6502 chip to generate the video. Smart programs turn OFF the multitasking during cpu intensive stuff (compiles for example) to speed things up, or write special multitasking programs (graphic displays). The POKEY sound chip works in a similar manner for the sound output. Disk controllers use dedicated chips (and DMA) to do their thing while the CPU does its thing. ON PCs, IRMA boards handle screen i/o and updates IN THE BACKGROUND, regardless of what you are doing in DOS. While you might split hairs as to whether this is multitasking,
parallel processing, or networking. Its a moot point. Multitasking is real,
is here, and has been a feature on most micros for the last six or seven years.
As fo Joe user - Mr Average - They may not buy computer systems as we use them, but have you looked into their cars nowadays? Computer controlled emission systems, fuel control and ignition, mileage calculators etc? All of these systems arehappily multitasking away in real time too (they better be). PS before I get flames that these automobile systems are not programmable, some of the hottest underground programming jobs right now is REPROGRAMMING these things to beef up the
cars performance (usually at the expense of emission standards) and the feds areseriously thinking about outlawing the chips and making their reprogramming illegal.

:x

:q

:X

--
Winston Lawrence {allegra,philabs,cmcl2}!phri\
Big Electric Cat Public Unix {bellcore,cmcl2}!cucard!dasys1!larryw
New York, NY, USA {sun}!hoptoad/

931. EasyDraw XX.XX

Newsgroup: comp.sys.atari.st
Date: 1987-12-30 23:43:37 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1987Dec30.184337.15985@gpu.utcs.toronto.edu>
Source record: 255330

I saw a demonstration of EasyDraw recently, the version # of which
I don't know. I have a few peeves about the package which prevent me
from purchasing it. Since I do need an object oriented drawing package
I wanted to confirm that my objections are legitimate. If they are, and
if EasyDraw is listening then please take them as suggestions.

1. Text cannot be rotated. (FATAL if you want to draw rough
graphs). The closest you can get is something like:

R
o
t
a
t
e.

Not too useful if you are considering drawing architectural
plans which require sideways printing for a better fit.

2. Exiting will always request if you want to save your file even
if you have made no changes since the last save.

3. You have to explicitly select an object and then click again
to move it. A single click should suffice the way it does with
copying files etc.

4. The default for text should be justify off. I usually use
text as labels and can't see why justify should be on. I also
forgot most of the time to change justification when entering
text so that I had to go and change text attributes - a real
nuisance.

Some of the features I wish had been adopted from MacDraw:

5. A cubic spline fit (called SMOOTH and UNSMOOTH in MacDraw).
A really useful feature when one wants to draw gaussians and
sine waves etc. the way I needed to for my thesis.

6. The ability of picking a larger than one page size for the
drawing and then having EasyDraw print it out serially page
wise. This allows more complex drawings to be mosaiced easily.

Has anyone had similar experiences?

Pavneet Arora
parora@utgpu

932. WordPerfect Update

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 00:26:39 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1987Dec30.192639.16337@gpu.utcs.toronto.edu>
Source record: 255331

Just a note for WP users. The new update is supposed to be
out in early January. Since I didn't get any response to my
previous posting about the numerous bugs in WP I am not really sure
if any WP users actually exist. 8-{)

In response to Neil Harris' comment that the support is excellent, I have
a few comments of my own:

1. No company, software or otherwise, should be able to release
a product that doesn't even come close to working.
Bugs are one thing - fatal bugs another. I use the following
analogy - If I approached WP and asked them to give me
a copy of the software, and then told them that I would pay
them in a few months i.e. whenever I could afford it, I would
not expect them to hand over the package. And yet, WP has
taken money from users and then handed over a useless package
without ever notifying any of its users that there are problems.
And when a user tracks down the bugs and calls WP, they say
they are aware of it and a working version should be out soon.
Soon in my case has meant 3 months now, and I still don't have
a working version.

2. A company that only includes its UTAH address for technical
support, even in packages sold in Canada can hardly be seen
as being concerned for all of its users. By the way the (800) number
doesn't work from Canada so that you have to call WP on your
own expense during the day at full rate. Technical support
does exist in Canada from J.B. Marketing in Cornwall. Their
phone number is : 1-(800)-267-1731.

3. Part of servicing a product means keeping in touch with the
buyers and users and being above board about things(i.e.
through bulletins). I have not seen
any indication that WP considers this a priority. This is
critical in the present case where there must be bewildered
users trying to figure out why a $595 software package doesn't
work.

I think the larger issue here is the ethics with which high tech companies
operate. Personally, I don't feel that WP has thus far exhibited anything that
qualifies it for the praise that Neil Harris had to offer. My experience
has been in dealing with WP both in Canada and the US for the past three
months now.

parora@utgpu

933. PrintMaster Icons

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 00:49:23 UTC
From: silvert@dalcs.UUCP
Message-ID: <2752@dalcs.UUCP>
Source record: 255332

It is a long time since a nice set of PrintMaster icons was posted to this group. They are handy not only for PM use, but with a program by Sol Guber (shareware) you can convert them to Degas format for use with Publishing Partner, etc.

I am looking for a tool to manage PM libraries. I would like to be able to read through a library and copy selected icons to a custom library. You can do this with PM itself, but the process is cumbersome. Does anyone have such a beast, or some related code that will help? What is the format of the library entries anyway?

Are there any more PD libraries lurking out there? A large set was recently posted to a BBS that I run (almost 300 K!), but I spotted a couple of proprietary libraries in it and had to pull it off. It is a real pain trying to figure out what is and isn't PD!

If there is interest, and if I can figure out what is PD in the arc file, I will post some of the libraries. Any information or any files and PM utilities that anyone can post or send would be welcome.

By the way, the file includes a program that is supposed to dump an icon library to the printer. It doesn't seem to work well, but the output on my SMM804 makes me think it may work on a true Epson. If you want to try it, send mail to ...!dalcs!biomel (if you send it to this address I won't send it -- You have to use the correct address!).
--
Bill Silvert, Modelling/Statistics Group, Biological Sciences Branch
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN or BITNET: biomel@cs.dal.cdn

934. Re: Double-Click Formatter Question

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 04:23:10 UTC
From: uace0@uhnix2.UUCP
Message-ID: <483@uhnix2.UUCP>
Source record: 255333

Rick Flashman asks: Are the authors of DC Format n the Net. There is a bug.

We are on the net.
We had this reported o us by Simon Poole a while back. This was fixed, but
what version are you running? One of the Oold versions didn't work right.
The latest posted version is either 2.32 or 2.31 I belive.
Check the version and let us know.

BTW - Look for a desk acces@sory version very soon, which has background
formatting. And with our product to download in the background, to
be sold by Antic (:-) a little plug), I can now download, word
process, and format at the same time. I believe this isn't bad for
a non-multqitasking environment. Was't that the ultimate test?

- Mike
--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

935. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 05:41:33 UTC
From: lupin3@UCSCB.UCSC.EDU
Message-ID: <8712310541.AA18899@ucscb.UCSC.EDU>
Source record: 255335

```
+-In article <918@atari.UUCP>, neil@atari.UUCP (Neil Harris) wrote:-
+----------
|
|(lines deleted)
| FoReM 2.0 supports Fnet, so if we wanted to go to approach #3 we could do
| it. But with the number of novice callers we get, I'm a bit leery of using

| FoReM. Any comments to the contrary, netlanders?
|(lines deleted)
| BB/ST is very powerful, and Steven Grimm is working on the multi-line
| facility. But we're still waiting on some hardware. QMI is a great little
| company, but I know they're (almost) as overworked as we are at Atari. So,
| timetables for this are in doubt. Also, BB/ST's tree-structured message
| base is not my cup of tea.
|
+----------

And you're considering using BB/ST? Okay, it isn't as downright abrasive
as FoReM ST, but I have never found it particularly intuitive, easy to use,
or really fun. True, the sysop functions are neat (from what I hear...),
and I suppose it's pretty powerful, but it's still got that true tree-structure
message thingie, and it's just not _keen_. <<= opinions, guys...

Of course, if you loan one of these developers an Abaq for a while, they might
be more than happy to write up a multi-user message base that reads messages
off a LAN... I know Steve would... :')

--
.. . . . . . . . . . . .
.. . . . . . . . . . . .
| _ _ _ _ |_| _ _ |_ -__ _ _ ARPA: lupin3@ucscb.ucsc.EDU
L_ (_\( ( (_/ | |(_\_\ (_ || )(_)_\ UUCP: ...!ucbvax!ucscc!ucscb!lupin3
larry / hastings _/ BITNET: lupin3@ucscb@ucscc.BITNET
^v^v^vBoy, I'm glad I don't live in an alternate universe!^v^v^v
Disclaimer: All original text above was pointless & random, & it makes me proud.
. . . . . . . . . . . ..
. . . . . . . . . . . ..

--
.. . . . . . . . . . . .
.. . . . . . . . . . . .
| _ _ _ _ |_| _ _ |_ -__ _ _ ARPA: lupin3@ucscb.ucsc.EDU
L_ (_\( ( (_/ | |(_\_\ (_ || )(_)_\ UUCP: ...!ucbvax!ucscc!ucscb!lupin3
larry / hastings _/ BITNET: lupin3@ucscb@ucscc.BITNET
^v^v^vBoy, I'm glad I don't live in an alternate universe!^v^v^v
Disclaimer: All original text above was pointless & random, & it makes me proud.
```

. . . . . .
. . . . . .

936. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 13:40:37 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <842@xn.LL.MIT.EDU>
Source record: 255336

Kindy inform me as to what is so "abrasive" about FoReM ST.

Perhaps you find it so because you are unfamilar with it. Please
send me your name and address so I can send you a users manual.

Matt Singer

937. Re: cartridge slot kludge boards

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 13:54:09 UTC
From: cbz@mhuxu.UUCP
Message-ID: <7110@mhuxu.UUCP>
Source record: 255337

In article <1345@pixar.UUCP>, mgr@pixar.UUCP (Michael Griffin Russell) writes:
> Anyone out there know a company that sells a prototype
> board for the ST cartridge slot. Any info on physically
> plugging into the cartridge slot would be appreciated.

I recently built a battery-backed real-time clock and a four
channel A/D converter to plug into my cartridge port. I bought
the board from,

Douglas Electronics
718 Marina Blvd.
San Leadro, CA 94577
(415) 483-8770

The board fits perfectly into the cartridge slot. It has holes
spaced at 0.10 inches, 20 rows by 30 columns, with 8 rows dedi-
cated for power and ground buses. The part number is 33-DE-40,
costs $10.00, they'll ship it however you want, and they accept
MC and VISA. I have nothing to do with this outfit other than
being a satisfied customer.

Craig Z. at AT&T
mhuxu!cbz

938. graphic file interchange format

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 14:11:22 UTC
From: turner@daisy.UUCP
Message-ID: <782@daisy.UUCP>
Source record: 255338
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Is there a simgle format or at least a conversion program that will
let me use a picture file generated on a pc on a mac or atari.st or
any other permutattion of machines ????

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

939. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 14:19:49 UTC
From: steven@lakesys.UUCP
Message-ID: <337@lakesys.UUCP>
Source record: 255339
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2323@ihuxy.ATT.COM> rnss@ihuxy.UUCP (Ron Schreiner) writes:
>Well this subject line get my vote for the "longest-most-usless" aword
>of 87. If you are not clever enough to take advantage of multi-tasking
>then don't use it, and stop telling everyone "who needs it ? "
>
>
>--
>Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

AGREED! I have been reading this board on and off for some time now. This due to many users on my system whom use st's. Multi-tasking requires very little "cleverness" and the OS often does the work for you. It doesn't take long to see the advantages and use them. For me, if I had to return to a single tasking enviorment it would be like some of you having to return to a 40 column screen (bleech). Your 68000 is mot likely barely used. Why not give it abit extra in the way of jobs? Multi-tasking makes you far more productive. Useless award - this is right. I would guess that the most likely feature to be seen on all future machines will be OS's that multitask. Why the heck should you have to stop working just because your OS can't "talk and chew gum" at the same time?

--
Steven Goodman |
Lake Systems Milwaukee, Wisconsin | "A smart man talks,
1 (414) 744-7033 | a wise man listens"
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!steven |

940. Re: Exactly what IS in a reg dev kit?

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 15:12:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100044@datacube>
Source record: 255340

Sorry, guys. My system doesn't know how to route to "violet".

FTW

----- Unsent message follows -----
Received: by datacube.COM (5.52/UUCP-Project/rel-1.0/12-12-86)
id AA16614; Thu, 31 Dec 87 09:49:00 EST
Date: Thu, 31 Dec 87 09:49:00 EST
From: ftw (Farrell Woods)
Message-Id: <8712311449.AA16614@datacube.COM>
To: rfpfeifle@violet.UUCP
Subject: Developers Kit

Originally, the Developer's Kit was a $300 package that contained five diskettes and a small mountain of generally useful but sometimes spotty documentation.

The disks contained the Alcyon/DRI C compiler for the 68K, originally written for CP/M, and sorta ported to the TOS environment. It also has additional libraries that hook into GEM and all that. You also get the MicroEmacs editor, a resource editor, and a bunch of odd tools to support the compiler.

The docs were for: GEM, VDI, The C compiler, the "line-A" functions, hardware (including poop sheets for most of the big common chips), old 520 ST schematics, etc. A good, solid three binders worth.

You also got a "non-disclosure" agreement to sign and return to Atari. You must sign and return the agreement, along with a recipt for the kit, to Cindy Claveran at Atari to become a "registered developer".

From what I have heard on the net, Atari has un-bundled the kit. You can now purchase the "support" part of the kit for about $100. This part is what would entitle you to access the Developers sig on Compu$erve, buy the "blitter ROMs" from Atari, etc.

Farrell

941. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 15:56:46 UTC
From: trb@stag.UUCP
Message-ID: <296@stag.UUCP>
Source record: 255341

In article <918@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>
>Just to not irritate anyone, I'm aware of the PD program STadel, but this
>one gave new users fits when I tried it at home.
>
>Any helpful advice from netland?

Several thoughts. First, STadel seems to be a bit more user-friendly now than it did 6 months ago. You might want to log into the STadel development system sometime and check it out again (612-377-9239). It would be nice to have at Atari, since STadel has a UUCP option now (several systems are linked directly into my Unix box at this time.) In fact, if anyone is interested, they can mail to the author of STadel at orc@pell.UUCP or ...ihnp4!meccts!stag!pell!orc. There is even the possibility of having comp.sys.atari.st redirected into message rooms (not sure if that feature is released yet). And, since STadel has room sharing between systems, that would solve your other problem with technical questions getting lost.

One other thought. Stadel is best used as a message base system. You can log on with minimal fuss, quickly find the section you are interested in, read what is appropriate, leave a message, and log off a lot faster than any other BBS that I have ever used. That is important for those of us who worry about our phone bills when calling the Atari BBS (and also keeps the lines available). If you could reserve say three of your systems for downloading using whatever your favorite download type BBS is (how about running Collie under PC-Ditto :-) ...that is my favorite for downloading and maintaining as a Sysop) and two systems for questions and answers using STadel, you would probably improve the usefulness of the Atari BBS considerably.

-Todd Burkey
trb@stag.UUCP

P.S. When I first saw STadel, I too went "Yech...what the ?@#? is this?"

942. 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 17:26:32 UTC
From: crc6@pyuxe.UUCP
Message-ID: <575@pyuxe.UUCP>
Source record: 255342

See Atari Explorer Spring 87 (Vol 7 no. 2) page 27

"Mike Schmall, Atari system programmer involved in upgrading the ST operating system, talked about how the new OS revision will affect Mega system performance:... In addition, we've made some changes that overcome natural limitaions of the original OS, such as the 40-folder limit."

They also mention an upgrade to existing machines, adding blitters and new roms.

Charles Colbert

943. Re: graphic file interchange format

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 20:57:06 UTC
From: neil@atari.UUCP
Message-ID: <925@atari.UUCP>
Source record: 255343
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <782@daisy.UUCP>, turner@daisy.UUCP (D'arc Angel) writes:
>
> Is there a simgle format or at least a conversion program that will
> let me use a picture file generated on a pc on a mac or atari.st or
> any other permutattion of machines ????

There is a single format developed by CompuServe called GIF. The complete
docs are available there in the Graphics SIG.

For the ST, there's a shareware program called PICSWITCH that converts all
ST formats and resolutions, and is also compatible with Amiga and Mac
formats. (Is there a PC format?) PICSWITCH is up to version 7. It should
be on the Atari BBS (I know version 6 was there last time I looked).
Version 7 is on GEnie for sure, because that's where I got my copy.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

944. Re: Multitasking - A nightmare

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 22:00:31 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8712312200.AA15560@cory.Berkeley.EDU>
Source record: 255344

: I think that this discussion is a little off-base in many ways. Would
:this be going on if we were debating the benefits of disk versus cassette
:storage?
: You will be hard pressed to find ANY microcomputer of recent vintage
:that does NOT multitask to some extent. The Atari 8bits use multitasking.
:The ANTIC CPU interrupts the 6502 chip to generate the video. Smart programs
:turn OFF the multitasking during cpu intensive stuff (compiles for example)
:to speed things up, or write special multitasking programs (graphic
:displays). The POKEY sound chip works in a similar manner for the sound
:output. Disk controllers use dedicated chips (and DMA) to do their

Ever heard of newlines? You paragraphs were all one single line!
I think *you* are slightly off base a little here. Every microcomputer down h
to the old Apple II's (and older) has interrupts. Interrupts and DMA does not
a multitasking computer make. I think the definition everybody has had in mind
throughout this affair has been:

-preemptive scheduling
-each 'task' is an independant entity with no restrictions relative to
other tasks (Read: Not an interrupt, Not DMA)
-The OS supports the fact with signaling, control, and communications
calls, is reentrant, etc...

The overall idea being that you can then run completely independant
applications simultaniously. After all, any semi intelligent hacker can write
a simple context switcher for his or her particular program.

Now this business of running more than one application at a time
has been argued to be not all that big a deal. Even discarding the rather
silly arguments over exactly what one would want to run simultaniously,
multitasking has distinct advantages in other areas. Take a look at the
number of problems multitasking simplifies (things you CAN DO NOW with hacks or
complex programming):

-DA's (graphical clocks, calculators, etc...)
-Printer spoolers
-Networking
-Asynchronous IO
-Multi-line BBS's **without** delays
-program debugging
-OS hacks (hot keys and other items)

Looking at the amount of money and time Apple has invested
attempting to match the Amiga's multitasking. Even if you don't give a
bull's toe for the Amiga it should be obvious that the future of
microcomputers is turning towards multitasking. Look at (Bletch) OS II for

the IBM! If anybody has ever had a rock solid will-never-change attitude it has been IBM.

As I said, the above can be done NOW on the Atari, but it takes a lot of work, and many incompatibilities crop due to the lack of a standard way of doing some of the above. I think that simply adding a couple OS calls to support a rudimentry multitasking (to go beyond Apple's task switching) would be a big boon! The first step is to share the CPU.

-Matt

945. Re: graphic file interchange format

Newsgroup: comp.sys.atari.st
Date: 1987-12-31 23:56:41 UTC
From: rich@lakesys.UUCP
Message-ID: <338@lakesys.UUCP>
Source record: 255345
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st
Body handling: HTML body converted to readable text; Inline uuencoded payload not displayed: D:TINYDEMO.ARC

In article <782@daisy.UUCP> turner@daisy.UUCP (D'arc Angel) writes:
>
>Is there a simgle format or at least a conversion program that will
>let me use a picture file generated on a pc on a mac or atari.st or
>any other permutattion of machines ????
>
>--
>Laissez les bons temps rouler - Queen Ida
>...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
>Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
>Mountain View CA 94039-7006. (415)960-0123

Please find an enclosed .UUE file which is a Demo of just what
the real Share-Ware file of Tiny. I'm sure that alot of you have seen Tiny
and it's viewer. These are the latest versions. They handle alot of different
file formats, not only from the ST. The viewer is p/d and can be passed
along as you please. The Demo will show you what it can do, but will not allow
you to save the work. File is Arc'ed and UUencoded.

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich

table

!"#$%&'()*+,-./0123456789:;<=>?

@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: D:TINYDEMO.ARC]

946. Re: graphic file interchange format

Newsgroup: comp.sys.atari.st
Date: 1988-01-01 00:33:09 UTC
From: martin@lakesys.UUCP
Message-ID: <339@lakesys.UUCP>
Source record: 255346
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

I have been using a handy utility called PicSwitch to convert Mac, Amiga and Mono ST pictures (Degas, NeoChrome) to be viewable on my RGB, It's Shareware, I believe, so I'd be happy to send you a copy if you'd like.

Marty
--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

947. Re: graphic file interchange format

Newsgroup: comp.sys.atari.st
Date: 1988-01-01 01:16:48 UTC
From: martin@lakesys.UUCP
Message-ID: <340@lakesys.UUCP>
Source record: 255347
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

After seeing Rich's post, I am reminded of David Mumper's fine graphics conversion and compression utility. I heartily reccommend Tiny in addition to PicSwitch.

Marty
--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

948. Zoomracks (i.e. Hypercard's predecessor?)

Newsgroup: comp.sys.atari.st
Date: 1988-01-01 01:31:53 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1987Dec31.203153.28991@gpu.utcs.toronto.edu>
Source record: 255348

I was just reading this quarter's STart magazine (Wint87), and came across an article on Zoomracks - an ST product which sounds a lot like Hypercard for the Mac. One major difference being that Zoomracks has been around for 3 years.

The article is interesting. If anyone has used the product, perhaps they can post their views.

Why hasn't this product come to light earlier? One thing I did notice was that the screens used in this article gave a definite edge to Hypercard since there were beautiful graphics mixed with text. Is this a shortcoming of Zoomracks?

By the way the author of Zoomracks is Paul Heckel - the same person who developed the Craig Language Translator and wrote "The Elements of Friendly Software Design" (This is from the article).

Pavneet Arora
parora@utgpu

949. Re: graphic file interchange format

Newsgroup: comp.sys.atari.st
Date: 1988-01-01 12:49:46 UTC
From: bryce@hoser.berkeley.edu
Message-ID: <22358@ucbvax.BERKELEY.EDU>
Source record: 255349
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <782@daisy.UUCP> turner@daisy.UUCP (D'arc Angel) writes:
>
>Is there a single format or at least a conversion program that will
>let me use a picture file generated on a pc on a mac or atari.st or
>any osther permutattion of machines ????

Most of the machines have programs that will convert a number of foreign
format to "native". This does not help much in swapping them back, however.

Computer Shopper ran a recent feature on this exact topic. (December 87
or some issue close to that).

As far as personal experience, the only single, general** picture format I
have seen supported on all the machines above is IFF picture files (ILBM).
This format was born with the Amiga computer, and is good enough to have
traveled to other machines.

** By general I mean several things:
1> Must handle color (of *at least* 8 bits per pixel, if the source image is
that deep).
2> Must handle arbitrary sized bitmaps.

Several of the other graphic interchange formats fail to pass those two
simple tests.

|\ /| . Ack! (NAK, SOH, EOT)
{o O} . bryce@hoser.berkeley.EDU -or- ucbvax!hoser!bryce (or try "cogsci")
(")
U "Your theory is crazy... but not crazy enought to be true." -Niels Bohr

950. Re: Exactly what IS in a reg dev kit?

Newsgroup: comp.sys.atari.st
Date: 1988-01-01 13:11:49 UTC
From: rwa@auvax.UUCP
Message-ID: <476@auvax.UUCP>
Source record: 255350

In article <4462@watdragon.waterloo.edu>, rfpfeifle@violet.waterloo.edu (Ron Pfeifle) writes:
> I've seen alot of flames about the registered developer kits. But I don't
> even really know what's in them.
> Would someone out there who knows please enlighten me (us) as what exactly
> are the contents of a "registered developer's kit"?
> (Just the facts, ma'am)
> Ron

OK. We (Athabasca University Computing Services) got our kit sometime in September or October of 1986. I cannot speak for later Developer's Kits than that. Honestly, I can only say that it was better than the doc's I got from DRI when I first got CP/M - you old CP/M hackers out there can go from there ;-) For the rest of you, I can only say that reading and using the docs supplied was a little like playing Adventure - except that it's a lot slower and more frustrating. If some kind soul hadn't posted the "Proffesional GEM" (by Tim Oren) stuff to the net, and if I hadn't gone out and bought the MWC package, I don't think we would have ever done anything interesting with our 1040's. Sigh.

To start, there is a very large stack of paper, perhaps 5 or so inches thick (8.5" x 11" paper, double sided xerographic copies). I have it in three two-inch ring binders, and they are _full_. The quality of the reproduction is a little disappointing, but readable; the only frustration is that occasionally the copies are skewed so that some text falls off the edge of the page. This is not too much of a problem.

Volume 1: (about 580 pages)

a nondisclosure agreement

some waffle about 'please write portable code in case we decide to fool around with the hardware specs'.

some blank SPR (bugreport) forms. If I had used these things, I would have needed 20 times as many as are supplied.

keycode table errata list

writeup on the ACSI buss (interface & protocol) [hard disk port]
+ listing of (23Jul85) hard disk driver as example of ACSI stuff.

Introduction to Gem Programming (DRI): this is the IBM version, it does not exactly conform to the supplied software.
Pretty obscure in places, but valuable to the initiated.

GEM Programmer's Guide - Vol 1, VDI (DRI): a description of the
low-level graphics primitives in _excruciating_ detail,
plus a little bit about the non-existant GDOS, and some
very useful info on font files. This is a reference
work, very few examples of actual use. It is pretty
complete, but again more useful to the initiated than
the novice.

GEM Programmer's Guide - Vol 2, AES (DRI): a description of the
higher level stuff in GEM, such as the window and event
libraries, menus, manipulation of icons, et c., et c.
Again, a reference document. Lots of info if you know
what you're looking for, but not a tutorial at all.

Volume 2: (about 400 pages)

GEM DOS 1.0 specs (DRI): calling conventions & stuff.
Readable, useful. Includes C bindings.

Hitchhiker's Guide to the BIOS: for a change, a really pleasant
piece of doc on the BIOS - has a few errors, and can get
a little self-indulgent (and obscure), but still a solid
source of info on the low-level stuff. Lots of neat
stuff on how booting is performed, & c.

Line-A Technical Reference Manual: detailed discussion of the
bit blt code, parameters, & how to call it. rather
confusing organization, and again the attempts at humour
can be irritating on the 500th reading. Not for the
faint of heart.

Intelligent Keyboard (IKBD) Protocol: really good writeup of
how the mouse, joystick, and keyboard work. I wish _all_
the docs were this good.

BIOS listing: a listing of the ST's BIOS. I sure wish this
had been the listing output by the assembler, as it is
there is no symbol table or hex listing, so it's a pain
to follow the code around. But handy when you have to
know _exactly_ how something works.

Volume 3: (about 600 pages)

DRI 'C' Language Programming Guide for CP/M 68K: this is the doc
for the (in)famous Alcyon C. Ugh, blech, ack phfft! I
cannot say anything good about the thing.

DRI CP/M 68K Operating System Programmer's Guide: this is the most
useless thing you could imagine. It has nothing to do with
TOS at all. The only good thing is that it explains a few
things about SID, the linker, and the assembler. Otherwise
it only confuses anyone who doesn't realize it has nothing
to do with using the ST.

Kermit User's Guide, Fourth Edition: I never used this & have
no intention of ever using it. We have ZMODEM :-). But
it looks well enough written.

Engineering Hardware Specification of the Atari ST Computer System:
A good quick overview of the ST. Terse and pithy.

Western Digital WD1770/1772 5-1/4" Floppy Disk Controller/Formatter:
This is a typical engineering component data-book sort
of description; very, very complete and includes
examples of anything you would need to know, and a lot
of stuff you don't need to know (like pinouts). Aimed
at engineers.

MIDI Specification 1.0: Now this is a real prize. It's
exactly one page long, and says 'for more information,
please contact...' and gives the address of the IMA.
Really! Somebody was working overtime on this, I'm sure.

(Untitled): long, unreadable & boring description of the STC504
and SMM804 printers. Typical Japanese-style (no racial
slurs intended) printer manual organization of jillions
of tables, everything cross referenced to something on
another page. NO examples.

(Untitled): etch masks and schematics for building ROM
cartridges, plus mechanical drawing of connectors. OK,
I guess; my ex-wife, who does this sort of thing for a
living, wasn't very impressed. Me, I do software :-)

United Technologies/Mostek MK68901 Multi-function Peripheral:
Just like the WD1772 writeup. More stuff than you ever
wanted to know, or thought possible.

Schematic Diagram: a schematic for a 520ST. two 14" x 11"
sheets, hard to read, and not the best organization.
Still, it's enough to figure out things like 'which bit
in the 68901 do I fiddle to assert DTR on the serial
port' and that sort of thing.

--

And that brings us to the end of the stack of paper. In summary,
there's a whole lot of information here, but d*mned little guidance.
It really needs something like the "Proffesional GEM" series to get
the newcomer started - as it is you're so busy reading about every leaf
on every tree you have no idea at all what the forest looks like ;-) !

Also, there's no master index. Some of the separate documents are
indexed, but you have to know which one to look in first, which means
plowing through all 1600 pages at least once. You can bet that takes
some time...

"And now, Ladees and Gennelmun, in the center ring! It boots, and who
knows, maybe you can even do developement with it! (I sure had a h*ll

of a time, though.) The amaaazing Atari Developer's Software Toolkit!"
This sorry collection comes on 5 single-sided flops. I hereby list
them:

Flop 1 - C Compiler, Assembler, and .H files

The dreaded Alcyon C compiler. At the risk of redundancy, let
me restate my earlier comments: Ack phfft!! The poorest commercial C
compiler you ever met. Generates assembly output, useful for deciding
what kind of bugs it has introduced into your code this time around...
Slow, buggy, and not even full K&R much less ANSI. Daryl (the other
hacker in this shop) struggled with it for about 3 months and even got
some stuff to work :-) but I wouldn't touch it with a barge pole.

Flop 2 - Linker, Libraries, Thing to make Linker output executable

An amazingly slow linker. Libraries with some *nasty* bugs in
them. And a hack to get CP/M 68K executables to run under TOS. Gag me
with a spoon...

Flop 3 - Utilities: Debugger, Kermit, and some C runtime environment asm code

I sort of like SID, probably because I used it under CP/M so
much. We never did use the supplied KERMIT. The other stuff was ok,
but pretty ho-hum; no RAMdisk or anything remotely useful like that.
The APSKEL.C (application skeleton - sort of a 'hello world' for GEM)
was a good thing, although I think that programmer should be shot; his
style makes my teeth ache.

Flop 4 - Icon Editors and Resource Construction Set, plus Doodle C source

Again, having source code as an example is a really fine thing.
The only problem is that since it's designed to compile under Alcyon,
you spend most of your time wondering "now why is he doing that?"
instead of seeing "oh, so that's how you do <arbitrary GEMish thing>".
The RCS is useful and pretty completely undocumented (there are a few
hints in 'Introduction to GEM Programming' (Vol 1), but nothing like a
real write up anywhere). To an experienced GEM hacker, of course, it's
all pretty obvious. Took me a long time. Of the two supplied icon
editors, only one is useful (the other is just too primitive), and even
it has a few annoying bugs - I could never get it to save both an icon
and it's mask in one file... but maybe that's me & not it. Bets,
anyone?

Flop 5 - Emacs, various source and a doc file

Well, lessee - Doodle (again), a demo of how to use the forms
library, a copy of a very early Mark Williams Co. emacs, and a tutorial
doc on how to read/write floppies by directly twiddling the WD1772
(which, by the way, appears in printed form in the pile of paper...).
The emacs I considered a great thing, since I use it on Un*x all the
time (I'm in it now, as a matter of fact). The rest is nice to have,
although my criticism of impenetrable Alcyon style still holds. To bad

they didn't give source for the emacs, though.

--

And that's it. There's no shell supplied, instead they have an incredibly klugey 'batch processor' to invoke the various & sundry programmes required to do anything interesting like, say, getting a compile-and-link done. No RAMdisk to help speed things up. The real prizes are the ICED icon editor, the RCS, and the emacs. The Alcyon C compiler, the assembler, linker, and libraries are a disaster. The debugger is ok but primitive. The source code is good but obscure because of the Alcyon bug-workarounds (or lack-of-feature workarounds).

Now, having waded through all this p*ssing and moaning, what would I recommend instead? For a start, go out and get a copy of the Mark Williams C package. Not too many bugs, nice Un*x compatability libraries, ok shell & tools (you know, stuff like egrep and tail and wc), source for an emacs, pretty good (but not quite complete) GEM and VDI docs, and a RAMdisk. In all, not a bad package deal. I have hacked on it pretty heavily and like it well enough. Secondly, get a subscription to START Magazine (with the disks!). Thirdly, get ahold of the Proffesional GEM series by Tim Oren - this is a must have. I don't know about a Resource Construction Set, though; we're using DRI RCS 2.0, but maybe you can get a copy of the KUMA version. And I'm still looking for a really good icon editor. I also recommend GULAM, and the ZMODEM that was posted about 6 months ago. Or Uniterm - that's a good solid piece of freeware too.

Short list of things to stay away from: any of the bloody useless Abacus Software books (except maybe vol 13, "ST Disk Drives", which is almost useful). These things are just copies of the DRI stuff, with gratuitous errors added to avoid copyright infringement :-(

Any other suggestions from the other hackers out there? I want to get down off this soapbox, my feet are tired :-)

--
Ross Alexander,
Athabasca University,
alberta!auvax!rwa

951. Re: Zoomracks (i.e. Hypercard's predecessor?)

Newsgroup: comp.sys.atari.st
Date: 1988-01-01 16:06:41 UTC
From: trb@stag.UUCP
Message-ID: <298@stag.UUCP>
Source record: 255251

In article <1987Dec31.203153.28991@gpu.utcs.toronto.edu> parora@gpu.utcs.toronto.edu (Pavneet Arora) writes:
>
>I was just reading this quarter's STart magazine (Wint87), and came across an
>article on Zoomracks - an ST product which sounds a lot like Hypercard for the
>Mac. One major difference being that Zoomracks has been around for 3 years.
Yep, I got the Zoomracks II version while at Comdex over a year
ago...it lets you store degas pictures as part of your
datasets...among other features.
>
>Why hasn't this product come to light earlier? One thing I did notice was
>that the screens used in this article gave a definite edge to Hypercard
>since there were beautiful graphics mixed with text. Is this a shortcoming
>of Zoomracks?

Yes, and no...It depends upon how much you really depend on graphics.
I like the Zoomracks approach because it got more information on the
screen at once (although it looks like a mess if you were expecting
graphics.) But then, I also am the type of person that turns off my
icons on the ST display and just use narrow vertical boxes of text
file names for my desktop view (to see more files). From a programmers
point of view, I still have yet to come up with a use for hypercard
(I've played with it and am not impressed enough to upgrade my wifes
Mac just for that). Zoomracks II seems to have a lot of power and
macro programmability to it, but give a person a good database, a good
spreadsheet, and a good word processor and they will probably be more
happy in the long run.

I know that a lot of the MCC people down in Texas are doing Hypertext
based applications (which hypercard was derived from). It would be
nice if they tried porting some of their stuff over to the ST's (they
are currently SUN and Symbolics based.) I think the Mega's would make
a nice engine for their needs (and things like the ABAQ would fit into
their longer term AI stuff where they are really going to need the
horsepower). If I remember right, MCC stands for Micro-electronics
Computer Consortium and is a research organization funded by 20 or so
large companies in the US to develop new technology in a variety of
computer and IC design specific areas...

-Todd Burkey
trb@stag.UUCP

952. Print Master icons -- what is PD?

Newsgroup: comp.sys.atari.st
Date: 1988-01-01 16:28:55 UTC
From: silvert@dalcs.UUCP
Message-ID: <2755@dalcs.UUCP>
Source record: 255252

It is clear from recent mail that I have received that commercial PrintMaster are getting mixed up with PD icons. Since I run a BBS this is something I have to be careful about, and I thought it might help to identify the three commercial libraries that I am familiar with. Here is a list of the first 4 icons in the three library disks published by Unison World. If you have a library that begins with these icons, it is probably pirated.

PrintMaster, usually called SLIB or STANDARD library:
Christmas Tree, Menorah, Cake, Easter

Art Gallery I, usually called ULIB
Santa, Snowflake, Star of David, Black Cat

Art Gallery II, usually called GALLERY2
Snow Scene, Conductor, Crown of Thorns, I Forget

I don't have the commercial Fonts and Borders disk, so I can't comment on what is PD in that area.

To tell the truth, the Art Gallery series is pretty crummy, and the PD libraries are better. I bought them cheap and still felt ripped off. However, copyright is copyright.

--
Bill Silvert, Modelling/Statistics Group, Biological Sciences Branch
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN or BITNET: biomel@cs.dal.cdn

953. Re: 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-01-01 17:04:08 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1325@water.waterloo.edu>
Source record: 255253

In article <575@pyuxe.UUCP> crc6@pyuxe.UUCP (C. Colbert) writes:
|See Atari Explorer Spring 87 (Vol 7 no. 2) page 27
|
|"Mike Schmall, Atari system programmer involved in upgrading the ST
|operating system, talked about how the new OS revision will affect Mega
|system performance:... In addition, we've made some changes that
|overcome natural limitaions of the original OS, such as the 40-folder
|limit."
|
|They also mention an upgrade to existing machines, adding blitters and
|new roms.
|
|Charles Colbert

My guess is that this is an oblique reference to the program FOLDRXXX.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

954. questions Re: Hard drives for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-01 19:52:56 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3268@batcomputer.tn.cornell.edu>
Source record: 255254

[]

I wonder: is the 18 inch limit on the length of the cable connecting the ST to the Atari SH204 hard disk (stated in the user manual) the real technical limit? Would be very nice to have a, say, 3 feet cable. (I hate fan and motor noise.)

Does anybody have a disassembly of AHDI.PRG? I have a strange bug, and suspect that AHDI.PRG fiddles with high RAM. Could that be? Is there an alternative driver program for the Atari HD?

- Moshe Braner

PS: how can I persuade PC-Ditto to read partitions D: and E: from inside MS-DOS? I am trying out PCD 3.0 on 1040ST, mono, SH204 HD, and _did_ put "device=pc_dhd.sys" at top of config.sys. "Dir d:" prints either garbage or an empty list of files. The PCD docs say that reformatting the HD is _not_ required (unless you want to autoboot MS-DOS from the HD, in which case you must let MS-DOS reformat partition C:). Partition C reads OK (and I did not reformat it).

955. Re: graphic file interchange format

Newsgroup: comp.sys.atari.st
Date: 1988-01-01 20:06:22 UTC
From: martin@lakesys.UUCP
Message-ID: <342@lakesys.UUCP>
Source record: 255255
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

I happen to have the issue of Computer Shopper right here which has the
Universal Graphics Interchange cover article. It is the October '87 issue.

Marty
--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

956. Re: CP/M Z80 Emulator

Newsgroup: comp.sys.atari.st
Date: 1988-01-01 21:25:56 UTC
From: root@dg2kk.UUCP
Message-ID: <200@dg2kk.UUCP>
Source record: 255256
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <104@mccc.UUCP> pjh@mccc.UUCP (Peter J. Holsberg) writes:
| I'm looking for a CP/M - Z80 emulator that will run on a 680x0-based
| computer. Please email if you know of such a beast. Thx.
|

| Trenton, NJ 08690 Voice: 1-609-586-4800
There is a PD CP/M Emulator (in software) available for the Atari-ST.
It seems that the Atari Version was originally written for a CPM68k system.

-Walter

957. Re: speeding floppies?

Newsgroup: comp.sys.atari.st
Date: 1988-01-02 09:43:43 UTC
From: dsmall@well.UUCP
Message-ID: <4884@well.UUCP>
Source record: 255257

In the referenced article, there's much discussion about speeding
up floppies from Michael Stein.

There's no point in using a disk with interleave on it on the ST; the
ST is more than capable of 1:1 reads and writes. Since the ultimate
limiting factor is the head rubbing against the media at a certain speed,
and the ST is doing r/w as fast as physically possible, there's no
possible gain there.
It is dangerous to remove the seek verify bit in the manner you have.
Let's say you step to a new track. The head rattles back and forth
awhile as it settles. During that time it is reading well enough to
return track dta to the controller, yet the head is still wobbling. If you
try a sector write, which lasts 16 msec, during this time, it's written in
a yo-yo pattern on the disk -- and is often unreadable the next time.
This comes from hard experience; I did this on the Magic Sac Motivator, and
could consistently kill the first sector of each track. Weird, but true.
You're right that a full disk rev is saved. A better way is to just twist
the track two sectors around, leaving one sector (#9 or 10) for the settle
time and one sector (#8 or 9) for the seek verify. Then you don't lose any
time at all track to track, and keep full compatability with unmodified
ST's. That's how we did Twister.
As for using the index pulse as the delay time for seek, well, maybe. On
9 sector tracks you'll get away with it.. remember, 16.667 millisec per sector.
On 10 sector tracks you won't, there is no room. But worse, the step only
happens on the next-sector-read command, which may take awhile to
happen, all of which time the disk is spinning.
Since you're stuck with 30 msec head settle, and lots of machine have
seek-with-verify, I think it's the optimal solution to twist the track by 2.
You just can't physically get data off multiple tracks any quicker without
speeding up the RPMs of the drive.

.. perhaps we should plug it into a 220 Volt outlet?

-- Thanks, Dave

dave small/bottlewasher/data pacific inc

958. Re: Multitasking - A nightmare

Newsgroup: comp.sys.atari.st
Date: 1988-01-02 14:22:20 UTC
From: andrew@dasys1.UUCP
Message-ID: <2436@dasys1.UUCP>
Source record: 255258

In article <2406@dasys1.UUCP>, larryw@dasys1.UUCP (Winston Lawrence) writes:
>
> I think that this discussion is a little off-base in many ways. Would this be going on if we were debating the benefits of disk versus cassette storage?
> You will be hard pressed to find ANY microcomputer of recent vintage that
>does NOT multitask to some extent. The Atari 8bits use multitasking. The ANTIC
>CPU interrupts the 6502 chip to generate the video. Smart programs turn OFF the
>multitasking during cpu intensive stuff (compiles for example) to speed things

I think you're confusing interrupt processing with full multitasking. One question you can ask yourself is: Can I run more than one program from the same microprocessor? Or can I interchange programs between processors? The answer: NO. Each chip is only capable of dealing with one task at a time, and only a task specific to that chip. A real multitasking machine can have the microprocessor (e.g. 68000) deal with more than one task on a revolving basis, using priorities to see who gets more time, without having to wait for each task to finish completely before starting the next one. If the computer isn't too slow or weighted down (with tasks), this can appear to the user as if each task is running at exactly the same time.

>works in a similar manner for the sound output. Disk controllers use dedicated
>chips (and DMA) to do their thing while the CPU does its thing. ON PCs, IRMA
>boards handle screen i/o and updates IN THE BACKGROUND, regardless of what you
>are doing in DOS. While you might split hairs as to whether this is multitasking,
> parallel processing, or networking. Its a moot point. Multitasking is real,
> is here, and has been a feature on most micros for the last six or seven years.
If you want to call interrupt processing multitasking, then of course computers have had it for many years, but it definitely isn't the kind that's going to, by itself, allow you to run more than one of your favorite applications at the same time.

>
> --
> Winston Lawrence {allegra,philabs,cmcl2}!phri\
> Big Electric Cat Public Unix {bellcore,cmcl2}!cucard!dasys1!larryw
> New York, NY, USA {sun}!hoptoad/

959. Re: questions Re: Hard drives for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-02 15:31:10 UTC
From: turner@daisy.UUCP
Message-ID: <783@daisy.UUCP>
Source record: 255259

From article <3268@batcomputer.tn.cornell.edu>, by braner@batcomputer.tn.cornell.edu (braner):
> []
>
> I wonder: is the 18 inch limit on the length of the cable connecting
> the ST to the Atari SH204 hard disk (stated in the user manual) the
> real technical limit? Would be very nice to have a, say, 3 feet cable.
> (I hate fan and motor noise.)
>

not at all, i built an extender to my cable (using flat cable to minimize resistance) and have never had any problems with it. I's say the cable with extension is 3 to 4 feet long.

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

960. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-03 03:47:30 UTC
From: mike@ames.arpa
Message-ID: <3804@ames.arpa>
Source record: 255260
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Distribution: na
Organization: NASA Ames Research Center, Moffett Field, Calif.

In article <3243@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>
>The "average user" would be satisfied with a desk accessory, while the

Just who is this "average user" by the way?? Is there some ANSI standard
committee which is formulating the official "SU 88" specs
Computer Companies are supposed to follow??

>I find that I get to do many little things around the house while I'm in
>a terminal session. I can catch up on my reading, prepare dinner, change
>record albums, everything except un-ARC files I'm downloading (which is
>about the only thing I'd do if I owned a multi-tasking system).
>
>Face it, most of us are (for the most part) linear beings.

We are huh? Right now I'm cooking dinner, typing on my computer and
listening to Prairie Home Companion on the radio. Sounds like multi-tasking
to me.

Don't forget that users who are running a single program could very well
be multi-tasking and not know it. For instance, color-cycling in
Graphic Craft spawned a subtask and operated independently. I believe that
Word Perfect's printer module is a separate program from the editor, at
least on the Amiga.

--
*** mike (powered by M&Ms) smithwick ***
"if peanut oil comes from peanuts, and olive oil comes from
olives, where does baby oil come from?" --- Lily Tomlin
[discalimer : nope, I don't work for NASA, I take full blame for my ideas]

961. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-03 04:38:13 UTC
From: mike@ames.arpa
Message-ID: <3805@ames.arpa>
Source record: 255261
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

[". . .which hung in the air, precisely the way bricks don't"]

In article <3279@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>
> But I still insist that, for the non "power user" there's no need for it.
>
>-- Dave Meile

"well, I for one know, that the 'average' person just
doesn't Need a telephone!" - latter 19th century

"The 'average' person just doesn't need a disk drive,
a cassette recorder will do just fine" - 1979

"Well, when we were designing this thing, Jay asked
'So, how much memory do you think people will put
on this thing?' We all looked at each other, and said
that NO ONE would ever have any need for more than 512K.
So he gave the graphic chips 19 pin addressing."

Dale Luck (I think) explaining the
origins of Chip memory.

--
*** mike (powered by M&Ms) smithwick ***
"if peanut oil comes from peanuts, and olive oil comes from
olives, where does baby oil come from?" --- Lily Tomlin
[discalimer : nope, I don't work for NASA, I take full blame for my ideas]

962. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-03 08:43:50 UTC
From: rwa@auvax.UUCP
Message-ID: <479@auvax.UUCP>
Source record: 255262
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3805@ames.arpa>, mike@ames.arpa (Mike Smithwick) writes:
> In article <3279@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
> > But I still insist that, for the non "power user" there's no need for it.
[several examples of short-sighted thinking ommited for brevity]
> "Well, when we were designing this thing, Jay asked
> 'So, how much memory do you think people will put
> on this thing?' We all looked at each other, and said
> that NO ONE would ever have any need for more than 512K.
> So he gave the graphic chips 19 pin addressing."
> Dale Luck (I think) explaining the
> origins of Chip memory.

Pinouts on chips are not exactly free; they have a definite
manufacturing cost and per-connection reliability implications.
Engineers spend quite a bit of time juggling this scarce and valuable
resource (the pins) amongst all the possible things that they might
wish to ship in and out of the package. Hence all those bl**dy
multiplexed address/data schemes on cpu's (almost anything from Intel
last time I looked), multiplexed addresses on DRAMS, kluges to
redefine pins according to system configuration (Intel again, at
least on the 808[68] parts), and ghods know how many other egregious
hacks over the years. I mean, most engineers understand the KISS*
princple, and they don't design these horrible interfaces just for
the joy of complexity [well, most of them, anyway; I have dark
suspicions...].

So let's not be _too_ critical of Jay - your other examples were
much more convincing. My pet peeve is that the Atari people didn't
put a base-and-limit register into the big glue chip that controls
the memory array(s) on the ST. If I had base and limit registers, I
could get true, transparent multitasking up on the ST (which, of
course, Dave Meile could ignore; that's his privilege).

--
Ross Alexander,
Sr. Systems Programmer & bottlewasher @ Athabasca University,
alberta!auvax!rwa

* KISS == Keep It Simple, Stupid!

963. Re: 40-folder bug and FOLDRXXX.PRG

Newsgroup: comp.sys.atari.st
Date: 1988-01-03 23:24:27 UTC
From: mem@zinn.UUCP
Message-ID: <205@zinn.UUCP>
Source record: 255263

In article <920@atari.UUCP>, neil@atari.UUCP (Neil Harris) writes:
> What good does it do to start rumors like this?
>
> Do us all a favor, if you need something to talk about, discuss the weather.
>
> Most ridiculous rumors of 1987 awards:
>
> 1. The blitters didn't work, so we're using kludged-up Amiga blitters.
>
> 2. The blitters partially work, so we removed 4 of 8 functions from them.

Here are some more:

1. Atari makes a laser printer.
2. .. an IBM PC clone
3. .. something called a MEGA 2 and a MEGA 4.
4. .. a blitter chip.
5. .. a set of new ROMS called "blitter ROMS" for the ST.

Will the wise guy that started those rumors please cut it out!?

Oh, OK, we're trading those rumors in for rumours about the Abaq. Does
Abaq mean "wolf"?

> Please, folks, give us a break. We're easy enough to talk to if you want to
> ASK a question.

Oh no, there they go again. More rumors.

--
Mark E. Mallett Home phone: 603-424-8129
uucp: mem@zinn.UUCP (...decvax!elrond!zinn!mem or ...sii!zinn!mem)
BIX: mmallett

964. INFORMATION

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 02:45:44 UTC
From: HEART01@TAUNIVM.BITNET
Message-ID: <8801032004.AA03798@mitre.arpa>
Source record: 255264

Dear sir.
I own an Atari 1040ST and I would like to try using it for image processing in cardiology. I need a video digitizer which will be able to digitize stop-frame video tape pictures (not video camera), and be compatible with the video standards PAL, NTSC, SECAM, colors and/or black and white. Apart from obtaining the pictures on the monitor screen, I am interested in getting numeric picture files of 8 bits for each pixel. I would appreciate if you will be able to find out for me information on the above subject, be it available commercial devices, electronic kits, tested circuits in data sheet form or BITNET addresses of ST users successfully employing such digitizers.
I am looking forward to your answer.

Sincerely yours

Dr. Ron Leor,
The Heart Institute,
Sheba Hospital, Tel Hashomer,
Tel Avive, ISRAEL.

965. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 10:45:22 UTC
From: sfr@praxis.co.uk
Message-ID: <1663@newton.praxis.co.uk>
Source record: 255265
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <886@louie.udel.EDU> rminnich@udel.EDU (Ron Minnich) writes:
>In article <11191@oliveb.UUCP> dragon@olivej.olivetti.com (Give me a quarter or I'll touch you) writes:
>>
>>I think that these arguments aren't representative of an *average* user,
>>since an average user is more likely not to own a modem. Making a backup
>

(and many other contributions)

I think that there is an aspect of this argument which seems to have escaped many contributors: a good multitasking operating system gives the user *far more* than merely the ability to launch more than one application at a time.

Principally, the application designer is able to design multitasking applications which use daemons for part of their functioning, but appear to the user as single programs, just cleverer. We all use these facilities in Un*x without thinking about it (cf. elm), but for the software designer the benefits are cleaner design of complex programs, and for the user a nicer, cleverer application (spool printing, concurrent messaging, simultaneous computation and display in complex graphics applications, etc etc).

The bottom line here is that the *average user*, if there is such a person, does not have to bother to understand, or even know he is using, a multitasking opsys to benefit from it.

Steve Rickaby | ,,,
Praxis Systems plc | < O_O >
20 Manvers Street, Bath, BA1 1PX, UK | ==(.)==
Tel: +44 225 444700 Tx: 445848 PRAXIS G | Prrrouwf, Wackwacka
sfr%praxis.uuc@ukc.ac.uk |
!mcvax!ukc!praxis!sfr |

'1$x/\{{[^}]*}\}/\{<1\}/q/' ... do it in lower case, it's more polite.

966. Re: eproms burners

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 16:07:21 UTC
From: edo@cblpn.ATT.COM
Message-ID: <534@cblpn.ATT.COM>
Source record: 255266

I don't have any recommedation on which EPROM burner to buy, but I DON'T recommend the HIPPO eprom burner. I have one of those - it seems to work reasonably well with EPROMS with a 21 or 24 volt programming voltage (2732, 2764) but the 12.5 volt chips (27256, 2764A, 27512) don't work. By the time I had discovered this, the device was out of warranty. There is no schematic included in the documentation, so I can't be sure, but I think the problem revolves around the Vcc (supply voltage) to the EPROM. On many EPROMS, such as the 27256 and 27512, the supply voltage is supposed to be raised to 6 volts when programming the chip. The Hippo programmer doesn't appear to do that. Anyway, I have NEVER been able to get the thing to reliably program a 12.5 volt eprom - sometimes it will program PART of the device, sometimes it won't. The interesting thing is that it often shows verify failures on locations which subsequently prove to be correctly programmed.

The opinions expressed herein are my own, and do not necessarily reflect those of AT&T Bell Laboratories or Advanced Programming Resolutions (my real employer).

Eric Osborne
{ihnp4, cbosgd}!ncpj!edo
(614) 860-2968

967. Thanks (Cont'd.)

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 16:26:42 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8801041626.AA27697@ucbvax.Berkeley.EDU>
Source record: 255267

To be very clear: I meant this "Does Joe Average Need Multitasking?" thing.
ME

968. Thanks

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 16:27:28 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8801041627.AA27720@ucbvax.Berkeley.EDU>
Source record: 255268

I should have thanked everybody who wrote to me in response to my letter
about operating systems. I did so in some cases. But there are people
I am seemingly unable to write to. And I noticed that I have accidentally
deleted some letters, so I cannot answer them any more.
Therefore I have to choose this way to say
THANK YOU|
Michael Eibl
BTW: I found most of the letters worth being sent to the net.
Especially as compared to some af the somewhat childish arguments that
I read there...

969. Re: questions Re: Hard drives for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 16:35:14 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Jan4.083517.6003@mntgfx.mentor.com>
Source record: 255269

> Does anybody have a disassembly of AHDI.PRG? I have a strange bug, and
> suspect that AHDI.PRG fiddles with high RAM. Could that be? Is there
> an alternative driver program for the Atari HD?

There are at least two alternatives; the Supra driver and the ICD
driver. Both have been freely distributed on Compuserve.

> PS: how can I persuade PC-Ditto to read partitions D: and E: from inside
> MS-DOS? I am trying out PCD 3.0 on 1040ST, mono, SH204 HD, and _did_ put
> "device=pc_dhd.sys" at top of config.sys. "Dir d:" prints either garbage or
> an empty list of files. The PCD docs say that reformatting the HD is _not_
> required (unless you want to autoboot MS-DOS from the HD, in which case you
> must let MS-DOS reformat partition C:). Partition C reads OK (and I did
> not reformat it).

From messages on Compuserve, there are apparently some fields in the
boot sector that are "don't care" to the Atari driver, but are looked at
by IBM drivers. Avant-garde is distributing a patch program via Compuserve
(and presumably others) that zaps these fields from the garbage that they
are left at by the Atari formatter into something that MS-DOS approves of.

dgc

970. need memory test

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 16:57:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100045@datacube>
Source record: 255270

Anyone have/know of a good memory testing program for the ST? I just put the Tech Specialities board in my machine this weekend, and it seems to run fine. The memory test they provide is a joke; it is in BASIC, and simply does peeks and looks for 255 to come back, indicating a bus-error. Thanks in advance.

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

971. Re: Observations (re: ST Log)

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 17:10:00 UTC
From: neil@atari
Message-ID: <926@atari>
Source record: 255271

In article <1987Dec28.134829.25209@mntgfx.mentor.com>, dclemans@mntgfx.mentor.com (Dave Clemans) writes:

> ST World is apparently going fine; in fact they've now split into
> two separate newsletters:
> ST World mainly reviews and show reports
> ST Informer more general articles, rumors, etc.

Not quite right. ST World and ST Informer are published by different companies. They seem to be rivals.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

972. Re: 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 17:17:00 UTC
From: neil@atari
Message-ID: <927@atari>
Source record: 255272

In article <575@pyuxe.UUCP>, crc6@pyuxe.UUCP (C. Colbert) writes:
> See Atari Explorer Spring 87 (Vol 7 no. 2) page 27
>
> "Mike Schmall, Atari system programmer involved in upgrading the ST
> operating system, talked about how the new OS revision will affect Mega
> system performance:... In addition, we've made some changes that
> overcome natural limitaions of the original OS, such as the 40-folder
> limit."
>
> They also mention an upgrade to existing machines, adding blitters and
> new roms.

Sorry. The blitter ROMs do not have any changes to the 40-folder limit.
The next ROM rev should take care of this, but it won't be done for a while.
The article must have been written before the ROMs were frozen.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

973. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 17:27:00 UTC
From: neil@atari
Message-ID: <928@atari>
Source record: 255273

In article <296@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:
> In article <918@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:

> Several thoughts. First, STadel seems to be a bit more user-friendly
> now than it did 6 months ago. You might want to log into the STadel
> development system sometime and check it out again (612-377-9239).

Will do, but I have logged in to several STadel boards and still haven't changed my opinion. Maybe the reason you find them more friendly now is that you've had 6 months of experience!

> One other thought. Stadel is best used as a message base system. You
> can log on with minimal fuss, quickly find the section you are
> interested in, read what is appropriate, leave a message, and log off
> a lot faster than any other BBS that I have ever used.

OK, I'll buy that part. But you can't leave messages "TO" a specific person.

> If you could reserve say three of your systems for downloading

Based on the current usage, I'd have to set up 4 for downloading and 1 for messaging. But, I am philosophically opposed to that -- I think it would reduce message traffic. Some people call mainly to download but also read the messages. And messages are my primary reason for having the board.

Hmmm... maybe I should go with STadel... it would cut down the downloaders :-)

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

974. Re: Observations

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 18:10:14 UTC
From: neil@atari.UUCP
Message-ID: <926@atari.UUCP>
Source record: 255274

In article <1987Dec28.134829.25209@mntgfx.mentor.com>, dclemans@mntgfx.mentor.com (Dave Clemans) writes:

> ST World is apparently going fine; in fact they've now split into
> two separate newsletters:
> ST World mainly reviews and show reports
> ST Informer more general articles, rumors, etc.

Not quite right. ST World and ST Informer are published by different companies. They seem to be rivals.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

975. Re: 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 18:17:34 UTC
From: neil@atari.UUCP
Message-ID: <927@atari.UUCP>
Source record: 255275

In article <575@pyuxe.UUCP>, crc6@pyuxe.UUCP (C. Colbert) writes:
> See Atari Explorer Spring 87 (Vol 7 no. 2) page 27
>
> "Mike Schmall, Atari system programmer involved in upgrading the ST
> operating system, talked about how the new OS revision will affect Mega
> system performance:... In addition, we've made some changes that
> overcome natural limitaions of the original OS, such as the 40-folder
> limit."
>
> They also mention an upgrade to existing machines, adding blitters and
> new roms.

Sorry. The blitter ROMs do not have any changes to the 40-folder limit.
The next ROM rev should take care of this, but it won't be done for a while.
The article must have been written before the ROMs were frozen.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

976. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 18:27:52 UTC
From: neil@atari.UUCP
Message-ID: <928@atari.UUCP>
Source record: 255276

In article <296@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:
> In article <918@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:

> Several thoughts. First, STadel seems to be a bit more user-friendly
> now than it did 6 months ago. You might want to log into the STadel
> development system sometime and check it out again (612-377-9239).

Will do, but I have logged in to several STadel boards and still haven't changed my opinion. Maybe the reason you find them more friendly now is that you've had 6 months of experience!

> One other thought. Stadel is best used as a message base system. You
> can log on with minimal fuss, quickly find the section you are
> interested in, read what is appropriate, leave a message, and log off
> a lot faster than any other BBS that I have ever used.

OK, I'll buy that part. But you can't leave messages "TO" a specific person.

> If you could reserve say three of your systems for downloading

Based on the current usage, I'd have to set up 4 for downloading and 1 for messaging. But, I am philosophically opposed to that -- I think it would reduce message traffic. Some people call mainly to download but also read the messages. And messages are my primary reason for having the board.

Hmmm... maybe I should go with STadel... it would cut down the downloaders :-)

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

977. Michtron bbs 2.1

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 18:56:51 UTC
From: 870646c@aucs.UUCP
Message-ID: <682@aucs.UUCP>
Source record: 255277

I am thinking of upgrading my Michtron BBS to version 2.1, I am now using version 2.0. Is there anyone out there that can fill me in on the differences between the two, and have they gotten rid of the fixed names on the up\download sections?
later
Barry

978. Alice Pascal for sale

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 19:41:30 UTC
From: 870646c@aucs.UUCP
Message-ID: <683@aucs.UUCP>
Source record: 255278

Since I am now not using my version of Alice(The Personal Pascal), I am looking
for someone to buy it from me. It also includes a free upgrade card for when
an upgrade comes out. I am asking $75.00 CDN. for it, at last check it listed
for about $80.00 US(about $120.00 CDN). It is a very good version of Pascal,
it supports all the normal things like windows, GEM etc.
If interested you can reply to this msg. or call me at 1-(902)-542-2312.
later
Barry

979. INFORMATION

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 20:17:42 UTC
From: HEART01@TAUNIVM.BITNET
Message-ID: <8801042017.AA02016@ucbvax.Berkeley.EDU>
Source record: 255279

Dear sir.
I own an Atari 1040ST and I would like to try using it for image processing in cardiology. I need a video digitizer which will be able to digitize stop-frame video tape pictures (not video camera), and be compatible with the video standards PAL, NTSC, SECAM, colors and/or black and white. Apart from obtaining the pictures on the monitor screen, I am interested in getting numeric picture files of 8 bits for each pixel. I would appreciate if you will be able to find out for me information on the above subject, be it available commercial devices, electronic kits, tested circuits in data sheet form or BITNET addresses of ST users successfully employing such digitizers.
I am looking forward to your answer.

Sincerely yours

Dr. Ron Leor,
The Heart Institute,
Sheba Hospital, Tel Hashomer,
Tel Avive, ISRAEL.

980. SH204 disk errors

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 21:09:53 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <46@lzaz.ATT.COM>
Source record: 255280

There have been many posting with regard to strange ST behavior
when using the SH204 disk.
After discussing this with Chris at BMS I learned the following:
1. SH204 seems to report 8 drives per controller. I saw this with
the BMS driver on my SH204. Also Magic -Sac describes this.
2. That isn't the problem.
3. SH204 CANNOT report ANY ERROR to the computer.

So why doesn't everyone die on a disk error? The Adaptec interface
does the retries, and if successful, all is well. What happens
if the sector is BAD? You read in junk, fail to get the error message,
and see strange things.

BTW, hdx CANNOT mark as bad the blocks in the root directory or the SAMS.
This creates really strange problems when a block changes, as when
adding files and suddenly 5 megabytes dissapper.

I solved my problems 2 ways.
1. I changed hdx to accept a list of bad blocks and let Adaptec remove
them permanently.
2. I now use a BMS controller. Highly recommended.

Any one want to buy a slightly used SH204?

981. VCR -> Atari color monitor

Newsgroup: comp.sys.atari.st
Date: 1988-01-04 21:42:51 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3278@batcomputer.tn.cornell.edu>
Source record: 255281

Having taken a fair amount of flak from several people who seem to think me stupid because some site truncated my messaged, I will ignore them and ask again. Does anyone know of a cable or interface box which allows one to use an Atari ST color monitor (SM 1224) to display VCR tapes, movies etc? It seems that there should be such a beast, and Allan Pratt agreed with me, but neither of us has yet found one. Essentially, it would have to allow composite output to be displayed on an RGB screen, something which should be possible. This would allow you to have a VCR, which has a tuner and all that sort of TV stuff built in, with your computer monitor, which lacks all the TV stuff but can show a decent picture. Please send all information to me and I will summarize to the net.

Thanks - Adam

--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive fiction, it's not fun."

982. LSC, function pointers, and segments

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 00:29:25 UTC
From: gardner@prls.UUCP
Message-ID: <8217@prls.UUCP>
Source record: 255282
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

I started working on segmenting a large program that uses function pointers rather extensively and got worried about assigning a function pointer in one segment, unloading that segment, and having it accessed later from another segment. Is the function pointer still valid?

Interestingly, when I step through the code with TMON I noticed that when the function pointer is used it is called via JSR (A0), as expected, but the next function called is something like JMP xx(A5), which is usually the type of call you see in the jump table for a loaded segment, which is replaced by _LoadSeg if the segment is unloaded. (I haven't yet had time to see what it says when the segment is unloaded.)

So, it appears that the function pointer should still be valid, even if the segment containing the function gets unloaded. I would like to know if this is true, even for static functions, and if so, what kind of magic makes it possible.

Thank you,
Robert Gardner

983. Help wanted

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 00:50:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500026@iuvax>
Source record: 255283

Over the past few days I have been contacted by someone from Israel requesting BITNET addresses of Atari users. I believe the party wants to feel in touch with the Atari world. Unfortunately this person cannot access USENET to get adresses first hand. Therefore, I am posting this request for any kind hearted soul to contact BARAK@HUJICC.BITNET and get him out of his misery.

984. Re: LSC, function pointers, and segments

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 01:10:33 UTC
From: gardner@prls.UUCP
Message-ID: <8218@prls.UUCP>
Source record: 255284
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

Sorry about that posting. Forgot to edit the newsgroups line.
Robert Gardner

985. FirstWord file format

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 01:49:21 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <1538@saturn.ucsc.edu>
Source record: 255285

When I got my ST, the First Word disk came with a doc file that described the file format. I need the format again now, and can't find the file. Can someone out there mail it to me? (For the curious, I'm going to write a program to translate a 1stWord file to an ascii file with nroff commands imbedded in it... I'll post it to the net when I'm done, of course.)

```
+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ssyx.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _______________________________|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+
```

986. Alcyon (yuck) return codes.

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 05:01:43 UTC
From: juancho@dgp.toronto.edu
Message-ID: <1988Jan5.000143.12104@jarvis.csri.toronto.edu>
Source record: 255286

I am trying to use the alcyon compiler. (I know big mistake)
I heard a while back that some one at atari was developing patches to
ensure that the different passes would return a code other than 0 if
an error occured during that pass. My question is

Was this real or another piece of rumorware.

If the answer to the question is rumorware then send petitions to
the folks at atari for a hurried implementation of the above, if reality
then please send me the patches so that I don't have to sit here with
my hand on the ^C key.

Thanks.

```
**************
********** *****
*** ** ******
**** **
Line eater about to **
be eated by line. *
************** *
* ******
****** **********
**
```

--
==========
| Typical conversation on comp.[atari|amiga|mac].* |
==========
My watch is better than yours. It has multitasking, windows and

987. UniTerm available for FTP

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 09:05:48 UTC
From: hakanson@mist.cs.orst.edu
Message-ID: <1745@orstcs.CS.ORST.EDU>
Source record: 255287

I have made UniTerm v2.0a (currently 006) available for anonymous FTP on our host cs.orst.edu. This machine is on the NSFNET, which means that it's not unusual for it to be unreachable on occasion. As usual, please limit access to after working hours.

The files are in the directory pub/atari/uniterm, and you should probably get "README" first to see exactly which files you want.

And if you like UniTerm, you should send Simon a check. I hear he's saving up for an Amiga (I know I'll regret joking about that -- more likely he's saving for a color monitor)....

Marion Hakanson Domain: hakanson@cs.orst.edu
CSNET : hakanson%cs.orst.edu@relay.cs.net
UUCP : {hp-pcd,tektronix}!orstcs!hakanson

988. Re: UUPC: Backlog (was Re: Getting an MS-DOS computer onto the UUCP network)

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 10:05:01 UTC
From: skl@van-bc.UUCP
Message-ID: <1651@van-bc.UUCP>
Source record: 255288
Cross-posted to:
comp.mail.uucp,comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sources.wanted,comp.sources.d

In article <71@sialis.mn.org> rjg@sialis.mn.org (Robert J. Granvin) writes:
>I would like to see UUPC for at least the IBM PC, but also for the
>Amiga. Now, I've been told how to get via Bitnet, and by annonymous
>ftp, both of which I am unable to do. I have also been given the
>address to contact for these items. I have mailed to the address
>three times, with never a response.

There is currently a large (no kidding) backlog of mail waiting at
the UUPC request mailbox here that I can certainly use an extra half-time
staff to help sort out if someone would like to fund that. :-)

Seriously, the backlog we currently have is large, and we don't like it
that way, but we can only do our best with the limited time we have got.
(And the time we spent on mail only takes away from the little time we
have got to try to prepare the next release with.)

I don't like to complain, the response we have been getting for UUPC has
been fantastic, and we love it, but there is only 24 hours to a day
and there are a lot of things that we have to squeeze in there. UUPC
had been a spare time project for all of us, and will likely continue to
remain so... (unless, again, someone want to fund this "research")

>Now, how can I get my hands on this without pulling my own teeth?

If you can't do BITNET nor ARPAnet FTP, then the options I can currently
think of are:

1) directly UUCP it from van-bc
2) find a nearby comp.sources.misc archive
3) find someone else that has it

Having us mail out the UUPC distribution by e-mail is definitely NOT
an option, as we could not abuse our UUCP neighbours nor could we
afford the real $ cost of sending such large files out via UUNET a few
times a week. So, please save us all some trouble by not asking for
the impossible. Thanks.

...Sam
--
Samuel Lam <Samuel.Lam@van-bc.UUCP> or
{ihnp4!alberta,watmath,uw-beaver}!ubc-vision!van-bc!skl

989. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 13:55:40 UTC
From: trb@stag.UUCP
Message-ID: <302@stag.UUCP>
Source record: 255289

In article <928@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>
>OK, I'll buy that part. But you can't leave messages "TO" a specific person.
>
Yes, you can...you just go to the mail 'room' (.g mail) and enter a message. The
first thing it asks is who the message is too. STadel has added
'floors' to the general room concept as well...rooms and floors are
just hierarchical ways to break up the structure of the message base.

-Todd Burkey
trb@stag.UUCP

990. atari --> sun pic translator

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 14:13:02 UTC
From: jjoshua@topaz.rutgers.edu
Message-ID: <17271@topaz.rutgers.edu>
Source record: 255290

My original posting did not make it so here it goes again...

I am looking for a program that will take an atari picture
(.pi1-3, .neo, etc...) and translate it so that I could use it as a
backdrop on a SUN terminal. If the SUN terminal is bitmapped similarly
to the atari st there shouldn't be much of a problem, right?
If anyone has the program that I just mentioned or any
information about how I would go about writing the program, send me
mail. Thanx in advance.

991. Re: atari --> sun pic translator

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 14:17:57 UTC
From: jjoshua@topaz.rutgers.edu
Message-ID: <17272@topaz.rutgers.edu>
Source record: 255291

Stupid Pnews!!!! It forgot to add my .signature!
Sorry about that. here it is.
--
:o: Jonathan Joshua jjoshua@topaz.rutgers.edu Rutgers - Since 1766 :o:
:o: :o:
:o: Which way to A-La-Meda? :o:
:o: I'm looking for the nuclear Waxes :o:

992. Lattice 3.04 forkvp()

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 14:54:15 UTC
From: NETWORK@FRSAC11.BITNET
Message-ID: <8801051907.AA27159@ucbvax.Berkeley.EDU>
Source record: 255292

Date: 5 January 1988, 14:45:05 GMT
From: NETWORK at FRSAC11
To: INFO-ATARI16 at SCORE

Lately I had to use MCC Lattice C 3.04...

I would use the forkvp() call, but when I try I get 3 lovely bombs on my screen, and it is ruining my whole evening.

Can some king soul talk to me how to do a successful spawn in Lattice ? In MWC I do a Pexec and it is running, but I would prefer use a more straight UNIX formalism, and do a fork() or an exec(). (I know the semantics are not the same at all, but I am only interested in maintaining a portable coding, and accept the GEMDOS restrictions...)

More on the subject: what do I have to do to transmit to the Pexeced process a nice environment ? (The doc I have on GEMDOS does not talk environment about Pexec.) Is the thing set up for me in the child basepage by Pexec ? or what ? (I *need* to transmit a nice environment.)

Please help my code.

Have a better year.

Jean-Pierre H. Dumas

network@frsac11 (bitnet)
network%frsac11.bitnet@mitvma.mit.edu (arpanet)
dumas@sumex-aim.stanford.edu (arpanet)

993. Re: graphic file interchange format

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 15:05:00 UTC
From: wheels@mks.UUCP
Message-ID: <361@mks.UUCP>
Source record: 255293
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <782@daisy.UUCP>, turner@daisy.UUCP (D'arc Angel) writes:
>
> Is there a simgle format or at least a conversion program that will
> let me use a picture file generated on a pc on a mac or atari.st or
> any other permutattion of machines ????

If you mean something to convert Neochrome pictures to an IBM format,
I'm not sure. But, if you mean "is there a common format" then I
suggest you have a look at the GIF standard developed on CompuServe.
They have documents generally available which outline how it works,
and if you need sample code you can become a GIF developer. There are
also GIF encoders and decoders for most machines which can be
downloaded. The GIF standard includes compression, so that most
pictures become smaller. However, the display program I have seen
for the ST is a little slow at putting up the picture.
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

994. Re: VCR -> Atari color monitor

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 18:09:12 UTC
From: neil@atari.UUCP
Message-ID: <929@atari.UUCP>
Source record: 255294

In article <3278@batcomputer.tn.cornell.edu>, engst@batcomputer.tn.cornell.edu (Adam C. Engst) writes:

> Does anyone know of a cable or interface box which allows one to use
> an Atari ST color monitor (SM 1224) to display VCR tapes, movies etc?

Not sure if this is what you're looking for, but here goes:

Supra is working on a frame grabber for the ST. I saw a working prototype of this at Antic. Very impressive. It works at 25 frames per second (compared to one for the *m*g* which goes at 15). In the demo I saw, it would display an image coming from a video camera, so I assume a VCR would work as well.

The frame grabber includes software for all kinds of special effects -- you can superimpose computer images, or even have the computer control specific colors (like, smear the blues but nothing else). The frames can go into the computer's memory, which gives something like 5 seconds of video stored in a Mega 4.

According to Mark at Supra, it looks like this will be out Real Soon Now. Hope to get one to play with myself.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

995. Summary of disk drive information

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 21:07:44 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3287@batcomputer.tn.cornell.edu>
Source record: 255295

Well, the information on various disk drive has subsided, so I'll post the entire archive in another posting. To recap: my drive started to give write errors, often even refusing to boot. I tried tightening all the connections and making sure the chips, most notably the DMA chip were seated. Everything seems to have failed. I now have to possibilities. I can (a) take it to a repair place 2 hours away, which would be rather difficult since I work full time during break and don't have a car most of the time. On the other hand, I could (b) just order a new IBM style 3.5" drive and hope that it works. I have decided to follow the latter route for several reasons. First, I can always use the second drive even if it won't work internally. Second, I'm planning on getting a BMS board set and Seagate 238 30 meg hard disk as well, so I'll have a power supply and case handy. There also a few possible problems with this route. The drive might be too big, or might not attach correctly (I asked about the screw holes and it, a Fujitsu, does have them.), or it might not have the correct input/output for the write-protect sensor. To protect myself from that possibility, I ordered from a place that offers a 15 day refund policy. As far as the hard disk goes, BMS has been highly recommended and I see no reason to go with ICD instead since it sounds as if they merely copied the BMS board and made few improvments. I don't mind minor hardware jobs, and the BMS board set sounds fairly easy to assemble without soldering and all that hard stuff. (I don't want to buy the Atari or Supra drives because of minor problems like size, cable length, potential reliability problems etc. I also think it will be fun to put everything together.) The Seagate drive is cheap and basic and 30 meg, which is better than the Atari-specific drives for the same size. So, my system should end up looking like this.

DS/DD internal floppy (Fuijitsu - IBM-style) $115
DS/DD external floppy (old internal drive $000
used only for reading)
needs a cable from E. Arthur Brown $35
BMS board set $250
Seagate 238 30 meg hard disk $275
Power supply and case combo $80

I'm only actually buying the new internal drive for now - I have to get the ST working well before I invest any more money into it and I still don't know for sure that the DMA chip isn't the culprit.

Adam

Thanks to all of you who sent information or offered help in one way or another. Luckily I didn't lose anything in the whole mess and I've sort of enjoyed the research I had to put in to finally decide. If anyone has any major problems with what I've decided, please feel free to tell me; I'm

still open to suggestions.
--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive fiction, it's not fun."

996. Summary of disk drive information

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 21:39:41 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3288@batcomputer.tn.cornell.edu>
Source record: 255296

From: braner

Hi!

Sorry to hear of your problems. I have always worried about that happening
to me, with the 1040 having only one drive that I excersize a lot. I have
even thought of buying an external drive just too have a spare.

Now that's my suggested solution: buy another drive. Fix the old one later...
You don't have to buy a complete Atari ST type drive, with case and all.
Just get the standard DSDD 720K drive that they now sell for attachment
to IBM clones. They sell for about $130 mail-order. From what I've heard,
they are pretty much standard, including the connectors in the back,
but not so in the location, shape and size of the disk-eject button.
But you can enlarge the hole in the ST case... (or keep that drive outside
of the ST case).

I forget if I told you, but a few days ago I bought Dale's last hard disk,
an Atari SH204 (20 megs). So now my floppy drive gets somewhat less use.
Do you have by any chance a copy of the program that makes the ST boot
from the hard disk? Needless to say, it (and FOLDRxxx) did _not_ come
with the drive...

Good luck. If you find a good solution, tell me.

- Moshe

****

From rochester!kodak!ektools!bruce@cornell.UUCP Mon Dec 14 13:10:48 1987
Subject: Repair place

Aardvark Electronics (honest, that's the name) in Geneva, NY (50 mi N of
Ithaca) was an authorized Atari service place last I talked to him (6 mo.
ago). He used to come to the User Group meetings here in Rochester. Failing
that, Leon's Computer here in Rochester is an authorised service agency.
There's some service places in ads in Antic, Analog, Start, etc. which could
probably do the job and send it back by <pick a fast ie expensive) service.

Hope this helps.

Bruce D. Nelson | UUCP: ...!rutgers!rochester!kodak!ektools!bruce
Eastman Kodak Company | Voice: 716-726-7890
901 Elmgrove Road | Company Mail: Dept 420 Technical Support Services
Rochester, NY 14650 |

****

From: Gerry Wheeler <wheels@mks%math.waterloo.edu>
Subject: disk drive help

I dunno about that. I think internal connections may be your best first attempt. Mine went away with similar problems. I took it apart and fiddled with it, and finally it fixed itself. Unfortunately, I never was able to determine the real cause, but I suspect a bad contact on a chip pin. Remember when people used to recommend the 4" solution (drop it 4" onto a desk top)? That is the early cure for this problem. I recommend opening it up, prying out socketed chips, and using lots of contact cleaner.

Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
43 Bridgeport Rd. E. BIX: join mks
Waterloo, Ontario N2J 2J4 CompuServe: 73260,1043

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From braner Tue Dec 15 10:40:43 1987

Hi.

A 3.5" DS drive, just bare drive, costs about $120-140 in the ads in the back of BYTE. Power-supply I'm not sure how much, personally I would get a cheap 12VDC plug-in sort of thing, and add a little 3-pin 5V regulator chip. Radio Shack was selling, for $5, surplus Coleco Adam power supply modules. They give 12V and + and - 5V. Real good buy - I bought 2! See if they still carry those. Good for lotsa uses (but NOT big enough for a hard disk...). I don't know where would you get a suitable enclosure for the drive, though. Must be around somewhere. Then you need the cable, with the wierd ST plug (VERY hard to get). If you can get the whole works for $200 it's probably the best way to go. All that's assuming you want to connect it as a 2nd drive, not just keep it on the shelf as a spare.

With hard disks becoming so cheap, you could consider that too. I saw some mail-order ads selling ST HDs for < $600.

- Moshe

****

From: rochester!rutgers!bu.edu!brianb@cornell.UUCP (Brian Bresnahan)
Subject: Re: general info on disk drives wanted

I own the Atari SH204 and while it may be big, it is quite reliable and quiet, I have been running a bbs on it for over a year now and it has not been shut off for more than a week total.

When looking for a hard disk, Astra has a nice reliable system that includes a floopy drive, i would tend to avoid the supra models under 30 meg because there have been problems with reliablility. Or you can build one yourself, there is a California company that sells the interface, it would be large, but you can build it any way you like(number of drives, sizes etc.)

Brian Bresnahan
brianb@bucsf.bu.edu
engf0ic@BOSTONU.BITNET

****

From: mpsimon@phoenix.Princeton.EDU (M. Patrick Simon)
Subject: Re: general info on disk drives wanted

Adam Engst--

I have been waiting for the ASTRA hard drive/floppy system to come down in price. I am very impressed with the system. I saw one demo'd at a recent Atari fair: the man was rolling the thing around, while at the same time, a demo was running on the ST, reading pictures off the hard disk and displaying them on the monitor. The system comes with a one year warranty. Unfortunately, it is still way out of my price range (list price $995.00, I have seen it for as low as $850).

I have seen ads recently for a two double-sided floppy drive. I am not sure how this works with the ST OS (is it as easy as install disk drive?). You might also want to find out more about the Berkeley Micro Systems boards which are supposed to turn the dma port into a scsi port. I can try to find more specific information on either of these if you are interested.

Good luck. Please post to the net whatever info you find out, or at least save your messages in one big archive and mail me a copy in a few weeks.

--Patrick Simon mpsimon@phoenix.princeton.edu

****

From: dragon@olivej.ATC.OLIVETTI.COM (Give me a quarter or I'll touch you)
Subject: Re: BMS controller package

Adam, I'm using a BMS controller with a Seagate ST251. No problems encountered. The BMS+Adaptec controller combo is $250, I believe. One just hooks everything together, and runs the software. Pretty foolproof, as long as one sticks to the hard drives listed in the documentation (which covers quite a few hard discs). Being an officer in our local Atari group (which is close to BMS) I've met Chris and have worked with him at shows. He's quite helpful in setting systems up when a customer has problems. (Chris is the president of the company.) If you choose to go with the board, I believe you'll be most happy with it!

--Dean

****

From: Lee Dickey <ljdickey@water.waterloo.edu>
Subject: Re: general info on disk drives wanted

I have heard of people using the BMS controller, and I think that I saw a posting on the net about that controller, about a year ago. I do not *know* anyone who has one. The article mentioned hooking up a largish

disk that was "surplus" around the shop.

When I was a Case Western Reserve, Mr. Bammi showed me the inside of a 20 Meg hard disks. It had a gray plastic box with the name Atari or Supra on the outside. Inside, there two things: one was a small printed circuit board and the other looked like it was a refugee 20 Meg hard disk from an IBM PC.

The Atari Twist:

With two hands, one at each end of the keyboard, pick up the unit until it is about two inches above the desk. Rotate one had forward, one hand backward, so as to "flex" the case. Do the same thing in the opposite direction. I guess this could move chip pins in their sockets.

Variation:

Drop the unit to the desk top. I do not recommend this. This might have the same effect as pressing chips into the sockets.

****

From: umn-cs!viper.Lynx.MN.Org!john@cs-gw.D.UMN.EDU (John Stanley)

Hello Adam. I've had problems reciently very similar to the ones you described, so I may be able to help... I'm going to give you more than one suggestion. You should probably try the 2nd suggestion first because it doesn't require doing anything but booting a disk.

The problem with my system (same configuration and machine as yours) turned out to be a bad DMA chip. This is one of the chips that, fortunatly, Atari put in sockets in all the STs I've ever heard of. The cost was around $50 to have it replaced at my local service center.

The first thing to try is the "drop fix". Take your machine, lift it about 2-3 inches above the table and drop it. This offen has the desired effect of reseating loose chips.

If that doesn't work, try booting a ramdisk. You did mention that you can occasionaly get a disk to boot. If so, you may (with -lots- of patiance) be able to get a ramdisk program to boot. Once this is done, you then can probably get your text files moved to the ramdisk although you should check the files for glitches. If you can get this far, you can probably take a 3.5in disk (formatted on an IBM) and get copys of your text files copied to a form an IBM-PC can use.

If that doesn't work, you can try removing the top of the case and looking for a single large socketed chip normaly found under the internal disk drive. VERY gently, pry both ends of the chip up about 1/32 of an inch and then push it back into the socket. While you've got the case open, it wouldn't hurt to loosen and then then reconnect the cables to the drive (be sure to try both ends)...

If that doesn't work you can, if you want, send me the disk with
your files. I'll copy them to an IBM format disk and return them.
(This is obviously a last-ditch suggestion, but if you really need
the files, I'm willing to go this far to help.) If you decide to go
this route, please be sure to specify 3.5" or 5.25" IBM disks. The
3.5 inch size is obviously easier, but I can if necessary drive about
15 miles to a friends place to get files onto a 5.25" disk.

Please let me know how this turns out.... Good luck..

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

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From utzoo!utgpu!water!watmath!mks!wheels Sun Dec 20 13:00:22 EST 1987

There have been two requests for hard disk info recently, and since I
can never figure out how to email to bitnet, I'll post a common
answer to both...

> I am interested in building a hard disk system based on something like
> the BMS ACSI to SCSI DMA converter. I would like to know what one would
> need besides the board (such as cables and type of hard disk system) to
> get a disk going. Also, what other boards are there like the BMS board?
>
> Bob
> also known as UD138985 at NDSUVM1.

> Has anyone had any experience with BMS and the package they sell that allows
> one to use a cheap IBM-PC style drive to hook to an Atari ST? I'm
> interested but would like more details about the BMS hardware and the prices
> and the difficulty involved in hooking everything up (oh and what other
> hardware, power supply, case, etc is needed)? Thanks . . .
> Adam
> engst@tcgould.tn.cornell.edu

I built my hard disk system this way because I already had most of the
parts. If you're going to buy everything from scratch, then the cost
may exceed that of the commercial hard disks. However, the home-built
type may be more flexible.

All the hard disks work like this: (this paragraph is open to correction
by more knowledgeable people!): the DMA output of the ST, known as ACSI,
feeds to an adapter board. This board converts the protocol to SCSI, a
standard disk interface protocol. The SCSI cable connects to the disk
controller. The Adaptec 4000-series controllers is usual. The
controller then connects to the disk. If you look inside the commercial
units, I think you will find this arrangement packed in there.

The disk drive can be almost any unit that uses the st406 or st512
interface. (Is that the right number? Anyway, same disks used by IBMs.)

You may be able to use a disk with an SCSI interface by omitting the
Adaptec controller, but I haven't seen it done.

By the way, the BMS adaptor board includes a battery operated clock,
and I haven't had to set the time since I put it together.

So, total parts are: ACSI cable from ST to adaptor, adaptor board
($140), 50-conductor SCSI cable to controller, controller board ($125?),
34- and 20-conductor cables to hard disk, disk ($300?), power supply
($50?), cabinet.

As mentioned in the posting, adaptor boards are available from Berkeley
Microsystems. I have also seen the adaptors from the commercial drives
available. Adaptec controllers are available from BMS and others.
Power supplies and cables can usually be found locally.

By the way, the Adaptec controller will support 2 hard disks. They must
be very similar, as there are some jumpers on the board which affect
both drives. Just make sure your power supply has enough reserve if you
plan to go this route.

My system started out as an outboard drive for IBM PC's. It included
the Adaptec controller (possibly damaged), and an Ampex Pyxis 13 10-meg
disk, and a blown power supply. I added a new supply, had the
controller checked out by Adaptec, bought the BMS board, and voila. I
have since upgraded to a Seagate ST238 20-meg drive, and I have enough
space and power to add another. (That's what I meant about being more
flexible.)

If seeing the insides of a computer makes you queasy, don't go this
route. If you think you can plug things together, this may be for you.
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
43 Bridgeport Rd. E. BIX: join mks
Waterloo, Ontario N2J 2J4 CompuServe: 73260,1043

****

From !atari!daisy!turner Sun Dec 20 13:00:37 EST 1987

> Has anyone had any experience with BMS and the package they sell that allows
> one to use a cheap IBM-PC style drive to hook to an Atari ST? I'm
unless I'm sadly mistaken (and often I am) the BMS board set allows you
hook up any ST506 or ST224 (also mistakenly called SCSI) style disks to
the ST. The board set will work with disks with or without builtin SCSI
controllers. I presently use a single 64Mbyte disk with my BMS board set
but in the past I have hooked up 2 drives to the same board set and it worked
with no problems
--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,

Mountain View CA 94039-7006. (415)960-0123

****

From !uw-entropy!dataio!pilchuck!ssc!fyl Wed Dec 23 22:02:36 EST 1987

I have tme BMS controller. It works fine (once we found the bugs but
that was almost a year ago). The only question I have about it is does
it actually cost less. You need to buy the interface and controller
($250, I think), then get a drive, box and power supply.
No problems putting it together but when you are done you probably
could have bought a Supra or Atari drive.
--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

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From !husc6!cmcl2!brl-adm!umd5!eneevax!iarocci Wed Dec 23 22:03:19 EST 1987

In article <3217@batcomputer.tn.cornell.edu> engst@tcgould.tn.cornell.edu (Adam C. Engst)
writes:
>
>Has anyone had any experience with BMS and the package they sell that allows
>one to use a cheap IBM-PC style drive to hook to an Atari ST? I'm

I have seen the various replies to this original query and am amazed that
nobody even mentioned an alternative to BMS. Well... here goes:

Being the owner of two BMS kits (one for a Micropolis 1325 on a 1040, and one
for a Seagate ST506 on a 520+), I have seen how Berkley Microsystems has
improved over the last year or so. I think their present-day package is well
put together and easy to build. I have only had two reservations about the
kit: 1) The non-standard format used on the disks, and 2) THAT SHORT CORD!!

Until a recent (fairly) Atari Fest in the area, I was under the impression
that the BMS kit was the only one out there. At this fair, I was introduced
to ICD, Inc. (I don't know what it stands for.) and their ST Host/Controller
Kit. Among its advertised features are:

- built in battery backed-up clock
- 7 SCSI devices and daisy chaining
- 100% compatible with Atari and Supra
- built in verify and error retry

They answered my "short cord" problem with their three (3) foot cord!
Anyway, I was quite impressed with their presentation and brochures.
(If only I had known about them earlier...)

Finally, I'm not really knocking BMS. I'm letting you people out there
know there is an alternative.

John Iarocci I am not affiliated with any company

Aerospace Engineering mentioned in the body of the message
University of Maryland above.
College Park, MD, USA

UUCP: [seismo,allegra]!umcp-cs!eneevax!iarocci
ARPA: iarocci@eneevax.umd.edu

****

From: rochester!ames!atari!neil@cornell.UUCP (Neil Harris)
Subject: Re: Atari Repair Centers

Ooops, spoke too soon. The dealer in your area I know best is Software City
in Syracuse: 315-446-5321. According to my list, a store called Personal
Computers in Ithaca, 607-272-2831, is a 1040ST dealer -- not s
true?

Some others: Brighton Sound in Rochester, 716-328-1220; Amherst, Computer
Service Group. 716-839-1139; Fairport, Software House, 716-223-7658;

****

From !seismo!uunet!mcvax!diku!iesd!judas Mon Dec 28 13:43:35 EST 1987

This is partially a retransmission of an earlier posting, but since I'm
not sure that the first posting got around, and there's been some talk
on the subject since then, here goes again.

In message <236@xrns.UUCP> Tom Love writes:

>hello out there... i hope i am not adding to the clamor of people
>crying out for help with 5.25" drives; this is actually a different
>question. i would like to have an external 3.5" DSDD floppy drive
>to go along with the one already inside my 1040ST. i do not, however,
>desire one bad enough to pay the $200 plus which atari dealers seem to
>want to charge. i do not mind a little hardware hacking, and don't
>mind scabby looking assemblies with wires hanging out all over them.

In message <8712211937.AA0147@ucbvax.Berkeley.EDU> Gregory Welych writes:

>I have had one of my disk drives die on me, and rather than try to get
>it fixed, (it was only a single sided drive anyways) I decided to
>buy a cheap(er?) double sided drive. I hooked the new drive into
>the little converter card inside an Atari drive, and connected
>the power supply up. It works fine except for one slight problem
>which can cause MAJOR problems with certain software.
>The problem is this:
> Say I boot up with disk A in drive A, and disk B in drive B.
> (drive B is the new drive)
> Then after I get the desktop, I change drive B's disk to disk C.
> (I have a window automatically opened for drive B on the desktop)
> Then I hit ESC to get the new directory, but it doesn't know
> I changed the disk. I am assuming that the disk drive has not reported
> media change to the ST so it doen't think that there might have been

> a switch.
>
>Now to my main question:
> What in the Atari drives senses the change of media??????????!!????
> And how does the drive signal this to the ST?????
>
>Thanks in advance for any help,
>
>Greg Welych.

A couple of months back, my 1040ST suddenly blew its internal doublesided floppydrive. Since this was the only drive connected, it was a disaster ! My beloved Babs was (almost) dead. She would eventually boot, and come up with an empty desktop. That's a boring game (it wasn't so :-) at the time). What went wrong, I don't know, I tried plucking everything apart to check for any loose connections etc., but no luck. A custom chip in the drive did get awfully hot though.

To summarize, I found myself in a situation somewhat similar to yours: I had to get a new drive somehow. Not wanting to pay for an original Atari-drive, I came up with a reasonably cheap solution. A little research revealed that the internal drive used a standard Shugart interface (both in terms of signals AND connectors). So the problem could be reduced to finding a (cheap) bare drive equipped with the Shugart interface. That's easy enough. I picked a NEC-drive type 1036A, a drive known for its reliability and quiet operation. It's also smaller than the original Ataridrive (which seems be from Hitachi), so with a little fiddling I managed to get it crammed into place. (I had to make some minor changes to the ST-case). The proof of the pudding ? Well, I removed the old drive, plugged in the new one, turned on the power, and Babs made a successfull boot from disc and has been happily humming ever since.

So to connect another external drive, all it seems one has to do is:

A) Buy a bare drive.

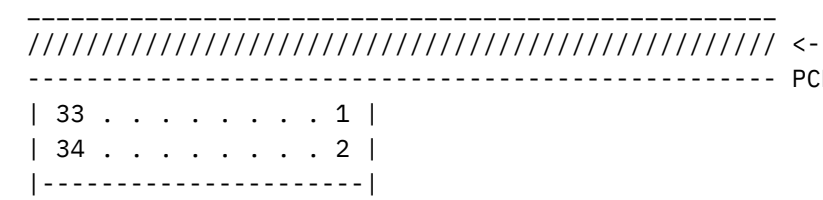
B) Pick up the floppysignals from the ST's external floppy interface. The connections are as shown (seen from the rear):

11 10 PIN SIGNAL INPUT/OUTPUT
1 read data i
9 8 2 side select o
13 12 3 gnd n.a
7 6 4 index i
14 5 drive 0 select + i
5 4 6 drive 1 select + i
7 gnd n.a
3 2 8 motor on o
1 9 direction o
10 step o

11 write data o
12 write gate o
13 track 00 i
14 write protect i

+ : On the 1040's external floppy interface, only the drive 0 select is
active. It carries the actual drive 1 select signal. That way
the external drive automatically becomes drive B.

The standard Shugart interface (again as seen from the rear) looks
like this:

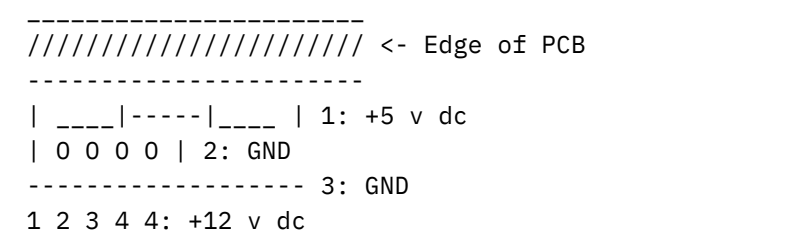


PIN SIGNAL INPUT/OUTPUT PIN SIGNAL INPUT/OUTPUT
2 motor on 1 * i 18 direction i
4 in use * i 20 step i
6 drive select 3 * i 22 write data i
8 index o 24 write gate i
10 drive select 0 + i 26 track 00 o
12 drive select 1 + i 28 write protect o
14 motor on 2/ * i 30 read data o
drive select 2 32 side select i
16 motor on 0 i 34 ready * o

PIN 1-33 are all connected to ground (gnd).

*: Not used by the ST. +: Only one of these should be used. It
might be jumper-configurable which is the active input.

C) Supply the drive with some power. I'm not sure if an 1040's
internal supply can cope with two drives. However, since
3.5 inch drives have a low powerconsumption (my 1036A is
rated at 1.8 W), a simple 5/12 volts powersupply shouldn't
be so costly. The connections looks like this



D) Add cabinet to your taste.

There's a tiny fly in the ointment, however. (There had to be, right?)
The VBL-interrupt routine in the ST, uses the status of the
WRITEPROTECT-line from the drive to check if the disc has been
ejected. Since the level of this signal is reflected in the

statusregister of the floppydisc-controller, all the VBL-routine has
to do is read the contents of this register from time to time. For
this system to function, the drive has to toggle its WRPROT-line in
some fashion (which i haven't bothered to figure out), whenever the
disc is ejected. This represented no problem in my case, since the
latest version (which was the one I used) of NEC FD1036A, is fully
"ST-modified" and thus plug-in-and-go compatible. I bought my drive in
W-Germany and payed around 220,- DM, which is VERY cheap by danish
standards. (#include<standardcomplaint.tax> :-( ).

Well, I have to stop rambling. Let's hear more about homebrewed
hardware-projects on this group. See you next time on the Newsshow.

```
------------------------------------------------------------------------
| "I hate silly citations" "The opinions expressed above are |
| Steen Kroyer hopefully not mine alone. Should |
| that however, be the case, it |
| only goes to show that I'm smar- |
| vWWWv ter than the rest of you. (:-)" |
| vWWWWWWWv |
| |/^^ ^^\| |
| O @ @ O judas@iesd.uucp (Steen Kroyer) |
| O L O |
| ( <O> ) <- I don't really look that silly !! |
| \_____/ |
|_____________________________________________________________________|
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From !ucbvax!decvax!decwrl!sgi!daisy!turner Mon Dec 28 13:43:59 EST 1987

>From article <945@ssc.UUCP>, by fyl@ssc.UUCP (Phil Hughes):
>
> I have tme BMS controller. It works fine (once we found the bugs but
> that was almost a year ago). The only question I have about it is does
> it actually cost less. You need to buy the interface and controller
> ($250, I think), then get a drive, box and power supply.
> No problems putting it together but when you are done you probably
> could have bought a Supra or Atari drive.
> --
> Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
> uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

agreeded, I alway felt the advantages of the BMS solution were:

1. It came with a battery backed-up real time clock

2. It supports two hard disks on the same controller

3. If and when i wanted to upgrade to a larger disk, i just unplugged
the old one and plugged the new one in

as to cost, be creative, most cities support at least one good used
electronic surplus/salvage store

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

****

From rochester!bbn!uwmcsd1!lakesys!rich Mon Dec 28 13:44:49 EST 1987

In article <1606@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Boo hoo the disk drive on my 1040ST is not working. I know it is the drive
>because I have swapped it in other machines and the problem moved with the
>drive. The symptoms are strange in that it reads every track on a disk fine
>but has trouble writing. I say trouble because sometime it formats a track
>ok sometimes not, but never a whole disk. I had a look at a track it had tried
>to format and found corruption (gap bytes inconsistant & data damaged ie $E5
>corrupted.) If I can't fix this drive I will have to buy a replacement and
>that will kill my slim chance of being able to afford a hard drive.
>I phoned a company that upgrades the internal SS drive in a 520STFM to DS and
>asked if the same drive could be fitted inside a 1040. They said no, which I
>think is pretty strange since I thought (as most do) that the 520STFM was
>just a 1040 with a lesser drive and some RAM missing. Has anyone else put a
>different drive in their 1040 or repaired the original one?
>If so please advise me.
>(Note: Our machines will be down(ish) from 24th Dec to Jan 5th)

I have replaced the 1040 drives with the newer mech's that are
currently shipped as external drives. Have had no problem with doing this
at all.

If I were you, I would clean the head with Freon TF, and get all the
dust that usually seems to collect inside the drive. This is the main problem
that I have seen in the internal drives, other than the eairly drives having
the write protect to go out, in which case I replaced it with a small micro
toggle switch.

I have seen drives that were running slow, and still read the data
onthe disk fine, but didn't write for ^%$#*(. Also have seen some drives
that didn't write well either and the cause was due to a mechanical problem
with a lever mounted for upper head pressure. Problem was due to this lever
being a little loose and thus making alot of noise (like ball bearings inside)
and just getting this a little tighter lessened the vibrations allowing the
drive to again work well.

One other thing that I noticed was that some drives, lost the
ability to turn the disk at proper speed *if the drive was sitting in the
correct position. When I went and turned the drive over (upside down) to
further look at the problem, the problem was gone! Turn the drive back over
and the problem returned, turn it upside down, and the drive worked fine

again. Weird problem. Unfortunatly, the direct drive motor for turning the media is not available from Atari, so a new drive was installed. One of the newer external ones. Problem solved....

> Neil Forsyth JANET: neil@uk.ac.hw.cs
> Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
> Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
> Edinburgh
> Scotland
>--

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily always correct, but I wouldn't say that I have done it if I didn't.

****

From: percival!actor@uunet.UU.NET (Clif Swinford)
Subject: Re: general info on disk drives wanted

From my experience, the Astra is a loser. I work in a store where we sell Atari, Supra, and Astra hard drives; that's my order of preference, too. The Astra (at least in our store) sells for the same price as an Atari hard disk and a separate Atari SF314 drive. We've had nothing but trouble with the Astra's floppy, so much so that we've taken to leaving the floppy on our floor model unconnected so as to keep it from destroying disks. The hard disk is a good one, but so are the others, and you can get an Atari or Supra 20 meg drive plus an Indus floppy for less money, and if one dies you don't have to take both into the shop.

--
Clif Swinford
..!tektronix!reed!percival!actor fnord

****

From !seismo!uunet!portal!atari!apratt Thu Dec 31 12:32:29 EST 1987

in article <8712211937.AA01474@ucbvax.Berkeley.EDU>,
gjwelych@SUNRISE.ACS.SYR.EDU ("Welych, Gregory J.") says:
> What in the Atari drives senses the change of media?
> And how does the drive signal this to the ST?

The media-change sensing is done using the write-protect signal from the drive. The assumption is that when you take a write-enabled disk out of the drive, the write-protect sensor will pop up, and the drive will signal "write protect" to the controller. When you put another disk (or even the same disk) in the drive, the write-protect sensor will be pushed down again and signal "not write protect."

When a disk is really write protected, of course, there will be no transition on the line. Because of this, write-protected disks go into the "maybe changed" state 1 sec (I think) after the last disk

access. (The assumption is that you won't change from one write
protected disk to another within one second).

When a disk is in the "maybe changed" state, the next access (through
RWABS or maybe Floprd) will check the serial number of the disk in the
drive. If it hasn't changed, then the disk hasn't changed, either.
This is another assupmtion: you should not have two disks with the same
serial number.

If your drive suppresses write protect changes when there is no disk
present, then switching from one write-enabled disk to another will not
cause the transition, and the BIOS will not sense media change.

Sorry. Nobody said it would be easy.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

****

From !husc6!mit-eddie!apollo!weber_w Thu Dec 31 12:32:42 EST 1987

In article <1147@eneevax.UUCP> iarocci@eneevax.umd.edu.UUCP (John Iarocci) writes:
>
>Being the owner of two BMS kits (one for a Micropolis 1325 on a 1040, and one
>for a Seagate ST506 on a 520+), I have seen how Berkley Microsystems has
>improved over the last year or so. I think their present-day package is well
>put together and easy to build. I have only had two reservations about the
>kit: 1) The non-standard format used on the disks, and 2) THAT SHORT CORD!!
>
>Until a recent (fairly) Atari Fest in the area, I was under the impression
>that the BMS kit was the only one out there. At this fair, I was introduced
>to ICD, Inc.

I, too, am a VERY SATISFIED customer of BMS. My opinions of the ICD offering
differ somewhat from yours, however.

I saw ICD's product at the Worcester AtariFest, and while I think they have
an acceptable product, I believe that their methods are less than acceptable.
My local Atari dealer (exclusively Atari for the last 4+ years) tells me that
ICD has been present in the 8-bit marketplace for a considerable time.

My contact at BMS, however, told me that ICD initially contacted BMS with a
great deal of interest in the BMS board, and assured BMS that ICD was not
going to get into that business. A short while later, ICD released a board
which has a strong resemblance to the BMS board with a few modifications.

Note that I am NOT advocating sole-sourcing of add-ons for the ST line -- I
just do NOT like the idea of an "established" company staying out of the ST
marketplace until (or unless) they can piggyback off of the efforts of a
fledgling operation by misrepresenting their intentions.

As to your first reservation (above), BMS follows the Atari standard of only allowing 4 partitions per drive, while Supra established an "extended format" which permits 8 partitions per drive, but is NOT compatible with Atari's AHDI. ICD follows the Supra extended format. I think if you go back to Tom Love's excellent article in a back issue of Current Notes you will find that BMS did not have a disk driver of their own, and that users would just use Atari's formatter (format.prg?) and driver (ahdi.prg).

...walt...

--
Walt Weber PHONE: (617) 256-6600 x7004
Apollo Computer GENIE: W.WEBER
Chelmsford, People's Republic of Massachusetts

****

From rochester!rocksanne!xrxns!xerox12!toml Thu Dec 31 12:32:51 EST 1987

re: bugs in bms package -

i've been running a bms-based hard disk system since last january.
the only bugs i have ever encountered were software bugs. recall that
the bms adapter board has a battery-backed clock. it seems that chris
rhodin, the guy who runs bms and does the development, made a very small
but important error in the clock-setting program (settime.prg, i think -
the one that goes in your auto folder) which screwed up on february.
actually it was kind of humorous. never affected hard disk use at all.
he found the problem feb. 1 1987, and had updated software out in the mail
to everyone shortly thereafter.

i'm mainly posting this to stop what could be a harmful rumor. i am a
very satisfied customer of berkeley microsystems. their product is
reasonably priced, in my opinion, and their telephone support is superb
(of course, before they had any documentation, it had to be! :-)

the bms-100 adapter has evolved somewhat; it is supposedly laid out more
attractively on the board, it is pretty well documented, the software has
all been rewritten. it's a pretty mature product now.

if there were hardware bugs, i would be interested in hearing about them.
if not, please don't do bms any disservice by spreading such rumors.

one more note: i wrote an article for ST Applications magazine last spring
detailing the construction of a bms-based hard disk system for the ST.
it covers all the details of a single-HD system, and vaguely addresses
the double-HD system too (at that time i only had one HD). it appeared
in march 87, i think. at that time i offered to mail out copies, in
either electronic or paper form, to anyone who requested one. that
offer still stands. note that the electronic form omits the graphics
(done on my cad system at work, not on the st), so if you want the whole
thing you should buy the magazine or request the paper copy from me.
if you want electronic, mail me at the address below; if you want paper,
send me a self-addressed stamped envelope to the postal address below.

tom love
Xerox Engineering Design and Documentation Systems
Leesburg, VA 22075 (703)729-8000

{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!
rocksanne!xrxns!toml
{rocksvax, sunybcs}!

rt 2, box 277
sterling, va 22170

****

From !mnetor!utzoo!yunexus!gen1!chris Thu Dec 31 12:39:26 EST 1987

I have noticed a few requests on the net for information regarding
hard drives, hard drive kits, and the like for the ST. I have just
purchased a "TAMI-HD40" hard drive system from FutureDOS, and am *very*
happy with it so far.

I own an Atari Mega-2 ST and required a larger disk capacity in order
to run GEM, Magic Sac, and OS-9/68000 efficiently. The single drive system I
received from FutureDOS is in a long enclosure that is designed to accommodate
a second half height drive.
Since the system is custom made, I ordered the 44 Mb (formatted) hard
disk configuration, for which I paid $1400 Cdn.. Other capacities are
available upon request. Also, all of the hard drive systems are fully
assembled and tested, so reliability is assured.

If you are looking for a high quality/high capacity hard drive system
at a reasonable price, then this may be the thing for you. You can
reach the folks at FutureDOS by writing them at

FutureDOS,
1207-120 Torresdale Ave.,
North York, Ontario,
CANADA, M2R 3N7.
Tel. (416) 736-0321

Christopher Parkinson
yunexus!gen1!yuplanet!chris

BTW-Standard disclaimer...I am in no way affiliated with FutureDOS, I am
just another happy customer!!!

****
--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive fiction, it's not fun."

997. Other uses for Atari monitor?

Newsgroup: comp.sys.atari.st
Date: 1988-01-05 21:39:43 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <609@ncrcce.StPaul.NCR.COM>
Source record: 255297

Has anybody successfully used the Atari color monitor with other computers?
Will it work on a PC with multisync card?

Thanks
--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN

998. Re: SH204 disk errors

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 03:21:37 UTC
From: jwt@atari.UUCP
Message-ID: <930@atari.UUCP>
Source record: 255298

In article <46@lzaz.ATT.COM>, hcj@lzaz.ATT.COM (HC Johnson) writes:
> [...]
> 3. SH204 CANNOT report ANY ERROR to the computer.
>
> So why doesn't everyone die on a disk error? The Adaptec interface
> does the retries, and if successful, all is well. What happens
> if the sector is BAD? You read in junk, fail to get the error message,
> and see strange things.

That is definitely NOT true. The SH204 and SH205 do indeed return with
an error flagged when one occurs.

Jim Tittsler, Atari Corporation

999. Re: Question about ARC format

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 04:10:02 UTC
From: Jinfu_Jinfu_Chen@cup.portal.com
Message-ID: <2308@cup.portal.com>
Source record: 255299

RE: ARC format

If you are just looking for a ready program to unARC file at VAX, you
can get a copy at CompuServe's VAX SIG which was written in FORTRAN.
I used to have a copy but didn't take it with me when changing job as the
new company doesn't have a VAX.

The source code of ARC can be found at IBM land. Some BBS (perhaps CompuServe
) have it posted. Also DEC user group may have an authentic version of ARC
in C (I crossed over some old messages at CIS a few months ago).

IEEE Computer's June 1984 issue has an article about the major compression
scheme ARC used, check page 8-19.

Jinfu Chen

1000. Tom Oren's Professional Series

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 04:28:19 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1988Jan5.232819.969@gpu.utcs.toronto.edu>
Source record: 255300

Recently there was a mention of Tom Oren's Professional Series. The writer, as I recall, thought highly of it. Perhaps she/he could explain how to get it (and what it is 8-{)).

Thanks in advance.

Pavneet Arora
parora@utgpu

1001. Re: Michtron bbs 2.1

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 04:37:28 UTC
From: Jinfu_Jinfu_Chen@cup.portal.com
Message-ID: <2309@cup.portal.com>
Source record: 255201

RE: MichTron BBS 2.0 vs 2.1

The differences between these two are too mcuh to say here. Call up
MichTron own BBS (313-332-5452) to find out yourself.

Jinfu Chen(one of the beta-testers)

1002. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 06:37:00 UTC
From: POSTMASTER@BINGVAXA.BITNET
Message-ID: <8801060646.AA11495@ucbvax.Berkeley.EDU>
Source record: 255202

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY7379 at node VAXA
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXA with Jnet id 1886
for VY7379@BINGVAXA; Wed, 6 Jan 88 01:37 EST
Received: by CANADA01 (Mailer X1.24) id 1883; Wed, 06 Jan 88 01:36:59 EDT
Date: Mon, 4 Jan 88 12:44:10 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #1
To: TODD KRISSEL <VY7379@BINGVAXA>

Info-Atari16 Digest Monday, January 4, 1988 Volume 88 : Issue 1

This weeks Editor: Bill Westfield

Today's Topics:

Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A nightmare...
Nothing about: Re: Multi-tasking? A nightmare...
Multi-tasking on micro computers
Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A nightmare...
Even more thoughts about multi-tasking.....
Multitasking and Big Brother
Re: Nothing about: Re: Multi-tasking? A nightmare...
Re: Multitasking??

----------------------------------------------------------------------

Date: 23 Dec 87 19:10:49 GMT
From: uhccux!lee@humu.nosc.mil (Greg Lee)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton)
writes:
>In article <3256@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:

Mr. Sexton's comments don't bear repeating. It was suggested in another
news group that he has a net variety of Tourette's syndrome. Would Dave
Meile and others in comp.sys.arari.st please accept an apology from
us amiga folks?
```

Date: 23 Dec 87 20:17:27 GMT
From: Lindy!kevin@labrea.stanford.edu (Kevin Burnett)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton)
writes:
>>People want computers (when they want them at all) to DO SOMETHING for
>>them. In the majority of cases with the Atari ST and the Amiga, that
>>"something" has been:
>>
>> writing stuff
>> filing stuff
>> retrieving stuff that's been filed
>> playing games
>> programming all of the above
>
>Speak for yourself, you nit. You have no idea what *I* do, or what *I*
>need.
I don't believe he said anything about how YOU use your computer.
And, you're asking for this comment, ASSHOLE.
Last time I checked, "the majority of cases" doesn't mean 100%, does it?

>>access to two programs (ala Multifinder or perhaps through a "desk
>>accessory" [IBM PCs have desk accessories too, folks]) you already have
>>as much power as you're ever liable to need in most environments.
> ^^^^^^
>
>Speak for yourself, nit.

I believe he was, TWIT.

>I could not go back to a single tasking computer, nor would I accept
>a job programming one. Stone age.

Good for you, dude.

>Alright, thats it. For the last time, just because you dont want it/dont
>need it/can't understand it, don't for a second presuppose others
>dont want/need/understand multitasking.

He said that he didn't see any arguments why multitasking is a REQUIREMENT
for a microcomputer. Thinking it's useful, and liking it don't cut it.

>Open mouth, insert foot. Open hand, take egg. Apply to face.

Do you do that often? Perhaps you should seek therapy.

>P.S. This is not a flame. This is not even a spark. If you would
>like flames, I'll be glad to lay into you, you little jerk.
It sure sounds like a flame to me. I'm not going to claim what I'm doing
isn't. Why don't you crawl back under the rock from whence you came?

Why can't people just forget this stupid argument? I bought my Atari
because it does what I wanted at the time, you bought your Amiga for the
same reason. Why can't you just leave it at that? When I bought my ST,
the Amiga was at least $600-$700 more expensive than the ST. I didn't have
that extra money. If I had, maybe I would have bought an Amiga. Maybe not.

I don't need this damned "my computer is better than yours because mine does
x, nyah nyah nyah" bullshit.
--
Kevin Burnett
Stanford Linear Accelerator Centre / Santa Clara Class of '88
Arpa: kevin@Lindy.Stanford.EDU Bitnet: KJBSF@SLACVM.BITNET
Old-style UUCP: ...!decwrl!labrea!Lindy!kevin

Date: 23 Dec 87 20:37:29 GMT
From: amdcad!amdahl!kim@ucbvax.Berkeley.EDU (Kim DeVaughn)
Subject: Nothing about: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

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/kim

--
UUCP: kim@amdahl.amdahl.com
or: {sun,decwrl,hplabs,pyramid,ihnp4,uunet,oliveb,cbosgd,ames}!amdahl!kim
DDD: 408-746-8462
USPS: Amdahl Corp. M/S 249, 1250 E. Arques Av, Sunnyvale, CA 94086
CIS: 76535,25

Date: Wed, 23 Dec 87 22:28:29 EST
From: Joel Malman <malman@FRED.BBN.COM>
To: davidli@umn-cs.ARPA
Subject: Multi-tasking on micro computers

Dave,

I totally agree with your statement:

"BUT I still insist that, for the non "power user" there's no need for it."

The problem is that most computer users these days, are power users. The children running games don't need "high power or multitasking" - nor do people who really don't understand what a computer can do for them. Once someone reaches the point where they really understand what a computer can do, they should be given access to all the power they need or want to complete the required task - multitasking is just another tool they might need to complete that task.

The truth of the matter (bickering aside) is that there are useful things a true computer user or programmer can accomplish with multitasking that can make his/her life easier. (btw: I don't own a multitasking machine - but I do have a Sun 3/50 on my desk at work - and love it!).

All these flames about what machine is "better" are total trash. Every machine, ever created, is good for "SOME" task - not every task. The truth is that some tasks can be more easily done and/or done more efficiently with multitasking.

If you really want an example OK: Say you are running a mail server on your machine - you would still want to be able to do anything you normally do (editing, debugging, etc) while the mail server is running... For that, you NEED multitasking.

To make small computers able to do complex tasks - multitasking is required. Multitasking is just another tool -- like more memory, RAM disks, disk storage space, tape backup devices, sidecars, magic sacs, etc., etc. To most computer professionals, multitasking is just another tool you use to complete a task - it is a fact of computing life.

/joel

[arpanet to: malman@bbn.com]

Date: 24 Dec 87 00:26:45 GMT
From: pepper!cmcmanis@sun.com (Chuck McManis)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <3259@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
|>Actually, the argument is "Joe Average doesn't NEED Multi-Tasking to
|>accomplish the primary uses of a home computer"
|>
|> writing stuff
|> filing stuff
|> retrieving stuff
|> playing games
|>

The degenerate case of this argument is "Joe Average User" really only needs a pencil, some paper, and a box to do the above. We are down to arguing opinions. Could we move on now?

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

Date: 24 Dec 87 00:20:36 GMT
From: pepper!cmcmanis@sun.com (Chuck McManis)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <8155@prls.UUCP> gardner@prls.UUCP (Robert Gardner) writes:
>I'm still waiting to see if someone can come up with a use for TRUE
>multitasking that a typical home user would find very handy but that
>cannot be satisfied by a simple 'carousel' approach. There probably
>are some, especially with message-passing, etc., but none have been
>posted yet (except for people waiting for their compilers to finish --
>they just need faster integrated compilers, though :)

The major difference between carouselling (I love that term) and true multitasking is efficiency. You alluded to these above however the conditions where this is a win are greater than just the compile/edit cycle mentioned. Basically you keep the CPU busy and get more work done.

The other advantage to true multitasking is the transparency of it. When you program this becomes self evident. No special steps are needed to run two tasks simultaneously, and flexibility is enhanced. A really nice example is Carolyn's Pallete Tool. This runs as a separate task and can be run with any other program to provide a color adjuster. Plus you don't have to go through hoops/special startup sequences etc like you do with DAs. It doesn't make it better, it demonstrably makes it more efficient over the long term.

Anyway, it is a hell of a lot easier to not use than it is to simulate when it isn't built in. My whole case on 'picking a computer' is based on what it *can* do versus what it was *designed* to do.

Simply put, rating two computers can be done rationally.

If any program that can be written on computer A, can be identically duplicated on computer B. And, a program can be written on computer B that *cannot* be identically duplicated on computer A. Then, computer B can be said to be *more capable* than computer A.

If any program that can be written on computer A, can be identically duplicated on computer B. And, the program on computer B is consistently faster than computer A. Then, computer B can be said to be *more powerful* than computer A.

If any program can be written for computer A, that computer B cannot duplicate, and any program can be written for computer B that computer A cannot duplicate. Then these two computers can only be compared while specifying the limits of the comparison.

Once again, I would like to see a comp.sys.compare newsgroup.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

Date: 24 Dec 87 02:22:00 EDT
From: "Welych, Gregory J." <gjwelych@sunrise.acs.syr.edu>
Subject: Even more thoughts about multi-tasking.....
To: "info-atari16" <info-atari16@score.stanford.edu>
Reply-To: "Welych, Gregory J." <gjwelych@sunrise.acs.syr.edu>

I just sat here reading my Info-Atari16 mail and read about 20 replies,
and counter-replies. All on the subject of multi-tasking.

I think that the issue is NOT joe-average-user being too dumb to use
a multi-tasking environment, but that they don't have a NEED to as of yet.
To whom ever said that Joe-Average-user is NEVER going to need multi-tasking,
have you ever look at the future prospects??? Maybe they don't need or
want to use it now (or even know HOW to), in the future, it may be
NEEDED by ANY user of a computer. I think the MAIN reason multi-tasking
personal computers are not extremely popular, is due to the LACK of
them on the market. Yes, I know there are some on the market now, but
five years ago, name one! (note I said personal computer and not mini's or
super micros) This lack of public use (and abuse) of multi-tasking is
why joe-average-user doesn't feel a NEED for it.

As a side note, only the recent emergence of high-resolution graphic
displays have made using a multi-tasking operating system easy enough
for non-hacker types. Currently, I rarely use the multi-tasking abilities
of the VAX I'm using now. The reason is NOT that I have no need or ability
to use it, but that it is VERY difficult to use easily. And due to the lack
of EASE-OF-USE, I haven't tried to use it to it's fullest extent where
I currently sit saying, "It sure would be nice to be doing such-and-such
while I'm doing so-and-so!". If the VAX had a nice, inexpensive, easily
gotten, and logical graphic interface, I know I would be using the
multi-tasking to the hilt!

I see a day when EVERY computer had better have a multi-tasking operating
system. The express need will stem from the, as of yet, unexplored uses
of computers in normal human existence.

I doubt many people feel the way I do, but at least to me, these are the
reasons I will NEVER get another computer with-out a multi-tasking,
graphic environment.

Please note: The above is NOT a flame to anyone, about anything, or even
just for the fun of it. It is just the expression of my
thoughts on the subject.

Just a thought,
Greg Welych.

PS: Please, people, let's not start ANOTHER "My computer is better than yours"
war. I have had enough of them.

Date: Wed, 23 Dec 87 22:51 AST
From: <FXDDR%ALASKA.BITNET@forsythe.stanford.edu>
Subject: Multitasking and Big Brother
To: info-atari16@score.stanford.edu
X-Original-To: info-atari16@score.stanford.edu, FXDDR

Another aspect in the debate over multitasking comes to mind. A few weeks
ago some guy was hawking his book on a talk show...don't recall the author
or the title but it was pretty much the antithesis of the "Micro Millenium"
that came out a few years back.
His theme on the show was that office automation most often _reduces_ the
office productivity (I've seen this phenomenon mentioned in Infoworld and
elsewhere so I'll assume there's some truth to it). So managers will be
forced to either toss a lot of the techno-glitz and hope productivity
improves, OR employ `watchdog' software to see that everybody is meeting
quotas and not goofing off...he called that the `electronic sweatshop'
approach. The argument went like this:
Right now, PCs are still pretty slow. There is time for employees to
get away from the machine for a few minutes while it calculates, sorts,
or whatever. But the new generation of PCs can do several things at
once, so instead of a moment's relaxation the employee will just move
on to a new task. And employers will have the ability to see that they
do just that.

I've heard that such monitoring is being used a little already for cashiers
and ticket agents.

Personally, when I first used multitasking systems I thought it was great,
and did a lot of simultaneous compiles and whatnot. But these days I
rarely try it...seems there's always paperwork to do and journals to read
while the computer is busy, so I mentally multitask. Getting the eyes
off the screen (*&?!! VT-compatibles) reduces headaches too. After stopping
to think about it, I don't know that I'd walk across the street to pick up
a multitasking os. Kinda like quadraphonic sound...cute concept but I wouldn't
pay extra for it.
Having used up a week's worth of computer blasphemy in this message, I'll quit.
Notes:
1) No, I didn't post to Amiga. I've lost what interest I had in that machine.
2) If you've sent me mail in the last month (or two?), I haven't been keeping
up with it. I'm clearing up the backlog and hope to be caught up shortly...
sorry.
Don Rice
FXDDR@ALASKA.bitnet

Date: 24 Dec 87 06:26:13 GMT
From: glacier!jbn@labrea.stanford.edu (John B. Nagle)

Subject: Re: Nothing about: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

Please, could we turn down the flames a bit.

On the systems that don't have multi-tasking, such as the IBM PC and the Mac, we observe people desperately fighting the operating system to get some concurrent operations going. Terminate-and-stay-resident programs, such as Sidekick on IBM PCs, were an attempt to get around the lack of multi-tasking. The attempt was only moderately successful, and such programs often interfere with each other and the program they preempt. Microsoft takes the position that such programs violate the rules of MS-DOS and has warned for years that they will not work under future versions of MS-DOS. They won't work under OS/2, but OS/2 offers multi-tasking, so they will not be needed.

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So what we see, on the systems that don't offer multitasking, are attempts to achieve it through hacks that don't work too well.

John Nagle

Date: 23 Dec 87 17:35:57 GMT
From: ssyx!koreth@ucbvax.Berkeley.EDU (Steven Grimm)
Subject: Re: Multitasking??
To: info-atari16@score.stanford.edu

In article <39@lzaz.ATT.COM> bds@lzaz.ATT.COM (BRUCE SZABLAK) writes:
>Frankly, if the BIOS was written re-enterantly, there would be
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>those who use it, and those who didn't could ignore it.

The ST's BIOS is re-entrant. GEMDOS is not. (I have a multiuser BBS system to prove it...) You just have to make sure that each task has its own BIOS register save area. That took me a while to figure out -- basically you switch the BIOS stack pointer in your task-switching routine, as well as the user stack pointer and all the registers. Multitasking on the ST is actually fairly trivial, as long as you don't try to use Pexec() or Pterm(). I'm working on rewriting both of those right now for the background Xmodem accessory in ST-Talk Professional.

+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ucscb.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _____________________________|

```
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

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End of Info-Atari16 Digest
**************************
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```

1003. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 06:54:42 UTC
From: POSTMAST@LAUCOSC.BITNET
Message-ID: <8801060653.AA11659@ucbvax.Berkeley.EDU>
Source record: 255203

```
Mail to 85102368@LAUCOSC could not be delivered
for the following reason:

%MAIL-E-NOSUCHUSR, no such user 85102368

Original text follows:

Received: from LAUVAX01(MAILER) by SMTP forwarder
for 85102368@LAUCOSC; 6-JAN-1988 01:43:23.46
Received: From CANADA01(MAILER) by LAUVAX01 with RSCS id 1907
for MAILER@LAUVAX01; Wed, 6 Jan 88 01:42 EST
Received: by CANADA01 (Mailer X1.24) id 1900; Wed, 06 Jan 88 01:37:29 EDT
Date: Mon, 4 Jan 88 12:44:10 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #1
To: Maury Markowitz <85102368@LAUCOSC>

Info-Atari16 Digest Monday, January 4, 1988 Volume 88 : Issue 1

This weeks Editor: Bill Westfield

Today's Topics:

Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A nightmare...
Nothing about: Re: Multi-tasking? A nightmare...
Multi-tasking on micro computers
Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A nightmare...
Even more thoughts about multi-tasking.....
Multitasking and Big Brother
Re: Nothing about: Re: Multi-tasking? A nightmare...
Re: Multitasking??

----------------------------------------------------------------------

Date: 23 Dec 87 19:10:49 GMT
From: uhccux!lee@humu.nosc.mil (Greg Lee)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton)
writes:
>In article <3256@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
```

Mr. Sexton's comments don't bear repeating. It was suggested in another
news group that he has a net variety of Tourette's syndrome. Would Dave
Meile and others in comp.sys.arari.st please accept an apology from
us amiga folks?

Date: 23 Dec 87 20:17:27 GMT
From: Lindy!kevin@labrea.stanford.edu (Kevin Burnett)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton)
writes:
>>People want computers (when they want them at all) to DO SOMETHING for
>>them. In the majority of cases with the Atari ST and the Amiga, that
>>"something" has been:
>>
>> writing stuff
>> filing stuff
>> retrieving stuff that's been filed
>> playing games
>> programming all of the above
>
>Speak for yourself, you nit. You have no idea what *I* do, or what *I*
>need.
I don't believe he said anything about how YOU use your computer.
And, you're asking for this comment, ASSHOLE.
Last time I checked, "the majority of cases" doesn't mean 100%, does it?

>>access to two programs (ala Multifinder or perhaps through a "desk
>>accessory" [IBM PCs have desk accessories too, folks]) you already have
>>as much power as you're ever liable to need in most environments.
> ~~~~~~
>
>Speak for yourself, nit.

I believe he was, TWIT.

>I could not go back to a single tasking computer, nor would I accept
>a job programming one. Stone age.

Good for you, dude.

>Alright, thats it. For the last time, just because you dont want it/dont
>need it/can't understand it, don't for a second presuppose others
>dont want/need/understand multitasking.

He said that he didn't see any arguments why multitasking is a REQUIREMENT
for a microcomputer. Thinking it's useful, and liking it don't cut it.

>Open mouth, insert foot. Open hand, take egg. Apply to face.

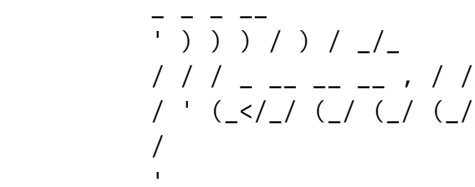
Do you do that often? Perhaps you should seek therapy.

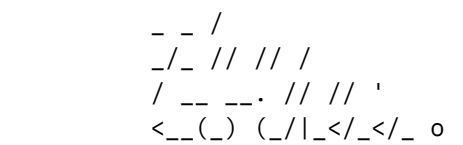
>P.S. This is not a flame. This is not even a spark. If you would
>like flames, I'll be glad to lay into you, you little jerk.
It sure sounds like a flame to me. I'm not going to claim what I'm doing
isn't. Why don't you crawl back under the rock from whence you came?

Why can't people just forget this stupid argument? I bought my Atari
because it does what I wanted at the time, you bought your Amiga for the
same reason. Why can't you just leave it at that? When I bought my ST,
the Amiga was at least $600-$700 more expensive than the ST. I didn't have
that extra money. If I had, maybe I would have bought an Amiga. Maybe not.

I don't need this damned "my computer is better than yours because mine does
x, nyah nyah nyah" bullshit.
--
Kevin Burnett
Stanford Linear Accelerator Centre / Santa Clara Class of '88
Arpa: kevin@Lindy.Stanford.EDU Bitnet: KJBSF@SLACVM.BITNET
Old-style UUCP: ...!decwrl!labrea!Lindy!kevin

Date: 23 Dec 87 20:37:29 GMT
From: amdcad!amdahl!kim@ucbvax.Berkeley.EDU (Kim DeVaughn)
Subject: Nothing about: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu





/kim

--
UUCP: kim@amdahl.amdahl.com
or: {sun,decwrl,hplabs,pyramid,ihnp4,uunet,oliveb,cbosgd,ames}!amdahl!kim
DDD: 408-746-8462
USPS: Amdahl Corp. M/S 249, 1250 E. Arques Av, Sunnyvale, CA 94086
CIS: 76535,25

Date: Wed, 23 Dec 87 22:28:29 EST
From: Joel Malman <malman@FRED.BBN.COM>
To: davidli@umn-cs.ARPA
Subject: Multi-tasking on micro computers

Dave,

I totally agree with your statement:

"BUT I still insist that, for the non "power user" there's no need for it."

The problem is that most computer users these days, are power users. The children running games don't need "high power or multitasking" - nor do people who really don't understand what a computer can do for them. Once someone reaches the point where they really understand what a computer can do, they should be given access to all the power they need or want to complete the required task - multitasking is just another tool they might need to complete that task.

The truth of the matter (bickering aside) is that there are useful things a true computer user or programmer can accomplish with multitasking that can make his/her life easier. (btw: I don't own a multitasking machine - but I do have a Sun 3/50 on my desk at work - and love it!).

All these flames about what machine is "better" are total trash. Every machine, ever created, is good for "SOME" task - not every task. The truth is that some tasks can be more easily done and/or done more efficiently with multitasking.

If you really want an example OK: Say you are running a mail server on your machine - you would still want to be able to do anything you normally do (editing, debugging, etc) while the mail server is running... For that, you NEED multitasking.

To make small computers able to do complex tasks - multitasking is required. Multitasking is just another tool -- like more memory, RAM disks, disk storage space, tape backup devices, sidecars, magic sacs, etc., etc. To most computer professionals, multitasking is just another tool you use to complete a task - it is a fact of computing life.

/joel

[arpanet to: malman@bbn.com]

Date: 24 Dec 87 00:26:45 GMT
From: pepper!cmcmanis@sun.com (Chuck McManis)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <3259@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
|>Actually, the argument is "Joe Average doesn't NEED Multi-Tasking to
|>accomplish the primary uses of a home computer"
|>
|> writing stuff
|> filing stuff
|> retrieving stuff
|> playing games
|>

The degenerate case of this argument is "Joe Average User" really only needs a pencil, some paper, and a box to do the above. We are down to arguing opinions. Could we move on now?

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

Date: 24 Dec 87 00:20:36 GMT
From: pepper!cmcmanis@sun.com (Chuck McManis)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <8155@prls.UUCP> gardner@prls.UUCP (Robert Gardner) writes:
>I'm still waiting to see if someone can come up with a use for TRUE
>multitasking that a typical home user would find very handy but that
>cannot be satisfied by a simple 'carousel' approach. There probably
>are some, especially with message-passing, etc., but none have been
>posted yet (except for people waiting for their compilers to finish --
>they just need faster integrated compilers, though :)

The major difference between carouselling (I love that term) and true multitasking is efficiency. You alluded to these above however the conditions where this is a win are greater than just the compile/edit cycle mentioned. Basically you keep the CPU busy and get more work done.

The other advantage to true multitasking is the transparency of it. When you program this becomes self evident. No special steps are needed to run two tasks simultaneously, and flexibility is enhanced. A really nice example is Carolyn's Pallete Tool. This runs as a separate task and can be run with any other program to provide a color adjuster. Plus you don't have to go through hoops/special startup sequences etc like you do with DAs. It doesn't make it better, it demonstrably makes it more efficient over the long term.

Anyway, it is a hell of a lot easier to not use than it is to simulate when it isn't built in. My whole case on 'picking a computer' is based on what it *can* do versus what it was *designed* to do.

Simply put, rating two computers can be done rationally.

If any program that can be written on computer A, can be identically duplicated on computer B. And, a program can be written on computer B that *cannot* be identically duplicated on computer A. Then, computer B can be said to be *more capable* than computer A.

If any program that can be written on computer A, can be identically duplicated on computer B. And, the program on computer B is consistently faster than computer A. Then, computer B can be said to be *more powerful* than computer A.

If any program can be written for computer A, that computer B cannot duplicate, and any program can be written for computer B that computer

A cannot duplicate. Then these two computers can only be compared while specifying the limits of the comparison.

Once again, I would like to see a comp.sys.compare newsgroup.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

Date: 24 Dec 87 02:22:00 EDT
From: "Welych, Gregory J." <gjwelych@sunrise.acs.syr.edu>
Subject: Even more thoughts about multi-tasking.....
To: "info-atari16" <info-atari16@score.stanford.edu>
Reply-To: "Welych, Gregory J." <gjwelych@sunrise.acs.syr.edu>

I just sat here reading my Info-Atari16 mail and read about 20 replies, and counter-replies. All on the subject of multi-tasking.

I think that the issue is NOT joe-average-user being too dumb to use a multi-tasking environment, but that they don't have a NEED to as of yet. To whom ever said that Joe-Average-user is NEVER going to need multi-tasking, have you ever look at the future prospects??? Maybe they don't need or want to use it now (or even know HOW to), in the future, it may be NEEDED by ANY user of a computer. I think the MAIN reason multi-tasking personal computers are not extremely popular, is due to the LACK of them on the market. Yes, I know there are some on the market now, but five years ago, name one! (note I said personal computer and not mini's or super micros) This lack of public use (and abuse) of multi-tasking is why joe-average-user doesn't feel a NEED for it.

As a side note, only the recent emergence of high-resolution graphic displays have made using a multi-tasking operating system easy enough for non-hacker types. Currently, I rarely use the multi-tasking abilities of the VAX I'm using now. The reason is NOT that I have no need or ability to use it, but that it is VERY difficult to use easily. And due to the lack of EASE-OF-USE, I haven't tried to use it to it's fullest extent where I currently sit saying, "It sure would be nice to be doing such-and-such while I'm doing so-and-so!". If the VAX had a nice, inexpensive, easily gotten, and logical graphic interface, I know I would be using the multi-tasking to the hilt!

I see a day when EVERY computer had better have a multi-tasking operating system. The express need will stem from the, as of yet, unexplored uses of computers in normal human existence.

I doubt many people feel the way I do, but at least to me, these are the reasons I will NEVER get another computer with-out a multi-tasking, graphic environment.

Please note: The above is NOT a flame to anyone, about anything, or even just for the fun of it. It is just the expression of my

thoughts on the subject.

Just a thought,
Greg Welych.

PS: Please, people, let's not start ANOTHER "My computer is better than yours"
war. I have had enough of them.

Date: Wed, 23 Dec 87 22:51 AST
From: <FXDDR%ALASKA.BITNET@forsythe.stanford.edu>
Subject: Multitasking and Big Brother
To: info-atari16@score.stanford.edu
X-Original-To: info-atari16@score.stanford.edu, FXDDR

Another aspect in the debate over multitasking comes to mind. A few weeks
ago some guy was hawking his book on a talk show...don't recall the author
or the title but it was pretty much the antithesis of the "Micro Millenium"
that came out a few years back.
His theme on the show was that office automation most often _reduces_ the
office productivity (I've seen this phenomenon mentioned in Infoworld and
elsewhere so I'll assume there's some truth to it). So managers will be
forced to either toss a lot of the techno-glitz and hope productivity
improves, OR employ `watchdog' software to see that everybody is meeting
quotas and not goofing off...he called that the `electronic sweatshop'
approach. The argument went like this:
Right now, PCs are still pretty slow. There is time for employees to
get away from the machine for a few minutes while it calculates, sorts,
or whatever. But the new generation of PCs can do several things at
once, so instead of a moment's relaxation the employee will just move
on to a new task. And employers will have the ability to see that they
do just that.

I've heard that such monitoring is being used a little already for cashiers
and ticket agents.

Personally, when I first used multitasking systems I thought it was great,
and did a lot of simultaneous compiles and whatnot. But these days I
rarely try it...seems there's always paperwork to do and journals to read
while the computer is busy, so I mentally multitask. Getting the eyes
off the screen (*&?!! VT-compatibles) reduces headaches too. After stopping
to think about it, I don't know that I'd walk across the street to pick up
a multitasking os. Kinda like quadraphonic sound...cute concept but I wouldn't
pay extra for it.
Having used up a week's worth of computer blasphemy in this message, I'll quit.
Notes:
1) No, I didn't post to Amiga. I've lost what interest I had in that machine.
2) If you've sent me mail in the last month (or two?), I haven't been keeping
up with it. I'm clearing up the backlog and hope to be caught up shortly...
sorry.
Don Rice

FXDDR@ALASKA.bitnet

Date: 24 Dec 87 06:26:13 GMT
From: glacier!jbn@labrea.stanford.edu (John B. Nagle)
Subject: Re: Nothing about: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

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John Nagle

Date: 23 Dec 87 17:35:57 GMT
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To: info-atari16@score.stanford.edu

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```
+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ucscb.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _______________________________|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

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End of Info-Atari16 Digest
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```

1004. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 07:35:00 UTC
From: POSTMASTER@BINGVAXA.BITNET
Message-ID: <8801060742.AA12351@ucbvax.Berkeley.EDU>
Source record: 255204

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY7379 at node VAXA
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXA with Jnet id 2191
for VY7379@BINGVAXA; Wed, 6 Jan 88 02:35 EST
Received: by CANADA01 (Mailer X1.24) id 2187; Wed, 06 Jan 88 02:34:09 EDT
Date: Mon, 4 Jan 88 12:44:50 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #2
To: TODD KRISSEL <VY7379@BINGVAXA>

Info-Atari16 Digest Monday, January 4, 1988 Volume 88 : Issue 2

This weeks Editor: Bill Westfield

Today's Topics:

Re: Multi-tasking? A Nightmare...
Re: HELP!
the real advantage of multi-tasking.
Failing Disk Drive & Strange TPA pointer
drive problems
Re: Microsoft Write ...
Re: Multi-tasking? A nightmare...
Re: about ST disk drives (and media change)
Cheap Harddiscs

----------------------------------------------------------------------

Date: 23 Dec 87 22:13:59 GMT
From: well!ewhac@hplabs.hp.com (Leo 'Bols Ewhac' Schwab)
Subject: Re: Multi-tasking? A Nightmare...
To: info-atari16@score.stanford.edu

[ Followups to alt.flame, where it rightfully belongs. ]

Someone writes:
>> I'm still waiting to see if someone can come up with a use for TRUE
>> multitasking that a typical home user would find very handy but that
>> cannot be satisfied by a simple 'carousel' approach. There probably
>> are some, especially with message-passing, etc., but none have been
>> posted yet (except for people waiting for their compilers to finish --
>> they just need faster integrated compilers, though :)
```

>>
>> Robert Gardner
>>
Here's a real-world example. Note that this is from the
programmer's perspective, not the user's. As you will see later, this is
irrelevant.

The specifications are as follows: You are to design a space
invaders-type game. There is one spaceship at the top of the screen, and a
gun at the bottom. The spaceship moves across the top of the screen from
left to right; as it does so, it "drops" letters forming words down the
screen.

As the user types on the keyboard, the program checks to see if the
letter typed matches the one the gun is currently under. If so, the letter
is shot and the gun moves one position to the right (to the next letter in
the word. If they don't match, a short error signal is delivered to the
user.

The screen will look like this:

```
--------------------------------------------------------------------------------

...<-=O=->

S P A C E W E L L C R A

T H A N T H I S H A L L K I L L T H R I L L L A K E G R E A T

A N P A R T D R A T S P A C E B E A T H E A R S E A D R E A

A T H E R M A P T H A N F O R H E A R T

|
A
/#\
--------------------------------------------------------------------------------
```

The spaceship moves across the top of the screen at a fixed rate.
When it reaches the end of the row, all the rows drop down one, and the
ship returns to the left side.

To make it more interesting, a range of colors in the spaceship are
to be cycled, to make it look like it's spinning. The cycle rate is totally
independent of any other regular rate in the program.

Don't worry about winning or losing at this point; they'll
complicate the issue.

Now. Design this program, first on a system with multitasking,
and then on a system without it. Discuss the design issues that need to be
considered, and how you would address them under each environment. "Be
specific; give examples."

Whether or not the machine multitasks should be made invisible to
the user; both versions should run the same as far as the user is
concerened.

I designed this very program on the Amiga. I was porting the
program from the Atari ST, working from the ST source code. Before posting
my approach and ultimate solution to the problem, I want to see how others
would address it.

That is, if anyone cares.....

[In the article titled "Re: Multi-tasking? A nightmare...", Dec 22, 1987,
...!uwvax!umn-d-ub!umn-cs!davidli writes:]
> How many years have you owned a personal computer Joseph?

I don't know about Joseph, but I've been stumbling along for about
eleven years now.

> Were you ever actually around when punch cards were being used?
Yup. IBM 1130. Didn't like it, either.
> Were you around when all you could do with a personal computer was toggle
> switches on the front panel and bring an AM radio close to the CPU to
> produce "music"?
Yup. I've even used a ASR-33 TTY. Wow.
> Did you ever put together one of those personal computers (you know,
> before Radio Shack started mass production of the TRS-80 model I)?
No, unfortunately. I lusted after a SOL-20 myself. But then the
Commodore PET came out (predates the TRaSh-80, BTW), and I wanted one of
those. My first ended up being a C-64.

I'm still trying to discover what all this arguing accomplishes...
It's fun, though.....

_-_-_-

>> edited
>>Sounds like the proverbial "loose chips" problem. Open up the 1040, press
>>down on all the socketed chips, and chances are your drive will magically
>>start working.
>>--
>>--->Neil Harris, Director of Marketing Communications, Atari Corporation
>
>Neil is probably right about the "loose chips" problem, but in my ex-
>periences with ST repairs nearly all problems can be traced to one chip,
>the MMU (the square socketed chip in the center of the motherboard). I've
>had to reseat this chip on more occasions than you can shake a stick at.
>If that particular chip is making poor contact on any of it's 40 points
>it can masquerade as any number of problems, output to drives being one
>of them. This is a problem seemingly caused by the soft alloy used in
>either the chip or the socket. I understand from Atari that their final
>solution is to directly solder the chip to the motherboard in the newer
>Megas. As for prior machines I suggest some sort of contact enhancement
>spray but you must be careful of static or you can kill the chip ($35?).
>
>Other than that single problem, the ST is a pretty solid machine. I only
>wish that this had been taken care of long ago. Many people who thought
>they had a problem elsewhere probably had the one mentioned above.
>
>
>
> I\ /I _____________________________________
>Martin Zyla I \/ I /
>Big Electric Cat I I / {allegra,philabs,cmcl2}!phri!dasys1!mzyla
>New York, NY, USA I I / {bellcore,cmcl2}!cucard!dasys1!mzyla
> I I / GEnie:mzyla DELPHI:gmz CIS:74216,1372
>_____________________/____

First off I must agree that the ST is a pretty solid machine as
stated above. I have been doing the repairs (Out of Warranty) for quite
a while in the Milwaukee Area here now, The main problem that I have been
seeing is in the newer drive mech's. The machines are pretty solid even
when they go through alot of transfer.

I myself have one of the first machines that came out, in 1985,
a revision A board. I have not had the problems with the chips unseating as
many other's have had.

Now being of the technical nature that I am, by vocation also, I
decided to make a fix for the machines and have passed it along via our
local user group (Mil*Atari Ltd.). It's really quite simple, and has
made the fix pretty perminent.

What I did was to remove the MMU (Really a MCU) very carefully, and
place the chip on a piece of tin foil while out of socket. Now what I did was
to take a tool that I fashioned from a dental tool. Mainly it was just the
filed down end.

With the chip out, I carefully pryed up all 40 contacts on the chip
socket, (just a bit for better contact) then took a eraser pencil and
cleaned all the contacts making sure that the pins didn't get pressed down
again.

Now I took a small piece of double sided foam tape (The thin stuff)
and placed that in the center of the socket.

Now I remount the chip, and reassemble the machine. I have yet to have
a machine come back for any reason concerning the MMU, outside of it going
bad due to the older power supplies regulator to not regulate too well, and
causing damage to the MMU and possibly other chips.

Of course you could go about the same routine, except in place of
the double sided foam tape, get your local Atari service center to sell you
two of the clips that are used on the newer machines, to make sure that the
chip stays seated.

The above can be done also to the GLUE chip. Same size and type.

---> Disclaimer!
"I must mention that if you decide to try this mod, and are NOT a
technicion, and still want to do it yourself, your on your own. I take
no responsibility for a machine repair that I myself did not repair!"

-rich

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, but I always look for the good cheap fix.

Date: 23 Dec 87 20:56:39 GMT
From: mcvax!jack@uunet.uu.net (Jack Jansen)
Subject: the real advantage of multi-tasking.
To: info-atari16@score.stanford.edu

Lots of people say things like 'I don't need real multi-tasking,
I'm happy with a spooler and one or two other utilities'.

The point, however, is that applications like spoolers become
completely trivial once you have multi-tasking. 90% of the code
(and the most error-prone 90%, at that) is spent stealing vectors,
jumping in and out of supervisory mode, making sure your program
isn't overwritten by something else, etc etc etc.

I've been working on a network where a number of atari's can use
each others disks, but things got so incredibly hairy that I've
suspended the project and started thinking about making the BIOS
(or maybe even GEMDOS) multiprogrammed first. This will make my
remote-disk almost as trivial as a ramdisk.....
--
Jack Jansen, jack@cwi.nl (or jack@mcvax.uucp)
The shell is my oyster.

Date: 22 Dec 87 09:36:49 GMT
From: mcvax!ukc!its63b!hwcs!neil@uunet.uu.net (Neil Forsyth)
Subject: Failing Disk Drive & Strange TPA pointer
To: info-atari16@score.stanford.edu

Boo hoo the disk drive on my 1040ST is not working. I know it is the drive because I have swapped it in other machines and the problem moved with the drive. The symptoms are strange in that it reads every track on a disk fine but has trouble writing. I say trouble because sometime it formats a track ok sometimes not, but never a whole disk. I had a look at a track it had tried to format and found corruption (gap bytes inconsistant & data damaged ie $E5 corrupted.) If I can't fix this drive I will have to buy a replacement and that will kill my slim chance of being able to afford a hard drive.
I phoned a company that upgrades the internal SS drive in a 520STFM to DS and asked if the same drive could be fitted inside a 1040. They said no, which I think is pretty strange since I thought (as most do) that the 520STFM was just a 1040 with a lesser drive and some RAM missing. Has anyone else put a different drive in their 1040 or repaired the original one?
If so please advise me.
(Note: Our machines will be down(ish) from 24th Dec to Jan 5th)

Another interesting point:
I wrote a little C program print out a programs base page address and the operating systems start of TPA pointer (at $432). When run it printed out a high base page address eg. $23??? and $A100 for the start of the TPA which is to be expected. But when I put the program by itself in the AUTO folder on a floppy and booted up the machine with a power down/up it came up with $A204 and $A100 respectively. Can anyone tell me why the OS takes this memory away?
I know I have a megabyte to play around with but I like to ponder/solve such mysteries.

Thanks in advance and a Merry Christmas to all who know me or would like to.

Neil Forsyth (the man with the ROFDD (Read Only Floppy Disk Drive) Help!)

"I think all right thinking people in this country are sick and tired of being told that ordinary decent people are fed up in this country with being sick and tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

From: U00296%HASARA5.BITNET@forsythe.stanford.edu
Date: 24 DEC 87 16:05-N
To: info-atari16@score.stanford.edu

Subject: drive problems

PROBLEMS WITH MY DISKDRIVE

Lately I have been experiencing some problems with
my diskdrive on my ST (1040). When the machine has been running some
time and I write something to my disk (or read something from it)
it will keep on spinning (red light also remains on). It seems to be
due to the heating of some part, since it does not happen when the machine
is cold (boots). A warm boot exstinguishes the light for a moment,
bit does not solve the problem.
Has anyone had similar experiences with his ATARI, and if so what
was the solution?
Any comments are appreciated.
Niels Walet

BITNET/EARN U00296@HASARA5
UUCP mcvax!amolf!walet

Date: 23 Dec 87 02:00:25 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: Microsoft Write ...
To: info-atari16@score.stanford.edu

In article <1987Dec20.223242.1574@gpu.utcs.toronto.edu>,
lharris@gpu.utcs.toronto.edu (Leonard Harris) writes:

> Can anyone give me an exact date of when Microsoft Write is supposed to
> appear.

Started shipping this week. Finally! Look for it at dealers within the
next couple of weeks.

> Wordperfect isn't perfect

I'm helping to beta test the next release of WordPerfect. Despite the
problems, it is still awfully good. And the support is fabulous.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

---

Date: 24 Dec 87 07:30:11 GMT
From: coplex!jim@bloom-beacon.mit.edu (Jim Sewell)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <11191@oliveb.UUCP>, dragon@olivej.olivetti.com (Give me a quarter or
I'll touch you) writes:

>
> I think that these arguments aren't representative of an *average* user,
> since an average user is more likely not to own a modem.

Oh, I don't know about that. Our Amiga club did a survey of its
users, who would probably fit into most people's idea of "normal" users, and
over 80% of them had modems. Granted, most of them used the modem for bbsing,
but that is certainly an environment in which one could use multi-process
capability, be it true multitasking or simply context switching. Amazingly
enough, the RS Color Computer Club I formerly belonged to had a much-much
lower percentage of modem users (on the order of around 20% if I remember
correctly). Perhaps it is too much of a hassel to do a days work one step
at a time?
I wouldn't consider myself a "normal" user either, but something I have
found quite handy is the ability to have a directory showing up on one page
while trying to reorganize it on another.

Jim Sewell | "Make knowledge free!"
Freelance Programmer | "Anyone need a program? 8-)"

Date: 22 Dec 87 18:43:50 GMT
From: portal!atari!apratt@uunet.uu.net (Allan Pratt)
Subject: Re: about ST disk drives (and media change)
To: info-atari16@score.stanford.edu

in article <8712211937.AA01474@ucbvax.Berkeley.EDU>,
gjwelych@SUNRISE.ACS.SYR.EDU ("Welych, Gregory J.") says:
> What in the Atari drives senses the change of media?
> And how does the drive signal this to the ST?

The media-change sensing is done using the write-protect signal from the
drive. The assumption is that when you take a write-enabled disk
out of the drive, the write-protect sensor will pop up, and the drive
will signal "write protect" to the controller. When you put another
disk (or even the same disk) in the drive, the write-protect sensor
will be pushed down again and signal "not write protect."

When a disk is really write protected, of course, there will be no
transition on the line. Because of this, write-protected disks go
into the "maybe changed" state 1 sec (I think) after the last disk
access. (The assumption is that you won't change from one write
protected disk to another within one second).

When a disk is in the "maybe changed" state, the next access (through
RWABS or maybe Floprd) will check the serial number of the disk in the
drive. If it hasn't changed, then the disk hasn't changed, either.
This is another assupmtion: you should not have two disks with the same
serial number.

If your drive suppresses write protect changes when there is no disk
present, then switching from one write-enabled disk to another will not

cause the transition, and the BIOS will not sense media change.

Sorry. Nobody said it would be easy.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

---

Date: 23 Dec 87 10:30:36 GMT
From: mcvax!diku!iesd!lbn@uunet.uu.net (Lars Bo Nielsen)
Subject: Cheap Harddiscs
To: info-atari16@score.stanford.edu

Considering the relative high prices on ST-Harddiscs, and the forever
falling prices on PC compatible harddiscs, it seems natural to
attempt interfacing one of these to the ST.

We are aware that there might be a lot of problems. Not knowing the
PC-hardware in details, one of the problems one could foresee is the
existence of a DMA-controller on the PC-controller card. Since the
ST is allready fully equipped in this respect, the PC-DMA might get
in the way. Another problem is the fact that, when booting up, the
ST makes certain assumptions on the part of the (possibly) connected
harddisc. I.e it has to understand certain commands (bitpatterns).

We saw the solution offered in "ST World", in which two adapterboards
were used. One to convert the ST-interface to SCSI, and the other to
connect a bare industrystandard drive to the SCSI. The cost of these
two boards plus the bare drive, however, nearly equals the price
of an ordinary ST-drive (at least in this part of the world, don't
tell us about high taxes :-).

So, if anybody out there has any suggestions in this respect,
please let us know.

We will summarize any received mail, in a posting to the net.

Lars Bo Nielsen (lbn@iesd.uucp)

Steen Kroyer (judas@iesd.uucp)

--

Lars Bo Nielsen	lbn@iesd.uucp
Department of Computer Science	
Aalborg University	
D E N M A R K	{...}!mcvax!diku!iesd!lbn

End of Info-Atari16 Digest
****

1005. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 07:45:42 UTC
From: POSTMAST@LAUCOSC.BITNET
Message-ID: <8801060745.AA12409@ucbvax.Berkeley.EDU>
Source record: 255205

```
Mail to 85102368@LAUCOSC could not be delivered
for the following reason:

%MAIL-E-NOSUCHUSR, no such user 85102368

Original text follows:

Received: from LAUVAX01(MAILER) by SMTP forwarder
for 85102368@LAUCOSC; 6-JAN-1988 02:40:03.97
Received: From CANADA01(MAILER) by LAUVAX01 with RSCS id 2213
for MAILER@LAUVAX01; Wed, 6 Jan 88 02:39 EST
Received: by CANADA01 (Mailer X1.24) id 2207; Wed, 06 Jan 88 02:34:40 EDT
Date: Mon, 4 Jan 88 12:44:50 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #2
To: Maury Markowitz <85102368@LAUCOSC>

Info-Atari16 Digest Monday, January 4, 1988 Volume 88 : Issue 2

This weeks Editor: Bill Westfield

Today's Topics:

Re: Multi-tasking? A Nightmare...
Re: HELP!
the real advantage of multi-tasking.
Failing Disk Drive & Strange TPA pointer
drive problems
Re: Microsoft Write ...
Re: Multi-tasking? A nightmare...
Re: about ST disk drives (and media change)
Cheap Harddiscs

----------------------------------------------------------------------

Date: 23 Dec 87 22:13:59 GMT
From: well!ewhac@hplabs.hp.com (Leo 'Bols Ewhac' Schwab)
Subject: Re: Multi-tasking? A Nightmare...
To: info-atari16@score.stanford.edu

[ Followups to alt.flame, where it rightfully belongs. ]

Someone writes:
>> I'm still waiting to see if someone can come up with a use for TRUE
>> multitasking that a typical home user would find very handy but that
>> cannot be satisfied by a simple 'carousel' approach. There probably
```

>> are some, especially with message-passing, etc., but none have been
>> posted yet (except for people waiting for their compilers to finish --
>> they just need faster integrated compilers, though :)
>>
>> Robert Gardner
>>
Here's a real-world example. Note that this is from the
programmer's perspective, not the user's. As you will see later, this is
irrelevant.

The specifications are as follows: You are to design a space
invaders-type game. There is one spaceship at the top of the screen, and a
gun at the bottom. The spaceship moves across the top of the screen from
left to right; as it does so, it "drops" letters forming words down the
screen.

As the user types on the keyboard, the program checks to see if the
letter typed matches the one the gun is currently under. If so, the letter
is shot and the gun moves one position to the right (to the next letter in
the word. If they don't match, a short error signal is delivered to the
user.

The screen will look like this:

```
--------------------------------------------------------------------------------

...<-=O=->

S P A C E W E L L C R A

T H A N T H I S H A L L K I L L T H R I L L L A K E G R E A T

A N P A R T D R A T S P A C E B E A T H E A R S E A D R E A

A T H E R M A P T H A N F O R H E A R T

|
A
/#\
--------------------------------------------------------------------------------
```

The spaceship moves across the top of the screen at a fixed rate.
When it reaches the end of the row, all the rows drop down one, and the
ship returns to the left side.

To make it more interesting, a range of colors in the spaceship are
to be cycled, to make it look like it's spinning. The cycle rate is totally
independent of any other regular rate in the program.

Don't worry about winning or losing at this point; they'll
complicate the issue.

Now. Design this program, first on a system with multitasking,
and then on a system without it. Discuss the design issues that need to be
considered, and how you would address them under each environment. "Be

specific; give examples."

Whether or not the machine multitasks should be made invisible to
the user; both versions should run the same as far as the user is
concerened.

I designed this very program on the Amiga. I was porting the
program from the Atari ST, working from the ST source code. Before posting
my approach and ultimate solution to the problem, I want to see how others
would address it.

That is, if anyone cares.....

[In the article titled "Re: Multi-tasking? A nightmare...", Dec 22, 1987,

1006. Re: BMS controller package

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 09:18:32 UTC
From: kemp@unsvax.UUCP
Message-ID: <191@unsvax.UUCP>
Source record: 255206

Hello Tom,

Very nice of you to offer to send copies of your BMS article
over the net. I would love to have a copy as I am considering going
this route to a hard drive for my 1040 ST.

ADDRESS: kemp@unsvax

Thanks in advance,

John Kemp
UNLV CSC Dept.
Las Vegas, Nevada

1007. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 13:05:00 UTC
From: POSTMASTER@BINGVAXA.BITNET
Message-ID: <8801061312.AA17874@ucbvax.Berkeley.EDU>
Source record: 255207

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY7379 at node VAXA
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXA with Jnet id 3328
for VY7379@BINGVAXA; Wed, 6 Jan 88 08:05 EST
Received: by CANADA01 (Mailer X1.24) id 3325; Wed, 06 Jan 88 08:04:51 EDT
Date: Mon, 4 Jan 88 12:45:19 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #3
To: TODD KRISSEL <VY7379@BINGVAXA>

Info-Atari16 Digest Monday, January 4, 1988 Volume 88 : Issue 3

This weeks Editor: Bill Westfield

Today's Topics:

Cheap DIY doublesided floppy
Re: 40-folder bug and FOLDRXXX.PRG
Re: Hard disk boot???
RS232
Re: FOLDRXXX.PRG, you got it!
Re: Multi-tasking?
Re: Amiga and MIDI
Re: Atari's Marketing Approach

----------------------------------------------------------------------

Date: 23 Dec 87 12:13:32 GMT
From: mcvax!diku!iesd!judas@uunet.uu.net (Sten Kroyer)
Subject: Cheap DIY doublesided floppy
To: info-atari16@score.stanford.edu

THESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTART

This is partially a retransmission of an earlier posting, but since I'm
not sure that the first posting got around, and there's been some talk
on the subject since then, here goes again.

In message <236@xrns.UUCP> Tom Love writes:

>hello out there... i hope i am not adding to the clamor of people
>crying out for help with 5.25" drives; this is actually a different
```

>question. i would like to have an external 3.5" DSDD floppy drive
>to go along with the one already inside my 1040ST. i do not, however,
>desire one bad enough to pay the $200 plus which atari dealers seem to
>want to charge. i do not mind a little hardware hacking, and don't
>mind scabby looking assemblies with wires hanging out all over them.

In message <8712211937.AA0147@ucbvax.Berkeley.EDU> Gregory Welych writes:

>I have had one of my disk drives die on me, and rather than try to get
>it fixed, (it was only a single sided drive anyways) I decided to
>buy a cheap(er?) double sided drive. I hooked the new drive into
>the little converter card inside an Atari drive, and connected
>the power supply up. It works fine except for one slight problem
>which can cause MAJOR problems with certain software.
>The problem is this:
> Say I boot up with disk A in drive A, and disk B in drive B.
> (drive B is the new drive)
> Then after I get the desktop, I change drive B's disk to disk C.
> (I have a window automatically opened for drive B on the desktop)
> Then I hit ESC to get the new directory, but it doesn't know
> I changed the disk. I am assuming that the disk drive has not reported
> media change to the ST so it doen't think that there might have been
> a switch.
>
>Now to my main question:
> What in the Atari drives senses the change of media??????????!!????
> And how does the drive signal this to the ST?????
>
>Thanks in advance for any help,
>
>Greg Welych.

A couple of months back, my 1040ST suddenly blew its internal doublesided floppydrive. Since this was the only drive connected, it was a disaster ! My beloved Babs was (almost) dead. She would eventually boot, and come up with an empty desktop. That's a boring game (it wasn't so :-) at the time). What went wrong, I don't know, I tried plucking everything apart to check for any loose connections etc., but no luck. A custom chip in the drive did get awfully hot though.

To summarize, I found myself in a situation somewhat similar to yours: I had to get a new drive somehow. Not wanting to pay for an original Atari-drive, I came up with a reasonably cheap solution. A little research revealed that the internal drive used a standard Shugart interface (both in terms of signals AND connectors). So the problem could be reduced to finding a (cheap) bare drive equipped with the Shugart interface. That's easy enough. I picked a NEC-drive type 1036A, a drive known for its reliability and quiet operation. It's also smaller than the original Ataridrive (which seems be from Hitachi), so with a little fiddling I managed to get it crammed into

place. (I had to make some minor changes to the ST-case). The proof of the pudding ? Well, I removed the old drive, plugged in the new one, turned on the power, and Babs made a successfull boot from disc and has been happily humming ever since.

So to connect another external drive, all it seems one has to do is:

A) Buy a bare drive.

B) Pick up the floppysignals from the ST's external floppy interface. The connections are as shown (seen from the rear):

11 10 PIN SIGNAL INPUT/OUTPUT
1 read data i
9 8 2 side select o
13 12 3 gnd n.a
7 6 4 index i
14 5 drive 0 select + i
5 4 6 drive 1 select + i
7 gnd n.a
3 2 8 motor on o
1 9 direction o
10 step o
11 write data o
12 write gate o
13 track 00 i
14 write protect i

+ : On the 1040's external floppy interface, only the drive 0 select is active. It carries the actual drive 1 select signal. That way the external drive automatically becomes drive B.

The standard Shugart interface (again as seen from the rear) looks like this:

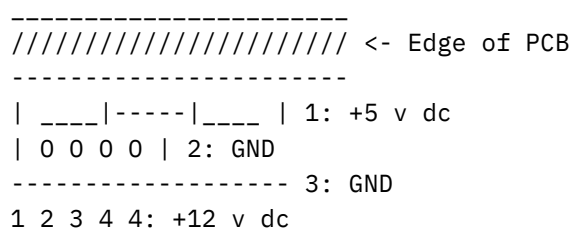
```
_____________________________________________________
////////////////////////////////////////////////////// <- Edge of
------------------------------------------------------ PCB
| 33 . . . . . . . . 1 |
| 34 . . . . . . . . 2 |
|----------------------|
```

PIN SIGNAL INPUT/OUTPUT PIN SIGNAL INPUT/OUTPUT
2 motor on 1 * i 18 direction i
4 in use * i 20 step i
6 drive select 3 * i 22 write data i
8 index o 24 write gate i
10 drive select 0 + i 26 track 00 o
12 drive select 1 + i 28 write protect o
14 motor on 2/ * i 30 read data o
drive select 2 32 side select i
16 motor on 0 i 34 ready * o

PIN 1-33 are all connected to ground (gnd).

*: Not used by the ST. +: Only one of these should be used. It
might be jumper-configurable which is the active input.

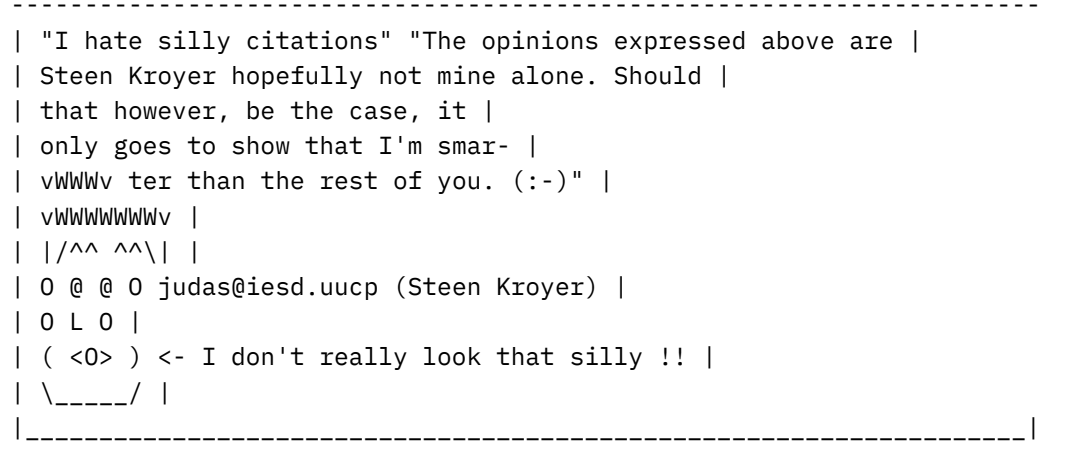
C) Supply the drive with some power. I'm not sure if an 1040's
internal supply can cope with two drives. However, since
3.5 inch drives have a low powerconsumption (my 1036A is
rated at 1.8 W), a simple 5/12 volts powersupply shouldn't
be so costly. The connections looks like this



D) Add cabinet to your taste.

There's a tiny fly in the ointment, however. (There had to be, right?)
The VBL-interrupt routine in the ST, uses the status of the
WRITEPROTECT-line from the drive to check if the disc has been
ejected. Since the level of this signal is reflected in the
statusregister of the floppydisc-controller, all the VBL-routine has
to do is read the contents of this register from time to time. For
this system to function, the drive has to toggle its WRPROT-line in
some fashion (which i haven't bothered to figure out), whenever the
disc is ejected. This represented no problem in my case, since the
latest version (which was the one I used) of NEC FD1036A, is fully
"ST-modified" and thus plug-in-and-go compatible. I bought my drive in
W-Germany and payed around 220,- DM, which is VERY cheap by danish
standards. (#include<standardcomplaint.tax> :-( ).

Well, I have to stop rambling. Let's hear more about homebrewed
hardware-projects on this group. See you next time on the Newsshow.


| "I hate silly citations" "The opinions expressed above are |
| Steen Kroyer hopefully not mine alone. Should |
| that however, be the case, it |
| only goes to show that I'm smar- |
| vWWWv ter than the rest of you. (:-)" |
| vWWWWWWWv |
| |/^^ ^^\| |
| O @ @ O judas@iesd.uucp (Steen Kroyer) |
| O L O |
| (<O>) <- I don't really look that silly !! |
| _____/ |

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Date: 24 Dec 87 14:40:21 GMT
From: mind!romero@princeton.edu (Antonio Romero)
Subject: Re: 40-folder bug and FOLDRXXX.PRG
To: info-atari16@score.stanford.edu

In article <910@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> in article <560@pyuxe.UUCP>, crc6@pyuxe.UUCP (C. Colbert) says:
> > In one of the atari periodicals it was announced that they fixed the 40
> > folder bug in the Mega St roms.
> I WILL TELL YOU WHEN THE 40-FOLDER BUG IS FIXED. DO NOT BELIEVE ANY
> OTHER REPORTS UNTIL YOU HEAR IT FROM ME. I AM THE ONLY PERSON WORKING
> ON THIS.

Uh... guys? Did you hear him say what I just heard him say?
Did Alan just say that there's ONLY ONE PERSON WORKING ON THE WORST PROBLEM
THEIR MACHINE HAS?
Just how small an operation is Atari, anyway?
(Actually, my guess is EVERYONE else is working on the 40-folder bug on the
Transputer box...)

When the fix is made, maybe I'll buy an Atari. I still have a certain
amount of faith in Atari's ability to deliver a decent value, despite all
the griping I've seen on this group since the ST came out.

>
> I *am* working on it, so don't despair. When the fix comes out, it will
> be more sweeping than you think (unless you think big).

Hmm. Does this suggest upcoming compatibility problems?
Or perhaps the advent of a new operating system altogether?
Could it be... MULTITASKING? Okay guys, warm up the rumor mills...

-Antonio Romero
romero@psycho.Princeton.EDU

PS-- Hi Charlie!

Date: 15 Dec 87 15:19:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: Re: Hard disk boot???
To: info-atari16@score.stanford.edu

federico@actisb.UUCP writes:
> [The line eater was sleeping again ...]

> In article <624@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
> >I have a few questions for anyone using a SH204 with a Mega ST. I have a
Meag2
> >with a SH204, I have being auto booting from the hard disk using HDB_V2.3, I
> >used to be able to auto boot from the floppy when the CTRL,SHIFT, and ALT.
> >keys were held down, well since I started using the Mega, the machine always
> >boots from the hard disk with the keys down or up?????????????

> I didn't know of the CTRL-SHIFT-ALT trick, but I had a problem similar
> to yours: there was no way my Mega would boot from floppy, and that
> turned out to be quite a problem when a desk accessory I had downloded
> from somewhere was turned unusable because of line noise. My "solution"
> was not to boot from hard disk at all, which I now find better since it
> allows me to choose different configurations (desk accesories and such)
> depending on the job I'm going to do.

I have the new ("blitter") ROMs in my 1040, and have noticed the same behavior
when booting (I have a Supra disk, with their hard disk boot program
installed). Anyone have a guess as to why? (hello, apratt?)

> >I am also using GEMBOOT to overcome the 40 folder limit in TOS(has it been
> >fixed with the new ROMS?).

> I'm also interested on this question, and it has been already asked a couple
> of times with no visible answer. I've never used the old ROMs, so I don't
> know what the infamous "40 folder limit" means. I've had more than 40 folders
> on my hard disk and nothing happened. Does this mean that the problem is
> fixed? Or is it 40 folders DEEP?

Au contraire, the question has been answered here before in a definitive
manner. That answer is: NO The blitter ROMs do not fix the 40 folder bug.

The 40 folder bug refers to a problem where a filesystem on a hard disk or
diskette can become corrupted if more than 40 folders are accessed during
any one "session" with an ST ("session": period of use between re-boots).
A well-known workaround is the recently re-posted FOLDRXXX.PRG. Change XXX
in the program name to the number of folders you think you're likeky to
access during any one use of the machine, and stick the program in your
\AUTO folder, and re-boot.

I have heard from other netters that this bug is due to memory not being
freed-up when you jumo into and out of folders (directories). Correct
me if I'm wrong on that...

> ///////
> //____ //
> Federico // //
> // __ //
> // / / //
> ///////

> UUCP: ...!mcvax!unido!tub!actisb
> BIX: fheinz

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

Date: Thu, 24 Dec 87 14:06:12 EST
From: maccarle@ed.ecn.purdue.edu (Carl A Maccarley)
To: info-atari16@score.stanford.edu
Subject: RS232

From Michael Czeiszperger's posting:

>In article <2267@tekig4.TEK.COM> brianr@tekig4.UUCP (Brian Rhodefer) writes:
>>Michael S Czeisperger: "...Midi is less of a standard than RS232..."
>>Oh, Noooo! It can't be THAT bad, can it?
>Oh, whoops! I didn't really mean that! I was trying to imply that
>RS-232 is more of a general protocol that you'd want on a computer,
>where MIDI is specialized so that it can only be used for music. If

Just to add further confusion to this discussion...
I'm pretty sure that EIA RS-232c is just a hardware spec, eg., voltage
swing, line assignments, line loading, maximum line length, etc.
I don't believe there's anything in the spec about transmission protocols,
but I admit that the term RS-232 seems to have taken on a broader
colloquial meaning.

maccarle@ed.ecn.purdue.edu

Date: 21 Dec 87 16:03:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: Re: FOLDRXXX.PRG, you got it!
To: info-atari16@score.stanford.edu

crc6@pyuxe.UUCP writes:
> In one of the atari periodicals it was announced that they fixed the 40 folder
> bug in the Mega St roms.

If those are the same ROMs that they are selling us developers, then the
answer is NO, the "40 folder bug" still exists, and the magazine article
is incorrect.

Neil: please jump in here if if the ROM upgrade for the 520/1040 is different
than what is in the Megas. I understand they are the same.

Farrell T. Woods

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"OS/2 -- Half an operating system"

Date: 24 Dec 87 16:13:48 GMT
From: m2c!ulowell!page@husc6.harvard.edu (Bob Page)
Subject: Re: Multi-tasking?
To: info-atari16@score.stanford.edu

Most PEOPLE don't multitask on a computer, they task-switch.

HOWEVER! Having multitasking available allows one to write (and use)
programs that multitask internally - sending messages back and forth
to each other, processing things concurrently rather than serially.
Many nice programs on multi-tasking machines just aren't possible on
any single-tasking machine because they INTERNALLY take advantage of
the machine's ability to multi-task and message-pass. Examples on
request, by E-mail.

As a user, MultiFinder is all I want, in most cases. But n

Date: 24 Dec 87 05:04:09 GMT
From: ihnp4!homxb!hropus!ki4pv!codas!killer!elg@ucbvax.Berkeley.EDU (Eric
Green)
Subject: Re: Amiga and MIDI
To: info-atari16@score.stanford.edu

in article <467@gethen.UUCP>, farren@gethen.UUCP (Michael J. Farren) says:
> In article <2267@tekig4.TEK.COM> brianr@tekig4.UUCP (Brian Rhodefer) writes:
>>If only all the originators/promulgators of RS232 had just one neck,
>>and I could get my hands around it....
>
> There is an RS-232 standard. You can get it from (I think) the American
> National Standards Institute. I've got a copy somewhere around here
> myself. In that standard, everything having to do with an RS-232 interface
> is defined, carefully, from the rise times of the signals to their meaning
> to the pins and connectors they are supposed to go to.

Unfortunately, even if you adhere completely to the standard, half the devices
in the world still won't talk to you without a breakout-box or cable
switching. When the only devices extant were computers and terminals, that was
no big deal, but tell me, how about hooking up a terminal concentrator/network
node to printers, computers, terminals, ... We're talking BIG-time troubles
here, we're talking about cabling nightmares to end all nightmares, even if
the standard IS followed (and it usually isn't -- e.g. a switcher which
arbitrarily decides to ignore an outgoing line if certain transitions don't
occure at certain times, and a network node which refuses to give the switcher
those transitions -- thus FUbaring things horribly.).

I hated having to mutilate my cable to flop RxD and TxD when I hooked up an
Amiga to a C-64 to transfer files at 9600 baud (yes, there's some magic
involved :-).

--
Eric Lee Green elg@usl.CSNET Snail Mail P.O. Box 92191
{cbosgd,ihnp4}!killer!elg Lafayette, LA 70509
"There's someone in my head, but it's not me...." -PF

Date: 24 Dec 87 16:53:59 GMT
From: voder!apple!landon@ucbvax.Berkeley.EDU (Landon Dyer)
Subject: Re: Atari's Marketing Approach
To: info-atari16@score.stanford.edu

Atari does a lot of "re-manufacturing" as well. Rev-A boards go in, for instance, and Rev-Ds pop out the other end. atari!jwt could probably shed more light on this subject (he has actually SEEN the plant in Taiwan), but he's probably not allowed to say much. 'tain't that interesting, anyway....

-Landon
--

I speak for me.

End of Info-Atari16 Digest
****

1008. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 13:14:00 UTC
From: POSTMASTER@BINGVAXA.BITNET
Message-ID: <8801061321.AA17929@ucbvax.Berkeley.EDU>
Source record: 255208

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY7379 at node VAXA
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXA with Jnet id 3443
for VY7379@BINGVAXA; Wed, 6 Jan 88 08:14 EST
Received: by CANADA01 (Mailer X1.24) id 3440; Wed, 06 Jan 88 08:09:32 EDT
Date: Tue, 5 Jan 88 13:34:53 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #4
To: TODD KRISSEL <VY7379@BINGVAXA>

Info-Atari16 Digest Tuesday, January 5, 1988 Volume 88 : Issue 4

This weeks Editor: Bill Westfield

Today's Topics:

Re: BMS controller package
A defense of Multi-tasking
A different view on multitasking.
Re: Multi-tasking? A nightmare...
Re: BMS controller package
Re: Degas Elite PostScript Driver
Re: Great Demo from Rex...
Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A nightmare...
Re: Microsoft Write ...

----------------------------------------------------------------------

Date: 24 Dec 87 18:12:57 GMT
From: sgi!daisy!turner@ucbvax.Berkeley.EDU (D'arc Angel)
Subject: Re: BMS controller package
To: info-atari16@score.stanford.edu

From article <945@ssc.UUCP>, by fyl@ssc.UUCP (Phil Hughes):
>
> I have tme BMS controller. It works fine (once we found the bugs but
> that was almost a year ago). The only question I have about it is does
> it actually cost less. You need to buy the interface and controller
> ($250, I think), then get a drive, box and power supply.
> No problems putting it together but when you are done you probably
```

> could have bought a Supra or Atari drive.
> --
> Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
> uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

agreeded, I alway felt the advantages of the BMS solution were:

1. It came with a battery backed-up real time clock

2. It supports two hard disks on the same controller

3. If and when i wanted to upgrade to a larger disk, i just unplugged
the old one and plugged the new one in

as to cost, be creative, most cities support at least one good used
electronic surplus/salvage store

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

Date: 24 Dec 87 16:12:13 GMT
From: denbeste@bbn.com (Steven Den Beste)
Subject: A defense of Multi-tasking
To: info-atari16@score.stanford.edu

The original poster of this subject asked if there was a place where
multi-tasking was "essential". Many people responded with ways to use
multi-tasking, and the original poster always responded with one of two
answers:

1. There are other ways to do that that don't involve multi-tasking.
Multi-tasking therefore isn't essential for that task.
2. Only sophisticated users would want to do that. (He called them "Power
users.)

[Well, actually, there was a third answer used a couple of times:
3. Why are you being so abusive in a publicly posted article? Why didn't
you mail it to me so I could ignore it?
But that's not relevant to the subject...]

Let's get one thing straight. Multi-tasking is not "essential".

Neither are high-level languages. You can do anything in assembly language you
can do in C or BASIC, but it is less convenient. (MUCH less convenient.)

Nor are icons. People survived for years with text-only computer interfaces.

[For that matter, assemblers aren't "essential" either - you can key in machine
language directly in hex. And if you really want to get down to it, the
computer itself isn't "essential".]

I'm not suggesting that multi-tasking is as important as high level languages. That's not the point. I _am_ saying that requiring a feature to be "essential" to be included is a ridiculous criterion. The proper criteria are "useful" and "convenient".

On the Mac, there are many programs which can run simultaneously. To do this, however, they must be written in a very special way and the operating system must be specifically informed of each.

This is certainly an approach, and it seems to work for the Mac owners. There are certain special cases on the ST, I am sure, where more than one thing can happen at the same time (like a print spooler, for instance) - again it is done specially.

On a general purpose multi-tasker, ANY two programs can run simultaneously, unless one of them is being a particularly bad citizen. Though this isn't "essential", isn't that more convenient?

Which brings us to the second argument: Even if multi-tasking is indeed useful and convenient, it still won't be used by the great unwashed (called typical users in the original posting). Only "power users" would use it.

I don't quite understand why that means a feature should be omitted. Is it being suggested that a feature should only be included in a product if EVERY OWNER of that product will use it?

More importantly, it assumes that the users won't mature and become more sophisticated. Though a user may not use a feature when the product is first purchased, many times the user will grow into it as time progresses. "Power users" all began as unsophisticated users.

However, they won't mature if the machine they are on won't let them. I used to know quite a few owners of TRS Model I's, who were wizard Basic programmers, but were so restricted otherwise by the machine, that they might now never grow out of it, even if now given a better system.

In many ways, it is desirable that a machine provide some advanced features that the new user won't immediately use, so as to provide room for maturation and learning...

...providing it is done so that the user isn't forced to use this feature before ready.

Which leads me to the last point: The original poster stated, but never justified, a belief that providing multi-tasking was not merely useless but actually undesirable. I don't see it.

If:
1. Multi-tasking doesn't add to the purchase price of the product
2. It isn't intrusive on people who don't understand or need it right now
3. It is available for those who do understand it, or those who grow into it

Then
I state that it is an unmixed asset and should be in the product. I would

be very interested in hearing why, given these three assumptions, multi-tasking should be omitted from a product.

If you change any of the assumptions, then you are arguing against a strawman. All three of them are true for multi-tasking on the Amiga.

If you say "There are other ways" that is irrelevant. The point is not to show alternatives, but to actually demonstrate that multi-tasking is a negative thing in its own right.

If you cannot demonstrate that it is an actual danger, then it is merely useless for most (but not all!) users. But since, by the assumptions, it doesn't impede those users who don't use it, then its ability to attract "power users" makes it an asset. (It attracted me - it is the main reason I bought the Amiga.) (By the way, by so doing it represents an indirect asset for those unsophisticated users, because the "power users" are cranking out public domain software which the unsophisticated users can get for free. 120 880K Fish-disks at last count.)

We therefore have three classes of users for the multi-tasking machine:

1. Those who don't understand and won't use multi-tasking, but are not impeded by it. [If you think they are impeded, then we are out of the realm of the theory and into fact. I state as a fact that it does not impede rank amateurs on the Amiga.]

2. Those who don't understand it to begin with, but grow into it.

3. Those who understand it and use it from the very beginning.

Group 1 isn't bothered by its presence. Group 2 and Group 3 benefit by it. How can it be a bad thing?

Which brings us finally to the issue of the motive of the original poster. Let's try some syllogisms, shall we?

1. The Atari ST is an ideal computer
2. The Atari ST doesn't have multi-tasking
ERGO Ideal computers don't require multi-tasking.

1. If several machines offer multi-tasking, people will grow to expect it.
2. If people grow to expect it, they will refuse to buy machines not having it.
ERGO If several machines offer multi-tasking, the public will refuse to buy machines not having it.

1. If several machines offer multi-tasking, the public will refuse to buy machines not having multi-tasking.
2. The Atari ST doesn't have multi-tasking.
ERGO If several machines offer multi-tasking, Atari ST sales will suffer.

1. Anything which causes Atari ST sales to suffer is dangerous.
2. If several machines offer multi-tasking, Atari ST sales will suffer.

ERGO It is dangerous for other machines to offer multi-tasking.

Could these be the real reasons behind the original posting? Or maybe just a deliberate attempt to stir up trouble?
--
Steven C. Den Beste, Bolt Beranek & Newman, Cambridge MA
denbeste@bbn.com(ARPA/CSNET/UUCP) harvard!bbn.com!denbeste(UUCP)
I don't think BBN cares what I think about this stuff.
And that's probably just as well.

Date: Thu, 24 Dec 87 17:25:29 EST
From: SARGON%UMass.BITNET@forsythe.stanford.edu
Subject: A different view on multitasking.
To: info-atari16@score.stanford.edu

In light of the humorous (if not entirely short sighted) notes on the usefulness of multitasking to the "average" microcomputer user I thought Id toss in some historically relevant views..

1. A microcomputer user will never need anything more than a few cassette tapes to hold his work.

2. A microcomputer user will never need anything but a TV set to display information from a computer.

3. A microcomputer user will never need even as much as 64K of memory.

4. A microcomputer user will never need a language other than interpretive BASIC to perform any task.

Last time I heard the Atari 1040ST came with an 800K floppy disk drive, requires a monitor (as Atari didnt put the modulator in there), comes stock with 1MB of RAM and doesnt come stock with BASIC. Does this make the designers at Atari morons for putting in such useless junk? I think not.

Finally, your "average" user of a modern microcomputer (this gets rid of the Apple II and C64 crowds) is more likely to be in a business or higher education setting than in the kitchen as a $x000 recipie file. Both of these areas are demanding the ability to share and distribute information. This means networks. Networks need software drivers that requires a certain degree of multitasking. Im sure Atari the self proclaimed "vertically integrated" computer maker will be (or hopefully IS) working on both multitasking and networking. The 286/386 and the 030 all have memory management hardware whether you use it or not. Why not use it?
-Steve
ccccccccccc
Stephen Halpin Sargon@UMass.BITNET
PO Box 241
Amherst, MA 01004-0241

Date: 24 Dec 87 18:44:00 GMT
From: cbmvax!schein@rutgers.edu (Dan Schein CATS)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

I usually dont reply to these net wars because there is never a winner and
they only surface again in 6-8 months, but.....

In article <444@Lindy.STANFORD.EDU> kevin@Lindy.Stanford.EDU (Kevin Burnett)
writes:
>In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton)
writes:
>>Speak for yourself, you nit. You have no idea what *I* do, or what *I*
>>need.
>I don't believe he said anything about how YOU use your computer.
>And, you're asking for this comment, ASSHOLE.

Soap Box mode ON ***

Comments like these are not needed. If you can not hold a discussion / debate
in a more mature adult manner, then please do it in e-mail. I am really getting
tired of adding more and more subjects to my kill file. Im sure that hidden in
each of these flame throwing messages is a valid point, but in the way these
point(s) are presented, its sure hard to find them. Im not asking you to stop
this "my dad can beat up your dad" battle (Heck sometimes even I need a good
laugh), just use a little more thought into what others think when they read
your message and how your message reflects on comp.sys.amiga.

Soap Box mode OFF ***
--
Dan Schein uucp: {ihnp4|allegra|burdvax|rutgers}!cbmvax!schein
Commodore AMIGA Bix: dschein Plink: Dan*CATS
1200 Wilson Drive phone: (215) 431-9100 ext. 9542
West Chester PA 19380
+--+
All spelling mistakes are a result of my efforts to avoid education :-)
+--+
I help Commodore by supporting the AMIGA. Commodore supports
me by allowing me to form my own suggestions and comments.

Date: 24 Dec 87 15:39:06 GMT
From: clyde!watmath!water!ljdickey@rutgers.edu (Lee Dickey)
Subject: Re: BMS controller package
To: info-atari16@score.stanford.edu

In article <945@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
]
] I have the BMS controller. It works fine (once we found the bugs but
] that was almost a year ago). ...

What were the bugs?
If I were to buy such a board, I would probably *never* find the bugs.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

Date: 24 Dec 87 20:51:50 GMT
From: uw-entropy!dataio!pilchuck!ssc!fyl@june.cs.washington.edu (Phil Hughes)
Subject: Re: Degas Elite PostScript Driver
To: info-atari16@score.stanford.edu

In article <8712231156.AA07312@lasso.laas.fr>, ralph@lasso.UUCP (Ralph P. Sobek)
writes:
> Does there exist a program which converts Degas Elite format files to
> PostScript? Thanks a whole bunch!

Well, the bad way is to use Publishing Partner. It works unless
PP screws it up (which does happen). I have used this method (it is
how I got the graphics into our new UNIX products catalog) but would
like to have a cleaner way.

--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

----

Date: 24 Dec 87 04:19:35 GMT
From: dalcs!garfield!john13@uunet.uu.net (John Russell)
Subject: Re: Great Demo from Rex...
To: info-atari16@score.stanford.edu

In article <5825@jhunix.UUCP> ins_bjjb@jhunix.UUCP (Jared J Brennan) writes:
> The program did the same thing on my machine (except vertically). Play
...
> You can probably attribute this to hardware dependencies. The monitor

The game Goldrunner (European) has a 50/60 hz option. At the European frequency
the screen jumps like you describe so it may be continent dependency :-).

John
--
"...and intuition, in a case such as this, is of crucial importance."
-- William Gibson, _Count_Zero_

Date: 24 Dec 87 15:42:12 GMT
From: mcrware!jejones@uunet.uu.net (James Jones)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <323@lakesys.UUCP>, mark@lakesys.UUCP (Mark Storin) writes:
> If all he ever needs is simple word processing or file keeping then he can
> find those in the simplest of computers (8-bit machines like Apples and
> Atari's)...

I agree with Mr. Storin's main point fully, and moreover think that Joe Average will, unless he's very careful, actually *learn* something about what his computer can do and take advantage of multitasking eventually, but--I think that a visit to a friend or neighbor with a CoCo 3 running OS-9 will show that one can have multitasking on an 8-bit machine. (Much less a visit to a place with a dozen folks hacking merrily away on a Gimix 6809-based computer.)

James Jones

Date: 24 Dec 87 21:08:51 GMT
From: mcrware!droid@uunet.uu.net (Andy Nicholson)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

> Of course, you can get OS-9 (and IDRIS) for the Atari ST. So there. You
> can multi-task to your hearts content, regardless of the machine. BUT I
> still insist that, for the non "power user" there's no need for it.
>
> -- Dave Meile

I normally avoid religious wars, but this is too much. Just who are these mythical "non-power-users" that don't need multi-tasking. Everyone is trying to convince you that they don't exist. I'll tell you what. You show joe user what muti-tasking can do and then tell him that he is too unsophisticated to use it. Then duck. Manufacturers who underestimate buyers go out of business. If "joe user" couldn't use multi-tasking, we would not have kludgo simulations (TSR's, desk accessories, etc.). As one of my co-workers posted, it is only a matter of education. Joe user expects magic from a computer. As soon as he realizes a computer can't do two things at once, like he can, he'll be unhappy. He wants multi-tasking.

And I'm not picking a bone for the Amiga over the Atari. Note my employer. We only support one of those two machines. And its not the Amiga.

Sorry, no cute signature file.
Andy Nicholson
"Opinions expressed here were placed by Christmas elves trying to get me into trouble."

Merry X-MAS!

Date: 25 Dec 87 04:05:14 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Re: Microsoft Write ...
To: info-atari16@score.stanford.edu

Neil, what's the Mfg's Suggested Retail Price (list price) for MS
Write?
Thanks,
Marty
--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

End of Info-Atari16 Digest
****

1009. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 13:25:00 UTC
From: POSTMASTER@BINGVAXA.BITNET
Message-ID: <8801061333.AA18087@ucbvax.Berkeley.EDU>
Source record: 255209

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY7379 at node VAXA
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXA with Jnet id 3589
for VY7379@BINGVAXA; Wed, 6 Jan 88 08:25 EST
Received: by CANADA01 (Mailer X1.24) id 3588; Wed, 06 Jan 88 08:14:49 EDT
Date: Tue, 5 Jan 88 22:15:53 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #5
To: TODD KRISSEL <VY7379@BINGVAXA>

Info-Atari16 Digest Tuesday, January 5, 1988 Volume 88 : Issue 5

This weeks Editor: Bill Westfield

Today's Topics:

Re: Christmas Adventure - Elves87 Part 1 of 4
Re: Multi-tasking? A nightmare...
WordPerfect on ST
Abaq Developer Kits
Info atari instructions.
Re: WordPerfect on ST
Re: Failing Disk Drive & Strange TPA pointer

----------------------------------------------------------------------

Date: 24 Dec 87 15:24:16 GMT
From: hao!scdpyr!cruff@AMES.ARPA (Craig Ruff)
Subject: Re: Christmas Adventure - Elves87 Part 1 of 4
To: info-atari16@score.stanford.edu

In article <250@dalcsug.UUCP> euloth@dalcsug.UUCP (George Seto) writes:
>Here is the first of hopefully many adventures from BOA! which stands
>for Burnt Out Adventurers!. This is a Christmas theme adventure. The
>ST loader will show a little picture before loading the game. ...
^^

Why are comp.sys.mac and comp.sys.ibm being cluttered up with this stuff?
Atari ST binaries, never the less. Please, show some restraint in what
news groups you post this stuff to. It doesn't do us much good to receive
useless ST binaries in comp.sys.mac or comp.sys.ibm!
--
```

Craig Ruff NCAR INTERNET: cruff@scdpyr.UCAR.EDU
(303) 497-1211 P.O. Box 3000 CSNET: cruff@ncar.CSNET
Boulder, CO 80307 UUCP: cruff@scdpyr.UUCP

Date: 23 Dec 87 16:50:56 GMT
From: ssc-vax!shuksan!tahoma!hrsw2!bakken@beaver.cs.washington.edu (David E. Bakken)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <533@otto.COM>, rex@otto.COM (Rex Jolliff) writes:
>
> I think, however, that the first time home (or other) computer user will not
> realize or utilize the full potential of Multitasking for quite a while. They
> will have enough fun just making the computer do things one at a time.
>
I can't count how many non-technical types I've shown Amy and they have
no problem comprehending what multitasking can do for them if they are
given a few examples. Once the light goes on they tend to use it often.
Heck, I don't even need to show then Amy - 4 or 5 well chosen sentences
does the trick. Which is why I am really dissapointed (to put it mildly)
that C= has not run commercials that help people to see the light. That
should be easy to accomplish in a 60 second spot, maybe even in 30 seconds.
Peter's commercial idea with Big Blue, Mac, Amy, and the flunky was a
classical case in point.

--
Dave Bakken
Boeing Commercial Airplane Company
uw-beaver!apcisea!tahoma!hrsw2!bakken (206) 234-2039
(generic) disclaimer: these views are my own, not my employers.

Date: 24 Dec 87 18:55:51 GMT
From: portal!cup.portal.com!RJknees@uunet.uu.net
Subject: WordPerfect on ST
To: info-atari16@score.stanford.edu

Hey everyone! I'm looking for someone who has (or has used) WordPefect on
the Atari-ST. I'm thinking of buying this software!

I would be interested in the following:

1. How much faster (if any) is it than WordWriter-ST?

2. Is the spelling checker better than WordWriter-ST or Thunder?

3. Is the GEM interface good?

4. Are there Keyboard Equavilents to the Mouse/Gem commands?

5. Any other opinions or comments RE: Wordproccesing on the ATARI-ST

Thanks a bunch, and MERRY CHRISTMASS!!!!!!!!!!!!!!!!

Richard...RJknees@cup.portal.com

Date: 23 Dec 87 22:50:12 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Abaq Developer Kits
To: info-atari16@score.stanford.edu

Before my mailbox overflows:

There is a program in place for Abaq developers. In the USA, you can get information on what documentation will be available, and a more complete look at the Abaq itself, from Atari. In the UK you should go right to Perihelion.

To get the information package, write to:

Atari Corp.
1196 Borregas Ave.
Sunnyvale, CA 94086
Attn: Cindy Claveran

To become a registered developer of the Abaq, you can get the documentation package and get news of when developer units will be available. The cost is $100, sent to the same person listed above.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

----

Date: 25 Dec 87 15:40:24 GMT
From: ravi@mcnc.org (Ravi Subrahmanyan)
Subject: Info atari instructions.
To: info-atari16@score.stanford.edu

This message contains the latest info-atari instructions to subscribers. Please go through it (even seasoned users!) and retain for future reference. Of special interest to BITNET users (and interent users with access to bitnet) is a section on accessing the 16-bit program libraries at the Univ of Houston.

The info-atari moderators.

Welcome To Info-Atari.

1. Sending Messages

You may send messages to all "subscribers" by address-
ing it to

info-atari8@score.stanford.edu

and/or

info-atari16@score.stanford.edu

Administrative messages should be sent to

info-atari{8,16}-request.

Please do NOT send general messages to this address. Your
moderators get enough mail as it is!

2. Ground Rules

All messages should be in good taste. Commercial mes-
sages and advertisements are not permitted. When answering a
question, please consider carefully whether the answer
should go to the whole list, or just to the person who asked
the question.

The following ground rules should make the use of this
(or of any other) mailing list much easier:

* never send a message that a totally irrelevant to the
mailing list's purpose to a mailing list. This espe-
cially includes any expressions of irritation at
another list member.

* never forward a message that is totally irrelevant to
the mailing list's purpose to a mailing list.

* when replying to a message on a mailing list, reply
only to the sender of the message unless the reply is
of interest to the entire mailing list.

* avoid inserting the message being replied to in a
reply, especially in a message going to a mailing list.
The context of the reply should be clear from *your*
reply and from various mailer functionalities such as
Message-ID.

* when replying to an earlier reply that violates the
previous rule, ABSOLUTELY DO NOT make matters worse by
adding your own violation.

December 25, 1987

- 2 -

3. Archives

Archives are kept in several places in formats avail-
able to everyone. As described below, if you are on

ARPANET/DDN you will probably find it more convenient to retrieve files from the archive on radc-softvax.arpa using FTP. If you are not on ARPANET/DDN, or are unable to use FTP, you will be able to retrieve files from archives distributed over several Bitnet hosts by sending mail (notes) to a program called LISTSERV.

3.1. Archives on radc-softvax.arpa

Files from radc-softvax.arpa are available by FTP. FTP will work only for hosts directly connected to ARPANET/DDN. Please obtain local documentation and advice for the FTP user programming running on your host. There are two directories under the anonymous account. One for atari8 and one for atari16.

FTP to radc-softvax using login:guest and password:guest. To get the current list of available atari16 files do a 'get atari16/files.doc'. All of the atari16 files are stored in the atari16 subdirectory. If you need any other information, contact Marc Poulin.

The archive is maintained by Rodney Peck (Peck@radc-multics.arpa) and Marc Poulin (Poulin@radc-multics.arpa or Archives@radc-softvax.arpa).

3.2. LISTSERV

LISTSERV provides access to files for everyone who can send mail, independent of their location. Note, however, that intermediate notes have been known to refuse to handle long messages or have damaged them in transit. LISTSERV provides a number of features which you can access by sending mail (note) to LISTSERV. Only the barest minimum are described herein. On Bitnet messages should be sent to your nearest LISTSERV (the one from which you receive the info-atari digests). (If your address is not on Bitnet, an address for file servers is given below.) All mail sent to LISTSERV contains command lines. LISTSERV will respond by return mail. No subject is necessary in such mail. For more information send the command

INFO

3.2.1. List Names

The list_name for 16-bit Ataris is INFO-A16. The list_name for 8-bit Ataris is INFO-A8. These list names are used by Bitnet addressees for subscribing and unsubscribing

and by everyone for obtaining back copies of news digests. The list_names for programs stored in the archives are PROG-A16 and PROG-A8.

3.2.2. (Un)Subscribing

If you are on Bitnet you may add or remove yourself from the distribution list. It would greatly convenience the moderators if you would do so when you no longer wish to receive digests.

The command to join the list is

SUBSCRIBE list_name User_name

The command to remove yourself from the list is

UNSUBSCRIBE list_name

It would be most convenient if users took care of their own subscribing and unsubscribing, but messages to INFO-ATARI-REQUEST{8,16}@SCORE.STANFORD.EDU will still be accepted.

3.2.3. Accessing Program & Digest Archives

All digests are in the archives. There is a separate program library. You can obtain copies of files from LIST-SERV by sending a message in the specified format.

If you are on ARPAnet (or gatewayed to it), your mail concerning 16-bit Atari information should be addressed to

LISTSERV%CANADA01.BITNET@CUNYVM.CUNY.EDU

Mail concerning 8-bit Atari information should be addressed to

LISTSERV%TCSVM.BITNET@CUNYVM.CUNY.EDU

To obtain a list of files in the file server, the com-mand is

INDEX list_name

The command to obtain a specific file is

GET list_name file_name

for example,

GET INFO-A16 87-00076

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If you want to learn more, send the message

HELP

The moderator of the 8-bit program library is John R. Dunning. This library is not yet available for use, and further information will be posted to both newsgroups as it becomes available.

3.2.4. LISTSERV Moderators

The person to contact if you are having problems (un)subscribing is Harry Williams (harry@marist.bitnet). The moderator of the 16-bit digest archives is Peter Jasper-Fayer (sofpjf@uoguelph.bitnet). The moderator of the 16-bit program archives is Richard Werezak (carson@mcmaster.bitnet). The moderator of the 8-bit archives is John Voigt (sysbjav@tcsvm.bitnet). The moderator of the 8-bit program archives is Arnold de Leon (adeleon@hmcvax.bitnet).

3.2.5. Information Concerning 16-bit Archive Organization

The digests are numbered sequentially as they come in. Sometimes the files arrive here out of order, or with missing ones, or with extra ones or with mail from BITNET users requesting information. Often the moderator has to logon to LISTSERV and re-name the files according to the "Subject:" line within it. Those "Subject:" lines are what end up in the indexes (in both "-A16" lists)

The program files are largely extracts from the digests (INFO-A16). As far as possible, they are numbered the same as the digests they came from. Other programs were inserted somewhere in the list. The numbers of these "inserted" files were selected so that they would appear in the index at about the correct CHRONOLOGICAL sequence. If no programs were included in the digests, and no contributions were received, then those spaces in the index numbers were left blank.

3.2.6. Supplemental information for BITNET users

Bitnet sites normally cannot make a connection to an internet site (such as Score) and FTP files over, so you do not have direct access to the archives on radc-softvax.arpa from your BITNET site. However, BITNET has some sites with all the good stuff, so you can get files from there. The LISTSERV's at CANADA01 and FINHUTC have old digests, and the ATARINET server at Univ of Houston has most of the best programs. You can get to the LISTSERVs by saying

TELL LISTSERV AT FINHUTC GET ATARI FILELIST

December 25, 1987

or

TELL LISTSERV AT CANADA01 GET ATARI FILELIST

to get a list of files. To get a specific file if you
know it's name, you can say

TELL LISTSERV AT <HOSTNAME> GET <FILENAME> <FILETYPE>

To get stuff from the Univ of Houston server, you can
say

TELL UH-INFO AT UHUPVM1 ATARINET HELP

or

TELL UH-INFO AT UHUPVM1 ATARINET INDEX

for further instructions. After you know a file's
name, you can get it by saying

TELL UH-INFO AT UHUPVM1 ATARINET SEND <FILENAME> <FILETYPE>

December 25, 1987

Date: 25 Dec 87 20:27:08 GMT
From: lakesys!rich@csd1.milw.wisc.edu (Rich Dankert)
Subject: Re: WordPerfect on ST
To: info-atari16@score.stanford.edu

In article <2143@cup.portal.com> RJknees@cup.portal.com writes:
>Hey everyone! I'm looking for someone who has (or has used) WordPefect on
>the Atari-ST. I'm thinking of buying this software!
>
>I would be interested in the following:
>
>1. How much faster (if any) is it than WordWriter-ST?

It's faster, and scrolls much better.

>
>2. Is the spelling checker better than WordWriter-ST or Thunder?

Better isn't the word, you gotta see this thing!

>
>3. Is the GEM interface good?

The GEM interface is very good, but due to space limitations
not *all commands are available via Drop Down Menus

>
>4. Are there Keyboard Equavilents to the Mouse/Gem commands?

Yes there are..

>
>5. Any other opinions or comments RE: Wordproccesing on the ATARI-ST
>
Contrary to all the comments from user's of Word Perfect in the
negative aspect, I can say that the version I got didn't have all the
bugs that I had seen mentioned. In fact Word Perfect Corp. is
one of the best software makers that I know of. If you OWN the
program, and have a problem with it, and they have a newer version
of it, they will send it to you, second day air sometimes.

This is one software maker that really backs their product!

>
>Thanks a bunch, and MERRY CHRISTMASS!!!!!!!!!!!!!!!!

M E R R Y C H R I S T M A S S and a H A P P Y N E W Y E A R
to you also.

>
>
>Richard...RJknees@cup.portal.com

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, and NO I am not affiliated with Word Perfect Corp. I just
like there product.

Date: 25 Dec 87 19:45:48 GMT
From: lakesys!rich@csd1.milw.wisc.edu (Rich Dankert)
Subject: Re: Failing Disk Drive & Strange TPA pointer
To: info-atari16@score.stanford.edu

In article <1606@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Boo hoo the disk drive on my 1040ST is not working. I know it is the drive
>because I have swapped it in other machines and the problem moved with the
>drive. The symptoms are strange in that it reads every track on a disk fine
>but has trouble writing. I say trouble because sometime it formats a track
>ok sometimes not, but never a whole disk. I had a look at a track it had tried
>to format and found corruption (gap bytes inconsistant & data damaged ie $E5
>corrupted.) If I can't fix this drive I will have to buy a replacement and
>that will kill my slim chance of being able to afford a hard drive.
>I phoned a company that upgrades the internal SS drive in a 520STFM to DS and
>asked if the same drive could be fitted inside a 1040. They said no, which I
>think is pretty strange since I thought (as most do) that the 520STFM was
>just a 1040 with a lesser drive and some RAM missing. Has anyone else put a
>different drive in their 1040 or repaired the original one?
>If so please advise me.
>(Note: Our machines will be down(ish) from 24th Dec to Jan 5th)

I have replaced the 1040 drives with the newer mech's that are
currently shipped as external drives. Have had no problem with doing this

at all.

If I were you, I would clean the head with Freon TF, and get all the
dust that usually seems to collect inside the drive. This is the main problem
that I have seen in the internal drives, other than the eairly drives having
the write protect to go out, in which case I replaced it with a small micro
toggle switch.

I have seen drives that were running slow, and still read the data
onthe disk fine, but didn't write for ^%$#*(. Also have seen some drives
that didn't write well either and the cause was due to a mechanical problem
with a lever mounted for upper head pressure. Problem was due to this lever
being a little loose and thus making alot of noise (like ball bearings inside)
and just getting this a little tighter lessened the vibrations allowing the
drive to again work well.

One other thing that I noticed was that some drives, lost the
ability to turn the disk at proper speed *if the drive was sitting in the
correct position. When I went and turned the drive over (upside down) to
further look at the problem, the problem was gone! Turn the drive back over
and the problem returned, turn it upside down, and the drive worked fine
again. Weird problem. Unfortunatly, the direct drive motor for turning the
media is not available from Atari, so a new drive was installed. One of the
newer external ones. Problem solved....

>
> Neil Forsyth JANET: neil@uk.ac.hw.cs
> Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
> Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
> Edinburgh
> Scotland
>--

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, but I wouldn't say that I have done it if I didn't.

End of Info-Atari16 Digest
****

1010. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 13:27:48 UTC
From: POSTMAST@LAUCOSC.BITNET
Message-ID: <8801061327.AA18013@ucbvax.Berkeley.EDU>
Source record: 255210

```
Mail to 85102368@LAUCOSC could not be delivered
for the following reason:

%MAIL-E-NOSUCHUSR, no such user 85102368

Original text follows:

Received: from LAUVAX01(MAILER) by SMTP forwarder
for 85102368@LAUCOSC; 6-JAN-1988 08:16:45.44
Received: From CANADA01(MAILER) by LAUVAX01 with RSCS id 3463
for MAILER@LAUVAX01; Wed, 6 Jan 88 08:14 EST
Received: by CANADA01 (Mailer X1.24) id 3458; Wed, 06 Jan 88 08:10:02 EDT
Date: Tue, 5 Jan 88 13:34:53 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #4
To: Maury Markowitz <85102368@LAUCOSC>

Info-Atari16 Digest Tuesday, January 5, 1988 Volume 88 : Issue 4

This weeks Editor: Bill Westfield

Today's Topics:

Re: BMS controller package
A defense of Multi-tasking
A different view on multitasking.
Re: Multi-tasking? A nightmare...
Re: BMS controller package
Re: Degas Elite PostScript Driver
Re: Great Demo from Rex...
Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A nightmare...
Re: Microsoft Write ...

------------------------------------------------------------------------

Date: 24 Dec 87 18:12:57 GMT
From: sgi!daisy!turner@ucbvax.Berkeley.EDU (D'arc Angel)
Subject: Re: BMS controller package
To: info-atari16@score.stanford.edu

From article <945@ssc.UUCP>, by fyl@ssc.UUCP (Phil Hughes):
>
> I have tme BMS controller. It works fine (once we found the bugs but
> that was almost a year ago). The only question I have about it is does
```

> it actually cost less. You need to buy the interface and controller
> ($250, I think), then get a drive, box and power supply.
> No problems putting it together but when you are done you probably
> could have bought a Supra or Atari drive.
> --
> Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
> uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

agreeded, I alway felt the advantages of the BMS solution were:

1. It came with a battery backed-up real time clock

2. It supports two hard disks on the same controller

3. If and when i wanted to upgrade to a larger disk, i just unplugged
the old one and plugged the new one in

as to cost, be creative, most cities support at least one good used
electronic surplus/salvage store

--
Laissez les bons temps rouler - Queen Ida

1011. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 13:30:50 UTC
From: POSTMAST@LAUCOSC.BITNET
Message-ID: <8801061330.AA18036@ucbvax.Berkeley.EDU>
Source record: 255211

```
Mail to 85102368@LAUCOSC could not be delivered
for the following reason:

%MAIL-E-NOSUCHUSR, no such user 85102368

Original text follows:

Received: from LAUVAX01(MAILER) by SMTP forwarder
for 85102368@LAUCOSC; 6-JAN-1988 08:10:20.46
Received: From CANADA01(MAILER) by LAUVAX01 with RSCS id 3348
for MAILER@LAUVAX01; Wed, 6 Jan 88 08:09 EST
Received: by CANADA01 (Mailer X1.24) id 3343; Wed, 06 Jan 88 08:05:22 EDT
Date: Mon, 4 Jan 88 12:45:19 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #3
To: Maury Markowitz <85102368@LAUCOSC>

Info-Atari16 Digest Monday, January 4, 1988 Volume 88 : Issue 3

This weeks Editor: Bill Westfield

Today's Topics:

Cheap DIY doublesided floppy
Re: 40-folder bug and FOLDRXXX.PRG
Re: Hard disk boot???
RS232
Re: FOLDRXXX.PRG, you got it!
Re: Multi-tasking?
Re: Amiga and MIDI
Re: Atari's Marketing Approach

------------------------------------------------------------------------

Date: 23 Dec 87 12:13:32 GMT
From: mcvax!diku!iesd!judas@uunet.uu.net (Sten Kroyer)
Subject: Cheap DIY doublesided floppy
To: info-atari16@score.stanford.edu

THESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTART

This is partially a retransmission of an earlier posting, but since I'm
not sure that the first posting got around, and there's been some talk
on the subject since then, here goes again.

In message <236@xrns.UUCP> Tom Love writes:
```

>hello out there... i hope i am not adding to the clamor of people
>crying out for help with 5.25" drives; this is actually a different
>question. i would like to have an external 3.5" DSDD floppy drive
>to go along with the one already inside my 1040ST. i do not, however,
>desire one bad enough to pay the $200 plus which atari dealers seem to
>want to charge. i do not mind a little hardware hacking, and don't
>mind scabby looking assemblies with wires hanging out all over them.

In message <8712211937.AA0147@ucbvax.Berkeley.EDU> Gregory Welych writes:

>I have had one of my disk drives die on me, and rather than try to get
>it fixed, (it was only a single sided drive anyways) I decided to
>buy a cheap(er?) double sided drive. I hooked the new drive into
>the little converter card inside an Atari drive, and connected
>the power supply up. It works fine except for one slight problem
>which can cause MAJOR problems with certain software.
>The problem is this:
> Say I boot up with disk A in drive A, and disk B in drive B.
> (drive B is the new drive)
> Then after I get the desktop, I change drive B's disk to disk C.
> (I have a window automatically opened for drive B on the desktop)
> Then I hit ESC to get the new directory, but it doesn't know
> I changed the disk. I am assuming that the disk drive has not reported
> media change to the ST so it doen't think that there might have been
> a switch.
>
>Now to my main question:
> What in the Atari drives senses the change of media??????????!!????
> And how does the drive signal this to the ST?????
>
>Thanks in advance for any help,
>
>Greg Welych.

A couple of months back, my 1040ST suddenly blew its internal
doublesided floppydrive. Since this was the only drive connected, it
was a disaster ! My beloved Babs was (almost) dead. She would
eventually boot, and come up with an empty desktop. That's a boring
game (it wasn't so :-) at the time). What went wrong, I don't know, I
tried plucking everything apart to check for any loose connections
etc., but no luck. A custom chip in the drive did get awfully hot
though.

To summarize, I found myself in a situation somewhat similar to yours:
I had to get a new drive somehow. Not wanting to pay for an original
Atari-drive, I came up with a reasonably cheap solution. A little
research revealed that the internal drive used a standard Shugart
interface (both in terms of signals AND connectors). So the problem
could be reduced to finding a (cheap) bare drive equipped with the
Shugart interface. That's easy enough. I picked a NEC-drive type
1036A, a drive known for its reliability and quiet operation. It's
also smaller than the original Ataridrive (which seems be from

Hitachi), so with a little fiddling I managed to get it crammed into
place. (I had to make some minor changes to the ST-case). The proof of
the pudding ? Well, I removed the old drive, plugged in the new one,
turned on the power, and Babs made a successfull boot from disc and
has been happily humming ever since.

So to connect another external drive, all it seems one has to do is:

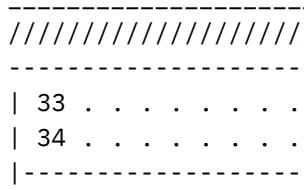
A) Buy a bare drive.

B) Pick up the floppysignals from the ST's external floppy
interface. The connections are as shown (seen from the rear):

11 10 PIN SIGNAL INPUT/OUTPUT
1 read data i
9 8 2 side select o
13 12 3 gnd n.a
7 6 4 index i
14 5 drive 0 select + i
5 4 6 drive 1 select + i
7 gnd n.a
3 2 8 motor on o
1 9 direction o
10 step o
11 write data o
12 write gate o
13 track 00 i
14 write protect i

+ : On the 1040's external floppy interface, only the drive 0 select is
active. It carries the actual drive 1 select signal. That way
the external drive automatically becomes drive B.

The standard Shugart interface (again as seen from the rear) looks
like this:



PIN SIGNAL INPUT/OUTPUT PIN SIGNAL INPUT/OUTPUT
2 motor on 1 * i 18 direction i
4 in use * i 20 step i
6 drive select 3 * i 22 write data i
8 index o 24 write gate i
10 drive select 0 + i 26 track 00 o
12 drive select 1 + i 28 write protect o
14 motor on 2/ * i 30 read data o
drive select 2 32 side select i
16 motor on 0 i 34 ready * o

PIN 1-33 are all connected to ground (gnd).

*: Not used by the ST. +: Only one of these should be used. It
might be jumper-configurable which is the active input.

C) Supply the drive with some power. I'm not sure if an 1040's
internal supply can cope with two drives. However, since
3.5 inch drives have a low powerconsumption (my 1036A is
rated at 1.8 W), a simple 5/12 volts powersupply shouldn't
be so costly. The connections looks like this

```
________________________
////////////////////// <- Edge of PCB
------------------------
| ____|-----|____ | 1: +5 v dc
| O O O O | 2: GND
------------------- 3: GND
1 2 3 4 4: +12 v dc
```

D) Add cabinet to your taste.

There's a tiny fly in the ointment, however. (There had to be, right?)
The VBL-interrupt routine in the ST, uses the status of the
WRITEPROTECT-line from the drive to check if the disc has been
ejected. Since the level of this signal is reflected in the
statusregister of the floppydisc-controller, all the VBL-routine has
to do is read the contents of this register from time to time. For
this system to function, the drive has to toggle its WRPROT-line in
some fashion (which i haven't bothered to figure out), whenever the
disc is ejected. This represented no problem in my case, since the
latest version (which was the one I used) of NEC FD1036A, is fully
"ST-modified" and thus plug-in-and-go compatible. I bought my drive in
W-Germany and payed around 220,- DM, which is VERY cheap by danish
standards. (#include<standardcomplaint.tax> :-( ).

Well, I have to stop rambling. Let's hear more about homebrewed
hardware-projects on this group. See you next time on the Newsshow.

```
------------------------------------------------------------------------
| "I hate silly citations" "The opinions expressed above are |
| Steen Kroyer hopefully not mine alone. Should |
| that however, be the case, it |
| only goes to show that I'm smar- |
| vWWWv ter than the rest of you. (:-)" |
| vWWWWWWWv |
| |/~~ ~~\| |
| O @ @ O judas@iesd.uucp (Steen Kroyer) |
| O L O |
| ( <O> ) <- I don't really look that silly !! |
| \_____/ |
|________________________________________________________________________|
```

THEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEEND

Date: 24 Dec 87 14:40:21 GMT
From: mind!romero@princeton.edu (Antonio Romero)
Subject: Re: 40-folder bug and FOLDRXXX.PRG
To: info-atari16@score.stanford.edu

In article <910@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> in article <560@pyuxe.UUCP>, crc6@pyuxe.UUCP (C. Colbert) says:
> > In one of the atari periodicals it was announced that they fixed the 40
> > folder bug in the Mega St roms.
> I WILL TELL YOU WHEN THE 40-FOLDER BUG IS FIXED. DO NOT BELIEVE ANY
> OTHER REPORTS UNTIL YOU HEAR IT FROM ME. I AM THE ONLY PERSON WORKING
> ON THIS.

Uh... guys? Did you hear him say what I just heard him say?
Did Alan just say that there's ONLY ONE PERSON WORKING ON THE WORST PROBLEM
THEIR MACHINE HAS?
Just how small an operation is Atari, anyway?
(Actually, my guess is EVERYONE else is working on the 40-folder bug on the
Transputer box...)

When the fix is made, maybe I'll buy an Atari. I still have a certain
amount of faith in Atari's ability to deliver a decent value, despite all
the griping I've seen on this group since the ST came out.

>
> I *am* working on it, so don't despair. When the fix comes out, it will
> be more sweeping than you think (unless you think big).

Hmm. Does this suggest upcoming compatibility problems?
Or perhaps the advent of a new operating system altogether?
Could it be... MULTITASKING? Okay guys, warm up the rumor mills...

-Antonio Romero
romero@psycho.Princeton.EDU

PS-- Hi Charlie!

Date: 15 Dec 87 15:19:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: Re: Hard disk boot???
To: info-atari16@score.stanford.edu

federico@actisb.UUCP writes:
> [The line eater was sleeping again ...]

> In article <624@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
> >I have a few questions for anyone using a SH204 with a Mega ST. I have a
Meag2
> >with a SH204, I have being auto booting from the hard disk using HDB_V2.3, I
> >used to be able to auto boot from the floppy when the CTRL,SHIFT, and ALT.
> >keys were held down, well since I started using the Mega, the machine always
> >boots from the hard disk with the keys down or up?????????????

> I didn't know of the CTRL-SHIFT-ALT trick, but I had a problem similar
> to yours: there was no way my Mega would boot from floppy, and that
> turned out to be quite a problem when a desk accessory I had downloded
> from somewhere was turned unusable because of line noise. My "solution"
> was not to boot from hard disk at all, which I now find better since it
> allows me to choose different configurations (desk accesories and such)
> depending on the job I'm going to do.

I have the new ("blitter") ROMs in my 1040, and have noticed the same behavior
when booting (I have a Supra disk, with their hard disk boot program
installed). Anyone have a guess as to why? (hello, apratt?)

> >I am also using GEMBOOT to overcome the 40 folder limit in TOS(has it been
> >fixed with the new ROMS?).

> I'm also interested on this question, and it has been already asked a couple
> of times with no visible answer. I've never used the old ROMs, so I don't
> know what the infamous "40 folder limit" means. I've had more than 40 folders
> on my hard disk and nothing happened. Does this mean that the problem is
> fixed? Or is it 40 folders DEEP?

Au contraire, the question has been answered here before in a definitive
manner. That answer is: NO The blitter ROMs do not fix the 40 folder bug.

The 40 folder bug refers to a problem where a filesystem on a hard disk or
diskette can become corrupted if more than 40 folders are accessed during
any one "session" with an ST ("session": period of use between re-boots).
A well-known workaround is the recently re-posted FOLDRXXX.PRG. Change XXX
in the program name to the number of folders you think you're likeky to
access during any one use of the machine, and stick the program in your
\AUTO folder, and re-boot.

I have heard from other netters that this bug is due to memory not being
freed-up when you jumo into and out of folders (directories). Correct
me if I'm wrong on that...

> ///////
> //____ //
> Federico // //
> // __ //
> // / / //
> ///////

> UUCP: ...!mcvax!unido!tub!actisb
> BIX: fheinz

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

Date: Thu, 24 Dec 87 14:06:12 EST
From: maccarle@ed.ecn.purdue.edu (Carl A Maccarley)
To: info-atari16@score.stanford.edu
Subject: RS232

From Michael Czeiszperger's posting:

>In article <2267@tekig4.TEK.COM> brianr@tekig4.UUCP (Brian Rhodefer) writes:
>>Michael S Czeisperger: "...Midi is less of a standard than RS232..."
>>Oh, Noooo! It can't be THAT bad, can it?
>Oh, whoops! I didn't really mean that! I was trying to imply that
>RS-232 is more of a general protocol that you'd want on a computer,
>where MIDI is specialized so that it can only be used for music. If

Just to add further confusion to this discussion...
I'm pretty sure that EIA RS-232c is just a hardware spec, eg., voltage
swing, line assignments, line loading, maximum line length, etc.
I don't believe there's anything in the spec about transmission protocols,
but I admit that the term RS-232 seems to have taken on a broader
colloquial meaning.

maccarle@ed.ecn.purdue.edu

Date: 21 Dec 87 16:03:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: Re: FOLDRXXX.PRG, you got it!
To: info-atari16@score.stanford.edu

crc6@pyuxe.UUCP writes:
> In one of the atari periodicals it was announced that they fixed the 40 folder
> bug in the Mega St roms.

If those are the same ROMs that they are selling us developers, then the
answer is NO, the "40 folder bug" still exists, and the magazine article
is incorrect.

Neil: please jump in here if if the ROM upgrade for the 520/1040 is different
than what is in the Megas. I understand they are the same.

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

Date: 24 Dec 87 16:13:48 GMT
From: m2c!ulowell!page@husc6.harvard.edu (Bob Page)
Subject: Re: Multi-tasking?
To: info-atari16@score.stanford.edu

Most PEOPLE don't multitask on a computer, they task-switch.

HOWEVER! Having multitasking available allows one to write (and use)
programs that multitask internally - sending messages back and forth
to each other, processing things concurrently rather than serially.
Many nice programs on multi-tasking machines just aren't possible on
any single-tasking machine because they INTERNALLY take advantage of
the machine's ability to multi-task and message-pass. Examples on
request, by E-mail.

As a user, MultiFinder is all I want, in most cases. But n

Date: 24 Dec 87 05:04:09 GMT
From: ihnp4!homxb!hropus!ki4pv!codas!killer!elg@ucbvax.Berkeley.EDU (Eric
Green)
Subject: Re: Amiga and MIDI
To: info-atari16@score.stanford.edu

in article <467@gethen.UUCP>, farren@gethen.UUCP (Michael J. Farren) says:
> In article <2267@tekig4.TEK.COM> brianr@tekig4.UUCP (Brian Rhodefer) writes:
>>If only all the originators/promulgators of RS232 had just one neck,
>>and I could get my hands around it....
>
> There is an RS-232 standard. You can get it from (I think) the American
> National Standards Institute. I've got a copy somewhere around here
> myself. In that standard, everything having to do with an RS-232 interface
> is defined, carefully, from the rise times of the signals to their meaning
> to the pins and connectors they are supposed to go to.

Unfortunately, even if you adhere completely to the standard, half the devices
in the world still won't talk to you without a breakout-box or cable
switching. When the only devices extant were computers and terminals, that was
no big deal, but tell me, how about hooking up a terminal concentrator/network
node to printers, computers, terminals, ... We're talking BIG-time troubles
here, we're talking about cabling nightmares to end all nightmares, even if
the standard IS followed (and it usually isn't -- e.g. a switcher which
arbitrarily decides to ignore an outgoing line if certain transitions don't
occure at certain times, and a network node which refuses to give the switcher
those transitions -- thus FUbaring things horribly.).

I hated having to mutilate my cable to flop RxD and TxD when I hooked up an
Amiga to a C-64 to transfer files at 9600 baud (yes, there's some magic
involved :-).

--
Eric Lee Green elg@usl.CSNET Snail Mail P.O. Box 92191
{cbosgd,ihnp4}!killer!elg Lafayette, LA 70509
"There's someone in my head, but it's not me...." -PF

Date: 24 Dec 87 16:53:59 GMT
From: voder!apple!landon@ucbvax.Berkeley.EDU (Landon Dyer)
Subject: Re: Atari's Marketing Approach
To: info-atari16@score.stanford.edu

Atari does a lot of "re-manufacturing" as well. Rev-A boards go in, for instance, and Rev-Ds pop out the other end. atari!jwt could probably shed more light on this subject (he has actually SEEN the plant in Taiwan), but he's probably not allowed to say much. 'tain't that interesting, anyway....

-Landon
--

I speak for me.

End of Info-Atari16 Digest
****

1012. Re: SH204 disk errors

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 13:38:33 UTC
From: jack@cwi.nl
Message-ID: <159@piring.cwi.nl>
Source record: 255212

In article <930@atari.UUCP> jwt@atari.UUCP (Jim Tittsler) writes:
>
>That is definitely NOT true. The SH204 and SH205 do indeed return with
>an error flagged when one occurs.
>
>Jim Tittsler, Atari Corporation

If this is true, there's some pretty lousy software inside the ST.
Some time ago, a friend of mine connected a 40Mb drive instead of the 20Mb
inside the 204, and, in the process of finding out how big it was, he noted
that he could format 40Mb, 60Mb, 100Mb, etc etc etc. So, we blamed the
drive and repeated the process with the standard one. Same thing.
You can format a SH204 as 4 10Mb partitions. No problem. You can even write
files onto the third and fourth partitions. No errors. Of course, reading
the files again proved to be rather disappointing.

Since that time, I've started to be *very* careful with my SH204......

--
Jack Jansen, jack@cwi.nl (or jack@mcvax.uucp)
The shell is my oyster.

1013. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 13:44:38 UTC
From: POSTMAST@LAUCOSC.BITNET
Message-ID: <8801061344.AA18247@ucbvax.Berkeley.EDU>
Source record: 255213

```
Mail to 85102368@LAUCOSC could not be delivered
for the following reason:

%MAIL-E-NOSUCHUSR, no such user 85102368

Original text follows:

Received: from LAUVAX01(MAILER) by SMTP forwarder
for 85102368@LAUCOSC; 6-JAN-1988 08:21:03.49
Received: From CANADA01(MAILER) by LAUVAX01 with RSCS id 3609
for MAILER@LAUVAX01; Wed, 6 Jan 88 08:20 EST
Received: by CANADA01 (Mailer X1.24) id 3608; Wed, 06 Jan 88 08:15:27 EDT
Date: Tue, 5 Jan 88 22:15:53 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #5
To: Maury Markowitz <85102368@LAUCOSC>

Info-Atari16 Digest Tuesday, January 5, 1988 Volume 88 : Issue 5

This weeks Editor: Bill Westfield

Today's Topics:

Re: Christmas Adventure - Elves87 Part 1 of 4
Re: Multi-tasking? A nightmare...
WordPerfect on ST
Abaq Developer Kits
Info atari instructions.
Re: WordPerfect on ST
Re: Failing Disk Drive & Strange TPA pointer

----------------------------------------------------------------------

Date: 24 Dec 87 15:24:16 GMT
From: hao!scdpyr!cruff@AMES.ARPA (Craig Ruff)
Subject: Re: Christmas Adventure - Elves87 Part 1 of 4
To: info-atari16@score.stanford.edu

In article <250@dalcsug.UUCP> euloth@dalcsug.UUCP (George Seto) writes:
>Here is the first of hopefully many adventures from BOA! which stands
>for Burnt Out Adventurers!. This is a Christmas theme adventure. The
>ST loader will show a little picture before loading the game. ...
~~

Why are comp.sys.mac and comp.sys.ibm being cluttered up with this stuff?
Atari ST binaries, never the less. Please, show some restraint in what
```

news groups you post this stuff to. It doesn't do us much good to receive
useless ST binaries in comp.sys.mac or comp.sys.ibm!
--
Craig Ruff NCAR INTERNET: cruff@scdpyr.UCAR.EDU
(303) 497-1211 P.O. Box 3000 CSNET: cruff@ncar.CSNET
Boulder, CO 80307 UUCP: cruff@scdpyr.UUCP

Date: 23 Dec 87 16:50:56 GMT
From: ssc-vax!shuksan!tahoma!hrsw2!bakken@beaver.cs.washington.edu (David E.
Bakken)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <533@otto.COM>, rex@otto.COM (Rex Jolliff) writes:
>
> I think, however, that the first time home (or other) computer user will not
> realize or utilize the full potential of Multitasking for quite a while. They
> will have enough fun just making the computer do things one at a time.
>
I can't count how many non-technical types I've shown Amy and they have
no problem comprehending what multitasking can do for them if they are
given a few examples. Once the light goes on they tend to use it often.
Heck, I don't even need to show then Amy - 4 or 5 well chosen sentences
does the trick. Which is why I am really dissapointed (to put it mildly)
that C= has not run commercials that help people to see the light. That
should be easy to accomplish in a 60 second spot, maybe even in 30 seconds.
Peter's commercial idea with Big Blue, Mac, Amy, and the flunky was a
classical case in point.

--
Dave Bakken
Boeing Commercial Airplane Company
uw-beaver!apcisea!tahoma!hrsw2!bakken (206) 234-2039
(generic) disclaimer: these views are my own, not my employers.

Date: 24 Dec 87 18:55:51 GMT
From: portal!cup.portal.com!RJknees@uunet.uu.net
Subject: WordPerfect on ST
To: info-atari16@score.stanford.edu

Hey everyone! I'm looking for someone who has (or has used) WordPefect on
the Atari-ST. I'm thinking of buying this software!

I would be interested in the following:

1. How much faster (if any) is it than WordWriter-ST?

2. Is the spelling checker better than WordWriter-ST or Thunder?

3. Is the GEM interface good?

4. Are there Keyboard Equavilents to the Mouse/Gem commands?

5. Any other opinions or comments RE: Wordproccesing on the ATARI-ST

Thanks a bunch, and MERRY CHRISTMASS!!!!!!!!!!!!!!!!

Richard...RJknees@cup.portal.com

Date: 23 Dec 87 22:50:12 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Abaq Developer Kits
To: info-atari16@score.stanford.edu

Before my mailbox overflows:

There is a program in place for Abaq developers. In the USA, you can get information on what documentation will be available, and a more complete look at the Abaq itself, from Atari. In the UK you should go right to Perihelion.

To get the information package, write to:

Atari Corp.
1196 Borregas Ave.
Sunnyvale, CA 94086
Attn: Cindy Claveran

To become a registered developer of the Abaq, you can get the documentation package and get news of when developer units will be available. The cost is $100, sent to the same person listed above.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

---

Date: 25 Dec 87 15:40:24 GMT
From: ravi@mcnc.org (Ravi Subrahmanyan)
Subject: Info atari instructions.
To: info-atari16@score.stanford.edu

This message contains the latest info-atari instructions to subscribers. Please go through it (even seasoned users!) and retain for future reference. Of special interest to BITNET users (and interent users with access to bitnet) is a section on accessing the 16-bit program libraries at the Univ of Houston.

The info-atari moderators.

Welcome To Info-Atari.

1. Sending Messages

You may send messages to all "subscribers" by address-
ing it to

info-atari8@score.stanford.edu

and/or

info-atari16@score.stanford.edu

Administrative messages should be sent to

info-atari{8,16}-request.

Please do NOT send general messages to this address. Your
moderators get enough mail as it is!

2. Ground Rules

All messages should be in good taste. Commercial mes-
sages and advertisements are not permitted. When answering a
question, please consider carefully whether the answer
should go to the whole list, or just to the person who asked
the question.

The following ground rules should make the use of this
(or of any other) mailing list much easier:

* never send a message that a totally irrelevant to the
mailing list's purpose to a mailing list. This espe-
cially includes any expressions of irritation at
another list member.

* never forward a message that is totally irrelevant to
the mailing list's purpose to a mailing list.

* when replying to a message on a mailing list, reply
only to the sender of the message unless the reply is
of interest to the entire mailing list.

* avoid inserting the message being replied to in a
reply, especially in a message going to a mailing list.
The context of the reply should be clear from *your*
reply and from various mailer functionalities such as
Message-ID.

* when replying to an earlier reply that violates the
previous rule, ABSOLUTELY DO NOT make matters worse by
adding your own violation.

December 25, 1987

- 2 -

3. Archives

Archives are kept in several places in formats avail-
able to everyone. As described below, if you are on

ARPANET/DDN you will probably find it more convenient to retrieve files from the archive on radc-softvax.arpa using FTP. If you are not on ARPANET/DDN, or are unable to use FTP, you will be able to retrieve files from archives distributed over several Bitnet hosts by sending mail (notes) to a program called LISTSERV.

3.1. Archives on radc-softvax.arpa

Files from radc-softvax.arpa are available by FTP. FTP will work only for hosts directly connected to ARPANET/DDN. Please obtain local documentation and advice for the FTP user programming running on your host. There are two directories under the anonymous account. One for atari8 and one for atari16.

FTP to radc-softvax using login:guest and password:guest. To get the current list of available atari16 files do a 'get atari16/files.doc'. All of the atari16 files are stored in the atari16 subdirectory. If you need any other information, contact Marc Poulin.

The archive is maintained by Rodney Peck (Peck@radc-multics.arpa) and Marc Poulin (Poulin@radc-multics.arpa or Archives@radc-softvax.arpa).

3.2. LISTSERV

LISTSERV provides access to files for everyone who can send mail, independent of their location. Note, however, that intermediate notes have been known to refuse to handle long messages or have damaged them in transit. LISTSERV provides a number of features which you can access by sending mail (note) to LISTSERV. Only the barest minimum are described herein. On Bitnet messages should be sent to your nearest LISTSERV (the one from which you receive the info-atari digests). (If your address is not on Bitnet, an address for file servers is given below.) All mail sent to LISTSERV contains command lines. LISTSERV will respond by return mail. No subject is necessary in such mail. For more information send the command

INFO

3.2.1. List Names

The list_name for 16-bit Ataris is INFO-A16. The list_name for 8-bit Ataris is INFO-A8. These list names are used by Bitnet addressees for subscribing and unsubscribing

and by everyone for obtaining back copies of news digests. The list_names for programs stored in the archives are PROG-A16 and PROG-A8.

3.2.2. (Un)Subscribing

If you are on Bitnet you may add or remove yourself from the distribution list. It would greatly convenience the moderators if you would do so when you no longer wish to receive digests.

The command to join the list is

SUBSCRIBE list_name User_name

The command to remove yourself from the list is

UNSUBSCRIBE list_name

It would be most convenient if users took care of their own subscribing and unsubscribing, but messages to INFO-ATARI-REQUEST{8,16}@SCORE.STANFORD.EDU will still be accepted.

3.2.3. Accessing Program & Digest Archives

All digests are in the archives. There is a separate program library. You can obtain copies of files from LIST-SERV by sending a message in the specified format.

If you are on ARPAnet (or gatewayed to it), your mail concerning 16-bit Atari information should be addressed to

LISTSERV%CANADA01.BITNET@CUNYVM.CUNY.EDU

Mail concerning 8-bit Atari information should be addressed to

LISTSERV%TCSVM.BITNET@CUNYVM.CUNY.EDU

To obtain a list of files in the file server, the com-mand is

INDEX list_name

The command to obtain a specific file is

GET list_name file_name

for example,

GET INFO-A16 87-00076

December 25, 1987

If you want to learn more, send the message

HELP

The moderator of the 8-bit program library is John R. Dunning. This library is not yet available for use, and further information will be posted to both newsgroups as it becomes available.

3.2.4. LISTSERV Moderators

The person to contact if you are having problems (un)subscribing is Harry Williams (harry@marist.bitnet). The moderator of the 16-bit digest archives is Peter Jasper-Fayer (sofpjf@uoguelph.bitnet). The moderator of the 16-bit program archives is Richard Werezak (carson@mcmaster.bitnet). The moderator of the 8-bit archives is John Voigt (sysbjav@tcsvm.bitnet). The moderator of the 8-bit program archives is Arnold de Leon (adeleon@hmcvax.bitnet).

3.2.5. Information Concerning 16-bit Archive Organization

The digests are numbered sequentially as they come in. Sometimes the files arrive here out of order, or with missing ones, or with extra ones or with mail from BITNET users requesting information. Often the moderator has to logon to LISTSERV and re-name the files according to the "Subject:" line within it. Those "Subject:" lines are what end up in the indexes (in both "-A16" lists)

The program files are largely extracts from the digests (INFO-A16). As far as possible, they are numbered the same as the digests they came from. Other programs were inserted somewhere in the list. The numbers of these "inserted" files were selected so that they would appear in the index at about the correct CHRONOLOGICAL sequence. If no programs were included in the digests, and no contributions were received, then those spaces in the index numbers were left blank.

3.2.6. Supplemental information for BITNET users

Bitnet sites normally cannot make a connection to an internet site (such as Score) and FTP files over, so you do not have direct access to the archives on radc-softvax.arpa from your BITNET site. However, BITNET has some sites with all the good stuff, so you can get files from there. The LISTSERV's at CANADA01 and FINHUTC have old digests, and the ATARINET server at Univ of Houston has most of the best programs. You can get to the LISTSERVs by saying

TELL LISTSERV AT FINHUTC GET ATARI FILELIST

December 25, 1987

or

TELL LISTSERV AT CANADA01 GET ATARI FILELIST

to get a list of files. To get a specific file if you
know it's name, you can say

TELL LISTSERV AT <HOSTNAME> GET <FILENAME> <FILETYPE>

To get stuff from the Univ of Houston server, you can
say

TELL UH-INFO AT UHUPVM1 ATARINET HELP

or

TELL UH-INFO AT UHUPVM1 ATARINET INDEX

for further instructions. After you know a file's
name, you can get it by saying

TELL UH-INFO AT UHUPVM1 ATARINET SEND <FILENAME> <FILETYPE>

December 25, 1987

Date: 25 Dec 87 20:27:08 GMT
From: lakesys!rich@csd1.milw.wisc.edu (Rich Dankert)
Subject: Re: WordPerfect on ST
To: info-atari16@score.stanford.edu

In article <2143@cup.portal.com> RJknees@cup.portal.com writes:
>Hey everyone! I'm looking for someone who has (or has used) WordPefect on
>the Atari-ST. I'm thinking of buying this software!
>
>I would be interested in the following:
>
>1. How much faster (if any) is it than WordWriter-ST?

It's faster, and scrolls much better.

>
>2. Is the spelling checker better than WordWriter-ST or Thunder?

Better isn't the word, you gotta see this thing!

>
>3. Is the GEM interface good?

The GEM interface is very good, but due to space limitations
not *all commands are available via Drop Down Menus

>
>4. Are there Keyboard Equavilents to the Mouse/Gem commands?

Yes there are..

>
>5. Any other opinions or comments RE: Wordproccesing on the ATARI-ST
>
Contrary to all the comments from user's of Word Perfect in the
negative aspect, I can say that the version I got didn't have all the
bugs that I had seen mentioned. In fact Word Perfect Corp. is
one of the best software makers that I know of. If you OWN the
program, and have a problem with it, and they have a newer version
of it, they will send it to you, second day air sometimes.

This is one software maker that really backs their product!

>
>Thanks a bunch, and MERRY CHRISTMASS!!!!!!!!!!!!!!!!

M E R R Y C H R I S T M A S S and a H A P P Y N E W Y E A R
to you also.

>
>
>Richard...RJknees@cup.portal.com

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, and NO I am not affiliated with Word Perfect Corp. I just
like there product.

Date: 25 Dec 87 19:45:48 GMT
From: lakesys!rich@csd1.milw.wisc.edu (Rich Dankert)
Subject: Re: Failing Disk Drive & Strange TPA pointer
To: info-atari16@score.stanford.edu

In article <1606@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Boo hoo the disk drive on my 1040ST is not working. I know it is the drive
>because I have swapped it in other machines and the problem moved with the
>drive. The symptoms are strange in that it reads every track on a disk fine
>but has trouble writing. I say trouble because sometime it formats a track
>ok sometimes not, but never a whole disk. I had a look at a track it had tried
>to format and found corruption (gap bytes inconsistant & data damaged ie $E5
>corrupted.) If I can't fix this drive I will have to buy a replacement and
>that will kill my slim chance of being able to afford a hard drive.
>I phoned a company that upgrades the internal SS drive in a 520STFM to DS and
>asked if the same drive could be fitted inside a 1040. They said no, which I
>think is pretty strange since I thought (as most do) that the 520STFM was
>just a 1040 with a lesser drive and some RAM missing. Has anyone else put a
>different drive in their 1040 or repaired the original one?
>If so please advise me.
>(Note: Our machines will be down(ish) from 24th Dec to Jan 5th)

I have replaced the 1040 drives with the newer mech's that are
currently shipped as external drives. Have had no problem with doing this

at all.

If I were you, I would clean the head with Freon TF, and get all the
dust that usually seems to collect inside the drive. This is the main problem
that I have seen in the internal drives, other than the eairly drives having
the write protect to go out, in which case I replaced it with a small micro
toggle switch.

I have seen drives that were running slow, and still read the data
onthe disk fine, but didn't write for ~%$#*(. Also have seen some drives
that didn't write well either and the cause was due to a mechanical problem
with a lever mounted for upper head pressure. Problem was due to this lever
being a little loose and thus making alot of noise (like ball bearings inside)
and just getting this a little tighter lessened the vibrations allowing the
drive to again work well.

One other thing that I noticed was that some drives, lost the
ability to turn the disk at proper speed *if the drive was sitting in the
correct position. When I went and turned the drive over (upside down) to
further look at the problem, the problem was gone! Turn the drive back over
and the problem returned, turn it upside down, and the drive worked fine
again. Weird problem. Unfortunatly, the direct drive motor for turning the
media is not available from Atari, so a new drive was installed. One of the
newer external ones. Problem solved....

>
> Neil Forsyth JANET: neil@uk.ac.hw.cs
> Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
> Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
> Edinburgh
> Scotland
>--

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, but I wouldn't say that I have done it if I didn't.

End of Info-Atari16 Digest
****

1014. Unexpected status code returned by VMS MAIL \%X007E10A2\

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 14:29:18 UTC
From: VAXPOST@FSU.BITNET
Message-ID: <8801061428.AA18597@ucbvax.Berkeley.EDU>
Source record: 255214

---------- A copy of your rejected mail message follows ----------

Received: by CANADA01 (Mailer X1.24) id 3340; Wed, 06 Jan 88 08:05:17 EDT
Date: Mon, 4 Jan 88 12:45:19 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-A16@CANADA01
From: Info-Atari16@Score.Stanford.EDU
Subject: Info-Atari16 Digest V88 #3
To: PETCHER@GW.SCRI.FSU.EDU,
DUBRAVK@FSU

Info-Atari16 Digest Monday, January 4, 1988 Volume 88 : Issue 3

This weeks Editor: Bill Westfield

Today's Topics:

Cheap DIY doublesided floppy
Re: 40-folder bug and FOLDRXXX.PRG
Re: Hard disk boot???
RS232
Re: FOLDRXXX.PRG, you got it!
Re: Multi-tasking?
Re: Amiga and MIDI
Re: Atari's Marketing Approach

Date: 23 Dec 87 12:13:32 GMT
From: mcvax!diku!iesd!judas@uunet.uu.net (Sten Kroyer)
Subject: Cheap DIY doublesided floppy
To: info-atari16@score.stanford.edu

THESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTARTTHESTART

This is partially a retransmission of an earlier posting, but since I'm
not sure that the first posting got around, and there's been some talk
on the subject since then, here goes again.

In message <236@xrns.UUCP> Tom Love writes:

>hello out there... i hope i am not adding to the clamor of people
>crying out for help with 5.25" drives; this is actually a different
>question. i would like to have an external 3.5" DSDD floppy drive
>to go along with the one already inside my 1040ST. i do not, however,
>desire one bad enough to pay the $200 plus which atari dealers seem to
>want to charge. i do not mind a little hardware hacking, and don't
>mind scabby looking assemblies with wires hanging out all over them.

In message <8712211937.AA0147@ucbvax.Berkeley.EDU> Gregory Welych writes:

>I have had one of my disk drives die on me, and rather than try to get
>it fixed, (it was only a single sided drive anyways) I decided to
>buy a cheap(er?) double sided drive. I hooked the new drive into
>the little converter card inside an Atari drive, and connected
>the power supply up. It works fine except for one slight problem
>which can cause MAJOR problems with certain software.
>The problem is this:
> Say I boot up with disk A in drive A, and disk B in drive B.
> (drive B is the new drive)
> Then after I get the desktop, I change drive B's disk to disk C.
> (I have a window automatically opened for drive B on the desktop)
> Then I hit ESC to get the new directory, but it doesn't know
> I changed the disk. I am assuming that the disk drive has not reported
> media change to the ST so it doen't think that there might have been
> a switch.
>
>Now to my main question:
> What in the Atari drives senses the change of media?????????!!????
> And how does the drive signal this to the ST?????
>
>Thanks in advance for any help,
>
>Greg Welych.

A couple of months back, my 1040ST suddenly blew its internal doublesided floppydrive. Since this was the only drive connected, it was a disaster ! My beloved Babs was (almost) dead. She would eventually boot, and come up with an empty desktop. That's a boring game (it wasn't so :-) at the time). What went wrong, I don't know, I tried plucking everything apart to check for any loose connections etc., but no luck. A custom chip in the drive did get awfully hot though.

To summarize, I found myself in a situation somewhat similar to yours: I had to get a new drive somehow. Not wanting to pay for an original Atari-drive, I came up with a reasonably cheap solution. A little research revealed that the internal drive used a standard Shugart interface (both in terms of signals AND connectors). So the problem could be reduced to finding a (cheap) bare drive equipped with the Shugart interface. That's easy enough. I picked a NEC-drive type 1036A, a drive known for its reliability and quiet operation. It's also smaller than the original Ataridrive (which seems be from Hitachi), so with a little fiddling I managed to get it crammed into place. (I had to make some minor changes to the ST-case). The proof of the pudding ? Well, I removed the old drive, plugged in the new one, turned on the power, and Babs made a successfull boot from disc and has been happily humming ever since.

So to connect another external drive, all it seems one has to do is:

A) Buy a bare drive.

B) Pick up the floppysignals from the ST's external floppy
interface. The connections are as shown (seen from the rear):

11 10 PIN SIGNAL INPUT/OUTPUT
1 read data i
9 8 2 side select o
13 12 3 gnd n.a
7 6 4 index i
14 5 drive 0 select + i
5 4 6 drive 1 select + i
7 gnd n.a
3 2 8 motor on o
1 9 direction o
10 step o
11 write data o
12 write gate o
13 track 00 i
14 write protect i

+ : On the 1040's external floppy interface, only the drive 0 select is
active. It carries the actual drive 1 select signal. That way
the external drive automatically becomes drive B.

The standard Shugart interface (again as seen from the rear) looks
like this:

```
_____________________________________________________
////////////////////////////////////////////////////// <- Edge of
------------------------------------------------------ PCB
: 33 . . . . . . . . 1 :
: 34 . . . . . . . . 2 :
:----------------------:
```

PIN SIGNAL INPUT/OUTPUT PIN SIGNAL INPUT/OUTPUT
2 motor on 1 * i 18 direction i
4 in use * i 20 step i
6 drive select 3 * i 22 write data i
8 index o 24 write gate i
10 drive select 0 + i 26 track 00 o
12 drive select 1 + i 28 write protect o
14 motor on 2/ * i 30 read data o
drive select 2 32 side select i
16 motor on 0 i 34 ready * o

PIN 1-33 are all connected to ground (gnd).

*: Not used by the ST. +: Only one of these should be used. It
might be jumper-configurable which is the active input.

C) Supply the drive with some power. I'm not sure if an 1040's
internal supply can cope with two drives. However, since
3.5 inch drives have a low powerconsumption (my 1036A is
rated at 1.8 W), a simple 5/12 volts powersupply shouldn't
be so costly. The connections looks like this

```
________________________
////////////////////// <- Edge of PCB
----------------------
: ____:-----:____ : 1: +5 v dc
: O O O O : 2: GND
------------------- 3: GND
1 2 3 4 4: +12 v dc
```

D) Add cabinet to your taste.

There's a tiny fly in the ointment, however. (There had to be, right?)
The VBL-interrupt routine in the ST, uses the status of the
WRITEPROTECT-line from the drive to check if the disc has been
ejected. Since the level of this signal is reflected in the
statusregister of the floppydisc-controller, all the VBL-routine has
to do is read the contents of this register from time to time. For
this system to function, the drive has to toggle its WRPROT-line in
some fashion (which i haven't bothered to figure out), whenever the
disc is ejected. This represented no problem in my case, since the
latest version (which was the one I used) of NEC FD1036A, is fully
"ST-modified" and thus plug-in-and-go compatible. I bought my drive in
W-Germany and payed around 220,- DM, which is VERY cheap by danish
standards. (#include<standardcomplaint.tax> :-( ).

Well, I have to stop rambling. Let's hear more about homebrewed
hardware-projects on this group. See you next time on the Newsshow.

```
-------------------------------------------------------------------------
: "I hate silly citations" "The opinions expressed above are :
: Steen Kroyer hopefully not mine alone. Should :
: that however, be the case, it :
: only goes to show that I'm smar- :
: vWWWv ter than the rest of you. (:-)" :
: vWWWWWWWv :
: :/^^ ^^\: :
: O @ @ O judas@iesd.uucp (Steen Kroyer) :
: O L O :
: ( <O> ) <- I don't really look that silly !! :
: \_____/ :
:_______________________________________________________________________:
```

THEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEENDTHEEND

Date: 24 Dec 87 14:40:21 GMT
From: mind!romero@princeton.edu (Antonio Romero)
Subject: Re: 40-folder bug and FOLDRXXX.PRG
To: info-atari16@score.stanford.edu

In article <910@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> in article <560@pyuxe.UUCP>, crc6@pyuxe.UUCP (C. Colbert) says:
> > In one of the atari periodicals it was announced that they fixed the 40

> > folder bug in the Mega St roms.
> I WILL TELL YOU WHEN THE 40-FOLDER BUG IS FIXED. DO NOT BELIEVE ANY
> OTHER REPORTS UNTIL YOU HEAR IT FROM ME. I AM THE ONLY PERSON WORKING
> ON THIS.

Uh... guys? Did you hear him say what I just heard him say?
Did Alan just say that there's ONLY ONE PERSON WORKING ON THE WORST PROBLEM
THEIR MACHINE HAS?
Just how small an operation is Atari, anyway?
(Actually, my guess is EVERYONE else is working on the 40-folder bug on the
Transputer box...)

When the fix is made, maybe I'll buy an Atari. I still have a certain
amount of faith in Atari's ability to deliver a decent value, despite all
the griping I've seen on this group since the ST came out.

>
> I *am* working on it, so don't despair. When the fix comes out, it will
> be more sweeping than you think (unless you think big).

Hmm. Does this suggest upcoming compatibility problems?
Or perhaps the advent of a new operating system altogether?
Could it be... MULTITASKING? Okay guys, warm up the rumor mills...

-Antonio Romero
romero@psycho.Princeton.EDU

PS-- Hi Charlie!

Date: 15 Dec 87 15:19:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: Re: Hard disk boot???
To: info-atari16@score.stanford.edu

federico@actisb.UUCP writes:
> [The line eater was sleeping again ...]

> In article <624@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
> >I have a few questions for anyone using a SH204 with a Mega ST. I have a
Meag2
> >with a SH204, I have being auto booting from the hard disk using HDB_V2.3, I
> >used to be able to auto boot from the floppy when the CTRL,SHIFT, and ALT.
> >keys were held down, well since I started using the Mega, the machine always
> >boots from the hard disk with the keys down or up?????????????

> I didn't know of the CTRL-SHIFT-ALT trick, but I had a problem similar
> to yours: there was no way my Mega would boot from floppy, and that
> turned out to be quite a problem when a desk accessory I had downloded
> from somewhere was turned unusable because of line noise. My "solution"
> was not to boot from hard disk at all, which I now find better since it
> allows me to choose different configurations (desk accesories and such)
> depending on the job I'm going to do.

I have the new ("blitter") ROMs in my 1040, and have noticed the same behavior when booting (I have a Supra disk, with their hard disk boot program installed). Anyone have a guess as to why? (hello, apratt?)

> >I am also using GEMBOOT to overcome the 40 folder limit in TOS(has it been
> >fixed with the new ROMS?).

> I'm also interested on this question, and it has been already asked a couple
> of times with no visible answer. I've never used the old ROMs, so I don't
> know what the infamous "40 folder limit" means. I've had more than 40 folders
> on my hard disk and nothing happened. Does this mean that the problem is
> fixed? Or is it 40 folders DEEP?

Au contraire, the question has been answered here before in a definitive manner. That answer is: NO The blitter ROMs do not fix the 40 folder bug.

The 40 folder bug refers to a problem where a filesystem on a hard disk or diskette can become corrupted if more than 40 folders are accessed during any one "session" with an ST ("session": period of use between re-boots). A well-known workaround is the recently re-posted FOLDRXXX.PRG. Change XXX in the program name to the number of folders you think you're likeky to access during any one use of the machine, and stick the program in your \AUTO folder, and re-boot.

I have heard from other netters that this bug is due to memory not being freed-up when you jumo into and out of folders (directories). Correct me if I'm wrong on that...

> ///////
> //____ //
> Federico // //
> // __ //
> // / / //
> ///////

> UUCP: ...!mcvax!unido!tub!actisb
> BIX: fheinz

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

Date: Thu, 24 Dec 87 14:06:12 EST
From: maccarle@ed.ecn.purdue.edu (Carl A Maccarley)
To: info-atari16@score.stanford.edu
Subject: RS232

From Michael Czeiszperger's posting:

>In article <2267@tekig4.TEK.COM> brianr@tekig4.UUCP (Brian Rhodefer) writes:
>>Michael S Czeisperger: "...Midi is less of a standard than RS232..."
>>Oh, Noooo! It can't be THAT bad, can it?
>Oh, whoops! I didn't really mean that! I was trying to imply that
>RS-232 is more of a general protocol that you'd want on a computer,
>where MIDI is specialized so that it can only be used for music. If

Just to add further confusion to this discussion...
I'm pretty sure that EIA RS-232c is just a hardware spec, eg., voltage
swing, line assignments, line loading, maximum line length, etc.
I don't believe there's anything in the spec about transmission protocols,
but I admit that the term RS-232 seems to have taken on a broader
colloquial meaning.

maccarle@ed.ecn.purdue.edu

Date: 21 Dec 87 16:03:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: Re: FOLDRXXX.PRG, you got it!
To: info-atari16@score.stanford.edu

crc6@pyuxe.UUCP writes:
> In one of the atari periodicals it was announced that they fixed the 40 folder
> bug in the Mega St roms.

If those are the same ROMs that they are selling us developers, then the
answer is NO, the "40 folder bug" still exists, and the magazine article
is incorrect.

Neil: please jump in here if if the ROM upgrade for the 520/1040 is different
than what is in the Megas. I understand they are the same.

Farrell T. Woods

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INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

Date: 24 Dec 87 16:13:48 GMT
From: m2c!ulowell!page@husc6.harvard.edu (Bob Page)
Subject: Re: Multi-tasking?
To: info-atari16@score.stanford.edu

Most PEOPLE don't multitask on a computer, they task-switch.

HOWEVER! Having multitasking available allows one to write (and use)
programs that multitask internally - sending messages back and forth
to each other, processing things concurrently rather than serially.
Many nice programs on multi-tasking machines just aren't possible on

any single-tasking machine because they INTERNALLY take advantage of
the machine's ability to multi-task and message-pass. Examples on
request, by E-mail.

As a user, MultiFinder is all I want, in most cases. But n

Date: 24 Dec 87 05:04:09 GMT
From: ihnp4!homxb!hropus!ki4pv!codas!killer!elg@ucbvax.Berkeley.EDU (Eric
Green)
Subject: Re: Amiga and MIDI
To: info-atari16@score.stanford.edu

in article <467@gethen.UUCP>, farren@gethen.UUCP (Michael J. Farren) says:
> In article <2267@tekig4.TEK.COM> brianr@tekig4.UUCP (Brian Rhodefer) writes:
>>If only all the originators/promulgators of RS232 had just one neck,
>>and I could get my hands around it....
>
> There is an RS-232 standard. You can get it from (I think) the American
> National Standards Institute. I've got a copy somewhere around here
> myself. In that standard, everything having to do with an RS-232 interface
> is defined, carefully, from the rise times of the signals to their meaning
> to the pins and connectors they are supposed to go to.

Unfortunately, even if you adhere completely to the standard, half the devices
in the world still won't talk to you without a breakout-box or cable
switching. When the only devices extant were computers and terminals, that was
no big deal, but tell me, how about hooking up a terminal concentrator/network
node to printers, computers, terminals, ... We're talking BIG-time troubles
here, we're talking about cabling nightmares to end all nightmares, even if
the standard IS followed (and it usually isn't -- e.g. a switcher which
arbitrarily decides to ignore an outgoing line if certain transitions don't
occure at certain times, and a network node which refuses to give the switcher
those transitions -- thus FUbaring things horribly.).

I hated having to mutilate my cable to flop RxD and TxD when I hooked up an
Amiga to a C-64 to transfer files at 9600 baud (yes, there's some magic
involved :-).

--
Eric Lee Green elg@usl.CSNET Snail Mail P.O. Box 92191
{cbosgd,ihnp4}!killer!elg Lafayette, LA 70509
"There's someone in my head, but it's not me...." -PF

Date: 24 Dec 87 16:53:59 GMT
From: voder!apple!landon@ucbvax.Berkeley.EDU (Landon Dyer)
Subject: Re: Atari's Marketing Approach
To: info-atari16@score.stanford.edu

Atari does a lot of "re-manufacturing" as well. Rev-A boards go in, for instance, and Rev-Ds pop out the other end. atari!jwt could probably shed more light on this subject (he has actually SEEN the plant in Taiwan), but he's probably not allowed to say much. 'tain't that interesting, anyway....

-Landon
--

I speak for me.

End of Info-Atari16 Digest
****

1015. Unexpected status code returned by VMS MAIL \%X007E10A2\

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 14:30:17 UTC
From: VAXPOST@FSU.BITNET
Message-ID: <8801061430.AA18608@ucbvax.Berkeley.EDU>
Source record: 255215

---------- A copy of your rejected mail message follows ----------

Received: by CANADA01 (Mailer X1.24) id 3454; Wed, 06 Jan 88 08:09:56 EDT
Date: Tue, 5 Jan 88 13:34:53 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-A16@CANADA01
From: Info-Atari16@Score.Stanford.EDU
Subject: Info-Atari16 Digest V88 #4
To: PETCHER@GW.SCRI.FSU.EDU,
DUBRAVK@FSU

Info-Atari16 Digest Tuesday, January 5, 1988 Volume 88 : Issue 4

This weeks Editor: Bill Westfield

Today's Topics:

Re: BMS controller package
A defense of Multi-tasking
A different view on multitasking.
Re: Multi-tasking? A nightmare...
Re: BMS controller package
Re: Degas Elite PostScript Driver
Re: Great Demo from Rex...
Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A nightmare...
Re: Microsoft Write ...

Date: 24 Dec 87 18:12:57 GMT
From: sgi!daisy!turner@ucbvax.Berkeley.EDU (D'arc Angel)
Subject: Re: BMS controller package
To: info-atari16@score.stanford.edu

From article <945@ssc.UUCP>, by fyl@ssc.UUCP (Phil Hughes):
>
> I have tme BMS controller. It works fine (once we found the bugs but
> that was almost a year ago). The only question I have about it is does
> it actually cost less. You need to buy the interface and controller
> ($250, I think), then get a drive, box and power supply.
> No problems putting it together but when you are done you probably
> could have bought a Supra or Atari drive.
> --
> Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
> uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

agreeded, I alway felt the advantages of the BMS solution were:

1. It came with a battery backed-up real time clock

2. It supports two hard disks on the same controller

3. If and when i wanted to upgrade to a larger disk, i just unplugged
the old one and plugged the new one in

as to cost, be creative, most cities support at least one good used
electronic surplus/salvage store

--
Laissez les bons temps rouler - Queen Ida
..{decwrl:ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

Date: 24 Dec 87 16:12:13 GMT
From: denbeste@bbn.com (Steven Den Beste)
Subject: A defense of Multi-tasking
To: info-atari16@score.stanford.edu

The original poster of this subject asked if there was a place where
multi-tasking was "essential". Many people responded with ways to use
multi-tasking, and the original poster always responded with one of two
answers:

1. There are other ways to do that that don't involve multi-tasking.
Multi-tasking therefore isn't essential for that task.
2. Only sophisticated users would want to do that. (He called them "Power
users.)

[Well, actually, there was a third answer used a couple of times:
3. Why are you being so abusive in a publicly posted article? Why didn't
you mail it to me so I could ignore it?
But that's not relevant to the subject...]

Let's get one thing straight. Multi-tasking is not "essential".

Neither are high-level languages. You can do anything in assembly language you
can do in C or BASIC, but it is less convenient. (MUCH less convenient.)

Nor are icons. People survived for years with text-only computer interfaces.

[For that matter, assemblers aren't "essential" either - you can key in machine
language directly in hex. And if you really want to get down to it, the
computer itself isn't "essential".]

I'm not suggesting that multi-tasking is as important as high level languages.
That's not the point. I _am_ saying that requiring a feature to be "essential"
to be included is a ridiculous criterion. The proper criteria are "useful"
and "convenient".

On the Mac, there are many programs which can run simultaneously. To do this, however, they must be written in a very special way and the operating system must be specifically informed of each.

This is certainly an approach, and it seems to work for the Mac owners. There are certain special cases on the ST, I am sure, where more than one thing can happen at the same time (like a print spooler, for instance) - again it is done specially.

On a general purpose multi-tasker, ANY two programs can run simultaneously, unless one of them is being a particularly bad citizen. Though this isn't "essential", isn't that more convenient?

Which brings us to the second argument: Even if multi-tasking is indeed useful and convenient, it still won't be used by the great unwashed (called typical users in the original posting). Only "power users" would use it.

I don't quite understand why that means a feature should be omitted. Is it being suggested that a feature should only be included in a product if EVERY OWNER of that product will use it?

More importantly, it assumes that the users won't mature and become more sophisticated. Though a user may not use a feature when the product is first purchased, many times the user will grow into it as time progresses. "Power users" all began as unsophisticated users.

However, they won't mature if the machine they are on won't let them. I used to know quite a few owners of TRS Model I's, who were wizard Basic programmers, but were so restricted otherwise by the machine, that they might now never grow out of it, even if now given a better system.

In many ways, it is desirable that a machine provide some advanced features that the new user won't immediately use, so as to provide room for maturation and learning...

..providing it is done so that the user isn't forced to use this feature before ready.

Which leads me to the last point: The original poster stated, but never justified, a belief that providing multi-tasking was not merely useless but actually undesirable. I don't see it.

If:
1. Multi-tasking doesn't add to the purchase price of the product
2. It isn't intrusive on people who don't understand or need it right now
3. It is available for those who do understand it, or those who grow into it

Then
I state that it is an unmixed asset and should be in the product. I would be very interested in hearing why, given these three assumptions, multi-tasking should be omitted from a product.

If you change any of the assumptions, then you are arguing against a strawman. All three of them are true for multi-tasking on the Amiga.

If you say "There are other ways" that is irrelevant. The point is not to show alternatives, but to actually demonstrate that multi-tasking is a negative thing in its own right.

If you cannot demonstrate that it is an actual danger, then it is merely useless for most (but not all!) users. But since, by the assumptions, it doesn't impede those users who don't use it, then its ability to attract "power users" makes it an asset. (It attracted me - it is the main reason I bought the Amiga.) (By the way, by so doing it represents an indirect asset for those unsophisticated users, because the "power users" are cranking out public domain software which the unsophisticated users can get for free. 120 880K Fish-disks at last count.)

We therefore have three classes of users for the multi-tasking machine:

1. Those who don't understand and won't use multi-tasking, but are not impeded by it. [If you think they are impeded, then we are out of the realm of the theory and into fact. I state as a fact that it does not impede rank amateurs on the Amiga.]

2. Those who don't understand it to begin with, but grow into it.

3. Those who understand it and use it from the very beginning.

Group 1 isn't bothered by its presence. Group 2 and Group 3 benefit by it. How can it be a bad thing?

Which brings us finally to the issue of the motive of the original poster. Let's try some syllogisms, shall we?

1. The Atari ST is an ideal computer
2. The Atari ST doesn't have multi-tasking
ERGO Ideal computers don't require multi-tasking.

1. If several machines offer multi-tasking, people will grow to expect it.
2. If people grow to expect it, they will refuse to buy machines not having it.
ERGO If several machines offer multi-tasking, the public will refuse to buy machines not having it.

1. If several machines offer multi-tasking, the public will refuse to buy machines not having multi-tasking.
2. The Atari ST doesn't have multi-tasking.
ERGO If several machines offer multi-tasking, Atari ST sales will suffer.

1. Anything which causes Atari ST sales to suffer is dangerous.
2. If several machines offer multi-tasking, Atari ST sales will suffer.
ERGO It is dangerous for other machines to offer multi-tasking.

Could these be the real reasons behind the original posting? Or maybe just a deliberate attempt to stir up trouble?
--
Steven C. Den Beste, Bolt Beranek & Newman, Cambridge MA
denbeste@bbn.com(ARPA/CSNET/UUCP) harvard!bbn.com!denbeste(UUCP)

I don't think BBN cares what I think about this stuff.
And that's probably just as well.

Date: Thu, 24 Dec 87 17:25:29 EST
From: SARGON%UMass.BITNET@forsythe.stanford.edu
Subject: A different view on multitasking.
To: info-atari16@score.stanford.edu

In light of the humorous (if not entirely short sighted) notes on the usefulness of multitasking to the "average" microcomputer user I thought Id toss in some historically relevant views..

1. A microcomputer user will never need anything more than a few cassette tapes to hold his work.

2. A microcomputer user will never need anything but a TV set to display information from a computer.

3. A microcomputer user will never need even as much as 64K of memory.

4. A microcomputer user will never need a language other than interpretive BASIC to perform any task.

Last time I heard the Atari 1040ST came with an 800K floppy disk drive, requires a monitor (as Atari didnt put the modulator in there), comes stock with 1MB of RAM and doesnt come stock with BASIC. Does this make the designers at Atari morons for putting in such useless junk? I think not.

Finally, your "average" user of a modern microcomputer (this gets rid of the Apple II and C64 crowds) is more likely to be in a business or higher education setting than in the kitchen as a $x000 recipie file. Both of these areas are demanding the ability to share and distribute information. This means networks. Networks need software drivers that requires a certain degree of multitasking. Im sure Atari the self proclaimed "vertically integrated" computer maker will be (or hopefully IS) working on both multitasking and networking. The 286/386 and the 030 all have memory management hardware whether you use it or not. Why not use it?
-Steve
ccccccccccc
Stephen Halpin Sargon@UMass.BITNET
PO Box 241
Amherst, MA 01004-0241

Date: 24 Dec 87 18:44:00 GMT
From: cbmvax!schein@rutgers.edu (Dan Schein CATS)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

I usually dont reply to these net wars because there is never a winner and
they only surface again in 6-8 months, but.....

In article <444@Lindy.STANFORD.EDU> kevin@Lindy.Stanford.EDU (Kevin Burnett)
writes:
>In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton)
writes:
>>Speak for yourself, you nit. You have no idea what *I* do, or what *I*
>>need.
>I don't believe he said anything about how YOU use your computer.
>And, you're asking for this comment, ASSHOLE.

Soap Box mode ON ***

Comments like these are not needed. If you can not hold a discussion / debate
in a more mature adult manner, then please do it in e-mail. I am really getting
tired of adding more and more subjects to my kill file. Im sure that hidden in
each of these flame throwing messages is a valid point, but in the way these
point(s) are presented, its sure hard to find them. Im not asking you to stop
this "my dad can beat up your dad" battle (Heck sometimes even I need a good
laugh), just use a little more thought into what others think when they read
your message and how your message reflects on comp.sys.amiga.

Soap Box mode OFF ***
--
Dan Schein uucp: {ihnp4:allegra:burdvax:rutgers}!cbmvax!schein
Commodore AMIGA Bix: dschein Plink: Dan*CATS
1200 Wilson Drive phone: (215) 431-9100 ext. 9542
West Chester PA 19380
+---+
All spelling mistakes are a result of my efforts to avoid education :-)
+---+
I help Commodore by supporting the AMIGA. Commodore supports
me by allowing me to form my own suggestions and comments.

Date: 24 Dec 87 15:39:06 GMT
From: clyde!watmath!water!ljdickey@rutgers.edu (Lee Dickey)
Subject: Re: BMS controller package
To: info-atari16@score.stanford.edu

In article <945@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
]
] I have the BMS controller. It works fine (once we found the bugs but
] that was almost a year ago). ...

What were the bugs?
If I were to buy such a board, I would probably *never* find the bugs.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET

ljdickey%water%waterloo.csnet@csnet-relay.ARPA

Date: 24 Dec 87 20:51:50 GMT
From: uw-entropy!dataio!pilchuck!ssc!fyl@june.cs.washington.edu (Phil Hughes)
Subject: Re: Degas Elite PostScript Driver
To: info-atari16@score.stanford.edu

In article <8712231156.AA07312@lasso.laas.fr>, ralph@lasso.UUCP (Ralph P. Sobek) writes:
> Does there exist a program which converts Degas Elite format files to
> PostScript? Thanks a whole bunch!

Well, the bad way is to use Publishing Partner. It works unless
PP screws it up (which does happen). I have used this method (it is
how I got the graphics into our new UNIX products catalog) but would
like to have a cleaner way.

--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

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Date: 24 Dec 87 04:19:35 GMT
From: dalcs!garfield!john13@uunet.uu.net (John Russell)
Subject: Re: Great Demo from Rex...
To: info-atari16@score.stanford.edu

In article <5825@jhunix.UUCP> ins_bjjb@jhunix.UUCP (Jared J Brennan) writes:
> The program did the same thing on my machine (except vertically). Play
..
> You can probably attribute this to hardware dependencies. The monitor

The game Goldrunner (European) has a 50/60 hz option. At the European frequency
the screen jumps like you describe so it may be continent dependency :-).

John
--
"...and intuition, in a case such as this, is of crucial importance."
-- William Gibson, _Count_Zero_

Date: 24 Dec 87 15:42:12 GMT
From: mcrware!jejones@uunet.uu.net (James Jones)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <323@lakesys.UUCP>, mark@lakesys.UUCP (Mark Storin) writes:
> If all he ever needs is simple word processing or file keeping then he can
> find those in the simplest of computers (8-bit machines like Apples and
> Atari's)...

I agree with Mr. Storin's main point fully, and moreover think that Joe Average will, unless he's very careful, actually *learn* something about what his computer can do and take advantage of multitasking eventually, but--I think that a visit to a friend or neighbor with a CoCo 3 running OS-9 will show that one can have multitasking on an 8-bit machine. (Much less a visit to a place with a dozen folks hacking merrily away on a Gimix 6809-based computer.)

James Jones

Date: 24 Dec 87 21:08:51 GMT
From: mcrware!droid@uunet.uu.net (Andy Nicholson)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

> Of course, you can get OS-9 (and IDRIS) for the Atari ST. So there. You
> can multi-task to your hearts content, regardless of the machine. BUT I
> still insist that, for the non "power user" there's no need for it.
>
> -- Dave Meile

I normally avoid religious wars, but this is too much. Just who are these mythical "non-power-users" that don't need multi-tasking. Everyone is trying to convince you that they don't exist. I'll tell you what. You show joe user what muti-tasking can do and then tell him that he is too unsophisticated to use it. Then duck. Manufacturers who underestimate buyers go out of business. If "joe user" couldn't use multi-tasking, we would not have kludgo simulations (TSR's, desk accessories, etc.). As one of my co-workers posted, it is only a matter of education. Joe user expects magic from a computer. As soon as he realizes a computer can't do two things at once, like he can, he'll be unhappy. He wants multi-tasking.

And I'm not picking a bone for the Amiga over the Atari. Note my employer. We only support one of those two machines. And its not the Amiga.

Sorry, no cute signature file.
Andy Nicholson
"Opinions expressed here were placed by Christmas elves trying to get me into trouble."

Merry X-MAS!

Date: 25 Dec 87 04:05:14 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Re: Microsoft Write ...
To: info-atari16@score.stanford.edu

Neil, what's the Mfg's Suggested Retail Price (list price) for MS Write?
Thanks,
Marty

```
--
: Martin Wiedmeyer - Lake Systems, Milwaukee, WI :
: UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin :
: Disclaimer: "I take the heat for my own (mis)statements!" :

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End of Info-Atari16 Digest
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1016. Unexpected status code returned by VMS MAIL \%X007E10A2\

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 14:31:14 UTC
From: VAXPOST@FSU.BITNET
Message-ID: <8801061430.AA18619@ucbvax.Berkeley.EDU>
Source record: 255216

---------- A copy of your rejected mail message follows ----------

Received: by CANADA01 (Mailer X1.24) id 3603; Wed, 06 Jan 88 08:15:19 EDT
Date: Tue, 5 Jan 88 22:15:53 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-A16@CANADA01
From: Info-Atari16@Score.Stanford.EDU
Subject: Info-Atari16 Digest V88 #5
To: PETCHER@GW.SCRI.FSU.EDU,
DUBRAVK@FSU

Info-Atari16 Digest Tuesday, January 5, 1988 Volume 88 : Issue 5

This weeks Editor: Bill Westfield

Today's Topics:

Re: Christmas Adventure - Elves87 Part 1 of 4
Re: Multi-tasking? A nightmare...
WordPerfect on ST
Abaq Developer Kits
Info atari instructions.
Re: WordPerfect on ST
Re: Failing Disk Drive & Strange TPA pointer

Date: 24 Dec 87 15:24:16 GMT
From: hao!scdpyr!cruff@AMES.ARPA (Craig Ruff)
Subject: Re: Christmas Adventure - Elves87 Part 1 of 4
To: info-atari16@score.stanford.edu

In article <250@dalcsug.UUCP> euloth@dalcsug.UUCP (George Seto) writes:
>Here is the first of hopefully many adventures from BOA! which stands
>for Burnt Out Adventurers!. This is a Christmas theme adventure. The
>ST loader will show a little picture before loading the game. ...
^^

Why are comp.sys.mac and comp.sys.ibm being cluttered up with this stuff?
Atari ST binaries, never the less. Please, show some restraint in what
news groups you post this stuff to. It doesn't do us much good to receive
useless ST binaries in comp.sys.mac or comp.sys.ibm!
--
Craig Ruff NCAR INTERNET: cruff@scdpyr.UCAR.EDU
(303) 497-1211 P.O. Box 3000 CSNET: cruff@ncar.CSNET
Boulder, CO 80307 UUCP: cruff@scdpyr.UUCP

Date: 23 Dec 87 16:50:56 GMT
From: ssc-vax!shuksan!tahoma!hrsw2!bakken@beaver.cs.washington.edu (David E. Bakken)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <533@otto.COM>, rex@otto.COM (Rex Jolliff) writes:
>
> I think, however, that the first time home (or other) computer user will not
> realize or utilize the full potential of Multitasking for quite a while. They
> will have enough fun just making the computer do things one at a time.
>
I can't count how many non-technical types I've shown Amy and they have
no problem comprehending what multitasking can do for them if they are
given a few examples. Once the light goes on they tend to use it often.
Heck, I don't even need to show then Amy - 4 or 5 well chosen sentences
does the trick. Which is why I am really dissapointed (to put it mildly)
that C= has not run commercials that help people to see the light. That
should be easy to accomplish in a 60 second spot, maybe even in 30 seconds.
Peter's commercial idea with Big Blue, Mac, Amy, and the flunky was a
classical case in point.

--
Dave Bakken
Boeing Commercial Airplane Company
uw-beaver!apcisea!tahoma!hrsw2!bakken (206) 234-2039
(generic) disclaimer: these views are my own, not my employers.

Date: 24 Dec 87 18:55:51 GMT
From: portal!cup.portal.com!RJknees@uunet.uu.net
Subject: WordPerfect on ST
To: info-atari16@score.stanford.edu

Hey everyone! I'm looking for someone who has (or has used) WordPefect on
the Atari-ST. I'm thinking of buying this software!

I would be interested in the following:

1. How much faster (if any) is it than WordWriter-ST?

2. Is the spelling checker better than WordWriter-ST or Thunder?

3. Is the GEM interface good?

4. Are there Keyboard Equavilents to the Mouse/Gem commands?

5. Any other opinions or comments RE: Wordproccesing on the ATARI-ST

Thanks a bunch, and MERRY CHRISTMASS!!!!!!!!!!!!!!!!

Richard...RJknees@cup.portal.com

Date: 23 Dec 87 22:50:12 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Abaq Developer Kits
To: info-atari16@score.stanford.edu

Before my mailbox overflows:

There is a program in place for Abaq developers. In the USA, you can get information on what documentation will be available, and a more complete look at the Abaq itself, from Atari. In the UK you should go right to Perihelion.

To get the information package, write to:

Atari Corp.
1196 Borregas Ave.
Sunnyvale, CA 94086
Attn: Cindy Claveran

To become a registered developer of the Abaq, you can get the documentation package and get news of when developer units will be available. The cost is $100, sent to the same person listed above.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

----

Date: 25 Dec 87 15:40:24 GMT
From: ravi@mcnc.org (Ravi Subrahmanyan)
Subject: Info atari instructions.
To: info-atari16@score.stanford.edu

This message contains the latest info-atari instructions to subscribers. Please go through it (even seasoned users!) and retain for future reference. Of special interest to BITNET users (and interent users with access to bitnet) is a section on accessing the 16-bit program libraries at the Univ of Houston.

The info-atari moderators.

Welcome To Info-Atari.

1. Sending Messages

You may send messages to all "subscribers" by address-
ing it to

info-atari8@score.stanford.edu

and/or

info-atari16@score.stanford.edu

Administrative messages should be sent to

info-atari{8,16}-request.

Please do NOT send general messages to this address. Your moderators get enough mail as it is!

2. Ground Rules

All messages should be in good taste. Commercial messages and advertisements are not permitted. When answering a question, please consider carefully whether the answer should go to the whole list, or just to the person who asked the question.

The following ground rules should make the use of this (or of any other) mailing list much easier:

* never send a message that a totally irrelevant to the mailing list's purpose to a mailing list. This especially includes any expressions of irritation at another list member.

* never forward a message that is totally irrelevant to the mailing list's purpose to a mailing list.

* when replying to a message on a mailing list, reply only to the sender of the message unless the reply is of interest to the entire mailing list.

* avoid inserting the message being replied to in a reply, especially in a message going to a mailing list. The context of the reply should be clear from *your* reply and from various mailer functionalities such as Message-ID.

* when replying to an earlier reply that violates the previous rule, ABSOLUTELY DO NOT make matters worse by adding your own violation.

December 25, 1987

- 2 -

3. Archives

Archives are kept in several places in formats available to everyone. As described below, if you are on ARPANET/DDN you will probably find it more convenient to retrieve files from the archive on radc-softvax.arpa using FTP. If you are not on ARPANET/DDN, or are unable to use FTP, you will be able to retrieve files from archives distributed over several Bitnet hosts by sending mail (notes) to a program called LISTSERV.

3.1. Archives on radc-softvax.arpa

Files from radc-softvax.arpa are available by FTP. FTP will work only for hosts directly connected to ARPANET/DDN. Please obtain local documentation and advice for the FTP user programming running on your host. There are two directories under the anonymous account. One for atari8 and one for atari16.

FTP to radc-softvax using login:guest and password:guest. To get the current list of available atari16 files do a 'get atari16/files.doc'. All of the atari16 files are stored in the atari16 subdirectory. If you need any other information, contact Marc Poulin.

The archive is maintained by Rodney Peck (Peck@radc-multics.arpa) and Marc Poulin (Poulin@radc-multics.arpa or Archives@radc-softvax.arpa).

3.2. LISTSERV

LISTSERV provides access to files for everyone who can send mail, independent of their location. Note, however, that intermediate notes have been known to refuse to handle long messages or have damaged them in transit. LISTSERV provides a number of features which you can access by sending mail (note) to LISTSERV. Only the barest minimum are described herein. On Bitnet messages should be sent to your nearest LISTSERV (the one from which you receive the info-atari digests). (If your address is not on Bitnet, an address for file servers is given below.) All mail sent to LISTSERV contains command lines. LISTSERV will respond by return mail. No subject is necessary in such mail. For more information send the command

INFO

3.2.1. List Names

The list_name for 16-bit Ataris is INFO-A16. The list_name for 8-bit Ataris is INFO-A8. These list names are used by Bitnet addressees for subscribing and unsubscribing

and by everyone for obtaining back copies of news digests. The list_names for programs stored in the archives are PROG-A16 and PROG-A8.

3.2.2. (Un)Subscribing

If you are on Bitnet you may add or remove yourself from the distribution list. It would greatly convenience

the moderators if you would do so when you no longer wish to receive digests.

The command to join the list is

SUBSCRIBE list_name User_name

The command to remove yourself from the list is

UNSUBSCRIBE list_name

It would be most convenient if users took care of their own subscribing and unsubscribing, but messages to INFO-ATARI-REQUEST{8,16}@SCORE.STANFORD.EDU will still be accepted.

3.2.3. Accessing Program & Digest Archives

All digests are in the archives. There is a separate program library. You can obtain copies of files from LIST-SERV by sending a message in the specified format.

If you are on ARPAnet (or gatewayed to it), your mail concerning 16-bit Atari information should be addressed to

LISTSERV%CANADA01.BITNET@CUNYVM.CUNY.EDU

Mail concerning 8-bit Atari information should be addressed to

LISTSERV%TCSVM.BITNET@CUNYVM.CUNY.EDU

To obtain a list of files in the file server, the com-mand is

INDEX list_name

The command to obtain a specific file is

GET list_name file_name

for example,

GET INFO-A16 87-00076

December 25, 1987

If you want to learn more, send the message

HELP

The moderator of the 8-bit program library is John R. Dunning. This library is not yet available for use, and further information will be posted to both newsgroups as it becomes available.

3.2.4. LISTSERV Moderators

The person to contact if you are having problems (un)subscribing is Harry Williams (harry@marist.bitnet). The moderator of the 16-bit digest archives is Peter Jasper-Fayer (sofpjf@uoguelph.bitnet). The moderator of the 16-bit program archives is Richard Werezak (carson@mcmaster.bitnet). The moderator of the 8-bit archives is John Voigt (sysbjav@tcsvm.bitnet). The moderator of the 8-bit program archives is Arnold de Leon (adeleon@hmcvax.bitnet).

3.2.5. Information Concerning 16-bit Archive Organization

The digests are numbered sequentially as they come in. Sometimes the files arrive here out of order, or with missing ones, or with extra ones or with mail from BITNET users requesting information. Often the moderator has to logon to LISTSERV and re-name the files according to the "Subject:" line within it. Those "Subject:" lines are what end up in the indexes (in both "-A16" lists)

The program files are largely extracts from the digests (INFO-A16). As far as possible, they are numbered the same as the digests they came from. Other programs were inserted somewhere in the list. The numbers of these "inserted" files were selected so that they would appear in the index at about the correct CHRONOLOGICAL sequence. If no programs were included in the digests, and no contributions were received, then those spaces in the index numbers were left blank.

3.2.6. Supplemental information for BITNET users

Bitnet sites normally cannot make a connection to an internet site (such as Score) and FTP files over, so you do not have direct access to the archives on radc-softvax.arpa from your BITNET site. However, BITNET has some sites with all the good stuff, so you can get files from there. The LISTSERV's at CANADA01 and FINHUTC have old digests, and the ATARINET server at Univ of Houston has most of the best programs. You can get to the LISTSERVs by saying

TELL LISTSERV AT FINHUTC GET ATARI FILELIST

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or

TELL LISTSERV AT CANADA01 GET ATARI FILELIST

to get a list of files. To get a specific file if you know it's name, you can say

TELL LISTSERV AT <HOSTNAME> GET <FILENAME> <FILETYPE>

To get stuff from the Univ of Houston server, you can
say

TELL UH-INFO AT UHUPVM1 ATARINET HELP

or

TELL UH-INFO AT UHUPVM1 ATARINET INDEX

for further instructions. After you know a file's
name, you can get it by saying

TELL UH-INFO AT UHUPVM1 ATARINET SEND <FILENAME> <FILETYPE>

December 25, 1987

Date: 25 Dec 87 20:27:08 GMT
From: lakesys!rich@csd1.milw.wisc.edu (Rich Dankert)
Subject: Re: WordPerfect on ST
To: info-atari16@score.stanford.edu

In article <2143@cup.portal.com> RJknees@cup.portal.com writes:
>Hey everyone! I'm looking for someone who has (or has used) WordPefect on
>the Atari-ST. I'm thinking of buying this software!
>
>I would be interested in the following:
>
>1. How much faster (if any) is it than WordWriter-ST?

It's faster, and scrolls much better.

>
>2. Is the spelling checker better than WordWriter-ST or Thunder?

Better isn't the word, you gotta see this thing!

>
>3. Is the GEM interface good?

The GEM interface is very good, but due to space limitations
not *all commands are available via Drop Down Menus

>
>4. Are there Keyboard Equavilents to the Mouse/Gem commands?

Yes there are..

>
>5. Any other opinions or comments RE: Wordproccesing on the ATARI-ST
>
Contrary to all the comments from user's of Word Perfect in the
negative aspect, I can say that the version I got didn't have all the
bugs that I had seen mentioned. In fact Word Perfect Corp. is

one of the best software makers that I know of. If you OWN the
program, and have a problem with it, and they have a newer version
of it, they will send it to you, second day air sometimes.

This is one software maker that really backs their product!

>
>Thanks a bunch, and MERRY CHRISTMASS!!!!!!!!!!!!!!!!

M E R R Y C H R I S T M A S S and a H A P P Y N E W Y E A R
to you also.

>
>
>Richard...RJknees@cup.portal.com

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, and NO I am not affiliated with Word Perfect Corp. I just
like there product.

Date: 25 Dec 87 19:45:48 GMT
From: lakesys!rich@csd1.milw.wisc.edu (Rich Dankert)
Subject: Re: Failing Disk Drive & Strange TPA pointer
To: info-atari16@score.stanford.edu

In article <1606@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Boo hoo the disk drive on my 1040ST is not working. I know it is the drive
>because I have swapped it in other machines and the problem moved with the
>drive. The symptoms are strange in that it reads every track on a disk fine
>but has trouble writing. I say trouble because sometime it formats a track
>ok sometimes not, but never a whole disk. I had a look at a track it had tried
>to format and found corruption (gap bytes inconsistant & data damaged ie $E5
>corrupted.) If I can't fix this drive I will have to buy a replacement and
>that will kill my slim chance of being able to afford a hard drive.
>I phoned a company that upgrades the internal SS drive in a 520STFM to DS and
>asked if the same drive could be fitted inside a 1040. They said no, which I
>think is pretty strange since I thought (as most do) that the 520STFM was
>just a 1040 with a lesser drive and some RAM missing. Has anyone else put a
>different drive in their 1040 or repaired the original one?
>If so please advise me.
>(Note: Our machines will be down(ish) from 24th Dec to Jan 5th)

I have replaced the 1040 drives with the newer mech's that are
currently shipped as external drives. Have had no problem with doing this
at all.

If I were you, I would clean the head with Freon TF, and get all the
dust that usually seems to collect inside the drive. This is the main problem
that I have seen in the internal drives, other than the eairly drives having

the write protect to go out, in which case I replaced it with a small micro toggle switch.

I have seen drives that were running slow, and still read the data onthe disk fine, but didn't write for ^%$#*(. Also have seen some drives that didn't write well either and the cause was due to a mechanical problem with a lever mounted for upper head pressure. Problem was due to this lever being a little loose and thus making alot of noise (like ball bearings inside) and just getting this a little tighter lessened the vibrations allowing the drive to again work well.

One other thing that I noticed was that some drives, lost the ability to turn the disk at proper speed *if the drive was sitting in the correct position. When I went and turned the drive over (upside down) to further look at the problem, the problem was gone! Turn the drive back over and the problem returned, turn it upside down, and the drive worked fine again. Weird problem. Unfortunatly, the direct drive motor for turning the media is not available from Atari, so a new drive was installed. One of the newer external ones. Problem solved....

>
> Neil Forsyth JANET: neil@uk.ac.hw.cs
> Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
> Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
> Edinburgh
> Scotland
>--

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily always correct, but I wouldn't say that I have done it if I didn't.

End of Info-Atari16 Digest
****

1017. Re: Need info on 2400 baud modem and C

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 17:03:00 UTC
From: dwyer@inmet.UUCP
Message-ID: <148900002@inmet>
Source record: 255217

I recently bought a SUPRA 2400 baud modem. It seems to work just fine.
I cannot comment on reliability, because of my limited experience with
it. I can say however that 2400 baud makes working remotely possible, where
1200 did not. It is possible to do full-screen editing and remain sane.

There are a number of possible reasons that the SUPRA modem is inexpensive.
It is not in a fancy box, there aren't lots of pretty lights and nobs.
It does not, at least the package I bought, come with communication
software.

matt

1018. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 17:51:39 UTC
From: neil@atari.UUCP
Message-ID: <931@atari.UUCP>
Source record: 255218

In article <302@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:
> In article <928@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
> >
> >OK, I'll buy that part. But you can't leave messages "TO" a specific person.
> >
> Yes, you can...you just go to the mail 'room' (.g mail) and enter a message.

We're talking semantics here. I know you can leave private "email" in
STadel, but you can't leave a public "message" addressed to someone.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1019. Re: UniTerm available for FTP

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 18:48:17 UTC
From: bob@wiley.UUCP
Message-ID: <1848@wiley.UUCP>
Source record: 255219

In article <1745@orstcs.CS.ORST.EDU> Marion Hakanson <hakanson@mist.CS.ORST.EDU> writes:
>I have made UniTerm v2.0a (currently 006) available for anonymous FTP
>on our host cs.orst.edu. This machine is on the NSFNET, which means

Could we have this posted to comp.binaries.atari.st. Some of
us don't have access to ARPANET (Well at least not direct access).
--
---Bob Amstadt
bob@wiley.uucp
{csvax.caltech.edu,uunet.uu.net,trwrb.uucp}!wiley!bob

1020. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 20:13:23 UTC
From: knudsen@ihwpt.ATT.COM
Message-ID: <2192@ihwpt.ATT.COM>
Source record: 255220
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

> But Atari people who blather in comp.sys.amiga about how
> the amiga's features are "not needed" are fair game.

> If you want to flame amiga's, fine. Do it in comp.sys.not.amiga. Do it
> in alt.flame. But do it in this group, and you just may get a rebuttel.
> Do it four times and people may get testy.

I have a better offer for Atarians.
Post your flames about how useless multi-tasking is to
the Coco newsgroup comp.sys.m6809.
We'd be glad to have the extra traffic.
And to tell you how great it is to have a multi-tasking
OS9 Level 2 with windows and graphics, all on a $129 "toy"
computer from Radio Shack.
I like compiling, editing 2 files, and printing all at once.
And I'm reminded of this when I have to use a PClone
and can't just go to another window from the program I'm
running, which never seems to have a shell escape either
(Shell? In MSDOS? Sorry, another OS/9 term slipped in..)
--
Mike J Knudsen ...ihnp4!ihwpt!knudsen Bell Labs(AT&T)
Delphi: RAGTIMER CIS: <memory failure, too many digits>
"Just say NO to MS-DOS!"

1021. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 21:00:00 UTC
From: POSTMASTER@BINGVAXA.BITNET
Message-ID: <8801062116.AA26343@ucbvax.Berkeley.EDU>
Source record: 255221

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY7379 at node VAXA
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXA with Jnet id 9084
for VY7379@BINGVAXA; Wed, 6 Jan 88 15:59 EST
Received: by CANADA01 (Mailer X1.24) id 9081; Wed, 06 Jan 88 15:58:52 EDT
Date: Wed, 6 Jan 88 11:42:44 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #6
To: TODD KRISSEL <VY7379@BINGVAXA>

Info-Atari16 Digest Wednesday, January 6, 1988 Volume 88 : Issue 6

This weeks Editor: Bill Westfield

Today's Topics:

Re: Multi-tasking? A nightmare...
Re: A different view on multitasking.
Re: Multi-tasking? A nightmare...
Re: CP/M Z80 Emulator
Re: drivers for new printers
Re: BMS controller package
Re: Hard disk boot???
Re: Atari's Marketing Approach
spectrum 512, MWC, BDT MT C-shell, Alpaha Mega Disk(?)
MarsPort Help
Text -> Speech Programs

----------------------------------------------------------------------

Date: 25 Dec 87 09:30:50 GMT
From: ucsdhub!hp-sdd!ncr-sd!crash!gryphon!pnet02!sbauer@sdcsvax.ucsd.edu (Scott
Bauer)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

One point that has been a bit overlooked by the Desk Accessory/Pop-Up Utility
crowd -- why be forced to "make do" with the limitations that a Desk Accessory
imposes? NOT to suggest that the Desk Accessory are not useful, or that the
programming done by their authors is somehow lacking; what I DO mean is that
in a multi-tasking environment I have my CHOICE of any number of full featured
```

programs, all of which run together (within the limits of my systems resources, of course.) So I can use the same word processor and outline processor and spreadsheet and etc. that I always use, rather than one that can run as a Desk Accessory (and thus is used mainly for just that reason.)

Scott Bauer

UUCP: {ihnp4!crash, hplabs!hp-sdd!crash}!gryphon!pnet02!sbauer
INET: sbauer@pnet02.CTS.COM

Date: 25 Dec 87 19:13:57 GMT
From: mnetor!utgpu!lharris@uunet.uu.net (Leonard Harris)
Subject: Re: A different view on multitasking.
To: info-atari16@score.stanford.edu

When I started working as an advisor at UofT, TSO was the main system besides batch card jobs through JCL. Back then if you mentioned a Micro, you were laued at and told they could never do what a BIG machine could do. Too bad I have to use unix on a this SUN toy now instead of a 370 !!
Whats this have to do with multi-tasking? I'm not sure but the whole argument seems kinda stupid. Buy what you want. I have an atari for games and an IBM for programming and cad work. It would be really nice to have a multitasking Sun 3 but I can get by on less. If multitasking would force(?) programmers to produce better code then I'm all for it !

Date: 24 Dec 87 16:55:39 GMT
From: ems!nis!stag!trb@UMN-CS.ARPA (Todd Burkey)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <7909@e.ms.uky.edu> david@ms.uky.edu (David Herron -- Resident E-mail Hack) writes:
>In article <8155@prls.UUCP> gardner@prls.UUCP (Robert Gardner) writes:
>>I'm still waiting to see if someone can come up with a use for TRUE
>>multitasking that a typical home user would find very handy but that
>>cannot be satisfied by a simple 'carousel' approach. There probably
>>are some, especially with message-passing, etc., but none have been
>>posted yet (except for people waiting for their compilers to finish --
>>they just need faster integrated compilers, though :)

Agreed...even my worst case program (hdscan) takes less than a minute to compile, so I rarely even have the urge to pop it into the background...

> ... And yes, I know that background print spooler gadgets can
>run on single task DOS's ... I've seen 'em in CP/M, RT-11, Mess-DOS,
>and many many others. But I've never been convinced that they
>ever ran cleanly.

???Why not??? I have less trouble with the automatic print spoolers on my PC clone and ST than I do on the Unix boxes at work. I can prioritize jobs, edit stuff in the queue, etc on the ST version, but those hacks are mostly fluff and rarely used...besides, I have seen those handy little standalone print spoolers going for under $50 nowadays, so that may be a better solution in the long run...

>I'm thinking ahead some time into the future when we'll have
>ISDN running everywhere ... In order to handle network communications
>cleanly we'll need to have multi-tasking.

Umm, by the time we have ISDN running everywhere, our current computers will probably be dust. By then, most of us will probably be running some variant of Unix on our machines if we want to properly utilize ISDN (i.e. we will have BIG drives, some form of USENET access ...which I can't quite picture even two years from now, since we are running about 28MBytes of messages/week now..., very high speed modems, etc.)

>[There are] also things like mail daemons
>and such that recieve e-mail while you're asleep (or away
>or whatever).

UUPC seems to work fine on the ST and I have several STadel (ST citadel) boards that poll my Unix box every couple of hours for uucp mail and the comp.sys.atari.st sections. I am sure there are a lot of Amiga systems doing the same (I recall that UUPC came out for the Amiga and Citadel is also running on the Amiga).

>For right now? Well, how about killing run-away processes?

On the ST OS-9 or the Multi-tasking C shell has the standard ability to do this...And on the Amiga or the ST, you can always hit reset to kill everything, but still keep the things that were out on RAM drives...(I used this feature a lot on both the Amiga and the ST in the early days of using C compilers that were released too soon.)

I agree somewhat with Dave Meile on this discussion/argument. In the long run, the average user of a popular computer is not the 'BBS'-type or a person that needs anything more than a few utilities in the form of desk accessories on top of an application. Unfortunately, the IBM PC and the Mac have gained the 'average' user market, to date. Those of us with Amiga's and Atari ST's are either technical enough to appreciate and use the special features of the respective computer, or we had very, very persuasive friends who convinced us that the Amiga/ST was the best computer. The 'average' user is still the person that just buys a Mac or PC for a very specific purpose (usually for writing memos or doing spreadsheets in a business environment). They may run Lightning/Thunder (real time spelling checkers on the PC/ST) in a pseudo background manner, and have a ton of desk accessories or pop up tools, but they rarely go in for the increased complexity that a multi-tasking environment like DesqView offers on the PC. Even the carrousel approach (there, I just multi-tasked and asked my wife for

a spelling check...it can also be spelled carousel) is somewhat
confusing to people, but I have seen secretaries fall in love with the
carrousel programs on the Mac and the ST...although not on the PC version
for some reason.

-Todd Burkey
trb@stag.UUCP

Date: 25 Dec 87 06:55:05 GMT
From: ems!nis!stag!trb@umn-cs.arpa (Todd Burkey)
Subject: Re: CP/M Z80 Emulator
To: info-atari16@score.stanford.edu

In article <104@mccc.UUCP> pjh@mccc.UUCP (Peter J. Holsberg) writes:
>I'm looking for a CP/M - Z80 emulator that will run on a 680x0-based
>computer. Please email if you know of such a beast. Thx.

There is a very nice PD one for the ST...If I remember right, the docs
for it seemed to indicate that the original 'port' source would work
on any 68000 computer (it has been over a year since I played with
it, so the name of the company that wrote it escapes me). Atari did
put this out as a PD disk, so maybe Neil can help? If not, I'm sure
you could get the disk from your local Atari club...

I recall getting about 1.5MHz to 3Mz throughput on most of the
programs I had from the ATR8000 days...things like Perfect Writer,
Wordstar, Turbo Pascal, etc all worked fine. I even used some of my
wifes software that I copied over from her Geneva portable and it
ran fine (but emulating a 80 char by 8 line display).

-Todd Burkey
trb@stag.UUCP

Date: 25 Dec 87 06:43:29 GMT
From: phri!dasys1!mzyla@nyu.edu (Martin Zyla)
Subject: Re: drivers for new printers
To: info-atari16@score.stanford.edu

In article <2125@cup.portal.com> Randy_Captain-Magic_Holcomb@cup.portal.com
writes:
>I just got an NEC Pinwriter P2200 for $400, and I think it's a killer little
>printer. I did have some fun trying to track down a utility that could do a
>good screen dump (ALT-HELP) but I did find one on GEnie (Delphi?) that works
>well when you tell the driver it's a P7. (and the P2200 allows you to kill the
>tractor feed to, for single-sheet feeding. Nice touch.)
>
>Randy Holcomb - Contributing Editor/Computer Shopper

I'm glad to see that someone else has discovered this gem of a machine. Around
this neck of the woods (New York) it seems to be selling well and users marvel

at the power, quality and accessories of a printer that sells for a relatively meager $350 to $400. I've used several drivers and wound up with a variety of screen dump sizes but all high quality. Speaking of high quality, if you're into Desktop Publishing this machine will make you think twice about spending all that money on a laser printer.

I\ /I _____________________________________
Martin Zyla I \/ I /
Big Electric Cat I I / {allegra,philabs,cmcl2}!phri!dasys1!mzyla
New York, NY, USA I I / {bellcore,cmcl2}!cucard!dasys1!mzyla
I I / GEnie:mzyla DELPHI:gmz CIS:74216,1372

Date: 26 Dec 87 03:23:43 GMT
From: ravi@cs.duke.edu (Ravi Subrahmanyan)
Subject: Re: BMS controller package
To: info-atari16@score.stanford.edu

>] I have the BMS controller. It works fine (once we found the bugs but
>] that was almost a year ago). ...
>
>What were the bugs?
>If I were to buy such a board, I would probably *never* find the bugs.
>

I've been using that package for a year, and the only bug I've encountered was in the clock setting software, which would cause the clock to freak in February.. it was quite amusing actually, and it was fixed immediately (Chris would actually tell you the location to patch in the executable if you didnt want to wait for him to send you a new disk). No other bugs as far as I know,

-ravi

Date: 24 Dec 87 17:54:21 GMT
From: nuchat!uhnix1!uhnix2!uace0@uunet.uu.net (Michael B. Vederman)
Subject: Re: Hard disk boot???
To: info-atari16@score.stanford.edu

The problem you have with holding down the alt-ctrl-shift may have to do with WHEN you hold down the keys. If you bootup with! the keys down, then it will not work with the new ROMs.
Try turning on the machine (or resetting) wait a second, then hold down the keys. This should work.
Don't use GEMBOOT with th[e new ROMs, use foldrxxx.prg instead.

Also, I had the same[problem with the message about a non-supported ROM version. Ignore the message, the driver is actually installed, and works just fine.

- Mike
--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

Date: 24 Dec 87 18:23:44 GMT
From: nuchat!uhnix1!uhnix2!uace0@uunet.uu.net (Michael B. Vederman)
Subject: Re: Atari's Marketing Approach
To: info-atari16@score.stanford.edu

Okay, how can you change Atari's image? Does it matter? Sure, more advertise-
ments would be nice, but what benefit do we, the curreniet owners of STs derive
from that? Perhaps it would be a boost to our own egos having more commmercials
on TV. I mean who wants to own a machine that doesn't receive alot of press?
In actuality, I doubt that more TV advertising would do too much good, other
than allowing us to say "I saw the ad five times in one hour," or "Did you
see the ads last night?"

Ask yourself this - how many other computer companies make game machines?
Answer - NONE!
Not Apple, not IBM, not Commodore, no one.
Therefore, Atari is stuck, because they do currently sell game machines.

This is not neccessarily bad, but more advertising, I beleive will only give
us current owners a shot in the arm. Remembere, actions speak louder than
words, and no advertising can boost sales if you don't have an exciting line
of products to sell, and new products on the way. If Atari can produce, then
they zwill be successful. The ABAQ is exciting, but may come out too late to
'steal' the show. Is it important for Atari to come out with products first?
For us owners, we certainly would take a lot of pride in the company if we
were owners of a$ computer from a company that was 'on the leading edge' and
delivered prroducts before anyone else, but what real benefit do we get from
that other than feeding our egos.
So, before you go complaing to Neil, ask who will really benefit. Is this
'commercial wars.' Are we feeling left out? We have a good machine that is
exactl[y what we paid for. What more do you want?

Flame me at this address, if you want. I just get tired of complaining about
immaterial things. If you wanna complain, complain about how GEM is a closed
operating system that must be hacked at to figure out (that's GEM, not TOS).

My opinions are my own, and do not neccessarily reflect our users' group,
company, university, or any living being.

- Mike

--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)

Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

Date: 25 Dec 87 00:18:00 GMT
From: linus!philabs!sbcs!nyit!bryan@husc6.harvard.edu (Bryan Althaus)
Subject: spectrum 512, MWC, BDT MT C-shell, Alpaha Mega Disk(?)
To: info-atari16@score.stanford.edu

I only had my 1040ST for a week before the drive went and I'm still waiting for it to come back so in the meantime I thought I'd ask a few questions.

I've been reading about Spectrum 512 in Antics START magazine and was wondering if anyone has disassembled the code and found out how they put 48 colors per scan line? Does this code work for putting more colors per scan line in medium rez? Also could anyone out there who owns Spectrum 512 tell me how like/dislike this product?

I plan on buying it just for the feature of 512 colors but I was just wondering how good a paint program this is compared to Degas & NeoChrome.

About how they do it, Spectrum owns the rights to Spectrum 512 not the ability to put 48 colors per scan line. I feel Spectrum has done something that I didn't think was possible and they deserve all the customers they can get, it's just that I hope the how's and why's of the scan line trick become public knowledge, for a person shouldn't have to buy the program just to be able to have 48 colors per scan line on their ST's.

I'm currently using Mark Williams C with Beckemeyers MT C-shell and together they make a pretty powerful programming environment. I was wondering if anyone knows how much temp space both programs use? I set a ramdisk up and put the most used commands from MT C-shell into it (ls, cd etc.) and was wondering how much bigger I should make the ramdisk to hold the /tmp area which MWC & BDT MT C-shell use for temporary storage.

Also while talking about ramdisks has anyone bought the Mega disk(?) by Alpha. It's suppose to be a 1 meg. ram cartridge which plugs into the cartrige port on the Atari and gives you the ability to have an 800k ramdisk + 200k printer spooler or two 400k ramdisks and the printer spooler. Also included for $299 is a power supply so that after you turn your computer off your data is still intact, sort of like a mini Hard Drive. For the price it sounds good, if anyone has bought one could you tell me how you like it and also how could I get MT C-shell to recognize the 200k printer spooler?

Thanks in advance

Merry Christmas & Happy Holidays to all

Bryan Althaus
N.Y.I.T. - Computer Graphics Laboratory
UUCP: ...!philabs!nyit!bryan (bryan@nyit.UUCP)

Date: 21 Dec 87 00:32:43 GMT
From: munnari!natmlab!tasis!paul@uunet.uu.net (Paul Stevenson)
Subject: MarsPort Help
To: info-atari16@score.stanford.edu

"I'm the sentry
5 pairs for entry..."

OK - can anyone tell me how to get through the door?

thanks in advance.
Paul Stevenson

Date: 22 Dec 87 01:50:38 GMT
From: munnari!natmlab!basser!metro!pta!teti!nswitgould!tony@uunet.uu.net (Tony McGrath)
Subject: Text -> Speech Programs
To: info-atari16@score.stanford.edu

I am making this inquiry on behalf of a partially sighted person
who has recently purchased an Atari ST.

What he is looking for is a Text -> Speech conversion program that
would allow him to hear the contents of a text file. I know that there
is a simple speech program available called ST-TALK that performs this
function, but only on text typed from the keyboard.

Does anybody know of a similar program that could read a file of text
and then speak it back? Are there sources available for the aforementioned
ST-TALK that might be modified to make it work on text files?

Please reply to me by mail, unless, of course, you think it is important
enough to post.

Tony McGrath
tony@nswitgould.OZ

End of Info-Atari16 Digest
****

1022. CD-ROM software

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 21:32:23 UTC
From: Opstad.osbunorth@XEROX.COM
Message-ID: <880106-142006-5819@Xerox>
Source record: 255222

I'm really looking forward to the long-awaited CD-ROM drive that's supposedly coming out in February. Does anyone (Neil?) know what CD-ROMs/software will be available for it right away? Specifically, if the Grolier Electronic Encyclopedia will be available? Any info would be appreciated.

Dave Opstad (Opstad.osbunorth@Xerox.COM)

1023. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 22:10:00 UTC
From: POSTMASTER@BINGVAXA.BITNET
Message-ID: <8801062248.AA28231@ucbvax.Berkeley.EDU>
Source record: 255223

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY7379 at node VAXA
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXA with Jnet id 0320
for VY7379@BINGVAXA; Wed, 6 Jan 88 17:10 EST
Received: by CANADA01 (Mailer X1.24) id 0317; Wed, 06 Jan 88 17:09:28 EDT
Date: Wed, 6 Jan 88 11:43:27 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #7
To: TODD KRISSEL <VY7379@BINGVAXA>

Info-Atari16 Digest Wednesday, January 6, 1988 Volume 88 : Issue 7

This weeks Editor: Bill Westfield

Today's Topics:

How advertising helps already-owners
ST Drive Change?
Re: Reasons for buying a computer (was Colorburst)
Re: How advertising helps already-owners
Reasons for buying a computer (was Colorburst)
Atari ST motherboards
big arrays in MW C
eproms burners
Help
Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A nightmare...

----------------------------------------------------------------------

Date: 26 Dec 87 14:13:13 GMT
From: denbeste@bbn.com (Steven Den Beste)
Subject: How advertising helps already-owners
To: info-atari16@score.stanford.edu

Michael Vederman (uace0@uhnix2.UUCP) asks:

> Okay, how can you change Atari's image? Does it matter? Sure,
> more advertisements would be nice, but what benefit do we, the curreniet
> owners of STs derive from that?

The rationale goes as follows:
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If the advertising is effective, more ST's will be sold, and the installed base will get bigger. This will attract more third party software vendors, who will write more software for the system, which means a better and wider availability of software for those who already owned the machine when the advertising began.

Clear?

--
Steven C. Den Beste, Bolt Beranek & Newman, Cambridge MA
denbeste@bbn.com(ARPA/CSNET/UUCP) harvard!bbn.com!denbeste(UUCP)
I don't think BBN cares what I think about this stuff.
And that's probably just as well.

Date: 27 Dec 87 02:36:03 GMT
From: portal!cup.portal.com!BigDiamond@uunet.uu.net
Subject: ST Drive Change?
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Does anyone know if you can take out the single-sided drive in the SF354 drive and slip in a double-sided drive without any problems?

Thanks in advance.....Hank
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Date: 27 Dec 87 10:45:49 GMT
From: pepper!cmcmanis@sun.com (Chuck McManis)
Subject: Re: Reasons for buying a computer (was Colorburst)
To: info-atari16@score.stanford.edu

In article <5834@jhunix.UUCP> ins_anmy@jhunix.UUCP (Norman Yarvin) writes:
|>In article <36598@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes a lot
|>of good suggestions about buying a computer. I can't understand this though:
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|>>* Don't buy a computer to learn programming. If you ever want to program
|>> a computer you own, learn programming *first*. Then you will know when
|>> the programming environment a computer offers is usable.
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|>How is someone going to learn programming without a computer? Granted,
|>Usenet people must have access to at least one. But the world at large does
|>not. Don't tell me you are going to just sit there and read a book; very
|>few have that much willpower. And even if someone did, would he/she learn
|>anything about which computer to buy? Very little, probably.

I suggest that if you want to learn programming you take a class at a community college or through some other program where they provide the computer. The reason being that the things that make a computer easy to program, and the programs that make a computer useful may be a disjoint set. Have you ever programmed on a ZX81? Not much fun. Or maybe you buy a commodore 64 to learn programming, and then find out that you really want to program in C and no one makes a C compiler for

it. Maybe COBOL is your idea of fun, that wipes out the Atari and Amiga
right there. But the biggest danger is that you may discover you can't
program, or hate to program and now you have this essentially worthless
computer (remember the condition was that you bought it to learn programming).
I know a lot of people who have bought computers, the ones that took a
programming class were a lot happier. You learn a lot about computers
when you take a programming class. It gives you an edge, I heard about
a guy that bought a computer to program on that had only a line oriented
editor because the salesman had convinced him that editors that supported
editing on a "hard copy" terminal were more powerful than screen editors.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

Date: 27 Dec 87 07:40:47 GMT
From: lakesys!rich@csd1.milw.wisc.edu (Rich Dankert)
Subject: Re: How advertising helps already-owners
To: info-atari16@score.stanford.edu

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I can see your rational to a point, though I believe that your over
looking one main point.

Atari is looking to get away from the GAME MACHINE image. I think
that this is an excellent idea. BUT,Right now, I hear more people talking to
other's to look at the machine and they refuse to look past the Game Machine
Image that is still attached to the name.

Increasing the user base is a great idea, but remember that most that
do check out the system, are pretty new to computer's for the most part.They
really don't know whats out there for third party software, and when they
do, they see alot of games made for the machine. They also see alot of
owner's talking about the neat games that they have, but when it comes to

what application software is available, well thats where were short. Sure games are fun, and show off the power of the machine, but all this power has to be put to better use!

What I am getting at is third party software parties like Word Perfect Corp., Monogram, and other's to get their software over to the ST and do it right! I'm not really all that choked up about the third party software houses that simply port their stuff over, and it runs like it would on a PC. I would like to see software that really flys, and takes full advantage of the machine. To date their are but a handfull of such programs and for the most part these companies have not seen fit to back up their product with the supprt that is really needed. Word Perfect has been the real exception.

Lets face it. Atari owner's *know what the machine is capable of, and with this knowledge, the demand the software to work correctly, and if it does not, the CO. should make a revision. This is not the case for the most part. Sure there are alot of packages out there that do perform quite well, but still don't make full use of the power that is available. Two markets that suffer quite a bit are the Business and Educational areas. These have been been improving, but were a long way off to where we should be, and where Atari would like it to be (my opinion of course).

I for one, like the idea of Atari buying Federated, and the work being done with the Abaq box. Excellent ways to increase performence, but it still has to be sold to the general public. Business in particular.

Ways for getting the point across.

I would start getting more software out that would 'DO THE JOB' and have my name placed on it (Atari name). Of course the software would have to work to perfection as advertised. Who else better than Atari to make a software product that does the job? They designed the machine, and know it better than anyone else. The software that they have produced, has been outstanding, and proves that fact. (Lets not get into Atari Basic though!) along with the machine, offer software that would help intice the MS-DOS brainwashed people to see the Atari as a viable alternative.

Case in point.

We bought DAK easy accounting from DAK for our business. The program was written in basic, then compiled. Thats not the real problem. The program was really un-supported. The bugs were not fixed, and when the CO. had to face the fact, they come up with deciding not to support the product, and then comming out with version two, state that there is no market for business software for the machine, thus not making the version two available for the ST. Then you get the software emulator, and version two, and the program runs so slow, that for all intence and purposes, is really not usable. Especially when you seen version one (buggy as it is) run as fast as it did, would make anyone cry. If Atari produced this product, the purchaser's would know that the product would be supported, and any bugs (if any) would be corrected.

I stand in the wings that Atari should produce some productivity
software for the machine. What they have produced is great, but what is
really missing is the business and educational software to act as a magnet
to draw more to the power of this fabulous machine.

-rich

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, but they are mine, and can be yours too, if you want them!

Date: 27 Dec 87 03:18:54 GMT
From: aplcen!jhunix!ins_anmy@mimsy.umd.edu (Norman Yarvin)
Subject: Reasons for buying a computer (was Colorburst)
To: info-atari16@score.stanford.edu

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anything about which computer to buy? Very little, probably.

Norman Yarvin
(seismo!umcp-cs | ihnp4!whuxcc | allegra!hopkins) !jhunix!ins_anmy

"I can't really represent the size of the sun,
but this should give you a good idea."

Date: 27 Dec 87 02:15:08 GMT
From: oliveb!olivej!dragon@ames.arpa (Give me a quarter or I'll touch you)
Subject: Atari ST motherboards
To: info-atari16@score.stanford.edu

Does anyone know if the deal where one sends in their Atari 520ST to Atari
and gets a new one back is still good? I remember the price as being
around $95 or so. What are the catches to this? Can it be done through a
dealer or only through Atari? Thanks for any information!

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!hplabs!oliveb!dragon-oatc!dean

Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |

Date: 26 Dec 87 04:24:08 GMT
From: dayton!ems!nis!stag!trb@rutgers.edu (Todd Burkey)
Subject: big arrays in MW C
To: info-atari16@score.stanford.edu

Hi,
Does anyone know if MWC will safely handle large arrays now? I know
that I had problems in the early versions with HDSCAN's arrays in that
I had to keep the total amount of data in a particular array less than
32K bytes. Now when I compile tests (i.e. a char[10000][12]), I get a
message like:
strict: size of array overflows size_t
which doesn't make sense, since size_t is a long if I remember correctly.
Somewhat confusing (and frustrating now that my manual is out of phase with
the newer version of the compiler that I got recently.)

What I really want to do is fold my Unix version of HDSCAN back into the
ST version, and preferably with MW C. If it looks like it will be too much
of a mess, I will probably wait for the new version of Megamax, since that
sounds somewhat promising as well. (Yes, the Unix version is done...I
am mailing the source code to comp.sources.misc next week. Supports both
BSD and SYSV flavors of Unix).

-Thanks,
Todd Burkey
trb@stag.UUCP

Date: 27 Dec 87 19:50:10 GMT
From: kap%psueclb.BITNET@psuvm.bitnet
Subject: eproms burners
To: info-atari16@score.stanford.edu

hi

I hate to interupt this fasinating discussion on multi-tasking but
I need to find an eprom burner to use with the ST. I thought hippo
made one but I can't find any information. Does anyone have or used one
with the ST, any comments.

thanks
jim, on a friends account

Date: 28 Dec 87 03:56:52 GMT
From: pasteur!cory.Berkeley.EDU!dle@cad.Berkeley.EDU (Duy Le)
Subject: Help
To: info-atari16@score.stanford.edu

Hi, I want to create a folder with autocopy but don't know how. Would
someone please tell me how to? Thanks

Duy

Date: 27 Dec 87 14:56:19 GMT
From: ucsdhub!jack!crash!pnet01!haitex@sdcsvax.ucsd.edu (Wade Bickel)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

I still have not heard one counter argument against the value
that multi-tasking has as a tool for the programmer to use to
write better programs. Perhaps the user does not see this as
multi-tasking, but benfits from it none the less. After all,
this is a powerful tool and we programmers can use it to make
what would otherwise be a difficult task an easy one. This
this translates to less expensive or more feature full programs.

I have never said that multi-tasking was "essential". However,
it is a VERY powerfull and usefull tool for both the software
developer and the user alike. And you need not use it if it is
too much for you.

As far as this OS/9 buisness goes, if it were being distributed
free then it might mean something, but from what's been said it
will be held by only a small fraction of the ST users due to its
price. Thus programmers will not be able to consider the bulk of
the ST market when depending on OS/9, and will not be likely to
do so. So much easier when its included with the basic system!

Thanks, Happy New Year,

Wade.

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
ARPA: crash!pnet01!haitex@nosc.mil
INET: haitex@pnet01.CTS.COM

Date: 28 Dec 87 07:40:26 GMT
From: mtune!codas!killer!elg@rutgers.edu (Eric Green)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

in article <3256@umn-cs.cs.umn.edu>, davidli@umn-cs.cs.umn.edu (Dave Meile)
says:
> People want computers (when they want them at all) to DO SOMETHING for
> them. In the majority of cases with the Atari ST and the Amiga, that
> "something" has been:
>
> writing stuff
> filing stuff

> retrieving stuff that's been filed
> playing games
> programming all of the above
>
> Most of those who read these forums fall under the "programming" category.
> Of course, for programmers, multitasking can be a delight. For the person
> who is writing a term paper on the microcomputer, why bother? If you have
> access to two programs (ala Multifinder or perhaps through a "desk
> accessory" [IBM PCs have desk accessories too, folks]) you already have
> as much power as you're ever liable to need in most environments.

Let's face it, even a Timex Sinclair with 16K of RAM can do all of the above (just a bit slow and limited). A boat-anchor CP/M system can also do all of the above, and would be cheaper (nowadays) besides. But I sure the hell don't like to use one after I've used BSD4.2 & other OS's that take advantage of multitasking.

For example, take the term paper. I'm using an 8-bit single-tasking system right now. I set it to printing. Then I go away for 20 minutes while my NX-10 bangs away in near letter quality mode (more "near" than "letter", but that's the breaks!). That irritates me. Greatly. There's a couple of things I could do here: Use my RAM-disk and jam a software interrupt-driven spooler on my LST: device (multitasking!), go out and buy a 512K print spooler (multitasking again, although in this case with a dedicated processor), or any other number of things. All of which are multitasking. All of which are a kludge, and would be unnecessary if real multitasking was available.

I remember my first computer. 5K of RAM, 16K of ROM, I was in hawg heaven, a computer all my own, to hack in 6502 assembly language on. I lusted for 16K, because with 16K, you can do anything, right? 64K? forget it, 64K was for rich folks with $2,000 to buy the latest CP/M boat-anchor (so-called because of its size and weight, in this case :-). Disk drives? Why would anybody want disk drives? I can load and save just fine with my cassette recorder!

Then I moved up to a 64K machine with a disk drive. Wow. Big time now. I'll never take that 5K machine out of the closet again (even tho I expanded it to 16K). After all, it's just an obsolete toy now, right? and 64K... I can do ANYTHING! Wow, what power. Why would I want one of them fancy dandy 68000 machines, 'specially when they all cost $5,000 for 256K of RAM, and I can do everything they can, on my li'l min-anchor? I mean, I can process words, I can write programs, I can play games... they do all that, right?

There's 2 points I wish to make:
1) Some features added to the computer make it more productive and easier to use (compare cassette deck to floppy drive to hard drive!).
2) Most of us are notoriously short on foresight, like I was when I thought that 64K and a floppy drive was the epitomy of computing (after all, I can do everything you can, right? I can process words, play games, etc.?).

While you may not see the use of multitasking, I bet you're as foresighted now as I was 10 years ago when I thought that 16K of RAM was big-time for a microcomputer.

--
Eric Lee Green elg@usl.CSNET Snail Mail P.O. Box 92191
{cbosgd,ihnp4}!killer!elg Lafayette, LA 70509
"There's someone in my head, but it's not me...." -PF

End of Info-Atari16 Digest
****

1024. Returned Network Mail

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Date: 1988-01-06 22:11:00 UTC
From: POSTMASTER@BINGVAXB.BITNET
Message-ID: <8801062304.AA28553@ucbvax.Berkeley.EDU>
Source record: 255224

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY9074 at node VAXB
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXB with Jnet id 0323
for VY9074@BINGVAXB; Wed, 6 Jan 88 17:11 EST
Received: by CANADA01 (Mailer X1.24) id 0321; Wed, 06 Jan 88 17:09:31 EDT
Date: Wed, 6 Jan 88 11:43:27 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #7
To: andrew stoffel <VY9074@BINGVAXB>

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This weeks Editor: Bill Westfield

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Re: Reasons for buying a computer (was Colorburst)
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what application software is available, well thats where were short. Sure games are fun, and show off the power of the machine, but all this power has to be put to better use!

What I am getting at is third party software parties like Word Perfect Corp., Monogram, and other's to get their software over to the ST and do it right! I'm not really all that choked up about the third party software houses that simply port their stuff over, and it runs like it would on a PC. I would like to see software that really flys, and takes full advantage of the machine. To date their are but a handfull of such programs and for the most part these companies have not seen fit to back up their product with the supprt that is really needed. Word Perfect has been the real exception.

Lets face it. Atari owner's *know what the machine is capable of, and with this knowledge, the demand the software to work correctly, and if it does not, the CO. should make a revision. This is not the case for the most part. Sure there are alot of packages out there that do perform quite well, but still don't make full use of the power that is available. Two markets that suffer quite a bit are the Business and Educational areas. These have been been improving, but were a long way off to where we should be, and where Atari would like it to be (my opinion of course).

I for one, like the idea of Atari buying Federated, and the work being done with the Abaq box. Excellent ways to increase performence, but it still has to be sold to the general public. Business in particular.

Ways for getting the point across.

I would start getting more software out that would 'DO THE JOB' and have my name placed on it (Atari name). Of course the software would have to work to perfection as advertised. Who else better than Atari to make a software product that does the job? They designed the machine, and know it better than anyone else. The software that they have produced, has been outstanding, and proves that fact. (Lets not get into Atari Basic though!) along with the machine, offer software that would help intice the MS-DOS brainwashed people to see the Atari as a viable alternative.

Case in point.

We bought DAK easy accounting from DAK for our business. The program was written in basic, then compiled. Thats not the real problem. The program was really un-supported. The bugs were not fixed, and when the CO. had to face the fact, they come up with deciding not to support the product, and then comming out with version two, state that there is no market for business software for the machine, thus not making the version two available for the ST. Then you get the software emulator, and version two, and the program runs so slow, that for all intence and purposes, is really not usable. Especially when you seen version one (buggy as it is) run as fast as it did, would make anyone cry. If Atari produced this product, the purchaser's would know that the product would be supported, and any bugs (if any) would be corrected.

I stand in the wings that Atari should produce some productivity
software for the machine. What they have produced is great, but what is
really missing is the business and educational software to act as a magnet
to draw more to the power of this fabulous machine.

-rich

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, but they are mine, and can be yours too, if you want them!

Date: 27 Dec 87 03:18:54 GMT
From: aplcen!jhunix!ins_anmy@mimsy.umd.edu (Norman Yarvin)
Subject: Reasons for buying a computer (was Colorburst)
To: info-atari16@score.stanford.edu

In article <36598@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes a lot
of good suggestions about buying a computer. I can't understand this though:

>* Don't buy a computer to learn programming. If you ever want to program
> a computer you own, learn programming *first*. Then you will know when
> the programming environment a computer offers is usable.

How is someone going to learn programming without a computer? Granted,
Usenet people must have access to at least one. But the world at large does
not. Don't tell me you are going to just sit there and read a book; very
few have that much willpower. And even if someone did, would he/she learn
anything about which computer to buy? Very little, probably.

Norman Yarvin
(seismo!umcp-cs | ihnp4!whuxcc | allegra!hopkins) !jhunix!ins_anmy

"I can't really represent the size of the sun,
but this should give you a good idea."

Date: 27 Dec 87 02:15:08 GMT
From: oliveb!olivej!dragon@ames.arpa (Give me a quarter or I'll touch you)
Subject: Atari ST motherboards
To: info-atari16@score.stanford.edu

Does anyone know if the deal where one sends in their Atari 520ST to Atari
and gets a new one back is still good? I remember the price as being
around $95 or so. What are the catches to this? Can it be done through a
dealer or only through Atari? Thanks for any information!

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!hplabs!oliveb!dragon-oatc!dean

Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |

Date: 26 Dec 87 04:24:08 GMT
From: dayton!ems!nis!stag!trb@rutgers.edu (Todd Burkey)
Subject: big arrays in MW C
To: info-atari16@score.stanford.edu

Hi,
Does anyone know if MWC will safely handle large arrays now? I know
that I had problems in the early versions with HDSCAN's arrays in that
I had to keep the total amount of data in a particular array less than
32K bytes. Now when I compile tests (i.e. a char[10000][12]), I get a
message like:
strict: size of array overflows size_t
which doesn't make sense, since size_t is a long if I remember correctly.
Somewhat confusing (and frustrating now that my manual is out of phase with
the newer version of the compiler that I got recently.)

What I really want to do is fold my Unix version of HDSCAN back into the
ST version, and preferably with MW C. If it looks like it will be too much
of a mess, I will probably wait for the new version of Megamax, since that
sounds somewhat promising as well. (Yes, the Unix version is done...I
am mailing the source code to comp.sources.misc next week. Supports both
BSD and SYSV flavors of Unix).

-Thanks,
Todd Burkey
trb@stag.UUCP

Date: 27 Dec 87 19:50:10 GMT
From: kap%psueclb.BITNET@psuvm.bitnet
Subject: eproms burners
To: info-atari16@score.stanford.edu

hi

I hate to interupt this fasinating discussion on multi-tasking but
I need to find an eprom burner to use with the ST. I thought hippo
made one but I can't find any information. Does anyone have or used one
with the ST, any comments.

thanks
jim, on a friends account

Date: 28 Dec 87 03:56:52 GMT
From: pasteur!cory.Berkeley.EDU!dle@cad.Berkeley.EDU (Duy Le)
Subject: Help
To: info-atari16@score.stanford.edu

Hi, I want to create a folder with autocopy but don't know how. Would
someone please tell me how to? Thanks

Duy

Date: 27 Dec 87 14:56:19 GMT
From: ucsdhub!jack!crash!pnet01!haitex@sdcsvax.ucsd.edu (Wade Bickel)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

I still have not heard one counter argument against the value
that multi-tasking has as a tool for the programmer to use to
write better programs. Perhaps the user does not see this as
multi-tasking, but benfits from it none the less. After all,
this is a powerful tool and we programmers can use it to make
what would otherwise be a difficult task an easy one. This
this translates to less expensive or more feature full programs.

I have never said that multi-tasking was "essential". However,
it is a VERY powerfull and usefull tool for both the software
developer and the user alike. And you need not use it if it is
too much for you.

As far as this OS/9 buisness goes, if it were being distributed
free then it might mean something, but from what's been said it
will be held by only a small fraction of the ST users due to its
price. Thus programmers will not be able to consider the bulk of
the ST market when depending on OS/9, and will not be likely to
do so. So much easier when its included with the basic system!

Thanks, Happy New Year,

Wade.

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
ARPA: crash!pnet01!haitex@nosc.mil
INET: haitex@pnet01.CTS.COM

Date: 28 Dec 87 07:40:26 GMT
From: mtune!codas!killer!elg@rutgers.edu (Eric Green)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

in article <3256@umn-cs.cs.umn.edu>, davidli@umn-cs.cs.umn.edu (Dave Meile)
says:
> People want computers (when they want them at all) to DO SOMETHING for
> them. In the majority of cases with the Atari ST and the Amiga, that
> "something" has been:
>
> writing stuff
> filing stuff

> retrieving stuff that's been filed
> playing games
> programming all of the above
>
> Most of those who read these forums fall under the "programming" category.
> Of course, for programmers, multitasking can be a delight. For the person
> who is writing a term paper on the microcomputer, why bother? If you have
> access to two programs (ala Multifinder or perhaps through a "desk
> accessory" [IBM PCs have desk accessories too, folks]) you already have
> as much power as you're ever liable to need in most environments.

Let's face it, even a Timex Sinclair with 16K of RAM can do all of the above (just a bit slow and limited). A boat-anchor CP/M system can also do all of the above, and would be cheaper (nowadays) besides. But I sure the hell don't like to use one after I've used BSD4.2 & other OS's that take advantage of multitasking.

For example, take the term paper. I'm using an 8-bit single-tasking system right now. I set it to printing. Then I go away for 20 minutes while my NX-10 bangs away in near letter quality mode (more "near" than "letter", but that's the breaks!). That irritates me. Greatly. There's a couple of things I could do here: Use my RAM-disk and jam a software interrupt-driven spooler on my LST: device (multitasking!), go out and buy a 512K print spooler (multitasking again, although in this case with a dedicated processor), or any other number of things. All of which are multitasking. All of which are a kludge, and would be unnecessary if real multitasking was available.

I remember my first computer. 5K of RAM, 16K of ROM, I was in hawg heaven, a computer all my own, to hack in 6502 assembly language on. I lusted for 16K, because with 16K, you can do anything, right? 64K? forget it, 64K was for rich folks with $2,000 to buy the latest CP/M boat-anchor (so-called because of its size and weight, in this case :-). Disk drives? Why would anybody want disk drives? I can load and save just fine with my cassette recorder!

Then I moved up to a 64K machine with a disk drive. Wow. Big time now. I'll never take that 5K machine out of the closet again (even tho I expanded it to 16K). After all, it's just an obsolete toy now, right? and 64K... I can do ANYTHING! Wow, what power. Why would I want one of them fancy dandy 68000 machines, 'specially when they all cost $5,000 for 256K of RAM, and I can do everything they can, on my li'l min-anchor? I mean, I can process words, I can write programs, I can play games... they do all that, right?

There's 2 points I wish to make:
1) Some features added to the computer make it more productive and easier to use (compare cassette deck to floppy drive to hard drive!).
2) Most of us are notoriously short on foresight, like I was when I thought that 64K and a floppy drive was the epitomy of computing (after all, I can do everything you can, right? I can process words, play games, etc.?).

While you may not see the use of multitasking, I bet you're as foresighted now as I was 10 years ago when I thought that 16K of RAM was big-time for a microcomputer.

--
Eric Lee Green elg@usl.CSNET Snail Mail P.O. Box 92191
{cbosgd,ihnp4}!killer!elg Lafayette, LA 70509
"There's someone in my head, but it's not me...." -PF

End of Info-Atari16 Digest
****

1025. Re: Help wanted

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 22:15:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500027@iuvax>
Source record: 255225

Correction: the address is BARAK@HUJIVMS.BITNET

Sorry.

1026. Re: Alcyon (yuck) return codes.

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 23:00:07 UTC
From: apratt@atari.UUCP
Message-ID: <932@atari.UUCP>
Source record: 255226

in article <1988Jan5.000143.12104@jarvis.csri.toronto.edu>,
juancho@dgp.toronto.edu (John Buchanan) says:

> I heard a while back that some one at atari was developing patches to
> ensure that the different passes would return a code other than 0 if
> an error occured during that pass.

I was the one who made that patch (before I even started at Atari),
and I posted the patch to this group (or net.atari or whatever it
was before the Big Name Change)... I will recreate it and post it
again, but please don't ask when -- wait a week or so before asking
what happened to it. Thanks.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1027. Unexpected status code returned by VMS MAIL \%X007E10A2\

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 23:17:46 UTC
From: VAXPOST@FSU.BITNET
Message-ID: <8801062316.AA28779@ucbvax.Berkeley.EDU>
Source record: 255227

---------- A copy of your rejected mail message follows ----------

Received: by CANADA01 (Mailer X1.24) id 9097; Wed, 06 Jan 88 15:59:16 EDT
Date: Wed, 6 Jan 88 11:42:44 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-A16@CANADA01
From: Info-Atari16@Score.Stanford.EDU
Subject: Info-Atari16 Digest V88 #6
To: PETCHER@GW.SCRI.FSU.EDU,
DUBRAVK@FSU

Info-Atari16 Digest Wednesday, January 6, 1988 Volume 88 : Issue 6

This weeks Editor: Bill Westfield

Today's Topics:

Re: Multi-tasking? A nightmare...
Re: A different view on multitasking.
Re: Multi-tasking? A nightmare...
Re: CP/M Z80 Emulator
Re: drivers for new printers
Re: BMS controller package
Re: Hard disk boot???
Re: Atari's Marketing Approach
spectrum 512, MWC, BDT MT C-shell, Alpaha Mega Disk(?)
MarsPort Help
Text -> Speech Programs

Date: 25 Dec 87 09:30:50 GMT
From: ucsdhub!hp-sdd!ncr-sd!crash!gryphon!pnet02!sbauer@sdcsvax.ucsd.edu (Scott
Bauer)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

One point that has been a bit overlooked by the Desk Accessory/Pop-Up Utility
crowd -- why be forced to "make do" with the limitations that a Desk Accessory
imposes? NOT to suggest that the Desk Accessory are not useful, or that the
programming done by their authors is somehow lacking; what I DO mean is that
in a multi-tasking environment I have my CHOICE of any number of full featured
programs, all of which run together (within the limits of my systems
resources, of course.) So I can use the same word processor and outline
processor and spreadsheet and etc. that I always use, rather than one that can
run as a Desk Accessory (and thus is used mainly for just that reason.)

Scott Bauer

UUCP: {ihnp4!crash, hplabs!hp-sdd!crash}!gryphon!pnet02!sbauer
INET: sbauer@pnet02.CTS.COM

Date: 25 Dec 87 19:13:57 GMT
From: mnetor!utgpu!lharris@uunet.uu.net (Leonard Harris)
Subject: Re: A different view on multitasking.
To: info-atari16@score.stanford.edu

When I started working as an advisor at UofT, TSO was the main system besides
batch card jobs through JCL. Back then if you mentioned a Micro, you were laued
at and told they could never do what a BIG machine could do. Too bad I have
to use unix on a this SUN toy now instead of a 370 !!
Whats this have to do with multi-tasking? I'm not sure but the whole argument
seems kinda stupid. Buy what you want. I have an atari for games and an IBM
for programming and cad work. It would be really nice to have a multitasking
Sun 3 but I can get by on less. If multitasking would force(?) programmers
to produce better code then I'm all for it !

Date: 24 Dec 87 16:55:39 GMT
From: ems!nis!stag!trb@UMN-CS.ARPA (Todd Burkey)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <7909@e.ms.uky.edu> david@ms.uky.edu (David Herron -- Resident E-mail
Hack) writes:
>In article <8155@prls.UUCP> gardner@prls.UUCP (Robert Gardner) writes:
>>I'm still waiting to see if someone can come up with a use for TRUE
>>multitasking that a typical home user would find very handy but that
>>cannot be satisfied by a simple 'carousel' approach. There probably
>>are some, especially with message-passing, etc., but none have been
>>posted yet (except for people waiting for their compilers to finish --
>>they just need faster integrated compilers, though :)

Agreed...even my worst case program (hdscan) takes less than a minute
to compile, so I rarely even have the urge to pop it into the
background...

> ... And yes, I know that background print spooler gadgets can
>run on single task DOS's ... I've seen 'em in CP/M, RT-11, Mess-DOS,
>and many many others. But I've never been convinced that they
>ever ran cleanly.

???Why not??? I have less trouble with the automatic print spoolers on
my PC clone and ST than I do on the Unix boxes at work. I can
prioritize jobs, edit stuff in the queue, etc on the ST version, but
those hacks are mostly fluff and rarely used...besides, I have seen
those handy little standalone print spoolers going for under $50
nowadays, so that may be a better solution in the long run...

>I'm thinking ahead some time into the future when we'll have
>ISDN running everywhere ... In order to handle network communications
>cleanly we'll need to have multi-tasking.

Umm, by the time we have ISDN running everywhere, our current computers will probably be dust. By then, most of us will probably be running some variant of Unix on our machines if we want to properly utilize ISDN (i.e. we will have BIG drives, some form of USENET access ..which I can't quite picture even two years from now, since we are running about 28MBytes of messages/week now..., very high speed modems, etc.)

>[There are] also things like mail daemons
>and such that recieve e-mail while you're asleep (or away
>or whatever).

UUPC seems to work fine on the ST and I have several STadel (ST citadel) boards that poll my Unix box every couple of hours for uucp mail and the comp.sys.atari.st sections. I am sure there are a lot of Amiga systems doing the same (I recall that UUPC came out for the Amiga and Citadel is also running on the Amiga).

>For right now? Well, how about killing run-away processes?

On the ST OS-9 or the Multi-tasking C shell has the standard ability to do this...And on the Amiga or the ST, you can always hit reset to kill everything, but still keep the things that were out on RAM drives...(I used this feature a lot on both the Amiga and the ST in the early days of using C compilers that were released too soon.)

I agree somewhat with Dave Meile on this discussion/argument. In the long run, the average user of a popular computer is not the 'BBS'-type or a person that needs anything more than a few utilities in the form of desk accessories on top of an application. Unfortunately, the IBM PC and the Mac have gained the 'average' user market, to date. Those of us with Amiga's and Atari ST's are either technical enough to appreciate and use the special features of the respective computer, or we had very, very persuasive friends who convinced us that the Amiga/ST was the best computer. The 'average' user is still the person that just buys a Mac or PC for a very specific purpose (usually for writing memos or doing spreadsheets in a business environment). They may run Lightning/Thunder (real time spelling checkers on the PC/ST) in a pseudo background manner, and have a ton of desk accessories or pop up tools, but they rarely go in for the increased complexity that a multi-tasking environment like DesqView offers on the PC. Even the carrousel approach (there, I just multi-tasked and asked my wife for a spelling check...it can also be spelled carousel) is somewhat confusing to people, but I have seen secretaries fall in love with the carrousel programs on the Mac and the ST...although not on the PC version for some reason.

-Todd Burkey
trb@stag.UUCP

Date: 25 Dec 87 06:55:05 GMT
From: ems!nis!stag!trb@umn-cs.arpa (Todd Burkey)
Subject: Re: CP/M Z80 Emulator
To: info-atari16@score.stanford.edu

In article <104@mccc.UUCP> pjh@mccc.UUCP (Peter J. Holsberg) writes:
>I'm looking for a CP/M - Z80 emulator that will run on a 680x0-based
>computer. Please email if you know of such a beast. Thx.

There is a very nice PD one for the ST...If I remember right, the docs
for it seemed to indicate that the original 'port' source would work
on any 68000 computer (it has been over a year since I played with
it, so the name of the company that wrote it escapes me). Atari did
put this out as a PD disk, so maybe Neil can help? If not, I'm sure
you could get the disk from your local Atari club...

I recall getting about 1.5MHz to 3Mz throughput on most of the
programs I had from the ATR8000 days...things like Perfect Writer,
Wordstar, Turbo Pascal, etc all worked fine. I even used some of my
wifes software that I copied over from her Geneva portable and it
ran fine (but emulating a 80 char by 8 line display).

-Todd Burkey
trb@stag.UUCP

Date: 25 Dec 87 06:43:29 GMT
From: phri!dasys1!mzyla@nyu.edu (Martin Zyla)
Subject: Re: drivers for new printers
To: info-atari16@score.stanford.edu

In article <2125@cup.portal.com> Randy_Captain-Magic_Holcomb@cup.portal.com
writes:
>I just got an NEC Pinwriter P2200 for $400, and I think it's a killer little
>printer. I did have some fun trying to track down a utility that could do a
>good screen dump (ALT-HELP) but I did find one on GEnie (Delphi?) that works
>well when you tell the driver it's a P7. (and the P2200 allows you to kill the
>tractor feed to, for single-sheet feeding. Nice touch.)
>
>Randy Holcomb - Contributing Editor/Computer Shopper

I'm glad to see that someone else has discovered this gem of a machine. Around
this neck of the woods (New York) it seems to be selling well and users marvel
at the power, quality and accessories of a printer that sells for a relatively
meager $350 to $400. I've used several drivers and wound up with a variety of
screen dump sizes but all high quality. Speaking of high quality, if you're
into Desktop Publishing this machine will make you think twice about spending
all that money on a laser printer.

I\ /I _____________________________________
Martin Zyla I \/ I /

Big Electric Cat I I / {allegra,philabs,cmcl2}!phri!dasys1!mzyla
New York, NY, USA I I / {bellcore,cmcl2}!cucard!dasys1!mzyla
I I / GEnie:mzyla DELPHI:gmz CIS:74216,1372

Date: 26 Dec 87 03:23:43 GMT
From: ravi@cs.duke.edu (Ravi Subrahmanyan)
Subject: Re: BMS controller package
To: info-atari16@score.stanford.edu

>] I have the BMS controller. It works fine (once we found the bugs but
>] that was almost a year ago). ...
>
>What were the bugs?
>If I were to buy such a board, I would probably *never* find the bugs.
>

I've been using that package for a year, and the only bug I've
encountered was in the clock setting software, which would cause the
clock to freak in February.. it was quite amusing actually, and it
was fixed immediately (Chris would actually tell you the location to
patch in the executable if you didnt want to wait for him to send you
a new disk). No other bugs as far as I know,

-ravi

Date: 24 Dec 87 17:54:21 GMT
From: nuchat!uhnix1!uhnix2!uace0@uunet.uu.net (Michael B. Vederman)
Subject: Re: Hard disk boot???
To: info-atari16@score.stanford.edu

The problem you have with holding down the alt-ctrl-shift may have to do with
WHEN you hold down the keys. If you bootup with! the keys down, then it will
not work with the new ROMs.
Try turning on the machine (or resetting) wait a second, then hold down the
keys. This should work.
Don't use GEMBOOT with th[e new ROMs, use foldrxxx.prg instead.

Also, I had the same[problem with the message about a non-supported ROM
version. Ignore the message, the driver is actually installed, and works
just fine.

- Mike
--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

Date: 24 Dec 87 18:23:44 GMT
From: nuchat!uhnix1!uhnix2!uace0@uunet.uu.net (Michael B. Vederman)
Subject: Re: Atari's Marketing Approach
To: info-atari16@score.stanford.edu

Okay, how can you change Atari's image? Does it matter? Sure, more advertise-
ments would be nice, but what benefit do we, the curreniet owners of STs derive
from that? Perhaps it would be a boost to our own egos having more commmercials
on TV. I mean who wants to own a machine that doesn't receive alot of press?
In actuality, I doubt that more TV advertising would do too much good, other
than allowing us to say "I saw the ad five times in one hour," or "Did you
see the ads last night?"

Ask yourself this - how many other computer companies make game machines?
Answer - NONE!
Not Apple, not IBM, not Commodore, no one.
Therefore, Atari is stuck, because they do currently sell game machines.

This is not neccessarily bad, but more advertising, I beleive will only give
us current owners a shot in the arm. Remembere, actions speak louder than
words, and no advertising can boost sales if you don't have an exciting line
of products to sell, and new products on the way. If Atari can produce, then
they zwill be successful. The ABAQ is exciting, but may come out too late to
'steal' the show. Is it important for Atari to come out with products first?
For us owners, we certainly would take a lot of pride in the company if we
were owners of a$ computer from a company that was 'on the leading edge' and
delivered prroducts before anyone else, but what real benefit do we get from
that other than feeding our egos.
So, before you go complaing to Neil, ask who will really benefit. Is this
'commercial wars.' Are we feeling left out? We have a good machine that is
exactl[y what we paid for. What more do you want?

Flame me at this address, if you want. I just get tired of complaining about
immaterial things. If you wanna complain, complain about how GEM is a closed
operating system that must be hacked at to figure out (that's GEM, not TOS).

My opinions are my own, and do not neccessarily reflect our users' group,
company, university, or any living being.

- Mike

--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

Date: 25 Dec 87 00:18:00 GMT
From: linus!philabs!sbcs!nyit!bryan@husc6.harvard.edu (Bryan Althaus)
Subject: spectrum 512, MWC, BDT MT C-shell, Alpaha Mega Disk(?)
To: info-atari16@score.stanford.edu

I only had my 1040ST for a week before the drive went and I'm still waiting for it to come back so in the meantime I thought I'd ask a few questions.

I've been reading about Spectrum 512 in Antics START magazine and was wondering if anyone has disassembled the code and found out how they put 48 colors per scan line? Does this code work for putting more colors per scan line in medium rez? Also could anyone out there who owns Spectrum 512 tell me how like/dislike this product?

I plan on buying it just for the feature of 512 colors but I was just wondering how good a paint program this is compared to Degas & NeoChrome.

About how they do it, Spectrum owns the rights to Spectrum 512 not the ability to put 48 colors per scan line. I feel Spectrum has done something that I didn't think was possible and they deserve all the customers they can get, it's just that I hope the how's and why's of the scan line trick become public knowledge, for a person shouldn't have to buy the program just to be able to have 48 colors per scan line on their ST's.

I'm currently using Mark Williams C with Beckemeyers MT C-shell and together they make a pretty powerful programming environment. I was wondering if anyone knows how much temp space both programs use? I set a ramdisk up and put the most used commands from MT C-shell into it (ls, cd etc.) and was wondering how much bigger I should make the ramdisk to hold the /tmp area which MWC & BDT MT C-shell use for temporary storage.

Also while talking about ramdisks has anyone bought the Mega disk(?) by Alpha. It's suppose to be a 1 meg. ram cartridge which plugs into the cartrige port on the Atari and gives you the ability to have an 800k ramdisk + 200k printer spooler or two 400k ramdisks and the printer spooler. Also included for $299 is a power supply so that after you turn your computer off your data is still intact, sort of like a mini Hard Drive. For the price it sounds good, if anyone has bought one could you tell me how you like it and also how could I get MT C-shell to recognize the 200k printer spooler?

Thanks in advance

Merry Christmas & Happy Holidays to all

Bryan Althaus
N.Y.I.T. - Computer Graphics Laboratory
UUCP: ...!philabs!nyit!bryan (bryan@nyit.UUCP)

Date: 21 Dec 87 00:32:43 GMT
From: munnari!natmlab!tasis!paul@uunet.uu.net (Paul Stevenson)
Subject: MarsPort Help
To: info-atari16@score.stanford.edu

"I'm the sentry
5 pairs for entry..."

OK - can anyone tell me how to get through the door?

thanks in advance.
Paul Stevenson

Date: 22 Dec 87 01:50:38 GMT
From: munnari!natmlab!basser!metro!pta!teti!nswitgould!tony@uunet.uu.net (Tony McGrath)
Subject: Text -> Speech Programs
To: info-atari16@score.stanford.edu

I am making this inquiry on behalf of a partially sighted person
who has recently purchased an Atari ST.

What he is looking for is a Text -> Speech conversion program that
would allow him to hear the contents of a text file. I know that there
is a simple speech program available called ST-TALK that performs this
function, but only on text typed from the keyboard.

Does anybody know of a similar program that could read a file of text
and then speak it back? Are there sources available for the aforementioned
ST-TALK that might be modified to make it work on text files?

Please reply to me by mail, unless, of course, you think it is important
enough to post.

Tony McGrath
tony@nswitgould.OZ

End of Info-Atari16 Digest
****

1028. Unexpected status code returned by VMS MAIL \%X007E10A2\

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 23:20:11 UTC
From: VAXPOST@FSU.BITNET
Message-ID: <8801062319.AA28875@ucbvax.Berkeley.EDU>
Source record: 255228

---------- A copy of your rejected mail message follows ----------

Received: by CANADA01 (Mailer X1.24) id 0338; Wed, 06 Jan 88 17:09:55 EDT
Date: Wed, 6 Jan 88 11:43:27 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-A16@CANADA01
From: Info-Atari16@Score.Stanford.EDU
Subject: Info-Atari16 Digest V88 #7
To: PETCHER@GW.SCRI.FSU.EDU,
DUBRAVK@FSU

Info-Atari16 Digest Wednesday, January 6, 1988 Volume 88 : Issue 7

This weeks Editor: Bill Westfield

Today's Topics:

How advertising helps already-owners
ST Drive Change?
Re: Reasons for buying a computer (was Colorburst)
Re: How advertising helps already-owners
Reasons for buying a computer (was Colorburst)
Atari ST motherboards
big arrays in MW C
eproms burners
Help
Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A nightmare...

Date: 26 Dec 87 14:13:13 GMT
From: denbeste@bbn.com (Steven Den Beste)
Subject: How advertising helps already-owners
To: info-atari16@score.stanford.edu

Michael Vederman (uace0@uhnix2.UUCP) asks:

> Okay, how can you change Atari's image? Does it matter? Sure,
> more advertisements would be nice, but what benefit do we, the curreniet
> owners of STs derive from that?

The rationale goes as follows:

If the advertising is effective, more ST's will be sold, and the installed base will get bigger. This will attract more third party software vendors, who will write more software for the system, which means a better and wider availability of software for those who already owned the machine when the advertising began.

Clear?

--
Steven C. Den Beste, Bolt Beranek & Newman, Cambridge MA
denbeste@bbn.com(ARPA/CSNET/UUCP) harvard!bbn.com!denbeste(UUCP)
I don't think BBN cares what I think about this stuff.
And that's probably just as well.

Date: 27 Dec 87 02:36:03 GMT
From: portal!cup.portal.com!BigDiamond@uunet.uu.net
Subject: ST Drive Change?
To: info-atari16@score.stanford.edu

Does anyone know if you can take out the single-sided drive in the SF354 drive
and slip in a double-sided drive without any problems?

Thanks in advance.....Hank
(BigDiamond@cup.portal.com)

Date: 27 Dec 87 10:45:49 GMT
From: pepper!cmcmanis@sun.com (Chuck McManis)
Subject: Re: Reasons for buying a computer (was Colorburst)
To: info-atari16@score.stanford.edu

In article <5834@jhunix.UUCP> ins_anmy@jhunix.UUCP (Norman Yarvin) writes:
:>In article <36598@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes a lot
:>of good suggestions about buying a computer. I can't understand this though:
:>
:>>* Don't buy a computer to learn programming. If you ever want to program
:>> a computer you own, learn programming *first*. Then you will know when
:>> the programming environment a computer offers is usable.
:>
:>How is someone going to learn programming without a computer? Granted,
:>Usenet people must have access to at least one. But the world at large does
:>not. Don't tell me you are going to just sit there and read a book; very
:>few have that much willpower. And even if someone did, would he/she learn
:>anything about which computer to buy? Very little, probably.

I suggest that if you want to learn programming you take a class at a
community college or through some other program where they provide the
computer. The reason being that the things that make a computer easy
to program, and the programs that make a computer useful may be a
disjoint set. Have you ever programmed on a ZX81? Not much fun. Or
maybe you buy a commodore 64 to learn programming, and then find out
that you really want to program in C and no one makes a C compiler for
it. Maybe COBOL is your idea of fun, that wipes out the Atari and Amiga
right there. But the biggest danger is that you may discover you can't
program, or hate to program and now you have this essentially worthless
computer (remember the condition was that you bought it to learn programming).
I know a lot of people who have bought computers, the ones that took a

programming class were a lot happier. You learn a lot about computers
when you take a programming class. It gives you an edge, I heard about
a guy that bought a computer to program on that had only a line oriented
editor because the salesman had convinced him that editors that supported
editing on a "hard copy" terminal were more powerful than screen editors.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

Date: 27 Dec 87 07:40:47 GMT
From: lakesys!rich@csd1.milw.wisc.edu (Rich Dankert)
Subject: Re: How advertising helps already-owners
To: info-atari16@score.stanford.edu

In article <5600@cc5.bbn.COM> denbeste@bbn.COM (Steven Den Beste) writes:
>
>The rationale goes as follows:
>
>If the advertising is effective, more ST's will be sold, and the installed base
>will get bigger. This will attract more third party software vendors, who will
>write more software for the system, which means a better and wider availability
>of software for those who already owned the machine when the advertising began.
>
>Clear?
>
>--
>Steven C. Den Beste, Bolt Beranek & Newman, Cambridge MA
>denbeste@bbn.com(ARPA/CSNET/UUCP) harvard!bbn.com!denbeste(UUCP)
> I don't think BBN cares what I think about this stuff.
> And that's probably just as well.

I can see your rational to a point, though I believe that your over
looking one main point.

Atari is looking to get away from the GAME MACHINE image. I think
that this is an excellent idea. BUT,Right now, I hear more people talking to
other's to look at the machine and they refuse to look past the Game Machine
Image that is still attached to the name.

Increasing the user base is a great idea, but remember that most that
do check out the system, are pretty new to computer's for the most part.They
really don't know whats out there for third party software, and when they
do, they see alot of games made for the machine. They also see alot of
owner's talking about the neat games that they have, but when it comes to
what application software is available, well thats where were short. Sure
games are fun, and show off the power of the machine, but all this power has to
be put to better use!

What I am getting at is third party software parties like
Word Perfect Corp., Monogram, and other's to get their software over to the

ST and do it right! I'm not really all that choked up about the third party software houses that simply port their stuff over, and it runs like it would on a PC. I would like to see software that really flys, and takes full advantage of the machine. To date their are but a handfull of such programs and for the most part these companies have not seen fit to back up their product with the supprt that is really needed. Word Perfect has been the real exception.

Lets face it. Atari owner's *know what the machine is capable of, and with this knowledge, the demand the software to work correctly, and if it does not, the CO. should make a revision. This is not the case for the most part. Sure there are alot of packages out there that do perform quite well, but still don't make full use of the power that is available. Two markets that suffer quite a bit are the Business and Educational areas. These have been been improving, but were a long way off to where we should be, and where Atari would like it to be (my opinion of course).

I for one, like the idea of Atari buying Federated, and the work being done with the Abaq box. Excellent ways to increase performence, but it still has to be sold to the general public. Business in particular.

Ways for getting the point across.

I would start getting more software out that would 'DO THE JOB' and have my name placed on it (Atari name). Of course the software would have to work to perfection as advertised. Who else better than Atari to make a software product that does the job? They designed the machine, and know it better than anyone else. The software that they have produced, has been outstanding, and proves that fact. (Lets not get into Atari Basic though!) along with the machine, offer software that would help intice the MS-DOS brainwashed people to see the Atari as a viable alternative.

Case in point.

We bought DAK easy accounting from DAK for our business. The program was written in basic, then compiled. Thats not the real problem. The program was really un-supported. The bugs were not fixed, and when the CO. had to face the fact, they come up with deciding not to support the product, and then comming out with version two, state that there is no market for business software for the machine, thus not making the version two available for the ST. Then you get the software emulator, and version two, and the program runs so slow, that for all intence and purposes, is really not usable. Especially when you seen version one (buggy as it is) run as fast as it did, would make anyone cry. If Atari produced this product, the purchaser's would know that the product would be supported, and any bugs (if any) would be corrected.

I stand in the wings that Atari should produce some productivity software for the machine. What they have produced is great, but what is really missing is the business and educational software to act as a magnet to draw more to the power of this fabulous machine.

-rich

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily always correct, but they are mine, and can be yours too, if you want them!

Date: 27 Dec 87 03:18:54 GMT
From: aplcen!jhunix!ins_anmy@mimsy.umd.edu (Norman Yarvin)
Subject: Reasons for buying a computer (was Colorburst)
To: info-atari16@score.stanford.edu

In article <36598@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes a lot of good suggestions about buying a computer. I can't understand this though:

>* Don't buy a computer to learn programming. If you ever want to program
> a computer you own, learn programming *first*. Then you will know when
> the programming environment a computer offers is usable.

How is someone going to learn programming without a computer? Granted, Usenet people must have access to at least one. But the world at large does not. Don't tell me you are going to just sit there and read a book; very few have that much willpower. And even if someone did, would he/she learn anything about which computer to buy? Very little, probably.

Norman Yarvin
(seismo!umcp-cs : ihnp4!whuxcc : allegra!hopkins) !jhunix!ins_anmy

"I can't really represent the size of the sun,
but this should give you a good idea."

Date: 27 Dec 87 02:15:08 GMT
From: oliveb!olivej!dragon@ames.arpa (Give me a quarter or I'll touch you)
Subject: Atari ST motherboards
To: info-atari16@score.stanford.edu

Does anyone know if the deal where one sends in their Atari 520ST to Atari and gets a new one back is still good? I remember the price as being around $95 or so. What are the catches to this? Can it be done through a dealer or only through Atari? Thanks for any information!

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!hplabs!oliveb!dragon-oatc!dean

Olivetti Advanced Technology Center _____ _____ __:__ _____
20300 Stevens Creek Blvd. : : _____: : :

Date: 26 Dec 87 04:24:08 GMT
From: dayton!ems!nis!stag!trb@rutgers.edu (Todd Burkey)
Subject: big arrays in MW C

To: info-atari16@score.stanford.edu

Hi,
Does anyone know if MWC will safely handle large arrays now? I know
that I had problems in the early versions with HDSCAN's arrays in that
I had to keep the total amount of data in a particular array less than
32K bytes. Now when I compile tests (i.e. a char[10000][12]), I get a
message like:
strict: size of array overflows size_t
which doesn't make sense, since size_t is a long if I remember correctly.
Somewhat confusing (and frustrating now that my manual is out of phase with
the newer version of the compiler that I got recently.)

What I really want to do is fold my Unix version of HDSCAN back into the
ST version, and preferably with MW C. If it looks like it will be too much
of a mess, I will probably wait for the new version of Megamax, since that
sounds somewhat promising as well. (Yes, the Unix version is done...I
am mailing the source code to comp.sources.misc next week. Supports both
BSD and SYSV flavors of Unix).

-Thanks,
Todd Burkey
trb@stag.UUCP

Date: 27 Dec 87 19:50:10 GMT
From: kap%psueclb.BITNET@psuvm.bitnet
Subject: eproms burners
To: info-atari16@score.stanford.edu

hi

I hate to interupt this fasinating discussion on multi-tasking but
I need to find an eprom burner to use with the ST. I thought hippo
made one but I can't find any information. Does anyone have or used one
with the ST, any comments.

thanks
jim, on a friends account

Date: 28 Dec 87 03:56:52 GMT
From: pasteur!cory.Berkeley.EDU!dle@cad.Berkeley.EDU (Duy Le)
Subject: Help
To: info-atari16@score.stanford.edu

Hi, I want to create a folder with autocopy but don't know how. Would
someone please tell me how to? Thanks

Duy

Date: 27 Dec 87 14:56:19 GMT
From: ucsdhub!jack!crash!pnet01!haitex@sdcsvax.ucsd.edu (Wade Bickel)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

I still have not heard one counter argument against the value
that multi-tasking has as a tool for the programmer to use to
write better programs. Perhaps the user does not see this as
multi-tasking, but benfits from it none the less. After all,
this is a powerful tool and we programmers can use it to make
what would otherwise be a difficult task an easy one. This
this translates to less expensive or more feature full programs.

I have never said that multi-tasking was "essential". However,
it is a VERY powerfull and usefull tool for both the software
developer and the user alike. And you need not use it if it is
too much for you.

As far as this OS/9 buisness goes, if it were being distributed
free then it might mean something, but from what's been said it
will be held by only a small fraction of the ST users due to its
price. Thus programmers will not be able to consider the bulk of
the ST market when depending on OS/9, and will not be likely to
do so. So much easier when its included with the basic system!

Thanks, Happy New Year,

Wade.

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
ARPA: crash!pnet01!haitex@nosc.mil
INET: haitex@pnet01.CTS.COM

Date: 28 Dec 87 07:40:26 GMT
From: mtune!codas!killer!elg@rutgers.edu (Eric Green)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

in article <3256@umn-cs.cs.umn.edu>, davidli@umn-cs.cs.umn.edu (Dave Meile)
says:
> People want computers (when they want them at all) to DO SOMETHING for
> them. In the majority of cases with the Atari ST and the Amiga, that
> "something" has been:
>
> writing stuff
> filing stuff
> retrieving stuff that's been filed
> playing games
> programming all of the above
>
> Most of those who read these forums fall under the "programming" category.
> Of course, for programmers, multitasking can be a delight. For the person

> who is writing a term paper on the microcomputer, why bother? If you have
> access to two programs (ala Multifinder or perhaps through a "desk
> accessory" [IBM PCs have desk accessories too, folks]) you already have
> as much power as you're ever liable to need in most environments.

Let's face it, even a Timex Sinclair with 16K of RAM can do all of the above (just a bit slow and limited). A boat-anchor CP/M system can also do all of the above, and would be cheaper (nowadays) besides. But I sure the hell don't like to use one after I've used BSD4.2 & other OS's that take advantage of multitasking.

For example, take the term paper. I'm using an 8-bit single-tasking system right now. I set it to printing. Then I go away for 20 minutes while my NX-10 bangs away in near letter quality mode (more "near" than "letter", but that's the breaks!). That irritates me. Greatly. There's a couple of things I could do here: Use my RAM-disk and jam a software interrupt-driven spooler on my LST: device (multitasking!), go out and buy a 512K print spooler (multitasking again, although in this case with a dedicated processor), or any other number of things. All of which are multitasking. All of which are a kludge, and would be unnecessary if real multitasking was available.

I remember my first computer. 5K of RAM, 16K of ROM, I was in hawg heaven, a computer all my own, to hack in 6502 assembly language on. I lusted for 16K, because with 16K, you can do anything, right? 64K? forget it, 64K was for rich folks with $2,000 to buy the latest CP/M boat-anchor (so-called because of its size and weight, in this case :-). Disk drives? Why would anybody want disk drives? I can load and save just fine with my cassette recorder!

Then I moved up to a 64K machine with a disk drive. Wow. Big time now. I'll never take that 5K machine out of the closet again (even tho I expanded it to 16K). After all, it's just an obsolete toy now, right? and 64K... I can do ANYTHING! Wow, what power. Why would I want one of them fancy dandy 68000 machines, 'specially when they all cost $5,000 for 256K of RAM, and I can do everything they can, on my li'l min-anchor? I mean, I can process words, I can write programs, I can play games... they do all that, right?

There's 2 points I wish to make:
1) Some features added to the computer make it more productive and easier to use (compare cassette deck to floppy drive to hard drive!).
2) Most of us are notoriously short on foresight, like I was when I thought that 64K and a floppy drive was the epitomy of computing (after all, I can do everything you can, right? I can process words, play games, etc.?).

While you may not see the use of multitasking, I bet you're as foresighted now as I was 10 years ago when I thought that 16K of RAM was big-time for a microcomputer.

--
Eric Lee Green elg@usl.CSNET Snail Mail P.O. Box 92191
{cbosgd,ihnp4}!killer!elg Lafayette, LA 70509
"There's someone in my head, but it's not me...." -PF

End of Info-Atari16 Digest
****

1029. Out board graphic processer

Newsgroup: comp.sys.atari.st
Date: 1988-01-06 23:38:11 UTC
From: 870646c@aucs.UUCP
Message-ID: <694@aucs.UUCP>
Source record: 255229

Hi all, I was just reading a new mag. from Germany, there seems to be an out board graphics processor that you can get for the ST. It plugs in through the cart. port. You need to buy a monitor for it(to support the rez.) The art prg. runs on the ST monitor, and the results are displayed on the other monitor. As far as I could see the rez. is 1024X800(or so). The price was a couple of thousand, but it would be a great thing for a graphic work station. They stated in the review that the out board cpu can be accessed by any high level lang(?). Also say an add for a 68881 board, from what I could see it plugs in under the MMU(?). The cost of the 68881 board was about $650 CDN.(not bad). Also GFA has a version of their Basic out that will support the chip(special order). If anyone has anymore info on these products why not pass it on.
later
Barry

1030. Calling Eric Lindsay or Jean Weber

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 00:41:16 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <469@viper.Lynx.MN.Org>
Source record: 255230

I've been attempting to contact Eric Lindsay or Jean Weber in
Austraila (New South Wales to be more precise). If either one
of them sees this message, please reply via the return path so
I can figure out a mail path to you guys...

General appologies to the net. I need to contact someone in
Australia, but haven't had any luck. I know Eric reads this
newsgroup, so I'm hoping this will give us the mail path we need.

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

1031. Re: SH204 disk errors

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 00:51:19 UTC
From: apratt@atari.UUCP
Message-ID: <933@atari.UUCP>
Source record: 255231

in article <46@lzaz.ATT.COM>, hcj@lzaz.ATT.COM (HC Johnson) says:
>
> After discussing this with Chris at BMS I learned the following:
> 3. SH204 CANNOT report ANY ERROR to the computer.

That's just not true. I don't know why he thought so. CRC errors, seek errors, sector-not-found errors all can be presented to the CPU as error conditions after a seek, read, or write operation.

> BTW, hdx CANNOT mark as bad the blocks in the root directory or the SAMS.

I assume you mean FATs, not SAMS... I don't know where your terminology comes from. But it's not HDX's fault, and certainly not the controller's. That's the fault of MS-DOS, of which GEMDOS is an approximate clone. We never claimed we could do bad-block forwarding, and there's no other way to mark blocks which are bad in the part of the disk that holds the bad-block information.

It *is* HDX's fault that it doesn't record bad blocks very well. For instance, it doesn't remember bad blocks when you repartition or reformat the disk. We at Atari are building new hard disk tools which will record bad blocks better, and keep track of them across repartitioning and reformatting. Furthermore, it will refuse to put a partition header (the boot sector, FATs, and root directory) in a place with a bad block. HDX should have done this, but didn't.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1032. MINIX

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 03:57:30 UTC
From: wolenty@inuxj.UUCP
Message-ID: <317@inuxj.UUCP>
Source record: 255232

Could anyone tell me what is the status of the MINIX port to
the ST?

Ron Wolenty
ATT Consumer Products
Indianapolis, IN
inuxj!wolenty

1033. object code file formats

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 07:34:30 UTC
From: anton@postgres
Message-ID: <81@pasteur.Berkeley.Edu>
Source record: 255233

Would some kind sole tell me or point me at a definition of the format of .TOS, .TTS, and .GEM files? I'm working on a porting the gnu C compiler to generate atari objects. I'm not attempting to have the atari run gnu cc. Please send responces to me by mail. Also, a pointer to a way to avoid ever starting gem when booting would be nice.
Jeff Anton

1034. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 08:04:20 UTC
From: db@hoptoad.uucp
Message-ID: <3797@hoptoad.uucp>
Source record: 255234
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2209@crash.cts.com> haitex@pnet01.cts.com (Wade Bickel) writes:
> ... As far as this OS/9 buisness goes, if it were being distributed
> free then it might mean something, but from what's been said it
> will be held by only a small fraction of the ST users due to its
> price. Thus programmers will not be able to consider the bulk of
> the ST market when depending on OS/9, and will not be likely to
> do so. So much easier when its included with the basic system!
>

So are you implying that if Multitasking were free to all users, it
would be used? Say if a multi-tasking TOS compatible kernel were
available free to all users of the ST. In other works a free
runtime-only kernel to anybody that asks. Maybe even Atari gives
it aways with each machine. Programs developed for the multitasking
kernel will run on any machine with the free kernel installed.

End-users get the runtime kernel free. Developers pay for a "development
kit" that includes non-PD documentation and programming language interfaces.

How many people would be interested in such a thing? At what price
for the developers kit?

If I get enough replies, I might consider making the run-time RTX
program FREE.

David Beckemeyer
President - Beckemeyer Development Tools
478 Santa Clara Ave, Oakland CA, 94610
UUCP: ...!ihnp4!hoptoad!bdt!david

1035. Some Questions

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 10:23:25 UTC
From: t68@nikhefh.hep.nl
Message-ID: <416@nikhefh.hep.nl>
Source record: 255235

Can anybody answer any of the following questions?

What are the exact conditions under which Mediach returns the code
'maybe changed'. Can this happen when a floppy is not on write protect?

What speed should EPROMs have to replace the ROMs in a 1040 without me
having to worry about the pull-up resistors in the address lines (they
help wrt the crashes during booting)?
Is this the same for the Mega's (I know already how to change jumpers
to flip from the Megabit ROMs to 256K EPROMs)?

The above is needed for making some private modifications to the ROMs.

Thanks,

Jos Vermaseren,
t68@nikhefh.uucp

1036. IFF-format

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 11:09:00 UTC
From: A089FLUM@HTIKUB5.BITNET
Message-ID: <8801071110.AA11873@ucbvax.Berkeley.EDU>
Source record: 255236

As I understand there is a standard format for musical scores called the IFF-format. Could someone send me a description??

with regards and without quoting

Frans Hummelman

1037. Re: Multi-tasking? Can we stop, now?

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 11:37:31 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2057@bath63.ux63.bath.ac.uk>
Source record: 255237
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Well, that provoked a lot more response than I'd thought it might when I made the original posting. I also got a fair bit of email about it. (I tried to reply to each individually, but a lot of the replies bounced -- if you didn't get yours, thanks for your response anyway. I told the people I got mail from that I would post a summary -- so here goes.)

The mail I received (which didn't degenerate into a flame war) seemed to be divided about 50-50 for/against my ORIGINAL proposition. Please NOTE (since it seems to have gotten lost in the discussion) that I didn't say that multi-tasking wasn't NICE or USEFUL -- I said (or at least, thought I said) that I didn't think it could be considered to be the be-all and end-all -- and that for my purposes at least, simpler interrupt handlers were totally sufficient. (And, that on a small, e.g. 500K, machine, I couldn't think of many combinations of things that I use which could co-exist in the memory space.)

A few particular points which kept cropping up --

Simultaneity is handy and makes writing particular sorts of programs easier. -- OK, I'll grant that. However, a couple of the examples commonly used were mis-chosen, I think. To pick the most common two -- simultaneous compilation and editing: well, I've been converted to 'make' (I know, I said about a year ago that I couldn't see a use for it on a non-hard-disk system) and I tend to have one major project at a time (at home -- unlike work). Don't like the idea of 'make' using files that I am busy editing simultaneously. Concurrent compilation and debugging -- Hmm. Not me. Not until I can get a home micro with protected memory partitions for each application, and with interprocess communication restricted to well-defined, thru-the-OS, gateways. Don't want my half-debugged program running silently amok and deciding to use as workspace the bit of memory where the compiler is constructing my new object segment. Paranoid? Yes -- more so every year. The only thing I want co-resident with a program I'm debugging is the debugger, thanks very much. However, for well-behaved proggies, and given enough memory space to use them sensibly, I can't argue with this one at all.

Interrupt handlers and resident accessories are poor seconds to true multi-tasking. -- Sorry, don't buy that. They perform totally different functions, I think. A proper resident accessory is used (MY OPINION) to break out of a task which requires your full attention, to perform some mini-task which requires attention, prior to going back to it. An interrupt handler is a well-proven, easy to write reliably, way of doing I/O and other things which naturally ask for attention when they need it. I'll grant that if you need more than that, you may need multi-tasking; but if you don't, you don't. As for simultaneous print and plot spooling -- well, doesn't bear thinking

about, until one or the other of the machines come up with a version with two parallel ports rather than the one -- or until the Async Transport Service protocol catches on.

Just because a 'non-power' (whatever that is) user doesn't need it now, doesn't mean he'll NEVER need it. True. But NEVER is a long time in this context. By the time he does need it (in another year or two) all these, our beloved machines, will be painfully obsolete anyway, and we'll be looking at 4 Gigabyte machines, with 68080 chips (don't look in the parts list, I made that up) with builtin math processors, segmented, demand-paged memory with full protection between competing processes. (Actually, the 020 (or do I mean the 030) is getting pretty close already.)

(Or maybe, if Acorn can get their pricing into realistic levels, we'll all be wiped out by the Archimedes and similar RISC-technology machines.)

Anyhow, I achieved my goals, which were (a) to gain a feeling for how much M/T is used, and (b, I hope) to stir up some thinking. I'd just as soon see this chain stop now -- but if it doesn't, at least keep in mind that the premise is *not* that M/T isn't useful (he says, typing this in while the mainframe gets on with half dozen compilations for him) but that IT IS ONLY ONE CRITERION TO BE KEPT IN MIND AMONG ALL THE OTHERS. IT IS *NOT* THE ONLY GAME IN TOWN.

(Sorry for shouting. Happy New Year to the happy owners of both machines.)

:-)

(Since I think we've talked it to death, replies by mail to me if you can work out a 'reply' address in the midst of all the current gateway changes. If any *new* insights appear, I'll summarize, otherwise I'll abandon.)

1038. Re: Resource file question

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 11:46:34 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2058@bath63.ux63.bath.ac.uk>
Source record: 255238

I posted this before Xmas, but in the face of comms outages,
and ambiguous messages from our mailer, I'm not sure the original got through.
It's short enough it feels more efficient to re-post rather than to ask. If
two copies arrived, sorry -- but save the net some traffic and don't bother
to tell me. Happy New Year.

In article <1607@wiley.UUCP> bob@wiley.UUCP (Bob Amstadt) writes:
>The Kuma Resource Editor is now unavailable. The product has been
>discontinued.
>--

This surprised me, because I know (a) that it is still in the shops in the UK;
and (b) it is listed in Kuma's very latest (Dec 87) product/price list.
Since I was writing to Kuma anyway (to get myself de-duped from their mailing
list -- one copy is enough) I asked about this. The reply (from Jon Day,
their Marketing Director) says:

Regarding K-Resource in the USA, all our products are available and
distributed in America by C.S.S of Addison, Illinois, they can be
contacted on 312-620-4444. K-Resource was also distributed by Antic,
however they seem to be concentrating primarily on entertainment
titles now, whilst being unhelpful regarding other products. We are
workiing to further strengthen our distribution in the USA next year.

So, K-Resource *IS* still supposed to be available on the West of the pond.
But apparently not from Antic. Suggest you try (or have your dealer try)
this C.S.S. lot. Not worth a transAtlantic phone call to me to find out...

Failing that, Kuma themselves are Kuma Computers Ltd., 12 Horseshoe Park,
Pangbourne, Berkshire RG8 7JW, England (International phone 44-7357-4335),
though I confess I'd be reluctant to try international mail order myself.

(As usual, I have no connections with any of the companies named above,
except as an occasional purchaser of their products for my own use.)

Happy holidays.

1039. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 11:48:51 UTC
From: 158625@DOLUNI1.BITNET
Message-ID: <8801071148.AA12501@ucbvax.Berkeley.EDU>
Source record: 255239

```
Date: 7 January 1988, 12:41:34 CET
From: Thomas Humburg 04491/1304 158625 at DOLUNI1
To: INFO-ATARI16 at SCORE
help
```

1040. Format of Relocatable Object files???

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 14:46:35 UTC
From: lbn@iesd.uucp
Message-ID: <205@iesd.uucp>
Source record: 255240

Does anybody out there in netland, know about the relocatable format
of object files (programs) on los ST ????

I am thinking of making my own linker, so I need to know this format
(I will of course send the source to the net, if I succeed in making a
new linker)
--

==
== Lars Bo Nielsen : lbn@iesd.uucp ==
=== Department of Computer Science : {...}!mcvax!diku!iesd!lbn ===
=== Aalborg University, St. 19 :----------------------------===
=== DK 9000 Aalborg : Disclaimer: ===
== D E N M A R K : I speak for me ..... ==
==

1041. Does this mean we'll have to be nice to each other?

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 15:13:11 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2063@bath63.ux63.bath.ac.uk>
Source record: 255241
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

According to a blurb in the computer section of today's Gruaniad newspaper, Argonaut say they will be producing Starglider II to be 'disk-level compatible' between the Atari ST and the Commodore Amiga. That is, you take the disk, stuff it into whichever of the two machines you prefer, and fire it up. It loads, has a look around, works out which of the two machine types it has been turned loose onto, and does the right thing. They say they hope to interest other software manufacturers in the idea. (And why not? Must offer an incredible savings to the manufacturers and to the retailers, if they can cater for two machine ranges with one box.)

The writer goes on to hypothesize that the next obvious step is an object-compatible third-party operating system for both machines. I shall have to stare at my navel for a bit, and wonder whether it could be sensibly done in a manner which would let you get at the stronger points of whichever machine you are on, rather than at a lowest common denominator level -- which I don't think would be doing anyone any favours. Right off, without thinking much about it, I wonder whether we could actually learn to talk together reasonably enough for it to take off. :-)

(Note, the smiley applies only to the sentence which it immediately follows. The rest of this posting is serious.)

Happy New Year...

1042. Assembler wanted

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 16:52:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8801071655.AA18485@ucbvax.Berkeley.EDU>
Source record: 255242

Date: 7 January 1988, 11:50:46 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Assembler wanted

[]

Are there any public domain assemblers available anywhere?

+----------------------+-----------------------------------+
Jim McCabe	BITNET: jemccabe @ mtus5.bitnet
G31 ECH MTU	UUCP: mccabe2 @ mtuvaxb.uucp
Houghton, MI 49931	mccabe @ m-net.uucp
+----------------------+-----------------------------------+

1043. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 18:02:03 UTC
From: phil@titan.rice.edu
Message-ID: <516@ra.rice.edu>
Source record: 255243
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3259@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>...The
>argument here isn't whether multi-tasking is "neat", or that it doesn't
>have its uses. The argument here is whether you should choose brand XX
>computer "simply" because it has the capability of multi-tasking.
>
>It's a nice fribjob, but not necessary to do stuff. Lots of microcomputer
>owners know that, but Amiga owners somehow don't seem to feel that the
>other features of their computer are enough to REALLY make a home user
>want to buy one.

WRONG! There are other things about the Amiga besides multi-tasking that make it worth buying: outstanding color graphics (specifically, HAM mode), the versatility made possible by the "copper" co-processor (I feel that we are currently only scratching the surface), outstanding sound, reasonable price, easy interface to current video technology (making things like "desktop video" possible). I'd like to see Marble Madness! running on an Atari ST, or a Macintosh, or an IBM. I don't think it would look nearly as impressive as it dones on the Amiga---with the exception of the Mac II (which is prohibitively priced anyway). The same comment goes for Arkanoid.

The Amiga is not just a game-playing machine. But the games serve as a good example of the machine's capability and potential.

William LeFebvre
Department of Computer Science
Rice University
<phil@Rice.edu>

1044. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 18:30:00 UTC
From: POSTMASTER@BINGVAXB.BITNET
Message-ID: <8801071839.AA20376@ucbvax.Berkeley.EDU>
Source record: 255244

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY9074 at node VAXB
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXB with Jnet id 1742
for VY9074@BINGVAXB; Thu, 7 Jan 88 13:30 EST
Received: by CANADA01 (Mailer X1.24) id 1741; Thu, 07 Jan 88 13:25:58 EDT
Date: Thu, 7 Jan 88 09:48:35 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #8
To: andrew stoffel <VY9074@BINGVAXB>

Info-Atari16 Digest Thursday, January 7, 1988 Volume 88 : Issue 8

This weeks Editor: Bill Westfield

Today's Topics:

Re: ST Drive Change?
DG Terminal Emulators...
Re: BMS controller package
Re: ST software available for children?
VCR -> Atari ST color monitor
Re: Observations
IBM Drives with ST
Re: A defense of Multi-tasking
Re: about ST disk drives (and media change)
Re: Multi-tasking? A nightmare...
Re: Hard disk boot???
Re: Hard disk boot???
Re: big arrays in MW C
Re: Multi-tasking? A nightmare...

----------------------------------------------------------------------

Date: 28 Dec 87 04:44:06 GMT
From: portal!cup.portal.com!Sam_Brian_Gridley@uunet.uu.net
Subject: Re: ST Drive Change?
To: info-atari16@score.stanford.edu

Have done it many times myself without encountering any problems. Even swapped
the SS out of my 520STfm for a DS disk mechanism. Works great!

------------------------------
```

Posted-From: The MITRE Corp., Bedford, MA
To: info-atari16@score.stanford.edu, info-atari8@score.stanford.edu
Subject: DG Terminal Emulators...
Date: Mon, 28 Dec 87 17:56:52 EST
From: jhs@mitre-bedford.ARPA

KOST@TRIUMFCL.BITNET writes...
>
> Does anyone know of a Terminal Emulator for the Data General
> machines, eg. the D-400 series terminal, for the Atari ST.
>

I'd be interested also in such an emulator that ran on the Atari 8-bitters,
if anyone knows about one!

-John Sangster / jhs@mitre-bedford.arpa

Date: 28 Dec 87 21:02:00 GMT
From: apollo!weber_w@eddie.mit.edu (Walt Weber)
Subject: Re: BMS controller package
To: info-atari16@score.stanford.edu

In article <1147@eneevax.UUCP> iarocci@eneevax.umd.edu.UUCP (John Iarocci)
writes:
>
>Being the owner of two BMS kits (one for a Micropolis 1325 on a 1040, and one
>for a Seagate ST506 on a 520+), I have seen how Berkley Microsystems has
>improved over the last year or so. I think their present-day package is well
>put together and easy to build. I have only had two reservations about the
>kit: 1) The non-standard format used on the disks, and 2) THAT SHORT CORD!!
>
>Until a recent (fairly) Atari Fest in the area, I was under the impression
>that the BMS kit was the only one out there. At this fair, I was introduced
>to ICD, Inc.

I, too, am a VERY SATISFIED customer of BMS. My opinions of the ICD offering
differ somewhat from yours, however.

I saw ICD's product at the Worcester AtariFest, and while I think they have
an acceptable product, I believe that their methods are less than acceptable.
My local Atari dealer (exclusively Atari for the last 4+ years) tells me that
ICD has been present in the 8-bit marketplace for a considerable time.

My contact at BMS, however, told me that ICD initially contacted BMS with a
great deal of interest in the BMS board, and assured BMS that ICD was not
going to get into that business. A short while later, ICD released a board
which has a strong resemblance to the BMS board with a few modifications.

Note that I am NOT advocating sole-sourcing of add-ons for the ST line -- I just
do NOT like the idea of an "established" company staying out of the ST
marketplace
until (or unless) they can piggyback off of the efforts of a fledgling operation

by
misrepresenting their intentions.

As to your first reservation (above), BMS follows the Atari standard of only allowing
4 partitions per drive, while Supra established an "extended format" which permits
8 partitions per drive, but is NOT compatible with Atari's AHDI. ICD follows the
Supra extended format. I think if you go back to Tom Love's excellent article in
a back issue of Current Notes you will find that BMS did not have a disk driver of
their own, and that users would just use Atari's formatter (format.prg?) and
driver (ahdi.prg).

...walt...

--
Walt Weber PHONE: (617) 256-6600 x7004
Apollo Computer GENIE: W.WEBER
Chelmsford, People's Republic of Massachusetts

Date: 28 Dec 87 23:37:18 GMT
From: tpg@mitre-bedford.arpa (Terry P. Gleason)
Subject: Re: ST software available for children?
To: info-atari16@score.stanford.edu

LOGO isn't bundled with the ST anymore. Is it worth buying? Are
there other better ones available? (My daughter uses LOGO on the Apple
at school.)

Is KIDTALK ($30-$40) a good buy? For what ages is it appropriate?

Thanks for any advice - T. Gleason (tpg@mbunix)

Date: 29 Dec 87 00:24:31 GMT
From: engst@tcgould.tn.cornell.edu (Adam C. Engst)
Subject: VCR -> Atari ST color monitor
To: info-atari16@score.stanford.edu

I'm curious, does anyone know of a

Date: 28 Dec 87 21:48:26 GMT
From: tektronix!sequent!mntgfx!dclemans@ucbvax.Berkeley.EDU (Dave Clemans)
Subject: Re: Observations
To: info-atari16@score.stanford.edu

> I kinda liked the "ST World" that my dealer used to carry, but he
> stopped carrying it a couple of months before he folded. :-(
> Did the newspaper fold too? Or did the go out of business becuase my
> dealer no longer carried them? Or was it the other way around? ;-)

ST World is apparently going fine; in fact they've now split into
two separate newsletters:
ST World mainly reviews and show reports
ST Informer more general articles, rumors, etc.

They're carried by stores in the Oregon area (B. Dalton's Software Etc.
even carries ST World).

However note that they are not published on a regular schedule; as far
as I can tell they wait until they have enough ads and articles to fill
an issue and then go to the printers/distributors.

dgc

Date: 28 Dec 87 06:31:10 GMT
From: unirot!josh@rutgers.edu (josh cohen)
Subject: IBM Drives with ST
To: info-atari16@score.stanford.edu

lineaterlineaterlineaterlineater

Does anyone have the document file on how to hook up an IBM
style drive? I am attempting to do it here. I have a tandon TM100
full height drive. I ripped it out of an old PERCOM setup for the
old ataris. Has anyone done this? I see the tricks that atari is
doing with the drive select line but am not quite sure how to cope
with it.
Somebody help me before I fry my ST....

Josh Cohen
HOOK

ARPA HOOK@aim.rutgers.edu
UUCP {...}!rutgers!aim.rutgers.edu!hook
BITNET hook%gold.decnet@zodiac
please me me at the first address.

Date: 28 Dec 87 18:08:51 GMT
From: clyde!watmath!water!ljdickey@rutgers.edu (Lee Dickey)
Subject: Re: A defense of Multi-tasking
To: info-atari16@score.stanford.edu

In article <5595@cc5.bbn.COM> denbeste@bbn.COM (Steven Den Beste) writes:
|The original poster of this subject asked if there was a place where
|multi-tasking was "essential". ...
| [a long and thoughtful article here...]

|
|Could these be the real reasons behind the original posting? Or maybe just a
|deliberate attempt to stir up trouble?
|
|Steven C. Den Beste, Bolt Beranek & Newman, Cambridge MA
|denbeste@bbn.com(ARPA/CSNET/UUCP) harvard!bbn.com!denbeste(UUCP)
| I don't think BBN cares what I think about this stuff.
| And that's probably just as well.

Deliberate or not, he certainly did stirr it up!

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

Date: 28 Dec 87 17:49:38 GMT
From: clyde!watmath!water!ljdickey@rutgers.edu (Lee Dickey)
Subject: Re: about ST disk drives (and media change)
To: info-atari16@score.stanford.edu

Thank you, Alan, for the informative answer, which raises another question...

In article <914@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>
>The media-change sensing is done using the write-protect signal from the
>drive. ...
>
>When a disk is in the "maybe changed" state, the next access (through
>RWABS or maybe Floprd) will check the serial number of the disk in the
>drive. If it hasn't changed, then the disk hasn't changed, either.
>This is another assupmtion: you should not have two disks with the same
>serial number.
> ...

What is the "serial number" you mention?
I have seen no mention of it before.
I have noticed something called "disk label" that comes up
when I ask it to "SHOW INFO". Is *that* the "serial number"?

How can I be sure that no two disks have the same serial number?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

Date: 29 Dec 87 07:16:35 GMT
From: marque!gryphon!richard@csd1.milw.wisc.edu (Richard Sexton)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <1374@uhccux.UUCP> lee@uhccux.UUCP (Greg Lee) writes:
>In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton)
writes:
>>In article <3256@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>
>Mr. Sexton's comments don't bear repeating. It was suggested in another
>news group that he has a net variety of Tourette's syndrome.

Ah yes, but I'm cute and have great legs.

> Would Dave
>Meile and others in comp.sys.arari.st please accept an apology from
>us amiga folks?

Don't apologize for me you nimrod. I have nothing against ST's or their
owners. But Atari people who blather in comp.sys.amiga about how
the amiga's features are "not needed" are fair game.

If you want to flame amiga's, fine. Do it in comp.sys.not.amiga. Do it
in alt.flame. But do it in this group, and you just may get a rebuttel.
Do it four times and people may get testy.

.sig missing in newport beach harbour

Richard [kick butt and take names] Sexton

Date: 28 Dec 87 14:54:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: Re: Hard disk boot???
To: info-atari16@score.stanford.edu

uace0@uhnix2.UUCP writes:
> The problem you have with holding down the alt-ctrl-shift may have to do with
> WHEN you hold down the keys. If you bootup with! the keys down, then it will
> not work with the new ROMs.
> Try turning on the machine (or resetting) wait a second, then hold down the
> keys. This should work.
> Don't use GEMBOOT with th[e new ROMs, use foldrxxx.prg instead.

So, let me see... If there is a disk in the drive at power-on, the Supra
boots *immediately*. If I have the three keys down (diskette in drive),
Supra still boots immedately. Seems like I have to: turn machine on. Wait
about one second. Push the three keys. (Maybe wait for ST to go after the
floppy drive again) Push diskette into drive while holding the keys down.
What a pain! I don't think it'll work, either.

I'm going to call Supra today and ask them if they have a boot program
that is a little less zealous ;-)

> Also, I had the same[problem with the message about a non-supported ROM
> version. Ignore the message, the driver is actually installed, and works
> just fine.

> - Mike
> --
> #---# University (of
Houston)
> # It is morally wrong to let a sucker keep his money. # Atari Computer
> #---# Enthusiasts (UACE)
> Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

Date: 28 Dec 87 20:01:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: Re: Hard disk boot???
To: info-atari16@score.stanford.edu

This morning, I wrote:

> uace0@uhnix2.UUCP writes:
>> The problem you have with holding down the alt-ctrl-shift may have to do with
>> WHEN you hold down the keys. If you bootup with! the keys down, then it will
>> not work with the new ROMs.
>> Try turning on the machine (or resetting) wait a second, then hold down the
>> keys. This should work.
>> Don't use GEMBOOT with th[e new ROMs, use foldrxxx.prg instead.

> So, let me see... If there is a disk in the drive at power-on, the Supra
> boots *immediately*. If I have the three keys down (diskette in drive),
> Supra still boots immedately. Seems like I have to: turn machine on. Wait
> about one second. Push the three keys. (Maybe wait for ST to go after the
> floppy drive again) Push diskette into drive while holding the keys down.
> What a pain! I don't think it'll work, either.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

> I'm going to call Supra today and ask them if they have a boot program
> that is a little less zealous ;-)

I just got off the phone with a tech-support guy at Supra. He tells me that
the scenario described above is exactly what I have to do; they cannot
program around it.

They say that the problem is in the "blitter" ROMs. The keycode that is
made by ctrl-shift-alt isn't available to the Supra boot program as soon as

that program would really like it to be. The boot program cannot detect
the key combo until much later in the boot, at which time the program is
just about to boot from the fixed disk anyway.

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

Date: 29 Dec 87 05:53:08 GMT
From: ihnp4!chinet!dag@ucbvax.Berkeley.EDU (Daniel A. Glasser)
Subject: Re: big arrays in MW C
To: info-atari16@score.stanford.edu

In article <291@stag.UUCP> trb@stag.UUCP (Todd Burkey) writes:
>Hi,
> Does anyone know if MWC will safely handle large arrays now? I know
>that I had problems in the early versions with HDSCAN's arrays in that
>I had to keep the total amount of data in a particular array less than
>32K bytes. Now when I compile tests (i.e. a char[10000][12]), I get a
>message like:
> strict: size of array overflows size_t
>
This message is just a warning -- it is because size_t is in fact an
unsigned int in MWC 2.1.7. size_t is the default type of the result
of the sizeof operator. MWC does support objects larger than 64K now,
and this warning is harmless unless you are passing sizeof(foo) to a
function that is expecting an int. Sizeof is promoted to a long when
it overflows the unsigned int. When MWC releases an ANSI conforming
(rather than K&R, which is what it conforms to now with some ANSI
extensions), size_t will become a long instead of an int, and then
this kind of warning will go away.

Even in version 2.0, external objects of > 32K were supported, they
just could not be declared. They could be allocated with lmalloc()
and then accessed as arrays using the pointer/array equivilance.

I hope all of this helps.
--
Daniel A. Glasser
...!ihnp4!chinet!dag
...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

Date: 29 Dec 87 07:00:10 GMT
From: coplex!jim@BLOOM-BEACON.MIT.EDU (Jim Sewell)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <2598@killer.UUCP>, elg@killer.UUCP (Eric Green) writes:

[conversation ommitted]

> 2) Most of us are notoriously short on foresight, like I was when I
> thought that 64K and a floppy drive was the epitomy of computing (after all, I
> can do everything you can, right? I can process words, play games, etc.?).
> --
> Eric Lee Green elg@usl.CSNET Snail Mail P.O. Box 92191
> {cbosgd,ihnp4}!killer!elg Lafayette, LA 70509
> "There's someone in my head, but it's not me...." -PF

Speaking of being short on foresight, it was only today that I was modifying
my handy dandy disk re-organizer program (Devices are a pain!) and guess what?
I was trying to ^XF (save and finish up) out of Emacs and was out of disk space.
How many of you have ever told an editor you were finished, fallen short of disk
space, and lost everything because the editor was not taught social graces? I'm
sure I'm not the only one.
Solution? Use my MULTITASKING Amiga to clean out some disk space before I
clicked on the retry block of the requestor.
Result? I didn't kill my entire family due to the frustration of losing my
program.
Moral? Even though nearly anything can be simulated with proper programming on
a non M-T system, it rarely is. Many programmers take short cuts which
do not allow for mistakes. M-T'ing systems are like insurance in case
your favorite program has problems.

==========
Jim Sewell "Make knowledge free!" <*> <*>
Code: 1-1A /

End of Info-Atari16 Digest
****

1045. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 18:35:01 UTC
From: <>
Message-ID: <492@.UUCP>
Source record: 255245
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>
>I can't think of *any* two tasks which I do on my home machine which
>take enough time to make m/p profitable, and which could co-exist sensibly
>with only two floppy drives.

What about formatting a floppy while you are running your Word-Processor, and your floppy is full? What I like is the ability in Multi-tasking systems, is the ability to SUSPEND, and not just ABORT a program, when I need to interrupt.

It's pretty arrogant to say that because I can't think of any, that [insert any feature] is useless!

While your floppy disk configuration limits you, this still limits you in a single-task O.S. It is irrelevant to multi-tasking versus single-tasking! There are lots of tasks that even if you do a Terminate and Stay-Resident, will need you to swap disks, if you are out of room, etc. Batch files that have hard-coded drive designations will still be a problem if you have other floppys in place.
--
Alex Laney alex@xicom.UUCP ...utzoo!dciem!nrcaer!xios!xicom!alex
Xicom Technologies, 205-1545 Carling Av., Ottawa, Ontario, Canada
We may have written the SNA software you use.
The opinions are my own.

1046. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 19:26:02 UTC
From: bill@ipsa.arpa
Message-ID: <8801071926.AA04687@ipsa.arpa>
Source record: 255246

A couple of digests back someone posted HDB23. However, I've noticed from an old atarinet listing that there is a version 2.4. Does it really exist? If so could someone mail me a copy?

Also, does anyone have a copy of NMFPS. It is supposed to convert metafiles to postscript. It was also listed in atarinet a while back. A copy of this would also be very much appreciated.

Thanks. /bill

1047. Unexpected status code returned by VMS MAIL \%X007E10A2\

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 19:37:12 UTC
From: VAXPOST@FSU.BITNET
Message-ID: <8801071935.AA21451@ucbvax.Berkeley.EDU>
Source record: 255247

---------- A copy of your rejected mail message follows ----------

Received: by CANADA01 (Mailer X1.24) id 1753; Thu, 07 Jan 88 13:26:20 EDT
Date: Thu, 7 Jan 88 09:48:35 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-A16@CANADA01
From: Info-Atari16@Score.Stanford.EDU
Subject: Info-Atari16 Digest V88 #8
To: PETCHER@GW.SCRI.FSU.EDU,
DUBRAVK@FSU

Info-Atari16 Digest Thursday, January 7, 1988 Volume 88 : Issue 8

This weeks Editor: Bill Westfield

Today's Topics:

Re: ST Drive Change?
DG Terminal Emulators...
Re: BMS controller package
Re: ST software available for children?
VCR -> Atari ST color monitor
Re: Observations
IBM Drives with ST
Re: A defense of Multi-tasking
Re: about ST disk drives (and media change)
Re: Multi-tasking? A nightmare...
Re: Hard disk boot???
Re: Hard disk boot???
Re: big arrays in MW C
Re: Multi-tasking? A nightmare...

Date: 28 Dec 87 04:44:06 GMT
From: portal!cup.portal.com!Sam_Brian_Gridley@uunet.uu.net
Subject: Re: ST Drive Change?
To: info-atari16@score.stanford.edu

Have done it many times myself without encountering any problems. Even swapped
the SS out of my 520STfm for a DS disk mechanism. Works great!

Posted-From: The MITRE Corp., Bedford, MA
To: info-atari16@score.stanford.edu, info-atari8@score.stanford.edu
Subject: DG Terminal Emulators...

Date: Mon, 28 Dec 87 17:56:52 EST
From: jhs@mitre-bedford.ARPA

KOST@TRIUMFCL.BITNET writes...
>
> Does anyone know of a Terminal Emulator for the Data General
> machines, eg. the D-400 series terminal, for the Atari ST.
>

I'd be interested also in such an emulator that ran on the Atari 8-bitters,
if anyone knows about one!

-John Sangster / jhs@mitre-bedford.arpa

Date: 28 Dec 87 21:02:00 GMT
From: apollo!weber_w@eddie.mit.edu (Walt Weber)
Subject: Re: BMS controller package
To: info-atari16@score.stanford.edu

In article <1147@eneevax.UUCP> iarocci@eneevax.umd.edu.UUCP (John Iarocci)
writes:
>
>Being the owner of two BMS kits (one for a Micropolis 1325 on a 1040, and one
>for a Seagate ST506 on a 520+), I have seen how Berkley Microsystems has
>improved over the last year or so. I think their present-day package is well
>put together and easy to build. I have only had two reservations about the
>kit: 1) The non-standard format used on the disks, and 2) THAT SHORT CORD!!
>
>Until a recent (fairly) Atari Fest in the area, I was under the impression
>that the BMS kit was the only one out there. At this fair, I was introduced
>to ICD, Inc.

I, too, am a VERY SATISFIED customer of BMS. My opinions of the ICD offering
differ somewhat from yours, however.

I saw ICD's product at the Worcester AtariFest, and while I think they have
an acceptable product, I believe that their methods are less than acceptable.
My local Atari dealer (exclusively Atari for the last 4+ years) tells me that
ICD has been present in the 8-bit marketplace for a considerable time.

My contact at BMS, however, told me that ICD initially contacted BMS with a
great deal of interest in the BMS board, and assured BMS that ICD was not
going to get into that business. A short while later, ICD released a board
which has a strong resemblance to the BMS board with a few modifications.

Note that I am NOT advocating sole-sourcing of add-ons for the ST line -- I just
do NOT like the idea of an "established" company staying out of the ST
marketplace
until (or unless) they can piggyback off of the efforts of a fledgling operation
by
misrepresenting their intentions.

As to your first reservation (above), BMS follows the Atari standard of only allowing
4 partitions per drive, while Supra established an "extended format" which permits
8 partitions per drive, but is NOT compatible with Atari's AHDI. ICD follows the
Supra extended format. I think if you go back to Tom Love's excellent article in
a back issue of Current Notes you will find that BMS did not have a disk driver of
their own, and that users would just use Atari's formatter (format.prg?) and
driver (ahdi.prg).

..walt...

--
Walt Weber PHONE: (617) 256-6600 x7004
Apollo Computer GENIE: W.WEBER
Chelmsford, People's Republic of Massachusetts

Date: 28 Dec 87 23:37:18 GMT
From: tpg@mitre-bedford.arpa (Terry P. Gleason)
Subject: Re: ST software available for children?
To: info-atari16@score.stanford.edu

LOGO isn't bundled with the ST anymore. Is it worth buying? Are
there other better ones available? (My daughter uses LOGO on the Apple
at school.)

Is KIDTALK ($30-$40) a good buy? For what ages is it appropriate?

Thanks for any advice - T. Gleason (tpg@mbunix)

Date: 29 Dec 87 00:24:31 GMT
From: engst@tcgould.tn.cornell.edu (Adam C. Engst)
Subject: VCR -> Atari ST color monitor
To: info-atari16@score.stanford.edu

I'm curious, does anyone know of a

Date: 28 Dec 87 21:48:26 GMT
From: tektronix!sequent!mntgfx!dclemans@ucbvax.Berkeley.EDU (Dave Clemans)
Subject: Re: Observations
To: info-atari16@score.stanford.edu

> I kinda liked the "ST World" that my dealer used to carry, but he
> stopped carrying it a couple of months before he folded. :-(
> Did the newspaper fold too? Or did the go out of business becuase my
> dealer no longer carried them? Or was it the other way around? ;-)

ST World is apparently going fine; in fact they've now split into
two separate newsletters:
ST World mainly reviews and show reports
ST Informer more general articles, rumors, etc.

They're carried by stores in the Oregon area (B. Dalton's Software Etc.
even carries ST World).

However note that they are not published on a regular schedule; as far
as I can tell they wait until they have enough ads and articles to fill
an issue and then go to the printers/distributors.

dgc

Date: 28 Dec 87 06:31:10 GMT
From: unirot!josh@rutgers.edu (josh cohen)
Subject: IBM Drives with ST
To: info-atari16@score.stanford.edu

lineaterlineaterlineaterlineater

Does anyone have the document file on how to hook up an IBM
style drive? I am attempting to do it here. I have a tandon TM100
full height drive. I ripped it out of an old PERCOM setup for the
old ataris. Has anyone done this? I see the tricks that atari is
doing with the drive select line but am not quite sure how to cope
with it.
Somebody help me before I fry my ST....

Josh Cohen
HOOK

ARPA HOOK@aim.rutgers.edu
UUCP {...}!rutgers!aim.rutgers.edu!hook
BITNET hook%gold.decnet@zodiac
please me me at the first address.

Date: 28 Dec 87 18:08:51 GMT
From: clyde!watmath!water!ljdickey@rutgers.edu (Lee Dickey)
Subject: Re: A defense of Multi-tasking
To: info-atari16@score.stanford.edu

In article <5595@cc5.bbn.COM> denbeste@bbn.COM (Steven Den Beste) writes:
:The original poster of this subject asked if there was a place where
:multi-tasking was "essential". ...
: [a long and thoughtful article here...]
:
:Could these be the real reasons behind the original posting? Or maybe just a
:deliberate attempt to stir up trouble?
:
:Steven C. Den Beste, Bolt Beranek & Newman, Cambridge MA

:denbeste@bbn.com(ARPA/CSNET/UUCP) harvard!bbn.com!denbeste(UUCP)
: I don't think BBN cares what I think about this stuff.
: And that's probably just as well.

Deliberate or not, he certainly did stirr it up!

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

Date: 28 Dec 87 17:49:38 GMT
From: clyde!watmath!water!ljdickey@rutgers.edu (Lee Dickey)
Subject: Re: about ST disk drives (and media change)
To: info-atari16@score.stanford.edu

Thank you, Alan, for the informative answer, which raises another question...

In article <914@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>
>The media-change sensing is done using the write-protect signal from the
>drive. ...
>
>When a disk is in the "maybe changed" state, the next access (through
>RWABS or maybe Floprd) will check the serial number of the disk in the
>drive. If it hasn't changed, then the disk hasn't changed, either.
>This is another assupmtion: you should not have two disks with the same
>serial number.
> ...

What is the "serial number" you mention?
I have seen no mention of it before.
I have noticed something called "disk label" that comes up
when I ask it to "SHOW INFO". Is *that* the "serial number"?

How can I be sure that no two disks have the same serial number?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

Date: 29 Dec 87 07:16:35 GMT
From: marque!gryphon!richard@csd1.milw.wisc.edu (Richard Sexton)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <1374@uhccux.UUCP> lee@uhccux.UUCP (Greg Lee) writes:
>In article <2673@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton)
writes:
>>In article <3256@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>
>Mr. Sexton's comments don't bear repeating. It was suggested in another
>news group that he has a net variety of Tourette's syndrome.

Ah yes, but I'm cute and have great legs.

> Would Dave
>Meile and others in comp.sys.arari.st please accept an apology from
>us amiga folks?

Don't apologize for me you nimrod. I have nothing against ST's or their
owners. But Atari people who blather in comp.sys.amiga about how
the amiga's features are "not needed" are fair game.

If you want to flame amiga's, fine. Do it in comp.sys.not.amiga. Do it
in alt.flame. But do it in this group, and you just may get a rebuttel.
Do it four times and people may get testy.

sig missing in newport beach harbour

Richard [kick butt and take names] Sexton

Date: 28 Dec 87 14:54:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: Re: Hard disk boot???
To: info-atari16@score.stanford.edu

uace0@uhnix2.UUCP writes:
> The problem you have with holding down the alt-ctrl-shift may have to do with
> WHEN you hold down the keys. If you bootup with! the keys down, then it will
> not work with the new ROMs.
> Try turning on the machine (or resetting) wait a second, then hold down the
> keys. This should work.
> Don't use GEMBOOT with th[e new ROMs, use foldrxxx.prg instead.

So, let me see... If there is a disk in the drive at power-on, the Supra
boots *immediately*. If I have the three keys down (diskette in drive),
Supra still boots immedately. Seems like I have to: turn machine on. Wait
about one second. Push the three keys. (Maybe wait for ST to go after the
floppy drive again) Push diskette into drive while holding the keys down.
What a pain! I don't think it'll work, either.

I'm going to call Supra today and ask them if they have a boot program
that is a little less zealous ;-)

> Also, I had the same[problem with the message about a non-supported ROM
> version. Ignore the message, the driver is actually installed, and works
> just fine.

> - Mike
> --
> #---# University (of
Houston)
> # It is morally wrong to let a sucker keep his money. # Atari Computer
> #---# Enthusiasts (UACE)
> Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

Farrell T. Woods

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INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

Date: 28 Dec 87 20:01:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: Re: Hard disk boot???
To: info-atari16@score.stanford.edu

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> What a pain! I don't think it'll work, either.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

> I'm going to call Supra today and ask them if they have a boot program
> that is a little less zealous ;-)

I just got off the phone with a tech-support guy at Supra. He tells me that
the scenario described above is exactly what I have to do; they cannot
program around it.

They say that the problem is in the "blitter" ROMs. The keycode that is
made by ctrl-shift-alt isn't available to the Supra boot program as soon as
that program would really like it to be. The boot program cannot detect
the key combo until much later in the boot, at which time the program is
just about to boot from the fixed disk anyway.

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and this warning is harmless unless you are passing sizeof(foo) to a
function that is expecting an int. Sizeof is promoted to a long when
it overflows the unsigned int. When MWC releases an ANSI conforming
(rather than K&R, which is what it conforms to now with some ANSI
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Subject: Re: Multi-tasking? A nightmare...
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[conversation ommitted]

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> --
> Eric Lee Green elg@usl.CSNET Snail Mail P.O. Box 92191
> {cbosgd,ihnp4}!killer!elg Lafayette, LA 70509
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I was trying to ^XF (save and finish up) out of Emacs and was out of disk space.
How many of you have ever told an editor you were finished, fallen short of disk
space, and lost everything because the editor was not taught social graces? I'm
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program.
Moral? Even though nearly anything can be simulated with proper programming on
a non M-T system, it rarely is. Many programmers take short cuts which
do not allow for mistakes. M-T'ing systems are like insurance in case
your favorite program has problems.

==========
Jim Sewell "Make knowledge free!" <*> <*>
Code: 1-1A /

End of Info-Atari16 Digest
****

1048. Re: TCP/IP for the ATARIs ?

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 19:58:25 UTC
From: glenne@hpsrla.HP.COM
Message-ID: <2400002@hpsrla.HP.COM>
Source record: 255248

Frank,
If it is of any help, there is a large amount of TCP/IP interest in amateur radio circles. In particular ham-radio.packet has a lot of talk about TCP/IP. Versions exist (source available) for IBM PC, Amiga and Macintosh, as well as some UNIX systems, all related to amateur radio networking. I have been waiting for someone to announce that they have ported this to the ST but have not seen that yet.
I hope this gets to you OK, as I am new to the net and vi editors so I can't be sure what will happen!

Glenn Elmore, N6GN

1049. 520STFM for sale (Bay Area)

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 19:58:49 UTC
From: blevins@hpccc.HP.COM
Message-ID: <5330010@hpccc.HP.COM>
Source record: 255249

You get:

*520ST-FM SPU w/ built-in floppy and power supply
*monochrome monitor
*mouse
*all original packing and documentation
*some PD software
*two selections from my ST games library
*a 720K disc mechanism for kludging an external high
density drive (if desired)
*a great deal

I get: $395 in crisp, green legal tender

everything is in as-new condition.. Bay Area only please. (usual
apologies for nationwide posting.)

dave 408/354-4938 hplabs!hpccc!blevins

1050. Re: UniTerm available for FTP

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 21:41:32 UTC
From: frankg@nikhefk.UUCP
Message-ID: <297@nikhefk.UUCP>
Source record: 255250

In article <1848@wiley.UUCP> bob@wiley.UUCP (Bob Amstadt) writes:
>>I have made UniTerm v2.0a (currently 006) available for anonymous FTP
>>on our host cs.orst.edu. This machine is on the NSFNET, which means
>
>Could we have this posted to comp.binaries.atari.st. Some of
>us don't have access to ARPANET (Well at least not direct access).
>--
> ---Bob Amstadt
Is comp.binaries.atari.st still alive there haven't been a posting for
weeks.
Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (DIGEL)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

1051. Re: FOLDRXXX docs?

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 21:51:44 UTC
From: joe@lakesys.UUCP
Message-ID: <354@lakesys.UUCP>
Source record: 255151

I have intended to purchase an atari ST1040 color system the first week
of February for some time now, but the price where I wanted it has raised.
Could people please send me places to get it from, ordering info and the price?
You need to beat $949, or $899 plus shipping, help!
`Please respond privately, thanks

Joe

1052. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-01-07 22:00:58 UTC
From: bill@ipsa.arpa
Message-ID: <8801072200.AA05170@ipsa.arpa>
Source record: 255152

Does anyone know if Degas can still be updated to Degas Elite for a discount? There used to be some such arrangement with Batteries before they were bought out. What I need is the upgrade info plus address.

Is it still unprotected? There was a rumor a while back that copy protection was to be added.

/bill

1053. 40 folder status query

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 00:47:19 UTC
From: millgram%husc8@HARVARD.HARVARD.EDU
Message-ID: <8801080050.AA27014@ucbvax.Berkeley.EDU>
Source record: 255153

I've been away for a while, like since last June. At that time I lived in fear of the dreaded 40-folder limit, biut just as I left rumors started to appear about software fixes for it. Could someone be kind enough to tell me:

1) Are these fixes real, or just more rumor?

2) If they're real, where can I get one? (I haven't noticed anything that looks like this stuff at radc.)

Many thanks,

Lije

1054. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 01:08:00 UTC
From: POSTMASTER@BINGVAXB.BITNET
Message-ID: <8801080333.AA29660@ucbvax.Berkeley.EDU>
Source record: 255154

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY9074 at node VAXB
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXB with Jnet id 7664
for VY9074@BINGVAXB; Thu, 7 Jan 88 20:08 EST
Received: by CANADA01 (Mailer X1.24) id 7663; Thu, 07 Jan 88 20:02:55 EDT
Date: Thu, 7 Jan 88 09:49:03 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #9
To: andrew stoffel <VY9074@BINGVAXB>

Info-Atari16 Digest Thursday, January 7, 1988 Volume 88 : Issue 9

This weeks Editor: Bill Westfield

Today's Topics:

Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A Nightmare...
Re: BMS controller package
Using a 520ST for video tape titling
Re: Multi-tasking? A nightmare...
Re: Text -> Speech Programs
Re: IBM Drives with ST
cartridge slot kludge boards
TCP/IP for the ATARIs ?
Exactly what IS in a reg dev kit?
Re: Microsoft Write ...
Re: Christmas Adventure - Elves87 Part 1 of 4

----------------------------------------------------------------------

Date: 29 Dec 87 17:01:46 GMT
From: mike@ames.arpa (Mike Smithwick)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>
> [deleted a bunch of stuff on how "we really don't need multi-tasking"
>
>I have an image of telling my machine 'make fred', and then letting it get on
```

>with it while I do a bit of word-processing, or whatever. Only to be hit
>milliseconds later with an alert box:
>
> BACKGROUND COMPILATION NEEDS LIBRARY DISK
> PLEASE INSERT LIBRARY DISK INTO DRIVE B
>
>and, a second or two after I do that:
>
> FOREGROUND PROCESS NEEDS AUTO-SAVE DISK
> PLEASE INSERT DISK INTO DRIVE B
>
This reminds me of a joke. . .

A guy goes to a doctor and says "Doc, it hurts when I do this" (he lifts
an arm up, or something)

So the doctor says, "well then, don't do that".

If running marble-madness slows up a compile too much, don't run
marble-madness.

The moral of the story is, don't ask us do be limited by others "limitations".
As opposed to IBM, and now even (Cr)Apple, who are now bending down to the
lowest common denominator, who don't want to burden the average user with
unnecessary complexity (the original closed-Mac architecture was a
manifestation of this philosophy).

--
*** mike (powered by M&Ms) smithwick ***
"if it wasn't for venitian blinds,
it would be curtains for all of us!"
[discalimer : nope, I don't work for NASA, I take full blame for my ideas]

Date: 29 Dec 87 18:40:24 GMT
From: rochester!ur-tut!dpvc@louie.udel.edu (Davide P. Cervone)
Subject: Re: Multi-tasking? A Nightmare...
To: info-atari16@score.stanford.edu

In article <2187@crash.cts.com> haitex@pnet01.cts.com (Wade Bickel) writes:
> What about the example I gave of two resident programs cohabitating
> and interacting even though written in different Languages? While
> you don't NEED to have multi-tasking to do this, it makes an otherwise
> complicated job very much easier, and therefore much more likely to be
> successfully accomplished. It certainly is attractive to me because
> it means I don't have to "share" any of my source with someone whom
> I may want to collaborate with.

I think Wade is right on target here. Multi-tasking does not have to be seen
by the user to be important. On the Amiga, you can't HELP but use multi-
tasking, because the operating system is using it all the time. Each disk
drive has a separate "Filing System" process running (use MonProc, you'll see

them), there is a separate input task running (I believe that Intuition really is an input handler, so technically, it runs as part of the input device task), each CLI window has a console task associated with it, the serial port has a separate task controlling it.

Why is this important? Because it makes it so much easier to do things. For example, early on in the Amiga's life, Matt Dillon (I think) distributed a set of asynchronous file routines. These are very useful, and almost trivial to implement under a multi-tasking OS (not to belittle Matt's work - it's quite good).

Or how about the Workbench? Contrary to many people's belief, the WB is NOT the operating system. It's just a program. A plain, old, ordinary program, with no special tricks or hooks. An ordinary mortal could write a program that does similar actions. Witness HackBench. I've often thought about writing a WB replacement myself.

If you want to talk about disk swapping, try switching between applications on a Macintosh. It has to load the Finder every time. Why do you think theres a "mini-finder" menu option? I keep trying to pull down the "screen" and use the finder which I expect to still be running back there.

I've written programs that monitor other programs (MonProc and MonIDCMP), and that run as input handlers (ClickUpFront, HeliosMouse, wKeys), and some stuff that I haven't released. These would be much more difficult without multi-tasking.

Code can be made much more modular with multi-tasking, and smaller, too. Unix people should love this, because you can make programs much more like filters, except you have both ends of the pipe running at the same time, passing data via a message port, or even a PIPE: device. Functions don't have to be duplicated from program to program. For instance, if I write a program that graphs a function, I will not have to add a save-to-IFF-file option, because I already have a program that lets me select a portion of a window or screen and save it as an IFF file. That's a normal program - no special desk-accessory hooks, no special requirements about what programs I can use it with, or what ones I HAVE to have running when I use it.

Don't get me wrong, desk-accessories are great (I'd never be able to use a Mac without them), but they are an attempt to achieve multi-taksing where it's not built into the system to start with. Admirable! Great stuff! Keep up the good work! But don't complain when someone offers you what you've been trying to achieve all along.

> THE POINT IS THIS: As a programmer I find the idea of writing
> such a program as being much simpler with multi-tasking facilities
> than without them.

Exactly! Right on!

> My question for you is, what do you have against multi-tasking?

I also wonder the same thing. Where's the beef?

> Take OUR (all of us who have given testomonials) word for it that
> the disk swapping "nightmare" is indeed just a bad dream.

As I mentioned before, I'd hate to have to load the Workbench in from disk every time I quit using a program! I'm much happier letting it run in the background until I need it again.

One last comment: (finally :-) the times I find multi-tasking the most helpful is when I WASN'T expecting to have to use it. If I'm using a word processor writing a paper, and need to check some results, I can just start up my statistical analysis program to get my answers (and I can keep on writing while it loads in of the floppy). I don't want to have to know ahead of time that I need to start up whatever carousel or special multi-tasking editor I need in order to do this. If I knew ahead of time, I'd have done the statistics before I started the word-processor!

Well, I've gone on far too long as it is. Thanks for listening.

> Wade.
>UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
>ARPA: crash!pnet01!haitex@nosc.mil
>INET: haitex@pnet01.CTS.COM

Davide P. Cervone
dpvc@tut.cc.rochester.edu
dpvc@ur-tut.UUCP
DPVC@UORDBV.BITNET

Date: 29 Dec 87 13:54:07 GMT
From: rochester!rocksanne!xrxns!xerox12!toml@rutgers.edu (Tom Love)
Subject: Re: BMS controller package
To: info-atari16@score.stanford.edu

re: bugs in bms package -

i've been running a bms-based hard disk system since last january. the only bugs i have ever encountered were software bugs. recall that the bms adapter board has a battery-backed clock. it seems that chris rhodin, the guy who runs bms and does the development, made a very small but important error in the clock-setting program (settime.prg, i think - the one that goes in your auto folder) which screwed up on february. actually it was kind of humorous. never affected hard disk use at all. he found the problem feb. 1 1987, and had updated software out in the mail to everyone shortly thereafter.

i'm mainly posting this to stop what could be a harmful rumor. i am a very satisfied customer of berkeley microsystems. their product is reasonably priced, in my opinion, and their telephone support is superb (of course, before they had any documentation, it had to be! :-)

the bms-100 adapter has evolved somewhat; it is supposedly laid out more attractively on the board, it is pretty well documented, the software has all been rewritten. it's a pretty mature product now.

if there were hardware bugs, i would be interested in hearing about them.
if not, please don't do bms any disservice by spreading such rumors.

one more note: i wrote an article for ST Applications magazine last spring
detailing the construction of a bms-based hard disk system for the ST.
it covers all the details of a single-HD system, and vaguely addresses
the double-HD system too (at that time i only had one HD). it appeared
in march 87, i think. at that time i offered to mail out copies, in
either electronic or paper form, to anyone who requested one. that
offer still stands. note that the electronic form omits the graphics
(done on my cad system at work, not on the st), so if you want the whole
thing you should buy the magazine or request the paper copy from me.
if you want electronic, mail me at the address below; if you want paper,
send me a self-addressed stamped envelope to the postal address below.

tom love
Xerox Engineering Design and Documentation Systems
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{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!
rocksanne!xrxns!toml
{rocksvax, sunybcs}!

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{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!
rocksanne!xrxns!toml
{rocksvax, sunybcs}!

Date: 29 Dec 87 21:46:00 GMT
From: ssdevo.dec.com!marks@decwrl.dec.com (Randy Marks DTN 522-2718)
Subject: Using a 520ST for video tape titling
To: info-atari16@score.stanford.edu

Has anybody used their ST for creating video tape titles? If so, I'd like
to hear how you did it.
- What software did you use to create the title?
- Did you transfer the image directly via video connectors? Or did you
simply record the image displayed on the monitor using a camcorder?

Randy Marks
....decwrl!ssdevo.dec.com!marks

Date: 29 Dec 87 22:32:41 GMT
From: ihnp4!ihuxy!rnss@ucbvax.Berkeley.EDU (Ron Schreiner)
Subject: Re: Multi-tasking? A nightmare...

To: info-atari16@score.stanford.edu

Well this subject line get my vote for the "longest-most-usless" aword
of 87. If you are not clever enough to take advantage of multi-tasking
then don't use it, and stop telling everyone "who needs it ? "

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

Date: 29 Dec 87 13:33:36 GMT
From: ihnp4!mhuxu!cbz@ucbvax.Berkeley.EDU (Craig B. Ziemer)
Subject: Re: Text -> Speech Programs
To: info-atari16@score.stanford.edu

In article <3388@nswitgould.OZ>, tony@nswitgould.OZ (Tony McGrath) writes:
>
> What he is looking for is a Text -> Speech conversion program that

Tony:

I tried several times to reach you via e-mail, but was unsuccessful (not
surprising since the path was 17 machines long). There is a programm
called STSPEECH that will speak a line typed in on the keyboard or speak
an already-created text file. Needless to say, it has a very strong
"synthesized speech" accent but it really quite understandable. It is a
public domain program. Send me e-mail if you want the details.

Craig Z. at AT&T
mhuxu!cbz

Date: 30 Dec 87 02:56:36 GMT
From: lakesys!rich@csd1.milw.wisc.edu (Rich Dankert)
Subject: Re: IBM Drives with ST
To: info-atari16@score.stanford.edu

In article <568@unirot.UUCP> josh@unirot.UUCP (josh cohen) writes:
>
>lineaterlineaterlineaterlineater
>
>
> Does anyone have the document file on how to hook up an IBM
>style drive?

Josh;

Here is the connections that I made. Has been doen to the Tandons and others
without problems.

ST pin # IBM Style drive pin #

```
1 ---------------------- 30
2 ---------------------- 32
3 ---------------------- 3
4 ---------------------- 8
5 -- This is the drive select - hook to #2 (B) on IBM Style
6 -- Drive select also, but ignore this one
7 ---------------------- 3
8 ---------------------- 16
9 ---------------------- 18
10 ---------------------- 20
11 ---------------------- 22
12 ---------------------- 24
13 ---------------------- 26
14 ---------------------- 28
```

There is also a resistor that will have to be pulled up, to make
the drive work correctly. I Think it's R49 on most. It's value is in the
range of 100 to three hundred Ohm's. It's usually situated close to the
drive select block in the IBM Style drive.

A little more info here.

On the Atari's drive connector, pins 5 and 6 are the drive select,
but be aware that these are switched as you chain the drives through. I
usually connect the drive right to the drive A (Atari's) out port.

On the IBM Style drives, pins 10 & 12 are the drive selects. Use
drive select 0, (pin #10, in the Ibm style)

This should help you in making the drive work correctly. One more
note here. You will have to obtain (or write your own) program that will
tell the ST that you have a 5 1/4 drive connected and to slow the seek
rate down. The 5 1/4's cannot and will not work at the default seek rate.

Good luck!

-rich

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, and I make np warranty (expressed or Implied) to the above
statement(s) though I do know that it does work for me and other's.

Date: 29 Dec 87 21:29:32 GMT
From: pixar!mgr@ucbvax.Berkeley.EDU (Michael Griffin Russell)
Subject: cartridge slot kludge boards
To: info-atari16@score.stanford.edu

Anyone out there know a company that sells a prototype
board for the ST cartridge slot. Any info on physically
plugging into the cartridge slot would be appreciated.
--
Mike Russell ucbvax!pixar!mgr Don't worry, amnesia is a common

side effect of re-incarnation.

Date: Wed, 30 Dec 1987
From: Frank Elsner - TUBerlin/ZRZ <181%DB0TUZ01.BITNET@forsythe.stanford.edu>
Reply-To: Frank Elsner - TUBerlin/ZRZ
<181%DB0TUZ01.BITNET@forsythe.stanford.edu>
To: INFO-ATARI16@score.stanford.edu
Subject: TCP/IP for the ATARIs ?

We, Technical University Berlin Computing Center, are urgently
looking for a TCP/IP implementation for the ATARIs.

If you have any informations, don't hesitate to send it to us :-

-Frank

Date: 30 Dec 87 02:49:51 GMT
From: clyde!watmath!watdragon!violet!rfpfeifle@rutgers.edu (Ron Pfeifle)
Subject: Exactly what IS in a reg dev kit?
To: info-atari16@score.stanford.edu

I've seen alot of flames about the registered developer kits. But I don't
even really know what's in them.

Would someone out there who knows please enlighten me (us) as what exactly
are the contents of a "registered developer's kit"?

(Just the facts, ma'am)

Ron

Date: 28 Dec 87 18:41:15 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: Microsoft Write ...
To: info-atari16@score.stanford.edu

In article <327@lakesys.UUCP>, martin@lakesys.UUCP (Martin Wiedmeyer) writes:

> Neil, what's the Mfg's Suggested Retail Price (list price) for MS
> Write?

$129.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

----

Date: 28 Dec 87 17:56:32 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: Christmas Adventure - Elves87 Part 1 of 4
To: info-atari16@score.stanford.edu

In article <250@dalcsug.UUCP>, euloth@dalcsug.UUCP (George Seto) writes:

> The adventure was done with the ADVSYS program which is available for the
> be or should be usuable on these systems. The kernal of the ADVSYS was
> extensively re-worked for this game and has many additional features
> that you would not expect from playing around with ADVSYS.

OK, where did this come from, how can we get the reworked ADVSYS, and, most important -- are there docs on how to program it? The original ADVSYS is fascinating but ultimately frustrating because the docs don't give you enough information to actually program the durn thing!

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

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End of Info-Atari16 Digest
****

1055. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 01:22:00 UTC
From: POSTMASTER@BINGVAXB.BITNET
Message-ID: <8801080343.AA29828@ucbvax.Berkeley.EDU>
Source record: 255155

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY9074 at node VAXB
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXB with Jnet id 7837
for VY9074@BINGVAXB; Thu, 7 Jan 88 20:22 EST
Received: by CANADA01 (Mailer X1.24) id 7816; Thu, 07 Jan 88 20:07:49 EDT
Date: Thu, 7 Jan 88 10:00:11 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #10
To: andrew stoffel <VY9074@BINGVAXB>

Info-Atari16 Digest Thursday, January 7, 1988 Volume 88 : Issue 10

This weeks Editor: Bill Westfield

Today's Topics:

Re: FOLDRXXX.PRG, you got it!
Re: 40-folder bug and FOLDRXXX.PRG
Re: Multiuser BBS
Re: TOS bug ? -> hard disk cables
Disk Controllers
Operating systems for the ST
Hard drives for the ST
EasyDraw XX.XX
WordPerfect Update

----------------------------------------------------------------------

Date: 28 Dec 87 18:31:38 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: FOLDRXXX.PRG, you got it!
To: info-atari16@score.stanford.edu

In article <105100040@datacube>, ftw@datacube.UUCP writes:

>> In one of the atari periodicals it was announced that they fixed the 40
>> folder bug in the Mega St roms.
>
> If those are the same ROMs that they are selling us developers, then the
> answer is NO, the "40 folder bug" still exists, and the magazine article
> is incorrect.
>
```

> Neil: please jump in here if if the ROM upgrade for the 520/1040 is
> different than what is in the Megas. I understand they are the same.

You're correct, Farrell. The 40 folder limit still exists in the ROMs. We still recomment FOLDRXXX.PRG as the fix for the problem.

Which ST periodical was this? I thought we had most of them trained to call and verify information before printing things like that.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

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Date: 28 Dec 87 18:38:48 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: 40-folder bug and FOLDRXXX.PRG
To: info-atari16@score.stanford.edu

In article <1505@mind.UUCP>, romero@mind.UUCP (Antonio Romero) writes:

> Hmm. Does this suggest upcoming compatibility problems?
> Or perhaps the advent of a new operating system altogether?
> Could it be... MULTITASKING? Okay guys, warm up the rumor mills...
>
> -Antonio Romero
> romero@psycho.Princeton.EDU

*** FLAME ON ***

What good does it do to start rumors like this?

Do us all a favor, if you need something to talk about, discuss the weather.

I'm not saying that it wouldn't be nice to add features to the machine. But, we're not adding this one at the moment. And there are so many rumors getting people jazzed up for nothing...

The rumor mill in our community has gone a bit haywire lately. There's enough going on without people making things up.

Most ridiculous rumors of 1987 awards:

1. The blitters didn't work, so we're using kludged-up Amiga blitters.

2. The blitters partially work, so we removed 4 of 8 functions from them.

Please, folks, give us a break. We're easy enough to talk to if you want to ASK a question. Sometimes it seems that rumors are so much fun that their veracity has no bearing on how they spread. Sometimes they spread AFTER the facts are clarified -- fiction being more fun, I presume.

*** FLAME OFF ***

Sorry folks, but it's been a rough year.

Best to all for 1988! Hope you're having a good holiday season.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

---

Date: 28 Dec 87 18:21:16 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: Multiuser BBS
To: info-atari16@score.stanford.edu

In article <1479@saturn.ucsc.edu>, koreth@ssyx.ucsc.edu (Steven Grimm) writes:

> The ST's BIOS is re-entrant. GEMDOS is not. (I have a multiuser BBS
> system to prove it...)

OK, Steven, where's my copy of the multiuser version? And whatever hardware it takes to make it work. Atari Base is waiting...

Maybe I'd better backtrack a moment. Here in Atari, we run a free BBS for users. It's known as Atari Base, and can be reached at 408-745-5308.

Here's the rub -- we run 5 lines into 5 separate systems. The line you get through to is simply the first available line. But, if you leave a question on that line, you'd better make darn sure you get back to that line.

We're looking for a solution. We need a way for the lines to talk to each other. Solutions that have been discussed, in order of preference, are:

1. Multi-port RS232 box that lets several modems talk to one ST. The advantage is that we'd need one computer instead of 5. The disadvantage is that if the one system goes down, everything dies. We're willing to live with this, because system crashes have been extremely rare in the 2 years since Atari Base opened in its current configuration.

2. Network that lets each line share messages. At one time there was talk of trying a MIDI-based network, but work on this was shelved by QMI due to the inability to resolve conflicting RS232 and MIDI interrupts. Maybe "PromiseLAN" will solve this one.

3. Using a system like Fnet or Fidonet and having lines call each other to pass messages. Not too elegant in my book, and lines are only updated at intervals (probably daily), but we could do this today if we wanted to.

The other burning issue is, which software to use? We're currently using the Michtron BBS. Michtron has abandoned its plan to sell a hardware multiport gizmo because the engineers in the UK who were working on one couldn't get it to work.

FoReM 2.0 supports Fnet, so if we wanted to go to approach #3 we could do it. But with the number of novice callers we get, I'm a bit leery of using FoReM. Any comments to the contrary, netlanders?

NiteLite Systems now has a hardware device to let 4 or 8 modems share an ST. Their BBS program supports this. But... well, I used NiteLite on the 8-bit before we went to the ST on our board. I like NiteLite's message facility, but the program needs improving in the user log (not sorted at all) and the download area. Paul Swanson, NiteLite's author, is working at making improvements, and is very willing to take criticism and act upon it.

BB/ST is very powerful, and Steven Grimm is working on the multi-line facility. But we're still waiting on some hardware. QMI is a great little company, but I know they're (almost) as overworked as we are at Atari. So, timetables for this are in doubt. Also, BB/ST's tree-structured message base is not my cup of tea.

And then there's BBS Express ST. Keith Ledbetter is doing a nice job on this one. The message base and file areas work well. But there's been no hint from ICD about the prospects for a multi-line function. I'd like to hear of one, because I like the program, which has a nice extra for us -- the script language for it would make development of an online order entry system fairly simple. It would be a boon to users to allow them to order spare parts online.

One last thing -- we're committed to running the whole thing on Atari equipment. Partly because of budget (total cost for system hardware out-of-pocket to date has been $0), and mainly because it's a good excuse to push the envelope of what can be done on the system. The makers of BBS programs would love to see us use their program, because it's a great promotion for them. So, I tell them to give me what I need! Maybe some day it will work.

Just to not irritate anyone, I'm aware of the PD program STadel, but this one gave new users fits when I tried it at home. And there's CBBS from Oasis, which just came in and hasn't been tried yet. No word on multi-line functions here either.

Any helpful advice from netland?

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

---

Date: 30 Dec 87 12:37:13 GMT
From: mcvax!nikhefh!t19@uunet.uu.net (Geert J v Oldenborgh)
Subject: Re: TOS bug ? -> hard disk cables
To: info-atari16@score.stanford.edu

> (discussion about errors being probable with too long a cable)

Just having obtained a SH205 with a 85cm cable (here in Holland it is prohibited
by law to use inches) I followed Landon's suggestion in a simplified way: just
2000 times 'cmp aap noot >> mies' with aap, noot identical 64K files. Cmp did
not report any errors on this 256M data transfer in spite of various lamps,
a monitor etc. being switched in the neighbourhood. And I rather like the
longer cable.

Geert Jan (t19@nikhefh.hep.nl)

Date: Wed, 30 Dec 87 17:20:25 EST
From: Ravi Subrahmanyan <ravi@mcnc.org>
To: info-atari16@score.stanford.edu
Subject: Disk Controllers

This is a forwarded message: please reply to the address specified below.

>Subject: Disk Controllers
>From: Reno.Wbst@Xerox.COM
>Reply-To: Reno.Wbst@Xerox.COM
>Message-Id: <871228-104652-1140@Xerox>
>Status: R
>
>
>Could someone please send out the address and/or phone numbers for BMS and
>ICD?
>Thanx
> Reno

From: AB084%DK0RRZK0.BITNET@forsythe.stanford.edu
Date: Thu, 31 Dec 1987 02:03:18 CET
To: INFO-ATARI16@score.stanford.edu
Subject: Operating systems for the ST

A few weeks ago I sent a letter to the net in which I tried to initiate a
dicussion about OS's. There was some response to it on the net and a couple
of people wrote to me directly. There is one letter which I find interesting
enough to forward to the net, because it contains information I have not seen on

the net so far. Here it is. (I hope you don't mind, Skip|)
>Received: from UCBJADE (BSMTP) on 12/08/87 09:29:07 GMT-1 (NOS/BE Mailer 2.0

> Mail-to: DK0RRZK0(AB084), Format: MAIL
>Return-Path: <ucbcad|ames.UUCP|uw-beaver|uw-entropy|dataio|pilchuck|ssc|mcgp1|f

>Received: from ucbvax.berkeley.edu
> by jade.berkeley.edu (5.54 (CFC 4.22.3)/1.16.17)
> id AA23309; Tue, 8 Dec 87 00:15:19 PST
>Received: by ucbvax.Berkeley.EDU (5.58/1.26)
> id AA11959; Tue, 8 Dec 87 00:03:40 PST
>Received: by cad.Berkeley.EDU (5.58/1.26)
> id AA15187; Mon, 7 Dec 87 23:35:06 PST

>Received: Mon, 7 Dec 87 23:23:32 PST by ames.arpa (5.58/1.2)
>Received: by beaver.cs.washington.edu (5.52.1/6.10)
> id AA15616; Mon, 7 Dec 87 22:01:12 PST
>Received: by entropy.ms.washington.edu (5.52.1/6.2)
> id AA29903; Mon, 7 Dec 87 22:04:35 PST
>Message-Id: <8712080604.AA29903@entropy.ms.washington.edu>
>Received: by dataio.Data-IO.COM (smail2.5)
> id AA06356; 7 Dec 87 22:04:05 PST (Mon)
>Received: by pilchuck.Data-IO.COM (smail2.5)
> id AA11304; 7 Dec 87 21:53:51 PST (Mon)
>Received: by apcisea.UUCP; Mon, 7 Dec 87 14:16:09 pdt
>Date: Mon, 7 Dec 87 14:16:09 pdt
>From: ucbcad|ames.UUCP|uw-beaver|uw-entropy|mcgp1|fst@ucbvax.Berkeley.EDU
>To: uw-entropy|DK0RRZK0
>Subject: Re: OS/9 and other operating systems
>In-Reply-To: your article <8712030211.AA03408@ucbvax.Berkeley.EDU>
>Content-Type: text
>Content-Length: 2482
>
>There is one other (very real) operating system which is available *NOW*
>and has been available since Jan 1987. It is called IDRIS (TM).
>It is a product of Whitesmiths Ltd, of Westford MA. Those familiar
>with "Software Tools" book of Kernighan and Plauger, will be happy to
>know that P.J. Plauger is the president and founder of Whitesmiths Ltd.
>
>IDRIS has been available on many processors including PDP-11, VAXen,
>680X0, and 8086. It was first released in 1978 on PDP-11s. IDRIS 2.2 was
>ported to the ATARI ST (520, and 1040) in summer 1986, by Computer Tools
>International Inc., for which, I am an engineer. The current version is
>IDRIS 3.12, with release 3.2 of the C compiler. The IDRIS68K 2.2 was shown
>at ATARI booth in Fall COMDEX 1986. The 3.12 release was shown at ATARI
>booth in Fall COMDEX 1987.
>
>More about IDRIS.
>
>IDRIS is a real time, UNIX(TM) compatible, multi-user, multi-tasking operating
>system. Its C compiler (Whitesmiths C 3.2) is fully compatible with the
>proposed ANSI C. The system library is fully compatible with latest POSIX(TM)
>proposals. Whitesmiths is an active member of both ANSI C, and POSIX standards
>committees. IDRIS can, (and in the case of ST and MEGA does), emulated MMU in
>software. It can, however, use hardware MMU if it is present. In the case
>of the 68K version of IDRIS that would be MC68451. IDRIS68K supports MC68881
>as a coprocessor or a mapped device.
>
>Currently, many UNIX environment software are being ported to the IDRIS-ST.
>Syntactic Corp. is porting Crystalwriter+(TM), Network Research Corp. is
>porting FUSION(TM) Network System (including TCP/IP). Oracle SQL is also
>being ported. Computer Tools Int'l is porting X-Window system.
>
>As far as hardware is concerned, Computer Tools Int'l Inc. has working

>prototypes of a 4-port I/O Card for ST/MEGA computers. We also have
>prototypes of Ethernet/Cheapernet card which is to support FUSION.
>
>The 4-Port I/O card (4 rs232s, running at up to 19.2 kbps) was shown
>at Fall 1987 COMDEX. We also showed a demo version of X-Windows for
>the ST/MEGA under IDRIS. This product is called STX-Window(TM) system.
>
>Tom Love of ST applications has done a review of IDRIS-ST 3.11 with
>release 3.1 of the C compiler. It think it was the November 87 issue.
>
>IDRIS-ST also supports most libvdi, and all LINE A calls (very carefully)
>
>For more info you can write or call Computer Tools Int'l Inc.
>720 S. 333rd, Suite 101
>Federal Way, WA, 98003
>PHONE (206) 838-4990.
>
>Sincerely,
>
>Skip Tavakkolian

My questions to IDRIS users:
- An emulated MMU seems a good idea if there is no hardware. But doesn't that
make the OS very slow?
- Any experience with porting UNIX software?

Does anybody know whether IDRIS is available in Germany?

In my first letter I mentioned the OS's RTOS-UH and EUMEL. Several people
asked for more information about these. I don't feel too competent...
If there is somebody who knows them well and is ready to write an article
about them (or one of them), I'd be grateful. If not, I am willing to look
up the magazine articles and to extract a short characterization.

Michael Eibl <ab084@dk0rrzk0.bitnet>
Institut f. Theoretische Physik
Universitaet zu Koeln
D-5000 Koeln
West Germany

Date: 29 Dec 87 21:16:31 GMT
From: mnetor!utzoo!yunexus!gen1!chris@uunet.uu.net (Chris Parkinson)
Subject: Hard drives for the ST
To: info-atari16@score.stanford.edu

I have noticed a few requests on the net for information regarding
hard drives, hard drive kits, and the like for the ST. I have just
purchased a "TAMI-HD40" hard drive system from FutureDOS, and am *very*
happy with it so far.

I own an Atari Mega-2 ST and required a larger disk capacity in order
to run GEM, Magic Sac, and OS-9/68000 efficiently. The single drive system I
received from FutureDOS is in a long enclosure that is designed to accommodate
a second half height drive.
Since the system is custom made, I ordered the 44 Mb (formatted) hard
disk configuration, for which I paid $1400 Cdn.. Other capacities are
available upon request. Also, all of the hard drive systems are fully
assembled and tested, so reliability is assured.

If you are looking for a high quality/high capacity hard drive system
at a reasonable price, then this may be the thing for you. You can
reach the folks at FutureDOS by writing them at

FutureDOS,
1207-120 Torresdale Ave.,
North York, Ontario,
CANADA, M2R 3N7.
Tel. (416) 736-0321

Christopher Parkinson
yunexus!gen1!yuplanet!chris

BTW-Standard disclaimer...I am in no way affiliated with FutureDOS, I am
just another happy customer!!!

Date: 30 Dec 87 23:43:37 GMT
From: mnetor!utgpu!parora@uunet.uu.net (Pavneet Arora)
Subject: EasyDraw XX.XX
To: info-atari16@score.stanford.edu

I saw a demonstration of EasyDraw recently, the version # of which
I don't know. I have a few peeves about the package which prevent me
from purchasing it. Since I do need an object oriented drawing package
I wanted to confirm that my objections are legitimate. If they are, and
if EasyDraw is listening then please take them as suggestions.

1. Text cannot be rotated. (FATAL if you want to draw rough
graphs). The closest you can get is something like:

R
o
t
a
t
e.

Not too useful if you are considering drawing architectural
plans which require sideways printing for a better fit.

2. Exiting will always request if you want to save your file even
if you have made no changes since the last save.

3. You have to explicitly select an object and then click again
to move it. A single click should suffice the way it does with
copying files etc.

4. The default for text should be justify off. I usually use
text as labels and can't see why justify should be on. I also
forgot most of the time to change justification when entering
text so that I had to go and change text attributes - a real
nuisance.

Some of the features I wish had been adopted from MacDraw:

5. A cubic spline fit (called SMOOTH and UNSMOOTH in MacDraw).
A really useful feature when one wants to draw gaussians and
sine waves etc. the way I needed to for my thesis.

6. The ability of picking a larger than one page size for the
drawing and then having EasyDraw print it out serially page
wise. This allows more complex drawings to be mosaiced easily.

Has anyone had similar experiences?

Pavneet Arora
parora@utgpu

Date: 31 Dec 87 00:26:39 GMT
From: mnetor!utgpu!parora@uunet.uu.net (Pavneet Arora)
Subject: WordPerfect Update
To: info-atari16@score.stanford.edu

Just a note for WP users. The new update is supposed to be
out in early January. Since I didn't get any response to my
previous posting about the numerous bugs in WP I am not really sure
if any WP users actually exist. 8-{)

In response to Neil Harris' comment that the support is excellent, I have
a few comments of my own:

1. No company, software or otherwise, should be able to release
a product that doesn't even come close to working.
Bugs are one thing - fatal bugs another. I use the following
analogy - If I approached WP and asked them to give me
a copy of the software, and then told them that I would pay
them in a few months i.e. whenever I could afford it, I would
not expect them to hand over the package. And yet, WP has
taken money from users and then handed over a useless package
without ever notifying any of its users that there are problems.
And when a user tracks down the bugs and calls WP, they say
they are aware of it and a working version should be out soon.
Soon in my case has meant 3 months now, and I still don't have
a working version.

2. A company that only includes its UTAH address for technical
support, even in packages sold in Canada can hardly be seen
as being concerned for all of its users. By the way the (800) number
doesn't work from Canada so that you have to call WP on your
own expense during the day at full rate. Technical support
does exist in Canada from J.B. Marketing in Cornwall. Their
phone number is : 1-(800)-267-1731.

3. Part of servicing a product means keeping in touch with the
buyers and users and being above board about things(i.e.
through bulletins). I have not seen
any indication that WP considers this a priority. This is
critical in the present case where there must be bewildered
users trying to figure out why a $595 software package doesn't
work.

I think the larger issue here is the ethics with which high tech companies
operate. Personally, I don't feel that WP has thus far exhibited anything that
qualifies it for the praise that Neil Harris had to offer. My experience
has been in dealing with WP both in Canada and the US for the past three
months now.

parora@utgpu

End of Info-Atari16 Digest
****

1056. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 01:43:49 UTC
From: martin@lakesys.UUCP
Message-ID: <356@lakesys.UUCP>
Source record: 255156
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3797@hoptoad.uucp> db@hoptoad.UUCP (David Beckemeyer) writes:
>In other words, a free
>runtime-only kernel to anybody that asks. Maybe even Atari gives
>it aways with each machine. Programs developed for the multitasking
>kernel will run on any machine with the free kernel installed.
>
>How many people would be interested in such a thing? At what price
>for the developers kit?
>
From the laborious Multi-tasking discussion which has been going on here, it sounds like there may be quite a few. You're more familiar with marketing software than I, so I wouldn't hazard to suggest a price for the developers' kit. But I would caution you from pricing yourself out of the market. What good is the kernel, if there is no software to run with it?

>If I get enough replies, I might consider making the run-time RTX
>program FREE.
>
> David Beckemeyer
> President - Beckemeyer Development Tools

It looks like you may indeed have the right approach. I've admired your work in the past. I hope you get enough replies to start up your idea!

Marty Wiedmeyer

Dratted Pnews
Dratted Pnews
Dratted Pnews
Dratted Pnews
Dratted Pnews
Dratted Pnews

--
| Mort d'Hump - The Milwaukee Shepherd/Express |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

1057. Does FOLDRXXX _really_ work w/new ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 03:44:02 UTC
From: schuster@dasys1.UUCP
Message-ID: <2484@dasys1.UUCP>
Source record: 255157

Recently some articles were posted by Atari folks (I forgot who - perhaps it was Allan Pratt) as well as Landon Dyer, in which it was asserted that FOLDRXXX.PRG will work properly with ALL versions of TOS - past, present, and future.

Last week on CompuServe's Atari Developer's Forum, Dave Small said that some of Data Pacific's hard drives were acting "40-folder-ish" once connected to a Mega, while they were fine when running on an older machine. The version of FOLDRXXX.PRG they are using was the "official" one posted to CIS, GEnie, etc. (I'm not even sure there exists more than one version).

This brings me back to GEMBOOT. The most recent version I have (v1.10) came with a utility program to find and display the address of the GEM memory block nodelist (GEMFRL) as well as display all the allocated memory blocks. The docs state that in the "old" roms GEMFRL was located at $56FA and if this location is no longer valid, the GEMBOOT environment must be changed to reflect the actual location of GEMFRL.

Running this program under the new (04/22/87) roms gives a location of $7E9C, and GEMBOOT does indeed enlarge the number of type 4 (directory cache) memory blocks when so configured.

Next I looked at FOLDRXXX.PRG. The discussion on CIS said that it contained a look-up table of ROM version dates. Within the program the following information (re-formatted, of course) appears:
$4E75 11/20/1985
$56FA 02/06/1986
$56FA 04/24/1986
$56FA 06/01/1986
$7E0A 00/00/0000
(actually the last "date" might not be an entry at all, as the table is padded at the end with nulls).

This table brings forth two very alarming impressions!
1. The system date of the current roms, 04/11/1987, is NOWHERE IN THIS TABLE.
2. The address of $7E0A, which I take it is a projection of where GEMFRL might be in the future, is WRONG. The TOS header lists GEMFRL at $7E9C.

Just for fun, I zapped the last "entry" to read:
$7E9C 04/22/1987
rebooted my system, and re-ran GEMFRL.TOS. The number of type 4 blocks allocated had increased by 50%!

Granted a lot of the above information may be shaky, reverse-engineered, or based upon other people's mistaken "facts". Still, it raises questions about the point-blank assertion that FOLDRXXX.PRG was designed to work with ANY

POSSIBLE version of TOS. Would an Atari spokesperson care to post a COMPLETE, AUTHORITATIVE answer?

--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

1058. Unexpected status code returned by VMS MAIL \%X007E10A2\

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 04:56:11 UTC
From: VAXPOST@FSU.BITNET
Message-ID: <8801080337.AA29743@ucbvax.Berkeley.EDU>
Source record: 255158

---------- A copy of your rejected mail message follows ----------

Received: by CANADA01 (Mailer X1.24) id 7679; Thu, 07 Jan 88 20:03:21 EDT
Date: Thu, 7 Jan 88 09:49:03 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-A16@CANADA01
From: Info-Atari16@Score.Stanford.EDU
Subject: Info-Atari16 Digest V88 #9
To: PETCHER@GW.SCRI.FSU.EDU,
DUBRAVK@FSU

Info-Atari16 Digest Thursday, January 7, 1988 Volume 88 : Issue 9

This weeks Editor: Bill Westfield

Today's Topics:

Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A Nightmare...
Re: BMS controller package
Using a 520ST for video tape titling
Re: Multi-tasking? A nightmare...
Re: Text -> Speech Programs
Re: IBM Drives with ST
cartridge slot kludge boards
TCP/IP for the ATARIs ?
Exactly what IS in a reg dev kit?
Re: Microsoft Write ...
Re: Christmas Adventure - Elves87 Part 1 of 4

Date: 29 Dec 87 17:01:46 GMT
From: mike@ames.arpa (Mike Smithwick)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>
> [deleted a bunch of stuff on how "we really don't need multi-tasking"
>
>I have an image of telling my machine 'make fred', and then letting it get on
>with it while I do a bit of word-processing, or whatever. Only to be hit
>milliseconds later with an alert box:
>
> BACKGROUND COMPILATION NEEDS LIBRARY DISK
> PLEASE INSERT LIBRARY DISK INTO DRIVE B

>
>and, a second or two after I do that:
>
> FOREGROUND PROCESS NEEDS AUTO-SAVE DISK
> PLEASE INSERT DISK INTO DRIVE B
>
This reminds me of a joke. . .

A guy goes to a doctor and says "Doc, it hurts when I do this" (he lifts
an arm up, or something)

So the doctor says, "well then, don't do that".

If running marble-madness slows up a compile too much, don't run
marble-madness.

The moral of the story is, don't ask us do be limited by others "limitations".
As opposed to IBM, and now even (Cr)Apple, who are now bending down to the
lowest common denominator, who don't want to burden the average user with
unnecessary complexity (the original closed-Mac architecture was a
manifestation of this philosophy).

--
*** mike (powered by M&Ms) smithwick ***
"if it wasn't for venitian blinds,
it would be curtains for all of us!"
[discalimer : nope, I don't work for NASA, I take full blame for my ideas]

Date: 29 Dec 87 18:40:24 GMT
From: rochester!ur-tut!dpvc@louie.udel.edu (Davide P. Cervone)
Subject: Re: Multi-tasking? A Nightmare...
To: info-atari16@score.stanford.edu

In article <2187@crash.cts.com> haitex@pnet01.cts.com (Wade Bickel) writes:
> What about the example I gave of two resident programs cohabitating
> and interacting even though written in different Languages? While
> you don't NEED to have multi-tasking to do this, it makes an otherwise
> complicated job very much easier, and therefore much more likely to be
> successfully accomplished. It certainly is attractive to me because
> it means I don't have to "share" any of my source with someone whom
> I may want to collaborate with.

I think Wade is right on target here. Multi-tasking does not have to be seen
by the user to be important. On the Amiga, you can't HELP but use multi-
tasking, because the operating system is using it all the time. Each disk
drive has a separate "Filing System" process running (use MonProc, you'll see
them), there is a separate input task running (I believe that Intuition really
is an input handler, so technically, it runs as part of the input device task),
each CLI window has a console task associated with it, the serial port has a
separate task controlling it.

Why is this important? Because it makes it so much easier to do things. For example, early on in the Amiga's life, Matt Dillon (I think) distributed a set of asynchronous file routines. These are very useful, and almost trivial to implement under a multi-tasking OS (not to belittle Matt's work - it's quite good).

Or how about the Workbench? Contrary to many people's belief, the WB is NOT the operating system. It's just a program. A plain, old, ordinary program, with no special tricks or hooks. An ordinary mortal could write a program that does similar actions. Witness HackBench. I've often thought about writing a WB replacement myself.

If you want to talk about disk swapping, try switching between applications on a Macintosh. It has to load the Finder every time. Why do you think theres a "mini-finder" menu option? I keep trying to pull down the "screen" and use the finder which I expect to still be running back there.

I've written programs that monitor other programs (MonProc and MonIDCMP), and that run as input handlers (ClickUpFront, HeliosMouse, wKeys), and some stuff that I haven't released. These would be much more difficult without multi-tasking.

Code can be made much more modular with multi-tasking, and smaller, too. Unix people should love this, because you can make programs much more like filters, except you have both ends of the pipe running at the same time, passing data via a message port, or even a PIPE: device. Functions don't have to be duplicated from program to program. For instance, if I write a program that graphs a function, I will not have to add a save-to-IFF-file option, because I already have a program that lets me select a portion of a window or screen and save it as an IFF file. That's a normal program - no special desk-accessory hooks, no special requirements about what programs I can use it with, or what ones I HAVE to have running when I use it.

Don't get me wrong, desk-accessories are great (I'd never be able to use a Mac without them), but they are an attempt to achieve multi-taksing where it's not built into the system to start with. Admirable! Great stuff! Keep up the good work! But don't complain when someone offers you what you've been trying to achieve all along.

> THE POINT IS THIS: As a programmer I find the idea of writing
> such a program as being much simpler with multi-tasking facilities
> than without them.

Exactly! Right on!

> My question for you is, what do you have against multi-tasking?

I also wonder the same thing. Where's the beef?

> Take OUR (all of us who have given testomonials) word for it that
> the disk swapping "nightmare" is indeed just a bad dream.

As I mentioned before, I'd hate to have to load the Workbench in from disk every time I quit using a program! I'm much happier letting it run in the background until I need it again.

One last comment: (finally :-) the times I find multi-tasking the most
helpful is when I WASN'T expecting to have to use it. If I'm using a word
processor writing a paper, and need to check some results, I can just start up
my statistical analysis program to get my answers (and I can keep on writing
while it loads in of the floppy). I don't want to have to know ahead of time
that I need to start up whatever carousel or special multi-tasking editor
I need in order to do this. If I knew ahead of time, I'd have done the
statistics before I started the word-processor!

Well, I've gone on far too long as it is. Thanks for listening.

> Wade.
>UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
>ARPA: crash!pnet01!haitex@nosc.mil
>INET: haitex@pnet01.CTS.COM

Davide P. Cervone
dpvc@tut.cc.rochester.edu
dpvc@ur-tut.UUCP
DPVC@UORDBV.BITNET

Date: 29 Dec 87 13:54:07 GMT
From: rochester!rocksanne!xrxns!xerox12!toml@rutgers.edu (Tom Love)
Subject: Re: BMS controller package
To: info-atari16@score.stanford.edu

re: bugs in bms package -

i've been running a bms-based hard disk system since last january.
the only bugs i have ever encountered were software bugs. recall that
the bms adapter board has a battery-backed clock. it seems that chris
rhodin, the guy who runs bms and does the development, made a very small
but important error in the clock-setting program (settime.prg, i think -
the one that goes in your auto folder) which screwed up on february.
actually it was kind of humorous. never affected hard disk use at all.
he found the problem feb. 1 1987, and had updated software out in the mail
to everyone shortly thereafter.

i'm mainly posting this to stop what could be a harmful rumor. i am a
very satisfied customer of berkeley microsystems. their product is
reasonably priced, in my opinion, and their telephone support is superb
(of course, before they had any documentation, it had to be! :-)

the bms-100 adapter has evolved somewhat; it is supposedly laid out more
attractively on the board, it is pretty well documented, the software has
all been rewritten. it's a pretty mature product now.

if there were hardware bugs, i would be interested in hearing about them.
if not, please don't do bms any disservice by spreading such rumors.

one more note: i wrote an article for ST Applications magazine last spring
detailing the construction of a bms-based hard disk system for the ST.
it covers all the details of a single-HD system, and vaguely addresses

the double-HD system too (at that time i only had one HD). it appeared
in march 87, i think. at that time i offered to mail out copies, in
either electronic or paper form, to anyone who requested one. that
offer still stands. note that the electronic form omits the graphics
(done on my cad system at work, not on the st), so if you want the whole
thing you should buy the magazine or request the paper copy from me.
if you want electronic, mail me at the address below; if you want paper,
send me a self-addressed stamped envelope to the postal address below.

tom love
Xerox Engineering Design and Documentation Systems
Leesburg, VA 22075 (703)729-8000

{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!
rocksanne!xrxns!toml
{rocksvax, sunybcs}!

rt 2, box 277
sterling, va 22170

tom love
xerox Engineering Design and Documentation Systems
leesburg, va 22075 (703)729-8000

{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!
rocksanne!xrxns!toml
{rocksvax, sunybcs}!

Date: 29 Dec 87 21:46:00 GMT
From: ssdevo.dec.com!marks@decwrl.dec.com (Randy Marks DTN 522-2718)
Subject: Using a 520ST for video tape titling
To: info-atari16@score.stanford.edu

Has anybody used their ST for creating video tape titles? If so, I'd like
to hear how you did it.
- What software did you use to create the title?
- Did you transfer the image directly via video connectors? Or did you
simply record the image displayed on the monitor using a camcorder?

Randy Marks
...decwrl!ssdevo.dec.com!marks

Date: 29 Dec 87 22:32:41 GMT
From: ihnp4!ihuxy!rnss@ucbvax.Berkeley.EDU (Ron Schreiner)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

Well this subject line get my vote for the "longest-most-usless" aword
of 87. If you are not clever enough to take advantage of multi-tasking
then don't use it, and stop telling everyone "who needs it ? "

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

Date: 29 Dec 87 13:33:36 GMT
From: ihnp4!mhuxu!cbz@ucbvax.Berkeley.EDU (Craig B. Ziemer)
Subject: Re: Text -> Speech Programs
To: info-atari16@score.stanford.edu

In article <3388@nswitgould.OZ>, tony@nswitgould.OZ (Tony McGrath) writes:
>
> What he is looking for is a Text -> Speech conversion program that

Tony:

I tried several times to reach you via e-mail, but was unsuccessful (not surprising since the path was 17 machines long). There is a programm called STSPEECH that will speak a line typed in on the keyboard or speak an already-created text file. Needless to say, it has a very strong "synthesized speech" accent but it really quite understandable. It is a public domain program. Send me e-mail if you want the details.

Craig Z. at AT&T
mhuxu!cbz

Date: 30 Dec 87 02:56:36 GMT
From: lakesys!rich@csd1.milw.wisc.edu (Rich Dankert)
Subject: Re: IBM Drives with ST
To: info-atari16@score.stanford.edu

In article <568@unirot.UUCP> josh@unirot.UUCP (josh cohen) writes:
>
>lineaterlineaterlineaterlineater
>
>
> Does anyone have the document file on how to hook up an IBM
>style drive?

Josh;

Here is the connections that I made. Has been doen to the Tandons and others without problems.

ST pin # IBM Style drive pin #

1 ---------- 30
2 ---------- 32
3 ---------- 3
4 ---------- 8
5 -- This is the drive select - hook to #2 (B) on IBM Style
6 -- Drive select also, but ignore this one
7 ---------- 3

8 ---------------------- 16
9 ---------------------- 18
10 ---------------------- 20
11 ---------------------- 22
12 ---------------------- 24
13 ---------------------- 26
14 ---------------------- 28

There is also a resistor that will have to be pulled up, to make
the drive work correctly. I Think it's R49 on most. It's value is in the
range of 100 to three hundred Ohm's. It's usually situated close to the
drive select block in the IBM Style drive.

A little more info here.

On the Atari's drive connector, pins 5 and 6 are the drive select,
but be aware that these are switched as you chain the drives through. I
usually connect the drive right to the drive A (Atari's) out port.

On the IBM Style drives, pins 10 & 12 are the drive selects. Use
drive select 0, (pin #10, in the Ibm style)

This should help you in making the drive work correctly. One more
note here. You will have to obtain (or write your own) program that will
tell the ST that you have a 5 1/4 drive connected and to slow the seek
rate down. The 5 1/4's cannot and will not work at the default seek rate.

Good luck!

-rich

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, and I make np warranty (expressed or Implied) to the above
statement(s) though I do know that it does work for me and other's.

Date: 29 Dec 87 21:29:32 GMT
From: pixar!mgr@ucbvax.Berkeley.EDU (Michael Griffin Russell)
Subject: cartridge slot kludge boards
To: info-atari16@score.stanford.edu

Anyone out there know a company that sells a prototype
board for the ST cartridge slot. Any info on physically
plugging into the cartridge slot would be appreciated.
--
Mike Russell ucbvax!pixar!mgr Don't worry, amnesia is a common
side effect of re-incarnation.

Date: Wed, 30 Dec 1987
From: Frank Elsner - TUBerlin/ZRZ <181%DB0TUZ01.BITNET@forsythe.stanford.edu>

Reply-To: Frank Elsner - TUBerlin/ZRZ
<181%DB0TUZ01.BITNET@forsythe.stanford.edu>
To: INFO-ATARI16@score.stanford.edu
Subject: TCP/IP for the ATARIs ?

We, Technical University Berlin Computing Center, are urgently
looking for a TCP/IP implementation for the ATARIs.

If you have any informations, don't hesitate to send it to us :-

-Frank

Date: 30 Dec 87 02:49:51 GMT
From: clyde!watmath!watdragon!violet!rfpfeifle@rutgers.edu (Ron Pfeifle)
Subject: Exactly what IS in a reg dev kit?
To: info-atari16@score.stanford.edu

I've seen alot of flames about the registered developer kits. But I don't
even really know what's in them.

Would someone out there who knows please enlighten me (us) as what exactly
are the contents of a "registered developer's kit"?

(Just the facts, ma'am)

Ron

Date: 28 Dec 87 18:41:15 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: Microsoft Write ...
To: info-atari16@score.stanford.edu

In article <327@lakesys.UUCP>, martin@lakesys.UUCP (Martin Wiedmeyer) writes:

> Neil, what's the Mfg's Suggested Retail Price (list price) for MS
> Write?

$129.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

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Date: 28 Dec 87 17:56:32 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: Christmas Adventure - Elves87 Part 1 of 4
To: info-atari16@score.stanford.edu

In article <250@dalcsug.UUCP>, euloth@dalcsug.UUCP (George Seto) writes:

> The adventure was done with the ADVSYS program which is available for the
> be or should be usuable on these systems. The kernal of the ADVSYS was
> extensively re-worked for this game and has many additional features
> that you would not expect from playing around with ADVSYS.

OK, where did this come from, how can we get the reworked ADVSYS, and, most important -- are there docs on how to program it? The original ADVSYS is fascinating but ultimately frustrating because the docs don't give you enough information to actually program the durn thing!

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

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End of Info-Atari16 Digest
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1059. Unexpected status code returned by VMS MAIL \%X007E10A2\

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 06:14:24 UTC
From: VAXPOST@FSU.BITNET
Message-ID: <8801080432.AA00849@ucbvax.Berkeley.EDU>
Source record: 255159

---------- A copy of your rejected mail message follows ----------

Received: by CANADA01 (Mailer X1.24) id 7835; Thu, 07 Jan 88 20:08:06 EDT
Date: Thu, 7 Jan 88 10:00:11 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-A16@CANADA01
From: Info-Atari16@Score.Stanford.EDU
Subject: Info-Atari16 Digest V88 #10
To: PETCHER@GW.SCRI.FSU.EDU,
DUBRAVK@FSU

Info-Atari16 Digest Thursday, January 7, 1988 Volume 88 : Issue 10

This weeks Editor: Bill Westfield

Today's Topics:

Re: FOLDRXXX.PRG, you got it!
Re: 40-folder bug and FOLDRXXX.PRG
Re: Multiuser BBS
Re: TOS bug ? -> hard disk cables
Disk Controllers
Operating systems for the ST
Hard drives for the ST
EasyDraw XX.XX
WordPerfect Update

Date: 28 Dec 87 18:31:38 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: FOLDRXXX.PRG, you got it!
To: info-atari16@score.stanford.edu

In article <105100040@datacube>, ftw@datacube.UUCP writes:

>> In one of the atari periodicals it was announced that they fixed the 40
>> folder bug in the Mega St roms.
>
> If those are the same ROMs that they are selling us developers, then the
> answer is NO, the "40 folder bug" still exists, and the magazine article
> is incorrect.
>
> Neil: please jump in here if if the ROM upgrade for the 520/1040 is
> different than what is in the Megas. I understand they are the same.

You're correct, Farrell. The 40 folder limit still exists in the ROMs. We still recomment FOLDRXXX.PRG as the fix for the problem.

Which ST periodical was this? I thought we had most of them trained to call and verify information before printing things like that.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

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Date: 28 Dec 87 18:38:48 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: 40-folder bug and FOLDRXXX.PRG
To: info-atari16@score.stanford.edu

In article <1505@mind.UUCP>, romero@mind.UUCP (Antonio Romero) writes:

> Hmm. Does this suggest upcoming compatibility problems?
> Or perhaps the advent of a new operating system altogether?
> Could it be... MULTITASKING? Okay guys, warm up the rumor mills...
>
> -Antonio Romero
> romero@psycho.Princeton.EDU

*** FLAME ON ***

What good does it do to start rumors like this?

Do us all a favor, if you need something to talk about, discuss the weather.

I'm not saying that it wouldn't be nice to add features to the machine. But, we're not adding this one at the moment. And there are so many rumors getting people jazzed up for nothing...

The rumor mill in our community has gone a bit haywire lately. There's enough going on without people making things up.

Most ridiculous rumors of 1987 awards:

1. The blitters didn't work, so we're using kludged-up Amiga blitters.

2. The blitters partially work, so we removed 4 of 8 functions from them.

Please, folks, give us a break. We're easy enough to talk to if you want to ASK a question. Sometimes it seems that rumors are so much fun that their veracity has no bearing on how they spread. Sometimes they spread AFTER the facts are clarified -- fiction being more fun, I presume.

*** FLAME OFF ***

Sorry folks, but it's been a rough year.

Best to all for 1988! Hope you're having a good holiday season.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
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Date: 28 Dec 87 18:21:16 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: Multiuser BBS
To: info-atari16@score.stanford.edu

In article <1479@saturn.ucsc.edu>, koreth@ssyx.ucsc.edu (Steven Grimm) writes:

> The ST's BIOS is re-entrant. GEMDOS is not. (I have a multiuser BBS
> system to prove it...)

OK, Steven, where's my copy of the multiuser version? And whatever hardware it takes to make it work. Atari Base is waiting...

Maybe I'd better backtrack a moment. Here in Atari, we run a free BBS for users. It's known as Atari Base, and can be reached at 408-745-5308.

Here's the rub -- we run 5 lines into 5 separate systems. The line you get through to is simply the first available line. But, if you leave a question on that line, you'd better make darn sure you get back to that line.

We're looking for a solution. We need a way for the lines to talk to each other. Solutions that have been discussed, in order of preference, are:

1. Multi-port RS232 box that lets several modems talk to one ST. The advantage is that we'd need one computer instead of 5. The disadvantage is that if the one system goes down, everything dies. We're willing to live with this, because system crashes have been extremely rare in the 2 years since Atari Base opened in its current configuration.

2. Network that lets each line share messages. At one time there was talk of trying a MIDI-based network, but work on this was shelved by QMI due to the inability to resolve conflicting RS232 and MIDI interrupts. Maybe "PromiseLAN" will solve this one.

3. Using a system like Fnet or Fidonet and having lines call each other to pass messages. Not too elegant in my book, and lines are only updated at intervals (probably daily), but we could do this today if we wanted to.

The other burning issue is, which software to use? We're currently using the Michtron BBS. Michtron has abandoned its plan to sell a hardware multiport gizmo because the engineers in the UK who were working on one couldn't get it to work.

FoReM 2.0 supports Fnet, so if we wanted to go to approach #3 we could do it. But with the number of novice callers we get, I'm a bit leery of using FoReM. Any comments to the contrary, netlanders?

NiteLite Systems now has a hardware device to let 4 or 8 modems share an ST. Their BBS program supports this. But... well, I used NiteLite on the 8-bit before we went to the ST on our board. I like NiteLite's message facility, but the program needs improving in the user log (not sorted at all) and the download area. Paul Swanson, NiteLite's author, is working at making improvements, and is very willing to take criticism and act upon it.

BB/ST is very powerful, and Steven Grimm is working on the multi-line facility. But we're still waiting on some hardware. QMI is a great little company, but I know they're (almost) as overworked as we are at Atari. So, timetables for this are in doubt. Also, BB/ST's tree-structured message base is not my cup of tea.

And then there's BBS Express ST. Keith Ledbetter is doing a nice job on this one. The message base and file areas work well. But there's been no hint from ICD about the prospects for a multi-line function. I'd like to hear of one, because I like the program, which has a nice extra for us -- the script language for it would make development of an online order entry system fairly simple. It would be a boon to users to allow them to order spare parts online.

One last thing -- we're committed to running the whole thing on Atari equipment. Partly because of budget (total cost for system hardware out-of-pocket to date has been $0), and mainly because it's a good excuse to push the envelope of what can be done on the system. The makers of BBS programs would love to see us use their program, because it's a great promotion for them. So, I tell them to give me what I need! Maybe some day it will work.

Just to not irritate anyone, I'm aware of the PD program STadel, but this one gave new users fits when I tried it at home. And there's CBBS from Oasis, which just came in and hasn't been tried yet. No word on multi-line functions here either.

Any helpful advice from netland?

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

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Date: 30 Dec 87 12:37:13 GMT
From: mcvax!nikhefh!t19@uunet.uu.net (Geert J v Oldenborgh)
Subject: Re: TOS bug ? -> hard disk cables
To: info-atari16@score.stanford.edu

> (discussion about errors being probable with too long a cable)

Just having obtained a SH205 with a 85cm cable (here in Holland it is prohibited by law to use inches) I followed Landon's suggestion in a simplified way: just 2000 times 'cmp aap noot >> mies' with aap, noot identical 64K files. Cmp did

not report any errors on this 256M data transfer in spite of various lamps,
a monitor etc. being switched in the neighbourhood. And I rather like the
longer cable.

Geert Jan (t19@nikhefh.hep.nl)

Date: Wed, 30 Dec 87 17:20:25 EST
From: Ravi Subrahmanyan <ravi@mcnc.org>
To: info-atari16@score.stanford.edu
Subject: Disk Controllers

This is a forwarded message: please reply to the address specified below.

>Subject: Disk Controllers
>From: Reno.Wbst@Xerox.COM
>Reply-To: Reno.Wbst@Xerox.COM
>Message-Id: <871228-104652-1140@Xerox>
>Status: R
>
>
>Could someone please send out the address and/or phone numbers for BMS and
>ICD?
>Thanx
> Reno

From: AB084%DK0RRZK0.BITNET@forsythe.stanford.edu
Date: Thu, 31 Dec 1987 02:03:18 CET
To: INFO-ATARI16@score.stanford.edu
Subject: Operating systems for the ST

A few weeks ago I sent a letter to the net in which I tried to initiate a
dicussion about OS's. There was some response to it on the net and a couple
of people wrote to me directly. There is one letter which I find interesting
enough to forward to the net, because it contains information I have not seen on

the net so far. Here it is. (I hope you don't mind, Skip:)
>Received: from UCBJADE (BSMTP) on 12/08/87 09:29:07 GMT-1 (NOS/BE Mailer 2.0

> Mail-to: DK0RRZK0(AB084), Format: MAIL
>Return-Path: <ucbcad:ames.UUCP:uw-beaver:uw-entropy:dataio:pilchuck:ssc:mcgp1:f

>Received: from ucbvax.berkeley.edu
> by jade.berkeley.edu (5.54 (CFC 4.22.3)/1.16.17)
> id AA23309; Tue, 8 Dec 87 00:15:19 PST
>Received: by ucbvax.Berkeley.EDU (5.58/1.26)
> id AA11959; Tue, 8 Dec 87 00:03:40 PST
>Received: by cad.Berkeley.EDU (5.58/1.26)
> id AA15187; Mon, 7 Dec 87 23:35:06 PST
>Received: Mon, 7 Dec 87 23:23:32 PST by ames.arpa (5.58/1.2)
>Received: by beaver.cs.washington.edu (5.52.1/6.10)

> id AA15616; Mon, 7 Dec 87 22:01:12 PST
>Received: by entropy.ms.washington.edu (5.52.1/6.2)
> id AA29903; Mon, 7 Dec 87 22:04:35 PST
>Message-Id: <8712080604.AA29903@entropy.ms.washington.edu>
>Received: by dataio.Data-IO.COM (smail2.5)
> id AA06356; 7 Dec 87 22:04:05 PST (Mon)
>Received: by pilchuck.Data-IO.COM (smail2.5)
> id AA11304; 7 Dec 87 21:53:51 PST (Mon)
>Received: by apcisea.UUCP; Mon, 7 Dec 87 14:16:09 pdt
>Date: Mon, 7 Dec 87 14:16:09 pdt
>From: ucbcad:ames.UUCP:uw-beaver:uw-entropy:mcgp1:fst@ucbvax.Berkeley.EDU
>To: uw-entropy:DK0RRZK0
>Subject: Re: OS/9 and other operating systems
>In-Reply-To: your article <8712030211.AA03408@ucbvax.Berkeley.EDU>
>Content-Type: text
>Content-Length: 2482
>
>There is one other (very real) operating system which is available *NOW*
>and has been available since Jan 1987. It is called IDRIS (TM).
>It is a product of Whitesmiths Ltd, of Westford MA. Those familiar
>with "Software Tools" book of Kernighan and Plauger, will be happy to
>know that P.J. Plauger is the president and founder of Whitesmiths Ltd.
>
>IDRIS has been available on many processors including PDP-11, VAXen,
>680X0, and 8086. It was first released in 1978 on PDP-11s. IDRIS 2.2 was
>ported to the ATARI ST (520, and 1040) in summer 1986, by Computer Tools
>International Inc., for which, I am an engineer. The current version is
>IDRIS 3.12, with release 3.2 of the C compiler. The IDRIS68K 2.2 was shown
>at ATARI booth in Fall COMDEX 1986. The 3.12 release was shown at ATARI
>booth in Fall COMDEX 1987.
>
>More about IDRIS.
>
>IDRIS is a real time, UNIX(TM) compatible, multi-user, multi-tasking operating
>system. Its C compiler (Whitesmiths C 3.2) is fully compatible with the
>proposed ANSI C. The system library is fully compatible with latest POSIX(TM)
>proposals. Whitesmiths is an active member of both ANSI C, and POSIX standards
>committees. IDRIS can, (and in the case of ST and MEGA does), emulated MMU in
>software. It can, however, use hardware MMU if it is present. In the case
>of the 68K version of IDRIS that would be MC68451. IDRIS68K supports MC68881
>as a coprocessor or a mapped device.
>
>Currently, many UNIX environment software are being ported to the IDRIS-ST.
>Syntactic Corp. is porting Crystalwriter+(TM), Network Research Corp. is
>porting FUSION(TM) Network System (including TCP/IP). Oracle SQL is also
>being ported. Computer Tools Int'l is porting X-Window system.
>
>As far as hardware is concerned, Computer Tools Int'l Inc. has working
>prototypes of a 4-port I/O Card for ST/MEGA computers. We also have
>prototypes of Ethernet/Cheapernet card which is to support FUSION.

>
>The 4-Port I/O card (4 rs232s, running at up to 19.2 kbps) was shown
>at Fall 1987 COMDEX. We also showed a demo version of X-Windows for
>the ST/MEGA under IDRIS. This product is called STX-Window(TM) system.
>
>Tom Love of ST applications has done a review of IDRIS-ST 3.11 with
>release 3.1 of the C compiler. It think it was the November 87 issue.
>
>IDRIS-ST also supports most libvdi, and all LINE A calls (very carefully)
>
>For more info you can write or call Computer Tools Int'l Inc.
>720 S. 333rd, Suite 101
>Federal Way, WA, 98003
>PHONE (206) 838-4990.
>
>Sincerely,
>
>Skip Tavakkolian

My questions to IDRIS users:
- An emulated MMU seems a good idea if there is no hardware. But doesn't that
make the OS very slow?
- Any experience with porting UNIX software?

Does anybody know whether IDRIS is available in Germany?

In my first letter I mentioned the OS's RTOS-UH and EUMEL. Several people
asked for more information about these. I don't feel too competent...
If there is somebody who knows them well and is ready to write an article
about them (or one of them), I'd be grateful. If not, I am willing to look
up the magazine articles and to extract a short characterization.

Michael Eibl <ab084@dk0rrzk0.bitnet>
Institut f. Theoretische Physik
Universitaet zu Koeln
D-5000 Koeln
West Germany

Date: 29 Dec 87 21:16:31 GMT
From: mnetor!utzoo!yunexus!gen1!chris@uunet.uu.net (Chris Parkinson)
Subject: Hard drives for the ST
To: info-atari16@score.stanford.edu

I have noticed a few requests on the net for information regarding
hard drives, hard drive kits, and the like for the ST. I have just
purchased a "TAMI-HD40" hard drive system from FutureDOS, and am *very*
happy with it so far.

I own an Atari Mega-2 ST and required a larger disk capacity in order
to run GEM, Magic Sac, and OS-9/68000 efficiently. The single drive system I
received from FutureDOS is in a long enclosure that is designed to accommodate

a second half height drive.
Since the system is custom made, I ordered the 44 Mb (formatted) hard disk configuration, for which I paid $1400 Cdn.. Other capacities are available upon request. Also, all of the hard drive systems are fully assembled and tested, so reliability is assured.

If you are looking for a high quality/high capacity hard drive system at a reasonable price, then this may be the thing for you. You can reach the folks at FutureDOS by writing them at

FutureDOS,
1207-120 Torresdale Ave.,
North York, Ontario,
CANADA, M2R 3N7.
Tel. (416) 736-0321

Christopher Parkinson
yunexus!gen1!yuplanet!chris

BTW-Standard disclaimer...I am in no way affiliated with FutureDOS, I am just another happy customer!!!

Date: 30 Dec 87 23:43:37 GMT
From: mnetor!utgpu!parora@uunet.uu.net (Pavneet Arora)
Subject: EasyDraw XX.XX
To: info-atari16@score.stanford.edu

I saw a demonstration of EasyDraw recently, the version # of which I don't know. I have a few peeves about the package which prevent me from purchasing it. Since I do need an object oriented drawing package I wanted to confirm that my objections are legitimate. If they are, and if EasyDraw is listening then please take them as suggestions.

1. Text cannot be rotated. (FATAL if you want to draw rough graphs). The closest you can get is something like:

R
o
t
a
t
e.

Not too useful if you are considering drawing architectural plans which require sideways printing for a better fit.

2. Exiting will always request if you want to save your file even if you have made no changes since the last save.

3. You have to explicitly select an object and then click again to move it. A single click should suffice the way it does with copying files etc.

4. The default for text should be justify off. I usually use
text as labels and can't see why justify should be on. I also
forgot most of the time to change justification when entering
text so that I had to go and change text attributes - a real
nuisance.

Some of the features I wish had been adopted from MacDraw:

5. A cubic spline fit (called SMOOTH and UNSMOOTH in MacDraw).
A really useful feature when one wants to draw gaussians and
sine waves etc. the way I needed to for my thesis.

6. The ability of picking a larger than one page size for the
drawing and then having EasyDraw print it out serially page
wise. This allows more complex drawings to be mosaiced easily.

Has anyone had similar experiences?

Pavneet Arora
parora@utgpu

Date: 31 Dec 87 00:26:39 GMT
From: mnetor!utgpu!parora@uunet.uu.net (Pavneet Arora)
Subject: WordPerfect Update
To: info-atari16@score.stanford.edu

Just a note for WP users. The new update is supposed to be
out in early January. Since I didn't get any response to my
previous posting about the numerous bugs in WP I am not really sure
if any WP users actually exist. 8-{)

In response to Neil Harris' comment that the support is excellent, I have
a few comments of my own:

1. No company, software or otherwise, should be able to release
a product that doesn't even come close to working.
Bugs are one thing - fatal bugs another. I use the following
analogy - If I approached WP and asked them to give me
a copy of the software, and then told them that I would pay
them in a few months i.e. whenever I could afford it, I would
not expect them to hand over the package. And yet, WP has
taken money from users and then handed over a useless package
without ever notifying any of its users that there are problems.
And when a user tracks down the bugs and calls WP, they say
they are aware of it and a working version should be out soon.
Soon in my case has meant 3 months now, and I still don't have
a working version.

2. A company that only includes its UTAH address for technical
support, even in packages sold in Canada can hardly be seen
as being concerned for all of its users. By the way the (800) number
doesn't work from Canada so that you have to call WP on your
own expense during the day at full rate. Technical support

does exist in Canada from J.B. Marketing in Cornwall. Their
phone number is : 1-(800)-267-1731.

3. Part of servicing a product means keeping in touch with the
buyers and users and being above board about things(i.e.
through bulletins). I have not seen
any indication that WP considers this a priority. This is
critical in the present case where there must be bewildered
users trying to figure out why a $595 software package doesn't
work.

I think the larger issue here is the ethics with which high tech companies
operate. Personally, I don't feel that WP has thus far exhibited anything that
qualifies it for the praise that Neil Harris had to offer. My experience
has been in dealing with WP both in Canada and the US for the past three
months now.

parora@utgpu

End of Info-Atari16 Digest
****

1060. IO port bits...

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 06:41:03 UTC
From: wayrynd@jacobs.cs.orst.edu
Message-ID: <1803@orstcs.CS.ORST.EDU>
Source record: 255160

Jonathan Nagy wished to be informed what events are represented by I/O
Port bits 0-7 listed in the MFP 68901 chip interupts...

bit # function
0 Centronics busy
1 RS-232 data carrier detect
2 RS-232 clear to send
3 reserved(not used)
4 keyboard and Midi interrupt
5 FDC and HDC interrupt
6 RS-232 ring indicator
7 Monochrome monitor detect

If you need further help in implementing any of these interupts let me know
via e-mail, and I'll help as much as possible.
(I posted this to the net instead of a email due to the fact that it is
something that stumped me for quite awhile, and I hope to save others the
hassle of finding it!)

Darin Wayrynen
824 nw 10th
Corvallis, OR 97330
wayrynd@jacobs.UUCP

1061. Re: MINIX

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 09:14:19 UTC
From: johan@nlgvax.UUCP
Message-ID: <213@nlgvax.UUCP>
Source record: 255161

In article <317@inuxj.UUCP> wolenty@inuxj.UUCP (R Wolenty) writes:
>
>Could anyone tell me what is the status of the MINIX port to
>the ST?

It will be available from Prentice Hall around June 88.
I am wrapping it up right now into a set of diskettes for
reproduction.
A more extensive announcement will follow.

Johan W. Stevenson,
Philips Research Laboratories,
Project Centre Geldrop,
Building XR, Room 15,
Willem Alexanderlaan 7B,
5664 AN Geldrop, The Netherlands.
phone: +31 40 892205
uucp: mcvax!nlgvax!johan

1062. Re: Zoomracks (i.e. Hypercard's predecessor?)

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 11:09:08 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2067@bath63.ux63.bath.ac.uk>
Source record: 255162

No, Hypercard for the Mac is virtually a complete programming (or maybe, better, working) environment which overlays the O/S. It *can* be used for ZoomRack-like record keeping, but if that's all you do with it, it's a bit like using an atomic bomb to kill flies. There must be a comp.sys.apple.mac meeting about (or something like that), and if so, I'd bet they could clue you in.

1063. Re: Exactly what IS in a reg dev kit?

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 11:15:34 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2068@bath63.ux63.bath.ac.uk>
Source record: 255163

Just a not to point out that 'Atari' policy varies depending on which 'Atari' you are talking to. For example, in the UK, and when I asked, in addition to the non-disclosure agreement, they said they also required you to tell them what software you were planning to write. I backed off and went for third-party stuff at that point.

The point of this is that if you want to know what is available from Atari, when, for how much, or whatever, you're best off actually contacting Atari. (If they will talk to you, at least. Atari UK *are* pretty good at *that*, but that again might be subject to regional variation.

1064. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 11:49:39 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2069@bath63.ux63.bath.ac.uk>
Source record: 255164
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Oh, <deleted>.

NO ONE SAID MULTI-TASKING IS USELESS. NO ONE WAS FLAMING ANY MACHINE FOR HAVING IT.

I'm sorry I spoke. Yes, M/T is nice/handy/whatever, but I still haven't been convinced that it is the be-all and end-all, particularly for most 'home users' (non-developers? come on, you know who I mean, I hope.)

In the interests of net peace and harmony, I should be reachable by any of:

Smee at UK.AC.BRISTOL (JANET/UK)
Smee at UK.AC.BRISTOL via UKACRL.BITNET (BITNET)
Smee at BRISTOL.AC.UK thru any of the ARPA gates that support domain addressing
or
pes at bath63 via whatever return address you can work out from the header of this message.

Send further flames to me directly. (Some mailer enroute will probably bounce them anyway, so I shouldn't have to read much :-)

Meanwhile, someone needs to set up an electronic mail study group, because I tried when writing the original question to make it clear that I was honestly seeking information, rather than trying to start another flame war. Obviously I didn't get it right -- which appears often to be a problem with this form of discussion. Sorry. (And, P.S., these groups are probably not the place to discuss that. Where is?)

1065. WordPerfects???

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 13:31:52 UTC
From: gaspar@ALMSA-1.ARPA
Message-ID: <8801081341.AA10025@ucbvax.Berkeley.EDU>
Source record: 255165

I've been considering WordPerfect, and I'm getting a little confused. It's as if there are two different WordPerfects. On the one hand, Pavneet Arora writes from Canada and says:

>In response to Neil Harris' comment that the support is excellent, I have
>a few comments of my own:
>
> 1. No company, software or otherwise, should be able to release
> a product that doesn't even come close to working.
> Bugs are one thing - fatal bugs another. I use the following
> analogy - If I approached WP and asked them to give me
> a copy of the software, and then told them that I would pay
> them in a few months i.e. whenever I could afford it, I would
> not expect them to hand over the package. And yet, WP has
> taken money from users and then handed over a useless package
> without ever notifying any of its users that there are problems.
> And when a user tracks down the bugs and calls WP, they say
> they are aware of it and a working version should be out soon.
> Soon in my case has meant 3 months now, and I still don't have
> a working version.

...etc.

>I think the larger issue here is the ethics with which high tech companies
>operate. Personally, I don't feel that WP has thus far exhibited anything
>that
>qualifies it for the praise that Neil Harris had to offer. My experience
>has been in dealing with WP both in Canada and the US for the past three
>months now.

On the other hand, Rich Dankert replied with glowing praise to a request for information on WordPerfect:

>In article <2143@cup.portal.com> RJknees@cup.portal.com writes:
>>Hey everyone! I'm looking for someone who has (or has used) WordPefect on
>>the Atari-ST. I'm thinking of buying this software!
>

...answers to questions 1-4

>>
>>5. Any other opinions or comments RE: Wordproccesing on the ATARI-ST
>>
> Contrary to all the comments from user's of Word Perfect in the
> negative aspect, I can say that the version I got didn't have all the
> bugs that I had seen mentioned. In fact Word Perfect Corp. is

> one of the best software makers that I know of. If you OWN the
> program, and have a problem with it, and they have a newer version
> of it, they will send it to you, second day air sometimes.
>
> This is one software maker that really backs their product!

What's the deal here? Are we talking about two different versions of WordPerfect for the ST here, is there a different version in Canada, or does Pavneet Arora use features that Rich Dankert doesn't? ? Can someone clarify? Also, some discussion of other peoples experiences would be great.

And, yes, Virginia, there is such a thing as multi-tasking ;-).

Cheers--

Al

--
Al Gaspar <gaspar@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-OW, Box 1578, St. Louis, MO 63188-1578
COMMERCIAL: (314) 263-5118 AUTOVON: 693-5118
uunet.uu.net!gaspar@almsa-1.arpa

1066. Re: Multi-tasking? An Oppertunity

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 14:36:14 UTC
From: nwd@j.cc.purdue.edu
Message-ID: <6118@j.cc.purdue.edu>
Source record: 255166
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <3797@hoptoad.uucp> db@hoptoad.UUCP (David Beckemeyer) writes:
>If I get enough replies, I might consider making the run-time RTX
>program FREE.
>
> David Beckemeyer
> President - Beckemeyer Development Tools

Well count one here. I would like to take the opportunity to
combine your multi-tasking package with MicroEMACS and make a background
editor.

Daniel Lawrence (317) 742-5153
UUCP: {ihnp4!pur-ee!}j.cc.purdue.edu!nwd
ARPA: nwd@j.cc.purdue.edu
FIDO: 201/2 The Programmer's Room (317) 742-5533

1067. Re: Microsoft Write ...

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 15:05:36 UTC
From: gaspar@ALMSA-1.ARPA
Message-ID: <8801081529.AA11393@ucbvax.Berkeley.EDU>
Source record: 255167

Has anyone (Neil?) seen both WordPerfect and Microsoft Write? If so, it would be nice to hear how they compare. I saw WordPerfect ST advertised for around $250. Is it a whole lot better than Microsoft Write (will be :-)) at $129?

Cheers--

Al

--
Al Gaspar <gaspar@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-OW, Box 1578, St. Louis, MO 63188-1578
COMMERCIAL: (314) 263-5118 AUTOVON: 693-5118
uunet.uu.net!gaspar@almsa-1.arpa

1068. Price on a used 1000?

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 16:31:05 UTC
From: 870646c@aucs.UUCP
Message-ID: <701@aucs.UUCP>
Source record: 255168
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Hi all, I have some questions to ask:
1. Can you hook an amiga up to a ST colour monitor?
2. If you can hook up the monitor, how much would a used 1000 cost in CDN dollars?
later
Barry

1069. Status of comp.binaries.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 16:44:16 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <2364@brspyr1.BRS.Com>
Source record: 255169

A lot of the other moderated groups have been empty for a while too,
and a few of them have recently posted a status of what the have in
the queue and when we can expect to see it.

Could we get this kind of update for comp.binaries.atari.st?

Its been weeks since we've seen anything, and it would be nice to
know that it's not because nothing has been submitted.

{ this is not a flame at anyone, so please don't take it as one.
I would just like to know if I should expect anything soon }

Thanks
-- Tim
--
tim@brspyr1.BRS.Com
uunet!steinmetz!brspyr1!tim
== Tim "The Enchanter" Northrup

1070. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 18:07:00 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <11400005@silver>
Source record: 255171

[Good morning, Mr. Line Eater...]

Neil,

With STadel, you may not be able to leave a public message directed to a person, but if it's public, why not simply put the recipient's name on the first line, and if need be, send them Email saying that there is a public message in such-and-such a room. Also, those people most likely to get public messages (such as yourself) could have a room (message base) for that sole purpose. With STadel, you can have 64 "rooms" on a system. You could have 5 different boards with a number of netted rooms as well as having a purpose to each separate board; say, one for graphics, one for MIDI, etc. If you wanted to net with Atari Canada, you could even net some rooms with them. Messages in the rooms can be netted automatically or you can give the general public netting privs.

I, personally, don't think STadel lacks in the up/download department either, but it is "different". Rooms can be made directory rooms. You can download a file right after you read comments about it if you want without having to leave the message base or going into a "file" section. You can send files from system to system through netting. You can make directory rooms that are either upload or download only. The only thing I find at all lacking is the description area. People tend not to describe their files well.

As for new users on STadel, there are some tricks, but once people are used to it, it is fast and easy, and best of all, NOT redundant! There are help files and tutorials available. Most of the STadel users I know (including myself) caught on very quickly. BBSers who are serious tend to be fairly clever about such things. A simple explanation that the BBS is like a large building where you wander from room to room reading new messages and leaving messages usually helps, as does explaining that everything you receive from the BBS is done with some kind of a Read, and everything you give to the BBS is done with some kind of an Enter.

In case some of you hadn't figured out, yes, I run one of these beasties. If you want some more information or would like a little tutorial about using STadel (which also comes in Amiga and MS-DOS flavored Citadels, btw), drop me a message. It may take a day or two to get back to you, but I will indeed get back to you. There are a bunch of addresses where I can be reached down below...

Neil, I have had trouble finding a path to you from Bitnet, I'm afraid, but I haven't given up hope yet! *grin*

Holly...

Bitnet: IHLS400@INDYCMS
Arpanet: ihls400%indycms.bitnet@{your favorite gateway here}
UUCP: ...!rutgers!indycms.bitnet!ihls400
GEnie: HOLLYSTOWE
BBS: (317) 842-7564 (300/1200/2400/9600USR)
Internet: stowe@silver.bacs.indiana.edu
USnail: 799 W. Michigan St. ET1023, Indianapolis, IN 46202
ICBM: Just aim at the Army Finance Center at Fort Benjamin Harrison

"Lake Wobegon - Gateway to Central Minnesota"

[.................. (energy bits for the line eater).................]

1071. Atari ham radio net info

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 19:34:21 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8801081934.AA25296@mitre-bedford.ARPA>
Source record: 255172

This may be old news to many readers, but I just learned about the Atari Microcomputer Users' Net, a ham radio discussion group focused on using Atari computers, especially in ham radio applications (but not exclusively). The net meets Sundays at 1600 Zulu (GMT) on 14.325 MHz. (1600 Zulu is currently 11 AM Eastern time, noon during the summer.) David Byrd, KD7VA, is the Net Control Station. Dave is the creator of a well-known 256K plus upgrade for the 800. Gil, VE4AG, publisher of Ad Astra, is usually also on frequency. The group maintains an extensive disk library, emphasizing but not limited to, ham radio applications. Both ST and 8-bit software and hardware interests are covered by the group.

Readers who are not hams would need to find a local ham to participate actively in the net, but they might anyway enjoy listening in on a shortwave receiver tuned to 14.325 MHz on Sunday mornings.

-John Sangster, W3IKG / jhs@mitre-bedford.arpa

1072. What's DVI?

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 19:37:19 UTC
From: wisner@eddie.MIT.EDU
Message-ID: <7844@eddie.MIT.EDU>
Source record: 255173

Yesterday I FTPed and downloaded UniTerm v2.0a (thanks, whats-yer-name at Oregon State) to find, to my chagrin, that the documentation is in DVI format. Well.. what's DVI? How do I get this file full of gibberish to make some sense? Be warned that I have no printer..

--

Bill Wisner / wisner@eddie.MIT.EDU

The number of arguments is unimportant unless some of them are correct.

1073. Re: IFF-format

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 19:39:43 UTC
From: bryce@hoser.berkeley.edu
Message-ID: <22459@ucbvax.BERKELEY.EDU>
Source record: 255174
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.amiga

In article <@ucbvax.Berkeley.EDU> A089FLUM@HTIKUB5.BITNET writes:
>As I understand there is a standard format for musical scores called the
>IFF-format. Could someone send me a description??

IFF stands for "Interchange File Format". It is a stanard for creating
file standards. The intent is easy transfer between machines and
programs. Very nice.

There are IFF definitions for Musical Scores, sampled sound,
digitized pictures, etc.

You can purchase the entire "IFF manual" for $20 from:

CATS / Lauren Brown
1200 Wilson Drive
West Chester, PA 19380

|\ /| . Ack! (NAK, SOH, EOT)
{o O} . bryce@hoser.berkeley.EDU -or- ucbvax!hoser!bryce (or try "cogsci")
(")
U "Your theory is crazy... but not crazy enought to be true." -Niels Bohr

1074. MULTI-TAXING

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 21:27:00 UTC
From: F27FRAJP@CARLETON.BITNET
Message-ID: <8801090114.AA23175@ucbvax.Berkeley.EDU>
Source record: 255175

THE oddball discussions on multi-tasking have made me wonder why no one has thought of the obvious use-- figguring out your taxes. I don't know if the US system is as silly as Canada's, but what has always bugged me here is that you have to fill out innumerable different schedules and calculate them depending on where your money is coming from, because different sources of income are taxed or treated differentlty. So you run your tax program. All is well until it asks you to fill out sked 4, capital gains from real estate. So you stop and start filling in what property you bought, how much of it you sold, what proportion of the gain is taxable, etc. And you go back and fill in one figure. Then it asks you about dividend income from domestic corporations (taxed at one rate) and from foreign corporations (taxed at another) and you stop to figure that one out. Then it asks you to fill in your income from the oustide consultancy work you've done that year, (minus expenses allowable) and so on and so on. Does no one see here what multi-tasking can do? In the background you can have a batch of separate schedule programs doing the dog work all at once and feeding the results into the main tax program.
Software writers who haven't yet thought of this -- go ahead and use my idea. Just remember to send me a copy of the program. Canadian form, please.

1075. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 22:36:17 UTC
From: haitex@pnet01.cts.com
Message-ID: <2311@crash.cts.com>
Source record: 255170
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

>In article <3797@hoptoad.uucp> db@hoptoad.UUCP (David Beckemeyer) writes:
>>In other words, a free
>>runtime-only kernel to anybody that asks. Maybe even Atari gives
>>it aways with each machine. Programs developed for the multitasking
>>kernel will run on any machine with the free kernel installed.
>>
>>How many people would be interested in such a thing? At what price
>>for the developers kit?

See, something productive may have actually come out of this
discussion despite it's supposedly having been dead months ago!

Thanks,

Wade.

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!haitex
ARPA: crash!pnet01!haitex@nosc.mil
INET: haitex@pnet01.CTS.COM

1076. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 22:51:00 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <11400006@silver>
Source record: 255176

[nibbles and bits]

I'd like to apologize for the following bit of well-intentioned humor...
(but I won't... *grin*)

/* Written 8:40 am Dec 31, 1987 by singer@ll-xn in silver:comp.sys.atari.st

>Kindy [sic] inform me as to what is so "abrasive" about FoReM ST.

It's author from the sound of it... Personally, I find it redundant and
inefficient as a user (and co-sysop on a couple of FoReM ST boards), but
that's only a personal opinion. I'll live.

>Perhaps you find it so because you are unfamilar with it.

Nope... I'm plenty familiar with it. It still annoys me a lot of the time,
just faster than it used to annoy me when I wasn't familiar with it.

>Please send me your name and address so I can send you a users [sic] manual.

Actually, I have a friend of mine's (Paul Followell), but then, the note
wasn't directed to me in the first place. The original author's name is
Neil Harris. He works for Atari, and you can find his address at the bottom
of every note he posts to the newsgroup.

>Matt Singer

Holly Lee Stowe

"Whip me! Beat me! Take away my charge cards!" - SpaceCamp

[and bits and bits]

1077. Re: VCR -> Atari ST color monitor

Newsgroup: comp.sys.atari.st
Date: 1988-01-08 23:02:00 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <11400007@silver>
Source record: 255177

>In article <486@uhnix2.UUCP>, uace0@uhnix2.UUCP (Michael B. Vederman) writes:
>>>> I'm curious, does anyone know of a
>>>No, but I have heard of a
>>But I think what Adam is looking for is a--
>But for that he would need a whole lot of

Not only do I know of it, I *have* a

Holly

1078. Re: Atari ST motherboards

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 01:15:37 UTC
From: jansen@atari.UUCP
Message-ID: <935@atari.UUCP>
Source record: 255178

in article <11623@oliveb.olivetti.com>, dragon@olivej.olivetti.com (Give me a quarter or I'll touch you) says:
>
> Does anyone know if the deal where one sends in their Atari 520ST to Atari
> and gets a new one back is still good? I remember the price as being
> around $95 or so. What are the catches to this? Can it be done through a
> dealer or only through Atari? Thanks for any information!
>

In case you haven't already gotten an answer on this one, yes, there is a real program like this. If your machine is defective, and your dealer can't fix it or whatever, you can send it to Atari along with a flat fee and it will be replaced. (Note: _replaced_. So, if you have any strange upgrades that you installed yourself, you were warned.)

Anyway, the fees are as follows:

520ST $ 95
520STfm $115
1040ST $125

Box the dead unit up and send it (along with a letter explaining the unit is defective, and that you'd like it replaced) to:

Atari Corporation
390 Caribbean Dr.
Sunnyvale, CA 94089
Attn: Door 17

Hope that helps!

Mark Jansen, Atari Corp. ...ames!atari!jansen BIX or GEnie: mjansen

Any opinions expressed above do not necessarily reflect those of Atari Corporation. "Life is tough, but it's not fair."

1079. Re: object code file formats

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 01:46:53 UTC
From: dag@chinet.UUCP
Message-ID: <2082@chinet.UUCP>
Source record: 255179

In article <81@pasteur.Berkeley.Edu> anton@postgres.berkely.edu writes:
>Would some kind sole tell me or point me at a definition of the
>format of .TOS, .TTS, and .GEM files? I'm working on a porting the gnu
>C compiler to generate atari objects. I'm not attempting to have the
>atari run gnu cc. Please send responces to me by mail. Also, a pointer
>to a way to avoid ever starting gem when booting would be nice.
> Jeff Anton

Well, I did reply to Jeff by mail, though I'm unsure of the path
that was used, however, I believe that this will be of interest to the
Atari ST community on the net. Therefore, here is the information
from the mail that I sent to Jeff. I'd suggest filing it and reading
it at your leasure.

[..... Cut Here .....]

Now for the information at hand --

GEMDOS executable file format:

The GEMDOS executable file consists of a header, text segment,
data segment, symbol segment and relocation segment.

Conventions used: USHORT = 16 bits unsigned
ULONG = 32 bits unsigned
LONG = 32 bits signed

GEMDOS header:

```
struct gemhdr {
USHORT gh_magic; /* always == 0x601A */
ULONG gh_tsize; /* size of text segment */
ULONG gh_dsize; /* size of data segment */
ULONG gh_bsize; /* size of bss segment */
ULONG gh_ssize; /* size of symbol segment */
ULONG gh_reserved[2]; /* 2 longs, "must" be 0 */
USHORT gh_reserve; /* Reserved, " " */
};
```

The text and data segments must have even length.
The magic number resolves into a "BRA .+1C" instruction.

The TEXT segment:

This section of the file starts immediatly following the
header in the file (offset 0x1C). All relocatable references
must be long and word-aligned. The GEMDOS program loader
adds the address of the beginning of the TEXT segment to

all relocation references. [see relocation format, below]
After the program is loaded, execution begins at the first
word in this segment.

The DATA segment:

This section of the file starts immediatly following the
TEXT segment. (offset 0x1C+text_seg_size). Relcatables
are TEXT segment based, and relocated in the same manner
and with the same restrictions as the TEXT segment ones.

The BSS segment:

This is not stored in the file. It is allocated at runtime
by GEMDOS (actually, by the runtime startup.)

The SYMBOL segment:

This contains symbol table information for DRI linker style
executables. For Mark Williams C style executables pre 3.0,
this segment is empty. As of 3.0, this segment holds debug
and symbol table information in Mark Williams format. Write
or call Mark Williams for more information on this.

The DRI symbol table format is:

```
struct drisym {
char ds_name[8]; /* null padded ident. */
USHORT ds_type; /* symbol type flags. */
LONG ds_value; /* signed 32 bit value. */
};
```

Type flags for the ds_type field:

```
DEFINED 0x8000 defined symbol
EQUATED 0x4000 equated symbol
GLOBAL 0x2000 global symbol
EQUATED_REG 0x1000 equated register
EXTERNAL_REF 0x0800 external reference
DATA_RELOCATE 0x0400 data based relocatable
TEXT_RELOCATE 0x0200 text based relocatable
BSS_RELOCATE 0x0100 bss based relcatable
```

RELOCATION (fixup) segment:

The relocation segment begins with a longword that specifies
the offset into the text segment of the first relocatable
reference. This is followed by a stream of unsigned bytes
that specify the next fixup. A zero byte flags the end of the
relocation table, a value of 1 means add 254 to location counter
and fetch the next byte, any other even value is added to the
location counter and the longword at that address is relocated.
All other odd valued bytes are reserved for future use.
If the initial longword is 0, there is no relocation information.

Loading and relocating:

When GEMDOS loads a program file through Pexec() it goes through
the following steps: The largest segment of free memory is
allocated to the process and a prototype basepage is built at
the beginning of it. The program file header is read and the
basepage is filled in. The text and data segments are then
read into memory. The symbol segment is skipped and the first
longword of relocation information is read into the fixup location
pointer. If this value is 0, the system proceeds with the action
specified by the Pexec() mode. Otherwise, the address of the
text segment is added to the fixup location pointer and the longword
at that address has the address of the text segment base added to it.
The loader then reads the relocation stream until it gets a 0 byte,
if a byte is 1, 254 is added to the fixup location pointer and
the next byte is read from the relocation stream; any other even
non-zero byte is added to the fixup location pointer and the
longword at that location has the base address of the text segment
added to it. Once a zero byte is encountered in the relocation
stream, Pexec() proceeds to either set up for execution (loading
appropriate registers with appropriate values and then jumping
to the first location in the text segment) or returns the basepage
address to the caller.

Notes on fixup generation:

o All relocatable values must be word aligned longwords.
o Relcation references to text segement locations are zero-based.
Data is loaded directly after the text segment, and relocation
references to data segment locations are based off of the text
segment base, thus a relocatable reference to the first data location
would be the text segment size. BSS is "loaded" immediately
following the data segment, thus BSS references are the offset
into the bss segment added to the combined size of the data and
text segments. This makes one-pass linking difficult.

Other comments:

o All ROM versions of GEMDOS released so far have a bug which
prevents loading of programs with relocation segments > 32K bytes.
Atari has confirmed this bug and says it will be fixed in the
next version of GEMDOS. The date this was written is 8-January-1988.

o You will need references to GEMDOS to understand the basepage
and other GEMDOS issues. I recommend the Mark Williams C manual
for much of this information.

o It is up to the runtime startup code, which must begin in the
first byte of the text segment to set up the program stack and
free unneeded memory back to the system. Look at just about
any vendors runtime startup module source for how this works.

o Some documents have the header wrong, listing 3 reserved longwords
at the end. There are only 2, plus a short.

Disclaimer and plea:

I work for Mark Williams Company. I am responsible for much of the Mark Williams C compiler package for the Atari ST, and have made considerable contributions to the documentation for that package. Despite this, the material contained in this message is not a Mark Williams Company product. All opinions in this message are my own and have not been cleared by my employer. Therefore, the information contained in this message is presented without warranty. Any errors in content, grammer or spelling are my own. Please don't call Mark Williams Company about this information, send me mail to one of the addresses in my signature or write me at 6030 N. Kenmore Ave., Apt. 512, Chicago, IL, 60660.

Final words:

I hope the above answers the questions...
--
Daniel A. Glasser
...!ihnp4!chinet!dag
...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

1080. Hard disk speed

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 02:17:00 UTC
From: RCST14@HEITUE5.BITNET
Message-ID: <8801090223.AA24821@ucbvax.Berkeley.EDU>
Source record: 255180

Could someone please tell me whether or not there are PD utilities out there
that can shuffle my harddisk in order to put all files in one contiguous piece?
An other point I'd like to mention is the speed of the SH204 harddisk: of
course it is slowing down because of the file fragmentation, but I can hardly
only blame tiver
code? I'm wondering how well written it is...

Ps: I started thinking about all this when I saw one of those horrible
don't-say-the-name ..DOS machines perform FAST after a cleanup...

Jan Joris Vereijken

1081. Hard Disk speed

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 02:25:00 UTC
From: RCST14@HEITUE5.BITNET
Message-ID: <8801090230.AA24900@ucbvax.Berkeley.EDU>
Source record: 255181

Could someone please tell me whether or not there are PD utilities out there that can shuffle my harddisk in order to put all files in one contiguous piece? An other point I'd like to mention is the speed of the SH204 harddisk: of course it is slowing down because of the file fragmentation, but I can hardly only blame that for the low speed. Has anyone ever disassembled the driver code? I'm wondering how well written it is...

Ps: I started thinking about all this when I saw one of those horrible *don't-say-the-name* ..DOS machines perform FAST after a HDcleanup...

Jan Joris Vereijken

1082. A Disk Hacker's Odyssey

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 03:55:00 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8801090856.AA03012@ucbvax.Berkeley.EDU>
Source record: 255182

I would like to know if somebody can explain this one.

I was copying C to the hard disk (3 single sided disks). The first disk gave me the "data on drive A may be corrupted" message. Trial and error turned up 3 files on it that wouldn't copy. The rest of the files and the other two disks copied okay.

Two of the "corrupted" files were text, so I double clicked on them to see what was salvageable...and got the whole file. The third, a program, wouldn't load. So I fired up Disk Doctor and checked the directory and FAT (including the duplicate). All okay, and no bad sectors in the files.

At this point I turned everything off and rebooted without the hard disk or any desk accessories and tried to copy the files to another floppy. Still got the "data on drive A may be corrupted." I tried the disk in B: drive...same error. Tried various copying utilities...no go. So I cranked up my floppy version of C and wrote some copyer programs.

The open function didn't like the files, so I went to Rwabs and used the FAT to trace the file. Reading the file by cluster bombed with status -1 (general error...thank you DRI). I put in a gets(str) before the Rwabs so I could step through...still bombed. Finally, I had it read sector by sector with a gets() before each Rwabs, and it worked!

So now I've got all the files copied, but I'd like to know why they had to be read a sector at a time with pauses. It makes me wonder how many other corrupted files I might have been able to save if I'd worked at it a bit more...

Don Rice
FXDDR@ALASKA.bitnet
==========
Imagine the amateurs in Minnesota and North Dakota arguing over which is colder...when it's springtime in Alaska, it's 40 below!

1083. krabat picture problems

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 04:39:23 UTC
From: UD138985@NDSUVM1.BITNET
Message-ID: <504UD138985@NDSUVM1>
Source record: 255183

Hello there...

I recently got the latest version of Krabat and got it all decoded, etc.
I am having troubles with the picture files. Everytime I start the game
by double clicking on the file it starts up, asks where are the pictures in
an alert box, and aborts. I put the pictures in the root directory, in a
subdirectory called pictures like I did with the origional, and in other
directories with every 'logical' name I could think of. Has anyone else had th
is problem? What am I doing wrong??? What directory do the pictures go in?

Thanks in advance for any replies.

Bob

BITNET: UD138985 at NDSUVM1

1084. starting up UniTerm

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 04:42:34 UTC
From: aoki@postgres
Message-ID: <98@pasteur.Berkeley.Edu>
Source record: 255184

Has anyone succeeded in autostarting UniTerm?
I've tried:

sticking UniTerm in an auto folder
EFFECT: three bombs.
sticking UniTerm in an auto folder with its aux. files
EFFECT: screwed-up screen with a locked kb.
kicking off a shell from the auto folder, then calling
UniTerm from the shell init file
(I've tried ash 0.70 and the latest version of Gulam)
EFFECT: ash - random screen
Gulam - UniTerm screen appears, then disappears
and dumps me back into Gulam

I'm using UniTerm V2.0a 005, the version archived at cs.orst.edu.

Any suggestions? It seems so pointless to have to doubleclick the
@#$% icon every time.

Paul M. Aoki
608-3 Evans Hall // UCB // Berkeley, CA 94720 (415) 642-1863
aoki@ucbvax.Berkeley.EDU ...!ucbvax!aoki

1085. Re: WordPerfects???

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 07:57:01 UTC
From: rich@lakesys.UUCP
Message-ID: <362@lakesys.UUCP>
Source record: 255185

In article <8801081341.AA10025@ucbvax.Berkeley.EDU> gaspar@ALMSA-1.ARPA (Al Gaspar) writes:
>I've been considering WordPerfect, and I'm getting a little confused. It's as
>if there are two different WordPerfects.

Edited of course...
>
>What's the deal here? Are we talking about two different versions of
>WordPerfect for the ST here, is there a different version in Canada, or
>does Pavneet Arora use features that Rich Dankert doesn't? ? Can someone
>clarify? Also, some discussion of other peoples experiences would be great.
>
>And, yes, Virginia, there is such a thing as multi-tasking ;-).
>
>Cheers--
>
>Al
>
>--
>Al Gaspar <gaspar@almsa-1.arpa>
>USAMC ALMSA, ATTN: AMXAL-OW, Box 1578, St. Louis, MO 63188-1578
>COMMERCIAL: (314) 263-5118 AUTOVON: 693-5118
>uunet.uu.net!gaspar@almsa-1.arpa

I will reinterate again. I have had no problems with the version of
Word Perfect that I have. I use the program on an explanded 520 (1 meg) and
use a ramdisk in conjunction with it. I have yet to have *any data mixed up
or otherwise corrupted to date.

I use WP with my MonoChrome monitor and have yet to see it screw up
the display or any other such things that I have read in my travels about the
different services here in the usa. I have have nothing but good to say
about this product.

I have used it to pop out important documents to many places where
the way the document looks is 1/2 the battle. Of *all the W/Ps that I have
used this is the one that gave me an output to my printer that was perfect.

As far as getting updates from the CO. I cannot say that I have had
the need to do so. My program works great for me, so no need. The reason
for mentioning the CO.s backing is that others have had to get a bit of
help or have encountered a bug, and WP corp. has shipped them a different
program of the same version, and there bug was gone.

I can only say that *yes there are others that may use the program
and have problems with it, but I am not one of them. Of all the reports

that I have read, I am still looking for the same to happen to me, but
am plesently pleased to say that they have not, at least to this point.

I think the program is great, and worth the $$$ for everything that
you get.

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, and I have been know to be wrong.
I am not in any way or form tied into Word Perfect Corp. Just a very
satisfied customer.

1086. GENST

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 16:07:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8801091736.AA08646@ucbvax.Berkeley.EDU>
Source record: 255186

Date: 9 January 1988, 11:05:13 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: GENST

[]

In my search for a public domain assembler, I was told that the Atari BBS has one called GENST. (Without docs, though.) If anyone has it could you please send it to Houston fileserver (or me directly?).

Thanks!

+----------------------+-----------------------------------+
Jim McCabe	BITNET: jemccabe @ mtus5.bitnet
G31 ECH MTU	UUCP: mccabe2 @ mtuvaxb.uucp
Houghton, MI 49931	mccabe @ m-net.uucp
+----------------------+-----------------------------------+

1087. Re: What's DVI?

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 17:00:55 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2072@bath63.ux63.bath.ac.uk>
Source record: 255187

.DVI files are 'Device Independent' files as produced by the TeX formatter. You then need to find a machine sommewhere which has TeX, and which has a DVI to specific device 'conversion' program (aka 'driver'). (DVIST which was posted some time ago won't hack it, because UG.DVI references font files which were not present with DVIST. I have heard rumours of a DVI2PS program which will convert UG.DVI to a (huge) PostScript file, which ought to be more amenable to being (painfully) battered into a legible form, in the absence of a printer. I haven't seen DVI2PS myself, though.

Simon, if you're listening, how about putting out a 'human reabdibledable' form of UG.DVI?

1088. Re: Multiuser BBS & HDSCAN/DISKTOP Info

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 18:38:25 UTC
From: trb@stag.UUCP
Message-ID: <308@stag.UUCP>
Source record: 255188

In article <931@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>In article <302@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:
>>In article <928@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>>>
>>>OK, I'll buy that part. But you can't leave messages "TO" a specific person.
>>>
>>Yes, you can...you just go to the mail 'room' (.g mail) and enter a message.
>
>We're talking semantics here. I know you can leave private "email" in
>STadel, but you can't leave a public "message" addressed to someone.
>

Neil,
If you look at this message, you will see that I have effectively addressed my message to you (without even having to type in your full name...) If you want to reply to someone in particular on an STadel in a public group, isn't it just as easy to put their name into the body of the message like this as it is to be prompted for the name in a program? It's true that if you (R)eply to someone on other BBS's, you don't have to type in their name, but is that such a big deal? In fact, you can speak directly to more than one person in a public forum in this way...sheeze...in fact...

Dan (Mr. MWC),
Thanks for the info on big arrays...now that hdscan is released on Unix I should be able to get a new version released on the ST soon (with no messy limitations).

Lee (and other DISKTOP users),
A new version of disktop is coming up soon (I finally found out why the new OSS Pascal was flaking out on me). I am looking at eventually trashing the code, however, and hatcheting up a special version of HDSCAN to become a future version of DISKTOP...that way I can keep track of full hierarchy and also have a tool that will work on all the floppies on my Unix box...with all of hdscan's features of course. I am really surprised that there aren't any tools like this already on Unix systems...or if there are, they are so expensive that I never hear about them.

-Todd Burkey
trb@stag.UUCP

"It's up to -13 degrees today and the windchill has warmed up to 30 below at noon...almost shirtsleeve weather. I WANT SUMMER BACK!"

1089. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 19:50:08 UTC
From: tsl@netsys.UUCP
Message-ID: <2180@netsys.UUCP>
Source record: 255189
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <516@ra.rice.edu> phil@Rice.edu (William LeFebvre) writes:
>In article <3259@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>>
>>It's a nice fribjob, but not necessary to do stuff. Lots of microcomputer
>>owners know that, but Amiga owners somehow don't seem to feel that the
>>other features of their computer are enough to REALLY make a home user
>>want to buy one.

Wrong! The Amiga has several nice features, so does the ST. I
love my ST very much, but I'd also love to have an Amiga too! It
does lots of things that the Atari can't, or won't. But, of course,
We do have price in our favor. (Note: I haven't considerered the
Amiga 500 yet, and it seems to be the most promising as for competeing
with the ST)

>WRONG! There are other things about the Amiga besides multi-tasking that
>make it worth buying: outstanding color graphics (specifically, HAM
>mode), the versatility made possible by the "copper" co-processor (I feel
>that we are currently only scratching the surface), outstanding sound,
>reasonable price, easy interface to current video technology (making
>things like "desktop video" possible). I'd like to see Marble Madness!
>running on an Atari ST, or a Macintosh, or an IBM. I don't think it would

That's true! The Amiga does have impressive graphics --
But so does the ST, in it's own fasion. We can do 512 colors at once
(yes, I know, it's dificult), but we still can. Both computers market
niche's are differen't. Excuse me, how much did you pay for your Amiga?
I paid $839 for an Atari 1040ST with a color monitor, mouse, DS drive,
and 1 meg of memory.

>look nearly as impressive as it dones on the Amiga---with the exception of
>the Mac II (which is prohibitively priced anyway). The same comment goes
>for Arkanoid.

Aha! But the Mac II is in a completely different class...
you've heared of the 68020, havent you? It'll blow the ST or the
Amiga, or a normal Mac plain out of the water.
>
>The Amiga is not just a game-playing machine. But the games serve as a
Wasn't the Amiga first designed as an exsepnsive game playing
machine? Hmmm...

To everyone who actaully read this blatent spew of machine
bashing, I'm sorry. I really should control myself more, and so should
other people. Does everyone realise how long this has been going on???

```
_____________
/
--/ __ _______
(_/ (_) / / / <_ Livingston
{ decuac,ihnp4 }!netsys!tsl
```

1090. Re: starting up UniTerm

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 19:58:00 UTC
From: slavin@acf4.UUCP
Message-ID: <12530005@acf4.UUCP>
Source record: 255190

>Has anyone succeeded in autostarting UniTerm?
>I've tried:

>sticking UniTerm in an auto folder
> EFFECT: three bombs.
>sticking UniTerm in an auto folder with its aux. files
> EFFECT: screwed-up screen with a locked kb.
>kicking off a shell from the auto folder, then calling
> UniTerm from the shell init file
> (I've tried ash 0.70 and the latest version of Gulam)
> EFFECT: ash - random screen
> Gulam - UniTerm screen appears, then disappears
> and dumps me back into Gulam
>Any suggestions? It seems so pointless to have to doubleclick the
>@#$% icon every time.
>Paul M. Aoki
>aoki@ucbvax.Berkeley.EDU ...!ucbvax!aoki

You CANNOT start a program that accesses any part of GEM from bootup
AUTO folder. GEM is initialize after the AUTO folder programs are run.

However there is a solution, but I have not tried it with UniTerm. There
is a program (I think it was posted to the net) that is called something
like GEMSTART. I don't exactly know how it works, or what limitation are
put on it (if someone out there know, please post it) but it should do
the trick.

Scott Slavin
slavin@acf4.nyu.edu

1091. Re: GEM PROGRAMMING

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 20:10:00 UTC
From: slavin@acf4.UUCP
Message-ID: <12530006@acf4.UUCP>
Source record: 255191

>I have a GEM programming question.
>How do I prevent text that I'm writing to a window from
>overwriting a dropdown menu or a dialog box?
>Should I use "clipping rectangles", and if so,
>how do I get the size of the clipping rectangle?

>Thanks,
>Jonathan Nagy

I didn't think it was possible to have an event waiting (ie. the window coming down) and have output to the screen at the same time. If your talking about the menu overwriting the window text, that is also impossible because the AES saves all the screen under the menu that is coming down. As for dialog boxes, your best bet to to open a window underneath it, and when the dialog box is gone do a window redraw from the message event that will be waiting.

Scott Slavin
slavin@acf4.nyu.edu
slavin@miswnet

1092. Re: What's DVI?

Newsgroup: comp.sys.atari.st
Date: 1988-01-09 22:31:52 UTC
From: hakanson@mist.cs.orst.edu
Message-ID: <1823@orstcs.CS.ORST.EDU>
Source record: 255192

In article <7844@eddie.MIT.EDU> wisner@eddie.MIT.EDU (Bill Wisner) writes:
>Yesterday I FTPed and downloaded UniTerm v2.0a (thanks, whats-yer-name at
>Oregon State) to find, to my chagrin, that the documentation is in DVI format.

You're welcome. As the one who made UniTerm available for FTP, I have
had a few other such queries about the DVI documentation file. So:

>Well.. what's DVI? How do I get this file full of gibberish to make some
>sense? Be warned that I have no printer..

DVI is the output of the TeX (or LaTeX, in this case) text formatter.
It is a device-independent format for bitmapped display devices (such
as Sun displays, Apple Laserwriters (PostScript), Imagen laser printers
(imPress), etc. Typically, one runs the DVI file through a program
which converts it to some device-specific format.

Simon Poole's Users Guide (about 65 pages) for UniTerm 2.0a prints out
beautifully on our Imagen laser printer, but not everyone can print
DVI files. Luckily, we have here a program which converts DVI to
ordinary text. The result is not very pretty, and requires more than
80 columns to print out, but it is easier to read than gibberish.

Get the README file (anonymous FTP on cs.orst.edu) to see which files
contain what (there is no need to retrieve them all).

Marion Hakanson Domain: hakanson@cs.orst.edu
CSNET : hakanson%cs.orst.edu@relay.cs.net
UUCP : {hp-pcd,tektronix}!orstcs!hakanson

1093. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1988-01-10 00:08:37 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <483@viper.Lynx.MN.Org>
Source record: 255193

In article <928@atari> neil@atari writes:
>
>> One other thought. Stadel is best used as a message base system. You
>> can log on with minimal fuss, quickly find the section you are
>> interested in, read what is appropriate, leave a message, and log off
>> a lot faster than any other BBS that I have ever used.
>
>OK, I'll buy that part. But you can't leave messages "TO" a specific person.
>

Wrong Neil. Citadel has ALLWAYS (since I worked on Citadel over 5
years ago anyway) supported sending personal messages. I've always
suspected that you dropped STadel because you didn't really understand
large portions of how the system works and this just reinforces that
impression.

The system isn't all that hard to understand, it just breaks some of
the basic assumptions that many people make about how a bbs system is
"suppost" to work. If you really want to give it a fair trial, you
have to start by dropping a lot of assumptions... unfortunately, it's
easier for many people to reject something they don't understand
rather than taking the time to question their personal biases and
just-maybe discover a better way of doing things....

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

1094. Re: Does this mean we'll have to be nice to each other?

Newsgroup: comp.sys.atari.st
Date: 1988-01-10 06:51:54 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <1575@saturn.ucsc.edu>
Source record: 255194
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2063@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>The writer goes on to hypothesize that the next obvious step is an object-
>compatible third-party operating system for both machines.

It's being worked on. By me, and by my roommate (who has an Amiga). We
don't expect to have anything worth showing for several months, but I'll
post status reports now that the cat's out of the bag, so to speak.

>I shall have to
>stare at my navel for a bit, and wonder whether it could be sensibly done in
>a manner which would let you get at the stronger points of whichever machine
>you are on, rather than at a lowest common denominator level -- which I don't
>think would be doing anyone any favours.

We've worked out some fairly nice (at least, WE think they're nice) solutions
to that problem. Naturally, you're going to want to write a program in the
machine's native OS (or not use an OS at all) if you need to squeeze every
last bit of power from either machine; there are some things which can't be
generalized. But our OS (which is still unnamed at this point) will, for
instance, allow you to write an arcade-style game with good sound and fast
graphics that will work on either system.

>Right off, without thinking much
>about it, I wonder whether we could actually learn to talk together reasonably
>enough for it to take off. :-)

I don't know how to do that in assembly language. It must be a hardware
problem. :-)

+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ssyx.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _____________________________|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

1095. Pro GEM articles?

Newsgroup: comp.sys.atari.st
Date: 1988-01-10 15:30:16 UTC
From: mpauna@umnd-cs-gw.D.UMN.EDU
Message-ID: <166@umn-d-ub.D.UMN.EDU>
Source record: 255195

In regards to the excellent series of articles by Tim Oren, has any article past #13 been posted? If so, could someone please mail me the 'missing' articles? Thanks.

Mark Pauna
umnd-cs-gw!mpauna

1096. Re: Unique Mono emulator for color systems

Newsgroup: comp.sys.atari.st
Date: 1988-01-10 19:02:51 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Jan10.140251.2824@gpu.utcs.toronto.edu>
Source record: 255196

There is a commercial program out (i don't know the name offhand) that allows you to display any res on any monitor. Probably more useful is being able to display color screens on the mono display.
/leonard

1097. OSS Pascal Editor and Mega's???

Newsgroup: comp.sys.atari.st
Date: 1988-01-10 21:08:15 UTC
From: 870646c@aucs.UUCP
Message-ID: <705@aucs.UUCP>
Source record: 255197

I have just received OSS Pascal version 2.0, I have installed it on my hard disk and located all the programs properly, etc. When I try to load and run the editor, it locks up?? I then tried it with the hard disk off, all acc.'s deleted,etc. In a last attempt to test the editor, I booted it up from the master disk, and it still locked up. Is there some problem with this program on the Mega 2/4? If someone could please shed some light on the subject it would be a big help.
later
Barry

1098. UniTerm v2.0

Newsgroup: comp.sys.atari.st
Date: 1988-01-10 21:48:04 UTC
From: martin@lakesys.UUCP
Message-ID: <365@lakesys.UUCP>
Source record: 255198

Would some kind soul *please* post the new version of Uniterm?

Thank you,

Marty
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

1099. Re: MULTI-TAXING

Newsgroup: comp.sys.atari.st
Date: 1988-01-10 22:33:11 UTC
From: trb@stag.UUCP
Message-ID: <310@stag.UUCP>
Source record: 255199

In article <8801090114.AA23175@ucbvax.Berkeley.EDU> F27FRAJP@CARLETON.BITNET (GEORGE FRAJKOR) writes:
>
> THE oddball discussions on multi-tasking have made me wonder why
>no one has thought of the obvious use-- figguring out your taxes. I
>...
> In the background you can have a batch of separate schedule programs
>doing the dog work all at once and feeding the results into the
>main tax program.

Umm, this would be a real waste of valuable programming effort for several reasons. First, even the most complex set of tax schedules that the government could ever imagine (and they appear to try every year) can be fully recalculated in real time even on my little 8 bit computers. Our computers can easily do 100 simple mathematical calculations per second, and the amount of storage necessary to keep all the possible forms and data structures resident in memory is well within reason.

Some of the best tax programs I have ever used were, in fact, on my old Atari 800. It had all the tax forms resident and you could move back and forth between 20 or so forms, always seeing how much you owed at the bottom of the screen. There are several good ones out for the ST now (and I assume the Amiga), although I am using an IBM PC one on the ST (under PC Ditto), which I have used for the last few years.

Another reason against multi-tasking in this area is programming simplicity. By removing the linearity of the code execution, you would be increasing the potential for programming errors, making debugging a nightmare, reducing the portability of the code, and generally just ignoring a fundamental programming tenant: KISS.

1100. WordPerfect - Differing opinions

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 02:36:37 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1988Jan10.213637.7864@gpu.utcs.toronto.edu>
Source record: 255200

I am sorry for not responding earlier. Our site just received the INFO-ATARI 16 digest. I didn't realize there was any activity on WordPerfect.

ASIDE: Al Gaspar or Rich Dankert, if you could please send me a summary I'd really appreciate it.

I didn't get Al's original posting either but I did see Rich's response.

I too am at a loss as to our differing opinions. I will try to present some details that may clear up the situation.

As far as I know, there are two existing versions of the program with another one out in the US but not yet up in Canada. These are 10/10/87 and 10/28/87, both of which I have. You can verfify the dates by invoking the online HELP. It is on the top right of the HELP screen.

My configuration is as follows:

A 1040ST with a single DD floppy
Monochrome monitor
Roland 1012 9-pin printer (just another FX-80 emulator)
I believe this printer sells in the US as the Panasonic 1080i.

My problems stem mainly from using printer.prg. That is where there I have found most of the bugs. Of course, if there are bugs there then it is awfully difficult to get formatted documents for your printer 8{). However, there are bugs in WP.prg as well.

The critical problem for me was the following:

I was trying to get right-justified documents with a proportionally spaced NLQ font, i.e., use my printer to its fullest. I spent many hours skirting the plain sloppy bugs in printer.prg and finally got my character width defintion set up.

I then transferred this definition on the WP disk etc. so that I could use it. Now when I try to print the document, it prints it beautifully, NLQ, proportionally spaced font. At least it does the first time. Now without doing ANYTHING to the document and just asking it to print the document again, all of a sudden right-justification is forgotten and you get a non-formatted document. Nothing except getting out of the program and invoking it again will print documents right-justifified.

I can try to list other bugs as well if people are interested. I didn't know if netters would want to read about the intricacies of WP.

The only other thing I can really say is that I have written WP two letters with different lists of bugs. They have acknowledged that the bugs existed and the latest release (i.e. early January, the one I presume Neil was Beta testing) was actually scheduled for Dec 15, 1987. I was told by WP Canada (ala J.B. Marketing) that they had relayed my lists to UTAH and the Dec 15 release was delayed a month as a result of the list of bugs that I sent them.

I hope this helps us get to the bottom of this.

Pavneet Arora
parora@utgpu

1101. Re: WordPerfect - Differing opinions

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 02:41:42 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1988Jan10.214142.7997@gpu.utcs.toronto.edu>
Source record: 255101

I forgot to mention in the previous article that printer.prg is the program to set up your printer definitions so that wp.prg which is the on-screen word-processing program has a printer driver to beam documents to your printer. Hope this clarifies the discussion for non-WP users.

Pavneet Arora
parora@utgpu

1102. Re: IFF-format

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 06:02:27 UTC
From: cheeser@dasys1.UUCP
Message-ID: <2514@dasys1.UUCP>
Source record: 255102
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.amiga

[argh !!!]
In article <22459@ucbvax.BERKELEY.EDU> bryce@hoser.berkeley.edu (Bryce Nesbitt) writes:

>In article <@ucbvax.Berkeley.EDU> A089FLUM@HTIKUB5.BITNET writes:
>>As I understand there is a standard format for musical scores called the
>>IFF-format. Could someone send me a description??
>
>There are IFF definitions for Musical Scores, sampled sound,
>digitized pictures, etc.
>
>You can purchase the entire "IFF manual" for $20 from:
>
> CATS / Lauren Brown
> 1200 Wilson Drive
> West Chester, PA 19380

Ahem. Unless things have changed, the "IFF Manual" is on a disk and it is
an Amiga disk. Or is there a printed version now?

cheeser

--
==
Jonathan Bing, Master (cheeser) ...ihnp4!hoptoad!dasys1!cheeser
"Pereant, iniquit, qui ante nos nostra dixerunt!" also
"Non illegitimus carborundum!" ....crash!pro-charlotte!cheeser

1103. C Compilers for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 10:48:23 UTC
From: greg@cstowe.UUCP
Message-ID: <408@cstowe.UUCP>
Source record: 255103
Cross-posted to: comp.sys.atari.st,comp.lang.c

Hi, youse out there in netland.

I have an ST (520 + an extra 1/2 meg). I am looking for a C compiler to start exploiting the power of the box, but I can only find a few review of the compilers I can find ads for. What I want to know is -
How good is the documentation ?
How good is the Debugger ?
What other products (C++, microemacs, etc) will run with it ?
What other hardware does it support (68020, 68881, Stereotech Glasses, etc) ?
How fast is it ?
What is the editor / environment ?
How good is the Gem interface ?
How robust is it ?
How close to the K&R standard is it ?
Has it got unix compatible library calls ? (System 5.2 - I work on a Tower 600)
What is the price and where do I get my paws on it ?

The compilers I have heard about via advertising, but little else, are
Mark Williams C, Megamax C, Manx Aztec C, Alcyon, Lattice C, Hippo C (??).

Please send your replies to me or the net (their are probably a number of users who would like this info). I will try to summarize the answers I get (this is my first posting !) and resend out.

My address probably is ...!uunet!munnari!vuwcomp!dsiramd!pnamd!cstowe!greg which is out in the antipodes (NZ).

Thanks in advance,

Greg

Disclaimer - my bosses can't even work the net, let alone figure out what I put on it !

Take these stunned men to the Meditechs !

Sorry if you recieve this more than once - problems with sending as this is our first posting ever

1104. Absoft Fortran?

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 12:33:00 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8801111745.AA16273@ucbvax.Berkeley.EDU>
Source record: 255104

I am interested in finding a Fortran compiler for the ST. I've used Absoft Fortran on another machine, and it seems to have good reviews on the ST, but now I can't find anybody who sells it. I checked through several magazines and only found one that listed a "Fortran 77" (no brand given).
So what happened to Absoft ST Fortran? Is it still available somewhere? Are there some reasonable alternatives? Complex numbers and functions are important...GEM VDI support is also important.
Thanks,
Don Rice
FXDDR@ALASKA.bitnet

1105. Atari HD info required - (nf)

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 13:25:00 UTC
From: schwarz@infbs
Message-ID: <21600007@infbs.UUCP>
Source record: 255105

Hi Sirs,

I would like to abuse the Atari harddisk SH204 as a disk in a transputer system. Therefore a simple transputer link to ASCI bus interface is to be build. But due to lack of documentation I do not know the required handshake timing diagrams of the Datarequest (DRQ) and Acknowledge (ACK) signals.

My questions: Does someone outside know the timing specification for the asynchronous protocol of the harddisk ? I have seen a cycle time of about 750 ns for one byte transfer controlled by DRQ ACK signals driven by Atari St. Is it feasible to work with a cycle time of approximately 1300 ns ? Does someone know where to get authorized documentation for the harddisk ?

Any information about the disk is appreciated.

TU-Braunschweig
Institut fuer Theoretische Informatik
Projekt Ausbildungstechnologien
Ulrich Schwarz
Bueltenweg 74/75
3300 Braunschweig
West-Germany

uucp: ..!uunet!mcvax!unido!infbs!schwarz
bitnet: schwarz at dbsinf6

1106. HOTSHOT v1.6 Bug

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 13:58:00 UTC
From: DMiddleton%pco@BCO-MULTICS.ARPA
Message-ID: <880111135820.663058@HIS-PHOENIX-MULTICS.ARPA>
Source record: 255106

The day after posting HOTSHOT v1.6 I discovered a minor bug in the checkers game. If you are winning so decisively that the computer resigns, then the game goes into an unknown state. To start a new game one must quit and restart the game.

An update v1.7 will be posted in the near future to correct this flaw. I hope to have it out soon.

Don Middleton Honeywell Bull Ltd Toronto Canada DMiddleton%pco -at BCO-Multics

1107. Atari Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 14:15:03 UTC
From: rtb@ihlpf.ATT.COM
Message-ID: <3322@ihlpf.ATT.COM>
Source record: 255107

I was in my local computer store on Saturday and I saw
an Atari laser printer hooked up to a Mega ST. The salesman
showed me some Publishing Partner flyers that he printed out and they
looked really good. No "jaggies" on the larger letters like you
sometimes get on HP laserjet printers. The printer comes with several
disks that have a lot of fonts. All fonts for this printer are software
loadable (which means they should be cheap compared to font cartridges).
At the last minute Atari switched to the Cannon engine, eliminating a lot
of the problems associated with the liquid toner of the ricoh engine.
There is an additional box that goes between the printer and the computer
which might be used to chain the DMA port, this box was small enough
to sit nicely on top of the SM204 hard disk. The retail price of the
printer is $1995 but I think I could get it for $1600 from this
particular dealer. One of the emulations this printer can do is
Diablo 630 making it compatible with any word processor that can
talk to a Diablo 630. As most of us know by now the laser printer
uses the computers memory instead of its own. An advantage of the
printer using the computers memory is speed. I did not test the printer
in depth enough to determine how fast or slow it was.

We talked about about the wisdom of buying a printer that can only
be use on one computer. Like anything else there are advantages and
disadvantages. Normally, the biggest advantage would be support.
Unfortunately, looking at Atari's past track record my biggest
fear would be that some bug would be discovered that would make the
printer a nuisance to use and we would be waiting two years or more
for a fix. This fear is compounded by the fact that my SM204 seems
to be a victim of ATDI's (or whatever that hard disk utility is) inability
to properly mark bad sectors. I bought the SM204 because I thought it
would be the most compatible and have the least problems and I am finding
out the opposite is true.

I decided to take a wait and see attitude before I buy this printer. If
I feel I will get the support I need I will probably buy one.

R. T. Bradstrum

1108. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 15:24:34 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <853@xn.LL.MIT.EDU>
Source record: 255108

In article <11400006@silver>, stowe@silver.bacs.indiana.edu writes:

> [nibbles and bits]
>
> I'd like to apologize for the following bit of well-intentioned humor...
> (but I won't... *grin*)
>
> /* Written 8:40 am Dec 31, 1987 by singer@ll-xn in silver:comp.sys.atari.st
>
> >Kindy [sic] inform me as to what is so "abrasive" about FoReM ST.
>
> It's author from the sound of it... Personally, I find it redundant and
> inefficient as a user (and co-sysop on a couple of FoReM ST boards), but
> that's only a personal opinion. I'll live.
>
> >Perhaps you find it so because you are unfamilar with it.
>
> Nope... I'm plenty familiar with it. It still annoys me a lot of the time,
> just faster than it used to annoy me when I wasn't familiar with it.
>
> >Please send me your name and address so I can send you a users [sic] manual.
>
> Actually, I have a friend of mine's (Paul Followell), but then, the note
> wasn't directed to me in the first place. The original author's name is
> Neil Harris. He works for Atari, and you can find his address at the bottom
> of every note he posts to the newsgroup.
>
> >Matt Singer
>
> Holly Lee Stowe
>
> "Whip me! Beat me! Take away my charge cards!" - SpaceCamp
>
> [and bits and bits]

Please.... Help me make FoReM less annoying and more "friendly",
by SPECIFICALLY stating what you find so "ANNOYING" and "REDUNDANT"...

Or how about "What is better and why it is".

Thank you for you time and assistance...

Matt Singer

1109. Re: Multiuser BBS & HDSCAN/DISKTOP

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 15:52:00 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <11400008@silver>
Source record: 255109

[let's do lunch]

Wait wait wait!! Instead of jumping all over someone (Neil in this case)
for not having a complete understanding of a system with which you've
worked for a couple years, why not make an effort to simply explain?
I suppose maybe it's because I remember my STadel roots because it wasn't
all that long ago that I first logged into Pell and uttered a few *eek!*s
myself. Yes, folks! I was one of those new users who G'd (Goto) every
room in the system. (Mind you, this was in Pell's early days... which,
if I understand correctly, was the last time Neil really looked at STadel.)

STadel has changed a lot in this last year. Even though the basic concept
remains the same, it has become much more friendly to the new user who
takes the time to read the opening prompt of "[?]=menu, [H]=Help, [L]=Login".
I think most any new user can figure out what to do with those. Seeing
as the resulting blurbs are user-defined, almost anything can go in them.

How about if we back off flamingat Neill? Something tells me that flames
aren't going to endear STadel to the man's heart. (Or anyone's for that
matter! Who wants to try out a program where they may well get flamed
for not understanding something?!) Instead, why not try to explain STadel
from concept to practical usage. If nothing else, I think it reflects better
on the Citadel community as a whole.

Now... for those of you who are interested... (Neil?) I am working on
(slowly but surely) a tutorial/blurb about Citadel/STadel. Don't expect
it to be done in the next few days, but maybe in a week or two. When
I'm finished, I will mail it out to those who are interested (Neil? *grin*)
or post it to the net if the size is not prohibitive and there is enough
interest.

Holly (...!rutgers!indycms.bitnet!ihls400 or just IHLS400@INDYCMS.BITNET)

Have a day!

1110. Re: starting up UniTerm

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 17:01:40 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <490@viper.Lynx.MN.Org>
Source record: 255110

In article <98@pasteur.Berkeley.Edu> aoki@postgres (Paul M. Aoki) writes:
>Has anyone succeeded in autostarting UniTerm?
>I've tried:
>
>[description of many attempts deleted...]
>
>I'm using UniTerm V2.0a 005, the version archived at cs.orst.edu.
>
>Any suggestions? It seems so pointless to have to doubleclick the
>@#$% icon every time.

Paul, all your descriptions boil down to one problem... You're still trying to run a program that uses the AES system before AES is initialized. The solution is to use a program called BOOTMAKR.PRG.

This program allows you to create another program which, when placed in your auto folder, will run a GEM program (one that uses AES or VDI routines) just after the desktop appears without you having to touch anything... Since the desktop itself uses AES routines, the AES system is initialized when the desktop boots, and your program (in this case UNITERM) will run just fine...

I'd rather not send BootMakr via mail because my local usenet node is currently having problems with anything but 300baud and it would take quite a while for me to upload even a relatively small program. Check your local ST bbs systems... If you still can't find what you need, drop me a note and we'll see what we can work out to get the program to you...

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

1111. Re: BMS controller package

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 17:33:09 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3338@batcomputer.tn.cornell.edu>
Source record: 255111

Sorry about posting this, but my mailer kept bouncing the mail I sent.

Tom Love,

Thanks for your offer of sending the BMS article you wrote. Since I am definitely going to be setting one of the systems up soon, I would appreciate a copy. Thanks a lot!

Adam

--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive fiction, it's not fun."

1112. Making contact, only way

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 17:44:01 UTC
From: 870646c@aucs.UUCP
Message-ID: <709@aucs.UUCP>
Source record: 255112

Sorry for posting this to the main newsgroup, but I tried to reply to
a message and I kept getting back an invalid address. I need to contact the
follow:
Jonathon A Fisher at the Univ. of Waterloo:(message follows)
Dear Jonathan
Thanx for the reply about the disks, I do need your mailing address
in order to send the disks to you to get the cad demos. Could you
please return it to me in a reply to this message.
later
Barry
P.S. Sorry for the trouble

1113. HP264x Emulator on the Atari-ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 17:57:32 UTC
From: avy@yugas.UUCP
Message-ID: <697@yugas.UUCP>
Source record: 255113

We have an HP1000 series F computer which is connected to an HP 2648a graphic terminal. We wish to use an Atari-ST as a second terminal, but we were told that it will not be capable to support HP's full screen editor in VT100 or VT52 mode, since this computer only supports one terminal type...

Is there in existence an Atari-ST <---> HP2648a,HP2645,... emulation package out there ???

PLease send your replies to
yetti!yugas!avy
yunexus!yugas!avy
yunexus!gen1!tyler
Thanks
Avy@yugas

1114. Re: UniTerm available for FTP

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 18:48:14 UTC
From: nowlin@ihuxy.ATT.COM
Message-ID: <2337@ihuxy.ATT.COM>
Source record: 255114

In article <1848@wiley.UUCP>, bob@wiley.UUCP (Bob Amstadt) writes:
> In article <1745@orstcs.CS.ORST.EDU> Marion Hakanson writes:
> >I have made UniTerm v2.0a (currently 006) available for anonymous FTP
> >on our host cs.orst.edu. This machine is on the NSFNET, which means
>
> Could we have this posted to comp.binaries.atari.st. Some of
> us don't have access to ARPANET (Well at least not direct access).

I second the motion to have UniTerm v2.0a posted. I have an old version of UniTerm that doesn't even do xmodem. I'd welcome the chance to get the latest version with all the improvements that have been made since then. Unfortunately I only have access to usenet and have never been able to FTP anything from anywhere. Please post UniTerm to comp.binaries.atari.st. Of course I'll have to cope with the stress of actually seeing something posted to comp.binaries.atari.st but I'll make the sacrifice. Thanks.

Jerry Nowlin
(...!ihnp4!ihuxy!nowlin)

1115. Re: LSC, function pointers, and segments

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 19:12:43 UTC
From: edmoy@violet.berkeley.edu
Message-ID: <6529@jade.BERKELEY.EDU>
Source record: 255115
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <8217@prls.UUCP> gardner@prls.UUCP (Robert Gardner) writes:
>I started working on segmenting a large program that uses function pointers
>rather extensively and got worried about assigning a function pointer
>in one segment, unloading that segment, and having it accessed later from
>another segment. Is the function pointer still valid?
>
>Interestingly, when I step through the code with TMON I noticed that when
>the function pointer is used it is called via JSR (A0), as expected,
>but the next function called is something like JMP xx(A5), which is usually
>the type of call you see in the jump table for a loaded segment, which
>is replaced by _LoadSeg if the segment is unloaded. (I haven't yet had time
>to see what it says when the segment is unloaded.)

A compiler can, under normal circumstances always use the jump table address
to reference the function. A smart compiler/linker could optimize some
of these into direct addresses, if the calling function is in the same segment
as the called function (and thus the segament is guaranteed to be loaded
already).

Edward Moy
Workstation Software Support
University of California
Berkeley, CA 94720

edmoy@violet.Berkeley.EDU
ucbvax!violet!edmoy

1116. Re: object code file formats

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 19:24:41 UTC
From: michael@garfield.UUCP
Message-ID: <4367@garfield.UUCP>
Source record: 255116

In article <81@pasteur.Berkeley.Edu> anton@postgres (Jeff Anton) writes:
>Would some kind sole tell me or point me at a definition of the
>format of .TOS, .TTS, and .GEM files? I'm working on a porting the gnu
>C compiler to generate atari objects. I'm not attempting to have the
>atari run gnu cc. Please send responces to me by mail. Also, a pointer
>to a way to avoid ever starting gem when booting would be nice.
> Jeff Anton

I tried to reply via mail but someone claims not to know about your site.
Maybe this header will be of some help to you:

] Delivery-date: Mon, 11 Jan 1988 15:44:43 UTC-0330
] Originator: ucbvax.Berkeley.EDU!MAILER-DAEMON@uunet.uucp
] Send-date: Mon, 11 Jan 1988 14:12:42 UTC-0330
] From: <ucbvax.Berkeley.EDU!MAILER-DAEMON@uunet.uucp>
] To: <garfield!michael.uucp>
] Subject: Returned mail: Service unavailable
]
] ----- Transcript of session follows -----
] >>> RCPT To:<postgres!anton@pasteur.berkeley.edu>
] <<< 554 <postgres!anton@pasteur.berkeley.edu>... UUCP host name postgres not re
] cognized at this site
] 554 <pasteur!postgres!anton>... Service unavailable

Anyway, the reason I am repling is that I have already done what you are
intending to do. Some minor changes needed to be made to gcc and
gas - these included stuff to tell gcc that ints were 16 bits (there are
problems with passing arguments for bios calls otherwise, also much faster)
and some changes to get gas to dump .o files that are usable on the sun
(so I could adb them there...). Other stuff that was needed was a program to
convert unix a.out executables to gem format, long multiplication/
division/modulo routines for gcc, and of course libc (which is still under
construction). If you want some/all of the stuff I have done just send a
note (I hacked 4.3bsd (vax) ld/strip/size/nm/ranlib so I can't just send
them to you - maybe diffs if you have a source licience?) The only thing
that is really missing is floating point routines - any sugestions as to
PD versions (in C or assembler) for these would be helpful.

Mike Rendell Department of Computer Science
michael@garfield.uucp Memorial University of Newfoundland
uunet!garfield!michael St. John's, Nfld., Canada
(709) 737-4550 A1C 5S7

1117. Re: Pro GEM articles?

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 19:42:40 UTC
From: rwa@auvax.UUCP
Message-ID: <497@auvax.UUCP>
Source record: 255117

In article <166@umn-d-ub.D.UMN.EDU>, mpauna@umnd-cs-gw.D.UMN.EDU (Mark Pauna) writes:
> In regards to the excellent series of articles by Tim Oren, has any
> article past #13 been posted? If so, could someone please mail me the
> 'missing' articles? Thanks.

I missed them too (iff they were ever posted), and I would assume lots
of other people missed them as well. Please post them generally.

Ross Alexander, Athabasca University
alberta!auvbax!rwa

1118. Re: Multiuser BBS

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 20:20:52 UTC
From: neil@atari.UUCP
Message-ID: <936@atari.UUCP>
Source record: 255118

In article <11400005@silver>, stowe@silver.bacs.indiana.edu writes:

> With STadel, you may not be able to leave a public message directed
> to a person, but if it's public, why not simply put the recipient's
> name on the first line

This is a kludge.

> and if need be, send them Email saying that
> there is a public message in such-and-such a room.

Even more of a kludge. Do people really do this? I didn't think so.

> In case some of you hadn't figured out, yes, I run one of these beasties.

<grin> Stadel seems do inspire the same kind of fanatical loyalty among its sysops as does Zoomracks -- and I don't particularly love either one.

> If you want some more information or would like a little tutorial about
> using STadel (which also comes in Amiga and MS-DOS flavored Citadels, btw),
> drop me a message.

I am very familiar with STadel. I tried it out on my own board, and have used many other active STadel boards. Yes, there seems to be message traffic. But you're trying to sell someone (i.e. me) who is not a prospect.

> Neil, I have had trouble finding a path to you from Bitnet, I'm afraid,
> but I haven't given up hope yet! *grin*

I have. Email does not seem to make the transition from Usenet to any of the other nets. The mailer daemons keep reminding me of that.

> ICBM: Just aim at the Army Finance Center at Fort Benjamin Harrison

^^^ Nice touch, that!

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1119. WAhoo! Love dem blitters

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 22:08:54 UTC
From: lbrown@apctrc.UUCP
Message-ID: <417@apctrc.UUCP>
Source record: 255119

In article <575@pyuxe.UUCP::: crc6@pyuxe.UUCP (C. Colbert) writes:
:::See Atari Explorer Spring 87 (Vol 7 no. 2) page 27
:::
:::"Mike Schmall, Atari system programmer involved in upgrading the ST
:::operating system, talked about how the new OS revision will affect Mega
:::system performance:... In addition, we've made some changes that
:::overcome natural limitaions of the original OS, such as the 40-folder
:::limit."
:::
:::They also mention an upgrade to existing machines, adding blitters and
:::new roms.
:::
:::Charles Colbert

Hmm... sounds like you boys are finally catching up with the older Amiga 1000!
Pretty soon you will even have multitasking, right? Why not save even more $$$
and simply put an Amiga 500 inside a ST case. Tell your friends its had some
hardware upgrades..

p.s. Flame off...(no, duhhh)

Send flames here, need to stay warm..:-)

--
Lawrence H. Brown
USENET: ...!uunet!apctrc!cdf!zlhb0a or zlhb0a@cdf.apctrc.uucp (?)
Phone: (918-660-4389) 24 hrs, voice. USmail: 7325 E. 50th, Tulsa, OK 74145
Disclaimer: I paid 25 cents to see the light. Call it cheap entertainment.

1120. Re: Exactly what IS in a reg dev kit?

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 22:28:38 UTC
From: jansen@atari.UUCP
Message-ID: <937@atari.UUCP>
Source record: 255120

in article <4462@watdragon.waterloo.edu>, (Ron Pfeifle) says:

> Would someone out there who knows please enlighten me (us) as what exactly
> are the contents of a "registered developer's kit"?

If you're interested in a Developer's Kit, you can contact Cindy Claveran
at 408-745-2568. Cindy is the kind soul who sends out the kits to new
developers, etc., and can tell you exactly what's in the kit and how much
it costs.

Mark Jansen, Atari Corp. ...ames!atari!jansen BIX or GEnie: mjansen

Any opinions expressed above do not necessarily reflect those of
Atari Corporation. "Life is tough, but it's not fair."

1121. Re: Does FOLDRXXX _really_ work w/new ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 22:57:43 UTC
From: apratt@atari.UUCP
Message-ID: <938@atari.UUCP>
Source record: 255121

in article <2484@dasys1.UUCP>, schuster@dasys1.UUCP (Michael Schuster) says:
> Next I looked at FOLDRXXX.PRG. The discussion on CIS said that it contained
> a look-up table of ROM version dates. Within the program the following
> information (re-formatted, of course) appears:
> $4E75 11/20/1985
> $56FA 02/06/1986
> $56FA 04/24/1986
> $56FA 06/01/1986
> $7E0A 00/00/0000
> (actually the last "date" might not be an entry at all, as the table is
> padded at the end with nulls).
>
> This table brings forth two very alarming impressions!
> 1. The system date of the current roms, 04/11/1987, is NOWHERE IN THIS TABLE.
> 2. The address of $7E0A, which I take it is a projection of where GEMFRL might
> be in the future, is WRONG. The TOS header lists GEMFRL at $7E9C.
>

For Christ's sake! Everybody with a debugger thinks he can out-think
the guy who wrote (and documented) a utility.

(It happens that you have the table wrong: $4E75 is an "rts" instruction.
The table starts with the next word, with date-address pairs.)

Atari is not so foolish as to think that a patch which works for current
and old ROMs (i.e. 6/1/1986 and older) works for all future ROMs. If
we say it works for ALL ROMS, PAST PRESENT AND FUTURE don't you think
we've put a little more thought into it than that?

Yes, FOLDRXXX.PRG works for ALL ROMS. It will work for ALL FUTURE ROMS.
(At least, all ROMs which have this problem.) I shouldn't have to defend
it like this, but I will spell it out:

For old ROMs, the location of the patch point is determined from the table.
For newer ROMs, a pointer to the patch point was placed at the end of the
OS header, so the address comes from the ROM itself.

That's how you make things work for past, present, and future.

The reason I am mad about this posting is that the LAST thing we need
is people to start rumors discrediting Atari's patches. When we do
try to fix something, please make sure of your facts before telling the
world that it doesn't work.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1122. Re: object code file formats

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 23:15:17 UTC
From: apratt@atari.UUCP
Message-ID: <939@atari.UUCP>
Source record: 255122

First, thanks to Daniel Glasser for his posting. There are one or two things I want to clarify, though...

in article <2082@chinet.UUCP>, dag@chinet.UUCP (Daniel A. Glasser) says:
> ... All relocatable references must be long and word-aligned.

Clarification: all relocatable references must be longwords and must be word-aligned. (Another reading of the above sentence is, "They must be longword-aligned and word-aligned.")

> The BSS segment:
>
> This is not stored in the file. It is allocated at runtime
> by GEMDOS (actually, by the runtime startup.)

The BSS segment is allocated by GEMDOS. If you ask for 32K of BSS, your program will get 32K of BSS (as you can see by checking your basepage). What gets set up by the runtime startup is the HEAP, which is the space between the end of your declared BSS and your initial stack pointer. It is the size of the HEAP that you set when you assemble GEMSTART (for instance).

> The SYMBOL segment:
>
> Type flags for the ds_type field:
>
> DEFINED 0x8000 defined symbol
> EQUATED 0x4000 equated symbol
> GLOBAL 0x2000 global symbol
> EQUATED_REG 0x1000 equated register
> EXTERNAL_REF 0x0800 external reference
> DATA_RELOCATE 0x0400 data based relocatable
> TEXT_RELOCATE 0x0200 text based relocatable
> BSS_RELOCATE 0x0100 bss based relcatable

There are some more types than this: 0x0080 means "FILE" and is used by the linker (well, by ALN, at least, and possibly LO68) to show where a file starts. (The symbol name is the file name, and the symbol value is the address of the start of the text segment of that file (even if it doesn't have anything in the text segment)).

ALN also uses the next bit, 0x0040, to mean "ARCHIVE" -- this is an ALN-specific extension, and is only used in conjunction with FILE. The start of an archive is marked with a symbol of type ARCHIVE FILE, where the symbol name is the archive name. The end of the archive is marked with a symbol of type ARCHIVE FILE with NO name (all nulls).

Thanks again to Dan Glasser for this posting.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1123. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 23:40:00 UTC
From: POSTMASTER@BINGVAXB.BITNET
Message-ID: <8801120055.AA08015@ucbvax.Berkeley.EDU>
Source record: 255123

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY9074 at node VAXB
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXB with Jnet id 2123
for VY9074@BINGVAXB; Mon, 11 Jan 88 18:39 EST
Received: by CANADA01 (Mailer X1.24) id 2120; Mon, 11 Jan 88 18:35:15 EDT
Date: Mon, 11 Jan 88 13:45:43 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #11
To: andrew stoffel <VY9074@BINGVAXB>

Info-Atari16 Digest Monday, January 11, 1988 Volume 88 : Issue 11

This weeks Editor: Bill Westfield

Today's Topics:

PrintMaster Icons
Re: Double-Click Formatter Question
Re: VCR -> Atari ST color monitor
Re: Multiuser BBS
graphic file interchange format
Re: Multi-tasking? A nightmare...
INTERRUPT PROCESSING
Re: cartridge slot kludge boards
520ST Jittery Monitor Woes
Re: graphic file interchange format
Re: graphic file interchange format
40 folder limit
Zoomracks (i.e. Hypercard's predecessor?)
Re: graphic file interchange format
INFORMATION

----------------------------------------------------------------------

Date: 31 Dec 87 00:49:23 GMT
From: clyde!watmath!dalcs!silvert@rutgers.edu (Bill Silvert)
Subject: PrintMaster Icons
To: info-atari16@score.stanford.edu

It is a long time since a nice set of PrintMaster icons was posted to
this group. They are handy not only for PM use, but with a program by
```

Sol Guber (shareware) you can convert them to Degas format for use with Publishing Partner, etc.

I am looking for a tool to manage PM libraries. I would like to be able to read through a library and copy selected icons to a custom library. You can do this with PM itself, but the process is cumbersome. Does anyone have such a beast, or some related code that will help? What is the format of the library entries anyway?

Are there any more PD libraries lurking out there? A large set was recently posted to a BBS that I run (almost 300 K!), but I spotted a couple of proprietary libraries in it and had to pull it off. It is a real pain trying to figure out what is and isn't PD!

If there is interest, and if I can figure out what is PD in the arc file, I will post some of the libraries. Any information or any files and PM utilities that anyone can post or send would be welcome.

By the way, the file includes a program that is supposed to dump an icon library to the printer. It doesn't seem to work well, but the output on my SMM804 makes me think it may work on a true Epson. If you want to try it, send mail to ...!dalcs!biomel (if you send it to this address I won't send it -- You have to use the correct address!).
--
Bill Silvert, Modelling/Statistics Group, Biological Sciences Branch
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN or BITNET: biomel@cs.dal.cdn

Date: 31 Dec 87 04:23:10 GMT
From: nuchat!uhnix1!uhnix2!uace0@uunet.uu.net (Michael B. Vederman)
Subject: Re: Double-Click Formatter Question
To: info-atari16@score.stanford.edu

Rick Flashman asks: Are the authors of DC Format n the Net. There is a bug.

We are on the net.
We had this reported o us by Simon Poole a while back. This was fixed, but what version are you running? One of the Oold versions didn't work right. The latest posted version is either 2.32 or 2.31 I belive.
Check the version and let us know.

BTW - Look for a desk acces@sory version very soon, which has background formatting. And with our product to download in the background, to be sold by Antic (:-) a little plug), I can now download, word process, and format at the same time. I believe this isn't bad for a non-multqitasking environment. Was't that the ultimate test?

- Mike
--
#--# University (of Houston)

It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

Date: 30 Dec 87 15:24:05 GMT
From: clyde!burl!codas!mtune!mtgzz!drutx!jhs@rutgers.edu (ShoreJ)
Subject: Re: VCR -> Atari ST color monitor
To: info-atari16@score.stanford.edu

in article <3257@batcomputer.tn.cornell.edu>, engst@batcomputer.tn.cornell.edu
(Adam C. Engst) says:
>
> I'm curious, does anyone know of a

No, but I have heard of a

Date: 31 Dec 87 13:40:37 GMT
From: singer@XN.LL.MIT.EDU (Matthew R. Singer)
Subject: Re: Multiuser BBS
To: info-atari16@score.stanford.edu

Kindy inform me as to what is so "abrasive" about FoReM ST.

Perhaps you find it so because you are unfamilar with it. Please
send me your name and address so I can send you a users manual.

Matt Singer

Date: 31 Dec 87 14:11:22 GMT
From: sgi!daisy!turner@ucbvax.Berkeley.EDU (D'arc Angel)
Subject: graphic file interchange format
To: info-atari16@score.stanford.edu

Is there a simgle format or at least a conversion program that will
let me use a picture file generated on a pc on a mac or atari.st or
any other permutattion of machines ????

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

Date: 31 Dec 87 14:19:49 GMT
From: lakesys!steven@csd1.milw.wisc.edu (Steven Goodman)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <2323@ihuxy.ATT.COM> rnss@ihuxy.UUCP (Ron Schreiner) writes:
>Well this subject line get my vote for the "longest-most-usless" aword
>of 87. If you are not clever enough to take advantage of multi-tasking
>then don't use it, and stop telling everyone "who needs it ? "
>
>
>--
>Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

AGREED! I have been reading this board on and off for some time now. This due to many users on my system whom use st's. Multi-tasking requires very little "cleverness" and the OS often does the work for you. It doesn't take long to see the advantages and use them. For me, if I had to return to a single tasking enviorment it would be like some of you having to return to a 40 column screen (bleech). Your 68000 is mot likely barely used. Why not give it abit extra in the way of jobs? Multi-tasking makes you far more productive. Useless award - this is right. I would guess that the most likely feature to be seen on all future machines will be OS's that multitask. Why the heck should you have to stop working just because your OS can't "talk and chew gum" at the same time?

--
Steven Goodman |
Lake Systems Milwaukee, Wisconsin | "A smart man talks,
1 (414) 744-7033 | a wise man listens"
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!steven |

Date: 30 Dec 87 20:19:09 GMT
From: mtune!mtgzz!mtuxo!homxb!homxc!jdn@rutgers.edu (J.NAGY)
Subject: INTERRUPT PROCESSING
To: info-atari16@score.stanford.edu

How do you disable and enable interrupts from
1. The keyboard?
2. The SIO port?

In the documentation at my disposal (Mark Williams C and Abacus)
I can find the following table under Jdisint:

Interrupt # event
0 I/O port bit 0
1 I/O prot bit 1
2 I/O port bit 2
3 I/O port bit 3
4 Timer D
5 Timer C
6 I/O port bit 4
7 I/O port bit 5
8 Timer B
9 sender error
10 sender buffer empty

11 receive error
12 receive buffer full
13 Timer A
14 I/O port bit 6
15 I/O port bit 7

Half of these are self explanatory, but the other half requires
a mapping to atari st hardware events. Would someone be kind
enough to inform me what events are represented by I/O port bits 0-7 in
the atari 1040 ST? I presume that one of these represents a
keyboard interrupt and another an SIO interrupt; otherwise
I really need help!

Thanks,

Jonathan Nagy
{ihnp4|allegra|mtune}!homxc!jdn
(201) 615-4349

Date: 31 Dec 87 13:54:09 GMT
From: ulysses!mhuxt!mhuxu!cbz@ucbvax.Berkeley.EDU (Craig B. Ziemer)
Subject: Re: cartridge slot kludge boards
To: info-atari16@score.stanford.edu

In article <1345@pixar.UUCP>, mgr@pixar.UUCP (Michael Griffin Russell) writes:
> Anyone out there know a company that sells a prototype
> board for the ST cartridge slot. Any info on physically
> plugging into the cartridge slot would be appreciated.

I recently built a battery-backed real-time clock and a four
channel A/D converter to plug into my cartridge port. I bought
the board from,

Douglas Electronics
718 Marina Blvd.
San Leadro, CA 94577
(415) 483-8770

The board fits perfectly into the cartridge slot. It has holes
spaced at 0.10 inches, 20 rows by 30 columns, with 8 rows dedi-
cated for power and ground buses. The part number is 33-DE-40,
costs $10.00, they'll ship it however you want, and they accept
MC and VISA. I have nothing to do with this outfit other than
being a satisfied customer.

Craig Z. at AT&T
mhuxu!cbz

Date: 31 Dec 87 15:10:40 GMT
From: ulysses!mhuxt!mhuxu!cbz@ucbvax.Berkeley.EDU (Craig B. Ziemer)

Subject: 520ST Jittery Monitor Woes
To: info-atari16@score.stanford.edu

I consider this problem to be minor, but I thought I'd see if anyone
has had a similar experience. After my computer (520 ST) has been
on for 1 to 1.5 hours, the *low resolution* display begins to get
jittery. It starts out very mild (one or two scan lines misplaced
a little) and then regresses to the point that I can hardly stand
to look at it. If I switch to medium resolution, the problem
disappears. Or, if I turn the computer off for a minute (just the
computer, not the monitor or drive) then turn it back on, the
display will be normal again for a while. Then the whole sequence
repeats. It's been this way for a long, long time, but I didn't care
too much because I almost always use medium resolution (the problem
never occurs in this mode). I just recently acquired some neat
(low resolution mode) games so now it's starting to annoy me. Although
the computer is properly ventilated, my guess is that something is
overheating. Any other ideas??????

Craig Z. at AT&T
mhuxu!cbz

Date: 1 Jan 88 01:16:48 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Re: graphic file interchange format
To: info-atari16@score.stanford.edu

After seeing Rich's post, I am reminded of David Mumper's fine graphics
conversion and compression utility. I heartily reccommend Tiny in addition
to PicSwitch.

Marty
--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

Date: 1 Jan 88 00:33:09 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Re: graphic file interchange format
To: info-atari16@score.stanford.edu

I have been using a handy utility called PicSwitch to convert Mac, Amiga and
Mono ST pictures (Degas, NeoChrome) to be viewable on my RGB, It's Shareware,
I believe, so I'd be happy to send you a copy if you'd like.

Marty
--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |

| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

Date: 31 Dec 87 17:26:32 GMT
From: sabre!gamma!pyuxp!pyuxe!crc6@faline.bellcore.com (C. Colbert)
Subject: 40 folder limit
To: info-atari16@score.stanford.edu

See Atari Explorer Spring 87 (Vol 7 no. 2) page 27

"Mike Schmall, Atari system programmer involved in upgrading the ST operating system, talked about how the new OS revision will affect Mega system performance:... In addition, we've made some changes that overcome natural limitaions of the original OS, such as the 40-folder limit."

They also mention an upgrade to existing machines, adding blitters and new roms.

Charles Colbert

Date: 1 Jan 88 01:31:53 GMT
From: mnetor!utgpu!parora@uunet.uu.net (Pavneet Arora)
Subject: Zoomracks (i.e. Hypercard's predecessor?)
To: info-atari16@score.stanford.edu

I was just reading this quarter's STart magazine (Wint87), and came across an article on Zoomracks - an ST product which sounds a lot like Hypercard for the Mac. One major difference being that Zoomracks has been around for 3 years.

The article is interesting. If anyone has used the product, perhaps they can post their views.

Why hasn't this product come to light earlier? One thing I did notice was that the screens used in this article gave a definite edge to Hypercard since there were beautiful graphics mixed with text. Is this a shortcoming of Zoomracks?

By the way the author of Zoomracks is Paul Heckel - the same person who developed the Craig Language Translator and wrote "The Elements of Friendly Software Design" (This is from the article).

Pavneet Arora
parora@utgpu

Date: 1 Jan 88 20:06:22 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Re: graphic file interchange format
To: info-atari16@score.stanford.edu

I happen to have the issue of Computer Shopper right here which has the
Universal Graphics Interchange cover article. It is the October '87 issue.

Marty
--
| Martin Wiedmeyer - Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: "I take the heat for my own (mis)statements!" |

Mail-From: BILLW created at 4-Jan-88 12:15:39
Date: Sun, 03 Jan 88 22:07:41 IST
From: RON LEOR <HEART01%TAUNIVM.BITNET@forsythe.stanford.edu>
Subject: INFORMATION
To: BILL WESTFIELD <BILLW@score.stanford.edu>
ReSent-To: info-atari16@SCORE.STANFORD.EDU
ReSent-From: BILLW at SCORE.STANFORD.EDU
ReSent-Date: 4 Jan 1988

Dear sir.
I own an Atari 1040ST and I would like to try using it for
image processing in cardiology. I need a video digitizer which
will be able to digitize stop-frame video tape pictures (not
video camera), and be compatible with the video standards PAL,
NTSC, SECAM, colors and/or black and white. Apart from obtaining
the pictures on the monitor screen, I am interested in getting
numeric picture files of 8 bits for each pixel. I would
appreciate if you will be able to find out for me information on
the above subject, be it available commercial devices, electronic
kits, tested circuits in data sheet form or BITNET addresses of
ST users successfully employing such digitizers.
I am looking forward to your answer.

Sincerely yours

Dr. Ron Leor,
The Heart Institute,
Sheba Hospital, Tel Hashomer,
Tel Avive, ISRAEL.

End of Info-Atari16 Digest
****

1124. Tax Returns - Canadian Style

Newsgroup: comp.sys.atari.st
Date: 1988-01-11 23:43:54 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1988Jan11.184354.26619@gpu.utcs.toronto.edu>
Source record: 255124

Does anyone know of any templates that would work with VIP or as standalones
to help us get through this time of year?

Thanks in advance.

Pavneet Arora
parora@utgpu

1125. Unexpected status code returned by VMS MAIL \%X007E10A2\

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 01:31:11 UTC
From: VAXPOST@FSU.BITNET
Message-ID: <8801120109.AA08257@ucbvax.Berkeley.EDU>
Source record: 255125

---------- A copy of your rejected mail message follows ----------

Received: by CANADA01 (Mailer X1.24) id 2133; Mon, 11 Jan 88 18:35:33 EDT
Date: Mon, 11 Jan 88 13:45:43 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-A16@CANADA01
From: Info-Atari16@Score.Stanford.EDU
Subject: Info-Atari16 Digest V88 #11
To: PETCHER@GW.SCRI.FSU.EDU,
DUBRAVK@FSU

Info-Atari16 Digest Monday, January 11, 1988 Volume 88 : Issue 11

This weeks Editor: Bill Westfield

Today's Topics:

PrintMaster Icons
Re: Double-Click Formatter Question
Re: VCR -> Atari ST color monitor
Re: Multiuser BBS
graphic file interchange format
Re: Multi-tasking? A nightmare...
INTERRUPT PROCESSING
Re: cartridge slot kludge boards
520ST Jittery Monitor Woes
Re: graphic file interchange format
Re: graphic file interchange format
40 folder limit
Zoomracks (i.e. Hypercard's predecessor?)
Re: graphic file interchange format
INFORMATION

Date: 31 Dec 87 00:49:23 GMT
From: clyde!watmath!dalcs!silvert@rutgers.edu (Bill Silvert)
Subject: PrintMaster Icons
To: info-atari16@score.stanford.edu

It is a long time since a nice set of PrintMaster icons was posted to
this group. They are handy not only for PM use, but with a program by
Sol Guber (shareware) you can convert them to Degas format for use with
Publishing Partner, etc.

I am looking for a tool to manage PM libraries. I would like to be able
to read through a library and copy selected icons to a custom library.

You can do this with PM itself, but the process is cumbersome. Does anyone have such a beast, or some related code that will help? What is the format of the library entries anyway?

Are there any more PD libraries lurking out there? A large set was recently posted to a BBS that I run (almost 300 K!), but I spotted a couple of proprietary libraries in it and had to pull it off. It is a real pain trying to figure out what is and isn't PD!

If there is interest, and if I can figure out what is PD in the arc file, I will post some of the libraries. Any information or any files and PM utilities that anyone can post or send would be welcome.

By the way, the file includes a program that is supposed to dump an icon library to the printer. It doesn't seem to work well, but the output on my SMM804 makes me think it may work on a true Epson. If you want to try it, send mail to ...!dalcs!biomel (if you send it to this address I won't send it -- You have to use the correct address!).
--
Bill Silvert, Modelling/Statistics Group, Biological Sciences Branch
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN or BITNET: biomel@cs.dal.cdn

Date: 31 Dec 87 04:23:10 GMT
From: nuchat!uhnix1!uhnix2!uace0@uunet.uu.net (Michael B. Vederman)
Subject: Re: Double-Click Formatter Question
To: info-atari16@score.stanford.edu

Rick Flashman asks: Are the authors of DC Format n the Net. There is a bug.

We are on the net.
We had this reported o us by Simon Poole a while back. This was fixed, but what version are you running? One of the Oold versions didn't work right. The latest posted version is either 2.32 or 2.31 I belive.
Check the version and let us know.

BTW - Look for a desk acces@sory version very soon, which has background formatting. And with our product to download in the background, to be sold by Antic (:-) a little plug), I can now download, word process, and format at the same time. I believe this isn't bad for a non-multqitasking environment. Was't that the ultimate test?

- Mike
--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

Date: 30 Dec 87 15:24:05 GMT
From: clyde!burl!codas!mtune!mtgzz!drutx!jhs@rutgers.edu (ShoreJ)
Subject: Re: VCR -> Atari ST color monitor
To: info-atari16@score.stanford.edu

in article <3257@batcomputer.tn.cornell.edu>, engst@batcomputer.tn.cornell.edu
(Adam C. Engst) says:
>
> I'm curious, does anyone know of a

No, but I have heard of a

Date: 31 Dec 87 13:40:37 GMT
From: singer@XN.LL.MIT.EDU (Matthew R. Singer)
Subject: Re: Multiuser BBS
To: info-atari16@score.stanford.edu

Kindy inform me as to what is so "abrasive" about FoReM ST.

Perhaps you find it so because you are unfamilar with it. Please
send me your name and address so I can send you a users manual.

Matt Singer

Date: 31 Dec 87 14:11:22 GMT
From: sgi!daisy!turner@ucbvax.Berkeley.EDU (D'arc Angel)
Subject: graphic file interchange format
To: info-atari16@score.stanford.edu

Is there a simgle format or at least a conversion program that will
let me use a picture file generated on a pc on a mac or atari.st or
any other permutattion of machines ????

--
Laissez les bons temps rouler - Queen Ida
..{decwrl:ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

Date: 31 Dec 87 14:19:49 GMT
From: lakesys!steven@csd1.milw.wisc.edu (Steven Goodman)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <2323@ihuxy.ATT.COM> rnss@ihuxy.UUCP (Ron Schreiner) writes:
>Well this subject line get my vote for the "longest-most-usless" aword
>of 87. If you are not clever enough to take advantage of multi-tasking
>then don't use it, and stop telling everyone "who needs it ? "
>
>

>--
>Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

AGREED! I have been reading this board on and off for some time now. This due to many users on my system whom use st's. Multi-tasking requires very little "cleverness" and the OS often does the work for you. It doesn't take long to see the advantages and use them. For me, if I had to return to a single tasking enviorment it would be like some of you having to return to a 40 column screen (bleech). Your 68000 is mot likely barely used. Why not give it abit extra in the way of jobs? Multi-tasking makes you far more productive. Useless award - this is right. I would guess that the most likely feature to be seen on all future machines will be OS's that multitask. Why the heck should you have to stop working just because your OS can't "talk and chew gum" at the same time?

--
Steven Goodman :
Lake Systems Milwaukee, Wisconsin : "A smart man talks,
1 (414) 744-7033 : a wise man listens"
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!steven :

Date: 30 Dec 87 20:19:09 GMT
From: mtune!mtgzz!mtuxo!homxb!homxc!jdn@rutgers.edu (J.NAGY)
Subject: INTERRUPT PROCESSING
To: info-atari16@score.stanford.edu

How do you disable and enable interrupts from
1. The keyboard?
2. The SIO port?

In the documentation at my disposal (Mark Williams C and Abacus)
I can find the following table under Jdisint:

Interrupt # event
0 I/O port bit 0
1 I/O prot bit 1
2 I/O port bit 2
3 I/O port bit 3
4 Timer D
5 Timer C
6 I/O port bit 4
7 I/O port bit 5
8 Timer B
9 sender error
10 sender buffer empty
11 receive error
12 receive buffer full
13 Timer A
14 I/O port bit 6
15 I/O port bit 7

Half of these are self explanatory, but the other half requires
a mapping to atari st hardware events. Would someone be kind
enough to inform me what events are represented by I/O port bits 0-7 in
the atari 1040 ST? I presume that one of these represents a
keyboard interrupt and another an SIO interrupt; otherwise
I really need help!

Thanks,

Jonathan Nagy
{ihnp4:allegra:mtune}!homxc!jdn
(201) 615-4349

Date: 31 Dec 87 13:54:09 GMT
From: ulysses!mhuxt!mhuxu!cbz@ucbvax.Berkeley.EDU (Craig B. Ziemer)
Subject: Re: cartridge slot kludge boards
To: info-atari16@score.stanford.edu

In article <1345@pixar.UUCP>, mgr@pixar.UUCP (Michael Griffin Russell) writes:
> Anyone out there know a company that sells a prototype
> board for the ST cartridge slot. Any info on physically
> plugging into the cartridge slot would be appreciated.

I recently built a battery-backed real-time clock and a four
channel A/D converter to plug into my cartridge port. I bought
the board from,

Douglas Electronics
718 Marina Blvd.
San Leadro, CA 94577
(415) 483-8770

The board fits perfectly into the cartridge slot. It has holes
spaced at 0.10 inches, 20 rows by 30 columns, with 8 rows dedi-
cated for power and ground buses. The part number is 33-DE-40,
costs $10.00, they'll ship it however you want, and they accept
MC and VISA. I have nothing to do with this outfit other than
being a satisfied customer.

Craig Z. at AT&T
mhuxu!cbz

Date: 31 Dec 87 15:10:40 GMT
From: ulysses!mhuxt!mhuxu!cbz@ucbvax.Berkeley.EDU (Craig B. Ziemer)
Subject: 520ST Jittery Monitor Woes
To: info-atari16@score.stanford.edu

I consider this problem to be minor, but I thought I'd see if anyone
has had a similar experience. After my computer (520 ST) has been
on for 1 to 1.5 hours, the *low resolution* display begins to get
jittery. It starts out very mild (one or two scan lines misplaced

a little) and then regresses to the point that I can hardly stand
to look at it. If I switch to medium resolution, the problem
disappears. Or, if I turn the computer off for a minute (just the
computer, not the monitor or drive) then turn it back on, the
display will be normal again for a while. Then the whole sequence
repeats. It's been this way for a long, long time, but I didn't care
too much because I almost always use medium resolution (the problem
never occurs in this mode). I just recently acquired some neat
(low resolution mode) games so now it's starting to annoy me. Although
the computer is properly ventilated, my guess is that something is
overheating. Any other ideas??????

Craig Z. at AT&T
mhuxu!cbz

Date: 1 Jan 88 01:16:48 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Re: graphic file interchange format
To: info-atari16@score.stanford.edu

After seeing Rich's post, I am reminded of David Mumper's fine graphics
conversion and compression utility. I heartily reccommend Tiny in addition
to PicSwitch.

Marty
--
: Martin Wiedmeyer - Lake Systems, Milwaukee, WI :
: UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin :
: Disclaimer: "I take the heat for my own (mis)statements!" :

Date: 1 Jan 88 00:33:09 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Re: graphic file interchange format
To: info-atari16@score.stanford.edu

I have been using a handy utility called PicSwitch to convert Mac, Amiga and
Mono ST pictures (Degas, NeoChrome) to be viewable on my RGB, It's Shareware,
I believe, so I'd be happy to send you a copy if you'd like.

Marty
--
: Martin Wiedmeyer - Lake Systems, Milwaukee, WI :
: UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin :
: Disclaimer: "I take the heat for my own (mis)statements!" :

Date: 31 Dec 87 17:26:32 GMT
From: sabre!gamma!pyuxp!pyuxe!crc6@faline.bellcore.com (C. Colbert)
Subject: 40 folder limit

To: info-atari16@score.stanford.edu

See Atari Explorer Spring 87 (Vol 7 no. 2) page 27

"Mike Schmall, Atari system programmer involved in upgrading the ST
operating system, talked about how the new OS revision will affect Mega
system performance:... In addition, we've made some changes that
overcome natural limitaions of the original OS, such as the 40-folder
limit."

They also mention an upgrade to existing machines, adding blitters and
new roms.

Charles Colbert

Date: 1 Jan 88 01:31:53 GMT
From: mnetor!utgpu!parora@uunet.uu.net (Pavneet Arora)
Subject: Zoomracks (i.e. Hypercard's predecessor?)
To: info-atari16@score.stanford.edu

I was just reading this quarter's STart magazine (Wint87), and came across an
article on Zoomracks - an ST product which sounds a lot like Hypercard for the
Mac. One major difference being that Zoomracks has been around for 3 years.

The article is interesting. If anyone has used the product, perhaps they
can post their views.

Why hasn't this product come to light earlier? One thing I did notice was
that the screens used in this article gave a definite edge to Hypercard
since there were beautiful graphics mixed with text. Is this a shortcoming
of Zoomracks?

By the way the author of Zoomracks is Paul Heckel - the same person who
developed the Craig Language Translator and wrote "The Elements of
Friendly Software Design" (This is from the article).

Pavneet Arora
parora@utgpu

Date: 1 Jan 88 20:06:22 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Re: graphic file interchange format
To: info-atari16@score.stanford.edu

I happen to have the issue of Computer Shopper right here which has the
Universal Graphics Interchange cover article. It is the October '87 issue.

Marty
--
: Martin Wiedmeyer - Lake Systems, Milwaukee, WI :
: UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin :

: Disclaimer: "I take the heat for my own (mis)statements!" :

Mail-From: BILLW created at 4-Jan-88 12:15:39
Date: Sun, 03 Jan 88 22:07:41 IST
From: RON LEOR <HEART01%TAUNIVM.BITNET@forsythe.stanford.edu>
Subject: INFORMATION
To: BILL WESTFIELD <BILLW@score.stanford.edu>
ReSent-To: info-atari16@SCORE.STANFORD.EDU
ReSent-From: BILLW at SCORE.STANFORD.EDU
ReSent-Date: 4 Jan 1988

Dear sir.
I own an Atari 1040ST and I would like to try using it for image processing in cardiology. I need a video digitizer which will be able to digitize stop-frame video tape pictures (not video camera), and be compatible with the video standards PAL, NTSC, SECAM, colors and/or black and white. Apart from obtaining the pictures on the monitor screen, I am interested in getting numeric picture files of 8 bits for each pixel. I would appreciate if you will be able to find out for me information on the above subject, be it available commercial devices, electronic kits, tested circuits in data sheet form or BITNET addresses of ST users successfully employing such digitizers.
I am looking forward to your answer.

Sincerely yours

Dr. Ron Leor,
The Heart Institute,
Sheba Hospital, Tel Hashomer,
Tel Avive, ISRAEL.

End of Info-Atari16 Digest
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1126. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 01:48:00 UTC
From: POSTMASTER@BINGVAXB.BITNET
Message-ID: <8801120151.AA09087@ucbvax.Berkeley.EDU>
Source record: 255126

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY9074 at node VAXB
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXB with Jnet id 3155
for VY9074@BINGVAXB; Mon, 11 Jan 88 20:48 EST
Received: by CANADA01 (Mailer X1.24) id 3152; Mon, 11 Jan 88 20:43:24 EDT
Date: Mon, 11 Jan 88 13:46:29 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #12
To: andrew stoffel <VY9074@BINGVAXB>

Info-Atari16 Digest Monday, January 11, 1988 Volume 88 : Issue 12

This weeks Editor: Bill Westfield

Today's Topics:

Re: Exactly what IS in a reg dev kit?
questions Re: Hard drives for the ST
Re: 40 folder limit
Print Master icons -- what is PD?
Re: Zoomracks (i.e. Hypercard's predecessor?)
Re: speeding floppies?

------------------------------------------------------------------------

Date: 1 Jan 88 13:11:49 GMT
From: ihnp4!alberta!auvax!rwa@ucbvax.Berkeley.EDU (Ross Alexander)
Subject: Re: Exactly what IS in a reg dev kit?
To: info-atari16@score.stanford.edu

In article <4462@watdragon.waterloo.edu>, rfpfeifle@violet.waterloo.edu (Ron
Pfeifle) writes:
> I've seen alot of flames about the registered developer kits. But I don't
> even really know what's in them.
> Would someone out there who knows please enlighten me (us) as what exactly
> are the contents of a "registered developer's kit"?
> (Just the facts, ma'am)
> Ron

OK. We (Athabasca University Computing Services) got our kit sometime
in September or October of 1986. I cannot speak for later Developer's
Kits than that. Honestly, I can only say that it was better than the
```

doc's I got from DRI when I first got CP/M - you old CP/M hackers out there can go from there ;-) For the rest of you, I can only say that reading and using the docs supplied was a little like playing Adventure - except that it's a lot slower and more frustrating. If some kind soul hadn't posted the "Proffesional GEM" (by Tim Oren) stuff to the net, and if I hadn't gone out and bought the MWC package, I don't think we would have ever done anything interesting with our 1040's. Sigh.

To start, there is a very large stack of paper, perhaps 5 or so inches thick (8.5" x 11" paper, double sided xerographic copies). I have it in three two-inch ring binders, and they are _full_. The quality of the reproduction is a little disappointing, but readable; the only frustration is that occasionally the copies are skewed so that some text falls off the edge of the page. This is not too much of a problem.

Volume 1: (about 580 pages)

a nondisclosure agreement

some waffle about 'please write portable code in case we decide to fool around with the hardware specs'.

some blank SPR (bugreport) forms. If I had used these things, I would have needed 20 times as many as are supplied.

keycode table errata list

writeup on the ACSI buss (interface & protocol) [hard disk port] + listing of (23Jul85) hard disk driver as example of ACSI stuff.

Introduction to Gem Programming (DRI): this is the IBM version, it does not exactly conform to the supplied software. Pretty obscure in places, but valuable to the initiated.

GEM Programmer's Guide - Vol 1, VDI (DRI): a description of the low-level graphics primitives in _excruciating_ detail, plus a little bit about the non-existant GDOS, and some very useful info on font files. This is a reference work, very few examples of actual use. It is pretty complete, but again more useful to the initiated than the novice.

GEM Programmer's Guide - Vol 2, AES (DRI): a description of the higher level stuff in GEM, such as the window and event libraries, menus, manipulation of icons, et c., et c. Again, a reference document. Lots of info if you know what you're looking for, but not a tutorial at all.

Volume 2: (about 400 pages)

GEM DOS 1.0 specs (DRI): calling conventions & stuff. Readable, useful. Includes C bindings.

Hitchhiker's Guide to the BIOS: for a change, a really pleasant
piece of doc on the BIOS - has a few errors, and can get
a little self-indulgent (and obscure), but still a solid
source of info on the low-level stuff. Lots of neat
stuff on how booting is performed, & c.

Line-A Technical Reference Manual: detailed discussion of the
bit blt code, parameters, & how to call it. rather
confusing organization, and again the attempts at humour
can be irritating on the 500th reading. Not for the
faint of heart.

Intelligent Keyboard (IKBD) Protocol: really good writeup of
how the mouse, joystick, and keyboard work. I wish _all_
the docs were this good.

BIOS listing: a listing of the ST's BIOS. I sure wish this
had been the listing output by the assembler, as it is
there is no symbol table or hex listing, so it's a pain
to follow the code around. But handy when you have to
know _exactly_ how something works.

Volume 3: (about 600 pages)

DRI 'C' Language Programming Guide for CP/M 68K: this is the doc
for the (in)famous Alcyon C. Ugh, blech, ack phfft! I
cannot say anything good about the thing.

DRI CP/M 68K Operating System Programmer's Guide: this is the most
useless thing you could imagine. It has nothing to do with
TOS at all. The only good thing is that it explains a few
things about SID, the linker, and the assembler. Otherwise
it only confuses anyone who doesn't realize it has nothing
to do with using the ST.

Kermit User's Guide, Fourth Edition: I never used this & have
no intention of ever using it. We have ZMODEM :-). But
it looks well enough written.

Engineering Hardware Specification of the Atari ST Computer System:
A good quick overview of the ST. Terse and pithy.

Western Digital WD1770/1772 5-1/4" Floppy Disk Controller/Formatter:
This is a typical engineering component data-book sort
of description; very, very complete and includes
examples of anything you would need to know, and a lot
of stuff you don't need to know (like pinouts). Aimed
at engineers.

MIDI Specification 1.0: Now this is a real prize. It's
exactly one page long, and says 'for more information,
please contact...' and gives the address of the IMA.
Really! Somebody was working overtime on this, I'm sure.

(Untitled): long, unreadable & boring description of the STC504
and SMM804 printers. Typical Japanese-style (no racial
slurs intended) printer manual organization of jillions
of tables, everything cross referenced to something on
another page. NO examples.

(Untitled): etch masks and schematics for building ROM
cartridges, plus mechanical drawing of connectors. OK,
I guess; my ex-wife, who does this sort of thing for a
living, wasn't very impressed. Me, I do software :-)

United Technologies/Mostek MK68901 Multi-function Peripheral:
Just like the WD1772 writeup. More stuff than you ever
wanted to know, or thought possible.

Schematic Diagram: a schematic for a 520ST. two 14" x 11"
sheets, hard to read, and not the best organization.
Still, it's enough to figure out things like 'which bit
in the 68901 do I fiddle to assert DTR on the serial
port' and that sort of thing.

--

And that brings us to the end of the stack of paper. In summary,
there's a whole lot of information here, but d*mned little guidance.
It really needs something like the "Proffesional GEM" series to get
the newcomer started - as it is you're so busy reading about every leaf
on every tree you have no idea at all what the forest looks like ;-) !

Also, there's no master index. Some of the separate documents are
indexed, but you have to know which one to look in first, which means
plowing through all 1600 pages at least once. You can bet that takes
some time...

"And now, Ladees and Gennelmun, in the center ring! It boots, and who
knows, maybe you can even do developement with it! (I sure had a h*ll
of a time, though.) The amaaazing Atari Developer's Software Toolkit!"
This sorry collection comes on 5 single-sided flops. I hereby list
them:

Flop 1 - C Compiler, Assembler, and .H files

The dreaded Alcyon C compiler. At the risk of redundancy, let
me restate my earlier comments: Ack phfft!! The poorest commercial C
compiler you ever met. Generates assembly output, useful for deciding
what kind of bugs it has introduced into your code this time around...
Slow, buggy, and not even full K&R much less ANSI. Daryl (the other
hacker in this shop) struggled with it for about 3 months and even got
some stuff to work :-) but I wouldn't touch it with a barge pole.

Flop 2 - Linker, Libraries, Thing to make Linker output executable

An amazingly slow linker. Libraries with some *nasty* bugs in
them. And a hack to get CP/M 68K executables to run under TOS. Gag me
with a spoon...

Flop 3 - Utilities: Debugger, Kermit, and some C runtime environment asm code

I sort of like SID, probably because I used it under CP/M so much. We never did use the supplied KERMIT. The other stuff was ok, but pretty ho-hum; no RAMdisk or anything remotely useful like that. The APSKEL.C (application skeleton - sort of a 'hello world' for GEM) was a good thing, although I think that programmer should be shot; his style makes my teeth ache.

Flop 4 - Icon Editors and Resource Construction Set, plus Doodle C source

Again, having source code as an example is a really fine thing. The only problem is that since it's designed to compile under Alcyon, you spend most of your time wondering "now why is he doing that?" instead of seeing "oh, so that's how you do <arbitrary GEMish thing>". The RCS is useful and pretty completely undocumented (there are a few hints in 'Introduction to GEM Programming' (Vol 1), but nothing like a real write up anywhere). To an experienced GEM hacker, of course, it's all pretty obvious. Took me a long time. Of the two supplied icon editors, only one is useful (the other is just too primitive), and even it has a few annoying bugs - I could never get it to save both an icon and it's mask in one file... but maybe that's me & not it. Bets, anyone?

Flop 5 - Emacs, various source and a doc file

Well, lessee - Doodle (again), a demo of how to use the forms library, a copy of a very early Mark Williams Co. emacs, and a tutorial doc on how to read/write floppies by directly twiddling the WD1772 (which, by the way, appears in printed form in the pile of paper...). The emacs I considered a great thing, since I use it on Un*x all the time (I'm in it now, as a matter of fact). The rest is nice to have, although my criticism of impenetrable Alcyon style still holds. To bad they didn't give source for the emacs, though.

--

And that's it. There's no shell supplied, instead they have an incredibly klugey 'batch processor' to invoke the various & sundry programmes required to do anything interesting like, say, getting a compile-and-link done. No RAMdisk to help speed things up. The real prizes are the ICED icon editor, the RCS, and the emacs. The Alcyon C compiler, the assembler, linker, and libraries are a disaster. The debugger is ok but primitive. The source code is good but obscure because of the Alcyon bug-workarounds (or lack-of-feature workarounds).

Now, having waded through all this p*ssing and moaning, what would I recommend instead? For a start, go out and get a copy of the Mark Williams C package. Not too many bugs, nice Un*x compatability libraries, ok shell & tools (you know, stuff like egrep and tail and wc), source for an emacs, pretty good (but not quite complete) GEM and VDI docs, and a RAMdisk. In all, not a bad package deal. I have hacked on it pretty heavily and like it well enough. Secondly, get a subscription to START Magazine (with the disks!). Thirdly, get ahold

of the Proffesional GEM series by Tim Oren - this is a must have.
I don't know about a Resource Construction Set, though; we're using DRI
RCS 2.0, but maybe you can get a copy of the KUMA version. And I'm
still looking for a really good icon editor. I also recommend GULAM,
and the ZMODEM that was posted about 6 months ago. Or Uniterm - that's
a good solid piece of freeware too.

Short list of things to stay away from: any of the bloody useless
Abacus Software books (except maybe vol 13, "ST Disk Drives", which is
almost useful). These things are just copies of the DRI stuff, with
gratuitous errors added to avoid copyright infringement :-(

Any other suggestions from the other hackers out there? I want to get
down off this soapbox, my feet are tired :-)

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Ross Alexander,
Athabasca University,
alberta!auvax!rwa

Date: 1 Jan 88 19:52:56 GMT
From: braner@tcgould.tn.cornell.edu (braner)
Subject: questions Re: Hard drives for the ST
To: info-atari16@score.stanford.edu

[]

I wonder: is the 18 inch limit on the length of the cable connecting
the ST to the Atari SH204 hard disk (stated in the user manual) the
real technical limit? Would be very nice to have a, say, 3 feet cable.
(I hate fan and motor noise.)

Does anybody have a disassembly of AHDI.PRG? I have a strange bug, and
suspect that AHDI.PRG fiddles with high RAM. Could that be? Is there
an alternative driver program for the Atari HD?

- Moshe Braner

PS: how can I persuade PC-Ditto to read partitions D: and E: from inside
MS-DOS? I am trying out PCD 3.0 on 1040ST, mono, SH204 HD, and _did_ put
"device=pc_dhd.sys" at top of config.sys. "Dir d:" prints either garbage or
an empty list of files. The PCD docs say that reformatting the HD is _not_
required (unless you want to autoboot MS-DOS from the HD, in which case you
must let MS-DOS reformat partition C:). Partition C reads OK (and I did
not reformat it).

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From: clyde!watmath!water!ljdickey@rutgers.edu (Lee Dickey)
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To: info-atari16@score.stanford.edu

In article <575@pyuxe.UUCP> crc6@pyuxe.UUCP (C. Colbert) writes:
|See Atari Explorer Spring 87 (Vol 7 no. 2) page 27
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|"Mike Schmall, Atari system programmer involved in upgrading the ST
|operating system, talked about how the new OS revision will affect Mega
|system performance:... In addition, we've made some changes that
|overcome natural limitaions of the original OS, such as the 40-folder
|limit."
|
|They also mention an upgrade to existing machines, adding blitters and
|new roms.
|
|Charles Colbert

My guess is that this is an oblique reference to the program FOLDRXXX.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

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identify the three commercial libraries that I am familiar with. Here
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PrintMaster, usually called SLIB or STANDARD library:
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I don't have the commercial Fonts and Borders disk, so I can't comment
on what is PD in that area.

To tell the truth, the Art Gallery series is pretty crummy, and the PD
libraries are better. I bought them cheap and still felt ripped off.
However, copyright is copyright.

--
Bill Silvert, Modelling/Statistics Group, Biological Sciences Branch

Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN or BITNET: biomel@cs.dal.cdn

Date: 1 Jan 88 16:06:41 GMT
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Subject: Re: Zoomracks (i.e. Hypercard's predecessor?)
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Yep, I got the Zoomracks II version while at Comdex over a year
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>Why hasn't this product come to light earlier? One thing I did notice was
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are currently SUN and Symbolics based.) I think the Mega's would make
a nice engine for their needs (and things like the ABAQ would fit into
their longer term AI stuff where they are really going to need the
horsepower). If I remember right, MCC stands for Micro-electronics
Computer Consortium and is a research organization funded by 20 or so
large companies in the US to develop new technology in a variety of
computer and IC design specific areas...

-Todd Burkey
trb@stag.UUCP

Date: 2 Jan 88 09:43:43 GMT
From: ptsfa!well!dsmall@tis.llnl.gov (David Small)
Subject: Re: speeding floppies?
To: info-atari16@score.stanford.edu

In the referenced article, there's much discussion about speeding
up floppies from Michael Stein.

There's no point in using a disk with interleave on it on the ST; the
ST is more than capable of 1:1 reads and writes. Since the ultimate
limiting factor is the head rubbing against the media at a certain speed,
and the ST is doing r/w as fast as physically possible, there's no
possible gain there.
It is dangerous to remove the seek verify bit in the manner you have.
Let's say you step to a new track. The head rattles back and forth
awhile as it settles. During that time it is reading well enough to
return track dta to the controller, yet the head is still wobbling. If you
try a sector write, which lasts 16 msec, during this time, it's written in
a yo-yo pattern on the disk -- and is often unreadable the next time.
This comes from hard experience; I did this on the Magic Sac Motivator, and
could consistently kill the first sector of each track. Weird, but true.
You're right that a full disk rev is saved. A better way is to just twist
the track two sectors around, leaving one sector (#9 or 10) for the settle
time and one sector (#8 or 9) for the seek verify. Then you don't lose any
time at all track to track, and keep full compatability with unmodified
ST's. That's how we did Twister.
As for using the index pulse as the delay time for seek, well, maybe. On
9 sector tracks you'll get away with it.. remember, 16.667 millisec per sector.
On 10 sector tracks you won't, there is no room. But worse, the step only
happens on the next-sector-read command, which may take awhile to
happen, all of which time the disk is spinning.
Since you're stuck with 30 msec head settle, and lots of machine have
seek-with-verify, I think it's the optimal solution to twist the track by 2.
You just can't physically get data off multiple tracks any quicker without
speeding up the RPMs of the drive.

.. perhaps we should plug it into a 220 Volt outlet?

-- Thanks, Dave

dave small/bottlewasher/data pacific inc

End of Info-Atari16 Digest
****

1127. Unexpected status code returned by VMS MAIL \%X007E10A2\

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 02:13:09 UTC
From: VAXPOST@FSU.BITNET
Message-ID: <8801120211.AA09419@ucbvax.Berkeley.EDU>
Source record: 255127

---------- A copy of your rejected mail message follows ----------

Received: by CANADA01 (Mailer X1.24) id 3167; Mon, 11 Jan 88 20:43:44 EDT
Date: Mon, 11 Jan 88 13:46:29 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-A16@CANADA01
From: Info-Atari16@Score.Stanford.EDU
Subject: Info-Atari16 Digest V88 #12
To: PETCHER@GW.SCRI.FSU.EDU,
DUBRAVK@FSU

Info-Atari16 Digest Monday, January 11, 1988 Volume 88 : Issue 12

This weeks Editor: Bill Westfield

Today's Topics:

Re: Exactly what IS in a reg dev kit?
questions Re: Hard drives for the ST
Re: 40 folder limit
Print Master icons -- what is PD?
Re: Zoomracks (i.e. Hypercard's predecessor?)
Re: speeding floppies?

Date: 1 Jan 88 13:11:49 GMT
From: ihnp4!alberta!auvax!rwa@ucbvax.Berkeley.EDU (Ross Alexander)
Subject: Re: Exactly what IS in a reg dev kit?
To: info-atari16@score.stanford.edu

In article <4462@watdragon.waterloo.edu>, rfpfeifle@violet.waterloo.edu (Ron
Pfeifle) writes:
> I've seen alot of flames about the registered developer kits. But I don't
> even really know what's in them.
> Would someone out there who knows please enlighten me (us) as what exactly
> are the contents of a "registered developer's kit"?
> (Just the facts, ma'am)
> Ron

OK. We (Athabasca University Computing Services) got our kit sometime
in September or October of 1986. I cannot speak for later Developer's
Kits than that. Honestly, I can only say that it was better than the
doc's I got from DRI when I first got CP/M - you old CP/M hackers out
there can go from there ;-) For the rest of you, I can only say that
reading and using the docs supplied was a little like playing Adventure
- except that it's a lot slower and more frustrating. If some kind

soul hadn't posted the "Proffesional GEM" (by Tim Oren) stuff to the net, and if I hadn't gone out and bought the MWC package, I don't think we would have ever done anything interesting with our 1040's. Sigh.

To start, there is a very large stack of paper, perhaps 5 or so inches thick (8.5" x 11" paper, double sided xerographic copies). I have it in three two-inch ring binders, and they are _full_. The quality of the reproduction is a little disappointing, but readable; the only frustration is that occasionally the copies are skewed so that some text falls off the edge of the page. This is not too much of a problem.

Volume 1: (about 580 pages)

a nondisclosure agreement

some waffle about 'please write portable code in case we decide to fool around with the hardware specs'.

some blank SPR (bugreport) forms. If I had used these things, I would have needed 20 times as many as are supplied.

keycode table errata list

writeup on the ACSI buss (interface & protocol) [hard disk port] + listing of (23Jul85) hard disk driver as example of ACSI stuff.

Introduction to Gem Programming (DRI): this is the IBM version, it does not exactly conform to the supplied software. Pretty obscure in places, but valuable to the initiated.

GEM Programmer's Guide - Vol 1, VDI (DRI): a description of the low-level graphics primitives in _excruciating_ detail, plus a little bit about the non-existant GDOS, and some very useful info on font files. This is a reference work, very few examples of actual use. It is pretty complete, but again more useful to the initiated than the novice.

GEM Programmer's Guide - Vol 2, AES (DRI): a description of the higher level stuff in GEM, such as the window and event libraries, menus, manipulation of icons, et c., et c. Again, a reference document. Lots of info if you know what you're looking for, but not a tutorial at all.

Volume 2: (about 400 pages)

GEM DOS 1.0 specs (DRI): calling conventions & stuff. Readable, useful. Includes C bindings.

Hitchhiker's Guide to the BIOS: for a change, a really pleasant piece of doc on the BIOS - has a few errors, and can get a little self-indulgent (and obscure), but still a solid source of info on the low-level stuff. Lots of neat stuff on how booting is performed, & c.

Line-A Technical Reference Manual: detailed discussion of the
bit blt code, parameters, & how to call it. rather
confusing organization, and again the attempts at humour
can be irritating on the 500th reading. Not for the
faint of heart.

Intelligent Keyboard (IKBD) Protocol: really good writeup of
how the mouse, joystick, and keyboard work. I wish _all_
the docs were this good.

BIOS listing: a listing of the ST's BIOS. I sure wish this
had been the listing output by the assembler, as it is
there is no symbol table or hex listing, so it's a pain
to follow the code around. But handy when you have to
know _exactly_ how something works.

Volume 3: (about 600 pages)

DRI 'C' Language Programming Guide for CP/M 68K: this is the doc
for the (in)famous Alcyon C. Ugh, blech, ack phfft! I
cannot say anything good about the thing.

DRI CP/M 68K Operating System Programmer's Guide: this is the most
useless thing you could imagine. It has nothing to do with
TOS at all. The only good thing is that it explains a few
things about SID, the linker, and the assembler. Otherwise
it only confuses anyone who doesn't realize it has nothing
to do with using the ST.

Kermit User's Guide, Fourth Edition: I never used this & have
no intention of ever using it. We have ZMODEM :-). But
it looks well enough written.

Engineering Hardware Specification of the Atari ST Computer System:
A good quick overview of the ST. Terse and pithy.

Western Digital WD1770/1772 5-1/4" Floppy Disk Controller/Formatter:
This is a typical engineering component data-book sort
of description; very, very complete and includes
examples of anything you would need to know, and a lot
of stuff you don't need to know (like pinouts). Aimed
at engineers.

MIDI Specification 1.0: Now this is a real prize. It's
exactly one page long, and says 'for more information,
please contact...' and gives the address of the IMA.
Really! Somebody was working overtime on this, I'm sure.

(Untitled): long, unreadable & boring description of the STC504
and SMM804 printers. Typical Japanese-style (no racial
slurs intended) printer manual organization of jillions
of tables, everything cross referenced to something on
another page. NO examples.

(Untitled): etch masks and schematics for building ROM cartridges, plus mechanical drawing of connectors. OK, I guess; my ex-wife, who does this sort of thing for a living, wasn't very impressed. Me, I do software :-)

United Technologies/Mostek MK68901 Multi-function Peripheral: Just like the WD1772 writeup. More stuff than you ever wanted to know, or thought possible.

Schematic Diagram: a schematic for a 520ST. two 14" x 11" sheets, hard to read, and not the best organization. Still, it's enough to figure out things like 'which bit in the 68901 do I fiddle to assert DTR on the serial port' and that sort of thing.

--

And that brings us to the end of the stack of paper. In summary, there's a whole lot of information here, but d*mned little guidance. It really needs something like the "Proffesional GEM" series to get the newcomer started - as it is you're so busy reading about every leaf on every tree you have no idea at all what the forest looks like ;-) !

Also, there's no master index. Some of the separate documents are indexed, but you have to know which one to look in first, which means plowing through all 1600 pages at least once. You can bet that takes some time...

"And now, Ladees and Gennelmun, in the center ring! It boots, and who knows, maybe you can even do developement with it! (I sure had a h*ll of a time, though.) The amaaazing Atari Developer's Software Toolkit!" This sorry collection comes on 5 single-sided flops. I hereby list them:

Flop 1 - C Compiler, Assembler, and .H files

The dreaded Alcyon C compiler. At the risk of redundancy, let me restate my earlier comments: Ack phfft!! The poorest commercial C compiler you ever met. Generates assembly output, useful for deciding what kind of bugs it has introduced into your code this time around... Slow, buggy, and not even full K&R much less ANSI. Daryl (the other hacker in this shop) struggled with it for about 3 months and even got some stuff to work :-) but I wouldn't touch it with a barge pole.

Flop 2 - Linker, Libraries, Thing to make Linker output executable

An amazingly slow linker. Libraries with some *nasty* bugs in them. And a hack to get CP/M 68K executables to run under TOS. Gag me with a spoon...

Flop 3 - Utilities: Debugger, Kermit, and some C runtime environment asm code

I sort of like SID, probably because I used it under CP/M so much. We never did use the supplied KERMIT. The other stuff was ok, but pretty ho-hum; no RAMdisk or anything remotely useful like that.

The APSKEL.C (application skeleton - sort of a 'hello world' for GEM) was a good thing, although I think that programmer should be shot; his style makes my teeth ache.

Flop 4 - Icon Editors and Resource Construction Set, plus Doodle C source

Again, having source code as an example is a really fine thing. The only problem is that since it's designed to compile under Alcyon, you spend most of your time wondering "now why is he doing that?" instead of seeing "oh, so that's how you do <arbitrary GEMish thing>". The RCS is useful and pretty completely undocumented (there are a few hints in 'Introduction to GEM Programming' (Vol 1), but nothing like a real write up anywhere). To an experienced GEM hacker, of course, it's all pretty obvious. Took me a long time. Of the two supplied icon editors, only one is useful (the other is just too primitive), and even it has a few annoying bugs - I could never get it to save both an icon and it's mask in one file... but maybe that's me & not it. Bets, anyone?

Flop 5 - Emacs, various source and a doc file

Well, lessee - Doodle (again), a demo of how to use the forms library, a copy of a very early Mark Williams Co. emacs, and a tutorial doc on how to read/write floppies by directly twiddling the WD1772 (which, by the way, appears in printed form in the pile of paper...). The emacs I considered a great thing, since I use it on Un*x all the time (I'm in it now, as a matter of fact). The rest is nice to have, although my criticism of impenetrable Alcyon style still holds. To bad they didn't give source for the emacs, though.

--

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L. J. Dickey, Faculty of Mathematics, University of Waterloo.
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--
Bill Silvert, Modelling/Statistics Group, Biological Sciences Branch
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2

UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN or BITNET: biomel@cs.dal.cdn

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-Todd Burkey
trb@stag.UUCP

Date: 2 Jan 88 09:43:43 GMT
From: ptsfa!well!dsmall@tis.llnl.gov (David Small)
Subject: Re: speeding floppies?
To: info-atari16@score.stanford.edu

In the referenced article, there's much discussion about speeding
up floppies from Michael Stein.

There's no point in using a disk with interleave on it on the ST; the
ST is more than capable of 1:1 reads and writes. Since the ultimate
limiting factor is the head rubbing against the media at a certain speed,
and the ST is doing r/w as fast as physically possible, there's no
possible gain there.
It is dangerous to remove the seek verify bit in the manner you have.
Let's say you step to a new track. The head rattles back and forth
awhile as it settles. During that time it is reading well enough to
return track dta to the controller, yet the head is still wobbling. If you
try a sector write, which lasts 16 msec, during this time, it's written in
a yo-yo pattern on the disk -- and is often unreadable the next time.
This comes from hard experience; I did this on the Magic Sac Motivator, and
could consistently kill the first sector of each track. Weird, but true.
You're right that a full disk rev is saved. A better way is to just twist
the track two sectors around, leaving one sector (#9 or 10) for the settle
time and one sector (#8 or 9) for the seek verify. Then you don't lose any
time at all track to track, and keep full compatability with unmodified
ST's. That's how we did Twister.
As for using the index pulse as the delay time for seek, well, maybe. On
9 sector tracks you'll get away with it.. remember, 16.667 millisec per sector.
On 10 sector tracks you won't, there is no room. But worse, the step only
happens on the next-sector-read command, which may take awhile to
happen, all of which time the disk is spinning.
Since you're stuck with 30 msec head settle, and lots of machine have
seek-with-verify, I think it's the optimal solution to twist the track by 2.
You just can't physically get data off multiple tracks any quicker without
speeding up the RPMs of the drive.

.. perhaps we should plug it into a 220 Volt outlet?

-- Thanks, Dave

dave small/bottlewasher/data pacific inc

End of Info-Atari16 Digest
****

1128. Re: Info-Atari16 Digest V88 #12

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 02:52:00 UTC
From: JBALTUCH@BRANDEIS.BITNET
Message-ID: <8801120258.AA10307@ucbvax.Berkeley.EDU>
Source record: 255128

```
********************************************************************************

does anybody out there have docs for M O N S T (debugger)?

i would also like to know about other existing PD debuggers.

please send email to baltuch@brandeis.BITNET and thanks a million.
-----------------------

"... with our rifles and grenades and some help of God"

N e w O r d e r

********************************************************************************
```

1129. Re: Does FOLDRXXX _really_ work w/new ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 03:36:54 UTC
From: dag@chinet.UUCP
Message-ID: <2097@chinet.UUCP>
Source record: 255129

Newsgroups: comp.sys.atari.st
Subject: Re: Does FOLDRXXX _really_ work w/new ROMS?
Summary: The straight dope about FOLDRXXX
Expires:
References: <2484@dasys1.UUCP>
Sender:
Reply-To: dag@chinet.UUCP (Daniel A. Glasser)
Followup-To:
Distribution:
Organization: Chinet - Public Access Unix
Keywords: TOS ROMS 40 FOLDER BUG FIX

In article <2484@dasys1.UUCP> schuster@dasys1.UUCP (Michael Schuster) writes:
>
>Recently some articles were posted by Atari folks (I forgot who - perhaps
>it was Allan Pratt) as well as Landon Dyer, in which it was asserted that
>FOLDRXXX.PRG will work properly with ALL versions of TOS - past, present,
>and future.
>
[paragraph about 40-folderish problems with mega deleted]
>
>This brings me back to GEMBOOT. The most recent version I have (v1.10) came
>with a utility program to find and display the address of the GEM memory
>block nodelist (GEMFRL) as well as display all the allocated memory blocks.
>The docs state that in the "old" roms GEMFRL was located at $56FA and if
>this location is no longer valid, the GEMBOOT environment must be changed
>to reflect the actual location of GEMFRL.
>
>Running this program under the new (04/22/87) roms gives a location of
>$7E9C, and GEMBOOT does indeed enlarge the number of type 4 (directory
>cache) memory blocks when so configured.
>
>Next I looked at FOLDRXXX.PRG. The discussion on CIS said that it contained
>a look-up table of ROM version dates. Within the program the following
>information (re-formatted, of course) appears:
> $4E75 11/20/1985
> $56FA 02/06/1986
> $56FA 04/24/1986
> $56FA 06/01/1986
> $7E0A 00/00/0000
>(actually the last "date" might not be an entry at all, as the table is
>padded at the end with nulls).
>
>This table brings forth two very alarming impressions!

>1. The system date of the current roms, 04/11/1987, is NOWHERE IN THIS TABLE.
>2. The address of $7E0A, which I take it is a projection of where GEMFRL might
> be in the future, is WRONG. The TOS header lists GEMFRL at $7E9C.
>
>Just for fun, I zapped the last "entry" to read:
> $7E9C 04/22/1987
>rebooted my system, and re-ran GEMFRL.TOS. The number of type 4 blocks allocated
>had increased by 50%!
>
>Granted a lot of the above information may be shaky, reverse-engineered, or
>based upon other people's mistaken "facts". Still, it raises questions about
>the point-blank assertion that FOLDRXXX.PRG was designed to work with ANY
>POSSIBLE version of TOS. Would an Atari spokesperson care to post a COMPLETE,
>AUTHORITATIVE answer?

I am not from Atari, but the answer that I believe to be the correct one is this: As of the time that FOLDRXXX was written, there had been only the listed versions (dates) of the ROMs created by Atari. A decision had been made within Atari to put a pointer to this elusive location (the list pointer) into all future ROM versions at a specific location. Therefore, if FOLDRXXX cannot find the date of the ROM in the table built into it, it assumes it to be a ROM that follows the new conventions, and uses the pointer from the ROM instead.

That is the mechianism that (name witheld) at Atari has assured me is the way that FOLDRXXX will work with ALL future ROMs that Atari produces. Non-atari ROMs may not follow this convention. I have tested this assertion using a mechanism I'm not able to divuldge at this time to try this out with a version of TOS loaded at other locations, and FOLDRXXX works fine with them as well (so it uses an offset from SYSBASE, not a fixed ROM address).

Now, all atari has to do is to publicly document these offsets so that programs that use the important information in these places can work on all future ROM versions.

The desired locations are:

The GEMDOS current process pointer
The GEMDOS buffer pool pointers
The BIOS/XBIOS jump tables for stream devices
The Mouse Hidden / displayed counter
The shift state mask (since it is not kosher to use Kbshift() from an interrupt hander)

Allan? Neil? Any comments on these from anyone at Atari?

dag

PS: Alan: Thanks for the info!
--
Daniel A. Glasser
...!ihnp4!chinet!dag

...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

1130. BMS Boards, IMI and MiniScribe mechanisms

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 03:57:59 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <4245@tut.cis.ohio-state.edu>
Source record: 255130

A few weeks (months?) back I posted some of my triumphs and
tribulations of creating a hard drive for my 520ST, and I thought some
of you doing the same might like to hear about it. (If not, hit 'n'.)

The IMI drives from the Corvus Systems' network boxes DID work
with the drives. They behave similarly to the standard st506 drive, but
these wierdos have 6 heads and format to about 15Mb apiece.

Fortunately a friend provided me with a MiniScribe mechanism that
formats to about 21Mb, which was nicer. But, I got greedy and wanted
to hook up my Miniscribe and one of the two IMIs. Well, after getting
a three-way cable from another friend, I attempted to hook the two together.
Well, to those that have IMI drives, don't try to hook them to a Miniscribe
on the same BMS controller board. It will work OK for awhile, but event-
ually trash the filesystem on the Miniscribe. I think that somewheres
these boys are electrically incompatible, or perhaps I had a bad three-way
cable. In any event I went with a simple one-drive system.

Since I have had no problems. I took the drive home with me
during winter break, forgot to park the heads (dummy) and didn't even
have the drive bolted down inside the box, and the things still somehow
survived. Call it karma, or whatever, but now its bolted down.

Thinking about buying a BMS? DO IT. If you can cough up the
$250 for the boards, can find a cheap drive mechanism and a power supply
(and a fan and box, but not to get up and running) go for it. Spending
$500-$700 on a turnkey from Atari, ICD or Supra isn't worth it if you
are willing to take a few chances... and save about half.

I just read the article about the Atari laser being available
retail at last--$1600 without on-board memory, fonts or CPU? Give it
up. You can get an Okidata for ~$1300... or better deals on PS printers
(non-Apple), while not at $1600, but with PS fonts and a CPU. Atari
better get real or they can forget it... really. I like Atari and all,
I will keep my ST, but my next computer will be from Apple. Sit down and
use a Mac II folks... you'll see a real computer. Nothing short of a
Sun 3/50 compares. You can argue "Multi-tasking" until Warner buys back
Atari and nothing will happen; for me, its Macs and UNIX in the future.
Not GEM, GemDog, AmigaDog or Intuition.

Off the soapbox...

Andrew Weaver, OSU College of Business weaver@tut.cis.ohio-state.edu
I've met someone who looks a lot like you
She does the things you do

But she is an IBM. -- ELO, "Yours truly, 2095"

--
Andrew Weaver, OSU College of Business weaver@tut.cis.ohio-state.edu
I've met someone who looks a lot like you
She does the things you do
But she is an IBM. -- ELO, "Yours truly, 2095"

1131. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 08:56:00 UTC
From: POSTMASTER@BINGVAXB.BITNET
Message-ID: <8801120900.AA16277@ucbvax.Berkeley.EDU>
Source record: 255131

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY9074 at node VAXB
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXB with Jnet id 5684
for VY9074@BINGVAXB; Tue, 12 Jan 88 03:56 EST
Received: by CANADA01 (Mailer X1.24) id 5682; Tue, 12 Jan 88 03:52:28 EDT
Date: Mon, 11 Jan 88 23:47:30 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #13
To: andrew stoffel <VY9074@BINGVAXB>

Info-Atari16 Digest Monday, January 11, 1988 Volume 88 : Issue 13

This weeks Editor: Bill Westfield

Today's Topics:

Re: eproms burners
Re: graphic file interchange format
Re: questions Re: Hard drives for the ST
Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A nightmare...
Re: VCR -> Atari ST color monitor
Re: Multi-tasking? A nightmare...
Re: Multitasking - A nightmare
Thanks (Cont'd.)
Interrupt
Alice Pascal for sale
need memory test
Magic Sac w/ 128K Roms?
Re: questions Re: Hard drives for the ST

----------------------------------------------------------------------

Date: 30 Dec 87 09:43:32 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: eproms burners
To: info-atari16@score.stanford.edu

In article <903@PSUECLB>, kap@psueclb.BITNET writes:

> I hate to interupt this fasinating discussion on multi-tasking
```

Please do.

> I need to find an eprom burner to use with the ST.

Call Michtron. They have some which are reputed to be lightning quick.
Reach Michtron in Pontiac, MI, at (313) 334-5700.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

----

Date: 31 Dec 87 20:57:06 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: graphic file interchange format
To: info-atari16@score.stanford.edu

In article <782@daisy.UUCP>, turner@daisy.UUCP (D'arc Angel) writes:
>
> Is there a simgle format or at least a conversion program that will
> let me use a picture file generated on a pc on a mac or atari.st or
> any other permutattion of machines ????

There is a single format developed by CompuServe called GIF. The complete
docs are available there in the Graphics SIG.

For the ST, there's a shareware program called PICSWITCH that converts all
ST formats and resolutions, and is also compatible with Amiga and Mac
formats. (Is there a PC format?) PICSWITCH is up to version 7. It should
be on the Atari BBS (I know version 6 was there last time I looked).
Version 7 is on GEnie for sure, because that's where I got my copy.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

----

Date: 2 Jan 88 15:31:10 GMT
From: sgi!daisy!turner@ucbvax.Berkeley.EDU (D'arc Angel)
Subject: Re: questions Re: Hard drives for the ST
To: info-atari16@score.stanford.edu

From article <3268@batcomputer.tn.cornell.edu>, by
braner@batcomputer.tn.cornell.edu (braner):
> []
>
> I wonder: is the 18 inch limit on the length of the cable connecting
> the ST to the Atari SH204 hard disk (stated in the user manual) the
> real technical limit? Would be very nice to have a, say, 3 feet cable.
> (I hate fan and motor noise.)

>

not at all, i built an extender to my cable (using flat cable to minimize
resistance) and have never had any problems with it. I's say the cable with
extension is 3 to 4 feet long.

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

Date: 3 Jan 88 03:47:30 GMT
From: mike@ames.arpa (Mike Smithwick)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

Distribution: na
Organization: NASA Ames Research Center, Moffett Field, Calif.

In article <3243@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>
>The "average user" would be satisfied with a desk accessory, while the

Just who is this "average user" by the way?? Is there some ANSI standard
committee which is formulating the official "SU 88" specs
Computer Companies are supposed to follow??

>I find that I get to do many little things around the house while I'm in
>a terminal session. I can catch up on my reading, prepare dinner, change
>record albums, everything except un-ARC files I'm downloading (which is
>about the only thing I'd do if I owned a multi-tasking system).
>
>Face it, most of us are (for the most part) linear beings.

We are huh? Right now I'm cooking dinner, typing on my computer and
listening to Prairie Home Companion on the radio. Sounds like multi-tasking
to me.

Don't forget that users who are running a single program could very well
be multi-tasking and not know it. For instance, color-cycling in
Graphic Craft spawned a subtask and operated independently. I believe that
Word Perfect's printer module is a separate program from the editor, at
least on the Amiga.

--
*** mike (powered by M&Ms) smithwick ***
"if peanut oil comes from peanuts, and olive oil comes from
olives, where does baby oil come from?" --- Lily Tomlin
[discalimer : nope, I don't work for NASA, I take full blame for my ideas]

Date: 3 Jan 88 04:38:13 GMT
From: mike@ames.arpa (Mike Smithwick)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

[". . .which hung in the air, precisely the way bricks don't"]

In article <3279@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>
> But I still insist that, for the non "power user" there's no need for it.
>
>-- Dave Meile

"well, I for one know, that the 'average' person just
doesn't Need a telephone!" - latter 19th century

"The 'average' person just doesn't need a disk drive,
a cassette recorder will do just fine" - 1979

"Well, when we were designing this thing, Jay asked
'So, how much memory do you think people will put
on this thing?' We all looked at each other, and said
that NO ONE would ever have any need for more than 512K.
So he gave the graphic chips 19 pin addressing."

Dale Luck (I think) explaining the
origins of Chip memory.

--
*** mike (powered by M&Ms) smithwick ***
"if peanut oil comes from peanuts, and olive oil comes from
olives, where does baby oil come from?" --- Lily Tomlin
[discalimer : nope, I don't work for NASA, I take full blame for my ideas]

Date: 2 Jan 88 18:52:39 GMT
From: nuchat!uhnix1!uhnix2!uace0@uunet.uu.net (Michael B. Vederman)
Subject: Re: VCR -> Atari ST color monitor
To: info-atari16@score.stanford.edu

In article <6325@drutx.ATT.COM> jhs@drutx.ATT.COM (ShoreJ) writes:
>in article <3257@batcomputer.tn.cornell.edu>, engst@batcomputer.tn.cornell.edu
(Adam C. Engst) says:
>>
>> I'm curious, does anyone know of a
>
>No, but I have heard of a

But I think what Adam is looking for is a--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

Date: 3 Jan 88 08:43:50 GMT
From: ihnp4!alberta!auvax!rwa@ucbvax.Berkeley.EDU (Ross Alexander)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <3805@ames.arpa>, mike@ames.arpa (Mike Smithwick) writes:
> In article <3279@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
> > But I still insist that, for the non "power user" there's no need for it.
[several examples of short-sighted thinking ommited for brevity]
> "Well, when we were designing this thing, Jay asked
> 'So, how much memory do you think people will put
> on this thing?' We all looked at each other, and said
> that NO ONE would ever have any need for more than 512K.
> So he gave the graphic chips 19 pin addressing."
> Dale Luck (I think) explaining the
> origins of Chip memory.

Pinouts on chips are not exactly free; they have a definite
manufacturing cost and per-connection reliability implications.
Engineers spend quite a bit of time juggling this scarce and valuable
resource (the pins) amongst all the possible things that they might
wish to ship in and out of the package. Hence all those bl**dy
multiplexed address/data schemes on cpu's (almost anything from Intel
last time I looked), multiplexed addresses on DRAMS, kluges to
redefine pins according to system configuration (Intel again, at
least on the 808[68] parts), and ghods know how many other egregious
hacks over the years. I mean, most engineers understand the KISS*
princple, and they don't design these horrible interfaces just for
the joy of complexity [well, most of them, anyway; I have dark
suspicions...].

So let's not be _too_ critical of Jay - your other examples were
much more convincing. My pet peeve is that the Atari people didn't
put a base-and-limit register into the big glue chip that controls
the memory array(s) on the ST. If I had base and limit registers, I
could get true, transparent multitasking up on the ST (which, of
course, Dave Meile could ignore; that's his privilege).

--
Ross Alexander,
Sr. Systems Programmer & bottlewasher @ Athabasca University,
alberta!auvax!rwa

* KISS == Keep It Simple, Stupid!

Date: 2 Jan 88 14:22:20 GMT
From: phri!dasys1!andrew@nyu.edu (Andrew Huie)
Subject: Re: Multitasking - A nightmare
To: info-atari16@score.stanford.edu

In article <2406@dasys1.UUCP>, larryw@dasys1.UUCP (Winston Lawrence) writes:
>
> I think that this discussion is a little off-base in many ways. Would this
be going on if we were debating the benefits of disk versus cassette storage?
> You will be hard pressed to find ANY microcomputer of recent vintage that
>does NOT multitask to some extent. The Atari 8bits use multitasking. The ANTIC
>CPU interrupts the 6502 chip to generate the video. Smart programs turn OFF the
>multitasking during cpu intensive stuff (compiles for example) to speed things

I think you're confusing interrupt processing with full multitasking. One
question you can ask yourself is: Can I run more than one program from the
same microprocessor? Or can I interchange programs between processors?
The answer: NO. Each chip is only capable of dealing with one task at a time,
and only a task specific to that chip. A real multitasking machine can have
the microprocessor (e.g. 68000) deal with more than one task on a revolving
basis, using priorities to see who gets more time, without having to wait for
each task to finish completely before starting the next one. If the computer
isn't too slow or weighted down (with tasks), this can appear to the user as if
each task is running at exactly the same time.

>works in a similar manner for the sound output. Disk controllers use dedicated
>chips (and DMA) to do their thing while the CPU does its thing. ON PCs, IRMA
>boards handle screen i/o and updates IN THE BACKGROUND, regardless of what you
>are doing in DOS. While you might split hairs as to whether this is
multitasking,
> parallel processing, or networking. Its a moot point. Multitasking is real,
> is here, and has been a feature on most micros for the last six or seven
years.
If you want to call interrupt processing multitasking, then of course computers
have had it for many years, but it definitely isn't the kind that's going to,
by itself, allow you to run more than one of your favorite applications at the
same time.

>
> --
> Winston Lawrence {allegra,philabs,cmcl2}!phri\
> Big Electric Cat Public Unix {bellcore,cmcl2}!cucard!dasys1!larryw
> New York, NY, USA {sun}!hoptoad/

From: AB084%DK0RRZK0.BITNET@forsythe.stanford.edu
Date: Mon, 04 Jan 1988 16:50:10 CET
To: INFO-ATARI16@score.stanford.edu
Subject: Thanks (Cont'd.)

To be very clear: I meant this "Does Joe Average Need Multitasking?" thing.
ME

Date: 4 Jan 88 20:28:23 GMT
From: pasteur!cory.Berkeley.EDU!dle@cad.Berkeley.EDU (Duy Le)
Subject: Interrupt

To: info-atari16@score.stanford.edu

How do I force an interrupt in C and jump to an interrupt handler which
is written in C also? Thank you for your information.

Please send mail to dle@cory.Berkeley.EDU

Duy

Date: 4 Jan 88 19:41:30 GMT
From: dalcs!aucs!870646c@uunet.uu.net (barry comer)
Subject: Alice Pascal for sale
To: info-atari16@score.stanford.edu

Since I am now not using my version of Alice(The Personal Pascal), I am looking
for someone to buy it from me. It also includes a free upgrade card for when
an upgrade comes out. I am asking $75.00 CDN. for it, at last check it listed
for about $80.00 US(about $120.00 CDN). It is a very good version of Pascal,
it supports all the normal things like windows, GEM etc.
If interested you can reply to this msg. or call me at 1-(902)-542-2312.
later
Barry

Date: 4 Jan 88 16:57:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: need memory test
To: info-atari16@score.stanford.edu

Anyone have/know of a good memory testing program for the ST? I just
put the Tech Specialities board in my machine this weekend, and it
seems to run fine. The memory test they provide is a joke; it is in
BASIC, and simply does peeks and looks for 255 to come back, indicating
a bus-error. Thanks in advance.

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

Date: 26 Dec 87 04:00:03 GMT
From: mnetor!utzoo!dciem!nrcaer!clan!scs!phil@uunet.uu.net (Phil Trubey)
Subject: Magic Sac w/ 128K Roms?
To: info-atari16@score.stanford.edu

This is probably a nieve question, but, ...

Is there a reason that a Magic Sac using 128K ROMs hasn't appeared?
Has it to do with 128K ROM availability, or is it something else?

Phil Trubey
School of Computer Science, Carleton University

UUCP: phil@scs.uucp (...!watmath!clan!scs!phil)
BITNET: ptrubey@carleton
CDNnet: phil@scs.carleton.cdn

Date: 4 Jan 88 16:35:14 GMT
From: tektronix!sequent!mntgfx!dclemans@ucbvax.Berkeley.EDU (Dave Clemans)
Subject: Re: questions Re: Hard drives for the ST
To: info-atari16@score.stanford.edu

> Does anybody have a disassembly of AHDI.PRG? I have a strange bug, and
> suspect that AHDI.PRG fiddles with high RAM. Could that be? Is there
> an alternative driver program for the Atari HD?

There are at least two alternatives; the Supra driver and the ICD
driver. Both have been freely distributed on Compuserve.

> PS: how can I persuade PC-Ditto to read partitions D: and E: from inside
> MS-DOS? I am trying out PCD 3.0 on 1040ST, mono, SH204 HD, and _did_ put
> "device=pc_dhd.sys" at top of config.sys. "Dir d:" prints either garbage or
> an empty list of files. The PCD docs say that reformatting the HD is _not_
> required (unless you want to autoboot MS-DOS from the HD, in which case you
> must let MS-DOS reformat partition C:). Partition C reads OK (and I did
> not reformat it).

From messages on Compuserve, there are apparently some fields in the
boot sector that are "don't care" to the Atari driver, but are looked at
by IBM drivers. Avant-garde is distributing a patch program via Compuserve
(and presumably others) that zaps these fields from the garbage that they
are left at by the Atari formatter into something that MS-DOS approves of.

dgc

End of Info-Atari16 Digest
****

1132. Re: 520STFM for sale (Bay Area)

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 10:20:53 UTC
From: bct@its63b.ed.ac.uk
Message-ID: <881@its63b.ed.ac.uk>
Source record: 255132

In article <5330010@hpccc.HP.COM> blevins@hpccc.HP.COM (David Blevins) writes:
>everything is in as-new condition.. Bay Area only please. (usual
>apologies for nationwide posting.)
^^^^^^^^^^
worldwide !!!

--
> Brian Tompsett. Department of Computer Science, University of Edinburgh,
> JCMB, The King's Buildings, Mayfield Road, EDINBURGH, EH9 3JZ, Scotland, U.K.
> Telephone: +44 31 667 1081 x2711.
> JANET: bct@uk.ac.ed.ecsvax ARPA: bct%ed.ecsvax@nss.cs.ucl.ac.uk
> USENET: bct@ecsvax.ed.ac.uk UUCP: ...!mcvax!ukc!ed.ecsvax!bct
> BITNET: ukacrl.earn!ed.ecsvax!bct or bct%ed.ecsvax@uk.ac

1133. Unexpected status code returned by VMS MAIL \%X007E10A2\

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 10:40:08 UTC
From: VAXPOST@FSU.BITNET
Message-ID: <8801121039.AA17693@ucbvax.Berkeley.EDU>
Source record: 255133

---------- A copy of your rejected mail message follows ----------

Received: by CANADA01 (Mailer X1.24) id 5694; Tue, 12 Jan 88 03:52:45 EDT
Date: Mon, 11 Jan 88 23:47:30 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-A16@CANADA01
From: Info-Atari16@Score.Stanford.EDU
Subject: Info-Atari16 Digest V88 #13
To: PETCHER@GW.SCRI.FSU.EDU,
DUBRAVK@FSU

Info-Atari16 Digest Monday, January 11, 1988 Volume 88 : Issue 13

This weeks Editor: Bill Westfield

Today's Topics:

Re: eproms burners
Re: graphic file interchange format
Re: questions Re: Hard drives for the ST
Re: Multi-tasking? A nightmare...
Re: Multi-tasking? A nightmare...
Re: VCR -> Atari ST color monitor
Re: Multi-tasking? A nightmare...
Re: Multitasking - A nightmare
Thanks (Cont'd.)
Interrupt
Alice Pascal for sale
need memory test
Magic Sac w/ 128K Roms?
Re: questions Re: Hard drives for the ST

Date: 30 Dec 87 09:43:32 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: eproms burners
To: info-atari16@score.stanford.edu

In article <903@PSUECLB>, kap@psueclb.BITNET writes:

> I hate to interupt this fasinating discussion on multi-tasking

Please do.

> I need to find an eprom burner to use with the ST.

Call Michtron. They have some which are reputed to be lightning quick.
Reach Michtron in Pontiac, MI, at (313) 334-5700.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

----

Date: 31 Dec 87 20:57:06 GMT
From: portal!atari!neil@uunet.uu.net (Neil Harris)
Subject: Re: graphic file interchange format
To: info-atari16@score.stanford.edu

In article <782@daisy.UUCP>, turner@daisy.UUCP (D'arc Angel) writes:
>
> Is there a simgle format or at least a conversion program that will
> let me use a picture file generated on a pc on a mac or atari.st or
> any other permutattion of machines ????

There is a single format developed by CompuServe called GIF. The complete
docs are available there in the Graphics SIG.

For the ST, there's a shareware program called PICSWITCH that converts all
ST formats and resolutions, and is also compatible with Amiga and Mac
formats. (Is there a PC format?) PICSWITCH is up to version 7. It should
be on the Atari BBS (I know version 6 was there last time I looked).
Version 7 is on GEnie for sure, because that's where I got my copy.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

----

Date: 2 Jan 88 15:31:10 GMT
From: sgi!daisy!turner@ucbvax.Berkeley.EDU (D'arc Angel)
Subject: Re: questions Re: Hard drives for the ST
To: info-atari16@score.stanford.edu

From article <3268@batcomputer.tn.cornell.edu>, by
braner@batcomputer.tn.cornell.edu (braner):
> []
>
> I wonder: is the 18 inch limit on the length of the cable connecting
> the ST to the Atari SH204 hard disk (stated in the user manual) the
> real technical limit? Would be very nice to have a, say, 3 feet cable.
> (I hate fan and motor noise.)
>

not at all, i built an extender to my cable (using flat cable to minimize resistance) and have never had any problems with it. I's say the cable with extension is 3 to 4 feet long.

--
Laissez les bons temps rouler - Queen Ida
..{decwrl:ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

Date: 3 Jan 88 03:47:30 GMT
From: mike@ames.arpa (Mike Smithwick)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

Distribution: na
Organization: NASA Ames Research Center, Moffett Field, Calif.

In article <3243@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>
>The "average user" would be satisfied with a desk accessory, while the

Just who is this "average user" by the way?? Is there some ANSI standard committee which is formulating the official "SU 88" specs Computer Companies are supposed to follow??

>I find that I get to do many little things around the house while I'm in
>a terminal session. I can catch up on my reading, prepare dinner, change
>record albums, everything except un-ARC files I'm downloading (which is
>about the only thing I'd do if I owned a multi-tasking system).
>
>Face it, most of us are (for the most part) linear beings.

We are huh? Right now I'm cooking dinner, typing on my computer and listening to Prairie Home Companion on the radio. Sounds like multi-tasking to me.

Don't forget that users who are running a single program could very well be multi-tasking and not know it. For instance, color-cycling in Graphic Craft spawned a subtask and operated independently. I believe that Word Perfect's printer module is a separate program from the editor, at least on the Amiga.

--
*** mike (powered by M&Ms) smithwick ***
"if peanut oil comes from peanuts, and olive oil comes from olives, where does baby oil come from?" --- Lily Tomlin
[discalimer : nope, I don't work for NASA, I take full blame for my ideas]

Date: 3 Jan 88 04:38:13 GMT
From: mike@ames.arpa (Mike Smithwick)

Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

[". . .which hung in the air, precisely the way bricks don't"]

In article <3279@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>
> But I still insist that, for the non "power user" there's no need for it.
>
>-- Dave Meile

"well, I for one know, that the 'average' person just
doesn't Need a telephone!" - latter 19th century

"The 'average' person just doesn't need a disk drive,
a cassette recorder will do just fine" - 1979

"Well, when we were designing this thing, Jay asked
'So, how much memory do you think people will put
on this thing?' We all looked at each other, and said
that NO ONE would ever have any need for more than 512K.
So he gave the graphic chips 19 pin addressing."

Dale Luck (I think) explaining the
origins of Chip memory.

--
*** mike (powered by M&Ms) smithwick ***
"if peanut oil comes from peanuts, and olive oil comes from
olives, where does baby oil come from?" --- Lily Tomlin
[discalimer : nope, I don't work for NASA, I take full blame for my ideas]

Date: 2 Jan 88 18:52:39 GMT
From: nuchat!uhnix1!uhnix2!uace0@uunet.uu.net (Michael B. Vederman)
Subject: Re: VCR -> Atari ST color monitor
To: info-atari16@score.stanford.edu

In article <6325@drutx.ATT.COM> jhs@drutx.ATT.COM (ShoreJ) writes:
>in article <3257@batcomputer.tn.cornell.edu>, engst@batcomputer.tn.cornell.edu
(Adam C. Engst) says:
>>
>> I'm curious, does anyone know of a
>
>No, but I have heard of a

But I think what Adam is looking for is a--
#---# University (of Houston)
It is morally wrong to let a sucker keep his money. # Atari Computer
#---# Enthusiasts (UACE)
Use Atarinet: for help, interactively send a message to UH-INFO@UHUPVM1

Date: 3 Jan 88 08:43:50 GMT
From: ihnp4!alberta!auvax!rwa@ucbvax.Berkeley.EDU (Ross Alexander)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <3805@ames.arpa>, mike@ames.arpa (Mike Smithwick) writes:
> In article <3279@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
> > But I still insist that, for the non "power user" there's no need for it.
[several examples of short-sighted thinking ommited for brevity]
> "Well, when we were designing this thing, Jay asked
> 'So, how much memory do you think people will put
> on this thing?' We all looked at each other, and said
> that NO ONE would ever have any need for more than 512K.
> So he gave the graphic chips 19 pin addressing."
> Dale Luck (I think) explaining the
> origins of Chip memory.

Pinouts on chips are not exactly free; they have a definite
manufacturing cost and per-connection reliability implications.
Engineers spend quite a bit of time juggling this scarce and valuable
resource (the pins) amongst all the possible things that they might
wish to ship in and out of the package. Hence all those bl**dy
multiplexed address/data schemes on cpu's (almost anything from Intel
last time I looked), multiplexed addresses on DRAMS, kluges to
redefine pins according to system configuration (Intel again, at
least on the 808[68] parts), and ghods know how many other egregious
hacks over the years. I mean, most engineers understand the KISS*
princple, and they don't design these horrible interfaces just for
the joy of complexity [well, most of them, anyway; I have dark
suspicions...].

So let's not be _too_ critical of Jay - your other examples were
much more convincing. My pet peeve is that the Atari people didn't
put a base-and-limit register into the big glue chip that controls
the memory array(s) on the ST. If I had base and limit registers, I
could get true, transparent multitasking up on the ST (which, of
course, Dave Meile could ignore; that's his privilege).

--
Ross Alexander,
Sr. Systems Programmer & bottlewasher @ Athabasca University,
alberta!auvax!rwa

* KISS == Keep It Simple, Stupid!

Date: 2 Jan 88 14:22:20 GMT
From: phri!dasys1!andrew@nyu.edu (Andrew Huie)
Subject: Re: Multitasking - A nightmare
To: info-atari16@score.stanford.edu

In article <2406@dasys1.UUCP>, larryw@dasys1.UUCP (Winston Lawrence) writes:
>

> I think that this discussion is a little off-base in many ways. Would this
be going on if we were debating the benefits of disk versus cassette storage?
> You will be hard pressed to find ANY microcomputer of recent vintage that
>does NOT multitask to some extent. The Atari 8bits use multitasking. The ANTIC
>CPU interrupts the 6502 chip to generate the video. Smart programs turn OFF the
>multitasking during cpu intensive stuff (compiles for example) to speed things

I think you're confusing interrupt processing with full multitasking. One
question you can ask yourself is: Can I run more than one program from the
same microprocessor? Or can I interchange programs between processors?
The answer: NO. Each chip is only capable of dealing with one task at a time,
and only a task specific to that chip. A real multitasking machine can have
the microprocessor (e.g. 68000) deal with more than one task on a revolving
basis, using priorities to see who gets more time, without having to wait for
each task to finish completely before starting the next one. If the computer
isn't too slow or weighted down (with tasks), this can appear to the user as if
each task is running at exactly the same time.

>works in a similar manner for the sound output. Disk controllers use dedicated
>chips (and DMA) to do their thing while the CPU does its thing. ON PCs, IRMA
>boards handle screen i/o and updates IN THE BACKGROUND, regardless of what you
>are doing in DOS. While you might split hairs as to whether this is
multitasking,
> parallel processing, or networking. Its a moot point. Multitasking is real,
> is here, and has been a feature on most micros for the last six or seven
years.
If you want to call interrupt processing multitasking, then of course computers
have had it for many years, but it definitely isn't the kind that's going to,
by itself, allow you to run more than one of your favorite applications at the
same time.

>
> --
> Winston Lawrence {allegra,philabs,cmcl2}!phri\
> Big Electric Cat Public Unix {bellcore,cmcl2}!cucard!dasys1!larryw
> New York, NY, USA {sun}!hoptoad/

From: AB084%DK0RRZK0.BITNET@forsythe.stanford.edu
Date: Mon, 04 Jan 1988 16:50:10 CET
To: INFO-ATARI16@score.stanford.edu
Subject: Thanks (Cont'd.)

To be very clear: I meant this "Does Joe Average Need Multitasking?" thing.
ME

Date: 4 Jan 88 20:28:23 GMT
From: pasteur!cory.Berkeley.EDU!dle@cad.Berkeley.EDU (Duy Le)
Subject: Interrupt
To: info-atari16@score.stanford.edu

How do I force an interrupt in C and jump to an interrupt handler which
is written in C also? Thank you for your information.

Please send mail to dle@cory.Berkeley.EDU

Duy

Date: 4 Jan 88 19:41:30 GMT
From: dalcs!aucs!870646c@uunet.uu.net (barry comer)
Subject: Alice Pascal for sale
To: info-atari16@score.stanford.edu

Since I am now not using my version of Alice(The Personal Pascal), I am looking
for someone to buy it from me. It also includes a free upgrade card for when
an upgrade comes out. I am asking $75.00 CDN. for it, at last check it listed
for about $80.00 US(about $120.00 CDN). It is a very good version of Pascal,
it supports all the normal things like windows, GEM etc.
If interested you can reply to this msg. or call me at 1-(902)-542-2312.
later
Barry

Date: 4 Jan 88 16:57:00 GMT
From: cca!mirror!datacube!ftw@husc6.harvard.edu
Subject: need memory test
To: info-atari16@score.stanford.edu

Anyone have/know of a good memory testing program for the ST? I just
put the Tech Specialities board in my machine this weekend, and it
seems to run fine. The memory test they provide is a joke; it is in
BASIC, and simply does peeks and looks for 255 to come back, indicating
a bus-error. Thanks in advance.

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

Date: 26 Dec 87 04:00:03 GMT
From: mnetor!utzoo!dciem!nrcaer!clan!scs!phil@uunet.uu.net (Phil Trubey)
Subject: Magic Sac w/ 128K Roms?
To: info-atari16@score.stanford.edu

This is probably a nieve question, but, ...

Is there a reason that a Magic Sac using 128K ROMs hasn't appeared?
Has it to do with 128K ROM availability, or is it something else?

Phil Trubey
School of Computer Science, Carleton University

UUCP: phil@scs.uucp (...!watmath!clan!scs!phil)
BITNET: ptrubey@carleton
CDNnet: phil@scs.carleton.cdn

Date: 4 Jan 88 16:35:14 GMT
From: tektronix!sequent!mntgfx!dclemans@ucbvax.Berkeley.EDU (Dave Clemans)
Subject: Re: questions Re: Hard drives for the ST
To: info-atari16@score.stanford.edu

> Does anybody have a disassembly of AHDI.PRG? I have a strange bug, and
> suspect that AHDI.PRG fiddles with high RAM. Could that be? Is there
> an alternative driver program for the Atari HD?

There are at least two alternatives; the Supra driver and the ICD
driver. Both have been freely distributed on Compuserve.

> PS: how can I persuade PC-Ditto to read partitions D: and E: from inside
> MS-DOS? I am trying out PCD 3.0 on 1040ST, mono, SH204 HD, and _did_ put
> "device=pc_dhd.sys" at top of config.sys. "Dir d:" prints either garbage or
> an empty list of files. The PCD docs say that reformatting the HD is _not_
> required (unless you want to autoboot MS-DOS from the HD, in which case you
> must let MS-DOS reformat partition C:). Partition C reads OK (and I did
> not reformat it).

From messages on Compuserve, there are apparently some fields in the
boot sector that are "don't care" to the Atari driver, but are looked at
by IBM drivers. Avant-garde is distributing a patch program via Compuserve
(and presumably others) that zaps these fields from the garbage that they
are left at by the Atari formatter into something that MS-DOS approves of.

dgc

End of Info-Atari16 Digest
****

1134. IDRIS

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 13:47:06 UTC
From: topr@wmt.UUCP
Message-ID: <297@wmt.UUCP>
Source record: 255134

Early this year I read a posting about IDRIS for the (MEGA-)ST.
Michael Eibl asked about the performance of an emulated MMU, porting
UNIX software to IDRIS and the availability of IDRIS in Germany.

I might have missed something, but I didn't hear anything about IDRIS
since. If I have missed something please send me mail, particullary
about the availibility in Europe (Holland ?!!).

Thanks in advance,

Tom Pronk.

XXX disclaimer: I speak for myself.
XXX mail: topr@wmt.uucp

1135. Magic Sac Newsletter update

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 13:52:44 UTC
From: mcli@ur-tut.UUCP
Message-ID: <804@ur-tut.UUCP>
Source record: 255135

Hello y'all,

Here's the latest from the Magic Sac Newsletter. If you would like to be included in the emailing, send me your email address (BITNET, UUCP, or Internet). The way this works is, you send all your contributions to me, then, I will put it in the newsletter. About once a month, I will summarize and post to USENET.

****

Date: Tue, 1 Dec 87 14:02:14 EST
From: rocksanne!xrxns!toml@xerox12.arpa (Tom Love)
Message-Id: <8712011902.AA07607@xerox12.ARPA>
To: mcli@xrxns.arpa
Subject: for the digest
Status: R

just got your digest 2.2, here are two more questions:

how can i get hard disk 20? (is it apple proprietary, PD, purchasable, out of print, or what?)
and
does anyone have macbeep? if so, can you post/mail it?

thanks.

tom love
rochester!rocksanne!xrxns!toml

****

Date: Wed, 2 Dec 87 13:47:32 EST
From: Ravi Subrahmanyan <rochester!rutgers!mcnc.org!ravi>
Message-Id: <8712021847.AA16167@alvin.mcnc.org>
To: mcli
Status: R

Here's something I picked up on CIS, Dave Small says the version of software shipping with the Translator One (version 5.4) supports HFS. He also said that they haven't decided upon the upgrade policy for non-Translator owners yet, so to give them a week or so to settle down (and recover from the Translator trauma, I'm sure) and figure out what to do next.

-ravi

>From: rowley@ORVILLE.NAS.NASA.GOV (Karl Rowley)
Newsgroups: comp.sys.atari.st
Subject: Magic Sac works/doesn't work update

Message-ID: <8712101753.AA15437@orville.nas.nasa.gov>
Date: 10 Dec 87 17:53:25 GMT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 27

I have tried some more software with the Magic Sac.

Here is an updated list of software that seems to work with the Sac:
Finder 6.0
System 4.2
MacWrite 4.6
MacDraft 1.2a (although I have heard of problems with MacDraft)
MacDraw 1.9.5
Microsoft Excel 1.03 and 1.04
Microsoft Word 3.01
Versaterm 2.3
Binhex 5.0
MacPaint
LightSpeed C 1.02
Software that does not work:
Red Ryder 9.2
New Scrapbook DA (crashes at random times)
MacWrite 4.5 (use MacWrite 4.6 instead)
CricketDraw (requires 128K ROMs)
Hypercard 1.01 (needs 128K ROMs)
Multifinder

Does anyone have the Transverter, and would they care to comment on it?

Karl Rowley
Usenet: {hplabs,ucbvax,lll-crg}!ames!orville!rowley
Arpanet: rowley@orville.nas.nasa.gov

****

Date: Sun, 6 Dec 87 04:16 EST
From: "Roger Marks, 2-4354" <MARKS%BERNS@VENUS.YCC.YALE.EDU>
Subject: Translator is here
To: mcli@tut.cc.rochester.edu
X-Vms-To: VENUS::IN%"mcli@tut.cc.rochester.edu"
Status: R

Maurice,

I got my Translator and thought I'd send you what I sent to Dave at CIS.
By the way, HD20 is on Macserve and Infomac as UTILITY-RAM-BASED-HFS.HQX.

'Lator,

Roger.

Dave,

I thought I ought to send out some preliminary comments on the new stuff. This may be kind of confused, because I'm just starting out with not only the translator but also Magic 5 and HFS as well.

First of all, the packaging is very nice. Makes friendly (and tasty) impression.

First, about Sac 5. The manual says that there's no RAM cache in 828K mode. But something is definitely faster. Used to be, if you had a file selector box and kept hitting "Drive," it would poll a disk each time. It took so long that I got in the habit of yanking out any disk I wasn't using. But now, the lists pop up out of RAM somewhere. It's nifty. And another thing. When I open a 15 page document in my word processor, the whole thing is in RAM; I can go to any part of it, and it pops up without a disk access, which never happended before. Is this some sort of cache? Since I have no hard disk, this is the main difference I see in 5.

Oh, except HFS. I got HD20 to work, and it's pretty much fun. It feels a lot more like a Mac this way. A couple of problems, though. One, I can't get it to boot with 4.0/5.4. It just crashes. It will boot with 3.2/5.3; then you can switch to 4.0/5.4. Which is all right, but not exactly the optimum . I definitely do not like 3.2/5.3, so I need to switch.

The other problem is that I'm having a little trouble with RamStart in HFS. Well, it works, but HFS seems to be picky about what folder the system files are in, which conflicts with the RamStart notion that you put files you want to copy in one folder. The solution would be to use the RamStart scripts, but I find that they bring the Mac (and me) down. So, the question: Have you (anybody?) gotten scripts to work with RamStart. I'll admit, this is kind of a silly issue; I don't need an HFS startup disk, but as you say in the manual, pushing the outer limits, breaking the sound barrier, et.al. I mean, who's going to use Finder 4.1 just because it works?

The Translator: easy to install, nice long cables, but the LED is too bright. (I'm a tough customer). Oh, yeah: it works. Although, to be frank, I'm a little disappointed that it's kind of slow. I mean, I realize that it has to be slower on Mac disks than Magic disks, and, like you say, it's intended only for import and export. The disappointing thing is that I was hoping to rid my world of the Mac/Magic disk duality, get rid of all my Magic disks and all those labels, and simplify my life. Instead, I've got Mac/Magic, 1s/2s, and MFS/HFS (I don't even want to THIMK about GEMDOS). But I guess I'll learn to cope; after all, I learned how to use long distance and airlines in the 1980's. Anyhow, it does work, and will come in quite handy.

Oh, one more thing. When I was first trying out the 'lator yesterday, I was get ting some real weird noises out of the disks drives, particularly the inner one, which has always been raucous. This was particularly true with Magic disks. Mac disks make another noise, but it's kind of a gentle flutter. This was more spastic. But today, it seems to be quiet again.

OK, that's all. I'll be sure to let you if anything interesting happens when I try out some of the formatters, copiers, what not. Quite a relief to have the thing in hand (a relief for both of us, no doubt).

Cheers,

*Roger

****

I have the Magic Beep program and the Driver 4.33 update now, thanks to Jon Dunn. If you are interested, I will send it to you.

later,

Maurice

****
* *
* Optics... The wave of the future *
* *
* BITNET : MCLI_SS@UORDBV, MCLISS@UORVM *
* UUCP : ...rochester!ur-tut!mcli *
* Internet: mcli@tut.cc.rochester.edu *
* *
****

1136. Any MIDI possibilities using a Macintosh Emulator

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 14:18:00 UTC
From: PRINS@HLERUL5.BITNET
Message-ID: <8801121445.AA21300@ucbvax.Berkeley.EDU>
Source record: 255136

I am asking this on behalf of a friend.
Has anyone found out how to use the Atari Midi Ports from the Magic Sac
or Alladin running Macintosh Midi software? Are there any current projects?

Greetings, Ryko Prins

1137. Re: starting up UniTerm

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 14:36:09 UTC
From: dag@chinet.UUCP
Message-ID: <2101@chinet.UUCP>
Source record: 255137

In article <98@pasteur.Berkeley.Edu> aoki@postgres (Paul M. Aoki) writes:
+Has anyone succeeded in autostarting UniTerm?
+I've tried:
+
+sticking UniTerm in an auto folder
+ EFFECT: three bombs.
+sticking UniTerm in an auto folder with its aux. files
+ EFFECT: screwed-up screen with a locked kb.
+kicking off a shell from the auto folder, then calling
+ UniTerm from the shell init file
+ (I've tried ash 0.70 and the latest version of Gulam)
+ EFFECT: ash - random screen
+ Gulam - UniTerm screen appears, then disappears
+ and dumps me back into Gulam
+
+I'm using UniTerm V2.0a 005, the version archived at cs.orst.edu.
+
+Any suggestions? It seems so pointless to have to doubleclick the
+@#$% icon every time.
[return address omitted]

I'm not sure how many times this
has to be posted before people start
listening, but I'll try again...

Programs executed at boot-up from the \auto folder are executed before GEM is initialized. You cannot use any program that uses any of the GEM AES before the Desktop program is started, which does not happen until all of the auto folder programs are executed.

This is because in order to fit GEM into the ROMs, the clever guys at Atari replaced a lot of the in-line subroutine jumps and some other code with line-F "opcodes". The line-F trap vector is not set up to the GEM line-F handler until the desktop program is started, and some of the handling appears to be in RAM.

Also, GEM requires a lot of context, which must be initialized before it can be expected to act in a reasonable fashion. This is also done when the desktop is started.

Even programs that use Line-A graphics must be careful when running from the auto folder -- They must provide their own line-a structure since there is none set up yet by GEM. This is not much of a problem, though.

The solution is to use a program that somehow forces the desktop to
execute a program after it has started. I think this is usually done
using a desk accessory. I think such programs have been posted to
the net or are available on CI$, and other pay-services.

I hope this helps clear things up.

--
Daniel A. Glasser
...!ihnp4!chinet!dag
...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

1138. Hyperstrings a UN*X style "strings" utility for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 14:53:48 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <578@usl-pc.UUCP>
Source record: 255138

I have posted a program called "hyperstrings" to comp.binaries.atari.st .

A UN*X style "strings" utility for the ST, check it out.

1139. Re: questions Re: Hard drives for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 16:17:53 UTC
From: roydant@hpgrla.HP.COM
Message-ID: <4110004@hpgrla.HP.COM>
Source record: 255139

After reading the initial note I dug out the schematic on my 1040 st
and looked at the driver circuit for the DMA port and confirmed that the 18
inch limit was put on by Atari because of the lack of proper drivers and
termination resistors. (I assume for cost reasons)

So in a normal production run of computers and peripherals the margins
dictate the maximum cable length of 18 inches. This does not mean that you
can't run longer cables for a specfic machine, but the chance (no I don't
know the sensitivity) of data dropout and harddisk retries is increased.

With some rework on the inside of your st (i.e. void warranty) and the
proper modification at the ACSI to SCSI for proper drivers and terminations.

Roydan Tomlinson

1140. Re: Multiuser BBS & HDSCAN/DISKTOP Info

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 18:49:02 UTC
From: neil@atari.UUCP
Message-ID: <941@atari.UUCP>
Source record: 255140

In article <308@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:

> >We're talking semantics here. I know you can leave private "email" in
> >STadel, but you can't leave a public "message" addressed to someone.
>
> Neil,
> If you look at this message, you will see that I have effectively
> addressed my message to you (without even having to type in your
> full name...) If you want to reply to someone in particular on an
> STadel in a public group, isn't it just as easy to put their name
> into the body of the message like this as it is to be prompted for
> the name in a program?

The difference is, on other BBS programs, you can log in and be notified
that there are messages waiting for you. In STadel, that only works for
email, and only if you go looking for it.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1141. Re: Atari Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 18:57:15 UTC
From: neil@atari.UUCP
Message-ID: <942@atari.UUCP>
Source record: 255141

In article <3322@ihlpf.ATT.COM>, rtb@ihlpf.ATT.COM (Todd) writes:

> At the last minute Atari switched to the Cannon engine, eliminating a lot
> of the problems associated with the liquid toner of the ricoh engine.

Well... that's not true. We *never* planned to use the Ricoh engine, which I
I believe runs at 6 pages per minute. Nor do we use the Canon engine now.
The actual engine being used is the TEC, which is 8 pages per minute, writes
white (which gives nice solid blacks), and which should be cheaper to
operate.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1142. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 19:16:21 UTC
From: mrd@SUN.MCS.CLARKSON.EDU
Message-ID: <8801121916.AA08165@sun.mcs.clarkson.edu>
Source record: 255142

In article <3279@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>
> But I still insist that, for the non "power user" there's no need for it.
>
>-- Dave Meile

Let me describe this morning. I am using a Sun 3/50. From this 3/50
I am rlogged into two sun servers, an alliant, and a gould 9080 (all
unix 3.x), on one of the servers. I was runing Gnu emacs reading my
mail and recieved a request to 'talk'(electronic talk) to a user. I
threw gnu into the background, and ran talk; the user told me that TeX
wasn't processing a file properly. I thew talk into the background;
grabbed the file and ran TeX on it in the background. While waiting
for it to TeX I resumed talking to the individual asking assorted
questions. When TeX was done I put talk in the background again and
read the log file and saw no error so I ran dvi2ps on it in the backgound
and found out when I started talking with the user again that
he actully was talking about dvi2ps not TeX. So I stopped talk again,
read the output from dvi2ps and found that a font was missing at the proper
mag step. I told the user to wait about 15 minutes and everything
would be fine. I then ran metafont then gftopk then cp all in the
background while I resumed reading my mail.

Now I don't know about you, but I would hate to have to do this with
some little os that doesn't do multi-tasking easily. The above
sequence took about 5 minutes of my time; if I did not have
multi-tasking it would have taken at least 1/2 hour.Ok I guess that
you could call this "power use" but I assume that people don't want
toy computers, right? Please saying that multi-tasking is not needed
is sort of like saying you don't need hard-drives; sure you can do just
about everthing that you want but would you even want to?

Michael DeCorte
mrd@clutx.clarkson.edu
mrd@clutx.bitnet

1143. How DO they do it?

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 19:16:53 UTC
From: ps2i+@andrew.cmu.edu
Message-ID: <YVubGZy00Ws9ZB00L5@andrew.cmu.edu>
Source record: 255143

I just recently got a copy of the new game from FTL (the makers of Sundog) for the Atari ST. It is called Dungeon Master, and is truly amazing. It's a Wizardry type of game, where you enter a dungeon with your band of feckless heroes and attempt to get to the bottom and back up again with a treasure of some sort. The view is from the first person perspective. The graphics on screen are truly amazing. They are astoundingly beautiful. There are objects that you must search for on some of the walls, and find, and use yourself if you want to get very far in the game. Gameplay is quite good, as well.
But I didn't get on the net here to give all you illustrious people a review of a game. What really amazed me about it was that in the newsletter that came with the game, FTL themselves say that there is more than one Megabyte of graphics in the game. I can deal with that. The amazing thing is that they fit all of this on one single-sided ST disk. And they also managed to get the program on there, too. This has got to be one of the most impressive feats of compression I've ever heard of. If anyone has any idea as to how they did this, I'd really like to hear it. It sorta makes you wonder just what they could fit on two double-sided disks.
In any event, if you have a chance to play-test this game, go for it. It's truly an amazing feat of programming. Oh, and does anyone know what System Error 60 in the game means?

Paul Sonier

1144. Re: IFF-format

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 19:19:25 UTC
From: bryce@hoser.berkeley.edu
Message-ID: <22547@ucbvax.BERKELEY.EDU>
Source record: 255144
Cross-posted to: comp.sys.atari.st,comp.sys.mac

In article <2514@dasys1.UUCP> cheeser@dasys1.UUCP (Les Kay) writes:
<In article <> (Bryce Nesbitt) writes:
<>
<>You can purchase the entire "IFF manual" for $20 from:
<>
<> CATS / Lauren Brown
<> 1200 Wilson Drive
<> West Chester, PA 19380
<
<Ahem. Unless things have changed, the "IFF Manual" is on a disk and it is
<an Amiga disk. Or is there a printed version now?

That is a PAPER manaul. You also get an Amiga format disk that, if
unsuitable for your needs, may be reformatted for the system of your
choice.

The IFF stanard was first implemented on the Amiga, but was designed for
interchange between programs and machines.

|\ /| . Ack! (NAK, SOH, EOT)
{o O} . bryce@hoser.berkeley.EDU -or- ucbvax!hoser!bryce (or try "cogsci")
(")
U "Your theory is crazy... but not crazy enought to be true." -Niels Bohr

1145. Professional GEM Sources

Newsgroup: comp.sys.atari.st
Date: 1988-01-12 22:27:12 UTC
From: cew@VENERA.ISI.EDU
Message-ID: <8801122227.AA02316@venera.isi.edu>
Source record: 255145

Over the holidays, I sorted the stuff I took off the net over the last six months. In the Professional GEM series, I found I had a uuencoded file called source2.uue but no source1.uue. Could some kind soul send me the first half of the uuencoded set? If an ARPANET site has it online, I could anonymously FTP the file.

Thanks,

Craig

1146. ST Writer Questions

Newsgroup: comp.sys.atari.st
Date: 1988-01-13 00:49:00 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8801130043.AA03818@ucbvax.Berkeley.EDU>
Source record: 255146

Yesterday I received ST Writer. I like the program, it seems rather usable.
I have two questions and would be grateful for answers.

1. The manual says that "a program and instructions to let you customize
this file (i.e. the printer configuration file) will soon be available
for downloading from the Atari BBS". *ARE* they available. If so, could
someone send me a copy?

2. Is it possible to modify the default values in the Print Formatting Block,
such that the modified values are inserted whenever a new file is created?
(DIN paper format is different...)

Thanks a lot
Michael Eibl
Institut f. Theoretische Physik
Universitaet zu Koeln
5000 Koeln 41

1147. Re: WordPerfect - Differing opinions

Newsgroup: comp.sys.atari.st
Date: 1988-01-13 05:29:08 UTC
From: rich@lakesys.UUCP
Message-ID: <370@lakesys.UUCP>
Source record: 255147

In article <1988Jan10.213637.7864@gpu.utcs.toronto.edu> parora@gpu.utcs.toronto.edu (Pavneet Arora) writes:
>
>
>I am sorry for not responding earlier. Our site just received the
>INFO-ATARI 16 digest. I didn't realize there was any activity on
>WordPerfect.
>
>ASIDE: Al Gaspar or Rich Dankert, if you could please send me a
> summary I'd really appreciate it.

I would but the system i'm on doesn't have the information anymore.

>
>My configuration is as follows:
>
> A 1040ST with a single DD floppy
> Monochrome monitor
> Roland 1012 9-pin printer (just another FX-80 emulator)
> I believe this printer sells in the US as the Panasonic
> 1080i.
>
>My problems stem mainly from using printer.prg. That is where there
>I have found most of the bugs. Of course, if there are bugs there
>then it is awfully difficult to get formatted documents for your
>printer 8{). However, there are bugs in WP.prg as well.

I will say that the printer configurations that are supplied on the disk are not quite correct, at least for the Panasonic. (seeing that this is the only printer I tested, as I have a KX-P1090 (plain jane))

What I had to do was to set the end of document to a full reset instead of what they provided, seing that they set the configuration at the start of each document, this causes no problems. This I really *never considered to be a bug (being that it was a preset configuration) and was a minor change only. After that, the document went out to the printer perfectly just as the TEST file was supposed to.

As far as the two versions, that could be entirely possible. As I stated, with the version that I have No problems for at all. My main problem with the many problems described by many users of the program, were really due to the lack of reading a manual, which would have cured there preoblems, is they would only read HARD paper copy.

My configuration just for edification is

1) 520ST -- bumped to 1 meg
1) MonoChrome monitor
1) Color monitor
2) SS/DD drives
1) Kx-p1090 printer

I do run a ramdisk with the program (drive D:) at about 200K. Other than this we seem to be running pretty close systems.

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily always correct, and I do not have any ties to W/P corp. I'm just a very satisfied customer.

1148. (beta) Gulam keyboards

Newsgroup: comp.sys.atari.st
Date: 1988-01-13 11:33:45 UTC
From: ralph@lasso.UUCP
Message-ID: <8801131133.AA04602@lasso.laas.fr>
Source record: 255148

Well folks, I just received the GULAM.PRG program, binaries only, from the kind soul cc'ed above. It looks great but does seem to require an American keyboard -- at first glance. I was just looking around some old Info-Atari16 Digests hanging around -- as well as at GULAM's binary code on Unix GNU emacs, in order to find the keytables. As mentioned, I do not have the Gulam documentation. I have a French keyboard!!

I was expecting to have to edit Gulam's keytables, etc. in order to use it on my 1040 ST. WELL, to my surprise the answer is NO!!!! I don not know if Axel Mahler has modified the Gulam that he sent me or not. (Please confirm, Axel.) In my version of Gulam.prg the "help" key is bound to a simple help description of gulam. Well, if I enter shift-"help" two things happen:

1) The "help" description is disabled from the "help" key.

2) My French AZERTY keyboard is completely recognized by Gulam, for all the std. ascii characters. The French accents, which I believe are over 7F hex, remain unbound.

If I now type "help" on the keyboard, that reactivates the "help" key binding and reestablishs the American keyboard description.

Has anybody else recognized this functionality of Gulam? No editing of GULAM.PRG was necessary. Great, isn't it!!!!!

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

1149. Spinning floppy problem

Newsgroup: comp.sys.atari.st
Date: 1988-01-13 11:51:39 UTC
From: ralph@lasso.UUCP
Message-ID: <8801131151.AA04609@lasso.laas.fr>
Source record: 255149

Awhile back in Info-Atari16 Digest v. 87, n. 392 Warner Young (formerly c9c-eh@dorothy.Berkeley.EDU) described his problem of having his floppy keep spinning when he boots his hard disk.

I recently have found out that I have the same problem! I have a 1040 ST with an SH204 hard drive. At cold boot or warm boot, the floppy motor starts spinning immediately! Then the floppy light comes on when the ST checks to see if a floppy is there! The light goes off and the ST continues by booting from the hard disk (I use AHDI.PRG), but the floppy motor keeps spinning.

Does anybody else have the same problem, or has found a solution? I have only recognized the problem when turning off my hard disk at night to work quietly -- with it on, one doesn't hear the floppy motor at all! I have a kludge whereby I access the floppy from desktop (with a floppy in the drive) and that turns off the continually spinning motor. Why doesn't the boot turn off the motor? Is there a signal getting lost? Any help would be appreciated.

While I'm on the subject of booting, are there any differences between the hard disk boot programs that float around on the net? I have AHDI.PRG. I've seen posted HDB_V2.3. Is it for another drive?

When a hard disk is installed, will an ST boot off of the floppy *only* if it has a boot sector? If so, how does one put a boot sector on a floppy? I have not managed, w/o kludges, to boot a floppy while having my hard disk on.

Thanks for any comments and help.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

1150. Returned Network Mail

Newsgroup: comp.sys.atari.st
Date: 1988-01-13 13:20:00 UTC
From: POSTMASTER@BINGVAXB.BITNET
Message-ID: <8801131325.AA19713@ucbvax.Berkeley.EDU>
Source record: 255150

```
Your mail is being returned to you.
Reason for return is:
%MAIL-E-NOSUCHUSR, no such user VY9074 at node VAXB
Returned mail follows:
------------------------------
Received: From CANADA01(MAILER) by BINGVAXB with Jnet id 0546
for VY9074@BINGVAXB; Wed, 13 Jan 88 08:20 EST
Received: by CANADA01 (Mailer X1.24) id 0451; Wed, 13 Jan 88 07:41:24 EDT
Date: Tue, 12 Jan 88 10:16:37 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #15
To: andrew stoffel <VY9074@BINGVAXB>

Info-Atari16 Digest Tuesday, January 12, 1988 Volume 88 : Issue 15

This weeks Editor: Bill Westfield

Today's Topics:

Fast life program for Atari ST (and other 68000 machines)
Re: Observations
Re: 40 folder limit
Re: Multiuser BBS
VCR -> Atari color monitor
SH204 disk errors
Help wanted
UniTerm available for FTP
Alcyon (yuck) return codes.
Re: Multi-tasking? A nightmare...

------------------------------------------------------------------------

From:
clyde!watmath!watnot!watrose!jsgray%rutgers.rutgers.edu%CERNVAX.BITNET@CUNYVM.C
UNY.EDU
Date: 1 Mar 87 16:44:21 GMT
Subject: Fast life program for Atari ST (and other 68000 machines)
To: info-atari16@score.stanford.edu

Here is a fast (400,000 cell-generations/s) life program for monochrome
Atari-ST computers (which should port easily to other 68000 machines).

It animates all 240,000 pixels on the screen. Feel free to add a
better user-interface!
```

[that means about 2 full screen updates per second, right ? Not a record
by any means - let me tell you about the CAM I saw doing full screen life
at full video rates (60 (or at least 30) full screens/second). --BillW]

But how does it go so fast? It sums the neighbours of 32 cells in one
pass, by synthesizing addition instructions out of logical operators.

The rest of this file is a shar containing
life.c - mainline
gen.s - quickly compute next generation
life.uue - uuencoded life.prg (Atari ST only)

Have fun!

Jan Gray jsgray@watrose University of Waterloo (519) 885-1211 x3870

```
# This is a shell archive. Remove anything before this line,
# then unpack it by saving it in a file and typing "sh file".
#
# Wrapped by watrose!jsgray on Sun Mar 1 11:29:07 EST 1987
# Contents: life.c gen.s life.uue

echo x - life.c
sed 's/^@//' > "life.c" <<'@//E*O*F life.c//'
/*
* Fast monochrome life for Atari ST.
*
* Written by
* Jan Gray
* 300 Regina St. N Apt. 2-905
* Waterloo, Ontario
* N2J 4H2
* Canada
* (jsgray@watrose.UUCP)
*
* Copyright (C) 1987 Jan Gray.
* This program may be freely redistributed if this notice is retained.
*/

#include "define.h"
#include "osbind.h"

#define MAXX 640
#define MAXY 400
#define BPL 32

#define ROW_LONGS (MAXX / BPL)
#define SCREEN_LONGS (ROW_LONGS * MAXY)

long *Screen;
long NextScreen[SCREEN_LONGS];

main()
{
Screen = (long *)Physbase();
```

```
while (!Cconis()) { /* until key press... */
clearBorders();
gen();
copyScreen();
}
}

copyScreen()
{
register long *p;
register long *q;

for (p = NextScreen, q = Screen; p < &NextScreen[SCREEN_LONGS]; ) {
*q++ = *p++;
*q++ = *p++;
*q++ = *p++;
*q++ = *p++;
}
}

clearBorders()
{
register long *p;

for (p = Screen; p < &Screen[ROW_LONGS]; p++)
*p = 0L;

for (p = &Screen[(MAXY - 1) * ROW_LONGS]; p < &Screen[MAXY * ROW_LONGS];
p++)
*p = 0L;

for (p = Screen; p < &Screen[SCREEN_LONGS]; p += ROW_LONGS)
*p &= ~0x80000000L;

for (p = &Screen[ROW_LONGS-1]; p < &Screen[SCREEN_LONGS]; p += ROW_LONGS)
*p &= ~1L;
}
@//E*O*F life.c//
chmod u=rw,g=rw,o=r life.c

echo x - gen.s
sed 's/^@//' > "gen.s" <<'@//E*O*F gen.s//'
*
* Fast monochrome life for Atari ST.
*
* Written by
* Jan Gray
* 300 Regina St. N Apt. 2-905
* Waterloo, Ontario
* N2J 4H2
* Canada
* (jsgray@watrose.UUCP)
*
* Copyright (C) 1987 Jan Gray.
```

```
* This program may be freely redistributed if this notice is retained.
*

*
* gen -- compute the next generation of cells
*
* This code is a transliteration of the the pdp-11 code presented in
* "Life Algorithms" by Mark Niemiec, Byte, 4:1, January 1979.
*
* gen currently does about 400,000 cell-generations/second. It can go faster.
*
* Forgive the hardwired-in constants, and the terse comments. It's a hack.
* Think of the fun you'll have figuring out how it works.
*
@.globl _gen
@.text
_gen:
movem.l d0-d7/a0-a2,-(sp)

move.l _Screen,a0
move.l a0,a2
add.l #80,a0
add.l #31920,a2
move.l #_NextScreen+80,a1

* 1 2 3
* 7 * 8
* 4 5 6

* (d1,d0) = neighbours 1+2
again:
move.l -80(a0),d0
move.l d0,d1
move.l d0,d2
move.b -81(a0),d7
roxr.b #1,d7
roxr.l #1,d0
eor.l d1,d0
or.l d0,d1
eor.l d0,d1

* (d1,d0) = neighbours 1+2+3

move.b -76(a0),d7
roxl.b #1,d7
roxl.l #1,d2
eor.l d2,d0
or.l d0,d2
eor.l d0,d2
or.l d2,d1

* (d3,d2) = neighbours 4+5
```

```
move.l 80(a0),d2
move.l d2,d3
move.l d2,d4
move.b 79(a0),d7
roxr.b #1,d7
roxr.l #1,d2
eor.l d3,d2
or.l d2,d3
eor.l d2,d3

* (d3,d2) = neighbours 4+5+6

move.b 84(a0),d7
roxl.b #1,d7
roxl.l #1,d4
eor.l d4,d2
or.l d2,d4
eor.l d2,d4
or.l d4,d3

* (d2,d1,d0) = neighbours 1+2+3+4+5+6

eor.l d2,d0
or.l d0,d2
eor.l d0,d2
eor.l d2,d1
or.l d1,d2
eor.l d1,d2
eor.l d3,d1
or.l d1,d3
eor.l d1,d3
or.l d3,d2

* (d4,d3) = neighbours 7+8

move.l (a0),d3
move.l d3,d4
move.b -1(a0),d7
roxr.b #1,d7
roxr.l #1,d3
move.b 4(a0),d7
roxl.b #1,d7
roxl.l #1,d4
eor.l d4,d3
or.l d3,d4
eor.l d3,d4

* (d2,d1,d0) = neighbours 1+2+3+4+5+6+7+8

eor.l d3,d0
or.l d0,d3
eor.l d0,d3
eor.l d3,d1
or.l d1,d3
```

```
eor.l d1,d3
eor.l d4,d1
or.l d1,d4
eor.l d1,d4
or.l d3,d2
or.l d4,d2

* next generation

or.l (a0)+,d0
not.l d2
and.l d2,d0
and.l d1,d0
move.l d0,(a1)+

cmp.l a2,a0
blt again
movem.l (sp)+,d0-d7/a0-a2
rts
@//E*O*F gen.s//
chmod u=rw,g=rw,o=r gen.s

echo x - life.uue
sed 's/^@//' > "life.uue" <<'@//E*O*F life.uue//'
begin 664 life.prg
```

Date: 4 Jan 88 18:10:14 GMT
From: imagen!atari!neil@ucbvax.Berkeley.EDU (Neil Harris)
Subject: Re: Observations
To: info-atari16@score.stanford.edu

In article <1987Dec28.134829.25209@mntgfx.mentor.com>,
dclemans@mntgfx.mentor.com (Dave Clemans) writes:

> ST World is apparently going fine; in fact they've now split into
> two separate newsletters:
> ST World mainly reviews and show reports
> ST Informer more general articles, rumors, etc.

Not quite right. ST World and ST Informer are published by different
companies. They seem to be rivals.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

---

Date: 4 Jan 88 18:17:34 GMT
From: imagen!atari!neil@ucbvax.Berkeley.EDU (Neil Harris)

Subject: Re: 40 folder limit
To: info-atari16@score.stanford.edu

In article <575@pyuxe.UUCP>, crc6@pyuxe.UUCP (C. Colbert) writes:
> See Atari Explorer Spring 87 (Vol 7 no. 2) page 27
>
> "Mike Schmall, Atari system programmer involved in upgrading the ST
> operating system, talked about how the new OS revision will affect Mega
> system performance:... In addition, we've made some changes that
> overcome natural limitaions of the original OS, such as the 40-folder
> limit."
>
> They also mention an upgrade to existing machines, adding blitters and
> new roms.

Sorry. The blitter ROMs do not have any changes to the 40-folder limit.
The next ROM rev should take care of this, but it won't be done for a while.
The article must have been written before the ROMs were frozen.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

----

Date: 4 Jan 88 18:27:52 GMT
From: imagen!atari!neil@ucbvax.Berkeley.EDU (Neil Harris)
Subject: Re: Multiuser BBS
To: info-atari16@score.stanford.edu

In article <296@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:
> In article <918@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:

> Several thoughts. First, STadel seems to be a bit more user-friendly
> now than it did 6 months ago. You might want to log into the STadel
> development system sometime and check it out again (612-377-9239).

Will do, but I have logged in to several STadel boards and still haven't
changed my opinion. Maybe the reason you find them more friendly now is
that you've had 6 months of experience!

> One other thought. Stadel is best used as a message base system. You
> can log on with minimal fuss, quickly find the section you are
> interested in, read what is appropriate, leave a message, and log off
> a lot faster than any other BBS that I have ever used.

OK, I'll buy that part. But you can't leave messages "TO" a specific person.

> If you could reserve say three of your systems for downloading

Based on the current usage, I'd have to set up 4 for downloading and 1 for
messaging. But, I am philosophically opposed to that -- I think it would

reduce message traffic. Some people call mainly to download but also read the messages. And messages are my primary reason for having the board.

Hmmm... maybe I should go with STadel... it would cut down the downloaders :-)

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

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Date: 4 Jan 88 21:42:51 GMT
From: engst@tcgould.tn.cornell.edu (Adam C. Engst)
Subject: VCR -> Atari color monitor
To: info-atari16@score.stanford.edu

Having taken a fair amount of flak from several people who seem to think me stupid because some site truncated my messaged, I will ignore them and ask again. Does anyone know of a cable or interface box which allows one to use an Atari ST color monitor (SM 1224) to display VCR tapes, movies etc? It seems that there should be such a beast, and Allan Pratt agreed with me, but neither of us has yet found one. Essentially, it would have to allow composite output to be displayed on an RGB screen, something which should be possible. This would allow you to have a VCR, which has a tuner and all that sort of TV stuff built in, with your computer monitor, which lacks all the TV stuff but can show a decent picture. Please send all information to me and I will summarize to the net.

Thanks - Adam

--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive fiction, it's not fun."

Date: 4 Jan 88 21:09:53 GMT
From: mtune!lzaz!hcj@rutgers.edu (HC Johnson)
Subject: SH204 disk errors
To: info-atari16@score.stanford.edu

There have been many posting with regard to strange ST behavior
when using the SH204 disk.
After discussing this with Chris at BMS I learned the following:
1. SH204 seems to report 8 drives per controller. I saw this with
the BMS driver on my SH204. Also Magic -Sac describes this.
2. That isn't the problem.
3. SH204 CANNOT report ANY ERROR to the computer.

So why doesn't everyone die on a disk error? The Adaptec interface
does the retries, and if successful, all is well. What happens
if the sector is BAD? You read in junk, fail to get the error message,
and see strange things.

BTW, hdx CANNOT mark as bad the blocks in the root directory or the SAMS.
This creates really strange problems when a block changes, as when
adding files and suddenly 5 megabytes dissapper.

I solved my problems 2 ways.
1. I changed hdx to accept a list of bad blocks and let Adaptec remove
them permanently.
2. I now use a BMS controller. Highly recommended.

Any one want to buy a slightly used SH204?

Date: 5 Jan 88 00:50:00 GMT
From: franco@iuvax.cs.indiana.edu
Subject: Help wanted
To: info-atari16@score.stanford.edu

Over the past few days I have been contacted by someone from Israel requesting
BITNET addresses of Atari users. I believe the party wants to feel in touch
with the Atari world. Unfortunately this person cannot access USENET to get
adresses first hand. Therefore, I am posting this request for any kind hearted
soul to contact BARAK@HUJICC.BITNET and get him out of his misery.

Date: 5 Jan 88 09:05:48 GMT
From: orstcs!mist!hakanson@rutgers.edu (Marion Hakanson)
Subject: UniTerm available for FTP
To: info-atari16@score.stanford.edu

I have made UniTerm v2.0a (currently 006) available for anonymous FTP
on our host cs.orst.edu. This machine is on the NSFNET, which means
that it's not unusual for it to be unreachable on occasion. As usual,
please limit access to after working hours.

The files are in the directory pub/atari/uniterm, and you should
probably get "README" first to see exactly which files you want.

And if you like UniTerm, you should send Simon a check. I hear he's
saving up for an Amiga (I know I'll regret joking about that -- more
likely he's saving for a color monitor)....

Marion Hakanson Domain: hakanson@cs.orst.edu
CSNET : hakanson%cs.orst.edu@relay.cs.net
UUCP : {hp-pcd,tektronix}!orstcs!hakanson

Date: 5 Jan 88 05:01:43 GMT
From:

mnetor!utzoo!utgpu!jarvis.csri.toronto.edu!dgp.toronto.edu!juancho@uunet.uu.net
(John Buchanan)
Subject: Alcyon (yuck) return codes.
To: info-atari16@score.stanford.edu

I am trying to use the alcyon compiler. (I know big mistake)
I heard a while back that some one at atari was developing patches to
ensure that the different passes would return a code other than 0 if
an error occured during that pass. My question is

Was this real or another piece of rumorware.

If the answer to the question is rumorware then send petitions to
the folks at atari for a hurried implementation of the above, if reality
then please send me the patches so that I don't have to sit here with
my hand on the ^C key.

Thanks.

****
********** *****
*** ** ******
**** **
Line eater about to **
be eated by line. *
********** *
* ******
****** **********
**

--
==========
| Typical conversation on comp.[atari|amiga|mac].* |
==========
My watch is better than yours. It has multitasking, windows and

---

Date: 4 Jan 88 10:45:22 GMT
From: mcvax!ukc!stl!stc!praxis!gauss!sfr@uunet.uu.net (Stephen Rickaby)
Subject: Re: Multi-tasking? A nightmare...
To: info-atari16@score.stanford.edu

In article <886@louie.udel.EDU> rminnich@udel.EDU (Ron Minnich) writes:
>In article <11191@oliveb.UUCP> dragon@olivej.olivetti.com (Give me a quarter or
I'll touch you) writes:
>>
>>I think that these arguments aren't representative of an *average* user,
>>since an average user is more likely not to own a modem. Making a backup
>

(and many other contributions)

I think that there is an aspect of this argument which seems to have escaped many contributors: a good multitasking operating system gives the user *far more* than merely the ability to launch more than one application at a time.

Principally, the application designer is able to design multitasking applications which use daemons for part of their functioning, but appear to the user as single programs, just cleverer. We all use these facilities in Un*x without thinking about it (cf. elm), but for the software designer the benefits are cleaner design of complex programs, and for the user a nicer, cleverer application (spool printing, concurrent messaging, simultaneous computation and display in complex graphics applications, etc etc).

The bottom line here is that the *average user*, if there is such a person, does not have to bother to understand, or even know he is using, a multitasking opsys to benefit from it.

Steve Rickaby | ,,,
Praxis Systems plc | < O_O >
20 Manvers Street, Bath, BA1 1PX, UK | ==(.)==
Tel: +44 225 444700 Tx: 445848 PRAXIS G | Prrrouwf, Wackwacka
sfr%praxis.uuc@ukc.ac.uk |
!mcvax!ukc!praxis!sfr |

'1$x/\{{[^}]*}\}/\{<1\}/q/' ... do it in lower case, it's more polite.

End of Info-Atari16 Digest
****

1151. help

Newsgroup: comp.sys.atari.st
Date: 1988-01-13 16:50:00 UTC
From: FAVRE_P@CLSEPF51.BITNET
Message-ID: <8801131701.AA23575@ucbvax.Berkeley.EDU>
Source record: 255051

```
help
```

1152. Alice Pascal,GST-C,ETC.

Newsgroup: comp.sys.atari.st
Date: 1988-01-13 17:42:51 UTC
From: 870646c@aucs.UUCP
Message-ID: <723@aucs.UUCP>
Source record: 255052

Hi all, well it is time to clean out the old software liab. I have decided to seel the following items due to lack of use on my part, this does not mean that they are not good, it just means that I am not using them and being a univ. student every dollar counts.
The following are for sale:
1. Alice Pascal-also includes 1 free update card(nice Pascal, lots of help)
2. GST-C, updated version 1.3 from Antic software, used to write 1ST WORD
3. GFA-Basic and GFA Book, Also have lots of source code to go with this one.

I may have the GFA sold, but until there is money in hand it is for sale.
Prices are based on CDN Dollars.
Item NEW USED
Alice $119 $70
GST-C $109 $50
GFA+BOOK $140 $90 (these packages are almost brand new)

If you are interested in any of these packages, you can get me at the following numbers:
School 1-(902)-542-2312
Home 1-(902)-466-5345

later
Barry

P.S. Will trade any of the above for anything of equal value!

1153. tos roms and blitter

Newsgroup: comp.sys.atari.st
Date: 1988-01-13 17:44:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8801131858.AA25909@ucbvax.Berkeley.EDU>
Source record: 255053

I have been hearing contradictory things. First I hear that the new TOS in ROM will be available to ST developer's. Then I hear that they won't be available for the 520 and 1040 ST. I also hear that Atari will swap the TOS and MMU and add blitter on any ST for around $100, if you send your st to the atari headquarters.

What is the real story, Neil ?

1154. Re: Multiuser BBS & HDSCAN/DISKTOP

Newsgroup: comp.sys.atari.st
Date: 1988-01-13 18:50:30 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3367@batcomputer.tn.cornell.edu>
Source record: 255054

I was watching a PBS show on TV the other night, something called The Computer Chronicles. They were talking about manufacturing in Taiwan, which was pretty interesting, but then the phone rang. I started recording the show on the VCR and answered the phone. When I finished on the phone and went back to watch the parts of the show I missed, I was pleasantly surprised. They were talking about Atari! All of a sudden, this voice starts speaking, the picture flashes on the screen, and lo and behold, Neil Harris is really a normal looking person, not some forked-tongue demon who delights in feeding Atari users vicious rumors. Course then the tape ran out after Neil had said only a few words :-).

I just thought the net would like to know that Neil actually was a real person, since sometimes he isn't treated as one.

Thanks a lot for the help with finding me a dealer in my area, Neil!!!

Adam
--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive fiction, it's not fun."

1155. The beginning of the end of the disk drive problems

Newsgroup: comp.sys.atari.st
Date: 1988-01-13 19:03:37 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3368@batcomputer.tn.cornell.edu>
Source record: 255055

I finally got my Fujitsu 3.5" floppy drive the other day and hooked it up. It seems to be completely standard, both in size, mounting holes, and sensing the write-protect line. In other words, my ST works again! I'm going to put the Fujitsu in the case with the hard disk system when I get it to avoid cutting my case open to make room for the Fujitsu's button. Then I can leave a boot disk in the old drive and use it only to boot from.
I talked to BMS about their boards, and the guy said that their standard controller doesn't deal with RLL encoding (which increases storage by 50%), but they do sell another controller which does for an extra $50. They also have some cases/power supplies which are big, but work fine with their setup (ie enough room for two drives and the cards). Their cases also cost $50, which actually is cheaper than any other case/PS combo for a hard disk than anything I found in the Computer Shopper. Alas there are no good electronics stores in Ithaca. So for a floppy/hard drive combo the prices would be:

BMS board set with RLL $300
Seagate ST238 30 meg drive $250
Fujitsu 3.5" floppy $120
Cable from floppy to drive port $30
Case and power supply $50

$750

That's $150 cheaper than Astra's system and this one has a 30 meg hard disk instead of 20 meg. Not too bad.

By the way, two companies make floppy cables, IB Systems and E. Arthur Brown. Does anyone have any experience for or against either company? Both seem to have interesting products, particularly E. Arthur Brown, but no one has ever mentioned anything about them.

Adam

--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive fiction, it's not fun."

1156. Prolog for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-13 21:33:36 UTC
From: fharris@NPS-CS.ARPA
Message-ID: <8801132133.AA02548@nps-cs.arpa>
Source record: 255056

Can someone send me some information on diffrent Prolog interpreters
or compilers for the ST. I'm particularly interested to know if
C-Prolog or M-Prolog is available.
Thanx a lot
Frank.....

1157. Personal Pascal & Assempro

Newsgroup: comp.sys.atari.st
Date: 1988-01-13 22:39:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8801140143.AA04501@ucbvax.Berkeley.EDU>
Source record: 255057

Date: 13 January 1988, 17:36:39 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Personal Pascal & Assempro

Can anyone out there tell me how to get Personal Pascal to recognize
object files from another language (especially Assempro's ".B" files)??

I'm trying to help out a friend who wants to find some way to link
object files from his assembler to a Pascal program (with the EXTERNAL
or C directives.)

+----------------------+-----------------------------------+
Jim McCabe	BITNET: jemccabe @ mtus5.bitnet
G31 ECH MTU	UUCP: mccabe2 @ mtuvaxb.uucp
Houghton, MI 49931	mccabe @ m-net.uucp
+----------------------+-----------------------------------+

1158. Forthmacs

Newsgroup: comp.sys.atari.st
Date: 1988-01-14 02:46:35 UTC
From: 870646c@aucs.UUCP
Message-ID: <725@aucs.UUCP>
Source record: 255058

Hi all, I am wondering when the last upgrade for Forthmacs was released?
I have version 1.0, if there has been an upgrade, is there anyway of getting
it posted to the net. Also I have just started using OSS's Pascal on my
Mega 2, (the pascal is ver. 2.0) everytime I try to use the editor it
crashes(yes I read the README file about placing the editor in the same
pathway as the shell). Has anyone got any news about either problem.
Thanx in advance
Barry

1159. 68000 version of TURBO PASCAL on ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-14 09:46:21 UTC
From: bruls@nvpna1.UUCP
Message-ID: <303@nvpna1.UUCP>
Source record: 255059

does somebody have any experience with running the 68000
Apple Macintosh version of TURBO PASCAL on the Atari ST
using a Mac Emulator?
How does it compare with MSDOS Turbo Pascal?
Is grafics still possible?
Any info is welcome.

1160. Re: krabat picture problems

Newsgroup: comp.sys.atari.st
Date: 1988-01-14 12:41:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500029@iuvax>
Source record: 255060

```
Put the pictures in a directory named PICTURES
```

1161. Re: IFF-format

Newsgroup: comp.sys.atari.st
Date: 1988-01-14 17:09:36 UTC
From: carolyn@cbmvax.UUCP
Message-ID: <3143@cbmvax.UUCP>
Source record: 255061
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.amiga

```
In article <2514@dasys1.UUCP> cheeser@dasys1.UUCP (Les Kay) writes:
>
>[]
>>
>>You can purchase the entire "IFF manual" for $20 from:
>>
>> CATS / Lauren Brown
>> 1200 Wilson Drive
>> West Chester, PA 19380
>
>Ahem. Unless things have changed, the "IFF Manual" is on a disk and it is
>an Amiga disk. Or is there a printed version now?
>

The IFF stuff that we sell for $20 is and always has been a spiral
bound printed manual + a disk. The disk also contains the manual text
in addition to source/object/executables so that the disk can be useful
freely redistributed by itself by people like Fred Fish.

--
=-=-=-
```

1162. DS/DD on SF354

Newsgroup: comp.sys.atari.st
Date: 1988-01-14 17:46:28 UTC
From: G15@PSUVM.BITNET
Message-ID: <29849G15@PSUVM>
Source record: 255062

A while back, somebody posted an article detailing the problems they were having in replacing the single-sided drive in the SF354 with a standard IBM double-sided drive. Namely, they were having problems getting the ST to recognize side 2 of the disk. Does anyone know if this problem was solved? I, too, own an SF354 and would like to upgrade it with a DS/DD mechanism. Has anyone else actually performed this upgrade? Any help will be sincerely appreciated.


```
*******************************************************************************
* *
* PPPP SSSS U U John F. Gbruoski G15 @ PSUVM.BitNet *
* PPPP SS U U *
* P enn SState U University "Omnia mutantur; omnia fluunt; quod fuimus *
* P SSSS UUUU aut sumus, cras non erimus." - Ovid. *
* *
* Claimer: These opinions are my own, and PSU can't have them! *
*******************************************************************************
```

1163. Re: Unique Mono emulator for color systems

Newsgroup: comp.sys.atari.st
Date: 1988-01-14 18:08:35 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3386@batcomputer.tn.cornell.edu>
Source record: 255063

Has anyone actually gotten this thing to run? It seems to work fine on my color 1040 until it gets around to rebooting the system, then the whole system crashes and comes up in low res. Could someone perhaps send me a copy they know works?

Thanks,
Adam
--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive fiction, it's not fun."

1164. atari + unix

Newsgroup: comp.sys.atari.st
Date: 1988-01-14 19:32:57 UTC
From: bcf2303@dcrbg1.UUCP
Message-ID: <126@dcrbg1.UUCP>
Source record: 255064

anyone out there use beckmeyers? MTC shell with or without the new VSH manager?
i would like your opinion of these 2 software programs, especially how well
it emulate the unix system.

1165. Re: What's DVI?

Newsgroup: comp.sys.atari.st
Date: 1988-01-14 20:01:23 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <503@viper.Lynx.MN.Org>
Source record: 255065

In article <2072@bath63.ux63.bath.ac.sk> pes@ux63.bath.ac.uk (Smee) writes:
>Simon, if you're listening, how about putting
>out a 'human readable' form of UG.DVI?

I second the motion. Distributing the documentation in a form that
99% of all users can't possibly read is very very unhelpful. I really
don't understand what Simon had in mind when he sent out the most
recient posting...

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

1166. HD woes, and how about documentation?

Newsgroup: comp.sys.atari.st
Date: 1988-01-14 21:26:59 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3389@batcomputer.tn.cornell.edu>
Source record: 255066

[]

Here is a warning to all ye hackers out there:

I tried the Supra hard disk driver SW on my Atari SH204 as it came
formatted from the factory. IT WORKED FINE. Then I got brave and
installed the Supra hard disk boot. DRIVE C DIED. I could not
fix it, even by zeroing C:, even with SUPEDIT.PRG. This may or may
not have anything to do with the fact that I used to have HDB2.3
hard disk boot installed. (I disabled that before installing the
Supra HD boot, but the HD sector editor in SUPEDIT showed sector 0
to have both "AHDI.PRGhahn" and "SUPBOOT.SYS" in there...)
Anyway, it's all my fault, of course.

So I had to reformat the drive. Surprisingly, both the Atari and the
Supra SW refused to format just partition C:, without clobbering D:
and E: --- is there a way to do that? (It works fine now.)

I could have fixed the C partition if I knew what is supposed to be
where on it. The C: partition boot sector seemed messed up (using
SUPEDIT) but filling up the fields with the parameters I saw in
the D: and E: partitions did not fix it. Any source of information
out there about HD boot/FAT/directory info?

Just for the record, here is what SUPEDIT claims is in my boot sectors now
(with the standard 4-6-10 meg partitioning): (all numbers in HEXADECIMAL)

branch: 4
filler: ><~aNu (that 'a' is an alpha)
serial: 244865
BPS: 200
SPC: 2
RES: 1
NFATS: 20
NDIRS: 100
NSECTS: 2290, 3000, 5000 for partitions C, D, E
media: 73
SPF: 12, 19, 29 for partitions C, D, E
SPT: 2E70
NSIDES: 2C73
NHID: 2076
evenout: 2F7C, 1B0C, EB0C for partitions C, D, E
checksum: 0

- Moshe Braner

PS: still in need of the patch that enables reading the hard disk
GEM partitions from MS-DOS under PC-Ditto.

1167. Re: Multiuser BBS & HDSCAN/DISKTOP

Newsgroup: comp.sys.atari.st
Date: 1988-01-15 06:00:06 UTC
From: neil@atari.UUCP
Message-ID: <945@atari.UUCP>
Source record: 255067

In article <11400008@silver>, stowe@silver.bacs.indiana.edu writes:

> Now... for those of you who are interested... (Neil?) I am working on
> (slowly but surely) a tutorial/blurb about Citadel/STadel. Don't expect
> it to be done in the next few days, but maybe in a week or two. When
> I'm finished, I will mail it out to those who are interested (Neil? *grin*)
> or post it to the net if the size is not prohibitive and there is enough
> interest.

Sure, I would not mind seeing it. But, I have indeed used STadel boards
more recently, and I personally have very little trouble navigating through
them. But they still strike me as counter intuitive, especially if you want
to download something. And I can't accept that in the boards I'm running.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1168. Re: tos roms and blitter

Newsgroup: comp.sys.atari.st
Date: 1988-01-15 06:01:27 UTC
From: neil@atari.UUCP
Message-ID: <946@atari.UUCP>
Source record: 255068

In article <8801131858.AA25909@ucbvax.Berkeley.EDU>, UUCJEFF@ECNCDC.BITNET writes:
> I have been hearing contradictory things. First I hear that the
> new TOS in ROM will be available to ST developer's. Then I hear
> that they won't be available for the 520 and 1040 ST. I also
> hear that Atari will swap the TOS and MMU and add blitter on any
> ST for around $100, if you send your st to the atari headquarters.
>
> What is the real story, Neil ?

The real story is, we'll be making blitters (in the same 64-pin package as
the 68000 chip) and the TOS ROMs (in the 6-chip set) available RSN to
existing 520 and 1040 owners.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1169. Re: Multiuser BBS & HDSCAN/DISKTOP

Newsgroup: comp.sys.atari.st
Date: 1988-01-15 06:03:11 UTC
From: neil@atari.UUCP
Message-ID: <947@atari.UUCP>
Source record: 255069

In article <3367@batcomputer.tn.cornell.edu>, engst@batcomputer.tn.cornell.edu (Adam C. Engst) writes:
>
> I was watching a PBS show on TV the other night, something called The
> Computer Chronicles. They were talking about manufacturing in Taiwan, which
> was pretty interesting, but then the phone rang. I started recording the
> show on the VCR and answered the phone. When I finished on the phone and
> went back to watch the parts of the show I missed, I was pleasantly
> surprised. They were talking about Atari! All of a sudden, this voice
> starts speaking, the picture flashes on the screen, and lo and behold, Neil
> Harris is really a normal looking person, not some forked-tongue demon who
> delights in feeding Atari users vicious rumors. Course then the tape ran
> out after Neil had said only a few words :-).
>
> I just thought the net would like to know that Neil actually was a real
> person, since sometimes he isn't treated as one.
>
> Thanks a lot for the help with finding me a dealer in my area, Neil!!!

Made my day, Adam. Thanks.

I thought the show did a really good job on the Taiwan manufacturing issue.
Which is good, because they filmed here for an entire day!

Did anyone see their coverage of Comdex? I haven't seen that one yet
myself, but I hear that Abaq got on at some length.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1170. ST Hack available.

Newsgroup: comp.sys.atari.st
Date: 1988-01-15 09:14:32 UTC
From: jack@cwi.nl
Message-ID: <167@piring.cwi.nl>
Source record: 255070
Cross-posted to: comp.sys.atari.st,rec.games.hack

I've finished a port of NetHack to the ST. It seems to work reasonably
well (i.e. it only crashes once in every three games:-), so I was thinking
of distributing it.
However, it is not the most recent version of NetHack, but the previous
one.

So, I have a couple of questions:
- Are people interested? I'll post an ARCed binary to comp.sys.atari.binaries
if there is enough interest.
- Is there someone acting as a clearinghouse for NetHack? I.e. could I send
my fixes somewhere to have them incorporated in the next official
NetHack release?

Please answer by mail, not news.
--
Jack Jansen, jack@cwi.nl (or jack@mcvax.uucp)
The shell is my oyster.

1171. The mythical Mega lives...

Newsgroup: comp.sys.atari.st
Date: 1988-01-15 12:14:00 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8801151736.AA20235@ucbvax.Berkeley.EDU>
Source record: 255071

From decvax!virgin!zinn!mem@ucbvax.Berkeley.EDU (Mark E. Mallett):
>In article <920@atari.UUCP>, neil@atari.UUCP (Neil Harris) writes:
>> What good does it do to start rumors like this?
>> Most ridiculous rumors of 1987 awards:
>Here are some more:
>3. .. something called a MEGA 2 and a MEGA 4.

A person here bought a Mega 4 and I got a brief look at it, so it appears that one does indeed exist. The story of what he went through to get it was truly incredible...seems it is easier to find the Holy Grail or Noah's Ark than to buy a Mega 4. Maybe Atari is trying the Rolls-Royce marketing strategy: make a few of them, and let everyone fight over them and pay high prices for the privilege of owning a limited edition.

One interesting point...he said he found a lot of places that wanted to sell him a Mega 2. Has anybody figured out how to upgrade a Mega 2 to a Mega 4? For what the guy here payed for the Mega 4 (all things considered) it would have been cheaper to get a Mega 2 and upgrade it. [In fact it would be MUCH cheaper to get a 520 and upgrade it to 4 megs...but that wouldn't be quite the same thing...]

What's it take to upgrade a Mega 2?

Don Rice
FXDDR@ALASKA.bitnet

1172. Lattice C 3.04 is buggy.

Newsgroup: comp.sys.atari.st
Date: 1988-01-15 14:09:00 UTC
From: NETWORK@FRSAC11.BITNET
Message-ID: <8801151316.AA16209@ucbvax.Berkeley.EDU>
Source record: 255072

Date: 15 January 1988, 13:14:47 GMT
From: NETWORK at FRSAC11
To: INFO-ATARI16 at SCORE

Lately I had to to "make" a quite large program, including assembler
and C sources, with the MCC Lattice C 3.04.01 development tools.

1. Make seems to send real fantasy arguments to programs exec'ed from it.
(Make does not call a shell, it exec directly the lines...)
2. Link is so picky that it barely works under make...
(-nolist bombs the whole thing ... amazing)
3. Link does NOT handle properly the mix assembly/output and C/output.
(assemble is with MCC Macro assembler, C is with Lattice, all in
GST format) There is a problem with the XDEF & XREF in assembly
binaries, only in the "mind" of link...
4. I had to Compile with DRI format output, assemble with AS68,
and link with link68... still slow, but it is working flawlessly.
(quite a proof that the GST linker is buggy...)
5. MCC Lattice C is totally lacking the signal() thing, I need it.
What can I do ???
6. In C, always with Lattice C, getenv/putenv are not really working,
I can not get anything correct from envp or environ after a putenv...
Any solution ?
7. The forkv??() function family is not working, I had to write my own.
8. System() does not seems to work, in the manual they talk about a
COMSPEC environment variable, this is highly non standard, whatever it
is... Does anybody knows what is it ?
I use system() in MWC, and it is working very nicely under msh,
what the h... is doing msh to have it work ? (shell_p, COMSPEC,
SHELL ... ???)

Please if you know anything that can help, just make me a mail,
I may come up with a product interesting to you, and free.

Thank you for listening.

Jean-Pierre H. Dumas

network@frsac11 (bitnet)
network%frsac11.bitnet@mitvma.mit.edu (arpanet)
dumas@sumex-aim.stanford.edu (arpanet)

1173. $$$FREE$$$ multitasking kernal!

Newsgroup: comp.sys.atari.st
Date: 1988-01-15 15:36:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8801151539.AA17925@ucbvax.Berkeley.EDU>
Source record: 255073

Date: 15 January 1988, 10:31:19 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: $$$FREE$$$ multitasking kernal!

The comments made by David Beckmeyer are _exactly_ the type
I've been waiting for. I would love to have a low-cost
multitasking kernal available for the ST!

Sheesh, it doesn't even have to be free. I'm sure most people
would be willing to fork() out a few bucks for a really nice
multitasking kernal. However, if it's really going to make
a dent, it's probably going to have to be PD or shareware.

PLEASE PLEASE PLEASE come out with such a system!

(Hell, something this good is almost enough to give a man
religion! :)

+----------------------+-----------------------------------+
Jim McCabe	BITNET: jemccabe @ mtus5.bitnet
G31 ECH MTU	UUCP: mccabe2 @ mtuvaxb.uucp
Houghton, MI 49931	mccabe @ m-net.uucp
+----------------------+-----------------------------------+

1174. Re: Unique Mono emulator for color systems

Newsgroup: comp.sys.atari.st
Date: 1988-01-15 18:19:12 UTC
From: schuster@dasys1.UUCP
Message-ID: <2557@dasys1.UUCP>
Source record: 255074

In article <3386@batcomputer.tn.cornell.edu> engst@tcgould.tn.cornell.edu (Adam C. Engst) writes:
>
>Has anyone actually gotten this thing to run? It seems to work fine on my
>color 1040 until it gets around to rebooting the system, then the whole
>system crashes and comes up in low res. Could someone perhaps send me a
>copy they know works?

There must be some timing-dependent feature in the way in which this
program simulates a mono reboot and startup. I have tried it repeatedly
on one machine, finding that the only way to get it to work was to
power down and then run the program. Reminds me of the "synch" funnies
with Spectrum 512.

Alternatively, perhaps there are lomem variables which must be reset
for this thing to work reliably; power-down accomplishes that.

--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

1175. Re: Spinning disk HD boot

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 01:34:18 UTC
From: bryan@ihnet.ATT.COM
Message-ID: <593@ihnet.ATT.COM>
Source record: 255075

When you use AHDI to boot off of a hard disk you should have a floppy disk in drive A. The ST will not boot off of this disk unless it has a boot sector on it. With a formated disk in drive A the ST will boot Very quickly from the hard disk. I usually keep a copy of "SHIP.PRG" on drive A, which I usually run before I turn off the HD. Note be sure there are no open windows to the Hard Disk when you run SHIP.PRG. As for why the light stays on, I can only guess it has to do with the fact the ST is trying to read drive A when no disk is in drive A, and therefore is getting some sort of read/drive error.

Unlike MS-DOS system The ST looks for a BOOT sector first at the Cartridge Port then on Drive A, Drive B then it looks for a Boot sector on DMA Logical Unit 1 (The Hard Disk), If it finds a boot sector on drive A it boots drive A and If It Does not Find a boot Sector on Drive A it looks else where until it finds a Boot Sector. When you Instal AHDI you are actually installing a Boot Sector on the Hard disk.

ihnp4!ihnet!bryan
Bryan DeLaney
AT&T Bell Laboratories.

1176. Re: The mythical Mega lives...

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 01:59:43 UTC
From: dragon@olivej.olivetti.com
Message-ID: <12972@oliveb.olivetti.com>
Source record: 255076

in article <8801151736.AA20235@ucbvax.Berkeley.EDU>, FXDDR@ALASKA.BITNET says:
>
> One interesting point...he said he found a lot of places that wanted to sell
> him a Mega 2. Has anybody figured out how to upgrade a Mega 2 to a Mega 4?
> For what the guy here payed for the Mega 4 (all things considered) it would
> have been cheaper to get a Mega 2 and upgrade it. [In fact it would be
> MUCH cheaper to get a 520 and upgrade it to 4 megs...but that wouldn't be
> quite the same thing...]
>
> What's it take to upgrade a Mega 2?
>
> Don Rice
> FXDDR@ALASKA.bitnet

Around here, it's pretty easy to find a Mega at a dealer. They seem to be
prety abundant. I have a few friends that have both varieties. One store
I know stopped carrying the Mega line because the store wasn't selling any
of them.

From what I've seen, it's not too tough to upgrade a Mega 2 to four megs of
RAM. You'll need 16 1 mbit DRAMs, 16 capacitors, and quite a bit of
whatever you use to desolder things. After removing the solder from the
holes where the chips should go, all one does is stick the chips in and add
the capacitors, solder it all up and off you go.

The price difference (that I've seen) seems to make buying a Mega 4 about
$200 cheaper than buying a Mega 2 and upgrading it.

Oh well.

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!oliveb!olivej!{dragon-oatc,lobster}!dean

Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

1177. Atari + Next, Inc.?

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 04:37:20 UTC
From: UD140469@NDSUVM1.BITNET
Message-ID: <518UD140469@NDSUVM1>
Source record: 255077

[a line for the line eater]
I was skimming through a recent (this week's?) Infoworld and happened upon some interesting rumors in the "Robert X. Cringely" rumor column in the back. Since I was just skimming, I didn't get all the details (so if you read the article or have any other info, please comment to the net!), but here goes:

According to the little blurb, Atari is working with Next, Inc. on creating a 68020 machine that could run Mac & ST software. Next, if I read it correctly, is the company Steven Jobs formed after he left Apple. Apparently he has developed some Mac emulation hardware but needs someone to make it cheaply for him. Apparently a deal is being worked out where Atari will get Mac technology in a trade for Atari's Amy sound chip (to be used in a future Next workstation). Atari, I'd like to hear from you about this (even a 'No comment' !).

Scott Udell
UD140469@NDSUVM1.BITNET

[a line for the line eater]

1178. Programs for sale or trade.

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 05:20:44 UTC
From: UD140469@NDSUVM1.BITNET
Message-ID: <521UD140469@NDSUVM1>
Source record: 255078

[a line for the line eater]

Well, as I'm getting busier and busier, I find that I'm almost never using some of my software (especially most of the games). Because of this, and also because I could use the money for some hardware purchases, I'm going to sell off a bunch of my stuff. Many of these programs have been used very little (some only booted a few times), and all come with the original disks, docs, and packaging.

A Mind Forever Voyaging -- $22
Balance of Power -- $27
Black Cauldron -- $20
Brattacus -- $17
Chessmaster 2000 -- $27
Expert Opinion -- $35
Harrier Strike Mission -- $16 (color only)
Lattice C, ver 3.03.02 -- $50
MCC Macro Assembler -- $32
Ogre -- $15
Phantasie -- $21 (color only)
Rogue -- $17 (color only)
Silent Service -- $20 (color only)
Star Fleet I -- $25
Star Glider -- $22

also, for the IBM, Star Flight (with 5 1/4" & 3 1/2" disks) -- $27

I'd also be interested in trading for other software, including CAD 3D 2.0 & associated programs & libraries, Spectrum 512, and Word Perfect (of course, one of those programs would be worth more than one of mind, plus maybe some money in balance). I'm willing to discuss any of these prices, of course. I can be reached at the places listed below. Thanks!

Scott Udell
UD140469@NDSUVM1.BITNET

snail mail: 323 Hancock Hall or P.O. Box 429
UND Larimore, ND 58251
Grand Forks, ND 58202

(701) 777-8853

[a line for the line eater]

1179. blitters for 520's

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 05:52:11 UTC
From: UD138985@NDSUVM1.BITNET
Message-ID: <519UD138985@NDSUVM1>
Source record: 255079

in article <946@atari.UUCP> Neil Harris writes:

>The real story is, we'll be making blitters (in the same 64-pin package as
the 68000 chip) and the TOS ROMs (in the 6-chip set) available RSN to
existing 520 and 1040 owners.
>

Are we talking a board swap or a unplug and plug operation on our
current boards? I have an Aerco ram upgrade and would hate to have to
take it out and put it on a new board just to get the blitter chip, assuming
it fits in there with a blitter inside also.

Also, what is the cost of this up grade going to be and if it is just
a new set of chips, can we do the installation ourselves?

Bob

BITNET: UD138985 at NDSUVM1

1180. In defense of the Amiga/Atari ST flame war

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 05:57:41 UTC
From: karl@sugar.UUCP
Message-ID: <1401@sugar.UUCP>
Source record: 255080
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

There has been an ongoing "net war" between a handful of vocal Atari ST and Amiga people. It heats up once in a while, with a flurry of virulent postings, then cools down, then heats up again. After it's heated up, a handful of people post about what a waste of time and/or net resources it is. I'd like to speak for a moment in defense of the "war."

First of all, concern about the wasting of net bandwidth are overblown. "You're wasting net bandwidth" is the bogeyman on usenet, isn't it? I speculate that most of the people on the net, including those who post messages like that pay nothing for net access. (No tons o' followups from the exceptions, please) I'd estimate the ST/Amiga war consumes no more than 50k/month, trivial when compared to total traffic on comp.*.amiga and comp.*.atari.st and supertrivial when compared to total net traffic.

Second of all, it's not really hurting anybody, at least not much. The people who could conceivably claim they've been harmed by the war fall into three categories: those who've had their feelings hurt because their computers were criticized, those who've had their feelings hurt because they were flamed and those who would rather not see the material. The first group need to get tough. Flame victims have some legitimate grievance. Usenet postings are all too often personally insulting, but that's hardly the exclusive province of the Amiga and ST groups. As for the inconvenience caused for those who don't want to read the stuff, well, it's really not all that much. ('though you'd never know it from some of the followups.) I mean, hit 'N' if you don't want to read it. ("vn" users have an even easier time of it.)

Third of all, and in refutation of the second most common complaint about the war, something good can come of it. For example, David Beckemeyer is seriously considering placing his Atari ST multitasking C shell in the public domain, partially as a result of the Amiga/ST flame wars.

And finally, it's entertaining. Yes, I have to admit that I actually enjoy reading the flames. I like watching the ST guys get flayed :-) :-) :-) It breaks up the monotony of all of the useful and informative Amiga messages from the likes of Chuck, Fred, Bryce, Leo, George, Carolyn, Andy, Peter et al... can't speak for the ST camp, but hey.
--
..!uunet!nuchat!sugar!karl, Unix BBS (713) 933-2440

1181. one more vote for PD multitasking

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 06:07:08 UTC
From: UD138985@NDSUVM1.BITNET
Message-ID: <520UD138985@NDSUVM1>
Source record: 255081

was enough interest, he would make his multitasking kernel public domain. Let me add my vote for the PD kernel. I want/need multitasking bad enough now that I am considering buying an Amiga 500 to get it. (Drop the flamethrowers guys :-)).

Thanks for listening,

Bob

BITNET: UD138985 at NDSUVM1

1182. Unexpected status code returned by VMS MAIL \%X007E10A2\

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 06:25:58 UTC
From: VAXPOST@FSU.BITNET
Message-ID: <8801160624.AA04851@ucbvax.Berkeley.EDU>
Source record: 255082

---------- A copy of your rejected mail message follows ----------

Received: by CANADA01 (Mailer X1.24) id 1859; Fri, 15 Jan 88 22:36:42 EDT
Date: Fri, 15 Jan 88 11:30:54 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-A16@CANADA01
From: Info-Atari16@Score.Stanford.EDU
Subject: Info-Atari16 Digest V88 #19
To: PETCHER@GW.SCRI.FSU.EDU

Info-Atari16 Digest Friday, January 15, 1988 Volume 88 : Issue 19

This weeks Editor: Bill Westfield

Today's Topics:

IO port bits...
Re: UniTerm available for FTP
WordPerfects???
Re: Microsoft Write ...
Re: BMS controller package
Format of Relocatable Object files???
Re: Multi-tasking? An Oppertunity
Atari ham radio net info
Re: IFF-format
What's DVI?
Re: Need info on 2400 baud modem and C
MULTI-TAXING
Re: Multiuser BBS
Hard disk speed

Date: 8 Jan 88 06:41:03 GMT
From: orstcs!jacobs!wayrynd@rutgers.edu (darin wayrynen)
Subject: IO port bits...
To: info-atari16@score.stanford.edu

Jonathan Nagy wished to be informed what events are represented by I/O
Port bits 0-7 listed in the MFP 68901 chip interupts...

bit # function
0 Centronics busy
1 RS-232 data carrier detect
2 RS-232 clear to send
3 reserved(not used)
4 keyboard and Midi interrupt

5 FDC and HDC interrupt
6 RS-232 ring indicator
7 Monochrome monitor detect

If you need further help in implementing any of these interupts let me know
via e-mail, and I'll help as much as possible.
(I posted this to the net instead of a email due to the fact that it is
something that stumped me for quite awhile, and I hope to save others the
hassle of finding it!)

Darin Wayrynen
824 nw 10th
Corvallis, OR 97330
wayrynd@jacobs.UUCP

Date: 7 Jan 88 21:41:32 GMT
From: mcvax!nikhefk!frankg@uunet.uu.net (Frank Geerling)
Subject: Re: UniTerm available for FTP
To: info-atari16@score.stanford.edu

In article <1848@wiley.UUCP> bob@wiley.UUCP (Bob Amstadt) writes:
>>I have made UniTerm v2.0a (currently 006) available for anonymous FTP
>>on our host cs.orst.edu. This machine is on the NSFNET, which means
>
>Could we have this posted to comp.binaries.atari.st. Some of
>us don't have access to ARPANET (Well at least not direct access).
>--
> ---Bob Amstadt
Is comp.binaries.atari.st still alive there haven't been a posting for
weeks.
Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (DIGEL)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

Date: Fri, 8 Jan 88 7:31:52 CST
From: Al Gaspar <gaspar@ALMSA-1.ARPA>
To: info-atari16@SCORE.STANFORD.EDU
Subject: WordPerfects???

I've been considering WordPerfect, and I'm getting a little confused. It's as
if there are two different WordPerfects. On the one hand, Pavneet Arora writes
from Canada and says:

>In response to Neil Harris' comment that the support is excellent, I have
>a few comments of my own:
>
> 1. No company, software or otherwise, should be able to release
> a product that doesn't even come close to working.
> Bugs are one thing - fatal bugs another. I use the following
> analogy - If I approached WP and asked them to give me
> a copy of the software, and then told them that I would pay
> them in a few months i.e. whenever I could afford it, I would
> not expect them to hand over the package. And yet, WP has
> taken money from users and then handed over a useless package
> without ever notifying any of its users that there are problems.
> And when a user tracks down the bugs and calls WP, they say
> they are aware of it and a working version should be out soon.
> Soon in my case has meant 3 months now, and I still don't have
> a working version.

..etc.

>I think the larger issue here is the ethics with which high tech companies
>operate. Personally, I don't feel that WP has thus far exhibited anything
>that
>qualifies it for the praise that Neil Harris had to offer. My experience
>has been in dealing with WP both in Canada and the US for the past three
>months now.

On the other hand, Rich Dankert replied with glowing praise to a request for
information on WordPerfect:

>In article <2143@cup.portal.com> RJknees@cup.portal.com writes:
>>Hey everyone! I'm looking for someone who has (or has used) WordPefect on
>>the Atari-ST. I'm thinking of buying this software!
>

..answers to questions 1-4

>>
>>5. Any other opinions or comments RE: Wordproccesing on the ATARI-ST
>>
> Contrary to all the comments from user's of Word Perfect in the
> negative aspect, I can say that the version I got didn't have all the
> bugs that I had seen mentioned. In fact Word Perfect Corp. is
> one of the best software makers that I know of. If you OWN the

> program, and have a problem with it, and they have a newer version
> of it, they will send it to you, second day air sometimes.
>
> This is one software maker that really backs their product!

What's the deal here? Are we talking about two different versions of WordPerfect for the ST here, is there a different version in Canada, or does Pavneet Arora use features that Rich Dankert doesn't? ? Can someone clarify? Also, some discussion of other peoples experiences would be great.

And, yes, Virginia, there is such a thing as multi-tasking ;-).

Cheers--

Al

--
Al Gaspar <gaspar@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-OW, Box 1578, St. Louis, MO 63188-1578
COMMERCIAL: (314) 263-5118 AUTOVON: 693-5118
uunet.uu.net!gaspar@almsa-1.arpa

Date: Fri, 8 Jan 88 9:05:36 CST
From: Al Gaspar <gaspar@ALMSA-1.ARPA>
To: portal!atari!neil@UUNET.UU.NET
Subject: Re: Microsoft Write ...

Has anyone (Neil?) seen both WordPerfect and Microsoft Write? If so, it would be nice to hear how they compare. I saw WordPerfect ST advertised for around $250. Is it a whole lot better than Microsoft Write (will be :-)) at $129?

Cheers--

Al

--
Al Gaspar <gaspar@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-OW, Box 1578, St. Louis, MO 63188-1578
COMMERCIAL: (314) 263-5118 AUTOVON: 693-5118
uunet.uu.net!gaspar@almsa-1.arpa

Date: 6 Jan 88 09:18:32 GMT
From: sdcrdcf!otto!jimi!unsvax!kemp@burdvax.prc.unisys.com (John G. Kemp)
Subject: Re: BMS controller package
To: info-atari16@score.stanford.edu

Hello Tom,

Very nice of you to offer to send copies of your BMS article over the net. I would love to have a copy as I am considering going

this route to a hard drive for my 1040 ST.

ADDRESS: kemp@unsvax

Thanks in advance,

John Kemp
UNLV CSC Dept.
Las Vegas, Nevada

Date: 7 Jan 88 14:46:35 GMT
From: mcvax!diku!iesd!lbn@uunet.uu.net (Lars Bo Nielsen)
Subject: Format of Relocatable Object files???
To: info-atari16@score.stanford.edu

Does anybody out there in netland, know about the relocatable format
of object files (programs) on los ST ????

I am thinking of making my own linker, so I need to know this format
(I will of course send the source to the net, if I succeed in making a
new linker)
--

==
== Lars Bo Nielsen : lbn@iesd.uucp ==
=== Department of Computer Science : {...}!mcvax!diku!iesd!lbn ===
=== Aalborg University, St. 19 :----------------------------===
=== DK 9000 Aalborg : Disclaimer: ===
== D E N M A R K : I speak for me ..... ==

Date: 8 Jan 88 14:36:14 GMT
From: nwd@j.cc.purdue.edu (Daniel Lawrence)
Subject: Re: Multi-tasking? An Oppertunity
To: info-atari16@score.stanford.edu

In article <3797@hoptoad.uucp> db@hoptoad.UUCP (David Beckemeyer) writes:
>If I get enough replies, I might consider making the run-time RTX
>program FREE.
>
> David Beckemeyer
> President - Beckemeyer Development Tools

Well count one here. I would like to take the opportunity to
combine your multi-tasking package with MicroEMACS and make a background
editor.

Daniel Lawrence (317) 742-5153
UUCP: {ihnp4!pur-ee!}j.cc.purdue.edu!nwd
ARPA: nwd@j.cc.purdue.edu
FIDO: 201/2 The Programmer's Room (317) 742-5533

Posted-From: The MITRE Corp., Bedford, MA
To: info-atari8@score.stanford.edu, info-atari16@score.stanford.edu
Subject: Atari ham radio net info
Date: Fri, 08 Jan 88 14:34:21 EST
From: jhs@mitre-bedford.ARPA

This may be old news to many readers, but I just learned about the Atari Microcomputer Users' Net, a ham radio discussion group focused on using Atari computers, especially in ham radio applications (but not exclusively). The net meets Sundays at 1600 Zulu (GMT) on 14.325 MHz. (1600 Zulu is currently 11 AM Eastern time, noon during the summer.) David Byrd, KD7VA, is the Net Control Station. Dave is the creator of a well-known 256K plus upgrade for the 800. Gil, VE4AG, publisher of Ad Astra, is usually also on frequency. The group maintains an extensive disk library, emphasizing but not limited to, ham radio applications. Both ST and 8-bit software and hardware interests are covered by the group.

Readers who are not hams would need to find a local ham to participate actively in the net, but they might anyway enjoy listening in on a shortwave receiver tuned to 14.325 MHz on Sunday mornings.

-John Sangster, W3IKG / jhs@mitre-bedford.arpa

Date: 8 Jan 88 19:39:43 GMT
From: hoser.berkeley.edu!bryce@ucbvax.Berkeley.EDU (Bryce Nesbitt)
Subject: Re: IFF-format
To: info-atari16@score.stanford.edu

In article <@ucbvax.Berkeley.EDU> A089FLUM@HTIKUB5.BITNET writes:
>As I understand there is a standard format for musical scores called the
>IFF-format. Could someone send me a description??

IFF stands for "Interchange File Format". It is a stanard for creating file standards. The intent is easy transfer between machines and programs. Very nice.

There are IFF definitions for Musical Scores, sampled sound, digitized pictures, etc.

You can purchase the entire "IFF manual" for $20 from:

CATS / Lauren Brown
1200 Wilson Drive
West Chester, PA 19380

:\ /: . Ack! (NAK, SOH, EOT)
{o O} . bryce@hoser.berkeley.EDU -or- ucbvax!hoser!bryce (or try "cogsci")
(")
U "Your theory is crazy... but not crazy enought to be true." -Niels Bohr

---

Date: 8 Jan 88 19:37:19 GMT
From: wisner@eddie.mit.edu (Bill Wisner)
Subject: What's DVI?
To: info-atari16@score.stanford.edu

Yesterday I FTPed and downloaded UniTerm v2.0a (thanks, whats-yer-name at
Oregon State) to find, to my chagrin, that the documentation is in DVI format.
Well.. what's DVI? How do I get this file full of gibberish to make some
sense? Be warned that I have no printer..
--
Bill Wisner / wisner@eddie.MIT.EDU
The number of arguments is unimportant unless some of them are correct.

Date: 6 Jan 88 17:03:00 GMT
From: cca!mirror!ishmael!inmet!dwyer@husc6.harvard.edu
Subject: Re: Need info on 2400 baud modem and C
To: info-atari16@score.stanford.edu

I recently bought a SUPRA 2400 baud modem. It seems to work just fine.
I cannot comment on reliability, because of my limited experience with
it. I can say however that 2400 baud makes working remotely possible, where
1200 did not. It is possible to do full-screen editing and remain sane.

There are a number of possible reasons that the SUPRA modem is inexpensive.
It is not in a fancy box, there aren't lots of pretty lights and nobs.
It does not, at least the package I bought, come with communication
software.

matt

Date: 08 Jan 88 17:27:00 EDT
From: GEORGE FRAJKOR <F27FRAJP%CARLETON.BITNET@forsythe.stanford.edu>
To: <info-atari16@score.stanford.edu>
Subject: MULTI-TAXING

THE oddball discussions on multi-tasking have made me wonder why
no one has thought of the obvious use-- figguring out your taxes. I
don't know if the US system is as silly as Canada's, but what has
always bugged me here is that you have to fill out innumerable
different schedules and calculate them depending on where your money
is coming from, because different sources of income are taxed
or treated differentlty. So you run your tax program. All is well
until it asks you to fill out sked 4, capital gains from real estate.
So you stop and start filling in what property you bought, how much
of it you sold, what proportion of the gain is taxable, etc. And you
go back and fill in one figure. Then it asks you about dividend
income from domestic corporations (taxed at one rate) and from
foreign corporations (taxed at another) and you stop to figure that
one out. Then it asks you to fill in your income from the oustide
consultancy work you've done that year, (minus expenses allowable)

and so on and so on. Does no one see here what multi-tasking can do?
In the background you can have a batch of separate schedule programs
doing the dog work all at once and feeding the results into the
main tax program.
Software writers who haven't yet thought of this -- go ahead and
use my idea. Just remember to send me a copy of the program. Canadian
form, please.

Date: 8 Jan 88 18:07:00 GMT
From: silver!stowe@iuvax.cs.indiana.edu
Subject: Re: Multiuser BBS
To: info-atari16@score.stanford.edu

[Good morning, Mr. Line Eater...]

Neil,

With STadel, you may not be able to leave a public message directed
to a person, but if it's public, why not simply put the recipient's
name on the first line, and if need be, send them Email saying that
there is a public message in such-and-such a room. Also, those people
most likely to get public messages (such as yourself) could have a
room (message base) for that sole purpose. With STadel, you can have
64 "rooms" on a system. You could have 5 different boards with a number
of netted rooms as well as having a purpose to each separate board;
say, one for graphics, one for MIDI, etc. If you wanted to net with
Atari Canada, you could even net some rooms with them. Messages in
the rooms can be netted automatically or you can give the general public
netting privs.

I, personally, don't think STadel lacks in the up/download department
either, but it is "different". Rooms can be made directory rooms. You
can download a file right after you read comments about it if you want
without having to leave the message base or going into a "file" section.
You can send files from system to system through netting. You can make
directory rooms that are either upload or download only. The only thing
I find at all lacking is the description area. People tend not to describe
their files well.

As for new users on STadel, there are some tricks, but once people are
used to it, it is fast and easy, and best of all, NOT redundant! There
are help files and tutorials available. Most of the STadel users I know
(including myself) caught on very quickly. BBSers who are serious tend
to be fairly clever about such things. A simple explanation that the BBS
is like a large building where you wander from room to room reading new
messages and leaving messages usually helps, as does explaining that
everything you receive from the BBS is done with some kind of a Read,
and everything you give to the BBS is done with some kind of an Enter.

In case some of you hadn't figured out, yes, I run one of these beasties.
If you want some more information or would like a little tutorial about

using STadel (which also comes in Amiga and MS-DOS flavored Citadels, btw),
drop me a message. It may take a day or two to get back to you, but I will
indeed get back to you. There are a bunch of addresses where I can be
reached down below...

Neil, I have had trouble finding a path to you from Bitnet, I'm afraid,
but I haven't given up hope yet! *grin*

Holly...

Bitnet: IHLS400@INDYCMS
Arpanet: ihls400%indycms.bitnet@{your favorite gateway here}
UUCP: ...!rutgers!indycms.bitnet!ihls400
GEnie: HOLLYSTOWE
BBS: (317) 842-7564 (300/1200/2400/9600USR)
Internet: stowe@silver.bacs.indiana.edu
USnail: 799 W. Michigan St. ET1023, Indianapolis, IN 46202
ICBM: Just aim at the Army Finance Center at Fort Benjamin Harrison

"Lake Wobegon - Gateway to Central Minnesota"

[.................. (energy bits for the line eater).................]

Date: Sat, 9 Jan 88 03:17 N
From: <RCST14%HEITUE5.BITNET@forsythe.stanford.edu>
Subject: Hard disk speed
To: info-atari16@score.stanford.edu
X-Original-To: info-atari16@score.stanford.edu, RCST14

Could someone please tell me whether or not there are PD utilities out there
that can shuffle my harddisk in order to put all files in one contiguous piece?
An other point I'd like to mention is the speed of the SH204 harddisk: of
course it is slowing down because of the file fragmentation, but I can hardly
only blame tiver
code? I'm wondering how well written it is...

Ps: I started thinking about all this when I saw one of those horrible
don't-say-the-name ..DOS machines perform FAST after a cleanup...

Jan Joris Vereijken

End of Info-Atari16 Digest
****

1183. Uniterm 2.0 005? 006?

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 07:04:20 UTC
From: exodus@uop.edu
Message-ID: <907@uop.edu>
Source record: 255083

I am willing to email anyone interested a copy of the latest uniterm minus the documentation (which I understand is not human readable at this point anyways!). The version I have was taken off of GEnie, so if you have access to that network, please get it from there since it is a sizable piece of mail (3 * 56k + ~24k).

G. Onufer

exodus@uop.edu

1184. ANALOG - ST/Log bought out

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 14:48:33 UTC
From: bruce@ektools.UUCP
Message-ID: <1010@ektools.UUCP>
Source record: 255084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

This notice regarding ANALOG and ST/Log was posted on Delphi:

ANALOG is in the process of being bought out by a very large publishing company based in Los Angeles, California. The publishing company will provide printing, distribution and subscription services for ANALOG and ST/Log Magazines. For the most part, the editorial content will still be lead by Lee Pappas, Clayton Walnum and the assortment of contributing editors currently adding their prose to the magazine.

The first issue of ANALOG and ST/Log that will be published under the new company will be the March, '88 issues. These issues will be on the news-stands in late January, '88. After the re-introduction, ANALOG and ST/Log magazines will be published monthly with approximately the same coverage and substance as was previously made available.

Subscribers will continue to receive their issues as normal under this new arrangement. ANALOG will be installing an answering machine on their Worcester, Massachusetts phone number sometime this week. The machine will give more precise details regarding the publication dates and subscriber information.

1185. Another ARC (VAX/VMS) request

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 22:26:00 UTC
From: TOXI_CE@HNYKUN51.BITNET
Message-ID: <8801162243.AA17728@ucbvax.Berkeley.EDU>
Source record: 255085

I am looking for a (de)ARC program that can be used on a VAX/VMS system. (Yes I know I'm not the only one). I would be grateful to receive a source file from somebody. Or maybe someone can tell me of a way to obtain it using BITNET/EARN.

Since I found quite a number of requests like this one in older info-atari16 digest's it might be an even better idea if somebody would post is to canada01.

Chris Evelo TOXI_CE@HNYKUN51

1186. re: Hard Disk speed

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 23:36:00 UTC
From: BRIGHT@DALAC.BITNET
Message-ID: <8801162340.AA18307@ucbvax.Berkeley.EDU>
Source record: 255086

Jan Joris Vereijken <RCST14%HEITUE5.BITNET@forsythe.stanford.edu> writes:
>Could someone please tell me whether or not there are PD utilities out there
>that can shuffle my harddisk in order to put all files in one contiguous piece?

Simon Poole's DLII disk editing utility includes REORG.PRG, which will
reorganize files and directories on both hard drives and floppys.

BBB

Bob Bright <BRIGHT@DALAC.BITNET>
Philosophy Dept.
Dalhousie University
Halifax, NS B3H 3J5

1187. re: WordPerfects???

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 23:43:00 UTC
From: BRIGHT@DALAC.BITNET
Message-ID: <8801162346.AA18389@ucbvax.Berkeley.EDU>
Source record: 255087

Al Gaspar <gaspar@ALMSA-1.ARPA> writes:

>I've been considering WordPerfect, and I'm getting a little confused. It's as
>if there are two different WordPerfects. On the one hand, Pavneet Arora writes
>from Canada and says:
....
> Bugs are one thing - fatal bugs another. I use the following
> analogy - If I approached WP and asked them to give me
> a copy of the software, and then told them that I would pay
> them in a few months i.e. whenever I could afford it, I would
> not expect them to hand over the package. And yet, WP has
> taken money from users and then handed over a useless package
> without ever notifying any of its users that there are problems.
....
>On the other hand, Rich Dankert replied with glowing praise to a request for
>information on WordPerfect:
....
> Contrary to all the comments from user's of Word Perfect in the
> negative aspect, I can say that the version I got didn't have all the
> bugs that I had seen mentioned. In fact Word Perfect Corp. is
> one of the best software makers that I know of. If you OWN the
> program, and have a problem with it, and they have a newer version
> of it, they will send it to you, second day air sometimes.
....
>What's the deal here? Are we talking about two different versions of
>WordPerfect for the ST here, is there a different version in Canada, or
>does Pavneet Arora use features that Rich Dankert doesn't? ? Can someone

The truth, as usual, lies somewhere in between. The present incarnation
of WP does have a number of bugs, though few of them are really "fatal".
Most of them fall into the class of minor annoyances (such as the infamous
"key-click" problem). One of the most serious, to my mind, is that WP
doesn't clean up after itself properly when exiting -- at least the "Canadian
version" :-) doesn't, running on a mono 1040 with nite and moustrap resident.
It frequently bombs upon exit, and when it doesn't, will often lock up
subsequent applications (such as Uniterm). I just make sure I reboot every
time I exit WP -- no big deal, since it's not the sort of program you're
going to be using to dash off a quick note to the net.
Word Perfect Corp. should probably be chastised slightly for not
debugging the program a little more thoroughly. (They can make up for it,
in my books, by making the first upgrade free to current owners.) On the
other hand, even *with* its current defects WP is by far the best word
processor available for the ST at the moment; certainly it's very far from
being "useless", as Pavneet Arora suggests. I don't know about you, but I
don't think I could have waited much longer for a really decent word processor

for my ST.

BBB

Bob Bright <BRIGHT@DALAC.BITNET>
Philosophy Dept.
Dalhousie University
Halifax, NS B3H 3J5

1188. for Word Perfect users

Newsgroup: comp.sys.atari.st
Date: 1988-01-16 23:51:00 UTC
From: BRIGHT@DALAC.BITNET
Message-ID: <8801162357.AA18502@ucbvax.Berkeley.EDU>
Source record: 255088

Following is a small gift for Word Perfect users: an Icon program which converts .DOC files created by that miserable-excuse-for-a-word-processor-which-came-bundled-with-our-machines into WP files. To run it you'll need the ICONT translator and ICONX run-time programs (available at listserv@canada01, atarinet, and any number of other places, I imagine).
To translate the program, double-click on ICONT.TTP and enter 1STWD2WP.ICN on the command line. When the translator is finished, you can throw away the .U1 and .U2 files; 1STWD2WP.ICX is all you'll need.
To run the program, double-click on ICONX.TTP and enter 1STWD2WP.ICX on the command line (or "Install" ICONX.TTP with an ICX extension, and then double-click on 1STWD2WP.ICX itself). The program will prompt for the name of the input and output files (defaults to .DOC and .WP extensions, respectively). It will search the current directory and root directories of A: and D:, but you can specify a full pathname if you wish. (You could also edit the .ICN file before you translate it, if you want different default paths and extensions.) The program reads and converts each line of the input file, writing to output as it goes. Putting everything in a ramdisk will speed things up quite a bit. It will preserve all of the underlining, italics, bold, super- and subscripting in your .DOC file (but *not* 1st Word's light-faced type), and look after such things as hard and soft CR's. You'll have to fix up your block-indented quotes and whatnot a bit, but that's relatively easy to do once you've got the converted file into Word Perfect. Also, if you convert a .DOC file that was saved double-spaced, you'll get an extra space before each soft CR, so resave it single-spaced first.
This hasn't been tested much, since my main concern was to translate some of the papers I'd been working on into WP format. (This is the kind of "quick-and-dirty" application that Icon excels at, BTW.) The program worked fine for me, but use it at your own risk (and, it goes without saying, keep backups of your .DOC files until you're *certain* the .WP file is OK).

BBB

Bob Bright <BRIGHT@DALAC.BITNET>
Philosophy Dept.
Dalhousie University
Halifax, NS B3H 3J5

```
---------------- cut here for 1STWD2WP.ICN ----------------
global name, io
procedure main()
write(" ****************************_
\n * FILE CONVERSION UTILITY *_
\n * 1st_Word .DOC *_
\n * to *_
```

```
\n * Word Perfect *_
\n * *_
\n * v1.0 *_
\n * 2 December 1987 *_
\n * (c) BBB *_
\n ***************************\n\n")
#====================================================================
# open files for input and output
#====================================================================
# get name of .DOC file to convert, call fileopen procedure
writes("Please specify name of 1st_Word file to convert: ")
name := read() || ".DOC"
fileopen("1st_Word file to convert")
infile := io
line := read(infile)
if line[1] c== "\x1F" then {
writes(name," is not a 1st Word .DOC file. _
Do you wish to proceed? (y/n): ")
if read() c== "y" then stop("Execution terminated.")
}
# replace original extension of filename with ".WP", call fileopen again
name := name[1:find(".",name)]
name := name||".WP"
writes("Please specify output name for Word Perfect file [",name,"]: ")
i := read()
if i c== "" then name := i
fileopen("output file","wu") #"wu" so \x0A is not translated to \x0D\x0A
outfile := io
writes(outfile,"\x80\x80") #at the start of every WP file
#====================================================================
# initialize variables
#====================================================================
bold := 0
und := 0
ital := 0
sup := 0
sub := 0
codes := "\x80\x81\x82\x83\x84\x85\x86\x87\x88\x89\x8A\x8B\x8C\x8D\x8E\x8F_
\x90\x91\x92\x93\x94\x95\x96\x97\x98\x99\x9A\x9B\x9C\x9D\x9E\x9F_
\xA0\xA1\xA2\xA3\xA4\xA5\xA6\xA7\xA8\xA9\xAA\xAB\xAC\xAD\xAE\xAF"
#====================================================================
# read infile a line at a time, and
# (i) delete all stretch spaces (\x1C)
# (ii) convert variable spaces (\x1E) to " "
# (iii) convert tab spaces to \x09
# (iv) convert "-" to \xA9
# (v) add super & subscripts up to the first escape character
# (vi) search for changes in 1st word styling parameters, convert
# to word perfect format
# (vii) write line to outfile, with soft or hard returns as required
```

```
#=====================================================================
while line := read(infile) do {
#first check to see if it's a 1st word format line
if line[1] == "\x1F" then next
#delete stretch spaces
while i := find("\x1C",line) do line[i] := ""
#convert varspaces to " "
while i := find("\x1E",line) do line[i] := " "
#convert tab spaces to \x09
while i := find("\x1D",line) do line[i] := "\x09"
#convert "-" to A9
while i := find("-",line) do line[i] := "\xA9"
#add super & subscripts up 1st escape char.
if sub=1 then {
c := 1
while line[c] c== "\e" do {
if line[c] >> "\x1F" then
if line [c] << "\x7F" then {
line[c] := "\xBD"||line[c]
c +:= 1
}
c +:= 1
}
}
if sup=1 then {
c := 1
while line[c] c== "\e" do {
if line[c] >> "\x1F" then
if line [c] << "\x7F" then {
line[c] := "\xBC"||line[c]
c +:= 1
}
c +:= 1
}
}
#now find 1st_word styling codes and convert to WP styling
while i := find("\e",line) do {
num := find(line[i+1],codes)-1 #init. num to integer value of
# styling code following \e
rep := "" #initialize replacement string
# test for subscript on
if num >= 32 then {
num -:= 32
sub := 1
c := i+1
while line[c] c== "\e" do {
if line[c] >> "\x1F" then
if line [c] << "\x7F" then {
line[c] := "\xBD"||line[c]
c +:= 1
```

```
}
c +:= 1
}
}
else sub := 0
#test for superscript on
if num >= 16 then {
num -:= 16
sup := 1
c := i+1
while line[c] c== "\e" do {
if line[c] >> "\x1F" then
if line [c] << "\x7F" then {
line[c] := "\xBC"||line[c]
c +:= 1
}
c +:= 1
}
}
else sup := 0
#test for underline on
if num >= 8 then {
num -:= 8
if und=0 then {
rep := rep||"\x94"
und := 1
}
}
else if und=1 then {
rep := rep||"\x95"
und := 0
}
#test for italics on
if num >= 4 then {
num -:= 4
if ital=0 then {
rep := rep||"\xB2"
ital := 1
}
}
else if ital=1 then {
rep := rep||"\xB3"
ital := 0
}
#cut out light-faced type
if num >= 2 then num -:= 2
#test for bold on
if num >= 1 then {
if bold=0 then {
rep := rep||"\x9D"
```

```
bold := 1
}
}
else if bold=1 then {
rep := rep||"\x9C"
bold := 0
}
#replace the 1st_word styling codes with rep
line := line[1:i]||rep||line[i+2:0]
}
#write line to outfile with hard or soft return as needed
if line[-1] == " " then writes(outfile,line[1:-1]||"\x0D")
else if line[-1] == "\xA9" then writes(outfile,line||"\x0D")
else if line[-1] == "\x09" then writes(outfile,line[1:-1]||"\x0D")
else writes(outfile,line||"\x0A")
writes(".")
}
write("\x0D\x0ACompleted conversion.")
end
##################################################
procedure fileopen(s1,s2)
ucase := "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
lcase := "abcdefghijklmnopqrstuvwxyz"
repeat {
c := 1 #convert
while name[c] do { #name to
if i := find(name[c],lcase) then name[c] := ucase[i] #upper
c +:= 1 #case.
}
if io := open(name,s2) then break #check current directory
name2 := name
name := "D:\\" || name2 #check root directory of D:
if io := open(name,s2) then break
name := "A:\\" || name2 #check root directory of A:
if io := open(name,s2) then break
writes("Cannot open ",name2,". Please re-specify ",s1,": ")
name := read() #get name
}
end
-------------------- end of 1STWD2WP.ICN ----------------------
```

1189. Re: Multiuser BBS & HDSCAN/DISKTOP

Newsgroup: comp.sys.atari.st
Date: 1988-01-17 02:30:23 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4636@ihlpg.ATT.COM>
Source record: 255089

In article <945@atari.UUCP>, neil@atari.UUCP (Neil Harris) writes:
> Sure, I would not mind seeing it. But, I have indeed used STadel boards
> more recently, and I personally have very little trouble navigating through
> them. But they still strike me as counter intuitive, especially if you want
> to download something. And I can't accept that in the boards I'm running.

Now this is funny (as in odd, not laughable)! I've used the Atari boards and
the downloading struck me as far more counter intuitive than Stadel.
Which I have only used casually 3 or 4 times, and I have done up and down loads.

Well folks. Neil has made up his mind and the issue is now religion so
no amount of logic will move him.

> --->Neil Harris, Director of Marketing Communications, Atari Corporation

1190. Hard Disk info and question

Newsgroup: comp.sys.atari.st
Date: 1988-01-17 18:05:23 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3418@batcomputer.tn.cornell.edu>
Source record: 255090

[]

Examination of the boot sector and first FAT sector of the C: partition
of my Atari SH204 hard disk (formatted by the HDX utility with the
default 4-6-10 partitioning) shows the following: (all in hex)

Start of boot sector:
00 04 3E 3C 00 E0 4E 75 24 48 65 00 02 02 01 00
20 00 01 90 22 73 12 00 70 2E 73 2C 76 20 31 2E
31 20 38 36 2F 30 36 2F 30 32 20 31 32 3A 34 38 * 1 86/06/02 12:48
3A 34 31 20 64 79 65 72 20 45 78 70 20 24 00 4D * :41 dyer Exp $.M

- meaning:
BPS=200
SPC=2
RES=1
DIR=100
NSECS=2290
FATS=20
MEDIA=73
SPF=12
SPT=2E70
SIDES=2C73
HIDDEN=2076
SERIAL=312076

At the end of the boot sector:
01 47 45 4D 00 00 52 91 00 00 50 00 00 47 45 4D * .GEM..R...P..GEM
00 00 A2 91 00 00 00 00 00 00 00 00 00 00 2F 7C * ..../|

The start of the FAT:
00 00 00 00 FF FF 04 00 05 00 06 00 07 00 08 00
FF FF FF FF FF FF FF FF FF FF 0E 00 0F 00 FF FF
FF FF 12 00 FF FF FF FF 15 00 FF FF 17 00 18 00
19 00 FF FF 7C 03 FF FF 1D 00 1E 00 1F 00 20 00
21 00 22 00 23 00 24 00 25 00 26 00 27 00 28 00
FF FF 2A 00 2B 00 2C 00 2D 00 2E 00 2F 00 30 00

- i.e., looks distinctly like *** 16-bit *** entries.

Question: can somebody out there who knows about MS-DOS figure out the
corrections necessary so that MS-DOS (3.3) would read the partition right?
As-is it gets it all wrong except the root directory, so I suspect MS-DOS
reads the FAT as 12-bit entries.
Possibly: the media type is wrong, or it needs to be duplicated in the
first byte of the FAT?

- Moshe Braner

1191. Information Request

Newsgroup: comp.sys.atari.st
Date: 1988-01-17 21:26:47 UTC
From: Flash@UMass.BITNET
Message-ID: <8801171621246C4.AZGS@Mars.UCC.UMass.EDU>
Source record: 255091

I am in need of some information on some software versions.

What is the latest version of the DOUBLE-CLICK SOFTWARE Corner Clock?

What is the latest version of the DOUBLE-CLICK SOFTWARE Formatter?
(Mono and Color)

Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@CUNYVM.CUNY.EDU
R-FLASHMAN on GEnie

1192. Mega software problems

Newsgroup: comp.sys.atari.st
Date: 1988-01-17 23:14:40 UTC
From: avp@garfield.UUCP
Message-ID: <4398@garfield.UUCP>
Source record: 255092

Although 4 megs are great, they aren't too much good if half
(exaggeration) the software doesn't work. Mostly, I find it is games
that don't work, but it is a big pain, much of my old software is
now next to useless. For example

VIP
Mean 18
Rogue
Arkanoid
Championship Baseball
StarTrek
Swords of Kadash
ST Pool
Karate Kid II

I could go on, but I guess you see the point.

I was hoping someone had some easy, quick, dirty solution to these
problems. I did find a fix for StarTrek on Genie, but a friend got
it for me, and now I can't see if there are any more there.

Help!!

avp@garfield.UUCP
avp@garfield.mun.cdn

I never had an xl, but can now guess how they felt.
(I had a 400 ;-))

D
D
(I had a 400 :-))

1193. Re: atari + unix

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 00:51:08 UTC
From: mh4x+@andrew.cmu.edu
Message-ID: <UVwJdwy00Uo5RyA0Q-@andrew.cmu.edu>
Source record: 255093

I have had some experience with the Beckmeyer MTC shell without the
VSH manager.
First comment: If you don't have a hard disk, don't even try it.

The package is heavily dependent on disk access, and trying to use a
normal floppy is just too slow.

Other then that, I have found the package to be very good. It
seems to be a very good emulation of the Unix system. This emulation
can be made even more complete with the purchase of a addition package
or two (MC-Tools, as I recall, is one of them.)

Some gripes I have is that they either have not made any revisions to the
package in the last year or so (which is very doubtful considering the
work that must have gone into the package) or that they just have not
sent out reports of these updates to their registered owners. (I sent in
my registration card about a week after I purchased the package but have
not heard from them since. On the same note, while they might have
updated the manual, the one that came with the version that I have is
really not that helpful if you don't already have a good background
in Unix.

Basically, though, I have found the package very useful and well written.

Mark Hamill
mh4x@andrew.cmu.edu

1194. Re: 68000 version of TURBO PASCAL on ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 01:04:41 UTC
From: fireplace@cup.portal.com
Message-ID: <2550@cup.portal.com>
Source record: 255094

A very good friend of mine(?), bruls@nvpna1.UUCP (Bruls), writes:
>Does somebody have any experience with running the 68000 Apple
>Macintosh version of TURBO PASCAL on the Atari ST using a Macintosh
>Emulator? How does it compare with MSDOS Turbo Pascal? Is graphics
>still possible? Any info is welcome.

All I can tell you is that Turbo Pascal does work on the Magic Sac
Macintosh emulator. I personally do not use it, so I cannot tell
you much about it.

[AMAZING 3-DIMENSIONAL ASCII GRAPHICS IN FULL LIVING COLOR GOES HERE]

--If you were a fish, you'd ask for fireplace@cup.portal.com too.--

1195. Project Management Software - HELP Please!

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 01:52:39 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1988Jan17.205239.3318@gpu.utcs.toronto.edu>
Source record: 255095
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac

A friend of mine is looking for an integrated project management
package which will have actual resources used as input only once,
compared it with project projections, output reports etc.,
while also being tied into the payroll system.

Does something like this exist? If so could you please
send me the particulars. If not, then if anyone
could make suggestions as to how this problem may be solved, I'd
really appreciate it.

Many thanks in advance.

Pavneet Arora
parora@utgpu

1196. Re: Uniterm 2.0 005? 006?

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 03:20:18 UTC
From: martin@lakesys.UUCP
Message-ID: <381@lakesys.UUCP>
Source record: 255096

I have Uniterm 2.0 minus the documentation. Could someone email them to me? The format of the text doesn't matter. I understand the docs may be in DVI (?), but that woudn't matter. Your help is appreciated.

Marty
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

1197. Re: WordPerfects???

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 06:44:03 UTC
From: rich@lakesys.UUCP
Message-ID: <384@lakesys.UUCP>
Source record: 255097

In article <8801162346.AA18389@ucbvax.Berkeley.EDU> BRIGHT@DALAC.BITNET (BOB BRIGHT) writes:
>
> The truth, as usual, lies somewhere in between. The present incarnation
>of WP does have a number of bugs, though few of them are really "fatal".
>Most of them fall into the class of minor annoyances (such as the infamous
>"key-click" problem). One of the most serious, to my mind, is that WP
>doesn't clean up after itself properly when exiting -- at least the "Canadian
>version" :-) doesn't, running on a mono 1040 with nite and moustrap resident.
^^^^^^^^^^^^^^^^^

Just have a question here. Why the mousetrap program? The program
does allow the lockout of the menu bar, which may be the reason for the
not so clean break upon exit. Nite I can understand, to blank the screen
but another screen saver utl may solve the other problem your experiencing.

I must admit that I use WP from a cold boot, seeing that if i'm going
to be using it, I will be for some time,and when I exit the next program I
will most likly be using will be my terminal disk, though I do use the
terminal as a normal boot disk as it has my favorite .ACC's and ramdisk size.

Key click problem, well I can't say that I have encountered that
either, but then I don't have the volume up, as it slows my typing down ;^}.
Unless your talking about something different than I am interpreting.

>It frequently bombs upon exit, and when it doesn't, will often lock up
>subsequent applications (such as Uniterm). I just make sure I reboot every
>time I exit WP -- no big deal, since it's not the sort of program you're
>going to be using to dash off a quick note to the net.
> Word Perfect Corp. should probably be chastised slightly for not
>debugging the program a little more thoroughly. (They can make up for it,
>in my books, by making the first upgrade free to current owners.) On the
>other hand, even *with* its current defects WP is by far the best word
>processor available for the ST at the moment; certainly it's very far from
>being "useless", as Pavneet Arora suggests. I don't know about you, but I
>don't think I could have waited much longer for a really decent word processor
^^^^^^^^^^^^^^^^^^^^
In this I agree totally. WP has become my defacto standard W/P no
matter what or how big whatever I am going to write is. I love it.....

>for my ST.
>
>BBB
>
>Bob Bright <BRIGHT@DALAC.BITNET>
>Philosophy Dept.

>Dalhousie University
>Halifax, NS B3H 3J5

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily always correct, and again I re-interate I am not affiliated with Word Perfect.

1198. Re: The mythical Mega lives...

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 10:54:20 UTC
From: atoenne@laura.UUCP
Message-ID: <159@laura.UUCP>
Source record: 255098

In article <8801151736.AA20235@ucbvax.Berkeley.EDU> FXDDR@ALASKA.BITNET writes:
>A person here bought a Mega 4 and I got a brief look at it, so it appears that
>one does indeed exist. The story of what he went through to get it was truly
>incredible...seems it is easier to find the Holy Grail or Noah's Ark than to
>buy a Mega 4. Maybe Atari is trying the Rolls-Royce marketing strategy: make
>a few of them, and let everyone fight over them and pay high prices for the
>privilege of owning a limited edition.
Ha !
I'm pleased to hear that we germans aren't behind all the time :-)
I got my Mega4 without problems 3 months ago.
Currently I'm running a full implementation of Smalltalk80 on it.
(without blitter support sigh :-( )
>
>What's it take to upgrade a Mega 2?
Luck.
As my dealer told me, the Mega 2 has slow ram chips inside.
If you want to upgrade the Mega2 you have to replace these chips by faster
ones. Otherwise ram refresh might not work.

Andreas Toenne

D

1199. Unexpected results

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 15:22:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880118152255.0.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 255099

I just stuck the .5 meg upgrade from E A Brown into my 520, bringing it up to 1 meg. Everything worked peachy, until I tried to recompile something with Mark Johnson C, at which point MJ's assembler wedged up totally. Everything else works marvelously; the ram's there, the ramtester loves it, I burned it in for an hour with no trouble, Uniterm loves it, other memory-hungry programs love it, etc, etc. The only ill effect is the MJC assembler wedging when I load it up.

Has anybody ever seen any effects like this? It seems pretty bizarre to me that making more memory available would cause a program to die like this, but that's what's happening. I tried several backup copies of the assembler, and the older version, but all do the same thing.

Any ideas will be much appreciated.

1200. Re: starting up UniTerm

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 16:34:50 UTC
From: long@sask.UUCP
Message-ID: <990@sask.UUCP>
Source record: 255100

> >Has anyone succeeded in autostarting UniTerm?
>
> However there is a solution, but I have not tried it with UniTerm. There
> is a program (I think it was posted to the net) that is called something
> like GEMSTART. I don't exactly know how it works, or what limitation are

I tried starting uniterm up using GEMSTART. It would run okay, but
no matter where I put the .INF file, it was unable to find it.

Warren

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-=-

1201. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 16:48:36 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4645@ihlpg.ATT.COM>
Source record: 255001
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <492@.UUCP>, alex@.UUCP (Alex Laney) writes:
>
>In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>> I can't think of *any* two tasks which I do on my home machine
>> which take enough time to make m/p profitable, and which could
>> co-exist sensibly with only two floppy drives.

I have one application I ran into at home on one of my single processing machines. I was dissassembling a rather large piece of code to find references to a particular set of routines. The disassembly output was many times as large as my available disk space put the references I needed were quite small. If I could have piped (UNIX terminology for sending the output of one process directly into the input of another process) this output into a grep (a line oriented regular expression pattern matcher) I would not have run into disk problems and would not have had to manually subdivide this work.

Clearly, since he doesn't have support for it he isn't doing some of the tasks he could be doing. Daemons for many purposes could be 'in the background'. Print spooling, disk capacity monitoring, memory consolidaters, memory allocation precalculators and well as piping.

Note: One of the fun things one can do with pipelines is send a chunk of text from inside a wordprocessor/editor through a formatting program as I have done with this message.

> What about formatting a floppy while you are running your Word-
> Processor, and your floppy is full? What I like is the ability in
> Multi-tasking systems, is the ability to SUSPEND, and not just
> ABORT a program, when I need to interrupt.

Actually, this doesn't take multiprocessing (i.e. concurrent running processes). To do it in the general case it does or one of the kludges like memory resident programs.

> Alex Laney alex@xicom.UUCP ...utzoo!dciem!nrcaer!xios!xicom!alex

--j.a.tainter

1202. Megamax c development system forsale

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 20:14:29 UTC
From: m204help@cca.CCA.COM
Message-ID: <23365@cca.CCA.COM>
Source record: 255002

```
FOR SALE:

MEGAMAX 'C' DEVELOPMENT SYSTEM.
INCLUDES COMPILER, UTILITIES, LIBRARY SYSTEM, IN LINE ASSEMBLER.
I HAVE SOLD MY ST.
$100.00
SERIOUS INQUIRIES ONLY.
(617)492-8860 X332 DAYS
(617)491-6324 EVES

KEITH HEDGER
```

1203. Atari SH204 hardisk problems

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 21:24:30 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4655@ihlpg.ATT.COM>
Source record: 255003

I'm experiencing some odd behaviour with my ATARI SH204 hard disk.
Does anyone recognize these symptoms:

On what seem to be random disk accesses (reads AND writes) my
drive does what sounds like the initialization procedure it goes
through on power up and the disk operation fails. If I then
redo the disk operation immediately it has no problem.

Sometimes I will go for long intervals with no occurence other
times I'll take one of these hits every couple of minutes.

Also, when the disk gets moderately full (3/4) seeks can take as
long as 30 seconds and I think i've had some take considerably
longer though I never timed any longer than 30. Is this
reasonable behavior?

I am trying to get an idea of what the problem may be and if I can fix
it without having the unit repaired. To date I have not opened the unit
to check cable connections and chip seating. I have checked the external
cable and it is firmly connected.

--j.a.tainter

1204. Atari games

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 21:37:06 UTC
From: abbott@aero.ARPA
Message-ID: <23180@aero.ARPA>
Source record: 255004

My son just got an atari game player (7800 ?) as a present, and we are looking for games to play on it. (It takes tape cartridges.) Does anyone have any games to sell? Is there a market where second hand games are sold?

Thanks,

-- Russ Abbott

1205. More random questions

Newsgroup: comp.sys.atari.st
Date: 1988-01-18 22:34:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880118223421.6.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 255005

I tried to use TURTLE to back up my Supra hard disk. Everything worked peachy until trying to write the seventh floppette, at which point it barfed, saying that it had encountered a fatal error writing the Ramdisk. I tried it twice more, and it barfed the same way on the same file every time. I punted the file, and it then picked a different file to barf on. I then wised up and did incremental backups, and it did about 7 more disks, and then got the same error. All the files that it was trying to copy were fine, no apparent corruption on the hard disk. It appears to be corrupting its ramdisks in some obscure way. Anybody seen this? Anybody got any ideas?

Next: I'm looking for source (68K code preferred) for floating point routines. Anybody got any handy? If it's any incentive, they're for the GNU C compiler, so if anybody wants to see it for STs, help me find the support code instead of writing it from scratch and getting it wrong a couple of times :-}

Finally, I'm still trying to get hold of Mark Johnson, of MJC fame. Either the various mailers are screwed up as usual, or he's dropped into a black hole somewhere. Mark, if you see this, please try to respond; I've got a bunch of bug reports and test cases for you!

1206. VC.TTP

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 02:08:45 UTC
From: euloth@dalcsug.UUCP
Message-ID: <281@dalcsug.UUCP>
Source record: 255006

I have just been playing with the VC.TTP, both the version which is

85791 bytes, and except for the W,and T commands works well.

86126 bytes, which has the T command working but not the W command.

The second one had the sources ARC'd with the program and a US Tax form.
There were mods made by Robert Bond, dating back to a year ago. Does
anyone know this gentleman?

I would like to ask if anyone has gotten the W command to work. I can't
seem to get it to print a file which can be viewed on the screen or printed
out. Is there a way to print to the printer?

Are the authors I listed above around on the net?

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

1207. Request for Atari-ST Ray Tracing C Code...

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 04:39:50 UTC
From: lansd@godzilla.ele.toronto.edu
Message-ID: <1988Jan18.233950.29984@jarvis.csri.toronto.edu>
Source record: 255007

Can anyone point out a source of Ray Tracing programs written
in C? I would like to work on my own demos and do not have a lot of time
to figure out all of the mathematical transformations. I am particularly
interested in programs that allow the objects to move from frame to frame.

I have heard of a Ray Tracer by Tom Hudson, but I don't know if it
was ever released with the source code.

1208. Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 06:13:15 UTC
From: david@ms.uky.edu
Message-ID: <8055@g.ms.uky.edu>
Source record: 255008
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,misc.legal

Pardon the wide distribution, but 1) this is one of those sweeping subjects that affects everyone, and 2) it doesn't cost the net anything extra to cross post. If you follow up, please make sure and include all the newsgroups in the follow-up ... I don't read most of the newsgroups listed above.

Anyway ... in comp.sys.amiga right now we've got this discussion going on about the evils of software piracy. It started (I think) in a discussion about a particular virus that's hit the Amiga world and propogates itself into the boot blocks of disks. But that's not important right now.

There have been a number of statements on both sides of the issue about copying software. It's easy to do and gives people free software; it's evil and raises software costs; keeps companies from investing efforts and money into a product; ad nauseum. I'm sure you've heard the arguments before.

But really ... what is the BEST solution? This problem exists in a greater context than just computer software. It exists in the music industry, movies, books, databases, and so forth. The point is that this technology we've been building has made it ridiculously easy to make duplicates of things. The technology has even become good enough that we can now make duplicates that are as good as the originals. And going further (beyond what I want to cover right now) we can even muck with our duplicate and add in new things or change what's there.

Such a context destroys the assumptions which surrounded the design of our patent/copyright law. Namely that the difficulty in making duplicates of things behooved would-be publishers to obtain the help of the author before doing the publishing.

Regardless of how you feel about yourselves ... you may be very upright moral people and would never think about violating intellectual property rights ... there are people out in the world who feel differently about these things. It's their computer and they don't want to give control over it to some other program/they don't see the point of paying $100 for a floppy disk/they like getting away with whatever they can possibly get away with/whatever.

This is a subject which comes up repeatadly. There is no solution within the current rules of patent/copyright law because there is no possible enforcement. (And don't tell

me about copy protection schemes ... I have never seen one
which did not leave as good a product afterwards ... i.e.
you either have a more difficult product to use, or it's
buggier ... This even applies to other media, books printed
in blue so they can't be xerox'd, vhs tapes with macrovision
encoding that makes the picture a little bit worse and doesn't
even work in all vhs players, the proposed copy protection
for DAT tapes that'd take out a notch from the audio spectrum
needlessly, ad nauseum)

Please ... I plea for one of two things.

Either 1) you shut up 'cause the subject has already been haggled
out in many newsgroups already nobody has come up with
a satisfactory solution.
2) You come up with something original to add.

People who are interested in where I'm coming from read:

The various writings of Richard Stallman about the Free Software
Foundation.

The July '85 issue of Whole Earth Review. It's the one with
the picture on the front of 3 flying saucers flying through
downtown San Francisco, and has a couple of articles about
digital retouching of photography. The article raises most
of the points I'm thinking about right now.

A book by Stewart Brand called _The_Media_Lab_. You'll find
it in your local book sellers ... it's non fiction, black cover,
a white light holography on the front cover. The book is
about the MIT Media Lab and the work they're doing with making
a new media and re-designing how people live with technology
and so forth. It's also made me really want to work in the
media lab for awhile ... :-)

I don't see how the current system can continue functioning
for very long. Some new sort of software (and other intellectual
property) distribution system will have to be constructed
before very long. Possibly as part of the coming economic
crash which will likely be here after the elections?

Shareware was a good idea in this regard.
--
<---- David Herron -- The E-Mail guy <david@ms.uky.edu>
<---- or: {rutgers,uunet,cbosgd}!ukma!david, david@UKMA.BITNET
<----
<---- It takes more than a good memory to have good memories.

1209. Re: UniTerm v2.0 - (nf)

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 07:53:00 UTC
From: sprache@ztivax
Message-ID: <40400003@ztivax.UUCP>
Source record: 255009

Me too, please.

Thank you in advance,
Klaus Zuenkler,
Siemens AG, Munich, Germany.

e-mail adress: ..!unido!ztivax!sprache

1210. Re: What's DVI?

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 10:46:59 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2093@bath63.ux63.bath.ac.uk>
Source record: 255010

In article <503@viper.Lynx.MN.Org> john@viper.UUCP (John Stanley) writes:
> I second the motion. Distributing the documentation in a form that
>99% of all users can't possibly read is very very unhelpful. I really
>don't understand what Simon had in mind when he sent out the most
>recient posting...

Well, to be fair, it does make a much 'prettier' looking manual (as is TeX's wont) -- including much more legible tables, particularly where 'non-ASCII' characters are involved, as with the accented chars.

Also, I have a feeling that the takeup of TeX is higher in Europe, which may have influenced the decision. Still, an alternate form for us poor folk would be nice.

1211. Aztec C

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 14:19:15 UTC
From: juancho@dgp.toronto.edu
Message-ID: <1988Jan19.091916.1842@jarvis.csri.toronto.edu>
Source record: 255011

I was just leafing through the Jan issue of BYTE and once again looked at the aztec C ad with hope. Guess what I saw? Yes they claim that they have a version. They do request that we call about price.

I do not live in the states so I can not use the 800 number provided. How about all you good folks in the US of A calling their number and showing interest. The number are as follows.

1-800-221-0440
In NJ or outside USA call 201 542-2121
Telex 4995812
Fax (201)542-8386

The product is called
Aztec C68k/At

--
==========
| Typical conversation on comp.[atari|amiga|mac].* |
==========
My watch is better than yours. It has multitasking, windows and

1212. ATTN: Neil Harris; Santa Barbara area distributors

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 14:54:56 UTC
From: gaspar@ALMSA-1.ARPA
Message-ID: <8801191700.AA09914@ucbvax.Berkeley.EDU>
Source record: 255012

I've been trying to write to Neil Harris directly, but either I'm not getting through or he's not getting through (of course, maybe Neil's ignoring me :-)). Attached is my message. Neil, if you've already answered this, see if this message will give you a better path or just post to the net. Thanks for all your help.

Cheers--

Al

--
Al Gaspar <gaspar@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-OW, Box 1578, St. Louis, MO 63188-1578
COMMERCIAL: (314) 263-5118 AUTOVON: 693-5118
uunet.uu.net!gaspar@almsa-1.arpa

----- Forwarded message # 1:

Date: Tue, 5 Jan 88 7:07:41 CST
From: Al Gaspar <gaspar@almsa-1>
To: atari!neil@lll-lcc
cc: gaspar@ALMSA-1
Subject: Santa Barbara area distributors

Neil,

I'm looking for Atari dealers near Santa Barbara, CA (or Goleta) that would carry the 1040ST or Mega. (Even the Ventura/Oxnard area would be reasonable.) Are there some? Could you send me some names, addresses, and phone numbers? Thanks much.

Cheers--

Al

--
Al Gaspar <gaspar@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-OW, Box 1578, St. Louis, MO 63188-1578
COMMERCIAL: (314) 263-5118 AUTOVON: 693-5118
uunet.uu.net!gaspar@almsa-1.arpa

----- End of forwarded messages

1213. re: krabat picture problems

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 15:04:00 UTC
From: BRIGHT@DALAC.BITNET
Message-ID: <8801191513.AA07903@ucbvax.Berkeley.EDU>
Source record: 255013

> I recently got the latest version of Krabat and got it all decoded, etc.
>I am having troubles with the picture files. Everytime I start the game
>by double clicking on the file it starts up, asks where are the pictures in
>an alert box, and aborts. I put the pictures in the root directory, in a
>subdirectory called pictures like I did with the origional, and in other
>directories with every 'logical' name I could think of. Has anyone else had th
>is problem? What am I doing wrong??? What directory do the pictures go in?
>
> Thanks in advance for any replies.
>
> Bob
>
>BITNET: UD138985 at NDSUVM1

If the version of krabat you have is v1.1 (if it's higher, could you
pleeeease send me a copy :-)), and you *didn't* get it from atarinet or
listserv@canada01, then the pictures should probably go into PICTURES.BW
or PICTURES.COL, depending on whether you're running in high or medium
res. If you *did* get your copy from one of the file servers mentioned
above, try putting everything (pictures, openings, etc.) in a folder KRA
(or KRAB, I can't remember which) in your root directory.
Why the difference? A friend of mine sent me v1.1 about a year ago.
I didn't like having the files hanging about in various directories, so
I used a disk editor to hack the program so it searched for all the files
in one directory. I subsequently posted copies of that edited version to
atarinet and listserv. That was probably a no-no, but I neglected to keep
a copy of the original, and it didn't seem worth the trouble to change it
back. (Besides, that was back in the days when everyone was living in mortal
fear of the DREADED 40-FOLDER BUG. :-))
BTW, has anyone had any problems with krabat1.1 running in color? I
run it in high res, and it's never so much as dreamed of cheating on me,
but some friends of mine with color monitors claim the program is bug-
ridden.

BBB

Bob Bright <BRIGHT@DALAC.BITNET>
Philosophy Dept.
Dalhousie University
Halifax, NS B3H 3J5

1214. Re: Request for Atari-ST Ray Tracing C Code...

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 16:02:02 UTC
From: 870646c@aucs.UUCP
Message-ID: <757@aucs.UUCP>
Source record: 255014

I am posting this reply as a general msg. just in case there is anyone else interested in doing some ray-tracing. The source code for Tom Hudson's ray tracer
was included in the disk version of Start issue Volume 1 number 4(spring 87).
Since the code is copyright I cannot post it, sorry.
later
Barry

1215. Looking for...

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 17:48:48 UTC
From: mark@lakesys.UUCP
Message-ID: <386@lakesys.UUCP>
Source record: 255015

I need some help. I'm looking for software, for the ST, that can do inventory, order entry, and invoicing for a small business. Should be able to run on a 520ST w/ 2 drives and MUST NOT require a hard drive. Does such an animal exist for the ST?

Please direct responses through E-mail.

--
Mark A. Storin | These opinions are my own,
Lake Systems, Milw., WI | you can't have them!
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark |

1216. Personal Pascal sound

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 17:50:19 UTC
From: G15@PSUVM.BITNET
Message-ID: <30194G15@PSUVM>
Source record: 255016

I was wondering...has a method been found for turning ST key-clicks
off and on Within a Personal Pascal program? I haven't really experimented
too much with sound yet, but I would like to have a way to turn keyclicks
off without using the desk acc. Any and all help will be sincerely
appreciated.

```
*****************************************************************************
* *
* PPPP SSSS U U John F. Gbruoski G15 @ PSUVM.BitNet *
* PPPP SS U U *
* P enn SState U University "Omnia mutantur; omnia fluunt; quod fuimus *
* P SSSS UUUU aut sumus, cras non erimus." - Ovid. *
* *
*****************************************************************************
```

1217. Re: Multi-tasking? Can we stop, now?

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 18:11:29 UTC
From: <>
Message-ID: <496@.UUCP>
Source record: 255017
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2057@bath63.ux63.bath.ac.uk>, pes@ux63.bath.ac.uk (Smee) writes:
>
> However, for well-behaved proggies, and given enough memory space to use them
> sensibly, I can't argue with this one at all.

Based on this line alone, this guy has now come (albeit somewhat kicking and screaming) around to thinking multi-tasking is useful. And you know how those lads from Britain are stubborn :-) :-) So let's consider this last article an apology about dragging down multi-tasking. But at the cost of extremely high net bandwidth!

--
Alex Laney alex@xicom.UUCP ...utzoo!dciem!nrcaer!xios!xicom!alex
Xicom Technologies, 205-1545 Carling Av., Ottawa, Ontario, Canada
We may have written the SNA software you use.
The opinions are my own.

1218. Re: Atari + Next, Inc.?

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 18:12:23 UTC
From: neil@atari.UUCP
Message-ID: <952@atari.UUCP>
Source record: 255018

In article <518UD140469@NDSUVM1>, UD140469@NDSUVM1.BITNET writes:
> [a line for the line eater]
> I was skimming through a recent (this week's?) Infoworld and happened
> upon some interesting rumors in the "Robert X. Cringely" rumor column in the
> back.
>
> According to the little blurb, Atari is working with Next, Inc. on
> creating a 68020 machine that could run Mac & ST software.

Nice idea, but don't believe a word of it.

I called Cringely on the phone as soon as I read the piece. Somehow, I
don't think he bought this story either. :-)

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1219. Re: blitters for 520's

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 18:13:58 UTC
From: neil@atari.UUCP
Message-ID: <953@atari.UUCP>
Source record: 255019

In article <519UD138985@NDSUVM1>, UD138985@NDSUVM1.BITNET writes:
>
> Are we talking a board swap or a unplug and plug operation on our
> current boards? I have an Aerco ram upgrade and would hate to have to
> take it out and put it on a new board just to get the blitter chip, assuming
> it fits in there with a blitter inside also.
>
> Also, what is the cost of this up grade going to be and if it is just
> a new set of chips, can we do the installation ourselves?

We're talking "here's the chips, now get them installed". With all the
various boards out there, it seems that there was no better solution.

Pricing is not yet finalized, but should be around $120.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1220. Wanted: Assembler example with timer interrupt

Newsgroup: comp.sys.atari.st
Date: 1988-01-19 20:05:25 UTC
From: gdr@pbhya.UUCP
Message-ID: <8502@pbhya.UUCP>
Source record: 255020

I am writing some music composition software. I want it to spend most of its time making up music, but then at regular intervals send the next note (or note-off message) out the MIDI port. I have read what ST Internals has to say about the clock interrupts, but since there is no example given, I am still murky about what I need to do and in what order. As I understand it, using the C timer, I am limited to intervals that are multiples of 1/200th second. Is this true? Also, I remember reading here that the 200hz clock is not always accurate. Is this so? And why? I understand that I have to mess with a vector, and then write a routine (that sends notes) at the place to which the new vector points (I assume by using another ORG in the assembler code?). But... how do I make sure that after that routine is done, the main part of the program continues exactly where it left off?

I guess what I need is an example of code that uses a timer interrupt, or else a clear, thorough book on interrupts. Any suggestions?

1221. Quick hard disk questions

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 00:35:00 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8801200537.AA26097@ucbvax.Berkeley.EDU>
Source record: 255021

Two questions about hard disk use. First the generic one:
1. What is the proper order to stick the files in the auto folder (booting off floppy) if I want to have GDOS, FOLDRXXX, a ram disk (Eternal, probably), and the hd boot program? (I wish Atari and Supra would talk about such things in the docs...)
2. The Supra drive has PARK.PRG to park the head. The manual says "the program automatically parks the drive's head and instructs you to turn off your system." When run, the program says "SCSI parking" and the motor shuts off. Then it says "Searching" and does nothing for several seconds. Then it goes back to the "SCSI parking" display (motor still off) and displays an ABORT button...and that's all. Never instructs me to turn off the system. May one safely assume that the head is in fact parked when the ABORT button appears? I guess I could give the box a brisk shake and see if anything rattles...but I'd feel a lot better if I knew the head was well and truly parked before I move the drive.
Thanks,
Don Rice
FXDDR@ALASKA.bitnet

1222. Re: Atari SH204 hardisk problems

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 05:44:02 UTC
From: med@druhi.ATT.COM
Message-ID: <2596@druhi.ATT.COM>
Source record: 255022

in article <4655@ihlpg.ATT.COM>, tainter@ihlpg.ATT.COM (Tainter) says:
>
> I'm experiencing some odd behaviour with my ATARI SH204 hard disk.
> Does anyone recognize these symptoms:
>
> On what seem to be random disk accesses (reads AND writes) my
> drive does what sounds like the initialization procedure it goes
> through on power up and the disk operation fails. If I then
> redo the disk operation immediately it has no problem.
>
> Sometimes I will go for long intervals with no occurence other
> times I'll take one of these hits every couple of minutes.
>
> Also, when the disk gets moderately full (3/4) seeks can take as
> long as 30 seconds and I think i've had some take considerably
> longer though I never timed any longer than 30. Is this
> reasonable behavior?
>
> I am trying to get an idea of what the problem may be and if I can fix
> it without having the unit repaired. To date I have not opened the unit
> to check cable connections and chip seating. I have checked the external
> cable and it is firmly connected.
>
> --j.a.tainter

Well, I would suggest that you open the case and try to re-seat any socketed chips in the drive controller (Atari rule of hardware #1 ;-)). If that fail to help (I really don't think that it will), you may have discovered Atari rule of hardware #2: Never, under any circumstances, allow more (power, buffering, current, memory - you pick one ;-)) than absolutely necessary. It seem to me, after looking at some of the hardware designed by Atari, that they know very little about power supply design. In almost all cases, they have chosen a power supply that will just barely (on a very good day) supply enough current to drive the given hardware. It sounds to me like the hard drive is sensing the power drop-outs, and is attempting to re-initialize. I could be wrong here, but I would try to get a stronger supply and see if the problem goes away (any PC power supply will work fine - I've gotten tired of the Atari power problems and have re-packaged my entire ST - floppies, hard drive, system board into a PC/XT case plus supply. This improved the overal performance of my system markedly - no more unexplained crashes, I don't have to boot it 3 times to get it to come up once, etc.). I hope that these suggestions will get your hard drive back on the right track - no pun intended.

Myron Drapal
AT&T Denver
..!ihnp4!druhi!med

1223. Re: $$$FREE$$$ multitasking kernal!

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 05:54:35 UTC
From: avy@yugas.UUCP
Message-ID: <701@yugas.UUCP>
Source record: 255023

Get OS-9/68000 (the personal version is about 150.00). I have been using it for about one year on the Atari-ST and have never touched GEM/TOS since.

OS-9/68000 is a TRUE/FAST/REAL multitasking/multiuser system...

Unix(TM etc.) is almost as good as OS-9....

No I am not working for Microware System Corporation...
---Avygdor Moise

1224. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 13:31:20 UTC
From: jack@cwi.nl
Message-ID: <174@piring.cwi.nl>
Source record: 255024
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Ok, I'll come up with something original.
The problem is capitalism.

I hope this doesn't make me sound like a dogmatic Marxist (I am neither),
but I still feel that capitalism is the problem: people want money back in
return for their efforts, and aren't satisfied with fame or esteem or whatever
else.
Now, that is reasonable if you make 'hardware': a knife is a knife even if
you don't want to share it. But, it doesn't work for ideas. If I write a
beautiful song, but I don't sing it (or, preferrably, let others sing it:-)
in public, I might as well not have written it in the first place. It's value
is in publication.
The same is true for books, philosophies, ideas and (to a certain extent)
software. In this case, I mean the type of software that everyone copies:
games, utilities, all the nifty stuff that you would probably not buy
otherwise. It is probably different for a tailored account program for a big
firm (but who would want to copy that).

I think the GNU people are on the right track: give the software away free,
so that people become to know and love it, and if you want to make money
you charge for other things: support, documentation, training, etc.

--
Jack Jansen, jack@cwi.nl (or jack@mcvax.uucp)
The shell is my oyster.

1225. Re: Atari + Next, Inc.?

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 13:47:57 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <872@xn.LL.MIT.EDU>
Source record: 255025

In article <952@atari.UUCP>, neil@atari.UUCP (Neil Harris) writes:
> In article <518UD140469@NDSUVM1>, UD140469@NDSUVM1.BITNET writes:
> > [a line for the line eater]
> > I was skimming through a recent (this week's?) Infoworld and happened
> > upon some interesting rumors in the "Robert X. Cringely" rumor column in the
> > back.
> >
> > According to the little blurb, Atari is working with Next, Inc. on
> > creating a 68020 machine that could run Mac & ST software.
>
> Nice idea, but don't believe a word of it.
>
> I called Cringely on the phone as soon as I read the piece. Somehow, I
> don't think he bought this story either. :-)
>
> --
> --->Neil Harris, Director of Marketing Communications, Atari Corporation
> UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
> GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
> CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

Neil,

Care to comment on this???

In the January issue of Unix World it is stated that Sig Hartmann says
a 68030 based machine that will run UNIX System V is in the works and
WILL BE AVAILABLE IN 1988.

But then again, the same article says the ST uses a 68010...

Matt Singer

1226. Re: TURTLE Problem

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 13:58:49 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <1702@ttidca.TTI.COM>
Source record: 255026

In article <19880118223421.6.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>I tried to use TURTLE to back up my Supra hard disk. Everything worked
>peachy until trying to write the seventh floppette, at which point it
>barfed, saying that it had encountered a fatal error writing the
>Ramdisk. I tried it twice more, and it barfed the same way on the same
>file every time. I punted the file, and it then picked a different file
>to barf on. I then wised up and did incremental backups, and it did
>about 7 more disks, and then got the same error. All the files that it
>was trying to copy were fine, no apparent corruption on the hard disk.
>It appears to be corrupting its ramdisks in some obscure way. Anybody
>seen this? Anybody got any ideas?

First, as usual, check to be sure you have removed all /AUTO programs
except the hard disk driver, and any accessories. Be especially careful
of accessories which do not register themselves, such as those associated
with DESKCART.

Second, be sure you have the most current version of TURTLE, which is 2.16.

Your problem sounds like those which occur in one of two situations:
1) some accessories and /AUTO programs take more memory than you can spare
and still get all the parts needed for TURTLE into memory (TOS, RAMDISK,
TURTLE, Screen, etc.) Others (such as the Control Panel) cause some
errors to occur well after things have been running along.

A last ditch effort to get around the problem: After removing all the
other /AUTO programs, place the proper TURTLE RAMdisk into the /AUTO
folder and re-boot your system. This allows more RAM for TURTLE and
TTLEXEC to execute. See the TURTLE documentation for which RAMdisk
to use. Using this technique, I can run Beckemeyers Hard Disk Accelerator
with 16K of buffers and back up on double sided TWISTER format disks.
(The accelerator is also in the /AUTO folder, before the RAMdisk.)
Your results may vary.

2) One of two bugs which were fixed in 2.16 may have bitten you.
When there are large enough files imbedded in folders to exactly fill the
RAMdisk in less than 15 files (without overfilling it), the imbedded
folder in which they reside is split across multiple floppies, it
is the first folder on the current disk, and it is more than two levels
of imbedded folders deep, TURTLE had a wrong total of free space in the
RAMdisk (got all that?).

When the root directory is filled, but there is space for another
file in the RAMdisk, TURTLE tried to write the file.

Both these bugs were fixed in 2.16.

If I haven't given you a clue to your problem, contact me directly and
we'll see what may be happening. You may have found the elusive last bug....

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

1227. FORM_DO source code

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 14:09:54 UTC
From: jdn@homxc.UUCP
Message-ID: <2873@homxc.UUCP>
Source record: 255027

According to Baum + Fitler (?) in "The GEM Programmer's Guide" DRI distributes the source code for form_do with GEM.

Could someone please e-mail (or mail) me the from_do source code? I need it. Thanks.

Jonathan Nagy
{ihnp4|allegra|mtune}!homxc!jdn
(201) 615-4349

1228. I just read a note that says not to run park with a hard disk wi...

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 14:47:00 UTC
From: FORTNEY@FNALB.BITNET
Message-ID: <8801201456.AA03282@ucbvax.Berkeley.EDU>
Source record: 255028

A recent note warns not to run PARK with a hard disk window open.
Can someone explain the problem. I've been doing this for some time
with no ill effect that I can see. Of course I only do it when shutting
down.

1229. Re: Wanted: Assembler example with timer interrupt

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 15:39:43 UTC
From: brenes@sky.COM
Message-ID: <219@sky.COM>
Source record: 255029

Try looking at the MWC (Mark Williams C) manual. It shows some examples of using the timers to interrupt a program. I would recommend to use timer A which is reserved for user applications rather than timer C which is used elsewhere in the system. Also some of the examples that come with the package deal with handling system calls from a C language program. I hope this gives you some leads.

1230. Re: Personal Pascal sound

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 15:42:29 UTC
From: brenes@sky.COM
Message-ID: <220@sky.COM>
Source record: 255030

In a related question, Does anybody knows how to invoke the bell sound from a Personal Pascal program? I have an application in which when the user does not click within the expected screen regions, I would like to invoke the bell sound to give some feedback.

Any help will be appreciated.

1231. New ST owner needs help

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 18:15:01 UTC
From: jdd@bunker.UUCP
Message-ID: <3209@bunker.UUCP>
Source record: 255031

I am the new owner of a 1040 ST, and I am looking for technical
documentation on the machine and the operating system, something like
Peter Norton's books for the IBM PC. Any recommendations?

And in the meantime, can anyone tell me what "TOS ERROR #35" is?

| Judy Daniluk | Bunker Ramo : an Olivetti Company |
| {yale,decvax,philabs}!bunker!jdd | 2 Enterprise Dr, Shelton, CT 06484 |

1232. Re: FORM_DO source code

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 18:47:19 UTC
From: jdn@homxc.UUCP
Message-ID: <2882@homxc.UUCP>
Source record: 255032

In article <2873@homxc.UUCP>, jdn@homxc.UUCP (J.NAGY) writes:
>
> Could someone please e-mail (or mail) me the from_do
> source code? I need it. Thanks.
>
A few hours after this posting, I discovered that Tim Oren's
Pro GEM column 13 contains source for a modified form_do, which
I think should do the job.

No need to send me code. However, if anyone is aware of any
bugs or caveats concerning the Tim Oren form_do, please let
me know. Thanks again.

>
> Jonathan Nagy
> {ihnp4|allegra|mtune}!homxc!jdn
> (201) 615-4349
>

1233. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 20:50:11 UTC
From: fiddler%concertina@Sun.COM
Message-ID: <39450@sun.uucp>
Source record: 255033
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <174@piring.cwi.nl>, jack@cwi.nl (Jack Jansen) writes:
>
> I hope this doesn't make me sound like a dogmatic Marxist (I am neither),
> but I still feel that capitalism is the problem: people want money back in
> return for their efforts, and aren't satisfied with fame or esteem or whatever
> else.

Hard to buy a house with esteem or fame...same goes for lunch. You
can't eat money...

> Now, that is reasonable if you make 'hardware': a knife is a knife even if
> you don't want to share it. But, it doesn't work for ideas....
> In this case, I mean the type of software that everyone copies:
> games, utilities, all the nifty stuff that you would probably not buy
> otherwise.

Nope. Software is not an idea any more than a knife. You can have
and idea about "knife", but the application of that idea, involving
resource (materials, energy, tools, skill,...) is all tied up in
producing the knife. A program (game, utility, demo, whatever) needs
not only the initial concept (idea), but the programmer's tools for
development, hardware to run said tools, time, ... This doesn't cover
overhead such as shelter, food, and whatnot. Who's going to suport
me while I'm producing this thing, whatever it is? (Usually, I
work full-time for someone else and do it in my spare time. Whatever
that is.)

> It is probably different for a tailored account program for a big
> firm (but who would want to copy that).

Why? (Not about copying it!! :})

> I think the GNU people are on the right track: give the software away free,
> so that people become to know and love it, and if you want to make money
> you charge for other things: support, documentation, training, etc.

People seem to value something more-or-less in proportion to what
it cost them (in money, time effort, whatever). Note the general
treatment of shareware: People get it for free (or for minimal effort)
and very seldom do those who keep and use it ever pay *anything* for
it. Which, besides being unfair, is dishonest.

The GNU people (particularly Mr. Stallman) might not continue with
their idealistic ways if they had no other source of income beside
the software that they're working on. (Who's paying their bills?)
Is TANSTAAFL false? (Seems to work most everywhere else, except

in politics.)

On the other hand, as a technical writer, I think that charging lots for documentation is a pretty nifty idea...as long as I get my cut. (Comes the revolution, comrade...!) But who needs much documentation, support, training, etc. for "Defender of the Crown"? If such were really needed and used, do you have any idea of the size and cost of a really useful support organization? (Hint: >>More than what is currently needed to write, package, market and distribute the product as it currently stands.)

Nice-sounding idea, except that software is more than just an idea...

1234. Re: SH204 and MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 21:36:41 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3444@batcomputer.tn.cornell.edu>
Source record: 255034

[]

I got hold of the fix from Avante Guarde to make MS-DOS correctly read
the Atari SH204 hard disk under PC-Ditto. Turns out that the boot
parameters in the HD are trashed after running the Atari utilities.
Here are correct values of the trashed parameters in logical sector 0
of each HD partition: (the trashy ones sure looked suspicious!)

correct trash

NFATS 02 20
MEDIA F8 73
SPT 0011 2E70
NSIDES 0004 2C73
NHID 0001 2076

(all in hex). I also put F8 in the first sector of each copy of the FAT
in each partition, just in case (the fix program from A.G. does not do that).
They say you must fix it again after EACH TIME you run HDX or HINSTALL.
(Oh, BTW: where in the world am I supposed to get HINSTALL and SH204DVR.SYS,
the official (?) Atari HD boot stuff? The SH204 I bought was shipped this
fall with only AHDI and HDX. In contrast, Supra supplies a very nifty HD
sector editor.)

- Moshe Braner

1235. User group solves ST vs. Amiga problem

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 21:39:49 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <636@silver.bacs.indiana.edu>
Source record: 255035

[burp]

Well, folks, I think our local ST user group came up with the ultimate solution to the eternal ST vs. Amiga (or Amiga vs. ST, if you prefer) nonsense last night.

Our newly-elected president is an Amiga owner. (But I'll let him use my ST anyway... as long as he lets me play Marble Madness on his Amigas! *grin*)

(You know something? He's going to be a terrific president, too!)

-Holly "Sure hope I posted that right" Stowe

"Let the flames begin!"

[...ha ha ha line-eater! catch me if you ca

1236. Gulam bug? and turtle limitation.

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 21:43:43 UTC
From: juancho@dgp.toronto.edu
Message-ID: <1988Jan20.164344.7291@jarvis.csri.toronto.edu>
Source record: 255036

I was hacking away and found that this gulam file crashed gulam. Does anyone have any ideas on how to do this.

```
if -e $MAN_LIB$1.man
more $MAN_LIB$1.man
ef
echo No man entry for $1
endif
```

I can see the file and then as I exit the shell crashes with 2 or 3 bombs.

I have set MAN_LIB d:\man\ in gulam.g.

TURTLE does not back up a file that does not fit on a floppy. This could prove to be a severe limitation. Has anyone hacked this or done anything about this.

John Buchanan Dynamic Graphics Project
Computer Systems Research Institute
University of Toronto
(416) 978-6619 Toronto, Ontario M5S 1A4

BITNET: juancho@explorer.dgp.utoronto
EAN: juancho@explorer.dgp.toronto.cdn
UUCP: ...!mcvax!explorer.dgp.toronto.edu!juancho

--
```
=========================================================================
| Typical conversation on comp.[atari|amiga|mac].* |
=========================================================================
```
My watch is better than yours. It has multitasking, windows and

1237. Re: Request for Atari-ST Ray Tracing C Code...

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 21:57:11 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <4977@tut.cis.ohio-state.edu>
Source record: 255037

I believe the program you want was published by STart, along
with source (_I believe_) in the disk version of the magazine. I think
it was Winter of '87. If you want further details send me mail (address
below.)

--
Andrew Weaver, OSU College of Business weaver@tut.cis.ohio-state.edu
I've met someone who looks a lot like you
She does the things you do
But she is an IBM. -- ELO, "Yours truly, 2095"

1238. Idris vs. OS-9

Newsgroup: comp.sys.atari.st
Date: 1988-01-20 23:58:27 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8801202357.AA13956@ucbvax.Berkeley.EDU>
Source record: 255038

Recently I sent a letter to the net I had received from Skip Tavakkolian.
It described various features and characteristics of IDRIS. One most interesting feature was the emulation of an MMU.
I added a few questions, which I'd like to repeat and perhaps make them more concrete, because I haven't got any response.

>- An emulated MMU seems a good idea if there is no hardware. But doesn't that
>make the OS very slow?
I'd greatly appreciate to see any benchmarks. In particular I'd be interested in "standards" like dhrystone/whetstone. If someone has run these on the ST under IDRIS and/or OS-9 *PLEASE* write the results either to the net or directly

to me.

>- Any experience with porting UNIX software?
Has anyone done a *really* tough thing under IDRIS or OS-9 (like compiling GNU Emacs or UNIX Emacs, these being an example only - experience with any other interesting software is welcome)? I'd love to know.

>Does anybody know whether IDRIS is available in Germany?
I still don't.

Thanks in advance

Michael Eibl
Institut f. Theoretische Physik
Universitaet zu Koeln

D-5000 Cologne
West Germany

1239. Re: Alcyon C Bug N++

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 00:00:00 UTC
From: sandra@utah-cs.UUCP
Message-ID: <5153X@utah-cs.UUCP>
Source record: 255039

In article <8712051307.AA12109@ucbvax.Berkeley.EDU>, aking@BFLY-VAX.BBN.COM (Allen King) writes:

> Has anybody seen the following bug in version 4.14 of Alcyon C?
>
> main ()
> { register struct fl {float x, y;} *F;
> register struct in {int x, y;} *I;
> (etc.)

I've run into this one before myself. If you read K&R carefully, two structures can have components with the same names *only* if the components are of the same type and at the same offset from the beginning of the structure. Many C compilers have departed from K&R and fixed this particular brain damage long ago -- I've been told that the ANSI C standard does not impose any similar restriction.

It would be nice if Alcyon at least provided a warning about duplicate component names, but C has never been known as a language that provided good compiler diagnostics....

-Sandra Loosemore (sandra@cs.utah.edu)

1240. RE: Multiuser Bullettin(g?) Boards

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 01:09:00 UTC
From: EDSTROM@UNCAEDU.BITNET
Message-ID: <8801210330.AA18012@ucbvax.Berkeley.EDU>
Source record: 255040

This pertains to the STadel/multiuser BBRD discussion:

First: Neil, I think that you may be missing something with the discussion on STadel. A number of STadel users have written in and actively promoted its adoption by Atari. That no one has been pushing other BBRD packages may reflect the fact that commercial concerns are discouraged from pushing their products on the net. Even so, I can't recall any USERS of other BBRDs sticking up for any other product.

Even if STadel doesn't behave the way you think a BBRD ought to behave there are a number of users out there who are enthusiastic about STadel and motivated enough to make it work and even write friendly tutorials. The point is that there is a significant user/owner group out there who do want it and the goodwill and desires of a significant user/owner population are not, or at least should not, be taken lightly.

Second: Sorry, STadel-enthusiasts, I tend agree with Neil that as it is now STadel is not suitable for his needs. The major deficit is the inability find public messages. Citadels' strength is chat but makes it difficult to read some particular messages. For example, to find and read a message that you remember having read once and want to re-read, you have to go through all of the intervening messages first and scroll back to it, you can not go directly to it.

I don't use that feature often and enjoy and prefer the speed and ease of navigating around a Citadel-type board but on a commercial board where one expects callers looking for specific information this is an important deficit.

Third: The built-in networking in STadel is an important feature as is its price, i.e. free. This gives any user the option of participating directly in an Atari (and some other brands) computer network.

With a little organization and forethought the need for a multiuser BBRD might disappear altogether.

I would go so far as to suggest that Atari even consider bundling STadel with new computers. This would give new users an opportunity to participate in a rather large and usually friendly user community and, if Atari adopts STadel, Atari-central itself.

Fourth: STadel is not a multiuser BBRD. It has been suggested that its networking capability could be used to keep the various rooms on the various computers more or less up to date. This is an ugly notion but true. I suggest that the built-in networking in STadel can be modified to use the MIDI lines continuously so that each incomming message or file is available to all of the STs in the ring. Obviously this is not a

feature that the average home user would want and is apt to be added,
if at all, only if Atari seriously considered using STadel.

Fifth: Someone wanted to know what was wrong with Forem. I have used
it a lot (not as an operator but as a user) and have no serious
complaints. Its a fairly standard multi-featured BBRD program that does
most of what you'd expect a BBRD to do. It contains the message-finding
utilities that STadel lacks. My criticism is that you can't escape
them and I find that annoying. Most of the time I don't care about
those features so that when zooming through a bunch of
mail or entering a message there you are confronted by menus and
sending mail is like playing 20 questions.

I would really like to be able to turn them off when I don't want them.
I consider it one of STadel's virtues that it defaults to the zippy mode
and the more baroque features are only invoked by explicit command.

+-- In the Real World ----------+--- Elsewhere ---------+
Dr. John P. Edstrom	EDSTROM@UNCAEDU Bitnet
Div. Medical Physiology	7641,21 CIS
3330 Hospital Drive NW	JPEDstrom BIX
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CANADA (403) 220 4493	
+-----------------------------+----------------------+

1241. Atari Policy for present owners

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 01:49:00 UTC
From: MOLCS@UNO.BITNET
Message-ID: <8801211524.AA02102@ucbvax.Berkeley.EDU>
Source record: 255041

Neil Harris,

I have a 1040 ST and would like to know what options are available
to me. My local computer center will not sell any Mega's sans monitor,etc
To see a Mega system I have to travel out of town, to get one I need to
special order one ($$$ upfront) from the local computer center...

What I want to know is: Will Atari sell a minimum Mega system to those
520 and 1040 owners who already have Monitors and external Drives at a
special rate? Will you (Atari) sell Mega's at the normal rate without
the monitor (..etc)?

I really would like to stay with Atari in the future, but Atari's
present system of making promises (claims, announcements) and not
fulfilling them is driving me to consider switching to a different
vendor in the future.

NOTE: I, being a CS student, will certainly be buying equipement for
myself, perhaps for a company, and recommending purchases to friends
in the near future. What can Atari do for students and people to
maintain vendor loyalty?

Michael O. Lott

1242. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 02:31:11 UTC
From: mcb@oddjob.UChicago.EDU
Message-ID: <14257@oddjob.UChicago.EDU>
Source record: 255042
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <174@piring.cwi.nl> jack@cwi.nl (Jack Jansen) writes:
>I hope this doesn't make me sound like a dogmatic Marxist (I am neither),
>but I still feel that capitalism is the problem: people want money back in
>return for their efforts, and aren't satisfied with fame or esteem or whatever
>else.

Very nice in principle, but:
1) Do you have any idea how much work goes into even things like
games and utilities? (10 man years for Falcon, God knows how much
for something like MPW).
2) Have you ever tried to buy groceries with fame or esteem or whatever?

Writing good software is a full-time profession. People not only won't, but
CAN'T do it if you don't pay them to. Most people don't need support for
things like games and utilities- the only way to make money writing this kind
of software is to sell the software. Copyright laws exist to allow people
who write such software to make a living doing so. If the laws didn't exist,
neither would the software.
-Matt

--
Matt Bamberger "You think that because you understand _one_,
1005 E. 60th St., #346 you understand _two_, because one and one
Chicago, IL 60637 makes two. But you must also understand
312-753-2261 _and_." -Sufi Master

1243. Re: Spinning disk HD boot

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 02:34:51 UTC
From: landon@apple.UUCP
Message-ID: <7232@apple.UUCP>
Source record: 255043

In article <593@ihnet.ATT.COM>, bryan@ihnet.ATT.COM (b. k. delaney) writes:
>
> When you use AHDI to boot off of a hard disk you should have a floppy disk
> in drive A. The ST will not boot off of this disk unless it has a boot
> sector on it. With a formated disk in drive A the ST will boot Very quickly
> from the hard disk. I usually keep a copy of "SHIP.PRG" on drive A, which
> I usually run before I turn off the HD. Note be sure there are no open
> windows to the Hard Disk when you run SHIP.PRG. As for why the light stays
> on, I can only guess it has to do with the fact the ST is trying to read
> drive A when no disk is in drive A, and therefore is getting some sort of
> read/drive error.

The vbl routine that does floppy-disk deselection checks if the DMA
chip is in use. If it's busy, the vbl can't do the deselect.

Also, some drives don't return INDEX pulses unless a disk is inserted.

> Unlike MS-DOS system The ST looks for a BOOT sector first at the Cartridge
> Port then on Drive A, Drive B then it looks for a Boot sector on DMA Logical
> Unit 1 (The Hard Disk), If it finds a boot sector on drive A it boots drive A
> and If It Does not Find a boot Sector on Drive A it looks else where until it
> finds a Boot Sector. When you Instal AHDI you are actually installing a Boot
> Sector on the Hard disk.

Not quite. The startup sequences goes more like:

<various ways of starting up a cartridge, too baroque to mention here>
<attempt to boot from drive A>
(it might load and execute code, then continue, or it could
take over the system)
<attempt to boot from ACSI devices 0..7>
o the first one "wins", because:
o non-blitter ROMs have a nasty boot bug that causes the
system to lock-up when reading device 1, if device 0
exists. "Fixed" by boot-stopper code written to device
0's boot sector that halts booting on the first device
with this code.
<run the AUTO folder on the boot drive>
<bring up the desktop>

In bootable AHDI, the last two steps are actually performed by the
driver loaded from the hard disk. I also forget when RAM packages are
executed (just before the AUTO folder, I think) but I know that they
don't happen with AHDI, but they do with the ROM. Allan?

-Landon
--

I speak for me.

1244. Bicycling BBS

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 04:10:00 UTC
From: beckman@silver.bacs.indiana.edu
Message-ID: <11400009@silver>
Source record: 255044

```
/* Written 11:06 pm Jan 20, 1988 by beckman@silver.UUCP in silver:rec.bicycles */
/* ---------- "Bicycling BBS" ---------- */
THE BIKEPATH is a new BBS for bicyclists. The BBS is primarily for
IBM and compatables (only if you wish to download software). All users
can leave messages and debate cycling topics, as well as receive information
on upcoming events. The Bikepath is the official BBS for the Ultra-Marathon
Cycling Association (UMCA), and the Bloomington Indiana Bicycle Club.
The BBS Phone number is 812-332-9926: set your modem for 300/1200 8N1.
/* End of text from silver:rec.bicycles */
```

1245. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 04:24:25 UTC
From: chekmate@athena.mit.edu
Message-ID: <2419@bloom-beacon.MIT.EDU>
Source record: 255045
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <14257@oddjob.UChicago.EDU> mcb@oddjob.uchicago.edu.UUCP (He Who Passes Through Locked Doors) writes:
>In article <174@piring.cwi.nl> jack@cwi.nl (Jack Jansen) writes:
>> .
>> .
>> .
> .
> .
> .
> -Matt
>

Please, please, please, let the Net Gods smile and get this out of these newsgroups. This is an extremely complex issue and you can't do justice to it by saying "Programmers gotta eat" (who said they couldn't?). There are a million things I want to say but I can't say them unless we move this discussion to alt.flame because that's exactly what this is turning into.

Adam

1246. Re: re: starting up Uniterm

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 07:40:09 UTC
From: Jinfu_Jinfu_Chen@cup.portal.com
Message-ID: <2628@cup.portal.com>
Source record: 255046

RE: STARTGEM.PRG

Does anyone have copy of this program working with the new ROM?

Jinfu Chen

1247. Re: Does this mean we'll have to be nice to each other?

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 07:58:48 UTC
From: michael@stb.UUCP
Message-ID: <10050@stb.UUCP>
Source record: 255047
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2063@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>
>fire it up. It loads, has a look around, works out which of the two machine
>types it has been turned loose onto, and does the right thing. They say

AWK! Consider:
The only way the same program can load into both machines is if it is
loaded at boot time (file systems are different, so loading by dos is
not possible).

This means you have to reboot to use it. Thats fine for a single tasking
computer like the ST, but a no-no for the Amiga.
--
: Michael Gersten ihnp4!hermix!ucla-an!remsit!stb!michael
: uunet!scgvaxd!stb!michael
: "A hacker lives forever, but not so his free time"

1248. free multitasking kernal

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 13:17:33 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8801211400.AA00529@ucbvax.Berkeley.EDU>
Source record: 255048

I would like to cast my vote for a free/pd multitasking kernal!!!

Along this line, would stand alone applications such as publishing partner be able to survive in the multitasking environment or would applications have to be specifically written for this kernal? I use a 1040 with publishing partner and I would like to be able to switch back and forth between PP and a text editor without having restart each application. Multitasking seems like the answer to me.

Regards,

Norm Frech

Norm Frech <nfrech@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-HL, Box 1578, St.Louis, MO 63188-1578
COMMERICAL: (314) 263-5231 AUTOVON: 693-5231

***

1249. 1040 to TV/VCR

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 14:01:00 UTC
From: brantly.henr@XEROX.COM
Message-ID: <880121-060235-4965@Xerox>
Source record: 255049

FYI,

I followed up a pointer from Neil Harris & called Practical Solutions to request info on their adapter to convert the RGB outputs from a 1040 (non-rf modulator version) to composite & rf signals.

They plan to have the device in the marketplace within 6 weeks, they assure me that it is NOT vapor-ware. The current delay is the wait for final FCC approval.

This device is to retail for $119.00, will plug directly into the monitor port of the 1040, and will produce both composite & RF outputs, thus enabling connections to a TV/VCR.

This should allow 1040 owners to video tape their sessions, and (this is what I really want!) monochrome owners to hook up color TV's to check out the low rez and med rez stuff they've been missing out on (without having to go out & pay $350+ for a color monitor).

In case anyone wants to call Practical Solutions in Tucson for additional info, their # is 602-884-9612.

Thanks to Neil for the pointer......

Dennis....

<Rochester,NY>
Brantly.Henr
Brantly:Henr801C:Xerox
CompuServe 72460,66

1250. Mega vs 1040ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 14:04:00 UTC
From: gaspar@ALMSA-1.ARPA
Message-ID: <8801211429.AA01062@ucbvax.Berkeley.EDU>
Source record: 255050

I know what the basic differences are between the Mega and the ST line (keyboard, memory, blitter, etc.) However, I was considering recommending the Mega to a novice user and happened to mention it to a dealer (probably a bad choice :-)). He made the comment that since the 1040ST was in its 17th revision (his terminology) it was a much more stable machine than the Mega, which had just been released. He went on to say that if a bug free working environment was the priority, one should stick with the 1040ST (and who would EVER want 2meg :-)). I can follow his thinking, but I'm not sure whether it is based on true experience or just hypothesis. Obviously, though the Mega is a new machine, it is based on the earlier ST line. Anyway, does anyone with experience on both machines give any credence to this dealer's comments?

Cheers--

Al

--
Al Gaspar <gaspar@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-OW, Box 1578, St. Louis, MO 63188-1578
COMMERCIAL: (314) 263-5118 AUTOVON: 693-5118
uunet.uu.net!gaspar@almsa-1.arpa

1251. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 14:37:39 UTC
From: speegle@im4u.UUCP
Message-ID: <2519@im4u.UUCP>
Source record: 254951
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

I'm new to this discussion so this maybe an old answer, but I think that part of the problem is the cost of the software. Suppose someone wants the new hot shot program "Foo Bars Baz", but doesn't feel like it is worth $50,$100, or $500, so he waits and hopes the price will come down. Then someone he knows offers to copy it for him. What does he do? He wants the software, would really rather buy it, but here it is free and easy. The odds are very high that he will have it copied and go on. Now what would have happened if the software had originally cost only $10? The person would have probably bought it when he first saw it. I have no idea if any software product could turn a profit at $10 a pop, but the high prices of software are a contributing factor. For example, nobody ever copies something out of a $3 paperback, but many $50 textbooks have parts copied out of them all the time. I feel like most people are basically honest (Were did I get the rose colored glasses? :-)) and will buy things and pay the appropriate price, if the price is what they consider to be reasonable.

Of course, even if I'm right, I don't know a good solution. I hope that software houses aren't making obscene profits on their stuff, so I would think that lowering the price would be almost impossible. Oh well, at least this can be food for thought.

Greg Speegle
--
{seismo,ihnp4,pyramid}!ut-sally!speegle speegle@sally.utexas.edu

1252. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 15:47:25 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <878@xn.LL.MIT.EDU>
Source record: 254952
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

In article <2519@im4u.UUCP>, speegle@im4u.UUCP (Greg Speegle) writes:
> I'm new to this discussion so this maybe an old answer, but I think that
> part of the problem is the cost of the software. Suppose someone wants the
> new hot shot program "Foo Bars Baz", but doesn't feel like it is worth
> $50,$100, or $500, so he waits and hopes the price will come down. Then
> someone he knows offers to copy it for him. What does he do? He wants the
> software, would really rather buy it, but here it is free and easy.
> The odds are very high that he will have it copied and go on. Now what
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> person would have probably bought it when he first saw it. I have no
> idea if any software product could turn a profit at $10 a pop, but the
> high prices of software are a contributing factor. For example, nobody
> ever copies something out of a $3 paperback, but many $50 textbooks
> have parts copied out of them all the time. I feel like most people are
> basically honest (Were did I get the rose colored glasses? :-)) and
> will buy things and pay the appropriate price, if the price is what
> they consider to be reasonable.
>
> Of course, even if I'm right, I don't know a good solution. I hope
> that software houses aren't making obscene profits on their stuff,
> so I would think that lowering the price would be almost impossible.
> Oh well, at least this can be food for thought.
>
> Greg Speegle
> --
> {seismo,ihnp4,pyramid}!ut-sally!speegle speegle@sally.utexas.edu

I just thought I post what it cost me to produce a copy of the FoReM BBS
system:

1) disk and label $2
2) user manual $6
3) royalty to maual author $2
4) packaging $5 (plastic case and insert)

Now, this is only $15. Add to this, promotional materials, cost
of support bbs, cost of advertising, cost of returning phone calls...

Now, subtract that from the $24-$27 that distributors pay me for it
and you can see that I'm not getting rich, especially when you consider
how many paying customers there are for bbs software (hint: not many).

Matt Singer
Commnet Systems

1253. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 16:54:19 UTC
From: cramer@optilink.UUCP
Message-ID: <1861@optilink.UUCP>
Source record: 254953
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

>
> Ok, I'll come up with something original.
> The problem is capitalism.
>
> I hope this doesn't make me sound like a dogmatic Marxist (I am neither),
> but I still feel that capitalism is the problem: people want money back in
> return for their efforts, and aren't satisfied with fame or esteem or whatever
> else.

Odd, isn't it? Some people actually want to pay the rent, and save for
their retirement, and go on vacation occasionally.

A company I used to work for had a General Manager who told us one day
that working in Engineering was different from Marketing or Sales because
there was "psychic income" from being creative. Alas, stores don't accept
"psychic income" in exchange for tangible goods.

> Now, that is reasonable if you make 'hardware': a knife is a knife even if
> you don't want to share it. But, it doesn't work for ideas. If I write a
> beautiful song, but I don't sing it (or, preferrably, let others sing it:-)
> in public, I might as well not have written it in the first place. It's value
> is in publication.

Huh? If your motivation is fame or esteem, very true. But most people are
motivated by a desire to live a more comfortable life -- not to be center
stage.

> The same is true for books, philosophies, ideas and (to a certain extent)
> software. In this case, I mean the type of software that everyone copies:
> games, utilities, all the nifty stuff that you would probably not buy
> otherwise. It is probably different for a tailored account program for a big
> firm (but who would want to copy that).

Wrong. The stuff that gets pirated include word processors, spreadsheets,
data base managers -- that's why there's a major industry producing books
about the more popular software products that replicate the content of the
manuals -- frequently with no other additions.

> I think the GNU people are on the right track: give the software away free,
> so that people become to know and love it, and if you want to make money
> you charge for other things: support, documentation, training, etc.
>
> Jack Jansen, jack@cwi.nl (or jack@mcvax.uucp)

But if esteem and fame are enough for software, why not support, documentation
and training? What makes software different from these other categories of

human endeavor?

Clayton E. Cramer

1254. Re: Multiuser Bullettin(g?) Boards

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 17:12:09 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <651@silver.bacs.indiana.edu>
Source record: 254954

[munch]

Nice letter, John! I even agree with you on almost everything in it.
(Not bad for a pseudo-Republican, eh? *grin*)

One comment: FoReM's latest release DOES allow you to not have all those
nasty questions before your reply to a message. A *great* improvement...

Holly

"Truth is impervious to hissing" -Peter Schickele

[burp]

1255. Re: I just read a note that says not to run park with a hard disk wi...

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 17:41:02 UTC
From: exodus@uop.edu
Message-ID: <929@uop.edu>
Source record: 254955

In article <8801201456.AA03282@ucbvax.Berkeley.EDU>, FORTNEY@FNALB.BITNET writes:
> A recent note warns not to run PARK with a hard disk window open.
> Can someone explain the problem. I've been doing this for some time
> with no ill effect that I can see. Of course I only do it when shutting
> down.

Well, if a window for a hard drive partition is open, the desktop will try
to read the directory for that partition when the PARK program exits.

And if the desktop tries hard enough, you may undo the park process. Enough
seeks _will_ unpark the head on certain drives (on my micropolis, anyways).

Greg Onufer GEnie: G.ONUFER University of the Pacific
UUCP: **POSTMASTER @ UOP**
{ucbvax, lll-crg}!ucdavis!uop.edu
!{exodus, exodusr, postmaster, root}
{ptsfa!cogent, cepu!retix}!uop.edu [Any of the above names will work]
AT&T: 209-944-7481 USMAIL: #300 Jackson, UoP, Stockton CA, 95211

1256. Re: Atari + Next, Inc.?

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 18:34:42 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2106@bath63.ux63.bath.ac.uk>
Source record: 254956

Ah well, *my* favourite rumour (from a humourous 'predictions for 1988 column')
is that sometime in 1988, Amstrad will file suit against all the other micro
manufacturers, on grounds that their 'screen and keyboard' hardware arrangement
infringes on the 'look and feel' of Amstrad machines. (All other makers will
begin working on new designs, based around the abacus.)

1257. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 19:12:27 UTC
From: dhesi@bsu-cs.UUCP
Message-ID: <1918@bsu-cs.UUCP>
Source record: 254957
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <174@piring.cwi.nl> jack@cwi.nl (Jack Jansen) writes:
>I hope this doesn't make me sound like a dogmatic Marxist (I am neither),
>but I still feel that capitalism is the problem: people want money back in
>return for their efforts, and aren't satisfied with fame or esteem or whatever
>else.

Wanting money back in return for efforts, and/or not being satisfied
with fame or esteem, has nothing to do with capitalism. This belongs
in the realm of psychology.

Capitalism has more to do with whether it's legal to obtain money in
return for one's efforts. The GNU project fits perfectly in a
capitalistic system, as does shareware and public domain software, as
does commercial software.
--
Rahul Dhesi UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!dhesi

1258. Want recommendations for LISP on an ATARI 1040ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 20:04:08 UTC
From: len@array.UUCP
Message-ID: <633@array.UUCP>
Source record: 254958
Cross-posted to: comp.sys.atari.st,comp.lang.lisp

A friend of mine would like to know what good LISP compilers
exist for the ATARI 1040ST. He would prefer Common LISP but
will settle for information on any good LISP implementation.

He did not mention whether or not (or how much) he is willing to pay, so
I'll be interested in hearing about both commercial and PD products.

I neither own an ATARI nor program in LISP, so I do not read these
news groups. Please reply only by mail. If I get a lot of requests
I will post a summary to comp.sys.atari.st and comp.lang.lisp.

Leonard Vanek UUCP: ... utzoo!dciem!array!len
Array Systems Computing Inc. or ... {utzoo,watmath}!lsuc!array!len
5000 Dufferin St. Suite 200 INTERNET: len@array.UUCP
Downsview, Ont. M3H 5T5 Phone: (416) 736-0900
Canada FAX: (416) 736-4715

1259. Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 21:46:04 UTC
From: mwm@eris
Message-ID: <6649@agate.BERKELEY.EDU>
Source record: 254959
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <39450@sun.uucp> fiddler%concertina@Sun.COM (Steve Hix) writes:
<Note the general
<treatment of shareware: People get it for free (or for minimal effort)
<and very seldom do those who keep and use it ever pay *anything* for
<it. Which, besides being unfair, is dishonest.

Dishonest? Unfair? I'd suggest you look in a dictionary. For instance,
the OAD says that dishonest is merely not honest, and that honest is:

1) truthful, trustworthy
2) showing such qualities
3) got by fair means

Now, someone *gives* me (or otherwise makes available at no cost) a
piece of software. I haven't done anything dishonest so far. They then
say "Give me money if you use this." I *still* haven't done anything
dishonest.

As for fair, that means according to the rules. The rules (laws) in
the US state that if you give somebody something, it's *theirs*. You
can get neither payment nor the return of the thing, unless there's a
prior agreement about such.

Now, calling such people immoral and disgusting is fine. Those are
value judgements, and I can't dispute them. Of course, I expect the
same when I tell you that I find the very concept of shareware immoral
and disgusting. I mean, you give somebody something, and then tell
them they are immoral scumbags if they don't pay you for it?
Especially when in many cases someone else is willing to give you the
something very similar without calling you names if you don't pay for
it.

<mike
--
Estant assis, de nuit secrette estude, Mike Meyer
Seul, repose sur la selle d'airain, mwm@berkeley.edu
Flambe exigue, sortant de solitude, ucbvax!mwm
Fait proferer qui n'est a croire vain. mwm@ucbjade.BITNET

1260. uuencode

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 21:48:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8801212253.AA12712@ucbvax.Berkeley.EDU>
Source record: 254960

I downloaded the uuencode.c and tried compiling it in Alycon C and Mark Williams C. Alycon C just hangs up, while Mark Williams does an exit #2, USAGE error. Has anybody been able to get this to work with the compiler's I have? I tried the UUENCODE.BAS using the ST Basic I got with the ST, and that runs the program, but doesn't do anything. Anyhelp will be appreciated.

Also, assuming I get a uuencode.prg working, i notice there sometimes are directives at the begining or end of the .uue files. Are these left in? Exactly what should be left in in when I edit out the headers?

Jeff Beer. UUCJEFF@ECNCDC.BITNET

round up the usual disclaimers.....

1261. Re: Multiuser BBS & HDSCAN/DISKTOP

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 21:50:03 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2491@ihlpe.ATT.COM>
Source record: 254961

In article <947@atari.UUCP>, neil@atari.UUCP (Neil Harris) writes:
>
> I thought the show did a really good job on the Taiwan manufacturing issue.
> Which is good, because they filmed here for an entire day!
>
> Did anyone see their coverage of Comdex? I haven't seen that one yet
> myself, but I hear that Abaq got on at some length.
>
I did see the Computer Chronicles about the Comdex show about three weeks ago and thought they did a good job of covering Atari. They talked about the Abaq, the CD-ROM and the Laser Printer as well as some of the desk top publishing packages as I recall. Move coverage of Atari than I have seen in a long time.

On an unrelated issue, Neil, what did you guys do to tick off Activision? They are not only dropping coverage for us 8bit users (not unexpected :-( ) but also for the ST. Infocom (an Activision subsidiary now) is not going to write any more games for Atari period. What gives? How hard can it be to port their text adventures for the Atari machines? After all, it is mostly just formating text for the screen (except Beyond Zork, which is supposed to have some nice ST graphics support). I have bought several of their games for the 8bit and so have many other users in our User Group. Are we the only ones? Can sales really be that bad? I find it that hard to believe.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

1262. Beckenmeyers Micro C-Shell

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 21:54:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8801212259.AA12811@ucbvax.Berkeley.EDU>
Source record: 254962

Someone asked about using Beckenmeyers C Shell. First off, it does not emulate the Unix system. It is more properly described as MS-DOS in UNIX clothes, if that. I like it though, I hate to have to do OS type stuff using the silly desktop. For one thing, you got wildcards.
It is also easier to use *.ttp files, you dont have to waste time opening batch.ttp, and you enter the arguments the normal way.

I think Mark Williams msh has a few more features, I have only just started using msh, so i cant compare them. But if you dont have Mark Williams, I would recommend Beckenmeyer's. It makes things a lot easier.

Jeff Beer, UUCJEFF@ECNCDC.BITNET

Une fois, ca va, Deuex fois, ca va, Trois fois, ca va pas.

1263. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 22:13:36 UTC
From: mwm@eris
Message-ID: <6650@agate.BERKELEY.EDU>
Source record: 254963
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <14257@oddjob.UChicago.EDU> mcb@oddjob.uchicago.edu.UUCP (He Who Passes Through Locked Doors) writes:
<Copyright laws exist to allow people
<who write such software to make a living doing so. If the laws didn't exist,
<neither would the software.

Matt, I don't know what drugs you've been doing, but you should stop. It's causing you to overlook some important facts. Let's look at the tools I use, from the ground up:

OS - it was written by a couple of people working for a company that was forbidden *by law* from either selling or supporting it. Further enhancement was done by a seperate group that has been giving it away for the cost of time & materials, and may be required to do so by law (4BSD).

Editors - two of the four I use come gratis with the above OS. The other two are available to anyone for the asking (ed, ex, GNU Emacs and microGNUEmacs).

Languages - one comes gratis with the above OS; one I had to pay for; two were free for the asking (C on 4BSD & a PC, CScheme & T).

The software that manages the bbs-like system your message & this reply appear on is free. The software I use to access that is free. Free software is available to talk on the networks it travels over for a wide variety of hardware.

Further, some of the best programmers I know (people who write working device drivers without having hardware to test them on) don't write software for a living. They maintain software for some group that needs it to get their work done - and are allowed to give away their changes and improvements to that software, and any tools they write to make their job easier.

No, copyright law - or lack thereof - isn't why software gets written. It gets written because people need it, or because they want it. All the copyright laws really do is restrict the distribution of the software once it gets written.

<mike
--
Take a magic carpet to the olden days Mike Meyer
To a mythical land where everybody lays mwm@berkeley.edu
Around in the clouds in a happy daze ucbvax!mwm
In Kizmiaz ... Kizmiaz mwm@ucbjade.BITNET

1264. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 22:34:21 UTC
From: vxp6840@ritcv.UUCP
Message-ID: <111@ritcv.UUCP>
Source record: 254964
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

With all the problems with pirating software I wonder why do some
people still make commercial programs? I can understand utilities and
productivity software can make money because people need them, and their
docs; And with the typically inflated prices, they still can make money.
As for games, I don't understand why anyone would put in the effort if they
know it will be pirated.
I think back when computers were new, people loved it when a new
game comes out. If it was good, people loved it more. Being unsophisticated
people didn't even think of copying programs. But later, the market
was inundated with games and copy utilities came out at the same time.
Nobody could hope to buy every game, and not all of them were good. Face it,
most games aren't worth the money to buy them. But some were good and got
lost in the crowd.
I personally tried a lot of games, but the few in my collection
keeps me happy.
But enough of my thoughts, I still don't understand why new games
still come out, even if they are worth the price, few people will actually
buy them.

Comments welcome.

-Vitas P.- ...!rochester!ritcv!vxp6840

1265. Re: krabat picture problems

Newsgroup: comp.sys.atari.st
Date: 1988-01-21 23:00:47 UTC
From: georgew@tekig4.TEK.COM
Message-ID: <2381@tekig4.TEK.COM>
Source record: 254965

In article <36500029@iuvax> franco@iuvax.cs.indiana.edu writes:
>Put the pictures in a directory named PICTURES

For the color version of krabat, they go in PICTURES.COL.

1266. SH204 hard disk

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 00:17:39 UTC
From: jrb@dadla.TEK.COM
Message-ID: <2697@dadla.TEK.COM>
Source record: 254966

Moshe,

would you please inform as to what SUPEDIT is? I was born under a rock.

In reference to Atari hard disks in general, is there an equivalent of "chkdsk"; i.e. a file system consistency checker, fixer-upper anywhere, available for the average atari owner for rent or purchase? Mr. Harris, not having such a utility provided with your system is unfathomable.

Also... I have an atari SH20? hard disk and am using the driver supplied. Unfortunately for the sake of atari it sits next to a zenith 150-pc clone running good old msdos 2.2. Said ibm machine has a NEC 20meg drive and a 1010 winchester controller using the driver buried away in the bios or somewhere. "To make a long story short, too late, said the man in the audience...", My klunky old pc beats the atari's performance on disk writes to pieces. This is curious. The pc disk is currently fragmented beyond belief with about %90 full; i.e., I won't buy any reformat and try again explanations. Reading seems to be comparable. I recently put together a little piece of code that was the equivalent of the unix find utility and read all the directories on my 15 meg C: partition. That was fairly speedy. Writing is another matter. Why? Flicking the bit that turns off write-verify for "floppies" doesn't seem to do any good on the hard disk. Did the supra driver that Moshe used do any good on the atari disk?

One other observation:

As a rough benchmark: I have an interpreter that I run as a standard time test on about an 8k "src" file. This program exists on both pc and st. It should be compute bound as it really doesn't spend too much time reading and writing to disk unlike say your average 4 pass C compiler:

on ibm-pc compiled with usoft v5.0 C

.30 seconds to compile (read compute write)

on pc with all file i/o via ram disk

.26 seconds to compile (read compute write)

on atari using SH20? drive and MWC v2.0 C compiler

.30 seconds to compile

on atari using ram disk

.15 seconds to compile

At least the 68000 computes faster...:->

jim binkley jrb@amadeus.tek.com

1267. Re: I just read a note that says not to run park with a hard disk wi...

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 00:52:47 UTC
From: turner@daisy.UUCP
Message-ID: <809@daisy.UUCP>
Source record: 254967

on some disks (like my maxtor) parking the head enables the head locking mechanism which is disabled by cycling the power. If you have a HD window open when you run park, gem will attempt to refresh the contents of the window by reading the directory on the Hard Disk after park is done.

Need I say more ?
--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

1268. VCTTP

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 02:37:52 UTC
From: euloth@dalcsug.UUCP
Message-ID: <293@dalcsug.UUCP>
Source record: 254968

For those who are interested in the solution on printing with the
VCTTP spreadsheet program, I got a message from Mark Lewis
(lewis@istc.sri.com) which explained that he had found the same
problem. Here is his solution :

>I have noticed this problem. VC.TTP doesn't Write out the print
>version, but saves the Put database version. I did find that I can get
>around it for some strange reason if entries are added in the columns H
>or beyond, off the screen to the right, which can later be removed with
>delete column DC command.
>Mark Lewis

Thanks Mark. BTW, this only works with the 2.1.a version of the VCTTP
but NOT with the 2.1 version of the VCTTP.

George Seto - Using a friend's account....

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

1269. Re: Uniterm docs

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 03:07:02 UTC
From: martin@lakesys.UUCP
Message-ID: <393@lakesys.UUCP>
Source record: 254969

Is ANYBODY planning to post v2 of Uniterm and the DOCs (no matter _what_ the format)? There are those of us here in the boonies who'd like to have the file as well (and who can handle DVI formats.....:-)).

Mort
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

1270. Re: Personal Pascal sound

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 05:11:06 UTC
From: Jinfu_Jinfu_Chen@cup.portal.com
Message-ID: <2658@cup.portal.com>
Source record: 254970

RE: Sound a bell

Just do a write(CNTRL-G) where CNTRL-G is the ASCII code of
control-G (I think it's CHR(7)).

Jinfu Chen

1271. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 05:46:24 UTC
From: breck@aimt.UUCP
Message-ID: <469@aimt.UUCP>
Source record: 254971
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6649@agate.BERKELEY.EDU>, mwm@eris (Mike (My watch has windows) Meyer) writes:
>
> As for fair, that means according to the rules. The rules (laws) in
> the US state that if you give somebody something, it's *theirs*. You
> can get neither payment nor the return of the thing, unless there's a
> prior agreement about such.

I think that the laws state that you can not be required to pay for unsolicited
stuff that you get in the mail. But you do not get to keep the stuff.
Of course, I'm not a lawyer. This is just what I've been led to understand
by people who have received (for example) unsolicited magazine "trial
subscriptions".

> ... I find the very concept of shareware immoral
> and disgusting.
[Above taken grossly out of context]

Fine. Don't use shareware.

> Especially when in many cases someone else is willing to give you the
> something very similar without calling you names if you don't pay for
> it.

Then there's no problem. Don't use the Shareware stuff. Just use the free
programs that people are standing in line to let you (you wonderful guy you)
use. Continue to sponge off the hard work of people around you. Continue
to refuse to give payment for value received just because the person neglected
to wait until your check cleared. Be a man and don't give in to the blatant
extortion implicit in shareware. America will be proud of you for it.
--
Breck Beatie
{uunet,pyramid!weitek}!aimt!breck
"Sloppy as hell Little Father. You've embarassed me no end."

1272. Re: Uniterm docs

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 06:22:57 UTC
From: mark@lakesys.UUCP
Message-ID: <394@lakesys.UUCP>
Source record: 254972

In article <8801211715.AA04912@ucbvax.Berkeley.EDU> FXDDR@ALASKA.BITNET writes:
>Come on, guys, doesn't it seem a bit cheeky to gripe about the DVI format of
>the Uniterm manual? Why not ask Simon for your money back.
>
We're not griping over here. We just want a copy of the docs, no
matter what format they're in. We have the program files but no documentation
what so ever. In particular we would like info on the macro language. Could
someone PLEASE send us the docs for Uniterm 2.00?

--
Mark A. Storin | These opinions are my own,
Lake Systems, Milw., WI | you can't have them!
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark |

1273. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 08:30:33 UTC
From: mwm@eris
Message-ID: <6657@agate.BERKELEY.EDU>
Source record: 254973
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1861@optilink.UUCP> cramer@optilink.UUCP (Clayton Cramer) writes:
<What makes software different from these other categories of human endeavor?

That laws making it illegal to give your friends copies are unenforceable. Note that I'm using "software" in the generic sense of "intellectual property you put on a medium that makes your hardware usefull" - computer programs, movies, music, and probably other things that I've missed.

When producers of the software start seeing adding something that makes the product inferior as a *good* thing, it's time for a reality check.

For computer programs, we have software protection in various flavors. For movies, we have macrovision. And they're talking about raping compact disks by putting a 3KHz (I think I've got the number right) tone on them to disable DATs. What's wrong with this picture?

<mike
--
Tell me how d'you get to be Mike Meyer
As beautiful as that? mwm@berkeley.edu
How did you get your mind ucbvax!mwm
To tilt like your hat? mwm@ucbjade.BITNET

1274. Atari computers

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 08:53:31 UTC
From: exodus@uop.edu
Message-ID: <937@uop.edu>
Source record: 254974

About how long is it before an Atari release in Europe (at a trade show)
before we in the U.S. see anything on the shelves??? [Curiosity plus
some info drive me crazy! :-)]

Also, what would the best choice in a Un*x like OS be right now?

-Idris
-OS/9
- [fill in the blank]
- MINIX (plus: when will it be released ???)

Greg Onufer

1275. Software support

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 10:19:01 UTC
From: U608017@HNYKUN11.BITNET
Message-ID: <8801221424.AA01112@ucbvax.Berkeley.EDU>
Source record: 254975

An important argument for buying or not buying is the amount,
quality and price of the available software.
The main reason why our university is buying Atari ST computers
was and still is the availability of free quality software,
especially the fantastic Uniterm, written by Simon Poole.
I think Atari should be aware of this fact (how many thousand
Atari ST have been sold because of Uniterm?) and support those
people who are providing us with such good software.
Hint: Atari, give for example a color monitor to Simon,
he really deserves it.

I also think that Atari should take the following letter from
David Beckemeyer very seriously.

> Say if a multi-tasking TOS compatible kernel were
> available free to all users of the ST. In other works a free
> runtime-only kernel to anybody that asks. Maybe even Atari gives
> it aways with each machine. Programs developed for the multitasking
> kernel will run on any machine with the free kernel installed.
>
> End-users get the runtime kernel free. Developers pay for a "development
> kit" that includes non-PD documentation and programming language interfaces.

Atari, this is the best opportunity to introduce multi-tasking
into TOS. Please support this guy.

Matthias Moritz
Informatica 1
Toernooiveld
NL-6525 ED Nijmegen
E-Mail: U608017@HNYKUN11 (Bitnet/Earn)
...!mcvax!kunivv1!phoibos!matthias (Unix)

1276. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 12:00:39 UTC
From: chekmate@athena.mit.edu
Message-ID: <2456@bloom-beacon.MIT.EDU>
Source record: 254976
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Consider what might have happened if Jesus Christ had copyrighted his message.

Adam

1277. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 13:01:59 UTC
From: gp@picuxa.UUCP
Message-ID: <459@picuxa.UUCP>
Source record: 254977
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

In article <878@xn.LL.MIT.EDU>, singer@ll-xn.UUCP writes:
> In article <2519@im4u.UUCP>, speegle@im4u.UUCP (Greg Speegle) writes:
>
> I just thought I post what it cost me to produce a copy of the FoReM BBS
> system:
>
> (some itemized cost stuff deleted)
> Now, this is only $15. Add to this, promotional materials, cost
> of support bbs, cost of advertising, cost of returning phone calls...
>
> Now, subtract that from the $24-$27 that distributors pay me for it
> and you can see that I'm not getting rich, especially when you consider
> how many paying customers there are for bbs software (hint: not many).

I don't think that $50 or $100 is too much to pay for (good) software. But when many companies charge $300 + for things like spreadsheets, that's where I draw the line. How can a company justify selling a piece of software for exhorbitant amounts of money, when another company can sell a similar piece, often with more features, for less (and even then make a hefty profit)?.

Don't bother to send me any mail regarding this, the questions posed are rehetorical, and I have no intention of arguing my point. Just wanted to vent some steam :-).

Greg Pasquariello

1278. Bekeley Micro Systems interface

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 13:11:03 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <1546@ea.ecn.purdue.edu>
Source record: 254978

Does anyone out there want to sell a used Berkely Micro Systems
harddisk interface card ? I have the disk, controller, power supply
and enclosure. All I need now is the interface, and I thought I'd
check if anyone wants to get rid of there's before I go out and
by a new one.

Thanks,
--
/* Ingo Cyliax *
* ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

1279. Re: I just read a note....

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 13:34:35 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <1724@ttidca.TTI.COM>
Source record: 254979

In article <8801201456.AA03282@ucbvax.Berkeley.EDU> FORTNEY@FNALB.BITNET writes:
>
> A recent note warns not to run PARK with a hard disk window open.
>Can someone explain the problem. I've been doing this for some time
>with no ill effect that I can see. Of course I only do it when shutting
>down.

There is a significant difference between "PARK" and "SHIP".

"SHIP" exits after homing the head. TOS will then attempt to read the
directories and update the Desktop display. This causes trouble, since the
heads have been homed.

"PARK" never exits. You can run it from anything, with any windows open.
It homes the heads, then loops forever.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

1280. Alcyon Return Codess

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 13:39:51 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <1725@ttidca.TTI.COM>
Source record: 254980

A few days ago, Allan Pratt of Atari offered to post the fixes for return codes from the Alcyon C compiler. I haven't seen them go by, so I looked them up from my old notes. I should note here that I made this change successfully when it was posted, but have long since switched to Mark Williams C.

This is from Robert Royar, March 12, 1987:

==========

About patches to the dev pack compiler/assembler/linker/relmod to return proper codes on exit. I poked around in the code and found the following (v 4.14 only). You should be reasonably familiar with SID and realize that some offsets are ballpark figures. So you will need to use the 'l' option to show you the instructions before you change them. Around 0xda from the beginning of each of the files (that offset is accurate if you load SID without a file and use the 'r' command), is a command sequence something like (it's been a while since I did the patch)

```
move.w #0,d0 ; return code
trap #2 ; old cp/m trap vect and new gsx
unlnk a6 ; Alcyon built-in patch space *8^)
rts ; useless return
```

```
the hex code is
30 3c 00 00 4e 42 4e 5e 4e 75
```

I changed this to

```
move.w #$4c,-(a7)
trap #1
rts
```

```
hex code
4a 9f 3f 3c 00 4c 4e 41 4e 75
```

The offsets are the same for cp68, c068, c168, and as68. The offsets for link68 and relmod are a little off from the 0xda mark, but easy to find using the l option in SID.

Hope this helps,

Robert Royar

==========

My note attached to that says that the patch actually reads

```
tst.l (a7)+
move.w #$4c,-(a7)
```

```
trap #1
rts
```

when you enter it as listed above, and that it worked as Mr. Royar stated.

Another patch note on Alcyon 4.14, from Jeff Reid, dated Dec 30, 1986:

```
==========================================================================

To fix the problem with static data and bss sections in a C program, patch
C068.PRG: using SID.TTP, read in C068.PRG using "R" command and at offsets
DEDD and DF25 from start base (use "H" command to generate absolute address)
use "S" command to change "60" to "7E" at both locations (start+DEDD,DF25).
This patch eliminates assembly time error when using static data or static
variables in a C program. (Patch changes ` to a ~, used to comment original
label).

==========================================================================
```

I never encountered this problem, so I never installed this patch.

```
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside
```

1281. Re: New ST owner needs help

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 14:35:27 UTC
From: robert@richp1.UUCP
Message-ID: <67@richp1.UUCP>
Source record: 254981

In article <3209@bunker.UUCP> jdd@bunker.UUCP (Judy D. Daniluk) writes:
>
>I am the new owner of a 1040 ST, and I am looking for technical
>documentation on the machine and the operating system, something like
>Peter Norton's books for the IBM PC. Any recommendations?
>

I would be interested in documentation like this also.
ihnp4!richp1!robert

1282. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 15:33:54 UTC
From: Ram-Ashwin@cs.yale.edu
Message-ID: <21754@yale-celray.yale.UUCP>
Source record: 254982
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6650@agate.BERKELEY.EDU>, mwm@eris (Mike (My watch has windows) Meyer) writes:
>
> [description of some great free software]
>
> No, copyright law - or lack thereof - isn't why software gets written.
> It gets written because people need it, or because they want it. All
> the copyright laws really do is restrict the distribution of the
> software once it gets written.

I think it's encouraging to see that some of the BEST software is free. I don't mean specialized applications software (e.g., CAD/CAM software), but rather general tools and programming environment software that everyone needs to do anything at all on their machines. Mike already mentioned a great operating system and the best editor [my opinion] in the world (GNU Emacs); I could add --

- one of the best word processing systems (TeX)
- one of the best state-of-the-art languages (T/Scheme)

and lots of other public domain software that we all use.

I don't know if I agree that copyright laws restrict the distribution of software though. The GNU distribution is governed by those same laws, and those laws have helped to ensure that the distribution remains free and easily accessible to everyone (without random people making money off it).

-- Ashwin Ram --

ARPA: Ram-Ashwin@cs.yale.edu
UUCP: {decvax,ucbvax,harvard,cmcl2,...}!yale!Ram-Ashwin
BITNET: Ram@yalecs

1283. Re: SH204 hard disk

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 16:51:20 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Jan22.085124.4158@mntgfx.mentor.com>
Source record: 254983

Supedit from Supra is a maintainence/diagnostic utility that lets you examine/patch partition tables, boot sectors, etc. of ST hard disks.

In general, speed problems on ST disks (either floppies or hard disks) are caused almost solely by the fact that the current GEMDOS uses an INCREDIBLY! slow routine to search the file allocation table. (In fact, from the testing I've done almost the only way Digital Research could have written a slower search routine would have been to put in wait loops). The FAT is hit more heavily on writes which is why writes are slower than reads.

Hopefully the upcoming GEMDOS rewrite from Atari (when/if it hits the streets) should address the disk speed problem. (and it had better also fix the GEMDOS memory management problems. I'm really tired of the "40 folder" and the "20 Malloc" bugs...)

As another example I have a directory cloner that sits on top of a complete re-implementation of the GEMDOS filesystem (the only part of the ST roms I use are the getbpb and rwabs calls). While I don't remember exact timings, it runs a number of times faster than any copy routine built on top of GEMDOS and it doesn't slow down dramatically when writing to very full large disk partitions.

As to "chkdsk" functionality; both disk reorganizer packages I know about include a "chkdsk".

dgc

1284. vi on atari st

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 17:13:12 UTC
From: jrb@dadla.TEK.COM
Message-ID: <2699@dadla.TEK.COM>
Source record: 254984

I called manx this morning about sw on the st.
Asked specifically about "z" (most of vi) and they
said that they expected to release a product in 4-6
weeks but they didn't know if they would bundle z
separately from their development kit (C, libs, the usual...).
Well the ad in the Jan. BYTE did say "call" and at
least it's an 800 number.
In the past one could get z separately at least for
msdos where it is a fairly reasonable vi-klone.

jim binkley
jrb@amadeus.tek.com

1285. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 18:37:29 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3471@batcomputer.tn.cornell.edu>
Source record: 254985
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1861@optilink.UUCP> cramer@optilink.UUCP (Clayton Cramer) writes:
>
>Wrong. The stuff that gets pirated include word processors, spreadsheets,
>data base managers -- that's why there's a major industry producing books
>about the more popular software products that replicate the content of the
>manuals -- frequently with no other additions.

- that proves the original point: if the software is out there people can
make money on selling documentation. And who will pay the programmers'
rent? The company that plans to sell the books! Or perhaps the company
that plans to sell the hardware! Apple corp. is giving Hypercard away
(almost) even though it must have taken a staggering amount of work to
create. Why? To enhance the Mac's usefulness image ---> more HW sales.
Other options: a tax on blank disks could provide funds for public SW
writing efforts (a la Berkeley, MIT).

The overnight reductions of SW prices by 50% or even 75%, a common
occurence in the industry when competition hits, proves that some
high-priced SW _is_ overpriced and over-enriching the publishers. Most of
the retail price of SW goes to the retailer, distributer, advertisers,
etc.---NOT the authors. Since computers are so good at copying, leaving
the distribution to the users would save most of the resources and therefore
would make us all (_on_the_average_) better off.

- Moshe Braner

1286. Re: SH204 hard disk speed

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 18:52:39 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3472@batcomputer.tn.cornell.edu>
Source record: 254986

[]

As for SH204 writing slowness: that has nothing to do with the HW nor
the driver. It is a GEMDOG 'feature'. Notice when you write a file
to floppy how the head travels back and forth between the data track,
the (sub)directory and the 2 FATs at least TWICE? GEMDOS is wasteful in
such, and when the data gets far from the FATs writing many small
files gets very slow, even on the HD. No solution besides rewriting
GEMDOS. (When _reading_, with my own caching program holding the directory
and FAT, it is very fast.)

- Moshe Braner

PS: The ST desktop program is even worse than GEMDOS itself. To wit:
- when copying a small file from one disk to another in the same drive,
it copies into RAM just a few bytes (directory information, I think),
asks to swap disks, swap again, reads the file, swap again, writes.
(Why not copy all that's needed into RAM the first time around?)
- when copying a large file into a disk where there isn't enough space,
it first writes all that fits, then deletes it and says "no room".
(Why not check first to see if there's enough room?)
- when deleting a bunch of files in one operation, it goes back and forth
between the (sub)directory and FATs once for each file. In the time it
takes to delete one file clunky old MS-DOS can delete 40 files.
(Why not read the FAT into RAM _once_, do all the processing, write out?)
- no way to move a file from one directory to another without copying it,
then deleting the original.
(Micro-C-Shell does it the sane (not same) way.)

1287. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 18:56:56 UTC
From: lawrence@bbn.COM
Message-ID: <6266@ccv.bbn.COM>
Source record: 254987
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <111@ritcv.UUCP> vxp6840@ritcv.UUCP (-Vitas P.-) writes:
> I personally tried a lot of games, but the few in my collection
>keep me happy.
> But enough of my thoughts, I still don't understand why new games
>still come out, even if they are worth the price, few people will actually
>buy them.
>
> Comments welcome.

Since you asked... I'm afraid, I'll have to disagree with you. In the latest MacWorld (Feb. '88) Charlie Jackson of Silicon Beach Software fame mentions that sales of "Dark Castle" (an unprotected 'arcade-style' game) have reached approx. 30,000. Those are impressive sales figures for any one piece of software, game or not. From a personal standpoint, I certainly do hope that new, innovative games continue to emerge. I enjoy playing them on occasion (when I actually have some spare time!) and find that if it's well done, I'm more than happy to pay the $20-35.00 it might cost.

=Gabe Lawrence=
=BBN Communications=

>
>-Vitas P.- ...!rochester!ritcv!vxp6840

1288. Any 3270 terminal emulators around?

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 19:00:53 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2108@bath63.ux63.bath.ac.uk>
Source record: 254988
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I've gone a bit paranoid about cross-posting, but I would like to know what the answer is for both machines, so ....

Ok, here's one for y'all. Does anyone know of a terminal emulator running on the ST which will emulate an IBM 3270 terminal, speaking to the host system using Network/3270 (or SSMP)? We are aware of such beasts for the IBM/PC range, and for BBC micros ('what're they', I hear all the non-uk sites ask), so I thought, well, maybe...

Similarly, anyone know of such a beast for the Amiga?

Best reply address is whatever you can work out from the header. Failing that, the following should work:

Smee at UK.AC.BRISTOL (JANET)
Smee at UK.AC.BRISTOL via UKACRL.BITNET (BITNET)
Smee at BRISTOL.AC.UK (from ARPA, *iff* you can find a routing (via) which doesn't involve UCL)

Cheers, Paul

1289. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 19:57:15 UTC
From: alang@masscomp.UUCP
Message-ID: <2806@masscomp.UUCP>
Source record: 254989
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

jack@cwi.nl (Jack Jansen) writes:
>
> But, it doesn't work for ideas.
>The same is true for books, philosophies, ideas and (to a certain extent)
^^^^^
>software.
. . .

>I think the GNU people are on the right track: give the software away free,
>so that people become to know and love it, and if you want to make money
>you charge for other things: support, documentation, training, etc.
^^^^^^^^^^^^

1290. C Compilers for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 20:02:10 UTC
From: greg@cstowe.csoft.co.nz
Message-ID: <410@cstowe.csoft.co.nz>
Source record: 254990
Cross-posted to: comp.sys.atari.st,comp.lang.c

C Compilers for the Atari ST - Summary of replies

Well, this sure was easy. I got 4 replies, the voting as follows

Mark Williams C - 4 votes
Megamax C - 1/2 a vote
The rest (Alcyon, Lattice mentioned specfically) 0 votes.

Sorry to anyone who sent mail which got returned. We have problems involving a couple of problems with mail addressing from the NZ news feeder. Currently we are working on it, and eventually my address may be what is in my From: field (so sayeth the Guru across the desk from me :-) (-: Unix Guru, not mail Guru :-)

Much thanks to those who replied and to those who tried. The replies that got here were from
btb@ncoast.uucp (Brad Banko)
abi@dutinfd.uucp (Ton Biegstraaten)
preston@felix.uucp (Preston Bannister)
Mike Berkley <mberkley%watnext@watmath.uucp>

I'm glad I sent this out - so far, I have heard nothing in ANY mag about MWC (Mark Williams C), except adverts of course, so would have been loath to buy otherwise. However, I have been sold ...

Answers to the questions -
> How good is the documentation ?

All replies said that the documentation was excellent, to the point that Mike Berkley said "Some people recommend buying MWC instead of abacus books or the developer's doc."

> How good is the Debugger ?

The debugger appears to be an adb clone. No sdb (Symbolic Debugger), but there is mention of one in vapourware(:-)). Hopefully there will be one soon ?

> How fast is it ?

No real comparisons returned, except to Megamax, which lets you put the compiler on Ramdisk, so it runs faster. (Does this imply MWC will not run off Ramdisk Mike? It does come with a Ramdisk utility.)

> What is the editor / environment ?

It comes with microemacs, make and "unix-like shell with pipes and redirection (but no multitasking)".

> How good is the GEM interface ?

Complete library support for GEM

> How robust is it ?

Very robust. No noted complaints with MWC itself.

> How close to the K&R standard is it ?

It seems to cause very few problems in porting from a Unix environment, and
"complies completely with K&R, and has many of the ANSI extensions"

> What other products (C++, microemacs, etc) will run on it ?
> What other hardware does it support (68020, 68881, Stereotech Glasses, etc) ?

OK, I admit it - this is the optimistic section - I WANT an 68020 and
a 68881 in my box. And a Multitasking Windowing tool that I can access
from my software for my applications, but multitasking comes after the
MMU providing memory protection - I believe one of the custom chips
supports some MMU functions, but no-one seems to have multitasking of
the ground that I have seen. The Tower 1632 with a 68000 runs Unix
System V.2 - why doesn't my ST. Actually, I can guess. The 1632 is a
business box with an MMU without any graphics overhead. Still, it is
old technology. Enough spiel -

Compiled and working with MWC are the Gulam shell (?) and MicroEmacs 3.9.

What the Users want section.
Brad Banko (btb@ncoast.uucp) wants a "simple graphics library" so he can "write
simple graphics applications without having to endure the overhead of using
GEM".
Ton Biegstraaten mentioned the lack of RCS -> Revision Control System
(me thinks that's what the acronym is for).
Preston Bannister mentioned the lack of sdb.
Given I can't have The One True OS, all of the above make sense to me !

Thanks again for your replies

greg ...!uunet!vuwcomp!dsiramd!pnamd!cstowe!greg
or greg@csoft.co.nz (hopefully! :-)
Commercial Software N.Z. Ltd., PO Box 4030 Palmerston North, New Zealand
Phone (063)-65 955

Disclaimer - I think, therefore this has nothing to do with my employers.

The white zone is for loading and unloading. Come to the white zone. You'll
love it - it's a way of life ! ZAPPA.

1291. ?

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 20:06:16 UTC
From: chad@byuvax.bitnet
Message-ID: <87chad@byuvax.bitnet>
Source record: 254991

meg upgrade for 520stfm?

I recently bought a 520STFM and would like any information on
how to upgrade to 1meg on board (a do it yourself type job with chips
and sockets). We opened it up and looked at the mother board and
all the lines appear to be there for the next 512K like it is in a
1040. Besides the chips, are there any jumpers to make, change, etc.?

I would appreciate any info (mail to me) on how to do this.
Thanks.

Chad

BITNET: CHAD@BYUVAX

1292. Shareware and Copyright and Free Software

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 20:53:44 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <39741@sun.uucp>
Source record: 254992
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6650@agate.BERKELEY.EDU> (Mike Meyer) writes:
[First he talks about a whole bunch of 'free' stuff like 4BSD, GNU, etc
see the reference. Then he says ...]

> No, copyright law - or lack thereof - isn't why software gets written.
> It gets written because people need it, or because they want it. All
> the copyright laws really do is restrict the distribution of the
> software once it gets written.

To which I say "Amen!". However, you missed a very important corollary
which has to be considered. And this explains why there is expensive
software. You see, if you were not a programmer/hacker such as myself
and looked at the *vast* majority of the 'free' software available for
say the amiga or UNIX(r) or CP/M even, you would probably notice that
there wasn't a whole lot of what you could use. Sure there are a couple
of things that stand out, but for the most part everything is com programs,
or editors, or languages, or other things that make a programmers life
easier. Thats because we all write this stuff for our own benefit and
enjoyment and are not worried about making money on it.

But how about those programs that the non programmers want and are not
much fun to write? How about a COBOL compilers, or a General Ledger package?
Or how about diagnostics, or just plain old documentation? If you are
like me the only thing that keeps you working on something like that is
either you are learning something, or you get paid. And the person who
pays you may be out a significant sum of money. They naturally want to
recover those costs and thus find similar individuals with the same
requirements and say "Gee, you could pay a programmer $X to write this
for you, or you can pay me $Y (where Y << X) for a copy of this one that
I had written." After n copies are sold, loss turns to profit. And because
we programmers is smart, :-) we often include a little clause in the
contract that says "If you sell lots of these, then we want a piece of
the action amounting to Z% of the gross sales." And I suppose capitalism
is born. By the same token, using this information, one can estimate the
value of a package using the formula :

$$\text{Value} = \frac{(\text{Difficulty})}{(\text{Amount of Fun to write})}$$

Meaning that even very difficult programs (like a compiler) can be worth
less than say a General Ledger because the Fun to write term balances the
level of difficulty.

But one of the nice things the PC has done, is to bring a lot of non-programmers into the computer using fold. And these users need something unique (like a program to calculate the amount of flour to use in any size loaf of bread) and write little hacks to accomplish this, and then send them out to the airwaves. So the diversity, although not necessarily the quality of the available free software goes up.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

1293. hard disk parking

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 20:54:00 UTC
From: FORTNEY@FNALB.BITNET
Message-ID: <8801230334.AA17922@ucbvax.Berkeley.EDU>
Source record: 254993

If PARK tries to reopen the desktop, what then is the difference between PARK and SHIP that is supplied by Atari? On my SH204 I found that SHIP seemed to struggle trying to reopen the desktop, but PARK seems to lock everything up with no apparent struggle.
Am I really doing something wrong? Why doesn't PARK or some similar program just hang in an infinite loop until I turn the machine off? Why doesn't the head lock mechanism disable the head drive motor so that the software can try to reopen the desktop all it wants without harm to the hardware?

1294. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 21:10:06 UTC
From: parker@epiwrl.EPI.COM
Message-ID: <1950@epiwrl.EPI.COM>
Source record: 254994
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6650@agate.BERKELEY.EDU> mwm@eris.UUCP (Mike (My watch has windows) Meyer) writes:
>Matt, I don't know what drugs you've been doing, but you should stop.
>It's causing you to overlook some important facts. Let's look at the
>tools I use, from the ground up:
>
>OS - it was written by a couple of people working for a company that
>was forbidden *by law* from either selling or supporting it. Further
>enhancement was done by a seperate group that has been giving it away
>for the cost of time & materials, and may be required to do so by law
>(4BSD).

It was written by a couble of very smart people in a research lab many years ago. It was shared at nearly no cost to Universities for many years. But it was always property of a private company and today is one of their major products.

Where in the world did you get the idea that BSD Unix is free? UCB, in effect, gives away their modifications to Unix, but only to those with a source license from AT&T. For other than Universities, that costs big money. If you don't have a source license, you can buy a legal binary of BSD Unix for thousands of dollars. (10 or 12 I think).

>
>Editors - two of the four I use come gratis with the above OS. The
>other two are available to anyone for the asking (ed, ex, GNU Emacs
>and microGNUEmacs).

Nothing came gratis with the OS. They are simply part of the package. You seem to imply that since they weren't priced individually that they are somehow public domain. GNU emacs and microemacs are public domain (essentially), but not ed and ex (unless you are talking about different ones than I am).

>
>Languages - one comes gratis with the above OS; one I had to pay for;
>two were free for the asking (C on 4BSD & a PC, CScheme & T).

Again, nothing comes gratis with the OS, its just part of the package. (Oh, with one exception, I guess the "user contributed" stuff than comes with the BSD tapes could be called gratis, but C certainly isn't part of that.) C in BSD is most certainly not *free*. It is based on AT&T code. If you are running Unix, using the AT&T C compiler and you didn't pay somebody for it, then you've got a bogus system. I grant, that it might look free, if you buy a Unix box that has Unix bundled

with it; but its certainly part of the cost and your vendor sends a
check to AT&T for each one sold. (Note that some vendors have written
their own C compiler for use on their Unix boxes, instead of using the
AT&T code, eg. Masscomp did this, but I assure you they don't consider
it "shareware".)

>
>The software that manages the bbs-like system your message & this
>reply appear on is free. The software I use to access that is free.
>Free software is available to talk on the networks it travels over for
>a wide variety of hardware.
>
>Further, some of the best programmers I know (people who write working
>device drivers without having hardware to test them on) don't write
>software for a living. They maintain software for some group that
>needs it to get their work done - and are allowed to give away their
>changes and improvements to that software, and any tools they write to
>make their job easier.
>
>No, copyright law - or lack thereof - isn't why software gets written.
>It gets written because people need it, or because they want it. All
>the copyright laws really do is restrict the distribution of the
>software once it gets written.

Most software is written, because its a legitimate way to earn a living
and to build a business. Sun didn't write Suntools to be nice guys;
they wrote it to make the systems they sell more attractive.
Try taking their code, and making minor changes for your AT and see what
they do. They don't charge extra for it when you buy a Sun, but they
don't call it free, and that doesn't make it up for grabs.

1295. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 21:26:46 UTC
From: ejkst@cisunx.UUCP
Message-ID: <6376@cisunx.UUCP>
Source record: 254995
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6649@agate.BERKELEY.EDU>, mwm@eris (Mike (My watch has windows) Meyer) writes:
> In article <39450@sun.uucp> fiddler%concertina@Sun.COM (Steve Hix) writes:
> <Note the general
> <treatment of shareware: People get it for free (or for minimal effort)
> <and very seldom do those who keep and use it ever pay *anything* for
> <it. Which, besides being unfair, is dishonest.

[unnecessary stuff deleted]

> Now, calling such people immoral and disgusting is fine. Those are
> value judgements, and I can't dispute them. Of course, I expect the
> same when I tell you that I find the very concept of shareware immoral
> and disgusting. I mean, you give somebody something, and then tell
> them they are immoral scumbags if they don't pay you for it?
> Especially when in many cases someone else is willing to give you the
> something very similar without calling you names if you don't pay for
> it.
>
> <mike
> --
> Estant assis, de nuit secrette estude, Mike Meyer
> Seul, repose sur la selle d'airain, mwm@berkeley.edu
> Flambe exigue, sortant de solitude, ucbvax!mwm
> Fait proferer qui n'est a croire vain. mwm@ucbjade.BITNET

I almost flamed this, then I almost ignored it. But then I realized,
that for about 90% or more of all shareware that I have seen, I agree.
(ok, maybe I don't called it immoral and disgusting, but the idea is
there.)

The difference in my view is that I feel a distiction must be made
between different 'classes', if you will, of shareware. There are the
neat screen hacks, directory commands with a twist, little foo-foo
utilities that we can all live quite nicely without. The quickest way
to piss my off is to give me a neat little utility, something that
does something really nifty, or maybe does some little thing just the
way I wanted; and then tell me "If you find this program useful, please
send $10 to..." Usually these programs have a guilt message when you
run them. If I get disgusted enough, it's enough reason to toss the
particular offender in the bit bucket.

On the other hand, there is a more elite class of shareware; programs
that are in fact of commercial quality (yes I know that's ambiguous) or
are better than commercial programs that do the same, or are not as good
as program X, but do cost $25 instead of $200. These programs are

legitimate shareware in my opinion, and I try to honor the authors request and either pay for the program or don't use it. Usually paying for these programs is actually to your benefit, in the form of upgrades, documentation, support, etc. These include (in my opinion) Procomm, (at least earlier; is it commercial now?) PC-Write/file/calc/etc., Chiwrite, or for the Amiga, Uedit, Mcad, Dirmaster, and lots of others.

Maybe we should coin a new term for the former class...GreedWare? B-)

Eric Kennedy
ejkst@cisunx.UUCP

1296. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 21:45:11 UTC
From: garth@swatsun.uucp
Message-ID: <1532@carthage.UUCP>
Source record: 254996
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

> In article <174@piring.cwi.nl jack@cwi.nl (Jack Jansen) writes:

> Ok, I'll come up with something original. The problem is capitalism.

Well, no, not really. People own their labor and their time, and within reason they can use these assets however they wish, whether it's writing software, growing wheat, or just goofing off. This is not a 'problem' but a kind of basic human right. You might just as well say that the 'problem' is the failure of software to just magically appear from nowhere without anyone having to do any work.

People want money back in return for their efforts, and aren't satisfied with fame or esteem or whatever else. Now, that is reasonable if you make 'hardware': a knife is a knife even if you don't want to share it. But, it doesn't work for ideas. If I write a beautiful song, but I don't sing it (or, preferrably, let others sing it) in public, I might as well not have written it in the first place. It's value is in publication. The same is true for books, philosophies, ideas and (to a certain extent) software.

There is little difference between hardware and software as far as their reason for existence is concerned. A knife is simply a tool; there is not much you can do with it unless you have something you want to slice up. Likewise, a word processor does you no good unless you have something to write. Your word processor might be so well designed that it reminds you of a beautiful, harmonious song, but its quality doesn't alter the fact that it is simply a word processor. A finely crafted and perfectly balanced piece of kitchen cutlery is still a knife.

Your conclusion that something's publication is necessary for it to be valuable is just simply wrong. A diamond is valuable even before it is mined; a house can be a warm and stimulating environment even if no one but the owners ever enter it. Suppose that I write a very specialized program and sell it to a few specific businesses whose needs it fits completely. Is it then valueless?

Garth Snyder UUCP: {seismo!bpa,rutgers!liberty}!swatsun!garth
Swarthmore College ARPA: garth@boulder.colorado.edu
Swarthmore, PA 19081 ALSO: {hao,nbires}!boulder!garth

1297. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 22:22:52 UTC
From: mwm@eris
Message-ID: <6665@agate.BERKELEY.EDU>
Source record: 254997
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st
Body handling: HTML body converted to readable text

```
In article <469@aimt.UUCP> breck@aimt.UUCP (Robert Breckinridge Beatie) writes:
, I wrote:
<> As for fair, that means according to the rules. The rules (laws) in
<> the US state that if you give somebody something, it's *theirs*. You
<> can get neither payment nor the return of the thing, unless there's a
<> prior agreement about such.
<
```

1298. Re: Uniterm docs

Newsgroup: comp.sys.atari.st
Date: 1988-01-22 22:34:07 UTC
From: df@nud.UUCP
Message-ID: <766@nud.UUCP>
Source record: 254998

FXDDR@ALASKA.BITNET writes (re: Uniterm docs):
> Perhaps we should post a
> cheat-sheet of the macro language...that's about all I refer to.

Yes, Please!
-Dale Farnsworth (NO7K)

1299. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-23 02:00:58 UTC
From: rjung@nunki.usc.edu
Message-ID: <115@nunki.usc.edu>
Source record: 254999
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Excuse me, but I always thought the idea of shareware was, "Here's a PD program I wrote, feel free to us it. But IF YOU CAN, send a donation. I don't demand that you do, but it would make me feel better."

Whether you're a scumbag for getting shareware without sending a donation or not doesn't seem to be the question. Rather, what IS the nature of shareware? All the shareware software I've seen on the Ataris (PICSWITCH 0.7 on the ST and GAUNTLET on the 8-bits come to mind) seem to impose the "Money is nice, but not demanded" idea...

--R.J.,
New netter with big mouth
B-)

1300. Re: Multiuser BBS & HDSCAN/DISKTOP

Newsgroup: comp.sys.atari.st
Date: 1988-01-23 02:11:26 UTC
From: rjung@nunki.usc.edu
Message-ID: <116@nunki.usc.edu>
Source record: 255000

Now THERE'S a theory! It rather struck me as odd that Infocom would "stop/lower their Atari support", especially since it IS (as you said it) formatting text. I've completely forgotten about the Activison link there.

But then, what COULD have happened between Activision and Atari? I doubt the "former Atari programmers" would be angry at the NEW Atari, since Jack Tramiel wasn't even around at the time. Must be some kind of behind-the-drapes deal that got blown, maybe?

This would also explain why Activision's first ST program, FILM DIRECTOR, still hasn't been released (it was mentioned in an Activision newsletter from last October, and I'm still waiting!)...Hmmm...

--R.J.
B-)

P.S. I know it's been officially denied, but I *STILL* like to believe there's some hanky-panky between Electronic Arts and Commodore to stop Atari support... (I'm sorry, but Trip Hawkin's interview in ANALOG a few months back didn't hold water with me)

1301. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-23 02:50:53 UTC
From: mwm@eris
Message-ID: <6668@agate.BERKELEY.EDU>
Source record: 254901
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1950@epiwrl.EPI.COM> parker@epiwrl.EPI.COM (Alan Parker) writes:
<It was written by a couble of very smart people in a research lab many
<years ago. It was shared at nearly no cost to Universities for many
<years. But it was always property of a private company and
<today is one of their major products.

That doesn't negate that it was illegel for that company to sell the
OS when it was written. They "shared it at nearly no cost" because the
judge that decided they could sell "refuse of internal work" also
ruled they couldn't make a profit on it. It wasn't until the company
was dismembered that it could be treated as a legit product.

<>Further
<>enhancement was done by a seperate group that has been giving it away
<>for the cost of time & materials, and may be required to do so by law
<>(4BSD).
<
<Where in the world did you get the idea that BSD Unix is free? UCB,
<in effect, gives away their modifications to Unix, but only to those
<with a source license from AT&T.

Sorry - ambigious antecedents on "it". I was referring to those
enhancements, modulo licenses on the original source. But there are
large pieces of code that *aren't* covered by any license other than
the Berkeley ones. Work is underway to sort out what can and can't be
given away - and parts of that OS are already in the "can be given
away" state.

<Nothing came gratis with the OS.

True - there are people obnoxious enough to seperate out the C
compiler & editors. Most of them seem to be failing (or have already
failed) in the computer market.

AT&T doesn't charge extra for giving someone the editor with Unix -
last time I looked, the only thing you had to give someone when you
sold them Unix was /etc/init & /unix. No shell required. Since then,
they've started doing "validations." I would be surprised if at least
one shell weren't required, and wouldn't be surprised if an editor (or
two) weren't required. Whether the result is "gratis with the OS" or
"part of the package" is word games.

<You seem to imply that since they weren't priced individually that they
<are somehow public domain. GNU emacs and microemacs are public domain
<(essentially), but not ed and ex (unless you are talking about different

<ones than I am).

No, you implied it. I said they came at no extra charge ("gratis")
with the OS. You have to have a license for the OS. That license
covers all the things I mentioned. On the other hand, microGNUemacs is
mostly public domain - some of the machine-specific files have
copyrights still held by their authers. I don't know about microemacs.
GNU is *not* public domain, and the copyrights are held very tightly
by the FSF. Just to prevent people from selling it for money.

<C in BSD is most certainly not *free*.

C in BSD is free from BSD, once you've dealt with the legalities of
getting the rest of the system - "gratis with the OS." Of course, the
legalities probably won't involve any large telecom companies for the
next release, as CSRG is working on switching from PCC to the GNU C
compiler.

<If you are running Unix, using the AT&T C compiler and you
<didn't pay somebody for it, then you've got a bogus system. I grant,
<that it might look free, if you buy a Unix box that has Unix bundled
<with it; but its certainly part of the cost and your vendor sends a
<check to AT&T for each one sold.

No, the vendor does *not* send a check to AT&T for each C compiler
sold. Not unless they've radically changed their licensing since I
last dealt with them. The vendor sends a check for each Unix system
sold, and can't give (or sell) a C compiler to anyone that didn't buy
a Unix from them.

<Most software is written, because its a legitimate way to earn a living
<and to build a business. Sun didn't write Suntools to be nice guys;
<they wrote it to make the systems they sell more attractive.
<Try taking their code, and making minor changes for your AT and see what
<they do. They don't charge extra for it when you buy a Sun, but they
<don't call it free, and that doesn't make it up for grabs.

Suntools makes Suns more attractive? Giggle. What a laugh. And I don't
deal with obsolete hardware - unless it's noticably faster than
anything else I can get my hands on. Things using intel processors
prior to the '386 are always in the first category, and never in the
second.

I agree, *some* sotware is written specifically to be sold. Probably
even most (but not all) of the software being sold. But most software?
I doubt it. I claim that most software is written because it was
needed to get some job done. What becomes of it after that depends on
lots of things. I suspect that *most* software is written by the
government, and people doing work for the government. Most of that is
public domain modulo licenses that cover whatever was started with.

For instance, I worked on a C compiler for an obscure machine you
probably never heard of. You can have the front end (if you can find a

copy somewhere) for nothing, *if* you have a license for v7 Unix. The back end doesn't have that restriction - you're welcome to a back end that swallows pcc-produced trees and generates QM/C code if you want it. You can even get the QM/C simulator I wrote - either the one in C, or the one in QM/1 nanocode. You just have to find someone who's still got a copy.

<mike
--
Kiss me with your mouth. Mike Meyer
Your love is better than wine. mwm@berkeley.edu
But wine is all I have. ucbvax!mwm
Will your love ever be mine? mwm@ucbjade.BITNET

1302. Absoft Fortran...

Newsgroup: comp.sys.atari.st
Date: 1988-01-23 16:36:00 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8801232137.AA06104@ucbvax.Berkeley.EDU>
Source record: 254902

Thanks to the leads provided by people here, I was able to make contact with Absoft. Turns out there are two reasons why AC/Fortran is a little hard to find: (1) Absoft moved recently, and (2) apparently sales to ST users have been underwhelming. Anyhow, one distributor is Computer Creations, PO Box 493, Dayton, Ohio, 45459 (advertisements in STart). It is also available from Absoft directly at their current address:
Absoft
2781 Bond Street
Auburn Hills, Michigan 48057
Ph (313) 853-0050
They want $199 for it...Computer Creations wants $129.
The flyer they sent is annoyingly amigoid. At the top it says "ANSI FORTRAN 77 Compiler with Debugger for Amiga" and down in the description it says "AC/FORTRAN is the standard...for MC68000 based personal computers (Macintosh, Amiga, Hewlett-Packard Integral PC, etc)." The only clue that they support the ST is the statement "It...includes several Atari ST productivity tools such as...."
No wonder the ST sales are slow...the casual reader wouldn't even notice that an ST version is available!
Oh well, the marketing folks can't all be geniuses.

Thanks for the assistance,
Don Rice
FXDDR@ALASKA
PS: Thanks Ravi, I think you are the only one I couldn't get a reply to.

1303. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-23 17:41:34 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Jan23.124134.16121@gpu.utcs.toronto.edu>
Source record: 254903
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

I think one of the main problems of copying software is the attitude of the
software companies. If they implemented a 30 day money back system so proper
evaluation of software could be made, then I think sales would fall (if it is
a crappy piece of software) or the number of legit sales would increase (it it
is good and usefull). Take for example microsoft C, or Wordperfect for the atari - both are
full of bugs, both don't have return policies - but how do you
find out that the software is bad without spending $400 on it?
Wordprocessors are another point - what to buy - microsoft word or wordperfect.
No matter how many reviews you read it boils down to personal choice - again
you have to buy both packages with no return to see which one you prefer.
With some packages you can get limited demo disks but they still don't model
a real application.
In Canada it is now a criminal offence to copy software - I think the law
should be ammended to allow proper evaluation of software with a reasonable
return period.
Enough said - things will never change anyway ...
/Leonard

1304. Re: The mythical Mega lives...

Newsgroup: comp.sys.atari.st
Date: 1988-01-23 17:51:08 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Jan23.125108.16246@gpu.utcs.toronto.edu>
Source record: 254904

The mythical atari PC also lives and is being sold by a few stores
in Toronto... Looks like a mega.
/leonard

1305. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-23 19:08:10 UTC
From: elg@killer.UUCP
Message-ID: <3037@killer.UUCP>
Source record: 254905
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

in article <469@aimt.UUCP>, breck@aimt.UUCP (Robert Breckinridge Beatie) says:
> Xref: killer comp.sys.amiga:14114 comp.sys.misc:1089 comp.sys.ibm.pc:12546 comp.sys.mac:12485 comp.sys.atari.st:7324
> In article <6649@agate.BERKELEY.EDU>, mwm@eris (Mike (My watch has windows) Meyer) writes:
>> As for fair, that means according to the rules. The rules (laws) in
>> the US state that if you give somebody something, it's *theirs*. You
>> can get neither payment nor the return of the thing, unless there's a
>> prior agreement about such.
> I think that the laws state that you can not be required to pay for unsolicited
> stuff that you get in the mail. But you do not get to keep the stuff.
> Of course, I'm not a lawyer. This is just what I've been led to understand
> by people who have received (for example) unsolicited magazine "trial
> subscriptions".

You're wrong. One of my vices is reading the advice columns in the local rag, including the BBB & Legal Questions columns as well as the national ones. Over the past 10 years, the problem of getting something that you never ordered has been dealt with over and over again, and the answer is this:

If you recieve something in the mail, and you didn't order it,
congratulations. You are now the proud owner of a free gift!
There is no obligation to send it back, or pay for it...
although you may have an obligation to contact the vender
and notify him that you did not order it, especially
for things like magazine subscriptions. See the appropriate
parts of the U.S. postal codes....

In general, the law works much like Mike mentioed... if it's free, someone can't come back and tell you later that it's NOT free.

> Then there's no problem. Don't use the Shareware stuff. Just use the free
> programs that people are standing in line to let you (you wonderful guy you)
> use. Continue to sponge off the hard work of people around you. Continue
> to refuse to give payment for value received just because the person neglected
> to wait until your check cleared. Be a man and don't give in to the blatant
> extortion implicit in shareware. America will be proud of you for it.

Oh sure, real leach, huh? Mike Meyer has probably written more public domain software in a year than you've written in your entire life. He doesn't just stand in line to use other's software... he contributes, too.

A friend here in Lafayette has a shareware program out that prints mailing labels in various fonts, with Print Shop graphics on them. He doesn't make random exhortations about "software leeches" or anything like that (for one

thing, he's a gentleman, in all senses of the word, and doesn't do things of that sort). He doesn't ask for tons of money -- he already has a full-time job, and besides, the friggin' program prints mailing labels, it don't do dishes or anything else. Mostly, it's just a way for people to get the latest version for a donation of $10 or equivalent (for example, someone in Australia with access to a printing press sent him 500 beautiful diskette labels, gold-color, with the program's logo on them...). And, incidently, an excuse to get lots of mail from around the world (he probably spends more on stamps than he gets in donations :-}. Whenever I see something that asks for tons of money to use, I mostly chortle and toss it across the room into a growing pile of disks that one day I'll have to scavenge... there's very, very few things that I use often enough to pay for (like that mailing label program, for example, which I used so often that I finally sent the guy $15 -- which, now that I think of it, is about the only shareware that I've EVER used, since my main use for my computer is software development, and most development tools either cost money or are a quick "C" hack).

--
Eric Lee Green elg@usl.CSNET Asimov Cocktail,n., A verbal bomb
{cbosgd,ihnp4}!killer!elg detonated by the mention of any
Snail Mail P.O. Box 92191 subject, resulting in an explosion
Lafayette, LA 70509 of at least 5,000 words.

1306. Re: Uniterm docs

Newsgroup: comp.sys.atari.st
Date: 1988-01-23 19:38:36 UTC
From: martin@lakesys.UUCP
Message-ID: <396@lakesys.UUCP>
Source record: 254906

A VERY kind fellow sent us a ASCII version of the docs for Uniterm 2. It's formatted in more than 80 cols and still has some formatting codes in it, but it's workable. We're in the process of cleaning it up and will post it when it's ready. It should be ready in a few days.

Marty
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

1307. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-23 20:26:04 UTC
From: samperi@marob.MASA.COM
Message-ID: <143@marob.marob.MASA.COM>
Source record: 254907
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6665@agate.BERKELEY.EDU> mwm@eris.UUCP (Mike (My watch has windows) Meyer) writes:
>No, nobody stands in line - they just write the software for whatever
>reasons they have (like they need the tool, or think it would be
>educational, or ...), and don't feel like doing the extra work
>required to turn it into a commercial product. So they drop it into
>the PD distribution channels *without* trying to make a quick buck by
>putting in a "send me money or you'll pay in the afterlife" message.
>
Shareware writers drop their software into the PD distribution channels in order to avoid the expense of commercial advertising, thus enabling them to ask for smaller fees, saving themselves *and* the satisfied users some money (unsatisfied users need not pay). Shareware software is NOT PD software. Ideally, a shareware writer will spend a good deal of his/her time making the software of commercial quality.

I do not believe shareware marketing is an attempt to make a "quick buck". A great deal of time and energy may go into a shareware product. Although all of this sounds good in theory, I do not believe it is working. Some form of quality control may help.

As the responses to a related discussion in comp.sources.d showed, many of the high quality PD programs that are available are free because the authors were prevented from marketing their work due to contractual restrictions.
--
Dominick J. Samperi, Manhattan College, NYC
manhat!samperi@NYU.EDU or ihnp4!cmcl2!manhat!samperi (cmcL2)

1308. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-23 21:19:31 UTC
From: cramer@optilink.UUCP
Message-ID: <1874@optilink.UUCP>
Source record: 254908
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

> In article <1861@optilink.UUCP> cramer@optilink.UUCP (Clayton Cramer) writes:
> <What makes software different from these other categories of human endeavor?
>
> That laws making it illegal to give your friends copies are
> unenforceable. Note that I'm using "software" in the generic sense of
> "intellectual property you put on a medium that makes your hardware
> usefull" - computer programs, movies, music, and probably other things
> that I've missed.

"Uneforceable" without a police state, yes. How enforceable a law is,
is a function of what abuses people are willing to tolerate. No one would
accept no-knock warrants and warrantless searches to stop software piracy.
(Though most people would tolerate it stop drug dealers or terrorists.)

The enforceability of a law says nothing about the morality of the action
that law prohibits. (Of course, talking about right and wrong with the
well educated crowd on USENET is a complete waste of time).
>
> When producers of the software start seeing adding something that
> makes the product inferior as a *good* thing, it's time for a reality
> check.

Maybe not a good thing -- maybe something they need to put in, since
by your claim, stopping software piracy through law is impractical.

I would prefer copy protection go away. But if the only alternative to
use of the legal system is copy protection, I think we are going to see
it around on high-end packages for a long time. (It of course being
impossible to get software users to stop stealing the stuff).

> For computer programs, we have software protection in various flavors.
> For movies, we have macrovision. And they're talking about raping
> compact disks by putting a 3KHz (I think I've got the number right)
> tone on them to disable DATs. What's wrong with this picture?
>
> <mike

Nothing is wrong with it -- there's just too many people out there who
believe that stealing intellectual property is a right. Consequently,
you can expect these sort of damn nuisances.

Clayton E. Cramer

1309. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-23 23:14:49 UTC
From: mwm@eris
Message-ID: <6675@agate.BERKELEY.EDU>
Source record: 254909
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6376@cisunx.UUCP> ejkst@cisunx.UUCP (Eric J. Kennedy) writes:
<The difference in my view is that I feel a distiction must be made
<between different 'classes', if you will, of shareware. There are the
<neat screen hacks, [...]
<On the other hand, there is a more elite class of shareware; programs
<that are in fact of commercial quality (yes I know that's ambiguous) or

There are to many levels to break it down into just three categories.
I think you need at least three independent quantities:

1) usefullness: ranging from cute screen hacks (hi Leo) to things you
use every time you turn the system on.

2) quality: Mostly, how bug-free & well documented is it.

3) greed: ranging from an obnoxious message that appears everytime you
use the program, to no request for money whatsoever.

I expect you can find programs in any of the eight corners.

But there are *still* oddball cases that don't fit. There's a Logo
floating around for the Amiga. It behaves in a manner I'd consider
most offensive: you have to look at a message everytime it comes up
asking you to send money. It's a solid program, and mimics Apple Logo
(so you have to get the documentation from elsewhere).

However, the message doesn't say "Send me $'s", it says "If you
haven't made a large contribution to the public domain, could you send
money to <non-profit organization for teaching third-world children to
read>".

I applauded, even as much as I detest most programs with such
behavior. I called the author, chatted with him about it (found out
that the copy I had shouldn't have been release, as it was still in
beta test), and congratulated him on that.

You see, though the message behaves in an offensive manner, it captures
the hacker ethic - give your software away for the good of the
community. He just used the shareware hack to urge those who hadn't
contributed in the same way to help in a different way.

Greedware? Clearly not. Shareware? Yes, in the true sense of the word.
In the normal sense? I dunno...

<mike
--
I'm gonna lasso you with my rubberband lazer, Mike Meyer

Pull you closer to me, and look right to the moon. mwm@berkeley.edu
Ride side by side when worlds collide, ucbvax!mwm
And slip into the Martian tide. mwm@ucbjade.BITNET

1310. Uniterm version numbers - What's the latest?

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 01:23:18 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1988Jan23.202318.22868@gpu.utcs.toronto.edu>
Source record: 254910

Could someone post what the latest Uniterm version number is? Is this the one archived at oregon?

If so then this is another request to please post it on the binaries newsgroup for all of us who don't have FTP.

1311. Re: $$$FREE$$$ multitasking kernal!

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 03:42:42 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4693@ihlpg.ATT.COM>
Source record: 254912

In article <701@yugas.UUCP>, avy@yugas.UUCP (Avy MOISE) writes:
>
> Get OS-9/68000 (the personal version is about 150.00). I have been using it
> for about one year on the Atari-ST and have never touched GEM/TOS since.

Your available software just got very limited if you aren't going to use
GEM/TOS, especially graphics. Note: I don't really use the mouse interface
myself since it is so crappy compared to the Mac. I have a home brew UNIX ksh
like environment.

> OS-9/68000 is a TRUE/FAST/REAL multitasking/multiuser system...
add ^/REALTIME here
> Unix(TM etc.) is almost as good as OS-9....

This may have been humor, but when you are talking about a small machine with
no MMU OS/9 is FAR superior to UNIX except in volumn of software. Although
the available software that would run under UNIX on anything but a 2 Meg
memory and 20 Meg hard disk ST is rather limited....
Maybe a shared segment version with the kernel and standard libraries stuck
out on the ROM port? Hum, that might work.
Idris has a bad reputation on the PC. But, what should we expect? CP/M 68K
and GEM have bad reputations too. That's why Atari gets them cheap enough
for their tastes.

> -----Avygdor Moise

--j.a.tainter

1312. Re: SH204 hard disk

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 06:25:14 UTC
From: pete@gpu.utcs.toronto.edu
Message-ID: <1988Jan24.012514.26587@gpu.utcs.toronto.edu>
Source record: 254913

In article <2697@dadla.TEK.COM> jrb@dadla.TEK.COM (Jim Binkley) writes:
>
>
>Also... I have an atari SH20? hard disk and am using the driver
>supplied. Unfortunately for the sake of atari it sits next to a zenith
>150-pc clone running good old msdos 2.2. Said ibm machine has a NEC
>20meg drive and a 1010 winchester controller using the driver buried
>away in the bios or somewhere. "To make a long story short, too late,
>said the man in the audience...", My klunky old pc beats the atari's
>performance on disk writes to pieces. This is curious. The pc disk is
>currently fragmented beyond belief with about %90 full; i.e., I won't
>buy any reformat and try again explanations. Reading seems to be
>comparable. I recently put together a little piece of code that was the
>equivalent of the unix find utility and read all the directories on my
>15 meg C: partition. That was fairly speedy. Writing is another matter.
>Why? Flicking the bit that turns off write-verify for "floppies"
>doesn't seem to do any good on the hard disk. Did the supra driver that
>Moshe used do any good on the atari disk?
>

I believe what Jim has come up against here is the "soon to be as
famous as the 40 folder limit" bug in the file creation system.
It seems that the programmer who wrote the GEMDOS routine to find
the first free allocation block on a device was as clueless as the guy who
designed the directory system.
This brings up an interesting idea. Gemdos is certainly a usable
system, but...
We have a limited number of folders (static).
My hard drive creates new files slower than my floppy.
The OS doesn't do any sector level buffering.
These features remind me painfully of my experiences with TRSDOS on a
1977 trs-80!
Gemdos calls are based on traps. These are notable in that they are
VERY easy to intercept. How 'bout patching the OS to take care of a few of
these bugs? eh? Apple does it with the Macintosh, so there is no reason it
can't be done on the ST. I realise that the desktop being merely an application
is harder to patch, but GEMDOS is quite an easy patching target
So, how 'bout it Atari? How 'bout releasing patches as they are written
for insertion into our AUTO folders, instead of making us wait for new ROMs?

Pete Santangeli

1313. Tex availability

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 06:35:55 UTC
From: pete@gpu.utcs.toronto.edu
Message-ID: <1988Jan24.013555.26848@gpu.utcs.toronto.edu>
Source record: 254914

Hi Everyone!
I remember hearing a few months ago somebody mentioning a version of
TEX called CTEX. Is this a public domain version of Tex? Is it finished? is
if available? I have been offered several thousand dollars worth of typesetting
type work that I could do on a laser printer. It is of the nature that TEX would
be the *ideal* choice of a system. I'm sure others are interested too.
Thanks,
Pete Santangeli
pete@utgpu

1314. Re: ?

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 07:47:10 UTC
From: rich@lakesys.UUCP
Message-ID: <399@lakesys.UUCP>
Source record: 254915

In article <87chad@byuvax.bitnet> chad@byuvax.bitnet writes:
>meg upgrade for 520stfm?
>
>
>I recently bought a 520STFM and would like any information on
>how to upgrade to 1meg on board (a do it yourself type job with chips
>and sockets). We opened it up and looked at the mother board and
>all the lines appear to be there for the next 512K like it is in a
>1040. Besides the chips, are there any jumpers to make, change, etc.?
>
>I would appreciate any info (mail to me) on how to do this.
>Thanks.
>
>Chad
>
>BITNET: CHAD@BYUVAX

I just completed another upgrade of the 520STfm machine. This last
machine was a revision D mother board.

The only things that you need are
16) 256 by 1 Drams (200 ns (150 ns is better))
16) Sockets for these (if you want to socket them)
16) .22Uf 25wv Ceramic Caps.

I use the easy mans means to make the mod in short order but you may
not have the tools that I use. I would suggest however, that you find someone
who may, and try and borrow it. Makes life alot easier than the solderWick
method that i'v heard others use. By this I mean, try and get a small PC board
drill. I used a Wahl Iso*Tip quick charge pen with a drill attachment. The
size drill I used was a .0330 Dia bit. Then I just proceded to drill the
closed holes open. This way I left some of the solder still there and and
did not run the chance of overheating the PC Board foils so as to have them
lift up. (Bummer when they do that)

Insert the sockets and solder in, then insert the Caps and solder
in, then finally pop the Drams in the sockets. Thats about all there is to it.
I used a 700 degree isolated, temprature controlled soldering station, but
the main drift here is not to use any more heat than needed.

Assemble the machine, less the rf sheild (until you know it's working
correctly) and boot up. Either run one of the Ram Check programs OR just a
simple P/D Ramdisk program, and create a 600K ramdisk. If you got all the
solder connections correct, you have it made. If you cannot create the
ramdisk, then check to make sure that the connectoins are all there. The
machine will still boot (unless you really have something screwed up) as the

first bank you never touched.

I payed $89.00 for 16 NEC Drams, $24.00 for the sockets, and
$4.?? for the caps. Took 1 hour 50 minutes to complete the job, though if
your not as experienced as I, take your time. One mistake, and you could be
out a whole machine!

-rich.....
UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct ! I'll tell you how, its up to you to get it right....

1315. Re: starting up UniTerm (and a suggestion)

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 09:04:05 UTC
From: aoki@cory.Berkeley.EDU
Message-ID: <337@pasteur.Berkeley.Edu>
Source record: 254916

In article <990@sask.UUCP> long@sask.UUCP (Warren Long) writes:
>> >Has anyone succeeded in autostarting UniTerm?
>>
>> However there is a solution, but I have not tried it with UniTerm. There
>> is a program (I think it was posted to the net) that is called something
>> like GEMSTART. I don't exactly know how it works, or what limitation are
>
>I tried starting uniterm up using GEMSTART. It would run okay, but
>no matter where I put the .INF file, it was unable to find it.

Thank you to the bzillions of people who referred me to
STARTGEM.PRG. For those who want it but missed
it's most recent posting, it's also available on score.stanford.edu.

I wound up putting STARTGEM.PRG in A:\AUTO\
and UNITERM.* in A:\, with the program name string in STARTGEM.PRG
changed to "A:\UNITERM.PRG".

-- Paul

P.S. I can do without the "jeez, didn't you get it the *last* time
it came by?" comments...it all depends on when someone started
reading the newsgroup, doesn't it. If your site keeps every
netnoise message ever sent, good for you, but poor public schools
like Berkeley don't have that much disk space.

Perhaps a biweekly (monthly?) message should be posted which
describes the "usual" issues:
FOLDRXXX.PRG, STARTGEM.PRG, COMMAND.PRG (to start GULAM) ...
what ftp/LISTSERV servers are available and how to use them
uud, uue, arc, shar ...
the time since the last comp.{binaries, sources}.atari.st
posting :-)
etc.
Comments? Volunteers?

1316. Re: C Compilers for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 16:47:23 UTC
From: shebs%defun.utah.edu.uucp@utah-cs.UUCP
Message-ID: <5218@utah-cs.UUCP>
Source record: 254917

In article <410@cstowe.csoft.co.nz> greg@cstowe.csoft.co.nz (Greg) writes:

>> How close to the K&R standard is it [MWC] ?
>
>It seems to cause very few problems in porting from a Unix environment, and
>"complies completely with K&R, and has many of the ANSI extensions"

One bit of nastiness to watch out for is the keyword "entry", which is or is not in ANSI C, depending on which draft you look at. In any case, the error message is "declarator syntax", not very helpful, and the Lexicon doesn't mention it except in a rather obscure place (thanx to Sandra Loosemore for finding the reference!). This is version 2.0; dunno if it's been fixed.

Other than that, MWC is good, especially considering the limitations of the brain-dead operating system that looks like it was designed over the weekend, in between hot-tub sessions, by folks who were proud of their lack of education...

stan shebs
shebs@cs.utah.edu

1317. Missing Digests

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 17:02:00 UTC
From: FKERONNE@HLERUL52.BITNET
Message-ID: <8801241709.AA22371@ucbvax.Berkeley.EDU>
Source record: 254918

Hello networkers,

Could someone please tell me where the digests v88 #21 - #25 have gone?
I have received #19, #20 and the next one is #26.

Please send these digests to us all or send a e-mail to me at EARN
FKERONNEN@HLERUL52.

Furthermore I have a problem with uudecoding the programs that have appeared
in the digests of 1988. (Some braindamaged gateway has put double characters
in the translation tables.) Could some soul ost these programs (jusjust the
uuencoded files not the entire digests!!!)??

Thanks in advance.

Victor Ronn
EARN: FKERONNE@HLERUL52

A joke fothe dutch among us:

Cruijf gaat naar Feyenoord; hij wil de komende twee jaar niets met voetballen
te maken hebben.

1318. Re: C Compilers for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 17:19:27 UTC
From: shebs%defun.utah.edu.uucp@utah-cs.UUCP
Message-ID: <5219@utah-cs.UUCP>
Source record: 254919

In article <410@cstowe.csoft.co.nz> greg@cstowe.csoft.co.nz (Greg) writes:

>> How close to the K&R standard is it [MWC] ?
>
>It seems to cause very few problems in porting from a Unix environment, and
>"complies completely with K&R, and has many of the ANSI extensions"

One bit of nastiness to watch out for is the keyword "entry", which is or
is not in ANSI C, depending on which draft you look at. In any case, the
error message is "declarator syntax", not very helpful, and the Lexicon
doesn't mention it except in a rather obscure place (thanx to Sandra
Loosemore for finding the reference!). This is version 2.0; dunno if it's
been fixed.

Other than that, MWC is good, especially considering the limitations of
the brain-dead operating system that looks like it was designed over the
weekend, in between hot-tub sessions, by folks who were proud of their
lack of education...

stan shebs
shebs@cs.utah.edu

1319. Re: starting up UniTerm

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 17:31:46 UTC
From: pete@gpu.utcs.toronto.edu
Message-ID: <1988Jan24.123146.1930@gpu.utcs.toronto.edu>
Source record: 254920

In article <990@sask.UUCP> long@sask.UUCP (Warren Long) writes:
>> >Has anyone succeeded in autostarting UniTerm?
>>
>> However there is a solution, but I have not tried it with UniTerm. There
>> is a program (I think it was posted to the net) that is called something
>> like GEMSTART. I don't exactly know how it works, or what limitation are
>
>I tried starting uniterm up using GEMSTART. It would run okay, but
>no matter where I put the .INF file, it was unable to find it.
>
I would assume that Uniterm looks for the .inf file in the the
"current directory" (cwd for unix folks). When using GEMSTART the current
directory is either 1 of two things.
1. if you have any windows open according to desktop.inf, then
cwd is the top most window.
2. if you have no windows open according to desktop.inf, then
cwd is the root directory of the boot device.
Try making up a disk with no windows open, and sticking uniterm
and its files at the root. This should work fastest.

Pete Santangeli
pete@utgpu

1320. Re: blitters for 520's

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 18:51:57 UTC
From: mrd@SUN.MCS.CLARKSON.EDU
Message-ID: <8801241851.AA18535@sun.mcs.clarkson.edu>
Source record: 254921

We're talking "here's the chips, now get them installed". With all the various boards out there, it seems that there was no better solution.

Pricing is not yet finalized, but should be around $120.

Seems reasonable. Now two little questions Neal. One, does that include the roms? I don't really mind if they don't but I don't want to order these things and not see rom chips because I should have bought some. Two, could I have a rough time estimate as to when I could get these neat little chips. Say somethine accurate to a one month period or at least a greatest lower bound. You said real soon now but well I equate that with "let's have lunch" or "we can still be friends".

Michael DeCorte
mrd@clutx.clarkson.edu
mrd@clutx.bitnet

1321. gemstart and uniterm

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 19:13:00 UTC
From: FKERONNE@HLERUL52.BITNET
Message-ID: <8801241920.AA23688@ucbvax.Berkeley.EDU>
Source record: 254922

Hello Atari lovers,

This is a reply on the problems mentioned in a recent digest about how to
startup UniTerm with GEMSTART, without bombs.

I did also had the same problems, four bombs and everything dies.
Here is the solution:

-1- Put the program GEMSTART.PRG as the last program into the AUTO-folder on
the bootdisk.

-2- Change with a disklook program (e.g. DISKDOC.PRG) the sentence
"Autostart of A:\UNITERM" into "Autostart of $PATH$UNITERM.PRG"
in the file GEMSTART.PRG and save the modified file in the AUTO-folder.

NOTE: $PATH$ stands for the full pathname for the location of
UNITERM.PRG (e.g. B:\UNITERM2.0A\)

-3- Create a desktop with the file window opened inwich the program
UNITERM.PRG plus aux. files are located.

-4- Save the desktop on the bootdisk and reset your system.

-5- UniTerm should now autostart without any problem.

I hope that the guy who had this problem will be out of trouble now.

Greetings,

Victor Ronnen

EARN-adress: FKERONNE@HLERUL52

1322. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 19:28:21 UTC
From: jholbach@wright.EDU
Message-ID: <229@wright.EDU>
Source record: 254923
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

in article <21754@yale-celray.yale.UUCP>, Ram-Ashwin@cs.yale.edu (Ashwin Ram) says:
>
> In article <6650@agate.BERKELEY.EDU>, mwm@eris (Mike (My watch has windows) Meyer)
writes:
>>
>> No, copyright law - or lack thereof - isn't why software gets written.
>> It gets written because people need it, or because they want it. All
>> the copyright laws really do is restrict the distribution of the
>> software once it gets written.
>
> I don't know if I agree that copyright laws restrict the distribution of
> software though. The GNU distribution is governed by those same laws, and
> those laws have helped to ensure that the distribution remains free and
> easily accessible to everyone (without random people making money off it).

Copyright laws don't restrict the distribution of software -
they merely allow the author to decide if he/she will impose any
restrictions on the distribution so as to protect the investment made in
developing the software. It's interesting to me that the same copyright
laws are invoked (and rightfully so) by the shareware developer who wants to
protect his/her good name as by the commercial software developer who
wants to protect a merely :-) economic investment.

I am amazed at how much discussion the topic of copying
still generates though. It's like a discussion of shop-lifting with some
arguing that it's okay because the store is charging too much and others
saying that it's okay because the house detective is asleep and doesn't
care anyway. It still comes down to theft (yes, Virginia, theft is still
wrong whether or not you get caught....)

I don't have a problem with copy protected programs either
because I don't buy them and I encourage others to do the same.
And obviously a lot more people feel the same since the use of copy
protection is on the decline. It's *amazing* how that evil capitalist
market-place :-) responds to the desires of the buyer rather than the seller
when there's enough competition.

1323. Re: The mythical Mega lives...

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 20:05:34 UTC
From: joe@lakesys.UUCP
Message-ID: <401@lakesys.UUCP>
Source record: 254924

In article <1988Jan23.125108.16246@gpu.utcs.toronto.edu> lharris@gpu.utcs.UUCP (Leonard Harris) writes:
>The mythical atari PC also lives and is being sold by a few stores
>in Toronto... Looks like a mega.
>/leonard

Ah, Great! Tell me, are they selling the one that is supposed to have EGA capability built in? And what is overall configuration, what is teh price??

I've recently seen the Atari Laser printer here, guess that's not big news though.

Joe at {ihnp4,uwvax}!uwmcsd1!lakesys!joe

--

1324. Calling PELL, or Wanted: STadel news

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 21:22:11 UTC
From: 051332@UOTTAWA.BITNET
Message-ID: <8801242126.AA25609@ucbvax.Berkeley.EDU>
Source record: 254925

Are the any people from or near PELL (The home of STadel) on the net? If so, some people here in Ottawa are just starting to experiment with STadel V3.0c. We would like to get a copy of any news updates since 'citanews 687', a copy of the alternate helpfiles mentioned in one of the citanews files, and a copy of any utilities that have been developed (excluding: Clog; Lexpand, Logedit; Popular; and Citsh). We have a copy of Expand, with no .docs and have the .DOCs for but do not have: Recoverl; ctdlchng; and Citar. If you can work out a path from the addresses below, I'll send copies of any goodies that you can send to the archives at CANADA01.

Question: What are people using networking for? Clearly, international networking is wonderful! But in a typical local calling area of about 1/2 a million people, what does networking do that 'standard' BBSs do not? *NOTE* Please, I am not trying to be provocative. I would really like to know what is being done, not start a flame war. I just have not thought of an application in a local area.

Thank you in advance. /JT

John Turnbull, NetNorth: 051332@uottawa
30 Somerset Ave, BITNET: 051332@uottawa
Dept. of Biology, ARPAnet: 051332%uottawa.bitnet@wiscvm.wisc.edu
Univ. of Ottawa, UUCP: ...!psuvax1!051332%uottawa.BITNET
Ottawa, Ontario, JANET: 051332%uottawa@rl.earn
CANADA, K1N 6N5. ICBM: 45 25' 33'' N 75 39' 05'' W

1325. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 21:38:23 UTC
From: mwm@eris
Message-ID: <6693@agate.BERKELEY.EDU>
Source record: 254926
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1874@optilink.UUCP> cramer@optilink.UUCP (Clayton Cramer) writes:
<"Uneforceable" without a police state, yes. How enforceable a law is,
<is a function of what abuses people are willing to tolerate. No one would
<accept no-knock warrants and warrantless searches to stop software piracy.
<(Though most people would tolerate it stop drug dealers or terrorists.)

I'm not willing to grant that a police state can enforce a law against
software piracy - except by going to the extreme of making it illegal
to own a computer. You should check out how the Polish resistance
movement is making use of computers.

<The enforceability of a law says nothing about the morality of the action
<that law prohibits. (Of course, talking about right and wrong with the
<well educated crowd on USENET is a complete waste of time).

Likewise, the existence of a law says nothing about the morality of the
action that law prohibits, either.

<Nothing is wrong with [copy protection] -- there's just too many people
<out there who believe that stealing intellectual property is a right.
<Consequently, you can expect these sort of damn nuisances.

No, there is something wrong with it. The law is set up to try and
turn an oxymoron (intellectual property) into a reality. As usual,
when a law tries to change reality, it gets ignored. Expecting
anything else is silly.

BTW - I *don't* condone stealing software. While it's not immoral, it
is unfair and dishonest. You should play by the rules until you
manage to get them changed.

<mike
--
I went down to the hiring fair, Mike Meyer
For to sell my labor. mwm@berkeley.edu
I noticed a maid in the very next row, ucbvax!mwm
I hoped she'd be my neighbor. mwm@ucbjade.BITNET

1326. Re: WordPerfects???

Newsgroup: comp.sys.atari.st
Date: 1988-01-24 23:27:00 UTC
From: BRIGHT@DALAC.BITNET
Message-ID: <8801250003.AA27676@ucbvax.Berkeley.EDU>
Source record: 254927

Rich Dankert (lakesys!rich@csd1.milw.wisc.edu) writes:

> Just have a question here. Why the mousetrap program? [Word Perfect]
>does allow the lockout of the menu bar, which may be the reason for the
>not so clean break upon exit. Nite I can understand, to blank the screen
>but another screen saver utl may solve the other problem your experiencing.

I keep moustrap resident because I like the menu bar locked all the time, and not just when I'm in Word Perfect. (Once you get used to moustrap, it's impossible to do anything without it. Menus start dropping all over the place; and *imagine* having to manually move the mouse up to the menu bar! Uugh.) Anyway, your first thought was mine too. Even when I boot WP cold with *no* accessories or utilities resident, it doesn't clean up after itself properly, and subsequent applications (e.g., Uniterm 2.0a 003; try it and see) lock up or misbehave if I don't reboot.
Of course, nite and/or moustrap might be responsible in part for some of the other bugs I've run into. E.g., the WP manual states that you can record macros using either the menu bar commands or keyboard equivalents. I've found that the mouse commands work only sporadically or not at all when recording macros, and it's just possible that this behaviour is due to having moustrap resident (though I doubt it, since the macro presumably records just the commands, and not the actual mouse movements). No big deal: just make sure to use keyboard commands while recording macros. Given the ease with which one can work around this and similar bugs, a wholesale application of Mill's methods in a last-ditch attempt to confirm that WP gets along well enough with my resident utilities just doesn't seem worth the trouble.

> Key click problem, well I can't say that I have encountered that
>either, but then I don't have the volume up, as it slows my typing down ;~}.
>Unless your talking about something different than I am interpreting.

If I'm not mistaken, the key-click problem is really due to a TOS bug, which the authors of WP for the ST apparently weren't familiar with. If you've been running for a while, under certain conditions (not sure exactly what they are, though I seem to encounter the problem when I'm using the mouse a lot) your machine will start clicking away as if you were holding down a key. (Assuming that you have the volume turned up, of course. Just how fast do you type, anyway, Rich? :-)) As a side effect the Repeat dialogue often pops up in the middle of your screen, since the bug in question makes TOS think that you're trying to choke it with escape characters, and WP uses the escape key to call the Repeat sequence. Again, it's a trivial problem -- just hit <UNDO> and carry on with what you were doing. (I think Moshe Braner ran into a similar difficulty with early versions of more.ttp; perhaps he could comment?)

For anyone considering buying WP, I'd like to emphasize once again that even *with* the bugs in the current version, it's eminently usable. I had the luxury of being able to borrow a copy of WP from the English Dept. here last fall. I gave it a fairly solid workout for a couple of months, so I had a pretty good idea of what bugs and limitations I could expect to encounter, before I purchased my own copy. (The educational price in Canada, BTW, is $160). If you need the power (I especially like the recursive macros, and the superb merge facility), WP is indeed worth every penny.

BBB

Bob Bright <BRIGHT@DALAC.BITNET>
Philosophy Dept.
Dalhousie University
Halifax, NS B3H 3J5

1327. unsubscribe

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 00:02:39 UTC
From: haas@tamvxee.BITNET
Message-ID: <8801250002.AA27641@ucbvax.Berkeley.EDU>
Source record: 254928

Please UNSUBSCRIBE me form this list. Thank you.

1328. Re: SH204 hard disk

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 00:29:07 UTC
From: rwa@auvax.UUCP
Message-ID: <507@auvax.UUCP>
Source record: 254929

Jim's article <2697@dadla.TEK.COM> is absolutely correct. Why *is* there no CHKDSK.TTP or whatever? Lord knows there are enough known bugs in the filesystem that a correction-and-defragmenting utility ought to be standard issue with any SH product. I have worked around this by doing entire dumps (via TURTLE) of the SH204 to many, many floppies and then reformatting, building new partitions, testing, and restoring. This is tedious at best and error-prone & dangerous at worst. I do it Sunday afternoons (like today).

Jim is also right about relative filesystem performance. Any ibm-clone XT-class machine in the building can beat my ST/SH in general filecopy performance. Good grief, 1024 Kbytes of RAM to play with and they don't even cache the FATs much less the directories, or attempt read-ahead or any of the other tricks that (even with the brain-damaged toy MSDOS filesystem) could easily be done to improve performace. The hardware is certainly quick enough. As an example, when I run my machine under the Magic Sac mac-emulation system, I notice a considerable improvement; the hard disk performance approachs TOS ramdisk speeds.

My interim solution has been to logically separate my files into two groups; files which are essentially static and read-only (executables and resource files, libraries, standard #include stuff, documentation and the like) and files which are mutable and/or ephemeral (source, mail, databases, pictures, any work in progress) and assign them to different partitions.

The mostly-read-only partition is loaded in the order of expected usage frequency (i.e., \bin first, then \include and \lib, then \doc and so on) and can be allowed to become moderately full (say 75%). The read-write partition holds \src and whatever else you have, and shouldn't get more than 30% to 50% full. In either case, small partitions are a speed win. I always go with 4 x 5 megs for simplicity.

The final thing is to assign a RAM partition for really ephemeral stuff, like compiler temporaries, .obj's, and suchlike objects.

Even with all this planning, the XT's still beat my ST. Are you listening, Neil? Your people are crying out for help ;-).

BTW, here's my bench: compile microemacs 3.9e from scratch. times:

17 mins 32 secs with c:\{bin,lib,include}, d:\src, m:\tmp
13 mins 25 secs with everything on m:\ (ramdisk).

(MWC 2.1.7, stock 1040STf or ST-4, stock SH204, in mono mode, no acc's; in both cases, the command was 'make clean; time make')

Who's got PC/XT times for this? It's a good test from my
perspective; lots of compute, lots of reading, a fair bit of writing.
And its the kind of job load that I often offer this machine.

> At least the 68000 computes faster...:->

But this is getting to be cold comfort :-< !

--
Ross Alexander, Sr. Systems Programmer & Bottlewasher @ Athabasca University
alberta!auvax!rwa

1329. Re: SH204 hard disk

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 00:56:09 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2410@crash.cts.com>
Source record: 254950

The atari is not the only machine which inherits this disk scheme from the ibm pc. I recently read in infoworld that OS-2, in keeping with upward compatibility with the pc, uses it too. I think I recall the article said that OS-2 is 8 times slower than Xenix for file intensive applications because of this.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

1330. Re: blitters for 520's

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 01:16:14 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2411@crash.cts.com>
Source record: 254911

I'm not sure if I understand this. Does this mean that atari will provide a hybrid in dip form which contains the blitter and 68000 to plug in in place of the existing 68000? I can't help noticing that the 68000 on both of my 520s is soldered in. I would attempt its replacement but how many others would? Or on the other hand, does this mean all we get a blitter with no home at all? I certainly don't have any place to put it on my mother board.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

1331. UniTerm 2.0 Posting, Documentation etc.

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 01:35:56 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8801250034.AA28127@ucbvax.Berkeley.EDU>
Source record: 254930

Date: 25 January 1988, 01:06:34 GMT
From: Simon Poole 056/26 87 43 K538915 at CZHRZU1A
To: INFO-ATARI16 at SCORE.STANFORD

Please don't post anything without asking me first! (Uncoordinated posting tends just to use up net bandwidth) I mainly just want to make sure the current version has really settled before posting (just to show how much can change in 3 weeks: the version which is accessible from various servers should be 2.0a 006, the version I'm using to write this with is 2.0a 012 which has a few minor annoyances fixed, plus some additional features).

Even if I don't really have to justify myself, just a few words on why I decided to move the documentation to LaTeX:

- It's a lot easier to maintain a table of contents, index etc.
- The resulting document actually looks a lot better (particulary in respect to the amount of work I put into it, the old version (1st Word) was rather disappointing).
- There are still quite a lot of people who can print DVI files and the best way to get a copy of the doc's (in my opinion) would be to make a double sided copy (it's formatted for that!) from somebody who's printed it (saves 50% of the paper etc.).
- At the time I made the decision I (mistakenly) thought that it shouldn't be all to hard to produce a ASCII only copy. But after a lot of hacking up DVITYPE on my ST (no problem to port with CCD/OSS Pascal), I've more or less given it up (if the folks that have produced a human readable copy would be so nice to send it to me, I'll update to reflect the changes since the time the DVI file was created).

Anyway, in not so a long time you should be seeing UniTerm on the binaries group.

Simon

Bitnet: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!poole

PS: What feature would be more useful for most people:

- screen scrollback (2-3 screens)
- buffer editing like Flash ????????

1332. My apologies to Atari ....

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 02:17:09 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8801250115.AA28628@ucbvax.Berkeley.EDU>
Source record: 254931

Date: 25 January 1988, 01:38:27 GMT
From: Simon Poole 056/26 87 43 K538915 at CZHRZU1A
To: INFO-ATARI16 at SCORE.STANFORD

I must admit I was wrong: the Atari PC-1 does exist, despite me claiming
that it was just vaporware. In fact I spent an hour or so playing around
with one last week (BTW the Atari Laser has been available here for about
two months (on the other hand I don't know anybody here who has actually
seen a Mega ST2, the only thing they sell here is the ST4)).

What I like about the Atari PC:
- good color graphics (which just rubs in the point that Atari
hasn't improved the graphics quality of the ST series over
the last 3 years)
- comes with mouse and bundled software (GEM Paint & Write)
- has enough documentation (a rough guess, more than 500 pages
which is naturally another sore point with ST owners, when
I got my ST the only thing I got was 80 pages of mostly useless
docs, there wasn't even a Basic manual in those days) for non-
programming purposes.
- is very cheap (costs something like 4 times the price of PC-Ditto)
- quite a good keyboard (better than the one on a ST4, which costs
nearly 4000.-SFr. compared to the 1000.-SFr. fot the PC-1)
- has a very nice monchrome monitor, which compares very nicely
to the horrible SM125 that is being sold with the ST's now (I'll
never give my SM124 away!)

What I don't like:

- slow (what do you expect from a 8088)
- pretty useless, the amount of things you can do with a slotless,
single 360kB drive, 512kB machine are VERY limited (one thing
you can do is run Turbo Pascal 3.0, I'don't know if you can get
a useful TP 4.0 configuration on one floppy), in fact using
the bundled software is a real pain since you have to swap disks
to return to GEM Desktop after you've exited an application (and
to start the application aswell).

Simon

Bitnet: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!poole

PS: Apropos blitter upgrade: I somehow have the feeling a lot of
people didn't understand what Neil Harris was saying, when
he mentioned that the blitter will be made available in a DIL

package for 520 and 1040 owners, which means: we'll give you the chip, but then it's up to you to piggyback it on to your 68'000. (In fact Mr. Stumpf from Atari Germany said exactly that according to some magazine)

1333. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 02:37:40 UTC
From: Johnny.B.@AI.AI.MIT.EDU
Message-ID: <315700.880124.HACKIT@AI.AI.MIT.EDU>
Source record: 254932

I have been trying to get uupc for the st to compile, and I have not had very much luck. I have tried Megamax C, Lattice C, and HabaHippo C. I have not been able to get it to compile under any of these. I am not to familiar with C, but would like to learn it... If anyone can help me to get it to compile I would appreciate it.

John.

1334. Distribution list

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 05:27:29 UTC
From: M.MRPC@LEAR.STANFORD.EDU
Message-ID: <12369324256.20.M.MRPC@LEAR.STANFORD.EDU>
Source record: 254933

```
Please add me to your distribution list for info-atari16.

Mike Colvin

-------
```

1335. Re: Mega vs 1040ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 10:52:58 UTC
From: hmm@laura.UUCP
Message-ID: <189@laura.UUCP>
Source record: 254934

In article <8801211429.AA01062@ucbvax.Berkeley.EDU> gaspar@ALMSA-1.ARPA (Al Gaspar) writes:
> He made the comment that since the
>1040ST was in its 17th revision (his terminology) it was a much more
>stable machine than the Mega, which had just been released. He went on
>to say that if a bug free working environment was the priority, one
>should stick with the 1040ST (and who would EVER want 2meg :-)). I can
>follow his thinking, but I'm not sure whether it is based on true
>experience or just hypothesis.

I suspect that this dealer just has a higher margin on the 1040 :-)
The Mega is in almost every respect the better ST. It is so similar
to the 1040 et al that there are virtually no compatibility problems
(programs which use undocumented system variables break).
But you get a much better keyboard, more memory and a nicer case :-)
And there is the battery-backed-up clock, the blitter support,
the coprocessor support etc.
One thing that I don't like too much about the Mega is the fan.
Though the one in front of me is rather quiet, it's still a noise
that does not belong in an office. I know that almost no PC comes
without one nowadays, but I don't like it...
Another thing (I hope Atari will fix it soon) is the weak
construction of the keyboard cable plug. It looks like it is
very easy to break. I did not try it yet...

'nuff said. Go for the Mega !

Hans-Martin

--
Hans-Martin Mosner | Don't tell Borland about Smalltalk - |
hmm@unido.{uucp,bitnet} | they might invent Turbo Smalltalk ! |

Disclaimer: Turbo Smalltalk may already be a trademark of Borland...

1336. GNU/Stallman (was Re: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 11:59:33 UTC
From: dick@slvblc.UUCP
Message-ID: <300@slvblc.UUCP>
Source record: 254935
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,alt.flame,misc.legal

In article <19229@bu-cs.BU.EDU> tower@bu-cs.BU.EDU (Leonard H. Tower Jr.) writes:
>RMS (Mr. Stallman) has . . . always required all work that he does
>to be freely redistributable, and takes a copy of the work he performs
>as a consultant with him when he is done with an assingment.
>[...]
>Proof of concept?!?!!!!

It depends on the concept you are trying to prove. The universal
(non)ownership of all software? Not hardly. That one man's success
validates his philosophy? Wrong again. That P.T. Barnum was right?
Probably.

Dick
--
Dick Flanagan, W6OLD GEnie: FLANAGAN
UUCP: ...!sun!plx!slvblc!dick Voice: 1 408 336-3481
USPO: PO Box 155, Ben Lomond, CA 95005 LORAN: N37 05.5 W122 05.2
--

1337. Re: VCR -> Atari ST color monitor

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 12:19:48 UTC
From: ralph@cc.brunel.ac.uk
Message-ID: <367@Terra.cc.brunel.ac.uk>
Source record: 254936

In article <11400007@silver> stowe@silver.bacs.indiana.edu writes:
[>>>> I'm curious, does anyone know of a
[>>>No, but I have heard of a
[>>But I think what Adam is looking for is a--
[>But for that he would need a whole lot of
[Not only do I know of it, I *have* a

I have one too, but the wheel fell off...

Ralph

1338. Re: SH204 hard disk

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 13:10:37 UTC
From: dag@chinet.UUCP
Message-ID: <2134@chinet.UUCP>
Source record: 254937

In article <2697@dadla.TEK.COM> jrb@dadla.TEK.COM (Jim Binkley) writes:
[query about SUPEDIT removed]
>In reference to Atari hard disks in general, is there an equivalent of
>"chkdsk"; i.e. a file system consistency checker, fixer-upper anywhere,
>available for the average atari owner for rent or purchase? Mr.
>Harris, not having such a utility provided with your system is
>unfathomable.
MichTron sells a program called "TuneUp!", which I have purchased, which allows reordering and consistancy checking of hard-disk structures. It is not perfect -- It is not robust when the hard drive is almost full and you have large files, so back up your files before doing a reorder on a nearly full drive and it does not supply a method for fixing problems that the checkdisk feature reports -- but it is the first program I've come across that offers these features. It costs < $50.
>
>Also... I have an atari SH20? hard disk and am using the driver
>supplied. Unfortunately for the sake of atari it sits next to a zenith
>150-pc clone running good old msdos 2.2. Said ibm machine has a NEC
>20meg drive and a 1010 winchester controller using the driver buried
>away in the bios or somewhere. "To make a long story short, too late,
>said the man in the audience...", My klunky old pc beats the atari's
>performance on disk writes to pieces. This is curious. The pc disk is
>currently fragmented beyond belief with about %90 full; i.e., I won't
>buy any reformat and try again explanations. Reading seems to be
>comparable. I recently put together a little piece of code that was the
>equivalent of the unix find utility and read all the directories on my
>15 meg C: partition. That was fairly speedy. Writing is another matter.
>Why? Flicking the bit that turns off write-verify for "floppies"
>doesn't seem to do any good on the hard disk. Did the supra driver that
>Moshe used do any good on the atari disk?
>
From conversations I've had with people "in the know" at Atari, the problem here is with the TOS code for handling directory and FAT caching and lookups. Though a rewrite has been underway in-house, the ROMs for the Blitter (the ones in the current Megas) do not contain any of the re-written code because it had not been tested in the timeframe required. Look to Atari to eventually release a version of TOS that will outperform the old versions by quite a bit. The most expensive (time-wise) operation on the ST is opening a new file. On a hard disk with a lot of activity but over 50% free has sometimes taken over six seconds. This is the reason that Mark Williams recommends using a RAMdisk for the temporary files (TMPDIR) and supplies a RAMdisk with their package.

>One other observation:
[Observation about relative speeds of the PC using RAMdisk vs. Atari using

RAMdisk vs. Atari using RAMdisk deleted.]

Daniel A. Glasser
--
Daniel A. Glasser
...!ihnp4!chinet!dag
...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

1339. Beware: Munged HD ahead

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 15:48:07 UTC
From: exodus@uop.edu
Message-ID: <966@uop.edu>
Source record: 254938

Just in case this should happen to any fellow HD owners...

Configuration:
-Atari SH204, replaced the Tandem drive with a Micropolis 1304 (a la SUN Corp).
-Runs with the Supra Autoboot program, foldrxxx.prg, Beckemeyer's Hd accelerator.
-Formatted with the Supra Software (and possibly this time with the ICD software... I cannot remember)
Problem:
I ran Supra's partition check software in the 'destroy' mode on Partition 'D' (~13 Megs). Partition 'E' was trashed afterwards.
Diagnosis:
Partition 'D' possibly had an 'orphan' sector at the end which was not part of a clustor. Might be caused by either Supra's or ICD's partitioning software. Supra's Partition check program assumed it _was_ part of a cluster and tested the _next_ sector also... Partition E's logical boot sector. That sector was found to have the Test pattern in it (the ASCII set over and over).
Cure:
Made my own logical boot sector for Drive 'E' ... creating and testing the it as I went. (Re-boot each time you change a boot sector -- only way to get the computer to recognize the new values). DLII and Disk Doctor are essential. DLII for its checking capabilities. Disk Doctor because it will let you edit a partition with a mangled boot sector-- DLII will _not_.
Planning ahead:
Besides the usual backups, keep around a dump of the boot sectors of all of your partitions as well as the physical boot sector of the drive. Otherwise you will have to re-format your drive after recovering as much data as possible from the one messed up partition. It's a good idea anyways. Perform an image backup (i.e. Tom Hudson's Backup Program from STart) every once in a while if your are in the Turtle Camp. The image backup can save your life and takes little time (just more disks).
****
Now, if anybody has any other clues to why this happened to me (or why I am wrong), Please let me know. I spent 5 hours re-constructing the mangled partition to get the recent, un-backed-up, work that was on it. It wasn't fun. Possibly some disk/directory editors that had a mode for fixing disks... DLII bombs if something in the BPB (BIOS Parameter Block) is even slightly wrong. Disk Doctor did some strange things (filled my monochrome screen with static, or something pretty close). [That was a hint, btw. I don't have the time, but someone may have!].

DO NOT LET THIS HAPPEN TO YOU. DO NOT BELIEVE A PROGRAM'S "NON-DESTRUCTIVE" MODE or that it will restrict its actions to a particular area of memory or disk.

G. Onufer
exodus@uop.edu

1340. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 16:29:50 UTC
From: cramer@optilink.UUCP
Message-ID: <1878@optilink.UUCP>
Source record: 254939
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

> In article <1861@optilink.UUCP> cramer@optilink.UUCP (Clayton Cramer) writes:
> >
> >Wrong. The stuff that gets pirated include word processors, spreadsheets,
> >data base managers -- that's why there's a major industry producing books
> >about the more popular software products that replicate the content of the
> >manuals -- frequently with no other additions.
>
> - that proves the original point: if the software is out there people can
> make money on selling documentation. And who will pay the programmers'
> rent? The company that plans to sell the books! Or perhaps the company

Who doesn't have to pay the author of the program at all. You still haven't
come up with a method that incentivizes writing software.

> that plans to sell the hardware! Apple corp. is giving Hypercard away
> (almost) even though it must have taken a staggering amount of work to
> create. Why? To enhance the Mac's usefulness image ---> more HW sales.
> Other options: a tax on blank disks could provide funds for public SW
> writing efforts (a la Berkeley, MIT).

And who will get the money from that tax on blank disks? Everyone writing
software? No. Software developers who are big enough for the government
to consider them "software developers". People with the right credentials:
previous products, degrees in computer science.

Sounds like a great way to stifle software startups.

> The overnight reductions of SW prices by 50% or even 75%, a common
> occurence in the industry when competition hits, proves that some
> high-priced SW _is_ overpriced and over-enriching the publishers. Most of
> the retail price of SW goes to the retailer, distributer, advertisers,
> etc.---NOT the authors. Since computers are so good at copying, leaving
> the distribution to the users would save most of the resources and therefore
> would make us all (_on_the_average_) better off.
>
> - Moshe Braner

If someone is willing to pay exorbitant amounts of money for software, it's
not overpriced -- just expensive. There is nothing wrong with profit --
it provides incentive not only for a company like Lotus to build 1-2-3, but
for someone like Borland to build Quattro. If software development gave a
4% profit, who would write it? You'd put the money in the bank and get a
guaranteed 5.25% return.

Clayton E. Cramer

1341. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 16:40:23 UTC
From: cramer@optilink.UUCP
Message-ID: <1879@optilink.UUCP>
Source record: 254940
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

> In article <1874@optilink.UUCP> cramer@optilink.UUCP (Clayton Cramer) writes:
> <"Uneforceable" without a police state, yes. How enforceable a law is,
> <is a function of what abuses people are willing to tolerate. No one would
> <accept no-knock warrants and warrantless searches to stop software piracy.
> <(Though most people would tolerate it stop drug dealers or terrorists.)
>
> I'm not willing to grant that a police state can enforce a law against
> software piracy - except by going to the extreme of making it illegal
> to own a computer. You should check out how the Polish resistance
> movement is making use of computers.

Come now, you are either short on imagination, or don't know much about police states. The Software Piracy Police go door to door, entering without warning, turning on your PC, and searching the disk for software. When they find copyrighted programs, they look for a manual with a valid license agreement for that software. If you don't have it, and the manufacturer can't find evidence of being a registered owner, they format your disk, and, depending how fiercely this police state chooses to enforce the law, executes you on the Chief Ed Davis portable gallows.

I think this would strongly discourage software piracy, don't you? I think it might well end it, even.

> <The enforceability of a law says nothing about the morality of the action
> <that law prohibits. (Of course, talking about right and wrong with the
> <well educated crowd on USENET is a complete waste of time).
>
> Likewise, the existence of a law says nothing about the morality of the
> action that law prohibits, either.

My argument is not with the morality of the law -- my argument is concerning the morality of software piracy.

> <Nothing is wrong with [copy protection] -- there's just too many people
> <out there who believe that stealing intellectual property is a right.
> <Consequently, you can expect these sort of damn nuisances.
>
> No, there is something wrong with it. The law is set up to try and
> turn an oxymoron (intellectual property) into a reality. As usual,
> when a law tries to change reality, it gets ignored. Expecting
> anything else is silly.

Aha! We finally get down to the crux of the difference of opinion. I view "intellectual property" as a valid position; you view it as an oxymoron. Here we must argue the nature of rights -- and doubtless

the divergence will become more extreme.

> BTW - I *don't* condone stealing software. While it's not immoral, it
> *is* unfair and dishonest. You should play by the rules until you
> manage to get them changed.
>
> <mike

Does this mean if the law is changed, and we no longer recognize intellectual property (which would include copyrights of all sorts), that you will then feel it is OK?

Clayton E. Cramer

1342. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 19:29:57 UTC
From: palarson@watdragon.waterloo.edu
Message-ID: <4799@watdragon.waterloo.edu>
Source record: 254941
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <229@wright.EDU>, jholbach@wright.EDU (Jim Holbach) writes:
> I don't have a problem with copy protected programs either
> because I don't buy them and I encourage others to do the same.
Ditto!
> And obviously a lot more people feel the same since the use of copy
> protection is on the decline. It's *amazing* how that evil capitalist
> market-place :-) responds to the desires of the buyer rather than the seller
> when there's enough competition.
Just one problem: is there enough competition?
It seems to me that Microsoft could stomp on almost anyone simply by
flooding the market.

Johan Larson

1343. USERID CHANGE

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 19:50:20 UTC
From: #JMKLAS@WMMVS.BITNET
Message-ID: <8801260052.AA19956@ucbvax.Berkeley.EDU>
Source record: 254942

I have been informed that my userid should be preceeded with a
$ or a # in order for mail sent through BITNET to arrive properly
(locally); for example $JMKLAS@WMMVS or #JMKLAS@WMMVS... Could
you please update my entry in your mailing list to reflect
this change? Thank you.

John Klassa

1344. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 19:52:19 UTC
From: stever@videovax.Tek.COM
Message-ID: <4805@videovax.Tek.COM>
Source record: 254943
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <4645@ihlpg.ATT.COM>, J. A. Tainter (tainter@ihlpg.ATT.COM)
writes:

> In article <492@.UUCP>, alex@.UUCP (Alex Laney) writes:
>>
>> In article <2027@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee)
>> writes:
>>> I can't think of *any* two tasks which I do on my home machine
>>> which take enough time to make m/p profitable, and which could
>>> co-exist sensibly with only two floppy drives.

[rest deleted]

I was debugging a fairly large BASIC program the other night, and ran
into a directory handling problem (I was using Carolyn Scheppner's code).
What I needed to do was to look at the file that was being produced,
but it is very difficult from BASIC. And when I got out of BASIC to
do a TYPE ram:temp, my list window size was lost.

Easy solution (on an Amiga 2000, with lots of memory), is to open a
CLI window and push it to the background before starting up BASIC.
When I want to look at the output file, I just shove the BASIC window
to the back and there is the CLI prompt, staring me in the face.

Simple, even for simpletons. And only on an Amiga.

Steve Rice

---
* Every knee shall bow, and every tongue confess that Jesus Christ is Lord! *
new: stever@videovax.tv.Tek.com
old: {decvax | hplabs | ihnp4 | uw-beaver}!tektronix!videovax!stever

1345. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 20:23:48 UTC
From: tower@bu-cs.BU.EDU
Message-ID: <19229@bu-cs.BU.EDU>
Source record: 254944
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,alt.flame,misc.legal

In article <39450@sun.uucp> fiddler%concertina@Sun.COM (Steve Hix) writes:
...
|The GNU people (particularly Mr. Stallman) might not continue with
|their idealistic ways if they had no other source of income beside
|the software that they're working on.

A poster who doesn't the facts.

RMS (Mr. Stallman) has made his living as a consultant since he
started the GNU project. He has always required all work that he does
to be freely redistributable, and takes a copy of the work he performs
as a consultant with him when he is done with an assingment.

Note also that more and more of the consulting that he is paid for is
GNU related.

Proof of concept?!?!!!!

enjoy -len

PS: People who are concerned with this issue of software copying,
should study RMS' GNU Manifesto. It was published in the March 1985
issue of Dr. Dobbs, is file etc/GNU in the GNU Emacs distribution
[C-h C-c C-x C-v GNU RET], and as a last resort is available via
e-mail from:
ucbvax!prep.ai.mit.edu!gnu
the Project GNU e-mail inquiry address.

1346. info atari

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 20:52:15 UTC
From: Robert_L._White.ESXC15@Xerox.COM
Message-ID: <880126-191259-2856@Xerox>
Source record: 254945

Hi all,
I know you have all heard this question before, but I need someone to answere
this question, who knows for sure the correct answere.

What is the 40 folder limit?

Is it per partition?
Is it 40 folders in the root directory?
is it 40 folders for all partitions (intire hard disk)
What is it?
I have had people tell me it 40 folders for the entire hard disk.
Another person told me its 40 folders per partition.
Another told me it no more than 40 folders in the root directory.

Please Please Please someone give me the correct answere.
Thanks
Robert L. White
Xerox Corp.

1347. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 20:55:00 UTC
From: fiddler%concertina@Sun.COM
Message-ID: <39932@sun.uucp>
Source record: 254946
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6668@agate.BERKELEY.EDU>, mwm@eris (Mike Meyer) writes:
> In article <1950@epiwrl.EPI.COM> parker@epiwrl.EPI.COM (Alan Parker) writes:
>
>>You seem to imply that since they weren't priced individually that they
>>are somehow public domain. GNU emacs and microemacs are public domain
>>(essentially), but not ed and ex (unless you are talking about different
>>ones than I am).
>
> No, you implied it. I said they came at no extra charge ("gratis")
> with the OS. You have to have a license for the OS. That license

I bought a BMW K100RT two years ago to commute to work on. (Rain or
shine, I'd still recommend one.) I didn't pay extra for pistons,
brakes, or fairing...they weren't "gratis" either. But at least
they didn't cost extra.) They were part of the package.

> Suntools makes Suns more attractive? Giggle. What a laugh. And I don't
> deal with obsolete hardware - unless it's noticably faster than
> anything else I can get my hands on. Things using intel processors
> prior to the '386 are always in the first category, and never in the
> second.

That's nice. Who pays for the hardware you work on? At home, at least,
I pays my money and takes my chances. At work I use what they give me.

seh

1348. Re: Aztec C

Newsgroup: comp.sys.atari.st
Date: 1988-01-25 22:21:19 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <542@viper.Lynx.MN.Org>
Source record: 254947

In article <1988Jan19.091916.1842@jarvis.csri.toronto.edu> juancho@dgp.toronto.edu (John Buchanan) writes:
>
> I was just leafing through the Jan issue of BYTE and once again
>looked at the aztec C ad with hope. Guess what I saw? Yes they claim
>that they have a version. They do request that we call about price.
>
> I do not live in the states so I can not use the 800 number
>provided. How about all you good folks in the US of A calling their
>number and showing interest. The number are as follows.
>
> 1-800-221-0440
> In NJ or outside USA call 201 542-2121
> Telex 4995812
> Fax (201)542-8386
>
> The product is called
> Aztec C68k/At

Seeing this, I quickly valted to the phone and let my fingers do the walking. The courtious person who answered said the compiler isn't released yet. It's currently undergoing "final betatesting" and should be ready to be released in about two months.

I for one will be very interested in seeing how "Laser C" holds up to this new entry. I've used Aztec on several other machines and have found it to be a very professional, well written, -well-debugged-(!) product. If the ST version is anything like the other versions of Aztec, Laser C may find a very stiff competitor waiting in the wings...

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

1349. Recommendations for Atari Repair Centers Near Denver

Newsgroup: comp.sys.atari.st
Date: 1988-01-26 02:06:37 UTC
From: terrell@druhi.ATT.COM
Message-ID: <2617@druhi.ATT.COM>
Source record: 254949

Does anyone have some recommendations for Atari ST repair centers in the Denver, CO area?

Thanks in advance,

Eric Terrell

1350. Re: WordPerfects???

Newsgroup: comp.sys.atari.st
Date: 1988-01-26 06:38:05 UTC
From: rich@lakesys.UUCP
Message-ID: <413@lakesys.UUCP>
Source record: 254851

>
> If I'm not mistaken, the key-click problem is really due to a TOS
>bug, which the authors of WP for the ST apparently weren't familiar with.
>If you've been running for a while, under certain conditions (not sure
>exactly what they are, though I seem to encounter the problem when I'm
>using the mouse a lot) your machine will start clicking away as if you
>were holding down a key. (Assuming that you have the volume turned up, of
>course. Just how fast do you type, anyway, Rich? :-))

I know what you are talking about as far as the Keyclick problem
goes. I used to have the problem, until I changed the Keyboard, which has
the newer version IKBD Controller. Havn't run into it since, but if it's
a TOS bug as I have read etc.. then your guess is as good as mine, as my
machine is on for about 8-10 hours/day, 7 days/week.

Typing speed? Depends.... Out of my head I can get to about 70 wpm
but if I have to copy from another hard copy, only around 40wpm. Though this
is by no means stupendious, I have over taken the wife this past year ;^}.

> For anyone considering buying WP, I'd like to emphasize once again
>that even *with* the bugs in the current version, it's eminently usable.
>I had the luxury of being able to borrow a copy of WP from the English
>Dept. here last fall. I gave it a fairly solid workout for a couple of
>months, so I had a pretty good idea of what bugs and limitations I could
>expect to encounter, before I purchased my own copy. (The educational price
>in Canada, BTW, is $160). If you need the power (I especially like the
>recursive macros, and the superb merge facility), WP is indeed worth every
>penny.

In the above I fully agree. Tis a WP that will have to be beaten.

-rich
UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, and I will defend to the death to argue them.

1351. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-26 07:39:46 UTC
From: mwm@eris
Message-ID: <6718@agate.BERKELEY.EDU>
Source record: 254852
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st
Body handling: HTML body converted to readable text

In article <39910@sun.uucp> fiddler%concertina@Sun.COM (Steve Hix) writes:

1352. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-26 08:09:52 UTC
From: mwm@eris
Message-ID: <6719@agate.BERKELEY.EDU>
Source record: 254853
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <39921@sun.uucp> fiddler%concertina@Sun.COM (Steve Hix) writes:
<In article <6650@agate.BERKELEY.EDU>, mwm@eris (Mike (My watch has windows) Meyer)
writes:
<> In article <14257@oddjob.UChicago.EDU> mcb@oddjob.uchicago.edu.UUCP (He Who Passes
Through Locked Doors) writes:
<> Matt, I don't know what drugs you've been doing, but you should stop.
<
<A kind, generous remark...guaranteed to make the other person more
<certain to carefully consider your argument. :}

Sorry 'bout that. I should have added the smiley - or better yet, not
said it. But I'd just spent a long, nasty day working on the latest
version of some free software.

<> It's causing you to overlook some important facts. Let's look at the
<> tools I use, from the ground up:
< [List of programming tools that cost Mr. Meyers nothing.
< Apparently mostly GNE-related software. Fine, the stuff
< works.]

Allow me to correct two spelling errors. 1) My name is Meyer. I'm not
plural. 2) It's GNU, not GNE. And one misconception - most of it
wasn't from the Free Software Foundation.

<> Further, some of the best programmers I know (people who write working
<> device drivers without having hardware to test them on) don't write
<> software for a living. They maintain software for some group that
<> needs it to get their work done - and are allowed to give away their
<> changes and improvements to that software, and any tools they write to
<> make their job easier.
<
<How do they pay their rent? Buy groceries?

Please reread the above paragraph. The answer is there - "they
maintain software for some group that needs it to get their work
done." Neither they, nor the group paying them needs to sell the
software to make a living. So they give away much of it.

As a concrete example, I used to work for a petrochemicals consulting
firm. There attitude was that any software I wrote in order to do my
job could be given away, so long as it didn't contain company
proprietary information. That information was expertise in doing 2 and
3d gas flow simulations - which very few people aside from our
competition would be interested in. No problem. I gave away the
accounting package I did for them, as well as systems utilities and

other stuff. I even gave kernel bug patchs back to the vendor we bought the OS from. The company paid me for doing these things, and made a living that in part involved using these things as tools.

Other examples abound. Most work done for the federal government must be placed in the public domain. Most work done at state universities can be gotten for materials & labor. A fair selection of companies behave as the one I described above.

<It's very nice that there are some usable programming tools available that
<you can get for little or nothing. TANSTAAFL. (There Ain't No Such Thing
<As A Free Lunch...) Somebody had to pay for this, just not you. (If I
<remember correctly, that somebody is a University that supports this
<development. Farther down the line, particularly where state schools
<are engaged in supporting such work, the taxpayers pay for it.

True. And for the companies that give away software, the customer winds up paying for it. The point is that in many cases, it doesn't matter. You said it yourself:

<No...it gets written because there is a need (real or perceived) for
<the software, and because if someone is willing to pay for this soft-
<ware, someone else is willing to spend the time and energy to write
<and distribute it. With the expectation that their effort will be
<repayed in the future (along with their mortgage, rent, groceries,
<medical bills, schooling, ...)

In many cases, that repayment *does not* involve selling the software involved. It involves using it. I claim that that's the majority of the cases. You just have to know where to go to get the software (legally, of course).

<> No, copyright law - or lack thereof - isn't why software gets written.
<> It gets written because people need it, or because they want it. All
<> the copyright laws really do is restrict the distribution of the
<> software once it gets written.
<
<Copyright law exists (originally for printed material, later expanded
<to include software) *NOT* to restrict distribution, but to protect
<the producer's livelihood.

I didn't say why it exists - I said what it actually does. You're right as to why it came into existence, but that has nothing to do with what it actually does (intent vs. reality).

<In a scholastic setting, this sort of
<thing is called plagiarism and, so I recollect, is frowned on.

You've confused two issues. The copyright laws do more than prevent plagiarism. Plagiarism is the act of passing off something else as the product of your own work. That is frowned upon, and people doing that (even if they don't make an financial gain thereby) are <list all adjectives that have come up in this conversation so far>.

Copyright laws prevent you from giving something to someone else even
though you say who actually produced it. In a scholastic setting, this
is called "quoting", or a "reference," and is (to a limited extend)
encouraged.

<mike
--
Come all you rolling minstrels, Mike Meyer
And together we will try, mwm@berkeley.edu
To rouse the spirit of the air, ucbvax!mwm
And move the rolling sky. mwm@ucbjade.BITNET

1353. Ramdisk for Blitter TOS ? - (nf)

Newsgroup: comp.sys.atari.st
Date: 1988-01-26 08:43:00 UTC
From: sprache@ztivax
Message-ID: <40400004@ztivax.UUCP>
Source record: 254854

Hi netlanders!

Has anyone got a resetable autoboot ramdisk like that posted by Moshe Braner
a year ago ? I upgraded my TOS-ROMs to the new Blitter-TOS and now I
don't have a good working RAMDISK. Has anybody some experience with that
problem and can mail me changes for the old program or a new one?

Thank you in advance

Klaus Zuenkler
Siemens AG, Munich, W-Germany

email: ...!unido!ztivax!sprache

1354. ICON language for the ST.

Newsgroup: comp.sys.atari.st
Date: 1988-01-26 12:52:23 UTC
From: NETWORK@FRSAC11.BITNET
Message-ID: <8801261322.AA01425@ucbvax.Berkeley.EDU>
Source record: 254855

I have a version of ICON 6.5 for Atari ST, with the following
change (from the previous version) :

.. Co-expression are OK.
.. Arithmetic overflow is handled.
.. system() work. (depends on your shell....)
(Most shell are not able to support system("ls")...try
command.tos, it may work...)
The shell is found by the SHELL environment variable.
.. Faster. (Should be better than any PC or AT at that...)
.. Usable from a shell or from the desktop.
(An environment (ICON or PATH) variable can locate the ITRAN, ILINK &
ICONX programs, or if not from a shell, a new switch in ICONT will
tell where they are.)
.. Handle environment variable for ICONX settings (Like the UNIX
(version) (getenv() works.)
.. Handle stderr redirection, just like the MSDOS version.

If you want to have it or test it, just drop me a mail.
(I will send it arc'ed and uue'coded, in several mail.)

regards,

Jean-Pierre H. Dumas

network@frsac11 (bitnet)
network%frsac11.bitnet@mitvma.mit.edu (arpanet)
dumas@sumex-aim.stanford.edu (arpanet)

1355. 2 Questions.

Newsgroup: comp.sys.atari.st
Date: 1988-01-26 16:28:19 UTC
From: NETWORK@FRSAC11.BITNET
Message-ID: <8801261529.AA03656@ucbvax.Berkeley.EDU>
Source record: 254856

Date: 26 January 1988, 16:22:23 GMT
From: NETWORK at FRSAC11
To: INFO-ATARI16 at SCORE

Question #1 : How MWC's msh is discovering who called it ?
(desktop, or other...) it is in the local shell variable 'calledfrom'.
An other shell is able to tell the list of all parents programs...
The base page does not contain any backward pointer, so what is it ?

Question #2 : I read again the dev kit doc on shell_p, the posting
by A.Pratt about it, and I still wonder : what is it ?
I would infer it is a pointer to a string telling the file name of a shell...
I am right ?
What would be the use otherwise ?

Regards,

Jean-Pierre H. Dumas

network@frsac11 (bitnet)
network%frsac11.bitnet@mitvma.mit.edu (arpanet)
dumas@sumex-aim.stanford.edu (arpanet)

1356. Trapping errors

Newsgroup: comp.sys.atari.st
Date: 1988-01-26 19:37:00 UTC
From: jrd@STONY-BROOK.SCRC.Symbolics.COM
Message-ID: <19880126193720.1.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 254857

Can anyone tell me if there's a good way to trap the kinds of errors that usually result in bombs? I'm contemplating porting a debugger to the ST, but a fundamental piece of functionality is the ability to use my own trap vectors, or at least the get TOS to give control back to me with a pointer to the crash data. I would expect there to be some sort of OS call for this, but haven't seen it.

Related question: Does MUSHROOM.PRG work? Whenever I run it it appears to just dump a piece of the system stack, with no indication of the user PC or failing instruction etc. It then crashes itself with an alignment error. Is there a better substitute for MUSHROOM, or documentation on where to find the crash data and how to interpret it?

Thanks.

1357. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-26 19:45:25 UTC
From: howard@cpocd2.UUCP
Message-ID: <1075@cpocd2.UUCP>
Source record: 254858
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <39450@sun.uucp> fiddler%concertina@Sun.COM (Steve Hix) writes:
>Software is not an idea any more than a knife.

Really? Try making a backup copy of your knife, or sending it over a phone line. INFORMATION AND MATTER OBEY DIFFERENT PHYSICAL LAWS.

We are a long way from having legislation which deals realistically with the nature of information, and still allows its creators to earn a living. Pretending bits and atoms are the same is not going to help.

>The GNU people (particularly Mr. Stallman) might not continue with
>their idealistic ways if they had no other source of income beside
>the software that they're working on. (Who's paying their bills?)
>Is TANSTAAFL false? (Seems to work most everywhere else, except
>in politics.)

My understanding was that the FSF makes most of its money from SUPPORT for the otherwise free software. There are quite a few companies who think this a reasonable deal. Also, FSF sells EMACS manuals and such.

Obviuosly, companies which don't bother to support their products can't make any money this way - they would much rather stick the customers with the software and forget about them.

--
Howard A. Landman
{oliveb,hplabs}!intelca!mipos3!cpocd2!howard
howard%cpocd2.intel.com@RELAY.CS.NET
One hand clapping sounds a lot like two hands clapping, only quieter.

1358. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-26 20:13:10 UTC
From: howard@cpocd2.UUCP
Message-ID: <1076@cpocd2.UUCP>
Source record: 254859
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6649@agate.BERKELEY.EDU>, mwm@eris (Mike (My watch has windows) Meyer) writes:
> As for fair, that means according to the rules. The rules (laws) in
> the US state that if you give somebody something, it's *theirs*. You
> can get neither payment nor the return of the thing, unless there's a
> prior agreement about such.

In article <469@aimt.UUCP> breck@aimt.UUCP (Robert Breckinridge Beatie) writes:
>I think that the laws state that you can not be required to pay for unsolicited
>stuff that you get in the mail. But you do not get to keep the stuff.

In at least some states, the last sentence is false. If someone sends you
unsolicited goods in the mail, they're yours, and you owe nothing. That makes
Mike more right than Robert.

--
Howard A. Landman
{oliveb,hplabs}!intelca!mipos3!cpocd2!howard
howard%cpocd2.intel.com@RELAY.CS.NET
One hand clapping sounds a lot like two hands clapping, only quieter.

1359. Re: Blitters for the 520

Newsgroup: comp.sys.atari.st
Date: 1988-01-26 22:20:07 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8801262221.AA10170@ucbvax.Berkeley.EDU>
Source record: 254860

Date: 26 January 1988, 22:12:48 GMT
From: Simon Poole 056/26 87 43 K538915 at CZHRZU1A
To: INFO-ATARI16 at SCORE.STANFORD

I actually made this remark in a PS at the end of my last posting,
but sonewhere between BITNET, ARPA and UUCP it got truncated:

I've got a feeling a lot of people havn't understood what Neil Harris
ment when he said Atari will be supplying the Blitter in the same
DIL housing as the 68'000: you'll have to piggyback (you know: solder etc.)
it on to the 68'000 in your machine (or get somebody to do it for you).
This is not just my interpretation, Mr. Stumpf of Atari Germany said
exactly that to a german magazine.

Simon
Bitnet: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!poole

1360. Re: Starting up UniTerm

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 00:20:23 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8801262323.AA11279@ucbvax.Berkeley.EDU>
Source record: 254861

Date: 27 January 1988, 00:13:00 GMT
From: Simon Poole 056/26 87 43 K538915 at CZHRZU1A
To: INFO-ATARI16 at SCORE.STANFORD

Hey, what this .inf file? I can assure everybody that UniTerm looks
for a number of things but not for a .inf file!

Files looked for in UniTerm 2.0a:

UNITERM.SET
UNITERM.TEL
Both files are searched for in the current working directory, this may
be in a slightly odd place with GEMSTART (I've never used it myself),
since for stuff started in the AUTO folder the cwd is possibly (I think
I tried this out once) the root directory of the boot disk.....

Simon

Bitnet: K538915@CZHRZU1A
UUCP: .....mcvax!cernvax!forty2!poole

1361. Re: Munged Harddisk ahead

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 00:39:52 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8801270020.AA12235@ucbvax.Berkeley.EDU>
Source record: 254862

Date: 27 January 1988, 00:21:34 GMT
From: Simon Poole 056/26 87 43 K538915 at CZHRZU1A
To: INFO-ATARI16 at SCORE.STANFORD

[How I love typing in subject lines from memory.......]

Just one remark: I've finished a much improved version of DLII, that
additionally to what the old version could do, it now:

- handles broken BPB's better
- can access the bootsector on any disk with 512B sectors
(0.25 could do that already)
- access raw floppies(with Track,Side & Sector)
- access raw harddisk (if the primary bootsector is ok,
but you can always edit that)
- editing of partition info (without destroying the rest
of the boot sector)
- is much more user friendly, you can short cut back to
the root if you are somewhere deep down in the directory
tree, all dialogs are scrolled and not redrawn where
possible, tries to handle odd RAM disks better (there
are some that are really crazy)
- will handle cluster sizes up to 4kB
- has a lot less bugs (hopefully)

As most people are aware (I hope) the version that is floating around
out there was never really released to the public and I still don't
really know what to do with the program, but there is a chance that
it will get the same status as UniTerm........

Simon

Bitnet: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!poole

1362. Re: Software copy protection

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 03:59:51 UTC
From: jhs@mitre-bedford.ARPA
Message-ID: <8801270359.AA00508@mitre-bedford.ARPA>
Source record: 254863

Several ideas (patents and actual products) have appeared in recent years that enforce copy protection not by appeal to honesty or the legal system but by providing a physical "doohickey" that has to be plugged in for the software to work. Such a device can be serial numbered and can use cryptographic techniques based on the serial number to enforce access to the software. It must perform a necessary function, so that the software actually *HAS* to access it, and get the right answer, which is a function of -- among other things -- the user's ID or serial number, in order for the program to function correctly. If "public key" cryptographic techniques are used, it should be feasible to make the contents of the "doohickey", including the cryptographic key, insensitive to discovery. I.e. the factory knows how to encrypt critical data and the doohickey knows how to decrypt it to get the necessary data values (branch addresses or whatever).

I suggest that what the industry needs is a standard for just such a doohickey that can then be routinely sold to computer buyers. Some enterprising company could sell the things and maintain the registry of users, charging a fee to the software vendors. Software dealers could be given the wherewithal to customize a program to run with a given individual's doohickey. I.e. a sealed-up PC type workstation with a magic ROM in it, or whatever. Some details would need to be worked out, but what I am proposing is that the necessary thinking and haggling be done to select a workable standard and get it accepted by the industry. Then everybody who wants their software protected against ripoff could subscribe to the standard and anybody who wanted to run their software would have to buy the doohickey and give the dealer their serial number in order to get a working program.

I think it would even be possible to sell programs that check the date and work only for, say, a month. Thus "evaluation" copies could be given away. This would probably require that the doohickey contain a realtime clock, but that should not add more than a couple of dollars to its cost.

In my opinion, adoption of such a standard would solve all of the problems being lamented here, at relatively small cost to the consumer. Does anybody know if one of the standards-loving bodies such as IEEE or ANSI is in fact working on a software protection standard?

-John Sangster / jhs@mitre-bedford.arpa

1363. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 04:27:54 UTC
From: exodus@uop.edu
Message-ID: <971@uop.edu>
Source record: 254864
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Instead of quoting the last three hundred people, I am going to give
my views...

How many people have paid more than US$100 for a software package to find
out that it does not do something that the 'other' package costing a little
more _did_ do? And how many stores have the broken shrink-wrap/no-return
policy (every single one in my area)? How many salesmen know what they
are talking about when they sell the afore-mentioned software packages?
(If they do know about the packages, they are creating them and not selling
them :-) An alternative? Yes, shareware.

Shareware is a great concept except for one small detail. It relies on
the honesty of the participants. In European countries, that wouldn't be
so bad (at least from my experiences...I have lived in Europe for 13 years).
In America, piracy has turned the software (and even the hardware industry
with IBM PC clones) industry inside out. No flames please, I am not
saying everyone is a thief, I am not saying Europeans are perfect,
no one take it personal. But if everyone who used Shareware and paid for
it, it might gain some respect. It is damned nice to be able to use a
piece of software for a day, month, couple of months before paying for it.
If only to find out what it can do, and also to figure out if it contains
any disasterous bugs that prevent it from being usable. How many people
would have bought the ST version of Wordperfect if they had know its flaws?
Not many.

Shareware as a concept has been introduced. Don't knock it.

1364. Re: OSS Pascal bugs

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 05:47:00 UTC
From: REEVES@SLACSLD.BITNET
Message-ID: <8801270652.AA18933@ucbvax.Berkeley.EDU>
Source record: 254865

Recently, a few people have asked questions about OSS Personal Pascal. Here are a couple of files that I just downloaded from OSS's BBS. The number is (408)-446-3451. These should answer most questions that people may have. These are the most current that I found. Today's date is 26-JAN-1988.

```
*****************************************************************************
file BUGS1125

LAST UPDATED :: November 25, 1987

This is a continuing set of notes discussing bugs, etc., found in
Personal Pascal. As problems are solved, notes to that effect will
be placed here after the discussion of the original problem.

As new problems are encountered, these notes will be added to.

Thus it is probably worth reading these notes any time the "LAST UPDATED"
date (above) changes.

26 September 1987 PROBLEMS WITH AUXSUBS.PAS
-------------------------------------------

Even though we have been shipping Personal Pascal for only a week, we
already have had to make one update.

In order to determine which version you received, simply look at the info
box that appears when you boot into the Pascal manager. If you have
version 2.0, then you need this update. If you have version 2.01, then all
is okay.

Alternatively, if you are using a command line interpreter (e.g., Micro
C-Shell), look at the dates on the PASLIB and AUXSUBS.PAS files. If they
do not match the dates of most of the other files, then you have the newer
version and all is okay. If their dates are September 1st, they are the
old versions.

IF YOU HAVE VERSION 2.00
------------------------

You may download the two files PASLIB and AUXSUBS.PAS from here.

Fair warning, PASLIB is big. It will take perhaps 7 or 8 minutes to xfer
via XMODEM, even at 1200 baud. If you are running at 300 baud, you may
prefer returning your diskette to us for recopying (just disk A).

On the distribution disks, we placed PASLIB on both diskettes (to simplify
life for those using only one drive...we recommend erasing the copy on
drive A: if you have two drives...use your judgment on hard disks, Ram
```

disks, double sided drives, etc.).

Note: If you have version 2.02 or later, ignore this section.

==========

November 13, 1987 -- Known Bugs

BUG:

The editor does not work with MEGA ST machines or machines with the
new TOS ROMs installed.

FIX:

Fixed in versio 2.02. See PPQUESTS file (or first option in
the bulletins list) for how and when upgrade is available/coming.

TEMPORARY FIX:

In the meantime, use some other editor. (Sorry, no better fix.)

BUG:

The "create desk accessory" compiler switch does not work. Ditto for the
button in the compiler options dialog box.

FIX:

Same answer. Version 2.02.

TEMPORARY FIX:

See the "L"ibrary here for a description of how to make desk accessories
work under version 1.0x of the compiler. The same method works with
version 2.0x, possibly with a few restrictions may apply (see the library).

BUG:

Passing a function or procedure as a parameter to another subprogram does
not work. This is a code generation bug, since the compiler accepts the
source code just fine.

FIX:

Being worked on. Sigh. This one is the toughest so far.
NOT fixed in version 2.02, unfortunately.

BUG:

The editor colors (on a color monitor) are atrocious.

FIX:

No fix. This isn't a bug.

Oh, okay, it's a matter of taste. So we will soon supply a color changer.

Changed to black characters in version 2.02.
Marked blocks, only, become red.

BUG:

Using a call to MENU_TEXT crashes the system.

FIX:

An easy one! The declaration in the GEMSUBS.PAS file is incorrect. In that file, the last parameter to MENU_TEXT is given as a VAR string. This is wrong! Simply edit GEMSUBS.PAS to remove "VAR" from the declaration for this one routine. Ignore this if you have 2.02.

BUG:

Double clicking on a button in a dialog box causes a range check error or does strange things to my system.

FIX:

Atari didn't document this one very well, so we didn't catch it. If you double click on an exit button, then the DO_DIALOG call returns the index of that button WITH THE UPPER BIT SET!

In other words, if the user clicks on a button with a normal index value of 4, then $8004 is returned by the system. You may choose to take advantage of this (by using double clicked buttons for special purposes) or you may ignore this by simply coding something like this:
what_button := $7FFF & Do_Dialog(...)

BUG:

Where oh where is "OBJ_REDRAW"?? The manual lists it and I need it, but I can't find it.

FIX:

This was a case of the manual author and the software author not talking enough. You will note that the errors file on your master disk discusses the change in SHOW_DIALOG (it needs two parameters, not the single one shown in the book). Well, it turns out that SHOW_DIALOG is ACTUALLY identical with OBJ_REDRAW! So either change the name in your manual to reflect reality or add an OBJ_REDRAW routine to GEMSUBS.PAS that simply calls SHOW_DIALOG.

BUG:

The manual example for D_COLOR doesn't work.

FIX:

Just a documentation bug. Notice the formal description of D_COLOR's
parameters calls for a BOOLEAN value as the third parameter (text mode).
The example should thus have coded a TRUE for this value instead of "1".

BUG:

Dialog boxes created with version 2 have only a single line border instead
of the GEM standard double border.

FIX:

Dumb of us, but dumb of GEM, also. Do_Dialog is calling SETCLIP
just before executing the dialog. We are clipping to the size
of the "object" (the dialog box) as GEM tells us it is.
But GEM lies. But we believed GEM. So the clipping rectangle is too small.
Fixed in version 2.02.

In the meantime, the dialog boxes seem to work fine, even if they do look
a bit strange.

BUG:

The editor tosses its cookies when presented with some illegal files
(e.g., files transferred via XMODEM which still have pad characters on
the end).

FIX:

Version 2.02 should be safer on this, but...
We are still looking into this one, since even 2.00 should not
have had the problem. Sigh.

TEMPORARY FIX:

Load such files into our old (version 1) editor, go to the end of file and
chop of the garbage at the end, and then resave the files.

BUG:

GOTOXY in the "auxillary" routines does not work.

FIX:

Look for a source code patch called "GOTOXY" which should
appear here by December 1st. (That target keeps moving..sorry.)

TEMPORARY FIX:

GOTOXY is actually GOTOYX. Simply reverse your arguments and

it should work as you want it to.

BUG:

In the editor, pasting a block that has been deleted can cause strange
and wonderful things, such as system crashes.

FIX:

Version 2.02 improves situation, but may not be 100% fix.

Too complicated to do with other than major change. Look for
news of the upgrade in near future.

TEMPORARY FIX:

Avoid doing such things as marking a block in file 2, CLOSEing file 2, and
then pasting that block into file 1. Since file 2 is no longer
there, the marked block is no longer there either. Kablooey.

BUG:

PASAUX does not exist.

FIX:

That's right. It doesn't. Change your documentation, because it never
will exist. PASAUX is a part of PASLIB in delivered system.
(Early test versions had the two files separate, and the
documentation never got upgraded.)

BUG:

If you use the shifted function keys in the manager to access
the RENAME or ERASE capabilities, you get the wrong function.
The key functions are reversed.

FIX:

None yet. We even missed this one in 2.02.

TEMPORARY FIX:

Use the mouse. It works properly.
Or remember that the function keys are reversed.

==========

That's all for now. Let us know of things you find that are not on that
list. If you have submitted a report of an exotic bug, we may not be
listing it yet until we determine whether it is our problem or Atari's.

uuuuuuuuuuu
****

file PPQUESTS

PERSONAL PASCAL VERSION 2

As of NOVEMBER 25TH, 1987

ANSWERS TO COMMON QUESTIONS

QUESTION

How do I get an update to 2.02? (Latest version as of Nov. 25th is 2.02)

ANSWER

If you simply can NOT wait, we will update your disk (and this will NOT count as the free major update you are entitled to if you received and retained that little post card from us back in August). We ask that you return both disks and INCLUDE $3 FOR POSTAGE AND SHIPPING BOX! You may send cash (the amount is so small and we trust our people...and you) or stamps or check or... Just no charge cards, okay?

But if you can wait, see next answer.

QUESTION

When are the fixes for Mega ST's coming out?

ANSWER

They are done, part of version 2.02. We are now working on a patch program that will allow you to DL the fixes from here.

In the meantime, if you are desperate, see last question and answer.

QUESTION

Why does the file GEMSUBS.PAS have one size on diskette B and another size on diskette B?

ANSWER

The three files GEMCONST.PAS, GEMTYPES.PAS, GEMSUBS.PAS on diskette B are the "separated" versions of the single "GEMSUBS.PAS" file on diskette A, and they were put there to accomodate users who wish to compile version 1 programs without modification.

See the READ_ME folder on your master disk.

Note that in version 2.02 we decided to put ".OLD" name extensions on the three separate files (instead of ".PAS"). Less confusing.

QUESTION

Where is the disassembler on the Tackle Box disks?

ANSWER

SRM Enterprises says they will ship it (when it is done)
to all people who register their Tackle Box package...so send in your
registration card today!

QUESTION

Why did OSS say that Tackle Box would include 3 diskettes when there
are only 2?

ANSWER

Two reasons: We were told by SRM Enterprises there would be 3. Then they
got sneaky and archived files to shrink the diskettes down to 2. (And,
of course, there is the missing disassembler.)

We thought about doing the same thing with Version 2 Pascal, but decided
against it because we wanted Personal Pascal to be more accessible to
beginners. Hopefully, those of you with Tackle Box are more sophisticated.

QUESTION

How do I get the Personal Pascal manager to behave reasonably on a RAMDISK
or hard disk system? Mine seems to keep losing its place or is unable
to find the files it needs.

ANSWER

Well, the easiest way is probably to NOT copy the PASCAL.INF file to your
new default directory. Then, after bringing up PASCAL from that directory,
go through all the various options, etc., choosing the appropriate default
paths. Finally, save all these choices to a new PASCAL.INF file. In the
case of RamDisk users, you should then be sure that this particular
PASCAL.INF file is the one you copy to the RamDisk at startup time.

QUESTION

Where is this file called "PASAUX" that I have found a couple of
references to?

ANSWER

It doesn't exist. Change your documentation, because it never
will exist. PASAUX is a part of PASLIB in delivered system.
(Early test versions had the two files separate, and the
documentation never got upgraded.)

QUESTION

How do I make Line-A calls from Personal Pascal?

ANSWERS

SRM Enterprises is updating Tackle Box, again, to include a hefty section
on Line-A calls. Send in your registration cards to learn more about this!

But we also have a surprise: The version 2 compiler supports several
PRE-DEFINED Line-A calls! Why aren't they documented? Simply
because we didn't get around to translating all the German notes until
very recently. (Yes, the compiler itself comes from Germany. The GEM
libraries, manager, etc., are either completely OSS products or represent
major enhancements by OSS.) Once we have figured out how to use
all the subroutines, look for more info here.

****

If you have any more questions or other problems, I refer you to OSS. They,
after all, should be the final word.

Terry W. Reeves

1365. Output of job "INFO-A16" from RSCS@UGA

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 06:31:00 UTC
From: LISTSERV@UGA.BITNET
Message-ID: <8801270635.AA18738@ucbvax.Berkeley.EDU>
Source record: 254866

```
Command replies from RSCS@UGA are being forwarded to you.
```

1366. Output of job "INFO-A16" from RSCS@UGA

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 08:10:00 UTC
From: LISTSERV@UGA.BITNET
Message-ID: <8801270851.AA20638@ucbvax.Berkeley.EDU>
Source record: 254867

```
Command replies from RSCS@UGA are being forwarded to you.
```

1367. Output of job "INFO-A16" from RSCS@UGA

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 08:13:00 UTC
From: LISTSERV@UGA.BITNET
Message-ID: <8801270856.AA20723@ucbvax.Berkeley.EDU>
Source record: 254868

```
Command replies from RSCS@UGA are being forwarded to you.
```

1368. Re: New ST owner needs help

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 09:11:12 UTC
From: sc_dra@ux63.bath.ac.uk
Message-ID: <2117@bath63.ux63.bath.ac.uk>
Source record: 254869

In article <2111@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>There's also a book called something like 'Programming in C on the Atari ST',
>by 'Compute!' I think -- if not, by some other US magazine publisher. It's
>pretty good for getting the flavour of things. Can anyone provide the real
>proper correct name of this?

'Compute!'s ST Applications Guide: Programming in C'
by Field, Mandis & Myers (ISBN 0-87455-078-5).

Cover price is $19.95 though it cost me 17.95 pounds here in the UK.
Worth it though. It has a lot of good code in it and several large
applications built from a toolkit of routines that should provide most
of the functions needed for ST GEM. Also useful is the fact that these
routines take account of the bugs in ST GEM where possible. Some good
ones for building resource trees within programs too.

1369. Print redirection routine

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 13:13:50 UTC
From: ralph@lasso.UUCP
Message-ID: <8801271313.AA10750@lasso.laas.fr>
Source record: 254870

Pleas excuse me folks if you've already seen the following message, but I've never saw that it was echoed back to me in the Info-Atari16 Digest. (I've been wondering about messages that reference the "line eater" in this list [and *no* where else], but maybe he does exist :-).

Hope to hear from someone,

--Ralph
= = = = = = = = = = = = :
To: inria!score.stanford.edu!info-atari16
Subject: Print redirection routine

I am quite new, and still naive, to my Atari ST. I have programs that either only output to the screen or to the printer port! So as not to reinvent the wheel, what I'm looking for is an assembler or C program which would redirect the output of one of these programs to an ascii file rather than the printer. You see, I don't have a printer locally on my Atari. Thanks a million.

Merry Christmas,

Ralph P. Sobek

UUCP: mcvax!inria!lasso!ralph or ralph@lasso.UUCP
Internet: lasso!ralph@{inria.inria.fr or uunet.UU.NET}
BITNET: SOBEK@FRMOP11
ARPA: sobek@shadow.Berkeley.EDU (automatic forwarding)

1370. Output of job "INFO-A16" from HAROLD@UGA

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 13:19:00 UTC
From: LISTSERV@UGA.BITNET
Message-ID: <8801281114.AA17578@ucbvax.Berkeley.EDU>
Source record: 254871

```
Command replies from HAROLD@UGA are being forwarded to you.
Missing "To:" field in mail header, mailing not performed.
```

1371. Output of job "INFO-A16" from HAROLD@UGA

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 13:19:00 UTC
From: LISTSERV@UGA.BITNET
Message-ID: <8801281158.AA19039@ucbvax.Berkeley.EDU>
Source record: 254872

```
Command replies from HAROLD@UGA are being forwarded to you.
Missing "To:" field in mail header, mailing not performed.
```

1372. Re: VC.TTP

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 13:26:36 UTC
From: ralph@lasso.UUCP
Message-ID: <8801271326.AA10765@lasso.laas.fr>
Source record: 254873

I also have VC.TTP version 2.1.a (85791 bytes long) and I have managed to use W correctly w/o extending the spread-sheet. At other times, it does cut off somewhere around columns G or H. What I haven't managed is to get wide output; VC seems to cut the printer output for a narrow printer into vertical blocks. Any solution to this?

In my version, the @avg command doesn't work properly: I can't save it (P) to a file since some parts of the program understand @avg and other @ave. If the source is available on the net I would sure appreciate someone mailing it to me. For what I want VC serves me well enough, but do better PD spreadsheet programs exist for the ST?

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

1373. Re: DEGAS to PostScript

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 13:43:13 UTC
From: ralph@lasso.UUCP
Message-ID: <8801271343.AA10815@lasso.laas.fr>
Source record: 254874

This message is destined to David Brooks but I haven't been able to contact
him. Excuse me folks but others on the net might be able to enlighten me
more on PSST. Thanks to all.

--Ralph

| Subject: DEGAS to PostScript
| To: Ralph P. Sobek (Sobek@Shadow.Berkeley.EDU)
| From: David Brooks (Brooks@CSSS-A.Prime.PDN)
| Date: Thu, December 24, 1987 09:20
|
| I already sent this message UUCP-wise, but ARPANET stands a better
| chance of getting through.
|
| Commercial: PSST is on the Atari bulletin board and GEnie, and among
| other things produces PostScript files from DEGAS files. I quite like
| the result, especially for monochrome images. There are other working
| and promised features.
|
| Ignore return addresses. See "From:" line for arpa address.
|
Sorry, but I've tried *all* the following possible addresses.
==
Was: To: inria!primerd!Brooks
Was: To: brooks%csss-a.prime.pdn@primerd.prime.com
Was: To: BROOKS@primerd
Was: To: Brooks@CSSS-A.Prime.PDN

David,
I'm very much interested in PSST!! I don't have access either to
GEnie nor the Atari bulletin board: I'm in southern France! Does it cost
anything? Could I get a copy sent to me? Anymore information to followup
on would be appreciated.

Happy New year,

--Ralph
UUCP: mcvax!inria!lasso!ralph or ralph@lasso.UUCP
Internet: lasso!ralph@{inria.inria.fr or uunet.UU.NET}
ARPA: sobek@shadow.Berkeley.EDU (automatic forwarding)
BITNET: SOBEK@FRMOP11

p.s. If you've had problems with my uucp address, just try sticking "uunet"
in front of "mcvax".
=========================
I'm having *real* trouble getting a reply to you! Hope this try goes through!

1374. Output of job "INFO-A16" from HAROLD@UGA

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 14:00:00 UTC
From: LISTSERV@UGA.BITNET
Message-ID: <8801281158.AA19042@ucbvax.Berkeley.EDU>
Source record: 254875

```
Command replies from HAROLD@UGA are being forwarded to you.
Missing "To:" field in mail header, mailing not performed.
```

1375. GEMSTART = GFASTART?

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 14:40:00 UTC
From: FRANK@FRILL51.BITNET
Message-ID: <8801281201.AA19131@ucbvax.Berkeley.EDU>
Source record: 254876

I've seen some messages asking how to start a GEM application from the auto folder. There is a program (not Public Domain unfortunately) from Gfa (the guys who put out Gfa-Basic) called Gfastart which has to be in the auto folder and reads in a text file which states the name of the program(s) to be started. You can also pass parameters or other filenames to the program to be started. I've been using it a while with Wordplus and it runs very well. It doesn't collide with other programs in the auto folder (like ramdisk or keyboard definitions) nor with accesories
If anybody wants to have the address of Gfa, please email me since I don't have it here at the moment.
Hope this helped a little.

1376. UNITERM ver. 2.0 DVI doc

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 15:50:00 UTC
From: SYSTEM@UVPHYS.BITNET
Message-ID: <8801281308.AA20940@ucbvax.Berkeley.EDU>
Source record: 254877

Could someone please send me, or better yet post on a BITNET server, the DVI docs for UNITERM 2.0 (UG.DVI??).

Thank you

Nik Zapantis
UVIC, Physics
Victoria, BC
V8W 2Y2
(604) 721-7729

system@uvphys.bitnet

1377. DVI format files

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 16:41:42 UTC
From: edstrom@UNCAEDU.BITNET
Message-ID: <880127094142.25h@UcEdu.UNCA.AdhocNet.CA>
Source record: 254878

About the DVI format documents. There is a program on the Houston server called DVI.UUE which will allow you read DVI files on monochrome systems with 1 Meg minimum. So reading .dvi files isn't impossible.

What bugs me are the .tex files that are used to generate the DVI files and require access to TEX or LATEX or some such thing.

1378. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 17:13:24 UTC
From: cramer@optilink.UUCP
Message-ID: <1891@optilink.UUCP>
Source record: 254879
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

> In article <229@wright.EDU>, jholbach@wright.EDU (Jim Holbach) writes:
> > I don't have a problem with copy protected programs either
> > because I don't buy them and I encourage others to do the same.
> Ditto!
> > And obviously a lot more people feel the same since the use of copy
> > protection is on the decline. It's *amazing* how that evil capitalist
> > market-place :-) responds to the desires of the buyer rather than the seller
> > when there's enough competition.
> Just one problem: is there enough competition?
> It seems to me that Microsoft could stomp on almost anyone simply by
> flooding the market.
>
> Johan Larson

Yeah, but they would have to flood the market with well-written, bug-free
software. This will not happen in our lifetime.

And I use Microsoft Word, C5.0, Microsoft Assembler, PC-DOS, and Windows.

Clayton E. Cramer

1379. 1200 Baud modem from Atari??

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 17:35:30 UTC
From: 870646c@aucs.UUCP
Message-ID: <798@aucs.UUCP>
Source record: 254880

Has anyone in Canada seen the new 1200 baud modem that Atari is putting
out, I hear that it is out in the states?? If so how long has it been out?
If it is not out, has anyone got a 1200 baud modem that he or she would
like to make a deal on?
later

Barry

1380. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 18:13:34 UTC
From: papa@pollux.usc.edu
Message-ID: <6526@oberon.USC.EDU>
Source record: 254881
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <886@xn.LL.MIT.EDU> olsen@ll-xn.UUCP (Jim Olsen) writes:
>If I copy a program which I would never pay for, the copyright holder
>loses nothing, since he wouldn't get any money from me anyway. In such
>a situation, the copying is illegal, but I would not consider it immoral.

This is exactly one of the cases in which "registering" with the
copyright office makes a difference. If you do NOT register your work
with the copyright office, you can only collect "actual" damages, which
in the above case is $0. If you register your work with the copyright
office WITHIN 3 MONTHS from publication you can ask for "statutory"
damages, which are decided in court and have NO set limit.

While I know of no case in which an individual has
been sued for illegaling copying software (but I might be wrong), several
authors/publishers have gotten large court awards for "company-sponsored
illegal copying". In all these cases the 3-month registration clause was
essential in getting the large awards.

-- Marco

1381. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 18:59:18 UTC
From: rjk107@pawl4.pawl.rpi.edu
Message-ID: <260@imagine.PAWL.RPI.EDU>
Source record: 254882
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6693@agate.BERKELEY.EDU> mwm@eris.UUCP (Mike (My watch has windows) Meyer) writes:
>When a law tries to change reality, it gets ignored. Expecting
>anything else is silly.
>
You got that right...
>BTW - I *don't* condone stealing software. While it's not immoral, it
>*is* unfair and dishonest. You should play by the rules until you
>manage to get them changed.
>
I condone "stealing" any software that's copy-protected. Any software of mine will never be copy protected simply because it's fruitless to protect software- basically, if it is runnable, it's copyable. And if it's protected, it's an open invitation to try and break the protection. Maybe someday when I choose my life's career, my opinions on piracy will change. But my opinion of copy-protection never will. It's simply detrimental to the end user and merely a fun challenge to hackers.

But I must admit, I learned a hell of a lot about programming by learning to crack software. So maybe it's not such a bad thing after all. :)

1382. Radio Show

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 20:15:24 UTC
From: neil@atari.UUCP
Message-ID: <955@atari.UUCP>
Source record: 254883

For those of you in the vicinity of New York City, I'll be the guest on the radio talk program called "The Personal Computer Show" on Sunday, February 7th from 7:30 to 8:30 PM. The discussion will center on the ST line, probably with a side trip to talk about the Abaq. The last half hour includes phone-in questions. The station is WBAI, 99.5 FM.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1383. Re: Free Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 22:36:35 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <5425@tut.cis.ohio-state.edu>
Source record: 254884

[this is in response to David Beckmeyer's call for reasons for him]
[to release a 'free' multi-task replacement for TOS.]

David and net.folk:

Why should you release RTX into the 'free' domain (whether
you make it 'PD' or 'freeware', but that is another stupid debate
that should be moved to /dev/null)?

Why indeed. Because I want it! And other countless thousands
of ST users that want to use their machine for something other than a
graphics box that has no hope for a future. Multitasking is good,
humans multitask and computers should (and more often than not DO.)

Best of all, for Beckemeyer DevTools, it means money, Money
MONEY! Just think, real, honest-to-goodness manuals for all the neat
routines (and, uh, just maybe a real set of documentation unlike that
sold by a certain nameless company, with the initials a-t-a-r-i.

This would give BDT, at first anyhow, a small monopoly on new
multitask software until developers could begin. And, if Atari Corp-
oration finally sees something useful to be had, Mr. Tramiel could
open up his oh-so-tight pursestrings and go into an agreement whereby
RTX gets burned into new ROMs and BDT makes a tidy sum (and perhaps
becomes an "official" developer of RTX/TOS. Or, better yet, Atari
finally says, "gee, why don't we just get rid of the ROMs and make the
OS RAM resident" and not sell any machine with less than 1Mb. What a
great idea! Now we only have to make disks and we can release updates
every few months instead of every few decades.")

But those are my ideas. Send flames to the address below, or
if you feel exhibitionist send them to the net. I still like my ST,
but the next computer that I buy will be able to run Unix, and run
it well. The ST is nice, but it is unsupported by the company that
makes it, many crash frequently (including mine, but that's an
upcoming posting...) and are now overpriced.

I know, I know "bitch, bitch, bitch" but, as they say, you
know where the 'k' and 'n' keys are. Use them liberally, use them at
will.
--
Andrew Weaver, OSU College of Business weaver@tut.cis.ohio-state.edu
soon: weaver@osu-pisa.UUCP
PRIZE THE DOUBT
low kinds live without.

1384. Re: Tex availability

Newsgroup: comp.sys.atari.st
Date: 1988-01-27 22:42:23 UTC
From: exodus@uop.edu
Message-ID: <975@uop.edu>
Source record: 254885

We just got the complete distribution of TeX for our SUNs, and CommonTeX was
on the tape too.

I downloaded the directory and fixed the path seperators in the file
handling, etc. Compiles perfectly....but requires a lot of memory.
2 Megs would probably be a good idea. Anybody have any tips on
how to get CTeX running on a smaller machine witha core dump facility?

exodus@uop.edu

BTW, the fonts and macros are to be stolen from the Pascal TeX distribution.

1385. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 00:15:25 UTC
From: john@felix.UUCP
Message-ID: <19819@felix.UUCP>
Source record: 254886
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6649@agate.BERKELEY.EDU> mwm@eris.UUCP (Mike (My watch has windows) Meyer) writes:
>In article <39450@sun.uucp> fiddler%concertina@Sun.COM (Steve Hix) writes:
><Note the general
><treatment of shareware: People get it for free (or for minimal effort)
><and very seldom do those who keep and use it ever pay *anything* for
><it. Which, besides being unfair, is dishonest.
>
>Dishonest? Unfair? I'd suggest you look in a dictionary. For instance,
>the OAD says that dishonest is merely not honest, and that honest is:
>
>Now, someone *gives* me (or otherwise makes available at no cost) a
>piece of software. I haven't done anything dishonest so far. They then
>say "Give me money if you use this." I *still* haven't done anything
>dishonest.

Note above the original poster was quite specific when he mentioned
"those who keep and use..."
^^^
>As for fair, that means according to the rules. The rules (laws) in
>the US state that if you give somebody something, it's *theirs*. You
>can get neither payment nor the return of the thing, unless there's a
>prior agreement about such.

Most shareware comes with a usage agreement built in. I don't know
if the agreements, or if all of them, are exactly legal, but the concept
of honesty is distinct from the concept of legal. I can lie and be
dishonest without actually breaking any laws.

>Now, calling such people immoral and disgusting is fine. Those are
>value judgements, and I can't dispute them. Of course, I expect the
>same when I tell you that I find the very concept of shareware immoral
>and disgusting. I mean, you give somebody something, and then tell
>them they are immoral scumbags if they don't pay you for it?
>Especially when in many cases someone else is willing to give you the
>something very similar without calling you names if you don't pay for
>it.

This is not the intended agreement behind shareware at all. You are
expected to keep, and even distribute the thing with no strings attached.
If you use it beyond a trial period (I know, not specific), you are
"required" to pay for it or stop using it. That seems reasonable and fair.
If someone else gives you a preferred substitute for free, then use it,
and no one is asking you to pay for the original. Is this "concept" still

immoral to you?

The agreement is usually well specified within the software, and is probably covered under the rule of acceptance-implies-agreement laws. No one is forcing you to use the stuff, or pay for it.

> <mike

John Gilbert
--
John Gilbert
!trwrb!felix!john

1386. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 00:25:06 UTC
From: john@felix.UUCP
Message-ID: <19820@felix.UUCP>
Source record: 254887
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6650@agate.BERKELEY.EDU> mwm@eris.UUCP (Mike (My watch has windows) Meyer) writes:
>
>No, copyright law - or lack thereof - isn't why software gets written.
>It gets written because people need it, or because they want it. All
>the copyright laws really do is restrict the distribution of the
>software once it gets written.
>

That's one way to look at it. While I agree that software would still get written even without such laws, I percieve the laws as giving those who create software a legal means to recover compensation when it is righfully due them.

All this, I guess is based on a fundamental premise... should someone who develops a software package (be it an individual or a company), have the right to charge others for the right to use the package? If the answer is yes, then the laws make sense in the context I mentioned above. If the answer is no, then I do believe there would be less software available, because many people could not afford to do this in their spare time, and many excellent minds are developed through the full-time process of software development. This is not the ONLY way we progress, and software would still exist, I just think it is a good thing that folks can make a living doing it too.

John Gilbert
--
John Gilbert
!trwrb!felix!john

1387. Re: WordPerfects???

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 01:43:31 UTC
From: dag@chinet.UUCP
Message-ID: <2147@chinet.UUCP>
Source record: 254888

In article <413@lakesys.UUCP> rich@lakesys.UUCP (Rich Dankert) writes:
++
++ If I'm not mistaken, the key-click problem is really due to a TOS
++bug, which the authors of WP for the ST apparently weren't familiar with.
++If you've been running for a while, under certain conditions (not sure
++exactly what they are, though I seem to encounter the problem when I'm
++using the mouse a lot) your machine will start clicking away as if you
++were holding down a key. (Assuming that you have the volume turned up, of
++course. Just how fast do you type, anyway, Rich? :-))
+
+ I know what you are talking about as far as the Keyclick problem
+goes. I used to have the problem, until I changed the Keyboard, which has
+the newer version IKBD Controller. Havn't run into it since, but if it's
+a TOS bug as I have read etc.. then your guess is as good as mine, as my
+machine is on for about 8-10 hours/day, 7 days/week.
+

The problem, as I understand it (and I do believe that I understand it)
is that the keyboard sends lots of bytes when mouse or joystick events
are being handled. If the routine that handles the packets takes a
little too long, the first few bytes of the packet are lost (since
the interrupt is inhibited) and the last byte(s) of the packet, which
are not lost, don't look like parts of a packet to the handler, they
look like key "make" codes. The auto-repeat is handled in software,
and since no break code has been received, the software decides that
it is time to repeat the "key", so a keyclick is generated, etc.
This is not really a TOS bug, just lack of flow control (and a poor
design decision in the software).

It could be that the new keyboard sends characters too quickly.

Any comments from Atari?
--
Daniel A. Glasser
...!ihnp4!chinet!dag
...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

1388. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 01:54:38 UTC
From: dick@slvblc.UUCP
Message-ID: <318@slvblc.UUCP>
Source record: 254889
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1348@looking.UUCP> brad@looking.UUCP (Brad Templeton) writes:
>I did a survey last year which pretty much proved to me that shareware
>is a hoax. It doesn't work.

Damn! If only I had known that before I mailed off all those
registration checks--I could have saved a real bundle over the
years. . . .

Dick

--
Dick Flanagan, W6OLD GEnie: FLANAGAN
UUCP: ...!sun!plx!slvblc!dick Voice: 1 408 336-3481
USPO: PO Box 155, Ben Lomond, CA 95005 LORAN: N37 05.5 W122 05.2
--

1389. article(s) from c't (the german computer magazine)

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 02:52:00 UTC
From: COBB@BRANDEIS.BITNET
Message-ID: <8801281231.AA20114@ucbvax.Berkeley.EDU>
Source record: 254890

[this is forwarded from a friend]

Recently I received two issues of the German magazine c't. It has all kinds of interesting articles, so I'd like to share a short summary of them with you. I don't read German, so this is my approximation of the contents.

I would *love* it if someone who spoke German would post a summary each month...

Summary of c't articles concerning Atari ST; February 1988

p. 32 "Atari Laserdrucker SLM804" -- Review of Atari laser printer.

p. 40 "Echtzeitbetriebssystem PDOS fur Atari" -- Review of yet another multitasking-multiuser operating system for the ST: PDOS. Didn't really look at this much as I already have OS-9 ;-)

p. 48 "Btx-Manager Fur Atari ST" -- Review of a graphics program for mono STs under TOS.

p. 68 "Blitten mit und ohne Blitter" -- Demonstration program using the ST blitter.

p. 84 "Atari ST und Harddisk an einem Netzschalter" -- Seems to be a circuit that delays turning on your computer until after the harddisk has had time to spin up.

p. 106 "ST greift um sich" -- Programming article describing a driver program for a robot arm on an ST with a 68020 accelerator board running under RTOS-UH.

p. 126 "Billigloesung - Preisgunstige PC-Harddisk am Atari" -- complete plans for adding an IBM PC-compatible slot (they have a hard disk plugged into theirs) hanging off the DMA port. The slot interface is about 1.5" by 4" and consists of 3 connectors, 2 capacitors and resistors, and... 5 simple 74LSxxx chips. It looks like you could buy the parts for it at Radio Shack and put it together in an evening. Of course, it will take a while to type in the harddisk driver and formatting software, which is provided, written in assembler and Lattice C. The article is 10 pages long.

Page 14 talks about new products that Atari is releasing this year; the PC5 is an 80386 PC klone. Funny, haven't seen one of those on my local store shelves ;-)

In previous issues they have had articles about a 68020/881 board that piggybacks onto the ST motherboard and runs RTOS at 12.5 mhz. Next issue they plan an article on running TOS on the '020 board... they have patched the ROMS and could run 98% of the 300 programs that they tested with it.

I'm really excited about this stuff, and I would *love* to see someone making interface kits (hint hint). Also, a monthly column by someone talking about these articles would be welcomed.

I have no connection with c't (and I didn't even pay for this copy ;-)

Greg Lindahl |
brandeis radio astronomy group (BRAG) | ci$: [76515,1122]
-------------------------------------| us snail: box 2522 brandeis university
DRI? Isn't that the new punk band? | waltham mass (usa) 02254-9110
Dumb, Retarted Idiots? | telco: (617) 899-5884

[]

1390. Re: one more vote for PD multitasking

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 03:53:43 UTC
From: dag@chinet.UUCP
Message-ID: <2149@chinet.UUCP>
Source record: 254891

In article <657@usl-pc.UUCP> jpdres13@usl-pc.UUCP (John Joubert) writes:
>-------------------
>
>Yes, let's have Multi-tasking C-shell in the public domain!
>
>Thanks Beckemeyer!
>

I believe that you have this wrong.

David is talking about the underlying multi-tasking OS, not the C-Shell!

MicroRTX is _not_ the multitasking C shell, the mutitasking C shell
uses MicroRTX. I have the MicroRTX kit, and it works fine. I just
wish I had enough time to make all of the utilities that I work on
run under it properly, especially the Mark Williams symbolic debugger,
db, and the Mark Williams Micro Shell (msh). Unfortunatly, the PTB
(powers that be) don't want me spending time on it.

If MicroRTX becomes widespread, maybe I can get enough of an argument
together to get the PTB to let me do it.

--
Nobody at the place where I work Daniel A. Glasser
knows anything about my opinions ...!ihnp4!chinet!dag
my postings, or me for that matter! ...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

1391. Setting seekrate for floppies

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 05:16:54 UTC
From: med@druhi.ATT.COM
Message-ID: <2629@druhi.ATT.COM>
Source record: 254892

HELP!!!!

A few months ago, someone posted some info on how to set the seek rate for add-on floppy drives (e.g. I have a 5.25 360K Teac, which wants 6msec, not the default 3msec). I've tried setting the seekrate OS variable with no success (seems this is a Catch-22 variable - you have to set it before initializing the floppies via flopini, but you can't because flopini is called during boot - good design ;-(). Any info on the un-documented (but usable) locations to set for drive b: would be greatly appreciated.

Myron Drapal
AT&T Denver
ihnp4!druhi!med

1392. Re: Free Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 06:15:58 UTC
From: joe@lakesys.UUCP
Message-ID: <419@lakesys.UUCP>
Source record: 254893

In article <122@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>This is a followup to the discussion of offering a free run-time
>multitasking kernel to all Atari ST users.
>
[much deleted]
>
>So let's hear those arguments for a free RTX. Don't take that as
>an invitation for a flame about how multitasking is or is not needed.
>What I'm asking for is clear cut reasons why giving RTX away is
>a sound business decision for BDT. With the persuavive powers of
>this net, it just might happen!
>
>| David Beckemeyer - Beckemeyer Development Tools |

I'll tell you why and how. First of all, yes we need this, and we need it for free or you can't convince people to use it. Or make it very cheap, like $15, put the manual on disk and that's that. *Very* cheap production for you. Alot of copies would sell since it is a nominal cost.

Then, how will you make money. The nominal fee is one. The Second way is to make a tool kit available for programmers and make this about $20-$30, include as many technical notes and helpful infom as possible.

I think that you would make as much or more money this way as any, and you would be doing the ST community a service. This is the way software is supposed to be distributed (I feel) and you would develop a good rep too.

Snail Mail: Real Mail:
------------------ *---------------*
Joe Pantuso	joe@lakesys.UUCP	You too can be
1631 n. 69 St.	{ihnp4,uwvax}!uwmcsd1!lakesys!joe	famous in five
Wauwatosa WI 53213		easy lessons
------------------ "Veteran of the Psychic Wars...." *---------------*

1393. Need MODULA2 for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 09:02:33 UTC
From: rath@tuvie
Message-ID: <573@tuvie>
Source record: 254895
Cross-posted to: comp.sys.atari.st,comp.lang.modula2

I'm interested in a full Modula2 development system for the Atari ST.
Please send me information about it, the price and distributor.

It would be nice, if you reply directly to me, not only to the entire net.
Thanks for your help, Martin Rathmayer. (TU Vienna, EDP-Center)

MAIL: rath@tuvie.uucp

1394. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 09:25:38 UTC
From: waldman@endor.harvard.edu
Message-ID: <3933@husc6.harvard.edu>
Source record: 254894
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

```
STOP POSTING THIS DISCUSSION to comp.sys.mac.
That's not what this group is for. Keep it on comp.misc, where those who
care to pursue this pointlesss discussion can do so without irritating
the rest of us.

THAT's RIGHT - take it OFF the newsgroups line!!!

Ben Waldman
waldman@endor.harvard.edu
```

1395. Re: Beware: Munged HD ahead

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 12:54:02 UTC
From: jmg@cernvax.UUCP
Message-ID: <611@cernvax.UUCP>
Source record: 254896

In article <966@uop.edu> exodus@uop.edu (G.Onufer) writes:
> -Runs with the Supra Autoboot program, foldrxxx.prg, Beckemeyer's Hd
> accelerator.

Does this hard Disk accelerator work well? Having, like many people, a
lot of stuff on the hard disk it gets painful to put new files on it.
Simon's reorg program helps a bit, but ...
Also, if good is it part of a wider package or on sale as is?

1396. omnires

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 13:29:00 UTC
From: BRIGHT@DALAC.BITNET
Message-ID: <8801281454.AA23148@ucbvax.Berkeley.EDU>
Source record: 254897

Has anyone had any experience with OmniRes? It's a commercial package which allows one to run low and medium res programs on a mono system. (I think it also allows you to run high res on a colour system.) Any gossip or reports of first-hand experience would be appreciated. How fast is it? How easy to use? etc.
Thanks in advance,
BBB

Bob Bright <BRIGHT@DALAC.BITNET>
Philosophy Dept.
Dalhousie University
Halifax, NS B3H 3J5

1397. Laser Printers and the ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 14:40:40 UTC
From: drs@bnl.ARPA
Message-ID: <320@bnl.ARPA>
Source record: 254898

I've seen the atari laser printer at the local stores and I have a few questions that the salespeople have not been able to handle.

First - does it make a great deal of sense to by the laser engine for $2K when right next to it is an HP going for $1.7K, which has .5 Meg of memory, and the ability to upgrade it to almost anything. (Postscript included). Is the quality of the Atari Laser so great as to outweigh all other factors?

Second - consider the following two scenarios. I buy a mono-mega4 and an atari laser printer for $4.5K, and lets say Word Perfect, a page publishing program.

-or-

I buy a mono-ST for .9K and a AST Turbo Laser for $3K -> for a total of $3.9K. I have the same software.

It seems to me that the second system is a BIG win. The laser has 3Meg of memory, 35 fonts, postscript, and a serial and parallel port so that it can be used with other computers. Most importantly, it seems to me that when one of the programs I use composes a page, I send it to the printer and let it worry about the printing - I get the ST back to do some useful work - essentially multitasking my home system (NO FLAMES!). I've seen more systems sitting at dealerships doing nothing but composing a page and otherwise being as useful as a doorstop. It also saves $600 - enough to buy a hardi disk.

Anyone care to point out the error in my thinking?

< dave stampf

1398. C

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 14:46:15 UTC
From: drs@bnl.ARPA
Message-ID: <321@bnl.ARPA>
Source record: 254899

In porting (or trying to port) software from the world to the ST I've run into three major roadblocks.

1) Operating system dependencies

2) Variable names lengths >> 8 characters

3) enum data type.

I have the original Megamax C and while I can deal with the first problem, the second and third are a pain for any real programs (postscript interpretors, smalltalk etc.) Has the new version of Megamax addressed these problems? Does any C compiler today offer the speed of Megamax with those problems solved?

Thanks

< dave stampf

1399. Why all's quiet on the western front (comp.*.atari.st)

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 14:52:03 UTC
From: turner@daisy.UUCP
Message-ID: <814@daisy.UUCP>
Source record: 254900

Things have been very quiet in the comp.*.atari.st groups and inquiring minds want to know why. My hard disk died and since I'm not big on backup (bad boy, bad, bad), I'm stuck until I get a new board set. In the mean time I thought it might be worthwhile to at least post a list of what I have in the queue.

COMING ATTRACTIONS
==========

assist2 ??????
autodisk copies the a: disk to the ram disk on boot
idle blanks the screen
mmdummy makes megamax programs smaller
time time setting program
autotime time setting program for auto folder
stevie sources to the stevie editor

(I'm missing part 3 of stevie sources, please resend them tony)

As soon as I get my hard disk back I'll start pumping things out again, in the mean time hang in there and thanks for your patience

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

1400. Re: Satelite

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 15:20:00 UTC
From: glenne@hpsrla.HP.COM
Message-ID: <2400003@hpsrla.HP.COM>
Source record: 254801

Andie,
Sorry I can't be of any help with BBS SW but I have used an Atari to receive satellite information. However, I'm not sure what kind of satellite or information you were particularly referring to.
I used an old 8 bit to extract telemetry data from the AO-10 amateur radio satellite, although most of the data stream conversion (Manchester code etc) was done in dedicated hardware.
There have been some articles (and maybe some net activity) about copying weather satellite and WEFAX on home computers with reasonable graphics.
To the best of my knowledge, most of the commercial C band satellites are heavily encrypted, DES, spread spectrum and so forth and I am pretty certain illegal (and probably fruitless) to try and decode.
There really is a lot of stuff radiating back towards earth! Hope this helps.

Glenn Elmore -N6GN-

-Someday I'll get my very own signature line-

1401. need documentation for UniTerm V2.0a

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 15:24:00 UTC
From: FORSTER@cs.umass.EDU
Message-ID: <8801290948.AA12203@ucbvax.Berkeley.EDU>
Source record: 254802

Does anyone have a copy of the documentation for UniTerm V2.0a online, or is there some place I can request/ftp it from? DVI output is fine.
(it's a great program! Thanks, Simon!)

- David Forster
ARPA/MILnet: forster@cs.umass.edu
CSnet: forster@umass-cs
BITnet: forster@umass (not for binary or even uuencoded msgs!)

1402. Re: Mega vs 1040ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 15:34:10 UTC
From: jmg@cernvax.UUCP
Message-ID: <612@cernvax.UUCP>
Source record: 254803

In article <1425@ncsuvx.ncsu.edu> tw@cscosl.UUCP (Thomas Wolf) writes:
>Maybe in the near future (?!?) even WE will become worthy of the blitter
>chip. Let's all prey (in the general direction of Atari Headquarters) for such
>a miracle :-)

We pray.
Atari might prey (on us).
Not all of Europe has the blitter yet!

Since I have the floor, metaphorically speaking, I would say that a couple
of years ago Atari was well up front, and certainly ahead of Am*ga.
However, for the last year we have waited (in vain) for progress such
as the Blitter etc., and they have lost their edge.
Am*ga, meanwhile, has advanced a lot (even if they are affected by a virus).

I don't personally give a $*!t about 68020-based or transputer-based
future products: I do care about support and upgrade paths for products
that I buy. If I get the impression that a firm sells only different
products, each of which is then non-upgradeable to anything else then
I start thinking of going elsewhere.

Come on, Atari, get that bl**dy blitter out and available to ST users
EVERYWHERE.

1403. SH204 HARD DISK!

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 16:07:15 UTC
From: 870646c@aucs.UUCP
Message-ID: <805@aucs.UUCP>
Source record: 254804

Over the last few months I have been reading about people that have been having nothing but trouble with their SH204's. For some reason, for which I cannot understand, my SH204 has never had any of these problems. It has never given me one bit of trouble(the power has gone out several times, it has been banged , etc.). I guess that I must have one in a million???? I am sure that there must be a reason for it, I hear that some of the first 204's had different controllers in them, is this true?
later
Barry

1404. Info about buying an Atari 520ST-FM system.

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 16:28:53 UTC
From: aegnor@bsu-cs.UUCP
Message-ID: <1972@bsu-cs.UUCP>
Source record: 254805

Well, this is my first posting to a newsgroup so be patient. I am a student at Ball State University in Muncie, Indiana. (Where?) and I have a dilemma on my hands.....

I was about to trade in my 800XL, and cassette drive (uck!) for a new 130XE and then the AD CAUGHT MY EYE, "NEW 520ST-FM Monochrome system, $299.00 with trade in of a 1050 disk drive, or $159.00 with the addidional trade in of a 800XL" My dilemma, I have a complete 800 system (modem printer the works) but now I see this ad, and am tempted to dump the whole kit and caboodle for a 520ST-FM system.

Recommendations? My friends and I think this is a very good deal, but I would appreciate the input of 'old AtariST' owners to let me know how they feel about this deal...by the by, the place is in Colorado, and I would have to ship them my stuff, (insured of course!) and they would charge for shipping me their stuff, (by weight) so lemme know what you guys think, and it will (maybe) salve my consience, and convince me to buy the 520ST-FM (with built in drive, I like this feature!) and dump my old workhorse... though, I have only had my 800XL for 2 years.

Well, thanks for listening!

1405. Re: Info about buying an Atari 520ST-FM system.

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 16:42:55 UTC
From: aegnor@bsu-cs.UUCP
Message-ID: <1973@bsu-cs.UUCP>
Source record: 254806

Glad I know what I am doing.... here is the .signature file so you can
send me mail if you wish... Geesh, I got some error about the .signature
not being able to be read by ("inews") huh?

<><>

1406. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 17:15:24 UTC
From: pete@octopus.UUCP
Message-ID: <160@octopus.UUCP>
Source record: 254807
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <886@xn.LL.MIT.EDU> olsen@ll-xn.UUCP (Jim Olsen) writes:
>In article <229@wright.EDU> jholbach@wright.EDU (Jim Holbach) writes:
>> I am amazed at how much discussion the topic of copying
>>still generates though... It still comes down to theft...
>
>Unauthorized copying is not theft: it is infringement of a statutory
>monopoly. You may think that unauthorized copying is a bad as theft,
>but you confuse yourself when you say it _is_ theft. The two crimes
>are quite distinct; this is why people treat them differently.
>
>If I copy a program which I would never pay for, the copyright holder
>loses nothing, since he wouldn't get any money from me anyway. In such
>a situation, the copying is illegal, but I would not consider it immoral.

I rather strongly disagree with your point of view. You are assuming that
the only 'value' involved here is the cost of physical items. If I extend your
reason to the general case, you are saying:

If I obtain a copy of something that is owned by somebody else, I
have done nothing wrong. It may be illegal, but it is not wrong, since
what I have done has no affect on the owner of the thing. I have not
stolen any*thing*.

This assertion is false. Making a copy of something *can* affect the owner! And
you are stealing some*thing*, even though the thing being stolen is not
physical. To make it obvious, consider the case where there is a small class
of people that can and will pay for X, and a much larger class of people who
cannot affort to pay for X or are unwilling to pay for it. If everyone in the
larger class of people makes a copy of X (where X is 'intangible property'),
what might the results be?

- The value of a copy of X may decrease as far as willing purchasers
is concerned. Copies of X are rarely of identical quality to
the original. (Examples: For software, the documentation is
rarely copied at the same quality. Art: a photograph of a
painting just isn't the same!)

- The more copies of X that exist, the less a single copy of X is
valued. Simple supply and demand economics, if nothing else.

- The rightful owner of X may have to deal with endless inquiries about
X from people who have never paid for it. Even simply saying
"no, I won't explain" costs something, especially if it must
be said a million times!

- The owner of X has the moral right to say 'you may not have X if you
will not pay for it, because sales of X are my livelihood'.
If you are unwilling to pay for X, you should be able to live
without it. If you can't live without X, it is worth more than
$0.00 to you, and you should be willing to pay for it! Just
because you would like X's owner to be altruistic and give you
a copy does not place any moral compunction (sp?) on X's owner
to do so, nor does it give you the right to *take* a copy.

When you make a copy of something that the owner does not want copied, you
are stealing:

- The owner's right to control the distribution and use of X
- The owner's right to make a living from the distribution and use of X

There are many positions that can be held wherein such property rights are
given over to some other party (the State, the People). But in all cases, the
original creator must be *paid* in some way for the transfer of these rights.
If this is not done, society is left without all forms of professional
intellectual creation vocation. This would be rather serious!

Here's a short list of people who earn their keep by investing time and/or
$$$ in the creation of intellectual property. To the extent they lose control
over that property, they will find it hard to make enough profit to stay in
business. *MORALLY*, they have the right to their wages, just like you do for
the time *you* put in at work!

- The obvious: songwriters, authors, artists, programmers, etc.
- Money market-watchers (contents of newsletters)
- Market research firms (contents of research reports)
- Product testing companies (test reports)
- Architects (blueprints, building designs, etc)
- Professional cooks (recipes in cookbooks, etc)
- etc.

That's enough from this guy's keyboard for now.

Pete
--
OOO __| ___ Peter Holzmann, Octopus Enterprises
OOOOOOO___/ _______ USPS: 19611 La Mar Court, Cupertino, CA 95014
OOOOO ___/ UUCP: {hpda,pyramid}!octopus!pete
___| _____ Phone: 408/996-7746

1407. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 18:17:02 UTC
From: howard@cpocd2.UUCP
Message-ID: <1091@cpocd2.UUCP>
Source record: 254808
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <39947@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
>There are two common ways to get shareware, thru
>BBS's and on library disks. But to get the package you have to *ask* for it
>and suddenly it isn't an unsolicited gift now is it?

You're forgetting "through USENET". This is the way I get most of my
shareware, and it is most definitely unsolicited, though not unappreciated.

--
Howard A. Landman
{oliveb,hplabs}!intelca!mipos3!cpocd2!howard
howard%cpocd2.intel.com@RELAY.CS.NET
All the clouds turn to words, all the words float in sequence ...

1408. HELP!

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 18:55:41 UTC
From: keithr@vice.TEK.COM
Message-ID: <2234@vice.TEK.COM>
Source record: 254809

I was wondering if anyone out there has had any
experience using Timeworks Data Manager. I am
using it to do my church's membership list.
There are about 350 records in my database with
9 columns. When I try to add a new column it
replaces the titles of existing columns with
non-ascii characters. I am running the lastest
version which I believe is 1.1, I not sure though.
The first version of Data Manager was full of bugs
and I was wondering if this might be one. The only
thing is that I am running it on my 520, but I tried
it on a friend's 1040 and it worked fine. Could it be that
I don't have enough free memory? I checked the status
and it says that I have 198k of memory left. Can
anyone help me? If Data Manager is "flakey" could
someone recommend a good gem-based database. I've
tried db master and base two, but aren't as flexable
as Data Manager.

Thanks in advance,

Keith
keithr@vice.TEK.COM

1409. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-28 23:36:25 UTC
From: amiguy@pnet01.cts.com
Message-ID: <2438@crash.cts.com>
Source record: 254948
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

howard@cpocd2.UUCP (Howard A. Landman) writes:
>In article <6649@agate.BERKELEY.EDU>, mwm@eris (Mike (My watch has windows) Meyer) writes:
>> As for fair, that means according to the rules. The rules (laws) in
>> the US state that if you give somebody something, it's *theirs*. You
>> can get neither payment nor the return of the thing, unless there's a
>> prior agreement about such.
>
>In article <469@aimt.UUCP> breck@aimt.UUCP (Robert Breckinridge Beatie) writes:
>>I think that the laws state that you can not be required to pay for unsolicited
>>stuff that you get in the mail. But you do not get to keep the stuff.
>
>In at least some states, the last sentence is false. If someone sends you
>unsolicited goods in the mail, they're yours, and you owe nothing. That makes
>Mike more right than Robert.
>
Guys,
It is not a law that varies from State to State, it is a Federal law,
handed down by the Federal Government, not local or state government.
If someone sends you unsolicited material in the mail, it is simpily yours
to keep, You are under no obligation to return it what-so-ever.
Call your local postmater and ask!
But, what if someone else sends for something and fraudently puts your
name and address dowm. For example, what if someone fills out one of those
magazine subscription cards and places someone elses name and address on it
without that persons knowledge? (This is of course a "bill me" order, not
a pre-pay) They usually send you 2 or 3 issues before that stop sending due to
failure to pay. ??????????

/
\ean
/

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!amiguy
ARPA: crash!pnet01!amiguy@nosc.mil
INET: amiguy@pnet01.CTS.COM

1410. Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 00:28:17 UTC
From: mgr@pixar.UUCP
Message-ID: <1435@pixar.UUCP>
Source record: 254810

I'm considering making a mail order purchase from LYCO Computer
and am interested in any experiences anyone may have had with them.
--
Mike Russell ucbvax!pixar!mgr Don't worry, amnesia is a common
side effect of re-incarnation.

1411. Printers

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 02:20:24 UTC
From: drs@bnl.ARPA
Message-ID: <322@bnl.ARPA>
Source record: 254811

I called Megamax today - and spoke with a most gracious receptionist.

Unfortunately, she had bad news - Laser C wouldn't be shipping until mid February or early March. (In December, they were to ship in January). Seems that the printer is taking longer than estimated.

I guess they use the same printer as OSS and Atari. - Probably Gutenberg.

sigh

< dave stampf

(With all of this desktop publishing around, why can't anyone get anything published?!?!?!)

1412. Re: $$$FREE$$$ multitasking kernal!

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 02:24:56 UTC
From: greg@xios.XIOS.UUCP
Message-ID: <453@xios.XIOS.UUCP>
Source record: 254812

What about minix???? Granted it isn't exactly free, but at US$80, its pretty close. I saw an article which said shipping in June.

Minix will probably fix the 40 folder bug too :-).

It will probably port to the amiga quite easily too. There, no more my amari is better than your your atiga wars.

Time to buy a hard disk!

--
Greg Franks XIOS Systems Corporation, 1600 Carling Avenue,
(613) 725-5411 Ottawa, Ontario, Canada, K1Z 8R8
utzoo!dciem!nrcaer!xios!greg "There's so much to sea in Nova Scotia"

1413. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 02:58:08 UTC
From: MAURY@LAUCOSC.BITNET
Message-ID: <8801290210.AA02352@ucbvax.Berkeley.EDU>
Source record: 254813

Late in 1986 I had received a copy of a nice little fractal drawing program written (or at least distributed by) the people at CAST, the "Calgary Area ST user's group" if I'm not mistaken. It was fairly simple and just did plots and zooms of the various dragon curves in "full" colour and was supplied in the public domain. Of course, for a FULL, WORKING version with the source, you had to send $25 to the group etc., etc...
Recently, it became usefull for me to have such a program's source code, but needless to say, someone had run a MARKBAD on the hard drive I had it on (a testimonial to the use of TURTLE I suppose...). I've gone looking over the last few days for a copy on the local BBS's, to no avail, and the only thing on CANADA01 is MANDALZOOM which would require MUCH modification to be usefull to me. Since the only address I've seen for the group was posted in the program, I'm out of luck trying to contact them.
So, does anyone out there have the program I'm refering to? I would be greatly in debt to anyone who could help me find it :-).

Maury Markowitz,
MAURY@LAUCOSC on BitNet

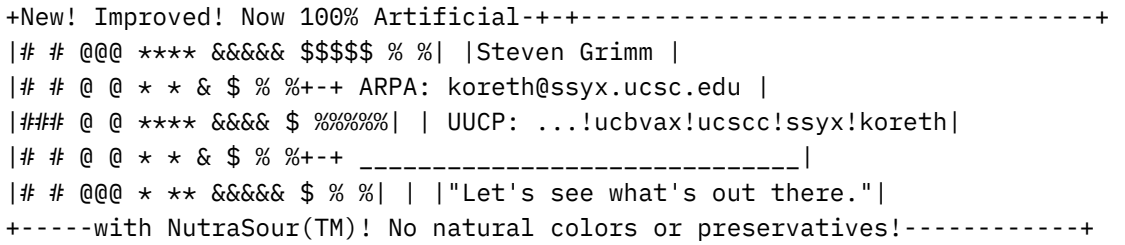
1414. Re: Spinning disk HD boot

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 03:12:59 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <1770@saturn.ucsc.edu>
Source record: 254814

In article <173@actisb.UUCP> federico@actisb.UUCP (Federico Heinz) writes:
>Well, maybe I'm doing something wrong, but my Mega just refuses to boot from
>floppy when the hard disk has a boot sector. It doesn't care whether there's
>a diskette on drive A: or whatever.

DCFormat has an option to write a "hard disk override" boot sector to a
floppy. Usually the floppy boot code essentially passes control over to
the DMA booter.

>
> ///////
> //____ //
> Federico // // "In dubio pro libido"
> // __ //
>BIX: fheinz // / / //
>UUCP: ...!unido!tub!actisb ///////
>
>DISCLAIMER: I actually don't need any, but I didn't want to dissapoint you.


+New! Improved! Now 100% Artificial-+-+----------
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ssyx.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _____|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

1415. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 03:18:20 UTC
From: david@ms.uky.edu
Message-ID: <8149@e.ms.uky.edu>
Source record: 254815
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1348@looking.UUCP> brad@looking.UUCP (Brad Templeton) writes:
>Why all this discussion of a moot issue like shareware? I did a survey last
>year which pretty much proved to me that shareware is a hoax. It doesn't
>work. The number of shareware success stories can be counted on your fingers,
>and they all have something going for them other than the shareware concept.
>
>It's a hoax.

Well, when I started this thread (amazing how conversations grow
sometimes) I ended with a comment about shareware being a good idea
in some ways -- Mainly because it took advantage of the fact that
software is so easily copyable.

But as with any product. In order to get money out of the public you
have to provide some good product. Either (as in the case of disposable
razors) the cheapest form of the product, or a good quality product.
Bad shareware doesn't get money. Good shareware will get money. Mediocre
shareware will get some money.

It's not exactly a hoax and neither is it moot. A different system
of distributing software needs to be developed ... one that will allow
authors reasonable returns ... one that will allow people to make backup
copies of software, give copies to friends, whatever ... maybe it's
the holy grail.

BUT IT REALLY GRIPES ME THAT I'VE GOT THIS MULTI-TASKING MACHINE (Amiga),
AND A LOT OF THE SOFTWARE WON'T MULTI-TASK BECAUSE OF SOME SORT OF
COPY PROTECTION SCHEME THAT!

ahem

seriously ... I'd like to bring up Little Computer People ... play with
it awhile ... put it in the background ... come back to it later ... etc.

that's an example of the stupid things that happen because companies
have to copy-protect their software ... there are many other stories
--
<---- David Herron -- The E-Mail guy <david@ms.uky.edu>
<---- or: {rutgers,uunet,cbosgd}!ukma!david, david@UKMA.BITNET
<----
<---- It takes more than a good memory to have good memories.

1416. OMNI-RES monitor emulator "review"

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 03:56:16 UTC
From: SOFPJF@UOGUELPH.BITNET
Message-ID: <8801290427.AA04520@ucbvax.Berkeley.EDU>
Source record: 254816

I bought this thing called OMNI-RES. It allows you to use
LOW and MEDIUM -res programs on a monochrome monitor, and HIGH-res
programs on a colour monitor.

The good new is: It works on anything that doesn't boot cold off
the disk without peeking in the AUTO folder. It really does! (I can
attest to the fake-colour-on-mono mode anyway).

The bad news is: 1) It is kinda slow in some modes, and VERY slow
in others. Definitely not for your fast-action arcade games. The
mouse does NOT move around as smoothly as it should.

2) No matter how many gray scales you use (16 on the largest and slowest
emulation), some colours are going to be very close to others in
intensity, so it takes a bit of fiddling with bit plane selection and
CONTROL.ACC palette twiddling to make some programs usable.
(By the way, I have no real conception what BIT PLANES are and would
love a layman's description - please post to the net, as I'm sure I'm not
the only one).

- (As an aside...)
So now I found out something that I guess I kinda already knew, and
you colour monitor folks do without even thinking about it:

** ON a MONO system, you have to RESET to install a new set of desk
accessories. This means going through all your AUTO stuff (Ramdisk,
clock-set, you-name-its), BUT On a colour screen you use "SET PREFERENCES"
and change the res, and HEY PRESTO - New ACCs.

Q: Can any of you wonderful and thoughtful hackers out there with full
documentation think of a nice way to FAKE A RESOLUTION CHANGE, so that
GEM/TOS loads in another set of ACCs? Maybe even something that stays
resident (if it's only a couple of bytes long) and does it's thing
upon some unlikely keystrokes (alt-ESC or some such), or click on the
Atari symbol in the DESK menu...

Gee that would make desk accessories almost USEFUL!
- (... as I was saying:)

The program comes with 8 flavours, patches for the Mega (and other ROMs
on demand), and a not-too useful "switcher" that selects the type of
emulation to boot with this time. (I would have preferred a CONFIG file,
and just re-name the files (.PR <=> .PRG) 'by hand').

The small print says that the programs HAVE to run from the AUTO folder
(yep, I found out the hard way), or strange effects (and bombs) occur.
This is because it has to get it's paws on things before GEM does.

Copy protection is unique: It allows you to make copies, then you can "Key" the disk using a program they supply and the original (or other "Keyed" disk?). One of the key disks must be in drive A at BOOT time, even if it contains no visible programs. This may make it un-popular with hard-disk users.

Although this won't stop a dedicated hacker, this "reproducible key" method does do what they want, which is to allow backup, but slow down illegal distribution (at least until some SOB 'cracks' it - which I hope never happens - The authors have put a fair amount of work into this thing).

Anyway, as for the program, I DO like the idea (but wish it was faster), and it's a nice $50 (Cdn) addition to my set of tools.

Omni-RES is made by "Hypertek/Silicon Springs Dev. Corp."
#120-1140 Austin Ave; Coquitlam B.C. Canada; V3K 3P5
(604) 939-8235

As always, the standard disclaimer is that I don't have any interest in the company above, and my opinions (such are they are) are my own.
/PJ

Qui, moi?

1417. Re: Uniterm version numbers - What's the latest?

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 04:04:58 UTC
From: hakanson@mist.cs.orst.edu
Message-ID: <2202@orstcs.CS.ORST.EDU>
Source record: 254817

The latest that Simon Poole has distributed is 2.0a 006. Since he emails them directly to me, I generally have the latest (and make them available for FTP here when they unpack and run ok). Simon has repeatedly asked people to NOT post UniTerm to the net, and to leave it to him to do that, since only he knows when he will come out with a newer version.

As an example, I just got a note saying 2.0a 017 is on its way here. If I had posted 006 (even a couple weeks ago), the effort and Usenet resources (UniTerm has grown to be quite large, especially if you include the whole manual) would have been wasted. This is the kind of situation we try to avoid. When Simon thinks v2.0a is stable enough, I'm sure he will post it to the net. And you can be sure that I will not post UniTerm unless Simon asks me to do so.

Meanwhile, if you can send email to a BITNET site, you can retrieve UniTerm from LISTSERV@CANADA01.BITNET. Sorry I couldn't help more.

Oh, and just to whet people's appetites (I'll put this up for FTP as soon as I get the whole thing here):

Date: Thu, 28 Jan 88 16:23:32 GMT
From: K538915%CZHRZU1A.BITNET@cunyvm.cuny.edu

ReadMe for UniTerm V2.0a 017 <-|
---------------------------- |
|This number is displayed on the
'About UniTerm...' dialog box and
indicates the "Edit Number"

Changes 2.0 to 2.0a

General:

At last colour works again. The colour registers are saved and restored, so there shouldn't be any mixing up of your normal color settings anymore (this is important, since in some future version of UniTerm more fancy things may be done :-)).

V2.0a 003

Fixed an error in loading the setup file (the tabs didn't get set).

V2.0a 004

The tab dialog trashes (for some deep unknown reason in GEM) the line-a
variable source_y, fix: set it before every invocation of txtblt.
Expanding and shrinking box added before and after each (nearly) dialog
(this is really stupid, since it just slows things down).

V2.0a 005

<Alternate> works slightly different again (Meta mode stays the same):
If no command value is defined (command = 0) for the key, the character
provided by the BIOS is used for output, hopefully this will set an
end to all the various complaints about the way it worked previously.

V2.0a 006

One file didn't get recompiled after I sorted one of the dialogs in
UNITERM.RSC, lead to a major distortion of the popup :-). Fixed for
most people with a patch and for myself with recompiling.

V2.0a 007

Changed a few internal things in Kermit, which may lead to some
user-visible changes one day........

V2.0a 008

The problem with the cursor disapearing now and then
(happend sometimes after a change in the LED's), has hopefully
been fixed.

V2.0a 009

<Shift><F5> couldn't be used as a downloadable key, due to a typo
in the code.

V2.0a 010

Changed the 'Show Space' code so that it uses the same critical
error handler as the fileselectors, one less place where you can
bomb UniTerm (just to show off, find any other program that you can't
bomb by using a fileselector on an empty floppy drive!).

The Light<->Dark buttons in the Terminal Setup 1 dialog have changed
from totally useless, to semi-useless. This switch is really redundant
since from V2.0a on UniTerm actually keeps it's own complete copy
of the color pallette, so it's much more resonable to change
fore- and background color with the control panel, none the less
V2.0a 010 has been fixed so that changing the state of the
buttons inverts the screen (but there is no fixed relationship to
what is dark and light).

V2.0a 011

Changed a few things in the organisation of the internal screen buffer,
double height/width characters should work more consistent with the
different character sets available, in particular implementing NRC sets
should be a lot easier now. Some useless tech info:

Information stored per character (50 Rows * 132 Columns):

1 byte : character
1 word : character set and attribute info:

```
-------------------------------------
| Bit | Function |
-------------------------------------
| 15 | 1 = Protected |
-------------------------------------
| 14 | |
| 13 | Unused |
| 12 | |
-------------------------------------
| 11 | Character Set (nibble value)|
| 10 | currently values from 0 to 8|
| 9 | are legal (but not all are |
| 8 | used) (this is what changed)|
-------------------------------------
| 7 | Attribute |
| 6 | 0 : no attributes |
| 5 | 1 : bold |
| 4 | 2 : blink |
| 3 | 8 : underscore |
| 2 | 32 : inverse |
| 1 | |
| 0 | |
-------------------------------------
```

The first VT300 escape sequences have been implemented:

ESC?67h Backspace sends ASCII BS and Delete sends DEL
ESC?67l Backspace sends DEL and Delete sends BS

this is not quite how it's implemented on a VT3XX, since
there it only effects the Backspace key.

V2.0a 012

New macro commands:

%MESSAGE(string)

Displays 'string' on the statusline. If 'string' is empty the
normal statusline is restored.

%SUSPEND()

Displays 'Press any key...' on the statusline and waits for
a keypress (particulary useful for people that want to have
a single key noscroll button).

%INLINE(mode)

Reads a line from the keyboard (until <Return> is pressed or a
maximum of 80 characters are read), if 'mode' is TRUE the characters
are echoed. The line read is copied into $TEMP.

V2.0a 014

Small changes to the dialer:

- if the number and macro field is emtpy, the dialer returns straight
away
- if the number field is empty, but the macro field has an entry
the macro file is executed

A tip for people that want the macro to handle the waiting for the CONNECT
or whatever it may be message, just leave out the 'Connect msg' entry. The
dialer will then immediatley start the macro file after sending the number
string (this is not 014 specific!).

V2.0a 015

At last I've produced a documented interface to the internal buffers etc.
of UniTerm. Access is through the macro variable $VARBLOCK (short $V), to
see how it works have a look at the stupid sample program, to start
the program reserve something like 20kB of system memory and put the
following string on one of the function keys:

%RUN('UNITEST.TOS',$V)

Don't try this if you have started UniTerm from the CCD/OSS Pascal manager,
it's sure to go wrong (this is not a bug in UniTerm!).

$VARBLOCK is a string containing the decimal address of following Pascal
record (should be no problem using a C struct instead):

```
{ParmBlock contains buffer addresses etc. to be passed on to other
processes}
ParmBlock = Record
PBLength : Integer;
{Length of ParmBlock in bytes, handy as a version
check}
PBFlags : Long_Integer;
{Not used yet}
PBTextScreen : Long_Integer;
{Address of text screen}
PBGraphScreen : Long_Integer;
```

```
{Address of graph screen, same as PBTextScreen
if not available}
PBScreenBuffer : Long_Integer;
{Address of buffer for screen ops etc.}
PBTransBuffer : Long_Integer;
{Address of buffer used for the various file transfer
protocols}
PBTransSize : Long_Integer;
{Size of the transfer buffer (in bytes)}
PBTransPtrAdr : Long_Integer;
{Address of the pointer to the current
position in the buffer}
PBHistBuffer : Long_Integer;
{Address of the history buffer}
PBHistSize : Long_Integer;
{Size of the history buffer}
PBHistBotAdr : Long_Integer;
{Address of the pointer to the current bottom
of the history buffer}
PBHistPtrAdr : Long_Integer;
{Address of the pointer to the current position
in the history buffer}
End;
```

New fields will be added at the end of the record, so applications just have to check the length field to know what facilities are available. More information will follow under seperate cover......

V2.0a 016

Initialized cursor properly after ESC Pu.....ESC\ command (host command to have a line executed by UniTerm's macro processor). One remark to this escape sequence: it is a bit of a security hole: a nasty person could get UniTerm to delete you entire disk this way.....
Added a call to form_error after a PExec that goes wrong, is not very helpful (TOS Error #39 is not enough memory).

V2.0a 017

Checked that every 'Case' statement has an 'Else' label if the range of the selector variable is larger than the range of case labels. This started causing trouble with release 2.0 of OSS/CCD Pascal, prior to 2.0 non-matched values just caused a fall-through, in 2.0 depending on how the the compiler is feeling this causes a lot of bombs (possibly random code being executed). One place where the problem turned up was in the escape sequence ESC[2m , 2 is actually an illegal value which didn't have a corresponding case label (BTW there were only 5 'Else's missing in 500kB of Pascal source).

****

Marion Hakanson Domain: hakanson@cs.orst.edu
CSNET : hakanson%cs.orst.edu@relay.cs.net
UUCP : {hp-pcd,tektronix}!orstcs!hakanson

1418. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 09:03:38 UTC
From: kent@xanth.cs.odu.edu
Message-ID: <3816@xanth.cs.odu.edu>
Source record: 254818
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1891@optilink.UUCP> cramer@optilink.UUCP (Clayton Cramer) writes:
>> In article <229@wright.EDU>, jholbach@wright.EDU (Jim Holbach) writes:
>> > I don't have a problem with copy protected programs either
>> > because I don't buy them and I encourage others to do the same.
>> Ditto!
>> > And obviously a lot more people feel the same since the use of copy
>> > protection is on the decline. It's *amazing* how that evil capitalist
>> > market-place :-) responds to the desires of the buyer rather than the seller
>> > when there's enough competition.
>> Just one problem: is there enough competition?
>> It seems to me that Microsoft could stomp on almost anyone simply by
>> flooding the market.
>>
>> Johan Larson
>
>Yeah, but they would have to flood the market with well-written, bug-free
>software. This will not happen in our lifetime.
>
>And I use Microsoft Word, C5.0, Microsoft Assembler, PC-DOS, and Windows.
>
>Clayton E. Cramer

They would have to ENTER the market with ..., which from the evidence
will also not happen in our lifetime. The only company whose job ad
in misc.jobs.offered I ever answered with "I wouldn't want my good
name (such as it is) sullied by the association."

[The best way to not feed inews insertion counter is to yank the code and
recompile inews. We did.]

Kent, the man from xanth.

1419. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 09:16:15 UTC
From: sc_dra@ux63.bath.ac.uk
Message-ID: <2126@bath63.ux63.bath.ac.uk>
Source record: 254819
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <3933@husc6.harvard.edu> waldman@endor.UUCP (benjamin Waldman) writes:
>STOP POSTING THIS DISCUSSION to comp.sys.mac.
>That's not what this group is for. Keep it on comp.misc, where those who
>care to pursue this pointlesss discussion can do so without irritating
>the rest of us.
>
>THAT's RIGHT - take it OFF the newsgroups line!!!
>
>Ben Waldman
>waldman@endor.harvard.edu

And comp.sys.atari.st too please. Enough has been said already and every
point has been repeated in many postings. Enough is enough. Please.

1420. 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 16:13:23 UTC
From: Robert_L._White.ESXC15@XEROX.COM
Message-ID: <880131-124140-1210@Xerox>
Source record: 254820

Gee I guess my last message didnt get here.
I will try it again.

I know This has been answered here before, but I didnt have a hard disk then
So I didnt pay alot of attention.
What exactly is the 40 folder limit?
Is it per partition?
Is it 40 folders max in the root directory?

Thanks in advance
Robert L. White

1421. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 16:19:49 UTC
From: roy@phri.UUCP
Message-ID: <3125@phri.UUCP>
Source record: 254821
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Consider the following analogies:

I own a rare postage stamp. It is the only stamp of its kind known to exist, and its value is a strong function of its rarity. If you now discover another instance of my stamp, the value of my copy goes down.

I own another rare postage stamp, but not as rare as the first one; there is another known instance of that stamp, which you own. There is a fire in your home and your copy of the stamp is destroyed. The value of my copy goes up because its rarity has just increased.

Perhaps the analogy between the stamps and making copies of software is a bit strained, but the point is clear; the value of something I own can decrease simply because it becomes more common and easy to get, without anything actually happening to my copy or copies.

--
Roy Smith, {allegra,cmcl2,philabs}!phri!roy
System Administrator, Public Health Research Institute
455 First Avenue, New York, NY 10016

1422. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 17:02:54 UTC
From: stewartw@neptune.UUCP
Message-ID: <183@neptune.UUCP>
Source record: 254822
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1988Jan23.124134.16121@gpu.utcs.toronto.edu> lharris@gpu.utcs.UUCP (Leonard Harris) writes:
>In Canada it is now a criminal offence to copy software - I think the law
>should be ammended to allow proper evaluation of software with a reasonable
>return period.
It was my understanding that the same things applied to software as
any copyrighted matter in that it is legal to copy something for home study.
This is what allows you to copy some pages from an encyclopedia in a library.
You should, therefore, be allowed to evaluate software legally.

--------------- -------------------
Stewart Winter P.O. Box 9707
Cognos Incorporated 3755 Riverside Dr.
VOICE: (613) 738-1440 FAX: (613) 738-0002 Ottawa, Ontario
UUCP: decvax!utzoo!dciem!nrcaer!cognos!neptune!stewartw CANADA K1G 3Z4

1423. Re: Spinning disk HD boot

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 17:16:38 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4722@ihlpg.ATT.COM>
Source record: 254823

In article <173@actisb.UUCP>, federico@actisb.UUCP (Federico Heinz) writes:
> Well, maybe I'm doing something wrong, but my Mega just refuses to boot from
> floppy when the hard disk has a boot sector.
> This was pretty painful when I put a corrupted
> desk accessory on the root directory of this drive: there was no way to boot
> from diskette other than leaving the hard disk off, but then I was unable
> to delete the dreaded accessory that kept trashing the machine every time
> I left the disk on.

> Federico // // "In dubio pro libido"

Federico (sic) and others you may need to know:

If you boot your machine with the HDisk off and then manually run the AHDI
driver you get booted up from an alternative device and still have access to
the harddisk. This is how you deal with the above problem.

Also, DESKTOP.INFO is written to the boot device.

--j.a.tainter

1424. GEMDOS History

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 17:54:05 UTC
From: holloway@drivax.UUCP
Message-ID: <3005@drivax.UUCP>
Source record: 254824

In article <1988Jan24.012514.26587@gpu.utcs.toronto.edu> pete@gpu.utcs.UUCP (Peter Santangeli) writes:
> I believe what Jim has come up against here is the "soon to be as
>famous as the 40 folder limit" bug in the file creation system.
> It seems that the programmer who wrote the GEMDOS routine to find
>the first free allocation block on a device was as clueless as the guy who
>designed the directory system.
> This brings up an interesting idea. Gemdos is certainly a usable
>system, but...
> We have a limited number of folders (static).
> My hard drive creates new files slower than my floppy.
> The OS doesn't do any sector level buffering.
>These features remind me painfully of my experiences with TRSDOS on a
>1977 trs-80!

A long, long time ago, a company named Atari wanted a windowing system for its hot new computer. They came to Digital Research, since unlike some other companies, we had experience designing operating systems for 680x0 based computers. And we had Crystal (which became GEM).

And we already had an 'okay' 68000 operating system, CP/M-68K, and we were (then) working on a multitasking, multiuser version of the same called "CDOS/68K". But GEM ran only on MS-DOS machines, and sorta depended on that file structure. Hmmm. So we considered changing GEM...

But then a systems programmer said that _he_ could write a new operating system in a month that would look just like MS-DOS from a functional standpoint, and would be great and perfect and peachy-keen. And he did - pretty much alone. And since Atari was in such a hurry, they took what we had before all the horrid problems in it cropped up.

And later we fixed all those problems and then forgot about it. I don't think there's anyone here still working on GEMDOS.

*** NOTE: THESE COMMENTS, ET.AL., ARE IN NO WAY SANCTIONED, CONDONED, OR REPRESENTATIVE OF DIGITAL RESEARCH, INC. THEY MAY EVEN BE WRONG. I JUST WANTED TO EXPLAIN WHY AND HOW DRI COULD RELEASE SUCH A SUBSTANDARD O/S.
***

- Bruce
--
****
* Bruce Holloway - Terminal Netnews Addict uunet!amdahl!drivax!holloway *
* ALBATROSS, ATARI*TROS @ Plink ALBATROSS @ Delphi *
****

1425. Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 18:00:45 UTC
From: juancho@dgp.toronto.edu
Message-ID: <1988Jan29.130047.18554@jarvis.csri.toronto.edu>
Source record: 254825

In MS-DOS there is a location which contains the \ character
so that if you change the contents to / then you have a decent directory
delimeter. I would like to do this on My 1040. Is this possible?

****Get out your fire extingushers.******

My guess is that while they were introducing hard coded limits
into the OS they managed to see that the user had some alternatives in
MS-DOS and then they eliminated them.

My-My It is funny to see a terminal melt while I flame overworked
software engineers.

--
==========
| Typical conversation on comp.[atari|amiga|mac].* |
==========
My watch is better than yours. It has multitasking, windows and
plays Old macdonald has a farm. I will not listen to reason, of

1426. Re: ARC sources

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 18:15:56 UTC
From: neil@atari.UUCP
Message-ID: <958@atari.UUCP>
Source record: 254826

In article <658@usl-pc.UUCP>, jpdres13@usl-pc.UUCP (John Joubert) writes:
> ----------
>
> I am in dire need of an "ARC" program that will run on our Pyramids running
> Unix 4.3 BSD. As I need it in any form I can get, I will happy to accept
> source code in C for any machine ,ST,IBM,Amiga,etc. , and be able to port
> it to our local machine.
>
> ATTN Neil Harris,
>
> Since you are a sysop on GEnie, maybe you could give me a GEnie file
> number to the source file for "ARC.C".

We don't have the source code posted. I've never seen source code for the
ST version of ARC.TTP. I do semember seeing an MSDOS version with source in
the IBM roundtable on GEnie though.
--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1427. On the Road

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 18:23:31 UTC
From: neil@atari.UUCP
Message-ID: <959@atari.UUCP>
Source record: 254827

My position in Atari is in the process of changing. I've been appointed as Director of Sales & Marketing for the East and Midwest Regions. This covers all the territory from Maine to Virginia and west through the Dakotas.

As you might imagine, this is a lot of ground to cover. At the moment we have 3 district sales managers, 4 distributors, and 2 rep firms in the territory. My job is to get all of them working as hard as possible to strengthen existing dealers and to open good new dealers for Atari computers.

What this means to you is that I won't be quite as active here as I've been for the past few years -- for one thing, I'll be on the road quite a bit. And at the moment there's a mountain of paperwork accumulating from all over the company as I try to get a handle on my territory.

People here are both congratulating me and offering their condolences. Guess I have mixed feelings also. It's a great opportunity for my career, and also a major challenge considering the events of 1987. Let's see how it goes.

Regarding my prior responsibilities, the outcome remains to be seen. I'm giving up national advertising, which is being handled by Mel Stevens (not that there was anything happening at the moment, but we were generating plans quite a bit and talking to all kinds of salespeople). I'll still be doing some PR, since there's no good fallback person here for that, although I'm delegating as much of that to the PR agency (Neal Amidei and Co., 415-788-1333) as possible. Back to PR -- I urge all software developers to stay in close contact with our agency. It's their job to serve almost as much as your agency as ours. They're instructed to help you in any way they can. They are fully equipped to give demos in their office, too.

One last thing -- I'm making a trip to New York City in a couple of weeks. People in that area may want to listen to radio station WBAI (FM 98.5) from 7:30 to 8:30 PM on Sunday the 7th. I'll be the guest on the Personal Computer Show, a talk show, discussing the ST, Mega, and Abaq.

If you are in my territory and have something to bring to my attention, please use email on GEnie, BIX, or CompuServe to contact me. I'd be glad to help in any way I can, but it will be hard for me to access Usenet from the road.

Thanks to all of you for your help and support in the past few years. I'm hoping to continue to receive it in the future.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1428. GENST (Assembler) -- Help Needed! (please?)

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 18:28:23 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <2502@brspyr1.BRS.Com>
Source record: 254828

Could someone out there please lend some assistence with the use of the GENST.PRG program? I picked it up the other day from the Atari BBS, and I can manage some of it, but have some questions.

* The version I got was 0.90 dated 1985. Is this the latest version? If not, what is and where can I get it?

* There was NO documentation that I could find on the Atari BBS for this program. Does any exist? How would I get that?

* I was able to figure out that you use "DS" in the opcode space to define a space of n words, and "DC" to define a word constant. How do I define a string constant? I tried a bunch of things, but all I could get to work is something like:

DC "Th","is"," i","s ","a ","co","ns","ta","nt"

I would rather do something like:

DCC "This is a constant"

* When doing an ASSEMBLE with listing going to the screen, there seems to be no way to stop the scrolling of the output, and once it is done the mouse pointer goes away, so I can't use the slider bars on the window to scroll the listing back. Is there any way to either pause the listing while it is going on, or scroll back and forth within the listing once the assembly is finished?

Thanks for any help anyone can provide.
-- Tim
--
tim@brspyr1.BRS.Com
uunet!steinmetz!brspyr1!tim
== Tim "The Enchanter" Northrup

1429. 68000 Disassembler? Anyone got one?

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 18:30:27 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <2504@brspyr1.BRS.Com>
Source record: 254829

Does anyone out there have, or know where I can get, a 68000 disassembler
for the ST? If so, please E-mail to me.

Any help would be appreciated. Thanks.
-- Tim
--
tim@brspyr1.BRS.Com
uunet!steinmetz!brspyr1!tim
== Tim "The Enchanter" Northrup

1430. Re: 1040 to TV/VCR

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 18:58:09 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Jan29.135809.7616@gpu.utcs.toronto.edu>
Source record: 254830

The $100 plus price tag for a RGB to composite cable seems a little steep. Elektor magazine (it from the UK) published a circuit to do this called Atari ST to SCART adaptor in early 87 (march I think). SCART is an analog RGB interface with composite sync - I think this should do what you need. Parts cost is under $20.00
/Leonard

1431. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 19:02:12 UTC
From: oconnor@sunray.steinmetz
Message-ID: <9371@steinmetz.steinmetz.UUCP>
Source record: 254831
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

An article by olsen@ll-xn.UUCP (Jim Olsen) says:
<In article <229@wright.EDU< jholbach@wright.EDU (Jim Holbach) writes:
<< I am amazed at how much discussion the topic of copying
<<still generates though... It still comes down to theft...
<
<Unauthorized copying is not theft: it is infringement of a statutory
<monopoly. You may think that unauthorized copying is a bad as theft,
<but you confuse yourself when you say it _is_ theft. The two crimes
<are quite distinct; this is why people treat them differently.

Sorry, it is a form of theft. As shall be demonstrated.

<If I copy a program which I would never pay for, the copyright holder
<loses nothing, since he wouldn't get any money from me anyway.

"If I illegally tap into the cable TV lines but would never subscribe
to cable TV, the cable company loses nothing, since they wouldn't
get any mony from me anyway." Let's say you use this logic.

What you have committed is called "theft of services". You will
be fined and/or jailed when you are caught. Software provides
its user with a service, just like cable TV or a time-share
system. The fact that you only pay once for the service (as
opposed to monthly as with Cable, or as-used with time-share)
does not change that basic fact.

> In such a situation, the copying is illegal, but I would not
> consider it immoral.

"Immoral" is a value judgement. It is certainly unethical.
And it SHOULD (and is) illegal for very good reasons.

Although their is dissent about whether some things should
be written into law or not, there are other things about
which their is no doubt about whether they should be illegal.
The criteria by which these must-be-illegal things may be
recognized is simple : Would the society (as the members of
the society perceive it) become untenable if they were not ?

By this reasoning murder must certainly be illegal : few
of us would be willing or able to live in a society where
indiscriminate manslaughter was legal. Theft, extortion,
kidnapping, enslavement, torture, rape, assault : try
to imagine a society where any of these is legal. Would
you try to raise a family in such a society ? Or even live ?

To modern Americans, theft-of-services meets this fundamental
criteria. Without theft-of-services being illegal, there
would be no cable or network TV, no time-share systems,
no telephone network, no Consumer Reports, no garbage collection,
no mail office, no public transportation.

In a purely socialist society, perhaps theft-of-services
need not be a crime. But in a capatilist one, it has to be.
Even the process of invention is only a service : infringing
on a patent is really the theft of the inventor's services.
Read some of Ben Franklin's writings on the need for a
Patent Office if you need further enlightening.
--
Dennis O'Connor oconnor@sungoddess.steinmetz.UUCP ??
ARPA: OCONNORDM@ge-crd.arpa
"If I have an "s" in my name, am I a PHIL-OSS-IF-FER?"

1432. Message

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 19:50:00 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8801292010.AA27581@ucbvax.Berkeley.EDU>
Source record: 254832

```
Error 113 from EXECIO while logging mail for INFO-A16 into INFO-A16 88-00570
J. An incomplete copy of the message might be present in the notebook. List
is being held with current mailing being postponed. Your file (2897) has
been transferred to HARRY@MARIST.
```

1433. changing \\ to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 20:00:12 UTC
From: juancho@dgp.toronto.edu
Message-ID: <1988Jan29.150013.18980@jarvis.csri.toronto.edu>
Source record: 254833

Ms-DOS allow you to redefine the \\ character for / can we do this in
atari TOS

--
==========
| Typical conversation on comp.[atari|amiga|mac].* |
==========
My watch is better than yours. It has multitasking, windows and
plays Old macdonald has a farm. I will not listen to reason, of

1434. Megamax c compiler for sale

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 20:21:57 UTC
From: m204help@cca.CCA.COM
Message-ID: <23792@cca.CCA.COM>
Source record: 254834

FOR SALE:

MEGAMAX 'C' DEVELOPMENT SYSTEM.
INCLUDES COMPILER, UTILITIES, LIBRARY SYSTEM, IN LINE ASSEMBLER.
I HAVE SOLD MY ST.
$100.00
SERIOUS INQUIRIES ONLY.
(617)492-8860 X332 DAYS
(617)491-6324 EVES

KEITH HEDGER

1435. SM125 monitor, also DLII

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 21:02:07 UTC
From: jmorton@euler.berkeley.edu
Message-ID: <6777@agate.BERKELEY.EDU>
Source record: 254835

There was mention in a posting recently of the SM125 monitor. The comment suggested that the SM124 is preferable. I didn't realize there were two types - since I'm in the market for a mono monitor, would someone please fill me in on what the problem is and whether the SM124 is hard to get?

On another subject, I have missed out on DLII and it sounds like something I could use. Where can it be had, say by ftp from an Internet site or by email from some kind soul...

John

{decvax,cbosgd}!ucbvax!euler!jmorton

jmorton@euler.berkeley.edu

1436. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 21:19:00 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <444@pasteur.Berkeley.Edu>
Source record: 254836
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <3125@phri.UUCP> roy@phri.UUCP (Roy Smith) writes:
> Perhaps the analogy between the stamps and making copies of
>software is a bit strained, but the point is clear; the value of something
>I own can decrease simply because it becomes more common and easy to get,
>without anything actually happening to my copy or copies.

Aha! But suppose there were only 3 or four copies of X C-compiler out.
It would have very little value. This is because software is not archival.
With any luck, it gets better and better, and eventually, old packages
will become obsolete, replaced by better programs. If a game is pirated,
it's intrinsic value does not go down. BUT its market value plummets,
endagering the well being of the publisher/writers.
Nuff said...

John Kawakami (c60b-at@buddy.Berkeley.edu)

1437. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 22:03:11 UTC
From: mwm@eris
Message-ID: <6780@agate.BERKELEY.EDU>
Source record: 254837
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

[Followups have been pointed to comp.sys.misc.]

In article <160@octopus.UUCP> pete@octopus.UUCP (Pete Holzmann)
demonstrates the common fallacy of thinking that anything you can do
can be turned into a right:

< - The owner's right to control the distribution and use of X
< - The owner's right to make a living from the distribution and use of X

The first of these isn't a right, but it is legally granted privilege.
I happen to think the laws in this case are wrong.

The second isn't a right, or anything else. The law grants you the
right to _try_ to make a living distributing X. It doesn't say whether
you'll succeed.

< - The owner of X has the moral right to say 'you may not have X if you
< will not pay for it, because sales of X are my livelihood'.

Of course the owner has the right to say that. But that doesn't mean
he has the right to actually prevent you from obtaining a copy from
another source. Currently, he can *legally* prevent you from doing so.
That doesn't mean he's behaving morally in doing so.

<There are many positions that can be held wherein such property rights are
<given over to some other party (the State, the People). But in all cases, the
<original creator must be *paid* in some way for the transfer of these rights.

Oh, yeah, like RMS got paid for GNU emacs, right?

<If this is not done, society is left without all forms of professional
<intellectual creation vocation. This would be rather serious!

I don't think it would be nearly as bad as you think. Let's look at
the list of people you think we'd loose:

< - The obvious: songwriters, authors, artists, programmers, etc.
< - Money market-watchers (contents of newsletters)
< - Market research firms (contents of research reports)
< - Product testing companies (test reports)
< - Architects (blueprints, building designs, etc)
< - Professional cooks (recipes in cookbooks, etc)

You didn't break things down into nice categories, so I'm going to re-arrange
things:

- artists, including songwriters, authers (fiction), and others

Many of these people don't expect to make a living on the artwork they do. How many artists do you know of whose works are now selling for fortunes scraped by for most of their life, and died penniless?

- toolsmiths: programmers, architects, research firms & product testing

Except for programmers, most of these don't make money on sales of multitudes of copies. They make money by contracting out to right the original product, and then just hand the report (and copyrights) over to whoever paid them to produce it. Many programmers work on the same scheme.

- Howto book (cookbooks, etc), and similar mass market people.

These people will have more problems. But currently, the cost of copying a book is more than the cost of the paperback. People trying to sell overpriced hard & tradebacks would probably loose sales. But that doesn't kill the works of the authers, only restricts the format they can publish in slightly. And there'll still be a market for hardbacks & tradebacks in the presence of paperbacks & slightly more expensive copying. After all, there is now.

- money market watchers

These people tend to sell to a small, select audience by subscription (overpriced, at that). Adding a license agreement to the affet that you recieve the newsletter under the condition that you not give it to anyone else is a minor matter.

Basically, the only thing lack of a copyright law kills is things produced explicitly in hopes of making money by selling lots of copies of something. My reasons for claiming why a minority of software written fills that bill have already been posted. I believe the same about everything else, with the possible exception of mass-market books. And loss of coypright laws won't hurt mass-market paperbacks worth noticing.

On the other hand, copyright laws tend to restrict the free flow of information. This causes duplicated work, lost work, and numerous other things generally considered bad for society.

<mike
--
He was your reason for living Mike Meyer
So you once said mwm@berkeley.edu
Now your reason for living ucbvax!mwm
Has left you half dead mwm@ucbjade.BITNET

1438. Dutch National Railroad

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 22:16:04 UTC
From: neil@atari.UUCP
Message-ID: <960@atari.UUCP>
Source record: 254838

For Eduard Tulp -- trying to get mail through, but not having success.

Please have someone at NS contact Alvin Stumpf, who is the man in charge
of Atari in Germany. He should be able to work something out.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1439. Mediach() function question

Newsgroup: comp.sys.atari.st
Date: 1988-01-29 23:15:54 UTC
From: rowley@orville.nas.nasa.GOV
Message-ID: <8801292315.AA23295@orville.nas.nasa.gov>
Source record: 254839

I have a question about the GEMDOS Mediach() function. My MWC manual says this function can return a 0, 1, or 2, meaning "no", "maybe", or "yes." What situation would cause Mediach() to return "maybe"?

Karl Rowley
...ames!orville.nas.nasa.gov!rowley
rowley@orville.nas.nasa.gov

"Any opinions expressed are my own."

1440. Guidelines on legal protection for shareware & freeware

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 00:31:15 UTC
From: mwm@eris
Message-ID: <6784@agate.BERKELEY.EDU>
Source record: 254840
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

[This is being posted far & wide, as I have been asked to do so.
Followups have been pointed to comp.sys.misc.]

Here, as promised, is a description of what you need to do to shareware and freeware so that the law will be on your side about what people do - and don't do - with it. I consider most of it is common sense, but "legal" and "common sense" seem to have little do with each other, so some people might find it usefull.

<mike

-------------------- document begins here --------------------

This document

Copyright 1987 by Mike Meyer
All Rights Reserved

The whole of the document may be freely redistributed. Parts may be freely redistributed so long as the disclaimer and the list of the evils of shareware are included with those parts.

The following presents some simple guidelines for what should - and shouldn't - be present in a shareware product so that the authors may be able to use the law to extract money from people who use, but do not pay for, their product. There is also a discussion of things you might and might not want to include in freeware. These guidelines are based on a study of the copyright laws, and discussions with lawyers. As is usual for software, the laws are still unclear, and there has not been a precedent covering what is and isn't correct. The following disclaimer is needed for that, as well as to cover for my own fallability.

Disclaimer: These guidelines not guaranteed to be correct.
Follow them at your own risk.

When in doubt, consult a lawyer. You'll pay for it, but you have some hope of compensation should you get bad advice.

I believe implicitly that knowledge should be shared, and I possess knowledge that it seems many will find useful. Therefore, I'm going to give guidelines on what to do to shareware products so that you have a hope of extracting funds from non-registered users in a court of law. However, I'm going to insist you listen to the things I consider evil about shareware, and ask that you consider making your package publicly available instead of shareware.

Among the evils of shareware are:
1) It violates the hacker ethic.
2) It uses channels of distribution originally
intended for freeware, without compensation to
or permission of the people who run those
channels.
3) It uses intimidation to coerce money from people.
4) It entices them to break the law.

You are also going to have to listen to my lecture on what public domain really means. Why don't we start by defining that?

Public domain, contrary to an apparently popular believe, means that anyone who has a copy may do whatever they wish with that copy. Including put their name and copyright on it, and sell it as a commercial product. By placing something in the public domain, you've given it to whoever wants it to do whatever they wish with it.

Next obvious question: How do you place something in the public domain? Well, the easiest and fastest way is to publish something with the words "This is in the public domain" prominently displayed. Doing that negates any copyright notice you may have on it. The second way is to publish something without putting a valid copyright notice on it. This isn't as fast, as there are provisions in the law allowing for the accidental publication of things that should have had a copyright, but don't.

Note that a statement "this is in the public domain, not for commercial use" is self-contradictory. The document in question is in the public domain, and available for commercial use.

As an aside, in the context of shareware and freeware, "publish" means making available to others - uploading to a BBS, posting to USENet, or sending to a software library would all constitute publishing.

At this point, the first guideline should be obvious:

Put a valid copyright notice where it will be seen.

Of course, you need to know what a valid copyright notice is. The one at the top of this document is valid. In general, you want, on a line by itself, the word "copyright", the year of publication, and your name. If you can produce it, the copyright symbol (circle-c) will do instead of the word "copyright". However, the ASCII-ism "(c)" is not a valid replacement for that.

In most of the countries that agree to the international copyright laws, that is sufficient. Some, however, require you to explicitly state what rights you reserve. For that reason, the second line "All Rights Reserved" should be added if you plan, or expect, distribution outside the United States.

These should be placed where they will be seen. If you have a title screen, put them there. Near the beginning of any manual you provide

is another good choice. Printing them on a standard output stream is a possibility, but will give filters headaches.

To give those of you a who are considering doing the right thing and publishing your product as freeware instead of shareware some extra options, I'll point out that after the copyright notice you can place a notice allowing redistribution under specific conditions. A common thing to see here is "This code may be freely redistributed so long as it is not included as part of any commercial product" or words to that affect. The GNU copyright notice is probably the best example of this. They wished that anyone who wanted to use their software should be able to, yet that nobody be able to make money off it by selling it, that there not be multiple version, and that they not be held liable for it's correct operation.

If you still want to make money off it, instead of donating it to the good of society, you need one more thing - a license agreement. This should be as explicit as possible. Asking for money doesn't do it - if you merely ask, you're begging. You have no legal right to expect money. So avoid the words "please," "donate," "grateful," and the like.

The best thing to do is to have a specific license agreement that must be printed, signed and returned with a check. Then near the copyright notice put a notice stating something like "Use of this product without returning the license agreement and registration fee is a crime." Except, the more specific you can be, the better. Instead of just saying "Use", say "Use more than 5 times," or "Use for more than 2 weeks."

Should the license agreement seem to much to add to the product, just place a notice like "Use of this product without registration by sending $# to <whoever you are> is a crime." Once again, be specific - give a number of trial uses, or the length of a trial period.

So the second basic guideline is:

Be as explicit and fascist as possible about licensing.

I have purposefully left the description of a "shareware license agreement" off. It's up to the shareware authors to decide what they want to put there; I've described how you can get a good chance of actually having it enforced. I'd ask for a shareware author to contribute a sample, but that seems pointless.

That's really all that's needed - a valid copyright, and explicit and fascist conditions on usage. While this doesn't guarantee that you'll be able to extract money in a court, it gives you the best chance possible without going through commercial channels.

Of course, corrections to any of the suggestions above will be gratefully accepted. Suggested improvements in the document as a whole would also be appreciated.

```
-------------------- document ends here --------------------
--
Kiss me with your mouth. Mike Meyer
Your love is better than wine. mwm@berkeley.edu
But wine is all I have. ucbvax!mwm
Will your love ever be mine? mwm@ucbjade.BITNET
```

1441. Re: Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 04:40:33 UTC
From: wisner@fenchurch.MIT.EDU
Message-ID: <8010@eddie.MIT.EDU>
Source record: 254841

In article <1435@pixar.UUCP> mgr@pixar.UUCP (Michael Griffin Russell) writes:
>I'm considering making a mail order purchase from LYCO Computer
>and am interested in any experiences anyone may have had with them.

Recommended. I got my 1040ST from them about a year ago, and had absolutely no problem. It is warranteed, the price was great, and it got here promptly. Their support is also decent. An unexpected bonus: I ended up getting a 1040STfm.

..bill
--
Fenchurch doesn't get mail; reply to wisner@eddie.MIT.EDU.

1442. mailing distribution

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 08:22:03 UTC
From: colvin@PORTIA.STANFORD.EDU
Message-ID: <8801300822.AA11512@Portia.STANFORD.EDU>
Source record: 254842

Please add me to the distribution list for info-atari16.

Mike Colvin

P.S. Also, please remove my account m.mrpc@Macbeth from the distribution list!

1443. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 13:59:30 UTC
From: wnp@killer.UUCP
Message-ID: <3154@killer.UUCP>
Source record: 254843
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1091@cpocd2.UUCP> howard@cpocd2.UUCP (Howard A. Landman) writes:
>In article <39947@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
>>There are two common ways to get shareware, thru
>>BBS's and on library disks. But to get the package you have to *ask* for it
>>and suddenly it isn't an unsolicited gift now is it?
>
>You're forgetting "through USENET". This is the way I get most of my
>shareware, and it is most definitely unsolicited, though not unappreciated.
>

It's not really unsolicited -- the fact that your machine carries the sources and binary groups, the fact that you invoke "rn" or another news reader, the fact that you type "s filename" ... all of these are VERY comparable to downloading from a BBS.

But this discussion is MOOT because shareware does not usually solicit contributions for POSSESSION but for USE, and use never is involuntary or unsolicited.

Wolf Paul
ihnp4!killer!wnp

1444. Re: Absoft Fortran...

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 15:20:11 UTC
From: btb@ncoast.UUCP
Message-ID: <7146@ncoast.UUCP>
Source record: 254844

about fortran on the ST...
i got some info from absoft that was a little more informative
about its availability on the ST, but the main point is that absoft fortran
supports the ST much the same way that absoft fortran works with the
macintosh (i used absoft fortran on a mac back in 1984.)... absoft supplies
one single hook into the operating system calls through which all gem
stuff passes, etc. absoft fortran on the mac was a very decent system,
and having the inside mac docs available (at the time) and the relatively
friendly (compared to GEM) mac toolbox, making toolbox calls wasn't too
painful, but on the st (i have mark williams C) i think that it is much
more difficult to access GEM in this way.
my one complaint about the info from absoft is that they charge
a nominal fee ($100/yr) for a license (?) to distribute their runtime
library with the applications that you develop.
another fortran that looks somewhat more practical (to me) is
made by PECAN software in Brooklyn New York... they supply a turtlegraphics
library for simple graphics applications AND they make their fortran
with turtlegraphics available for a wide variety of machines including
ibm pc's, pdp's, amiga's, etc. (actually, it sounds almost too good to
be true, and all of this i've taken only from their literature (which looks
very professional).) this should mean that one could develop applications
using their turtlegraphics on an ST, and then be able to very easily
port the application to other machines just by recompiling it on the
target system with their compiler for that system. even microsoft doesn't
supply a decent graphics library for their languages (except the new
graphics primitives in msc 5.0). pecan's phone number is:
(718)-851-3100. they look like an american extension of an english
software company.

brad banko (btb@ncoast.uucp)

--
Brad Banko
Columbus, Ohio
(formerly ...!decvax!cwruecmp!ncoast!btb)
btb%ncoast@mandrill.cwru.edu

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

1445. MEGA problems with Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 15:58:37 UTC
From: IO60260@MAINE.BITNET
Message-ID: <8801302058.AA03009@ucbvax.Berkeley.EDU>
Source record: 254845

I understand that people have been having trouble with Personal Pascal's editor when they try to edit programs on their MEGAs. While this may be of dubious value, I can tell you that the early versions of Personal Pascal work fine on the MEGAs. I have v1.11 that I bought a while back and never quite got around to upgrading. Its editor works fine on my MEGA2, and everything works fine when I ramdisk.
Hope this helps!

R.C. Philbrick
IO60260 at MAINE

I may be crazy, but I sure ain't stupid... Or is it the other way around?

1446. Re: On the Road

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 18:21:32 UTC
From: Jinfu@cup.portal.com
Message-ID: <2837@cup.portal.com>
Source record: 254846

Congradulation Neil. It's sad to see you not doing the PR job anymore, no one has done better than you were and the ST community defintely miss you.

By the way, you forgot to change your title in the signature page. :-)

Are you going to be station in the East or remain in the West?

Jinfu Chen
Arpa: Jinfu@cup.portal.com GEnie: J.Chen

1447. Re: Setting seekrate for floppies

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 19:36:03 UTC
From: schuster@dasys1.UUCP
Message-ID: <2796@dasys1.UUCP>
Source record: 254847

In article <2629@druhi.ATT.COM> med@druhi.ATT.COM (DrapalME) writes:
>
> A few months ago, someone posted some info on how to set the
> seek rate for add-on floppy drives (e.g. I have a 5.25 360K

To set the seek rate on your floppies _after_ bootup [grin], you must
use unsupported system storage locations. They are:

Drive 0 [word] Old roms: $A08 Blit roms: $A4E
Drive 1 [word] Old roms: $A0C Blit roms: $A52

The flags are the same as for the system seek rate stored in ROM.

--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

1448. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 19:42:18 UTC
From: peter@nuchat.UUCP
Message-ID: <610@nuchat.UUCP>
Source record: 254848
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <174@piring.cwi.nl>, jack@cwi.nl (Jack Jansen) writes:
> Ok, I'll come up with something original.
> The problem is capitalism.

Where have I heard this before?

> I hope this doesn't make me sound like a dogmatic Marxist (I am neither),
> but I still feel that capitalism is the problem: people want money back in
> return for their efforts, and aren't satisfied with fame or esteem or whatever
> else.

Sure they are. People want capital back. Capital is usually considered
money, but really it's anything that you value or can trade for something
you value. Money is a handy token for capital, but fame, self esteem,
a nicer place to live, and good sex are just as appropriate. Physical plant
is also capital (something even the Soviets have to deal with... when they
pretend it isn't we get things like Chernobyl)... but I'm digressing.

People who don't understand capitalism are condemned to reinvent it -- poorly.
--
-- a clone of Peter (have you hugged your wolf today) da Silva `-_-'
-- normally ...!hoptoad!academ!uhnix1!sugar!peter U
-- Disclaimer: These aren't mere opinions... these are *values*.

1449. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 19:48:44 UTC
From: karl@ddsw1.UUCP
Message-ID: <516@ddsw1.UUCP>
Source record: 254849
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1091@cpocd2.UUCP> howard@cpocd2.UUCP (Howard A. Landman) writes:
>In article <39947@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
>>There are two common ways to get shareware, thru
>>BBS's and on library disks. But to get the package you have to *ask* for it
>>and suddenly it isn't an unsolicited gift now is it?
>You're forgetting "through USENET". This is the way I get most of my
>shareware, and it is most definitely unsolicited, though not unappreciated.

But did you 'subscribe' to this group on Usenet knowing that you would get shareware in it? I'd bet so....

If this is the case, you're not getting anything 'unsolicited'. And in any event, even with Usenet, it takes *work* and *time* to get the software on your system. (uudecode and file transfer aren't automatic!)

Unsolicited? If it showed up on your system without warning or notice, it would be. But the act of converting/downloading the stuff certainly is an act which could be considered 'solicitation' of the software... you ARE trying to receive it; it doesn't "just arrive".

--
Karl Denninger | Data: +1 312 566-8912
Macro Computer Solutions, Inc. | Voice: +1 312 566-8910
...ihnp4!ddsw1!karl | "Quality solutions for work or play"

1450. External Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 19:53:42 UTC
From: crash@calgary.UUCP
Message-ID: <1324@vaxb.calgary.UUCP>
Source record: 254850

Hi,

Well the external ram disk project is moving ahead very well. I expect
chips back from fab at the begining of March.

If it works, Then the chip and a pc board will be for sale initially.
I haven't got any time for marketing and such until I finally get school
finnished! Thus, only people who can work a solder iron will want
the Ram Disk. When I do get time, I figure out how to sell them as packaged
units.

As I keep promising... I'll put up some info about the chip, kit etc. soon
(that is, soon as I type it !)

If your interested in one of the chip and board versions send me mail.
If you already have then I've still got it. i don't know how many working chips
I'll have, but I'm told at least 20. Requests will be handled first come
first serve.

Glen

P.S. I'd be interested in just selling the chips to someone and they could
market packaged units or something like that.

1451. Re: New ST owner needs help

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 20:22:20 UTC
From: wes@obie.UUCP
Message-ID: <8@obie.UUCP>
Source record: 254751

I have found that Tim Oren's "ST PRO GEM" articles are probably the BEST way to get a grasp of how GEM works, if that is what you are interested in. They are available in the U.S. on Compuserve, in Antic Magazines Atari ST SIG (I think). Do to the copyright on the columns, I cannot post the columns here, but I can mail them to you on disk. (The columns all say "Permission to copy is granted as long as this message remains intact", or words to that order. I once asked Antic if I could post them on BIX, and they said it would violate their agreement with Compuserve.)

Anyhow, I have the columns on three 720K disks: One contains the original columns, one contains the columns in first word format, and one contains the C source that accompanies the columns. Say $10 for disks and postage, U.S. and Canada. Try to find them locally, if you can't, send mail and I'll send them to you.

Wes Peters
...{ihnp4,seismo}!utah-cs!utah-gr!uplherc!sp7040!obie!wes

1452. Files

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 20:25:51 UTC
From: BALLGOOD@A.ISI.EDU
Message-ID: <8801302026.AA02394@ucbvax.Berkeley.EDU>
Source record: 254752

Could someone please relay to me where the ST files are kept on the net.
THANKS, BOB

1453. Re: Guidelines on legal protection for shareware & freeware

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 20:31:11 UTC
From: papa@pollux.usc.edu
Message-ID: <6606@oberon.USC.EDU>
Source record: 254753
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In accord to Mike copying restrictions:

>The whole of the document may be freely redistributed. Parts may be
>freely redistributed so long as the disclaimer and the list of the
>evils of shareware are included with those parts.

You will find the above at the end of my reply.

After reading the message, I was kind of puzzled. Mike, a known "hater" of shareware, giving guidelines on how to protect shareware and help make money off it? Strange! But after reading the licensing notice he suggests including in the shareware program:

>"Use of this product without returning the license agreement and registration
>fee is a crime."

and

> Be as explicit and fascist as possible about licensing.

I came to the conclusion that he just wants to have some stupid shareware author to exactly follow one of his "shareware evils":

> 3) It uses intimidation to coerce money from people.

But again, let's not process Mike's intentions (I apologize in advance, Mike, if I misinterpreted), and go to the details.

>The guidelines are based on a study of the copyright laws, and discussions]
>with lawyers. As is usual for software, the laws are still unclear, and
>there has not been a precedent covering what is and isn't correct.
>The fact that there is no precedent I believe implicitly that knowledge
>should be shared, and I possess knowledge that it seems many will find useful.

Part of your document shows knowledge, part just shows guessing bordering on misinformation (my personal opinion, which I'll try to substantiate with my reply).

>Therefore, I'm going to
>give guidelines on what to do to shareware products so that you have a
>hope of extracting funds from non-registered users in a court of law.

>You are also going to have to listen to my lecture on what public
>domain really means. Why don't we start by defining that?

Well done run down on the public domain/copyrighted/restricted issues.

>Note that a statement "this is in the public domain, not for
>commercial use" is self-contradictory. The document in question is in
>the public domain, and available for commercial use.

I just downloaded two programs from comp.sources.amiga with that STUPID notice.
Hey, you guys that wrote that. I can tell you right now that I feel free to
do anything with it. If I find it useful I will use it in a commercial product
of mine, and will definitely copyright the resulting code with MY name on it.
And you won't be able to do anything about it! Got it! :-)

>As an aside, in the context of shareware and freeware, "publish" means
>making available to others - uploading to a BBS, posting to USENet, or
>sending to a software library would all constitute publishing.

This is very important. From that date the author has 3-months to register
with the Copyright Office to be able to subsequently claim statutory and not
just "actual" damages.

> Of course, you need to know what a valid copyright notice is.

All is well on this. If one wants more, get the "Circular R1 -- Copyright
Basics" from the Copyright Office, Library of Congress, Washington, D.C. 20559.

>I'll point out that after the copyright notice you can place
>a notice allowing redistribution under specific conditions. A common
>thing to see here is "This code may be freely redistributed so long as
>it is not included as part of any commercial product" or words to that
>affect.

This is definitely enforceable by the courts (More at the end of my message).

>If you still want to make money off it, instead of donating it to the
>good of society, you need one more thing - a license agreement.

Here is where the sticky part starts. The copyright issues are ended,
and Mike goes into the "Licensing Agreements" issues, a MUCH different
subject.

>The best thing to do is to have a specific license agreement that must
>be printed, signed and returned with a check.

This is still OK. "Licensing Agreements" should be signed by BOTH parties
that are included in the agreement. This is usually the case for mainframe
and minicomputer software. BEFORE getting the software, the purchaser has to
sign the agreement, and return it with the proper payment.

With microcomputer software the story is different. Given the large quantities
and the different distribution channels, almost all publishers
now use the "Shrink-wrap licensing agreement". The agreement is either
printed on the outside of the shrink-wrapped package or the diskettes are
inside a sealed envelope. One has to PHYSICALLY break some type of seal to
USE the program, and to break the seal, he/she MUST have read the licensing
agreement. Most agreements say something like this:

"Breaking the seal on the envelope indicates that you accept this agreement and will abide by it. If you do not agree with the license, return the complete software product to the dealer where purchased". Usual agreements require an limited amount of backupus (if any) and use on a limited number (usually 1) of cpus at any one time.

Note that the "Shrink-Wrap Licensing Agreement" has never been tried in courts, and therefore it is not clear whether it will stand or not. Moreover, not being connected with any Federal law, each state could decide in his/her own way.

>Then near the copyright
>notice put a notice stating something like "Use of this product
>without returning the license agreement and registration fee is a
>crime."
>Should the license agreement seem to much to add to the product, just
>place a notice like "Use of this product without registration by
>sending $# to <whoever you are> is a crime." Once again, be specific -
>give a number of trial uses, or the length of a trial period.

This is where Mike's arguments die. He suggests a kind of even looser "licensing agreement" that does not include the "break-seal or open-shrink-wrap" action. Note that the "shrink-wrap" agreement is based on the fact that one opens the seal AFTER having read the agreement, and BEFORE using the product. The breaking of the seal is also an undeniably PHYSICAL action.

With shareware that is not possible, unless one can prove that whoever gets the software sees the "shareware license agreement" BEFORE downloading it from a BBS, getting it from a friend, or by other means.

Even including the "shareware licensing agreement" in a LICENSE file on a BBS won't do any good, unless the sysop enforces the rule that you have to download the licence BEFORE you download the program; clearly unenforceable with current BBS software.

Also including the LICENSE file as part of a library ARC file that contains the executable won't do any good, since NOBODY will be able to prove that I read the agremeent BEFORE I use the program.

Thirdly, flashing the licensing agreement each time the program is started is also useless, since that is done AFTER you got the program, not BEFORE. Therefore, you are in NO obligation to follow it.

Considering the questions on the legality of the "shrink-wrap" licensing agreement, ther is NO chance that the even looser "shareware agreement" that Mike is suggesting will help anybody to recover any money at all.

Most shareware authors for the IBM PC have clearly understood this, and try to make their money by providing "extras" with the "registration" of the program, which usually includes a new BETTER version of the program and printed documentation (ZCOMM/Pro-Yam, PC-FILE, PC-TALK III are examples of this). Another possibility is "selling" technical support (I believe ButtonWare does this).

>Of course, corrections to any of the suggestions above will be
>gratefully accepted. Suggested improvements in the document as a whole
>would also be appreciated.

You've got them. My point is that your proposed "shareware license" is basically useless from a legal standpoint. And I did not even consider the enforceability of such an agreement.

Going back to the Copyright issues, this is an area where laws are clearer and there are precedents. One issue, for example, concerns a variety of outlets that repackage "shareware", putting multiple programs on the same disk, and SELLING the result. If the shareware software is properly copyrighted and registered, and includes proper restrictions, one can easily sue these companies, stop them from distributing "illegally" your software, and possibly recover court-awarded damages. This has been done.

Even if I do not agree with some of Mike's arguments, I do commend him for raising the issues.

-- Marco Papa

As requested, here they are:

> Disclaimer: These guidelines not guaranteed to be correct.
> Follow them at your own risk.

> Among the evils of shareware are:
> 1) It violates the hacker ethic.
> 2) It uses channels of distribution originally
> intended for freeware, without compensation to
> or permission of the people who run those
> channels.
> 3) It uses intimidation to coerce money from people.
> 4) It entices them to break the law.

1454. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 21:23:32 UTC
From: roger_warren_tang@cup.portal.com
Message-ID: <2844@cup.portal.com>
Source record: 254754
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

My only thought on Mr. Meyer's postings is that he doesn't know too many artists; if he said what he said to them, he'd be finding himself on his back.

1455. Hooking up ImageWriter to ST?

Newsgroup: comp.sys.atari.st
Date: 1988-01-30 22:52:26 UTC
From: mmiller@husc4.HARVARD.EDU
Message-ID: <3957@husc6.harvard.edu>
Source record: 254755

{Greetings and salutations, oh bug eater!]

Hi. I just acquired a 1040ST, and when I am not chasing my
housemates off of it (as they play Dungeon Master!), I spend time
trying to hook up my Apple ImageWriter to it. I have the cable, no problem.
But I can't make some of the software that I have (especially Publishing Partner)
to talk to the printer. Is there much in the way of ST stuff that'll drive a

Any help that y'all can offer will be appreciated. Thanks.

Martin Miller
mmiller@husc4.harvard.edu

1456. Re: Free Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 01:49:23 UTC
From: exodus@uop.edu
Message-ID: <996@uop.edu>
Source record: 254756

Yes, if a Developer's Kit for RTX was available for a small fee (~$40),
and was _well_ written and _informative_, it would make lots of money for
Dave. Just learn from Atari's mistakes :-)

Greg Onufer

1457. Re: Print redirection routine

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 01:53:38 UTC
From: exodus@uop.edu
Message-ID: <997@uop.edu>
Source record: 254757

In article <8801271313.AA10750@lasso.laas.fr>, ralph@lasso.UUCP (Ralph P. Sobek) writes:
> Subject: Print redirection routine
> I am quite new, and still naive, to my Atari ST. I have programs that either
> only output to the screen or to the printer port! So as not to reinvent the
> wheel, what I'm looking for is an assembler or C program which would redirect
> the output of one of these programs to an ascii file rather than the printer.
> You see, I don't have a printer locally on my Atari. Thanks a million.
>

Anybody think it would be possible to install a trap handler to intercept
the calls to output to the printer and send the output to a file? Perhaps
a desk accessory (Yet Another DA!) like Tom Hudson's Hard Disk Write Protect
DA? There are quite a few programs out there that do not have the option to
print to a file...and since I have an FX-80 and the school has a laser
printer, I usually try to print to a file and upload to the school's
system (The laser printer emulates an Epson in any case).

Any ideas?

Greg Onufer
exodus@uop.edu

1458. Re: Beware: Munged HD ahead

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 02:18:43 UTC
From: exodus@uop.edu
Message-ID: <998@uop.edu>
Source record: 254758

In article <611@cernvax.UUCP>, jmg@cernvax.UUCP (jmg) writes:
> In article <966@uop.edu> exodus@uop.edu (G.Onufer) writes:
> > -Runs with the Supra Autoboot program, foldrxxx.prg, Beckemeyer's Hd
> > accelerator.
> Does this hard Disk accelerator work well? Having, like many people, a
> lot of stuff on the hard disk it gets painful to put new files on it.
> Simon's reorg program helps a bit, but ...
> Also, if good is it part of a wider package or on sale as is?

It helps on reading directories, not on creating or writing ...

My suggestion is: Do a diskcheck with dlii. If all is well, write a
file to that partition which fills up the partition to maybe %5 free.
Run dlii again and reorg. If that big file was written to the root
directory, it will be fairly close to the beginning of the partition.
Then remove the big file. All the free space is now at the beginning of
the partition.

AS ALWAYS: BACKUP YOUR DISK BEFORE USING A PROGRAM LIKE RE-ORG!!!!!

Disclaimer: This is my work-around of what Michtron's Tune-up! does.
I do not have the money to buy it so I created my own
method of doing the same thing.

Greg Onufer
exodus@uop.edu

1459. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 02:33:36 UTC
From: wayrynd@jacobs.cs.orst.edu
Message-ID: <2259@orstcs.CS.ORST.EDU>
Source record: 254759

In article <322@bnl.ARPA> drs@bnl.ARPA (David R. Stampf) writes:
>I called Megamax today - and spoke with a most gracious receptionist.
>
>Unfortunately, she had bad news - Laser C wouldn't be shipping until mid
>February or early March. (In December, they were to ship in January). Seems
>that the printer is taking longer than estimated.
>
>I guess they use the same printer as OSS and Atari. - Probably Gutenberg.
>
> *sigh*
>
> < dave stampf
>
>(With all of this desktop publishing around, why can't anyone get anything
>published?!?!?!)

guess they don't have quick printers in Richardson Texas! Their last
manual was just laser printed masters. The real problem, is that they aren't
done with the program yet. This isn't something that is bad, it is good. I
would rather have them hold off on the release of a buggy product, than to let
it go as it is now. The lastest Beta Version works fine, but still has some
quirks. The good thing is, they won't have to wait for the manuals *if* they
are being printed now!

~~~~~~
| Disclaimer - |
| My employer hardly knows I exist, let alone my opinions .... |
~~~~~~ ~~~~~~~~~~~~~~
UUCP : ...!hp-pcd!orstcs!jacobs.cs.orst.edu!wayrynd	Apprentice	
Domain: wayrynd@jacobs.cs.orst.edu	ST /	\
or: wayrynd%jacobs@cs.orst.edu	Programmer
BBS : The Park BBS --> (503) 753-3342 ~~~~~~~~~~~~~~
Snail : 824 NW 10th, Corvallis OR, 97330 Darin Wayrynen
~~~~~~
~~~~~~

1460. Re: SH204 hard disk

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 05:15:05 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8801310416.AA13134@ucbvax.Berkeley.EDU>
Source record: 254760

rwa@auvax.UUCP (Ross Alexander) writes:
>Jim's article <2697@dadla.TEK.COM> is absolutely correct. Why *is* there
>no CHKDSK.TTP or whatever? Lord knows there are enough known bugs in the
....
and a lot more things which we probably all agree are correct..
....
>Even with all this planning, the XT's still beat my ST. Are you listening,
>Neil? Your people are crying out for help ;-).
As people that have been following the net for the last two years have
noticed, the only positive action that Atari has ever taken about GEMDOS
bugs was the famous 'We're working on it!' from Neil Harris, concerning
the 40-folder problem nearly exactly two years ago. Since then Atari has
fixed problems in the BIOS and XBIOS and even some bugs in GEM, but
none of the minor or major GEMDOS bugs have been fixed. Why?
Well there were two possible ways Atari could have improved GEMDOS
since they started noticing the bugs (which as far as I know, happened
when they started shipping hard disks to developers (late 85)):

1) fix the bugs inhouse, which would have been pretty easy
for most of them (in fact for most problems they wouldn't have to
have done it themselves: more than one person in Germany
have actually rebuilt the C-Source of GEMDOS by diassembling
the ROM's (one of them has actually published a book with
the listing) and have repeatedly pointed out how to fix
the bugs to Atari (most seem to be results of typos)). Only
solving the '40-folder' problem would have needed some rewriting
of the OS since this is a design problem of the internal
memory management of GEMDOS.

2) Get the fixed GEMDOS from DRI, that a fixed version of GEMDOS
exists inside DRI has been rumoured since the beginning of last
year, one report even quoted somebody from DRI saying that they
had given it to Atari.....

So what's Atari's motivation not do to anything about GEMDOS (except
spreading rumours that they are working on a completely new OS (and even
if they are it must have very low priority (just one person working on it)))?
Well it costs money and if you have such a good scrapegoat as DRI,
why bother? Plus, all the GEMDOS problems have not hurt sales in Europe
(specially in the German speaking part), this is partially due to Atari
suppressing the information (the 40 folder bug was left out of the
German SH204 manual and only became widespread knowledge around Summer 87),
partially to the computer press not being critical enough about what
Atari Germany told them (remember the sentence 'The development of GEMDOS
is finished!' by Mr. Stumpf).

Now the only reason I bothered to write this is the astounding insolence, that the same company that doesn't even bothers to support the OS on it's major line of computers, is actually intending to be selling 4 (FOUR!) different lines of computers, plus 4 different operating systems, plus 4 different window/graphic packages in 1988! Atari must really think that we are stupid!

Simon Poole
Bitnet: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!poole

1461. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 06:21:59 UTC
From: elg@killer.UUCP
Message-ID: <3160@killer.UUCP>
Source record: 254761
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

in article <39947@sun.uucp>, cmcmanis%pepper@Sun.COM (Chuck McManis) says:
>. There are two common ways to get shareware, thru
> BBS's and on library disks. But to get the package you have to *ask* for it
> and suddenly it isn't an unsolicited gift now is it? My experience is that
> most shareware packages are clearly marked as such and thus pleading ignorance
> of the status of the code is not usually possible. Ah well, back to the
> flames.

Obviously you don't frequent the BBS's and computer clubs that I do. The closest to ""documentation"" that these small-time operations present is a listing of the disk directory (piped to printer, of course). Now, if you see a file named "expr34.exe", can you tell that it's shareware? Ya download it (or copy it), and take your chances (with hard drive out of the system, of course!).

Sorry, won't cut it. If your argument is that these programs were "clearly marked", then don't distribute them through channels that eliminate this "clearly marked" status (i.e. BBS's and clubs). Whereupon you just eliminated the whole argument for shareware (the wide distribution).

Actually, there's something akin to shareware that might be even more popular in the future: Teaserware. An example is the "Express" word processor for CP/M. They have a teaser out, that implements most of the features of the full word processor, and is useful, to boot (certainly beats VDE, VDO, and any other PD CP/M word processor that I've seen). If I used CP/M much, I'd probably send in my $40 or whatever for the complete program and manual. On the other hand, I wouldn't know that these people existed if they'd gone the usual distribution route (is there even a magazine for CP/M anymore?!). Alas, I doubt that many other programmers would do the same... they'd probably just release a silly demo program that was useless for doing anything but advertising the full-fledged program. Instead of what the authors of Express did, releasing an early version of the program into the copylefted domain, quite useful in what it does (basic text editing).

--
Eric Lee Green elg@usl.CSNET Asimov Cocktail,n., A verbal bomb
{cbosgd,ihnp4}!killer!elg detonated by the mention of any
Snail Mail P.O. Box 92191 subject, resulting in an explosion
Lafayette, LA 70509 of at least 5,000 words.

1462. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 06:56:16 UTC
From: elg@killer.UUCP
Message-ID: <3161@killer.UUCP>
Source record: 254762
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

in article <6526@oberon.USC.EDU>, papa@pollux.usc.edu (Marco Papa) says:
> In article <886@xn.LL.MIT.EDU> olsen@ll-xn.UUCP (Jim Olsen) writes:
>>If I copy a program which I would never pay for, the copyright holder
>>loses nothing, since he wouldn't get any money from me anyway. In such
>>a situation, the copying is illegal, but I would not consider it immoral.
>
> This is exactly one of the cases in which "registering" with the
> copyright office makes a difference. If you do NOT register your work
> with the copyright office, you can only collect "actual" damages, which
> in the above case is $0. If you register your work with the copyright
> office WITHIN 3 MONTHS from publication you can ask for "statutory"
> damages, which are decided in court and have NO set limit.

About 6 months ago, I looked at the appropriate part of the U.S. Code.
"actual" damages apparently are based upon how much the publisher would have
recieved by actually selling the copyrighted material. Statutory damages DO
have a set limit: $10,000 per occurance, with a $50,000 cap for blatant
offenses. Or some such numbers. Note that these are a PER INCIDENT fine (there
is a minimum fine, also). If you have a company that made 1,000 copies of
Lotus 1-2-3, that company may be liable for $10,000,000 in fines (as vs. the
$500,000 they'd be assessed in "actual" damages). Also note that there are two
routes: Civil (you file suite against the infringer), and criminal (a U.S.
prosecuter asks for indictment). There's also other assorted goodies that the
judge can order: Siezure of all involved equipment and goods, for example.

Conclusion: The copyright law may be one of the laughs of the century, but if
someone finds a big offender, we're talking big bucks.

Caveats: My photocopies of the relevant sections are buried in boxes from when
we moved, so you're spared the long & gory details. Needless to say, REGISTER
the program, if you want to protect the various rights associated with
copyright...

--
Eric Lee Green elg@usl.CSNET Asimov Cocktail,n., A verbal bomb
{cbosgd,ihnp4}!killer!elg detonated by the mention of any
Snail Mail P.O. Box 92191 subject, resulting in an explosion
Lafayette, LA 70509 of at least 5,000 words.

1463. Re: Calling PELL, or Wanted: STadel news

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 10:37:17 UTC
From: ihnp4!pell!orc@stag.UUCP
Message-ID: <322@stag.UUCP>
Source record: 254763

I've heard that occasionally some messages about STadel fly across
the net. Well, Pell is now roomsharing comp.sys.atari.st with the net,
so I'll be able to actually answer some questions about the s/w here.

My, you usenet people like the long headers and footers on your
messages, don't you?

-orc
-david parsons
-ihnp4!pell!orc

1464. Re: Shareware & Honesty

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 11:06:00 UTC
From: GASPARD@HROEUR5.BITNET
Message-ID: <8801311440.AA27628@ucbvax.Berkeley.EDU>
Source record: 254764

>Exuse me, but I always thought the idea of shareware was, "Here's a PD program
> I wrote, feel free to use it. But IF YOU CAN, send a donation. I don't demand
>that you do, but it would make me feel better.

It's a nice thought, but it doesn't work (out here).
Markus The (the programmer of the MOBZ-utils) has always put that message in his programs. In about 2 years he has got 1 (READ ONE!!!!) donation.
If you have seen his products, it's a shame.
So do not think that 'FEEL FREE' works. If people are using copies of commercial programs, do you thing they send a donation if they do not have to??

Bert Rozenberg
Dutch ST-foundation

1465. Re: New ST owner needs help

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 11:15:00 UTC
From: GASPARD@HROEUR5.BITNET
Message-ID: <8801311441.AA27669@ucbvax.Berkeley.EDU>
Source record: 254765

I'll agree that the 'Concise ref. Guide' is a good book.
But recently I have read the book 'ATARI ST Profibuch' from (german) SYBEX (isbn 3-88745-501-0). It's the ultimate book, everything I have on information was in about 4 books, but now I only have to use this one.

The contents:

The operating system of the ST:
BIOS, XBIOS, GEMDOS, VDI, AES, Systemvariables.

The hardware of the ST:
Complete description of all the hardware (including the BLITTER)

The version wich I have is written in German, but perhaps there's an English version somewhere.

PS. It's 760 !! pages for about $35.

1466. Re: Mega vs 1040ST

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 11:21:00 UTC
From: GASPARD@HROEUR5.BITNET
Message-ID: <8801311441.AA27647@ucbvax.Berkeley.EDU>
Source record: 254766

>For about a week Atari Holland is shipping the blitters to the -old- users.
>But the blitter does not give the ZAPPP-speed you may expect. But it's free.

There's a lot of misunderstanding about this above statement. The -old- users ar
e the users who have bought a MEGA without blitter and not the 520/260/1040 user
s.

It's free means that there isn't a way to buy a MEGA without a blitter. You'll p
ay for the blitter but you'll get it later. When it's ariving you don't have to
pay anymore.

So, that's justified.

Bert Rozenberg
Dutch ST-foundation

1467. Re: Free Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 17:23:44 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3540@batcomputer.tn.cornell.edu>
Source record: 254767

In article <5425@tut.cis.ohio-state.edu> weaver@tut.cis.ohio-state.edu (Andrew Weaver) writes:
>Or, better yet, Atari
>finally says, "gee, why don't we just get rid of the ROMs and make the
>OS RAM resident" and not sell any machine with less than 1Mb. What a
>great idea! Now we only have to make disks and we can release updates
>every few months instead of every few decades.")

>Andrew Weaver, OSU College of Business weaver@tut.cis.ohio-state.edu

I must disagree with Andrew's point about putting the OS back on disk so we can get updates every few months. As much as I like the idea of frequent updates, I absolutely detest having to waste mongo megabytes just getting the stupid machine to boot. I work with Macs a lot, I really get frustrated when I can't even copy files between two disks because I have ONLY two floppies and neither of the disks I'm using has a system on it. I really like the way the ST boots without the system files on disk; that way you only waste DA space on the disk. It also speeds boot time a lot. Admittedly, if you have a hard disk it won't make a major difference, but I doubt most people do. Perhaps Atari could do something really neat and use the cartridge port for something, instead of just letting it sit off the side of the computer, as it does now. I'm not sure of any details, but it seems the cartridge port is the way to go as far as a compromise between ROMS and disks goes. After all, you can get those Atari 2600 cartridges for a few bucks now - and I can't believe that the price of making a cartridge is that much more expensive than making and copying a disk. And what if it is? Maybe the cartridges would become more popular and might actually be useful in the future (aside from David Small's Magic Sac, of course).
Adam

--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive fiction, it's not fun."

1468. Mach 2 Forth

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 21:42:44 UTC
From: 870646c@aucs.UUCP
Message-ID: <813@aucs.UUCP>
Source record: 254768

Has anyone got a legal copy of Mach 2 Forth that they would be willing to sell to a starving univ. student? I need this for some work at school, so if anyone has a legal copy of this product, and would be willing to sell it, could you please reply to this msg., or for even faster results call me at the following: 1-(902)-542-2312.
I really need this product so if you are not using it, please sell it to me!
later
Barry

1469. BITNET redistributions and USENET Gateways (or Why I Hate BITNET)

Newsgroup: comp.sys.atari.st
Date: 1988-01-31 22:59:46 UTC
From: fair@ucbarpa.berkeley.edu
Message-ID: <22802@ucbvax.BERKELEY.EDU>
Source record: 254769
Cross-posted to: comp.sys.atari.st,news.misc

Lately in comp.sys.atari.st there has been a flurry of bounced digests and other cruft being posted by my gateway from the bowels of BITNET. Sorry that I took so long to respond folks, but I don't read comp.sys.atari.st and I didn't know about it until the middle of last week.

Quick explanation: comp.sys.atari.st is bi-directionally gatewayed to INFO-ATARI16@SCORE.STANFORD.EDU. Among the other addresses on this list are redistribution points for BITNET. Unfortunately, someone on BITNET is not doing his/her header hacking right, and when delivery fails, the digests get bounced back to the whole list, instead of to the responsible administrator. Ah, if they'd only convert to netnews, we wouldn't have this problem...

Fortunately, my gateway can filter stuff, and now that I am aware that this is happening, there is a filter in place to stop it from ever reaching those of us fortunate to be on USENET. I have also posted cancel control messages for those errant articles, so they will be removed from your disk as soon as the control messages arrive on your system.

The responsible BITNET site, so far as I am able to determine is CANADA01, and as soon as I know who the site contact is, I'll post his/her address here as a followup to this article to let you all know who to bitch at. Failing that, you can complain to INFO-ATARI16-REQUEST@SCORE.STANFORD.EDU, which is the address of the ARPANET mailing list coordinator.

keeper of the ucbvax USENET gateway,

Erik E. Fair ucbvax!fair fair@ucbarpa.berkeley.edu

P.S. there is a special place in purgatory for the people responsible for BITNET's so-called mail system.

1470. Re: BITNET redistributions and USENET Gateways (or Why I Hate BITNET)

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 01:09:41 UTC
From: ravi@duke.cs.duke.edu
Message-ID: <11005@duke.cs.duke.edu>
Source record: 254770
Cross-posted to: news.misc,comp.sys.atari.st

In article <22802@ucbvax.BERKELEY.EDU> fair@ucbarpa.berkeley.edu (Erik E. Fair) writes:
>Failing that, you can complain to
>INFO-ATARI16-REQUEST@SCORE.STANFORD.EDU, which is the address of the
>ARPANET mailing list coordinator.
>
>
> Erik E. Fair ucbvax!fair fair@ucbarpa.berkeley.edu

Before we're innundated with gobs of flames, I'd like to point
out that Bill Westfield (he's the chap who puts the digests together)
has added a "SENDER" field to the outgoing digests, in the hope that
the errant BITNET mailer(s) will bounce mail back to the address in
the SENDER field, and not to the name in the "FROM" field. The SENDER
field is set to "info-atari-request" so that we'll get the bounced
digests and take action. The "FROM" field remains "info-atari", so that
BITNET folks who use the REPLY function to send notes to info-atari will be
able to do so without swamping the "request" address with mail that
should go to the list. Of course, all this assumes some sort of
rational behaviour on the part of the BITNET mailers...

>P.S. there is a special place in purgatory for the people
> responsible for BITNET's so-called mail system.

I just wanted everyone to read that again..

-ravi

1471. Re: Print redirection routine

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 01:37:34 UTC
From: ravi@mcnc.org
Message-ID: <2810@alvin.mcnc.org>
Source record: 254771

```
## Subject: Print redirection routine
## wheel, what I'm looking for is an assembler or C program which would redirect
## the output of one of these programs to an ascii file rather than the printer.
##
#
#Anybody think it would be possible to install a trap handler to intercept
#the calls to output to the printer and send the output to a file? Perhaps

Moshe Braner's program BARREL does exactly this. It's
available from the Univ of Houston server (I think), among other places.
Check out the Info-Atari information posted a while back for some
details on how to contact the servers and other archives.

-ravi
```

1472. Distribution List

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 06:17:41 UTC
From: jeffois@ritcsh.UUCP
Message-ID: <881@ritcsh.UUCP>
Source record: 254772

Please add me to your distribution list for info-atari16.

Thank You.

Jeff Correll

-=-=-=

1473. Looking for a window package for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 06:43:38 UTC
From: P.J.M._Verbruggen.ven1RX@XEROX.COM
Message-ID: <880131-224434-1176@Xerox>
Source record: 254773

I recall some communications in this DL regarding availability of the Curses window package for the ST. Any pointers ?

Dont flame me on Windows, I'm just a victim of porting homebrewed ST software to a MSDOS - sytem at work.

Thanks

Peter Verbruggen

peterv.ven1@XEROX.COM

1474. Re: Trapping Errors

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 12:42:53 UTC
From: F1FPAW@DHHDESY3.BITNET
Message-ID: <8802011242.AA20489@ucbvax.Berkeley.EDU>
Source record: 254774

>Can anyone tell me if there's a good way to trap the kinds of errors
>that usually result in bombs?

The bombing routine is entered via the exception vectors (some of them
are: bus error, address error, illegal instruction ...). Just change
the vectors to point to your debugger.

>Is there a better substitute for MUSHROOM, or
>documentation on where to find the crash data and how to interpret it?

Yes, I use MONST (very good!). By the way: MONST does trap bombs in
a correct way.

Michal Pawlak (I'm not an expert!)

1475. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 15:45:35 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <749@usl-pc.UUCP>
Source record: 254775

I have to agree with most comments that a lot of shareware are hardly worth the diskette space and might be considered for freeware. I have also seen a few commercial products that fit that category also :-).

The perfect exception to the rule is however, UNITERM, this is the best product that I have seen ever in the freeware, shareware world. It is also the best terminal program that I have ever seen. Including the commercial products in this area. Some have more a few more whiz-bang features. But none are more functionally complete, and this makes it (in my opinion) the perfect interface to your favorite mainframe. I do know lots of people who will quickly disagree with me, but they are not mainframe users, the only interfacing required is with BBS's and other users. The other programs that I have tried at their homes when they have challenged me with their perfect term program have all failed miserably in the emulation modes. Uniterm works perfectly without a hitch!

Anyway... I just wanted to say thanks to Simon Poole for a great product, and to give a "this one's great too!" addition to the list of public domain and somewhat-public domain software.

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL | \|<>|>|> \|<>|>|><`|`|
or ... |-----/|-------/|----------------------
ut-sally!usl-pc!jpdres13 | \/ \/

1476. Re: Free Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 17:03:38 UTC
From: geoffw@hubcap.UUCP
Message-ID: <902@hubcap.UUCP>
Source record: 254776

This is my first post so please bear with me. I have to agree with the points Adam Engst brought up. Since the cartridge port was included on the ST, I would like to see more software produced in cartridge format. Personally I believe there may also be a great market out there for someone who could come up with a better operating system (Not that there are any flaws in GEM 8-)

Geoff Williams

1477. Re: Mediach() function question

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 17:18:12 UTC
From: wheels@mks.UUCP
Message-ID: <385@mks.UUCP>
Source record: 254777

In article <8801292315.AA23295@orville.nas.nasa.gov>,
rowley@orville.nas.nasa.GOV (Karl Rowley) writes:
> What situation would cause Mediach() to return "maybe"?
>
> Karl Rowley

In one of the recent conferences on BIX, this was brought up. As I recall, the answer was that Mediach() returns maybe if the disk is write protected.

The ST uses the write protect line to sense disk changes. If there is no disk in the drive, the drive reports "protected". If there is a disk in the drive, then the drive reports whatever the disk is set for. So, the ST can accurately sense the changing of writeable disks, but not protected disks. So, if it reads from a protected disk, it sets the flag to maybe as soon as the drive motor times out, because it really doesn't know.

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

1478. Re: BITNET redistributions and USENET Gateways (or Why I Hate BITNET)

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 17:32:05 UTC
From: biep@cs.vu.nl
Message-ID: <980@klipper.cs.vu.nl>
Source record: 254778
Cross-posted to: news.misc,comp.sys.atari.st

In article <11005@duke.cs.duke.edu> ravi@duke.UUCP (Ravi Subrahmanyan) writes:
>Bill Westfield has added a "SENDER" field to the outgoing digests,
>in the hope that the errant BITNET mailer(s) will bounce mail back
>to the address in the SENDER field, and not to the name in the "FROM" field.
>The SENDER field is set to "info-atari-request" (...).
>The "FROM" field remains "info-atari", so that BITNET folks who use
>the REPLY function to send notes to info-atari will be able to do so
>without swamping the "request" address with mail that should go to the list.
>Of course, all this assumes some sort of rational behaviour on the part
>of the BITNET mailers...

I think the "From: " field should contain the address of the person who
wrote the article. Hitting the whole newsgroup/mailing list/whatever
should never be the default.

>>P.S. there is a special place in purgatory for the people
>> responsible for BITNET's so-called mail system. [-Erik Fair]

> I just wanted everyone to read that again.. -ravi
--
Biep. (biep@cs.vu.nl via mcvax)
Never confound "power", "command" with "right",
especially not when it concerns our own body!

1479. Dev Kit

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 18:28:47 UTC
From: neil@atari.UUCP
Message-ID: <964@atari.UUCP>
Source record: 254779

Couldn't get mail through on this one, so am posting to the net:

Date: Sat, 30 Jan 88 21:56:48 PST
From: ames!scubed!sdcsvax!pnet01.cts.com!sreeb (Ed Beers)
To: atari!neil
Subject: Re: developers kit
Status: R

I keep hearing persistant rumors that a new version of the developers kit with
Mark Williams C included will soon be available. Any truth to this. If not,
any chance you guys will unbundle the documantation from the software?

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

Answer:

The current developer kit includes Mark WIlliams C for the $300 price, which
includes the Atari documentation and technical support.

The documentation is available separately for $100. Alcyon C is available
for $20.

--
--->Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

1480. Re: SH204 HARD DISK!

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 18:49:23 UTC
From: rwa@auvax.UUCP
Message-ID: <510@auvax.UUCP>
Source record: 254780

In article <805@aucs.UUCP>, 870646c@aucs.UUCP (barry comer) writes:
> Over the last few months I have been reading about people that have been having nothing but trouble with their SH204's. For some reason, for which I cannot
> understand, my SH204 has never had any of these problems. It has never given

Mine's (and all the others around here) been flawless. I think it has to do with making regular backups; if you back up the disk once a week, you will never have problems. On the other hand, if you don't make backups, you can expect trouble. I believe this is some corollary to Murphy's Law :-/.

Ross Alexander, Athabasca University
alberta!auvax!rwa

1481. small assesment of some formaters

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 19:18:29 UTC
From: gpm@dukempd.UUCP
Message-ID: <439@dukempd.UUCP>
Source record: 254781

Recently I aquired four formaters: the Atari standard, the Twister, format11 and DCformat. All but the Atari came over the net and I would like to thank the people who posted them- even though I can't remember the names. Over dinner one evening I deceided to compare the read from and write to times of these four formaters. I collected this information using the time command of the Gulam shell, so the times are in units of 5 millisecond clock ticks. The Gulam command df reports the disk sizes. The list is ordered as to increasing size of formatted disk.

formater	size(kb)	write to	read from
Atari	728	12,354	7,586
Twister	810	5,470	5,112
DCformat	830	5,547	4,864
format11	925	14,933	8,421

Reformatting the same disk on each trial, I moved 220 kb of files (programs, archives, 1st Word documents et al) from a ram disk d: to disk drive a: using the Gulam sequence "time mv *.* a:". This gave the "write to" time. I then moved all the files back to the ram disk with "time mv a:*.* d:". This gave the "read from" timing. All these operations were moves ie copy and delete, so the more common straight copy will be faster: this is a comparison not an absolute performance test.

As most of us already know the Atari standard formater produces small, slow disks. Format11 makes a big but enormously slow disk; although, it is so large as to be a suitable archival material, but not for everyday use. I find Twister and DCformat very close in performance and good for everyday use. I personally use DCformat for its versitiliy; but only after haveing used and been satisfied with Twister for many months. The DCformatter is more versitile, and this has swayed me to its side. I should mention that I used DCfomatter in its 82 track, 10 sector/track fast mode with the write verify turned off; the other three have only one way to use them.

Disclaimer: I neither know nor understand anyone who writes or distributes formaters, these four included.

P.S. I'd still like to hear from someone about my desire to find a resizeable and reset survivabl ram disk.

At least tell me why it's hard to do. I got no responce
to an earily inquiry except for requests to pass any
information along.

--
Guy Metcalfe gpm@dukempd.uucp
Duke University Dept. of Physics mcnc!duke!dukempd!gpm
Durham, N.C. 27706 despot@tucc.bitnet

1482. RE: GENST assembler

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 19:25:49 UTC
From: CEN@PSUVM.BITNET
Message-ID: <31683CEN@PSUVM>
Source record: 254782

```
in HiSoft's DevpakST. The only way you are going to get a higher version
is to buy it. This also explains how you can get the documentation.
To define a constant string do this:

dc.b 'this is a constant'

The screen assembly listing drops you back to your file whenever you
hit a key.
I hope this helped.
jim condon
cen at psuvm
```

1483. HP DeskJet Laser Quality printer

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 19:46:39 UTC
From: keithr@vice.TEK.COM
Message-ID: <2248@vice.TEK.COM>
Source record: 254783

Has anybody seen or heard anything about the new HP DeskJet Laser Quality printer? I just read an article on it in the newspaper, but it didn't give too many specifics. It did say that it was $995, 300 dots per inch, two pages per minute, uses a replacable ink jet head ($18.95) thats good for about 600 pages, it uses regular paper. The article also said that it was HP and IBM compatible. OK, but what kind of printer driver would I need? Is it postscript compatible or what? If anyone has any more information on this new product please let me know.

Keith
keithr@vice.TEK.COM

1484. Re: Re: Guidelines on legal protection for shareware & freeware

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 21:11:09 UTC
From: keld@diku.dk
Message-ID: <3634@diku.dk>
Source record: 254784
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Here is a more international view on copyrighting software, as I understand it. I hold a Danish master degree in legislate law, but I am no expert on copyrights. I once spoke to a Danish expert on the issue and this is what I remember from that talk. Usual disclaimers.

Copyrighting in the USA is something special, as USA has not ratified the Berner convention, as most of the European countries have, and Canada has done it too. As software put one EUnet/Usenet is spread all over the network in a couple of days, you can consider it published in Berner convention countries, and thus international copyright laws apply to every single piece of software published on the net.

According to the Berner convention, it is not neccesary to state "Copyright" etc on the work, if the "work" is of sufficient "height" with respect to originality, it automatically enjoys copyright protection. But it does improve your chances proving that it is your software if you have put a copyright notice on it. And putting a copyright notice is a good idea, if you also publish it in the USA.

The Berner convention has no such thing as "public domain", and if you have put something in the public domain and later regret it, well you can do so in Berner convention countries. You are able to give rights away like saying "Copyright by Frobozz 1988. Permission to copy is granted as long as ...", so this is like discussed elsewhere.

One special thing is that it is legal to copy any copyrighted material if this is for *private* use. This covers music played on the radio which is tapped on your tape recorder, and it also covers software which is published on the net and thus governed by copyright rules. Putting out sentences about "crime" is thus not fully true in Berner convention countries.

Keld Simonsen, University of Copenhagen keld@diku.dk

1485. Re: MacWorld Expo Report

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 21:45:12 UTC
From: farren@gethen.UUCP
Message-ID: <646@gethen.UUCP>
Source record: 254785
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc

Please note carefully: THIS IS NOT AN ANTI-MAC FLAME!

We wonder about the reasons software and hardware prices are high? In
an article from comp.sys.mac, rock@sun.UUCP writes about MacWorld Expo:

-The attendants were dressed up like space folk from the TV series "V".
-There was a videotaped 9 minute tour by Leonard Nimoy
-a slick young card shark right out of "Guys and Dolls".
-a guy and gal doing a song and dance take-off of "Entertainment Tonight"
-they gave out top hats
-holding drawings for lobster dinner for two, Federal Expressed in from
Legal Seafood of Boston.
-a drawing for a LazerJet printer
-a drawing from Apple.
-a laser light show on the ceiling.

Somehow, I think a little less expensive glitz might help a bit...

--
Michael J. Farren | "INVESTIGATE your point of view, don't just
{ucbvax, uunet, hoptoad}! | dogmatize it! Reflect on it and re-evaluate
unisoft!gethen!farren | it. You may want to change your mind someday."
gethen!farren@lll-winken.llnl.gov ----- Tom Reingold, from alt.flame

1486. Re: Calling PELL, or Wanted: STadel news

Newsgroup: comp.sys.atari.st
Date: 1988-02-01 22:46:47 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <724@silver.bacs.indiana.edu>
Source record: 254786

In article <322@stag.UUCP> ihnp4!pell!orc@stag.UUCP writes:
>Well, Pell is now roomsharing comp.sys.atari.st with the net,

Hot diggity dog!

> My, you usenet people like the long headers and footers on your
>messages, don't you?

Yup. *grin*

1487. <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 01:05:40 UTC
From: Gribnif@UMass.BITNET
Message-ID: <880201194539737.AETG@Mars.UCC.UMass.EDU>
Source record: 254787

Greetings,
I realize there have probably been atleast two buzillion (okay, I'm exaggerating, one buzillion) questions relating to TOS' handling of the <Control> C key and ways of disabling it, but I'm sure we could all use a refresher course by now... :-)
I have found that using the XBIOS (or are they BIOS??) functions Cconws/Cconout to send information to the console is actually quite nice for the application I am writing, since they allow the user to use <Control> Q and <Control> S for flow control of the data on the screen (whereas the "raw" output functions beginning with "B" do not.) The problem is that as soon as the user enters a <Control> C the program is immediately terminated with a status -32. Not nice.
So it all boils down to this: has anyone found a LEGAL way (short of redefining the keyboard, assuming TOS is looking for the ASCII and not the scan code--redefining it would be inefficient for me anyway) of disabling or trapping the key so that the program is not terminated? Moshe?
Second of all I would like to know how programs like GEMSTART work and if they can, in fact, work with the new ROMs without modification (I have heard that the original GEMSTART won't work with the new ROMs.)
If you want to try something rather humorous, write a DA that Pexec's a GEM program as soon as it runs. The application runs normally, puts up its menu bar and all, but as soon as it does an evnt_multi the desktop magically takes-over control once again which, of course, leads to several bombs if you get tired of watching disk drive windows pop up from nowhere when you click on the desktop and decide to select a menu item.
Thanks in advance!

EEEeek! I went against my own Dan Wilga
credo and used a :-) !!! AndOr@UMASS.Bitnet
I'm so ashamed... Arpa? Just try and figure it
out!

1488. Re: Guidelines on legal protection for shareware & freeware

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 01:36:57 UTC
From: mwm@eris
Message-ID: <6818@agate.BERKELEY.EDU>
Source record: 254788
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st
Body handling: HTML body converted to readable text

[I'm still trying to point followups to comp.sys.misc...]

In article <6606@oberon.USC.EDU> papa@pollux.usc.edu (Marco Papa) writes:
Be as explicit and fascist as possible about licensing.
<
3) It uses intimidation to coerce money from people.

Sorry, but the first is things as I discover them to be. The latter is
true whether you use a fascist agreement or not. If you're fascist,
you use the law to intimidate people. If you're not fascist, you're
using the american work ethic to intimidate them.

Should the license agreement seem to much to add to the product, just
<>place a notice like "Use of this product without registration by
<>sending $# to is a crime." Once again, be specific -
<>give a number of trial uses, or the length of a trial period.
<
Of course, corrections to any of the suggestions above will be
<>gratefully accepted. Suggested improvements in the document as a whole
<>would also be appreciated.
<

1489. Re: Free Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 02:14:06 UTC
From: jsp@sp7040.UUCP
Message-ID: <274@sp7040.UUCP>
Source record: 254789

I would like to put in my vote for a public domain version of the MT C-Shell. After having used the shell with the Mark Williams C Compiler for about 6 or 7 months now, I feel it is currently the only viable way to get any real work done on the ST. The system has a few problems but they are minor irretants at best.

Most of the stuff that I have been working on (Both a port of YACC and LEX for the ST among others like cpio and tar) work only with command line arguments whick the MT Shell handles well. If I had to try to develope these without the aid of the MT Shell It would definitely have taken much longer.

I feel that the introduction of a public domain Multi tasking system for the ST would encourage other users to develope more software for the ST. Lets face it the run of the mill software available for the ST is either games, mediocre, or non existent. The best thing I have seen is the Mark Williams C and the MT Shell with the Micro C Tools. Any thing else (with maybe the exception of the developers MODULA II and being a UNIX buff I can't stand anything remotely resembling PASCAL) is nearly imposible to get anything constructive done with.

So my vote goes to a definit yes for putting Beckmeyers MT Shell out on public domain, and Brovo to Mr. Beckmeyer for sugesting it. We need more people actively trying to make the ST a users and developers machine. Maybe someday Atari will even get away from the game machine stigma.

Johnnie Peters

Unisys SLC. Ut.

1490. Megamax: Fast Compiler, Slow Company

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 03:45:22 UTC
From: grieggs@devvax.JPL.NASA.GOV
Message-ID: <1201@devvax.JPL.NASA.GOV>
Source record: 254790

In article <322@bnl.ARPA> drs@bnl.ARPA (David R. Stampf) writes:
>I called Megamax today - and spoke with a most gracious receptionist.
>
Yes, she is gracious. Lovely accent.

>Unfortunately, she had bad news - Laser C wouldn't be shipping until mid
>February or early March. (In December, they were to ship in January). Seems
>that the printer is taking longer than estimated.
>
I have repeatedly had problems with Megamax shipping product. They put me off for about 4 months back when they first brought out their ST compiler, with various printer problems and the like. I finally got a compiler from them on two disks with a scribbled-on Mac version of the manual after much hassle and a large long-distance bill. More recently, I tried for over 6 months to buy the Mac version for a project at work. This time I went through a store, thinking (perhaps naively) that this would give me a bit more leverage. About two months in, it became clear they were not really going to have one "in a couple of weeks", so I began exploring other local stores looking for a copy. To make a long story short, it turned out that THEY WERE NOT SHIPPING PRODUCT! They were out of the old Mac version, and the XL version was not done. I gave up after 6 months of being strung along, and do not even want to discuss what this did to the project. The point of this is, I am firmly convinced that it is their POLICY to promise software RSN, no matter how far it is from completion or what the true problem is. I have many more details if anyone is interested, as the two episodes each went on for far too long. Expect Laser C to ship whenever they get around to it, and not a moment before.

>I guess they use the same printer as OSS and Atari. - Probably Gutenberg.
>
> *sigh*
Indeed. I believe this is called vapor-lock.

>
> < dave stampf
>
>(With all of this desktop publishing around, why can't anyone get anything
>published?!?!?!)

As I say, this is a smokescreen. Call repeatedly over a couple of days, and watch their story change. Go with Mark Williams, they know how to produce, ship, and support products!

_john

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-0465
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

1491. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 04:20:57 UTC
From: bcw@rti.UUCP
Message-ID: <2003@rti.UUCP>
Source record: 254791
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <9371@steinmetz.steinmetz.UUCP>, oconnor@sunray.steinmetz (Dennis M. O'Connor) writes:
> An article by olsen@ll-xn.UUCP (Jim Olsen) says:
> <Unauthorized copying is not theft: ...
> Sorry, it is a form of theft. As shall be demonstrated.
> ...

I have a hard time taking the "there is no such thing as intellectual property" people seriously, because of one simple observation:

Before the days of personal computers and software for them, I don't _ever_ recall hearing _serious_ discussions about whether intellectual property (as in copyrights for books, records, etc; or patents for objects/processes) _existed_ - though I do recall discussion about how long such things ought to run and what was covered by them.

It is therefore hard for me to believe that this "philosophy" is motivated by anything more than rationalization.

This is not necessarily an opinion, just an observation.

Bruce C. Wright

1492. Help with Easydata 1200D modem

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 05:46:47 UTC
From: pirc2499@csd4.milw.wisc.edu
Message-ID: <4441@uwmcsd1.UUCP>
Source record: 254792
Cross-posted to: comp.sys.atari.st,comp.dcom.modems

My friend (not on the net) just was given a Easydata 1200D modem.
The catch is that he didn't get a power pack with it.

I/We were wondering if anyone out in netland could help us.

Thanks for any help in advance.

James

True : James Pirc
ARPA : pirc2499@csd4.milw.wisc.edu
GEnie: JIM.PIRC

1493. Easydata

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 05:51:45 UTC
From: pirc2499@csd4.milw.wisc.edu
Message-ID: <4442@uwmcsd1.UUCP>
Source record: 254793
Cross-posted to: comp.sys.atari.st,comp.dcom.modems

The help I was referring to in the previous message about the Easydata 1200D modem if anyone has any specs on the power pack ie. # of volts, # of amps, etc.

James
True : James Pirc
ARPA : pirc2499@csd4.milw.wisc.edu
GEnie: JIM.PIRC

1494. Re: Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 05:54:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8802020556.AA11199@ucbvax.Berkeley.EDU>
Source record: 254794

Date: 2 February 1988, 00:46:02 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Re: Lyco Computer

Way back when I had an 800XL and lusting after a 300 baud modem,
I picked Lyco to buy my XM301 from. Terrible choice. I ordered
the product through the mail, and upon calling them a few days later,
I was told that my order had been recieved and sent out.

Wrong. I believed them. A week later, I called again and they said
that my modem was shipped the day before (six days AFTER the original
person said it was sent), and so I waited a week again. Seven days
later, the modem still wasn't here, and I began to call them once a
day. Each time, I got a different story ("it was sent out yesterday",
"our records show that we haven't sent it yet due to a late shipment on
the part of Atari", "it will be taken care of", etc...).

Eventually, to my surprise, it DID get to me, and I vowed never to
even contemplate shopping with them again. A friend of mine had
similar troubles with a modem for his C64 last year (although he had
no trouble when he had bought other goods previously). Either they
hate modem users, or you have a random chance of getting average service.

I personally tend to shop from Computer Mail Order -- they are always
on time, have nice prices, and are reasonable when your package comes
in the mail broken.

>>> I have no connection with Lyco or CMO, I just hate Lyco and
>>> trust CMO.

+----------------------+-----------------------------------+
Jim McCabe	BITNET: jemccabe @ mtus5.bitnet
G31 ECH MTU	UUCP: mccabe2 @ mtuvaxb.uucp
Houghton, MI 49931	mccabe @ m-net.uucp
+----------------------+-----------------------------------+

1495. Re: BITNET redistributions and USENET Gateways (or Why I Hate BITNET)

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 06:13:08 UTC
From: fair@ucbarpa.Berkeley.EDU
Message-ID: <22827@ucbvax.BERKELEY.EDU>
Source record: 254795
Cross-posted to: comp.sys.atari.st,news.misc

As promised, the site administrator/postmaster of CANADA01.BITNET (that BITNET site which is apparently responsible for the bad mail header munging that causes bounced INFO-ATARI16 digests to go back out to the whole world) is Les Dennis <DENNIS@CANADA01.BITNET> (use your favorite BITNET gateway to get there; "psuvax1" for those of you in UUCP land, "cunyvm.cuny.edu" for those of you on the Internet).

Be polite, but insistent; we musn't let them get away with this sort of highly improper network behavior.

Where is Mr. Protocol when I need him?

Erik E. Fair ucbvax!fair fair@ucbarpa.berkeley.edu

1496. Atari 1040ST availability

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 06:14:40 UTC
From: joe@lakesys.UUCP
Message-ID: <424@lakesys.UUCP>
Source record: 254796

This is very important to me, so if you have any clue tell me asap!

I intended to order an Atari 1040 ST color system today. I have been slavishly saving my money for months and months now, only to have the price raised on me again and again. This upsets me. But then the clincher:

NOBODY HAS THE ST IN STOCK!

I called CMO, Lyco, Bay Express, All the mail order firms I could get my hands on and a couple of local ones too. And NOT ONE of them had the 1040 in stock and did not expect to for 2-3 weeks.

What the heck? I want to order now, and I don't want to have to put up with another price increase. If anyone knows of anywhere that I can order from mailorder with a total *including shipping* of $1010 or less, REPLY.

Would somone from Atari care to explain whatever happened to their motto?

Snail Mail: Real Mail:
------------------- *---------------*
Joe Pantuso	joe@lakesys.UUCP	You too can be
1631 n. 69 St.	{ihnp4,uwvax}!uwmcsd1!lakesys!joe	famous in five
Wauwatosa WI 53213	(414) 259-1897	easy lessons
------------------- "Veteran of the Psychic Wars...." *---------------*

1497. Re: Print redirection routine

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 06:15:50 UTC
From: wes@obie.UUCP
Message-ID: <15@obie.UUCP>
Source record: 254797

In article <8801271313.AA10750@lasso.laas.fr>, ralph@lasso.UUCP (Ralph P. Sobek) writes:
> = = = = = = = = = = = = = :
> To: inria!score.stanford.edu!info-atari16
> Subject: Print redirection routine
>
> what I'm looking for is an assembler or C program which would redirect
> the output of one of these programs to an ascii file rather than the printer.

You can redirect the output to printer in your program via the
following:

```
#define PRN 3
#define NULL ((char *) 0L)
...
/*
Put the command parameters in tail[1...]. tail[0] should
equal the number of characters in the command tail, up to 127
(I think - it seems to work).
*/
char tail[128];
...
/*
Force the printer handle to point to the disk file instead.
*/
Fforce(PRN, "disk:/file/name/path.ext");

/*
Now execute the program, the standard handles are inherited.
*/
Pexec(0, "disk:/program/name/path.prg", NULL, tail);
....
```

Hope this helps whoever it was!

1498. Re: OMNI-RES monitor emulator "review"

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 06:23:29 UTC
From: wes@obie.UUCP
Message-ID: <16@obie.UUCP>
Source record: 254798

In article <8801290427.AA04520@ucbvax.Berkeley.EDU>, SOFPJF@UOGUELPH.BITNET (Peter Jaspers-Fayer) writes:
> One of the key disks must be in drive A at BOOT
> time, even if it contains no visible programs. This may make it un-
> popular with hard-disk users.

Damned right it will, at least with this hard disk user.

> Although this won't stop a dedicated hacker, this "reproducible key"
> method does do what they want, which is to allow backup, but slow down
> illegal distribution (at least until some SOB 'cracks' it - which I hope
> never happens - The authors have put a fair amount of work into this
> thing).

Nah, it just makes the copying more interesting! The SOBs are not the ones who 'crack' programs, they are the ones who copy-protect them in the first place. The U.S. copyright laws GAURANTEE the right of the owner(s) of computer software to backup their programs for archival purposes; copy protection intrudes on that right and should be illegal! The reproducible key method is no better than any other method of copy protection, you can't back up the key, and you can't run the program without the key disk. It's also quite a bit easier to get around than most kinds of copy protection, but that's another topic.

--
{ihnp4,seismo}!utah-cs!utah-gr!uplherc!sp7040!obie!wes
hpda!sp7040!obie!wes "Against Stupidity
(short mail messages The Gods Themselves
only, high-cost link) Contend in Vain." -- Asimov

1499. Re: Free Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 07:51:57 UTC
From: rwa@auvax.UUCP
Message-ID: <513@auvax.UUCP>
Source record: 254799

In article <3540@batcomputer.tn.cornell.edu>, engst@batcomputer.tn.cornell.edu (Adam C. Engst) writes:
> I must disagree with Andrew's point about putting the OS back on disk so we
> can get updates every few months. As much as I like the idea of frequent
> updates, I absolutely detest having to waste mongo megabytes just getting the
> stupid machine to boot.

Well, lets try to get away from the hyperbole and into the more mundane realm of facts ("Just the facts, ma'am.") ROM'ed GEM/TOS is 192K. This is by no stretch of the imagination `megabytes.' I might also point out that the cartridge port supports only 128K. Perhaps extensions to the ROM code could go in here, but there's not room for much more.

There's no particular reason why someone (why should it be Atari? they don't do anything else, I don't expect them to do this either...) couldn't make a disk-bootable version of TOS/GEM/GDOS. The hooks are right there in the current ROM versions. It could be updated *frequently*; and it wouldn't compromise the use of the cart port, which I appreciate since my Magic Sac lives in there. It might take up 250K, which I view as cheap in view of the memory sizes which are becoming common with the introduction of the ST-{2,4}'s.

/* fierce flames follow; the weak of heart may press N at this juncture */

Unfortunately, the whole thing has convinced me that Atari has, for all intents and purposes, abandoned GEM. Fine; I am seriously considering abandoning Atari. Especially in view of the "Moses Promised LAN" fiasco (was ever a product given such a stupid name?). I called Atari Canada last week, asking about availability. I was told 3rd or 4th quarter 88. Now, as I remember, this thing was announced 4th quarter 87. What was that all about, perhaps a way of conducting a straw poll? "If enough people call us, we'll consider building the thing; and we won't have to pay for market research." Or maybe they wanted to force someone out of the Atari-LAN market by making customers play wait-and-see? In either case, I am not impressed.

In this context, I might also mention the vapourware ibm-pc gadget that was supposed to hook up to the DMA port and give msdos compatability for a reasonable price; that got lots of airplay and then sank without a trace - the PC-1 is *not* that product, I have seen it and it does not need an ST to operate. (As an aside, the PC-1 appears to "fill a much-needed gap"; it's too small and too unexpandable to be anything more than the VIC20 of the msdos world.)

To clarify my attitudes a bit, let me explain that In The Beginning, I was really taken with the ST's, and recommended them to my friends and to people around the University generally. I knew there were shortcomings and bugs, but my basic faith in the good intentions of vendors led me to think that fixes, as the product became more popular and started to generate cashflow for Atari, would be forthcoming. I defended the things against various stacked benchmarks (the utterly stupid Byte reviews come to minla.(I showed anyone who would look the neat demo's, and promised nifty app's. Subsequent reality has been disappointing.

So far, I have seen one (1) fix, and one (1) enhancement. The fix is FOLDERXXX; the enhancement is HINSTALL. And I (the University, really) am a registered developer. Ghods know what the rest of the world has gotten. I have also seen a lot of flashy but shoddy applications software. Who cares if a database has a wonderful GEM interface, if it crashes every time someone sneezes? Who cares if a spreadsheet is a perfect Lotus-clone, if it goes into hyperspace at random intervals? And in a similar vein, who cares if TOS is a decent msdos clone or not, if it's disk i/o is slower than molasses in January? My totally obsolete H89 (8-bit Heathkit with no disk controller and no dma) created and deleted files faster! Darn right it cached the FAT's, and with only 48K to play with, too.

So I have been left with a certain amount of egg on my face, and a certain unpleasant taste in my mouth, vis-a-vis my earlier enthusiasm and recommendations.

For what it's worth, I now am recommending Amstrads for the typical pc-buyer (you know, the word-bashing and spreadsheet type of user), and Amigas to the serious graphics freaks. I recommend ST's only to the hacker types who write most of their own stuff, and who aren't especially graphics oriented (so far, I am about the only person I know in this latter category), or to people who can't afford Mac's and want to do el-cheapo desktop publishing.

Perhaps the release of Idris will be the turning point, although I have seen Atari snatch defeat from the jaws of victory once too often. What I am really waiting for is Minix. Yes, it has bugs; no, there's not much running on it. But we will have SOURCE, and be out from under the thumb of a certain Business-Is-War type who obviously thinks customers are cattle. Fine; let him do his business without me.

Sincerely,

Ross Alexander,
Sr Systems Programmer,
Athabasca University,
Athabasca, Alberta,
T0G 2R0

alberta!auvax!rwa

non-disclaimer: The above opinions _are_ the official position of
Athabasca University Computing Services,
Operations Department,
Systems Programming Office (me).

1500. Re: 1040 to TV/VCR

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 08:39:39 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <491@pasteur.Berkeley.Edu>
Source record: 254800

What is the address for this magazine? And is there a modification
necessary to use this on NTSC (sp?) monitors?
John Kawakami c60b-at@buddy.berkeley.edu

1501. Icon 6.5 on the ST.

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 12:39:38 UTC
From: NETWORK@FRSAC11.BITNET
Message-ID: <8802021140.AA16670@ucbvax.Berkeley.EDU>
Source record: 254701

If you are not into Atari ST, or the Icon programming language,
just go to the next message of your favorite mailer.

++++++++++++++++++++++++++

ICON 6.5 (Implementation revision (e)) for the ATARI ST
has been sent to some people.

As the files are quite large, and I do not wish to abuse the local
mailer, I will ask any further request to be redirected to the nearest
person that already have it.

Here is the list where the binaries have been sent:

Vitas P. rochester!ritcv!vxp6840 (uucp)
Denise ? rochester!ritcv!dsh3059 (uucp)
Mark Storin ihnp4!uwmcsd1!lakesys!mark (uucp)
Marty Wiedmeyer ihnp4!uwmcsd1!lakesys!martin (uucp)
Rich ? ihnp4!uwmcsd1!lakesys!rich (uucp)
Plinio Barbeito acm@valhalla.cs.ucla.edu (edu)
Bertrand Decouty decouty@frcicg71 (earn)
Klaus Hahn hahn_k@dmrhrz11 (earn)
Greg Onufer ucbvax!ucdavis!uop.edu!root (uucp)
Andres F. Moreno moreno@umn-cs.cs.umn.edu (edu)
Bob Bright bright@dalac (bitnet)
Matthias Moritz u608017@hnykun11 (earn)
Ruud van der Plaats vdplaats@hnykun53 (earn)
Gordon Joly gcj%@uk.ac.qmc.maths (uk)
Rick Fonorow ihnp4!ihlpe!orf (uucp)
Wilfried Bloemberg fonetiek@hnykun52 (earn)
Jerry Nowlin ihnp4!ihuxy!nowlin (uucp)

The sources will not be distributed by me, They have been sent to
the Icon project at U. of Arizona, and to the 2 original implementors.

Some of you asked for some documentation on ICON or on this peculiar
version: I can send upon request the article on Icon version 6 from
U. of Arizona, and the various files that come with the former
implementation.

The reference book for the language beeing the book:
Griswold, Ralph E. and Madge T. Griswold. The Icon Programming
Language, Prentice-Hall, Inc., Englewood Cliffs, New Jersey.
1983.

Send all inquiries to icon-project@arizona.edu

++++++++++++++++++++++++

Notes on this (e) implementation:

-It is done using MCC Lattice 3.04 C compiler, with sources coming
from U. of Az (Rick Fonorow & Jerry Nowlin, made it for the 3.03 C).
I added the support for various missing stuff, the arithmetic overflow
and Co-expression assembly code was furnished to me by Ralph Griswold.
Ralph did answer to all questions that allowed me to bring this code up.

-All binaries are called .TTP in order to be called from the desktop,
without using a shell if you dont like it, or if you are short in memory.
I used/developped the thing on a 1040ST Monochrome, with a 400K
ram-disk. I think iconx.ttp will work on 520ST, with TOS in ROM.
Iconx.ttp takes 200K for the heap, and 10K for the stack, plus data
and text segment.

-If you want to use icont: it will attempt to find itran/ilink/iconx
by looking at the ICON environment variable, that should be set to
the disk/directory where these can be found, then it will try for the
PATH variable, then for the root directory of all currently mounted
disk drives, in alphabetical order.
If you are invoking icont.ttp from the desktop, you can tell where are
the other binaries by the "-p disk:\dir" option.
All options to icont can be in upper or lower case.

-If you want to use a very large Icon program, you may have to
increase some memory area, in this case, you will have to tell the
startup code of Iconx, with the % option, before all other arguments
on the command line. {iconx> is currently equivalent to <iconx %200000>,
you may have to try %300000 or more. The number after % is the total
heap size, in byte.)

-If you want to use the system() call, find a shell that can do what
you want... I have'nt yet...
Iconx will look into the SHELL environment variable, it should be set
to the complete filename of the shell you want to invoke.
I have tried PCOMMAND, ASH, MSH, COMMAND.TOS, and the lowly last one
gave me best results... (most shells are not able to understand
arguments passed to them, if this is an internal command, they
always try to "fork" it...)
(In fact it does not need to be a shell, just any program can be
"forked", args passed, and the exit code will be returned back.)
(I am still looking for the sources of a good shell that I can hack
and make useful on the ST, whatever be your keyboard religion.)

I would appreciate any hints of bugs, to be reported, altough
it may take time to fix... may be version 7...

Regards,

Jean-Pierre H. Dumas

network@frsac11 (bitnet)
network%frsac11.bitnet@mitvma.mit.edu (arpanet)
dumas@sumex-aim.stanford.edu (arpanet)

1502. Re: Atari 1040ST availability

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 13:46:22 UTC
From: bds@lzaz.ATT.COM
Message-ID: <53@lzaz.ATT.COM>
Source record: 254702

In article <424@lakesys.UUCP>, joe@lakesys.UUCP (Joe Pantuso) writes:
> I intended to order an Atari 1040 ST color system today. I have been
> slavishly saving my money for months and months now...

A suggestion: Buy a 520 and use the left over cash to buy the software
that will make your box more than an expensive paper weight. You HAVE
priced the software your going to need?

1503. Re: Software copy protection

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 13:56:36 UTC
From: exodus@uop.edu
Message-ID: <1016@uop.edu>
Source record: 254703

There _could_ be a standard "doohickey" as the originator of this discussion wants...

A company named Software Security has an add in Dr. Dobbs journal. They have a devie which plugs into the parrallel port of _any_ computer that has one (good for the ST's and such since a parallel port is standard equipment!). It does not interfere with normal parallel port use since it is daisy-chained (and even allows more then one such 'key' device in that chain!). Each 'key' has a number readable by software in it.

Drawbacks: this company has it patented..they will make all the money.
But since it is patented...pirates will have a helluva time making duplicates.
Correct me if I am wrong, but patent laws are far more enforcable than Copyright laws!!!

For info: Software Security, 870 High Ridge Rd, Stamford Connecticut 06905
203-329-8870

DISCLAIMER: I only saw their ad. I will not be making money off of this nor do I want to. In fact, although I think this is a great idea, I do not own the patents....so I could care less.

Greg Onufer

1504. Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 14:49:35 UTC
From: chad@byuvax.bitnet
Message-ID: <100chad@byuvax.bitnet>
Source record: 254704

****
****

I recently bought my 520STfm from them at $479 for the system (which I
believe has since gone up) and am satisfied (that was a mono sys).

The SM124 monitor was not working when I received it so I called them up
and the girl on the other end was reaaly quite nice, said to send it
back, and they would send me a new one. They shipped me the new one the
same day they got the old one and it works (using it this minute).

I will do things with them in the future but I alse try to frequent
local computer stores to help them out with business and to establish
good relationships with them. As a student with limited resources,
I am grateful that mail order exists.

Hope that helped.

chad

BITNET: CHAD@BYUVAX

---
standard disclaimer ------ All that I've said originated from the
new C.L. mark II 3 hz processor.

1505. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 14:49:37 UTC
From: nelson@sun2.soe.clarkson.edu
Message-ID: <300@sun2.soe.clarkson.edu>
Source record: 254705
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <2003@rti.UUCP> bcw@rti.UUCP (Bruce Wright) writes:
[...]
>Before the days of personal computers and software for them, I don't _ever_
>recall hearing _serious_ discussions about whether intellectual property
>(as in copyrights for books, records, etc; or patents for objects/processes)
>_existed_ - though I do recall discussion about how long such things ought to
>run and what was covered by them.
[...]

It's hard to do useful work with books (write a list of numbers in a
book and put @sum(a1..a7) at the bottom of them :-), records, etc., and
it's similarly hard to copy them. It's easy to do useful work with
computer software, and it's similarly easy to copy them.

--
-russ
AT&T: (315)268-6591 BITNET: NELSON@CLUTX Internet: nelson@clutx.clarkson.edu
GEnie: BH01 Compu$erve: 70441,205

1506. Re: Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 15:45:22 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <732@silver.bacs.indiana.edu>
Source record: 254706

I've heard bad things about Lyco, also. I've used ComputAbility in Milwaukee and have gotten good service from them. I've also called them on the phone to inquire about a number of things and have found them to be courteous and helpful. Their prices are definitely competitive.

Does anyone know anything about a place called Games + in CA?

-hls
Disclaimer: What? Me? Responsible?! *ha!*

1507. Re: 2 Questions.

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 16:10:37 UTC
From: dag@chinet.UUCP
Message-ID: <2191@chinet.UUCP>
Source record: 254707

In article <8801261529.AA03656@ucbvax.Berkeley.EDU> NETWORK@FRSAC11.BITNET writes:
>Question #1 : How MWC's msh is discovering who called it ?
> (desktop, or other...) it is in the local shell variable 'calledfrom'.
>An other shell is able to tell the list of all parents programs...
>The base page does not contain any backward pointer, so what is it ?

The answer to this is that msh looks at the environment strings to determine
whether a the MWC environment is already there and if it is, it determines
how it was run, otherwise, it figures that it must be the desktop. It
can check for \auto because the GEM stuff is not set up yet.

There is, in fact, a 'backward' pointer to the parent process basepage
in the program basepage. This is documented in the include file
'basepage.h' supplied with Mark Williams C, though not in the manual.
It is at offset 0x24 from the beginning of the basepage. There is a
LOT of information in the basepage that was not initially documented
by Atari.

[Question #2 omitted]
>Regards,
>
>Jean-Pierre H. Dumas
--
Nobody at the place where I work Daniel A. Glasser
knows anything about my opinions ...!ihnp4!chinet!dag
my postings, or me for that matter! ...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

1508. PD Multitasking for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 16:18:22 UTC
From: jsm@laird.UUCP
Message-ID: <12.UUL1.1#125@laird.UUCP>
Source record: 254708

There is already a PD Multi-tasking program for the ST. It is called MX2. There was a previous release called AMulti. In addition all the sources are availabe from the author for only $20. It works well with Gulam. If this message gets out (I have tried to post before and failed) and if other people are interrested I will post the documentation files for it.

The fact that the sources are available at a minimal cost is a big reason why I prefer this one. One word of warning though; it is NOT in C. The program was written in Modula 2. C programs run just fine under it though :-).

It is also available for download from Gateway BBS, (801) 562-1587, 300/1200/2400 baud.

(I really hope this message gets out. It would really be nice to be able to post messages. If you read this, how about dropping me a line and telling me that it did get out.)

Jeffrey McArthur, Laird Telemedia Inc.
2424 S. 2570 W.
Salt Lake City, Utah 84119
(801) 972-5900
{ihnp4,decvax,seismo!ut-sally}!utah-cs!utah-gr!uplherc!sp7040!laird!jsm

1509. ST Video Box

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 16:28:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8802021829.AA25954@ucbvax.Berkeley.EDU>
Source record: 254709

Date: 2 February 1988, 11:26:03 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: ST Video Box

I'm seriously considering buying the ST Video Box from the
E. Arthur Brown company. (It's hardware, and should work
faster than OmniRes or whatever...)

I remember a few weeks ago, someone posted a message about
this product but I can't remember what was said.

Does anyone out there have any experience with the ST Video Box?
I'm planning on using it to run color programs on my monochrome
system.

+----------------------+-----------------------------------+
Jim McCabe	BITNET: jemccabe @ mtus5.bitnet
G31 ECH MTU	UUCP: mccabe2 @ mtuvaxb.uucp
Houghton, MI 49931	mccabe @ m-net.uucp
+----------------------+-----------------------------------+

1510. Re: Laser Printers and the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 16:38:00 UTC
From: GASPARD@HROEUR5.BITNET
Message-ID: <8802021704.AA24124@ucbvax.Berkeley.EDU>
Source record: 254710

>First - does it make a great deal of sense to by the laser engine for
>$2K when right next to it is an HP going for $1.7K, which has .5 Meg of
>memory, and the ability to upgrade it to almost anything. (Postscript
>included). Is the quality of the Atari Laser so great as to outweigh
>all other factors?
>
>Second - consider the following two scenarios. I buy a mono-mega4 and
>an atari laser printer for $4.5K, and lets say Word Perfect, a page
>publishing program.
>
>-or-
>I buy a mono-ST for .9K and a AST Turbo Laser for $3K -> for a total of
>$3.9K.
>I have the same software.

I'm using the Atari laser for about two months now and I find it
wonderfull. Just compare its 'black' with most other lasers.

But let me ask you same questions:

Do you have a 'GDOS'-printerdriver for the AST-turbo-laser?
Can you make a screendump to the AST-laser?
The programs that you have or you'll have in the future, are they
supporting the AST-laser?
Do you have a 'epson'-emulator for the AST-laser? (a German-company is
selling one for the Atari-laser)

I think, if you are sure you don't sell your ST in the near future, you
will be better of with the Atari laser.
I'm very sure some smart company will make a RS232- or centronics-
interface for the Atari-laser.
I'm sure some smart guy will write a fonteditor for the Atari-laser.

I agree, it's sometimes a wast of time waiting to get the ST back when
the laser is printing.

Bert Rozenberg
Dutch ST-foundation.

1511. Re: Atari + Next, Inc.?

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 17:14:23 UTC
From: john@terminus.UUCP
Message-ID: <32@terminus.UUCP>
Source record: 254711

In article <954@atari.UUCP>, neil@atari.UUCP (Neil Harris) writes:
> In article <872@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
>
> > Neil,
> >
> > Care to comment on this???
> >
> > In the January issue of Unix World it is stated that Sig Hartmann says
> > a 68030 based machine that will run UNIX System V is in the works and
> > WILL BE AVAILABLE IN 1988.
> >
> > But then again, the same article says the ST uses a 68010...
> >
> >
> > Matt Singer
>
> We should be ready to announce it at Hannover Faire.
>
> --
> --->Neil Harris, Director of Marketing Communications, Atari Corporation
> UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
> GEnie: NHARRIS/ WELL: neil / BIX: neilharris / Delphi: NEILHARRIS
> CIS: 70007,1135 / Atari BBS 408-745-5308 / Usually the OFFICIAL Atari opinion

.... Much as I hate the Intel architecture, my brother has an AT clone
running MicroPort System 5 and it works pretty well. But a 68030
machine can only improve the situation. I like others I have heard on
this sig have been sorely disappointed with Atari's ability to support
the St series. To know that a machine I have heard about being in the
works for over 2 years now, will finally come out is at least one step
forward. However, I don't know what this says for Atari. Any other
company that takes that long to bring out a promised machine would have
been out of business long before now. Well enough of the bitch'n for I
am still eagerly awaiting the anouncement of the TT (or whatever they
call it).

```
------------------------------------------------------------------------
- - Johnnie Peters - DISCLAIMER: SO WHAT? -
- /\ - - -
- / \ . /\ - REMEMBER: ----------------------------
- / \/ \/\/ \ - Bill The Cat - !ihnp4!utah-cs!utah-gr! -
- / U i n T e c h \ - Lives - uplherc!sp7040!obie! -
- - ACK THPPPPLL - terminus!john -
------------------------------------------------------------------------
```

1512. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 17:15:35 UTC
From: alex@venus.xicom.UUCP
Message-ID: <5@venus.xicom.UUCP>
Source record: 254712
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

[Does Jerry Pournelle complain about "PRINT" overhead?]
[Does Jerry Pournelle dream of "PRINT" without multi-tasking overhead?]

In article <4645@ihlpg.ATT.COM>, tainter@ihlpg.ATT.COM (Tainter) writes:
> In article <492@.UUCP>, alex@.UUCP (Alex Laney) writes:
> >
> > What about formatting a floppy while you are running your Word-
> > Processor, and your floppy is full? What I like is the ability in
> > Multi-tasking systems, is the ability to SUSPEND, and not just
> > ABORT a program, when I need to interrupt.
>
> Actually, this doesn't take multiprocessing (i.e. concurrent
> running processes). To do it in the general case it does or one
> of the kludges like memory resident programs.

What DOES need multi-tasking in the above example (though not perfectly spelled out) is that if I'm editing a file, the formatting requires attention from the system as well. Not just "suspend" the word processor and do the format. So, whether it is implemented using TSR's or not, you do have concurrently running processes. This is not the same as having two TSR's that you hot-key between. There is a difference. The topic is multi-tasking, is it useful for the typical user?, and the answer is yes, no matter how it is implemented.

What us Amiga users say beyond that, is that multi-tasking meaning having a task table and such, is a better implementation than using TSR's. Using TSR's means adding more code to each program that handles hot-keys. To trap the interrupt, etc. The Mac's implementation of Juggler looks extremely sophisticated for what should be a simple issue: give my process some of the CPU time.

I'll agree, it may be somewhat misleading that the Amiga advertising implies that only the Amiga has multi-tasking. Butj, it supports it better than MS-DOS, TOS, or Juggler. But, to explain the difference in a 30-second clip, well ... :-)

YES, YES, this is running on ....

1513. Re: Mediach() function question

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 19:12:58 UTC
From: fischer-michael@YALE.ARPA
Message-ID: <8802021912.AA05940@ELI.CS.YALE.EDU>
Source record: 254713

Karl Rowley asks:
> I have a question about the GEMDOS Mediach() function. My MWC manual says
> this function can return a 0, 1, or 2, meaning "no", "maybe", or "yes."
> What situation would cause Mediach() to return "maybe"?

"maybe" is returned after a short time (on the order of 1-2 seconds)
has elapsed with no disk activity if the write protect latch has
seen light, which occurs whenever the disk is removed from the drive
but also whenever a disk is write protected. Rwabs responds to
"maybe" by rereading the boot sector and seeing if the 24 bit serial
number written there agrees with the remembered value. If so, it
assumes the disk has NOT changed, so it sets the media change value
back to 0 and carries out the request; if not it sets it to 2 and
returns a "media changed" error. (This also occurs if it was 2
to start with.) Getbpb is what normally sets it back to 0.

The idea is that a disk cannot be changed without the system noticing
and checking the serial number. If the disk is write protected,
the boot sector will be read more often than necessary but otherwise
no harm is done. Too bad if you are unlucky enough to have two
disks with the same id and you insert one right after the other.
Gemdos will not notice that the disks have been changed and will
happily clobber the second disk if you attempt to write on it since
it will use cached FAT information from the first. Note that this
situation (of duplicate disk ids) will occur with certain copy
programs that copy the entire disk, including the boot sector. Avoid
using them for making backups of ordinary data disks.

--Mike Fischer <fischer-michael@cs.yale.edu>

1514. Printing the screen on non Epson/Atari printers

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 20:25:28 UTC
From: gert@prls.UUCP
Message-ID: <8835@prls.UUCP>
Source record: 254714

Yesterday I decided to hack up a driver that will allow me to
do a graphics screendump using the GEM menu command 'print screen'
or the <ALT> HELP keycommand on my C-Itoh 8600M printer.

I realise that this effort is probably double work, I'm sure
somebody must allready have done this for other non Epson
printers.

Questions :

1 - If you have a binary driver for C-Itoh 8600 or source to
another printer driver, please mail it to me.

2 - Does anybody have the _prtblk documentation. It is missing
in my (very early) development kit. It looks like that
code is general enough to handle screendumps to any printer,
if I only knew its parameter block meaning.

3 - Does anybody know a (assembly level) call to the equivalent
of bconout(0) that works from inside my screendump handler
(that is called from the BIOS through the $502 vector).
Claims that the BIOS is reentrant seem to be contradicted :
using the normal trap interface to bconout hangs the system.

Offer :

if you are interested in such a driver, you are welcome to my
source and code once I solve the problems. Mail me.

Gert Slavenburg

1515. Re: Mediach() function question

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 20:31:19 UTC
From: apratt@atari.UUCP
Message-ID: <966@atari.UUCP>
Source record: 254715

in article <8801292315.AA23295@orville.nas.nasa.gov>,
rowley@orville.nas.nasa.GOV (Karl Rowley) says:

> I have a question about the GEMDOS Mediach() function. My MWC manual says
> this function can return a 0, 1, or 2, meaning "no", "maybe", or "yes."
> What situation would cause Mediach() to return "maybe"?

"Maybe" means that the disk was ejected, but the same disk might have
been put back in the drive. When the drive is in this state, the next
access will cause the BIOS to check the serial number against the last
disk that was there: if they match, then the media hasn't really
changed, and the operation succeeds. If they don't match, that
operation returns the "media changed" error.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1516. Re: GEMDOS History

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 20:34:55 UTC
From: apratt@atari.UUCP
Message-ID: <967@atari.UUCP>
Source record: 254716

in article <3005@drivax.UUCP>, holloway@drivax.UUCP (Bruce Holloway) says:
> But then a systems programmer said that _he_ could write a new operating
> system in a month that would look just like MS-DOS from a functional
> standpoint, and would be great and perfect and peachy-keen. And he did -
> pretty much alone. And since Atari was in such a hurry, they took what we
> had before all the horrid problems in it cropped up.
>
> And later we fixed all those problems and then forgot about it. I don't think
> there's anyone here still working on GEMDOS.

I take issue with the second paragraph: it took DRI (in the person of
that wonder-programmer mentioned above) a *long* time to come up with
anything new, and when they did, it still had bugs. I noticed one in
the first day of testing it. (Dirty buffers would get flushed to disk
at odd times, later than you expect.) We (Atari) decided not to trade a
set of known bugs for a set of unknown ones, so we didn't adopt this
"DOS 1.1" from DRI.

While there may be nobody at DRI working on GEMDOS, there sure is somebody
at Atari working on it. Stay tuned for more details.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1517. 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 20:35:05 UTC
From: Robert_L._White.ESXC15@XEROX.COM
Message-ID: <880202-180354-1442@Xerox>
Source record: 254717

Gee I guess my last message didnt get here.
I will try it again.

I know This has been answered here before, but I didnt have a hard disk then
So I didnt pay alot of attention.
What exactly is the 40 folder limit?
Is it per partition?
Is it 40 folders max in the root directory?

Thanks in advance
Robert L. White

1518. Re: Trapping errors

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 20:43:44 UTC
From: apratt@atari.UUCP
Message-ID: <968@atari.UUCP>
Source record: 254718

in article <19880126193720.1.JRD@GRACKLE.SCRC.Symbolics.COM>,
jrd@STONY-BROOK.SCRC.Symbolics.COM (John R. Dunning) says:

> [...] or at least the get TOS to give control back to me
> with a pointer to the crash data. I would expect there to be some sort
> of OS call for this, but haven't seen it.
>
> Related question: Does MUSHROOM.PRG work?
> Is there a better substitute for MUSHROOM, or
> documentation on where to find the crash data and how to interpret it?

If you mean the MUSHROOM.PRG from Silas Warner (a PLATO programmer from way back, and author of Castle Lichtenstein (?) on the Apple][), it does work as far as it goes, but then it causes bombs and overwrites all that stack information.

There is no TOS call to get control in bomb-like situations. Since you ask for one, it is possible that you don't have enough understanding of 68000 exceptions to port the debugger. I wrote an ultra-cool debugger for the ST, and it handles all the bomb-type errors. You have to take over the exceptions (bus error, address error, illegal instruction, etc.) yourself.

The Hitchhiker's Guide to the BIOS has the definitive description of the bomb-save area. It contains the values of all the registers, including PC, USP, and SSP, and the top few words of the supervisor stack at the time of the bomb. The format can be found in the Guide, and possibly in such places as Abacus books (but I *never* trust an Abacus book to get it right.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1519. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 20:50:27 UTC
From: apratt@atari.UUCP
Message-ID: <969@atari.UUCP>
Source record: 254719

in article <1988Jan29.130047.18554@jarvis.csri.toronto.edu>,
juancho@dgp.toronto.edu (John Buchanan) says:

> My guess is that while they were introducing hard coded limits
> into the OS they managed to see that the user had some alternatives in
> MS-DOS and then they eliminated them.

I do not consider it a flame against me (The Keeper of GEMDOS and Loremaster) when you slam GEMDOS. The programmer mentioned elsewhere in this newsgroup (since Bruce Holloway didn't mention his name, I won't either) is the culprit, and I have been fixing his code for the last four months. I have put out the worst fires, but I don't ever see this version of GEMDOS matching MS-DOS 3.x... It would take a complete rewrite.

Even so, I have killed the 40-folder bug, fixed Malloc, and removed the molasses from the FAT handling code, plus lots of other, more minor fixes. Sorry about teasing you with this stuff, but I don't know how or when it will be released. One good possibility is as a RAM-loaded upgrade (only 32K, not 200K like RAM TOS was).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1520. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 20:50:48 UTC
From: rjk107@pawl12.pawl.rpi.edu
Message-ID: <322@imagine.PAWL.RPI.EDU>
Source record: 254720
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <2003@rti.UUCP> bcw@rti.UUCP (Bruce Wright) writes:
>Before the days of personal computers and software for them, I don't _ever_
>recall hearing _serious_ discussions about whether intellectual property
>(as in copyrights for books, records, etc; or patents for objects/processes)
>_existed_ - though I do recall discussion about how long such things ought to
>run and what was covered by them.
There have been arguments about copyrights on music ever since the advent
of cassette tape, and there are also arguments (though fewer, owing to the
increased difficulty) over copying from books without the author's
permission. The only thing to really compare software piracy to is
record piracy.

But with me, it's all pretty moot because honestly, I really don't
give a damn about morals.

------------Robert J. Kudla - Pseudo-Freshman Extraordinaire-------------
Screw the disclaimers- flame at will!! Itt@RPITSMTS.BITNET
I've seen all good people turn their heads FU7Z%mts@itsgw.rpi.edu
each day so satisfied I'm on my way. (C.Squire) kudla@pawl.rpi.edu
---

1521. Re: info atari

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 22:43:43 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <740@silver.bacs.indiana.edu>
Source record: 254721

In article <880126-191259-2856@Xerox> "Robert_L._White.ESXC15"@Xerox.COM writes:

>What is the 40 folder limit?

And here's my answer... *grin* It's 40 folders accessed between cold boots.

Will the real answer (Neil, are you there?) please stand up?

1522. Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-02 23:08:52 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1442@ncsuvx.ncsu.edu>
Source record: 254722

It seems that Mark Williams C is one of the more popular C compilers for the ST. Well, I've had my copy (an early v1.2) for more than a year now and am ALMOST happy with it: I can't stand the speed (or lack thereof) of the compile/link phase. Even after optimization (letting the compiler put temp files in ram-disk), my hard-disk based system still took over 5 minutes to 'make' a 3-module (total < 1200 lines) program. That's an average compile/link time of 220 lines/minute! MW-Quick C and Turbo-C for the PC's supposedly compile/link 10,000+ lines/minute. Could that be?

Am I just TOO impatient? After all, it gives me time to fix a cup of tea while I wait for compiles/links :-)

I didn't bother upgrading to v2.0, since I didn't detect any significant speed improvements (and the cost was $50.00 -- for an UPGRADE!) when I tried it out on a friends machine.

Could some kind soul post (or send to me) some compile benchmarks for the newest MW-C ? (Is it v2.17?) If possible, I'd hope to see a benchmark for APSKEL.PRG -- but even a 'hello world' result would be appreciated. Perhaps this info will help me decide whether I want to upgrade to the new MW or just wait for Laser-C by Megamax.

Thanks in advance for any info.

Tom Wolf

1523. ST ROM BIOS BUG: Reset bailout vector

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 00:03:45 UTC
From: apratt@atari.UUCP
Message-ID: <970@atari.UUCP>
Source record: 254723

I have just discovered a bug in the ST ROM BIOS (both "old ROMs" and Mega ROMs): the system variable resvector ($42a long) is not used the way it's defined in the Guide (or anywhere else).

This vector is supposed to be called early in system initialization, after the memory controller has been programmed but before any memory has been touched (in a warm boot). Since there is no stack pointer yet (you're still at IPL 7), the return address is passed in a6.

The bug is that a6 points to the wrong thing. It's a stupid programmer error: the line should have been "lea.l reset3(pc),a6" but "reset2" was used instead.

The workaround is to check to see if (a6).w == $9bcd. If it is, then you should return to the ROMs with "jmp $24(a6)" and if it isn't, then return with "jmp (a6)" as advertised.

((a6).w will not equal $9bcd in future ROMs where the bug has been fixed.)

So your "return to ROMs" code, after doing whatever you want to do at reset time, should look like this:

```
cmp.w #$9bcd,(a6) ; check the instruction at (a6)
beq.s buggy_rom ; if eq, it's the old, buggy version
jmp (a6) ; return to ROMs (new version)

buggy_rom:
jmp $24(a6) ; return to ROMs (buggy version)
```

****

Brought to you by the Atari Programmer's Service Bureau (Allan Pratt, Chief Loremaster).

==========

Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp. reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1524. fsel_input sources wanted

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 00:39:42 UTC
From: mpauna@umnd-cs-gw.D.UMN.EDU
Message-ID: <192@umn-d-ub.D.UMN.EDU>
Source record: 254724

Does anyone out there have source code to GEM's fsel_input? Or,
does anyone have sources to a similar routine? Any help with sources
in this area would help me greatly, as I have to write a slightly
modified version of fsel_input for a project I am working on.
Thanks

Hello? Is there anybody out there? Just nod if you can here me. Is anybody home?
(Mark Pauna) umn-d-ub!umnd-cs-gw!mpauna

1525. TOS/GEM roms

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 02:01:10 UTC
From: chad@byuvax.bitnet
Message-ID: <101chad@byuvax.bitnet>
Source record: 254725

While talking with a PolySci teacher of mine he mentioned having a 520 ST and that he was still booting TOS etc. of the disk and he wondered how one might get the ROMS. What does one do? What's the procedure?

Thanks
chad

bitnet: chad@byuvax

1526. Uni_Term V2

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 02:02:54 UTC
From: chad@byuvax.bitnet
Message-ID: <102chad@byuvax.bitnet>
Source record: 254726

Where does one get Uni_term V2?

Any replies appreciated.

Chad

bitnet: chad@byuvax

1527. Re: Maligning TRS-80's

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 02:14:39 UTC
From: 7GMADISO@POMONA.BITNET
Message-ID: <8802030237.AA05074@ucbvax.Berkeley.EDU>
Source record: 254727

Date: 2 February 1988, 18:08:38 PST
From: 7GMADISO at POMONA
To: INFO-ATARI16 at SCORE.STANFORD

Peter Santangeli writes:
> We have a limited number of folders (static).
> My hard drive creates new files slower than my floppy.
> The OS doesn't do any sector level buffering.
>These features remind me painfully of my experiences with TRSDOS on a
>1977 trs-80!

Obviously Mr. Santangeli hasn't used a TRS-80 in some time. LS-DOS
6.3 compares to the early versions of TRSDOS much as (name your favorite
well-thought-out, essentially bugless OS) compares to early versions of
CP/M.

---- George Madison

''Your logic is impeccable, Captain; we are in grave danger.''
-- Mr. Spock ('The Changeling')

''Outside of a dog, a book is a man's best friend.
Inside a dog, it's too dark to read.''
-- Groucho Marx

''Shut off that light, Stella; I won't be looked at in this
merciless glare!''
-- Donald (from 'Brothers')

BITNET: 7gmadiso@pomona
UUCP: psuvax1!pomona.bitnet!7gmadiso

1528. Re: BITNET redistributions and USENET Gateways (or Why I Hate BITNET)

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 02:42:54 UTC
From: ravi@mcnc.org
Message-ID: <2816@alvin.mcnc.org>
Source record: 254728
Cross-posted to: news.misc,comp.sys.atari.st

In article <980@klipper.cs.vu.nl> biep@cs.vu.nl (J. A. "Biep" Durieux) writes:
>
>I think the "From: " field should contain the address of the person who
>wrote the article. Hitting the whole newsgroup/mailing list/whatever
>should never be the default.

The stuff referred to in the original articles (which info-atari
sends out to bitnet) is in the form of DIGESTS, so there isn't any one author.
The sender is therefore "info-atari", and replies to that address are
sent out to the newsgroup. That's how it all works, and except for
occasional glitches, it's pretty reasonable overall..

-ravi

1529. Re: Atari 1040ST availability

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 06:36:41 UTC
From: mark@lakesys.UUCP
Message-ID: <426@lakesys.UUCP>
Source record: 254729

In article <53@lzaz.ATT.COM> bds@lzaz.ATT.COM (BRUCE SZABLAK) writes:
>In article <424@lakesys.UUCP>, joe@lakesys.UUCP (Joe Pantuso) writes:
>> I intended to order an Atari 1040 ST color system today. I have been
>> slavishly saving my money for months and months now...
>
>A suggestion: Buy a 520 and use the left over cash to buy the software
>that will make your box more than an expensive paper weight. You HAVE
>priced the software your going to need?

I tend to disagree with this statement. Mainly because the 520 now
sports an internal single sided drive. This makes it much more difficult to
upgrade to double sided drives. The old 520's had external drives. Much
easier to upgrade.

It also makes more sense to go with a full meg right away. Soon
applications will be expecting a meg (what with the Mega's being out). Why go
thru the extra hassle of doing a memory upgrade (which I believe he would want
to do right away if he got a 520).

--
Mark A. Storin | These opinions are my own,
Lake Systems, Milw., WI | you can't have them!
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark |

1530. Re: Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 06:43:08 UTC
From: mark@lakesys.UUCP
Message-ID: <427@lakesys.UUCP>
Source record: 254730

In article <732@silver.bacs.indiana.edu> stowe@silver.UUCP (holly stowe) writes:
>I've heard bad things about Lyco, also. I've used ComputAbility in
>Milwaukee and have gotten good service from them.

I live in Milwaukee and have used Computablity many times. They have
always been courteous and helpful. They have accepted returns of defective
merchandise (printer problems) without question. They represent the
"better" half of the mail order business.

- Mark Storin
--
Mark A. Storin | These opinions are my own,
Lake Systems, Milw., WI | you can't have them!
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark |

1531. ARC/UNARC

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 08:26:29 UTC
From: agray@btnix.UUCP
Message-ID: <675@btnix.UUCP>
Source record: 254731
Cross-posted to: comp.sources.wanted,comp.sys.atari.st

Does anyone have a version of ARC/UNARC that I can use under System V so that I can unpack arc'd news articles from the net for inspection. I have an old version that appeared on the net some while back but it can only handle single file archives. I am not particularly worried about speed in this case. An ST binary would be useful in addition to the UNIX version

--
E-Mail (UUCP) AGray@axion.bt.co.uk ...!ukc!axion!AGray
Organisation British Telecom Research Laboratories (RT3134)
Snail Mail BTRL, Rm G23 B68, Martlesham Heath, IPSWICH IP5 7RE, UK
Telephone +44 473 646647

1532. New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 09:46:33 UTC
From: exodus@uop.edu
Message-ID: <1022@uop.edu>
Source record: 254732

========== NEWS !!!!!!!!!! ==========

I called Mark Williams today for a little problem and was told that the new version of MWC was to be released now. Meaning: Feb. 2, 1988.

BEST news: includes CSD, source-level debugger!! (Can Laser C do dat?)

Sales at MW Co. was supposed to call me back after their lunch time, but never did (or I was out). I am ordering tomorrow.

This should be good news to you MWC lovers out there!!

Greg Onufer
University of the Pacific: exodus@uop.edu

1533. Re: Looking for a window package for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 10:59:58 UTC
From: versto@cs.vu.nl
Message-ID: <940@tjalk.cs.vu.nl>
Source record: 254733

In article <880131-224434-1176@Xerox> "P.J.M._Verbruggen.ven1RX"@XEROX.COM writes:
>I recall some communications in this DL regarding availability of the Curses
>window package for the ST. Any pointers ?
[..]
>peterv.ven1@XEROX.COM

I am looking for the same thing. Maybe there's enough interest to justify
a repost in this newsgroup. A version that compiles with Mark Williams C
is preferred.

Thanks,
Kees Verstoep.

1534. Avoiding Ctrl-C

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 12:13:51 UTC
From: t68@nikhefh.hep.nl
Message-ID: <427@nikhefh.hep.nl>
Source record: 254734

The use of interrupts via Ctrl-C is purely limited to calls to Gemdos.
When the normal I/O functions of Gemdos are called and there is a need
to put a character on the screen there is first a check whether the
BIOS (via Bconstat) has a new character and if so whether this is one
of the special characters (Ctrl-S, Ctrl-Q, Ctrl-C and a few more).
If so the appropriate action is taken. This makes it necessary for
Gemdos to have its own input buffers. During the programming there
came a small bug in those and if one has a program that uses input
characters, but slower than the user types them in it is possible to
crash (hard to do intentionally).
If there is a need to circumvent the Ctrl-C there are two possibilities:
1: use Crawio for all screen I/O. This is one of the few Gemdos functions
that doesn't test for Ctrl-C etc.
2: Get the characters via Bconin and write them via Bconout. This last
method is the faster, but in a shell it is now impossible to redirect
the screen I/O. Using Bconout with device number 5 allows the user
to also put the non ASCII characters on the screen.

Concerning the above bug and the recent remark from DRI:
I think it is quite impressive that one person put Gemdos together in one
month. It leaves however more questions than were answered:
Why is it then so difficult to have somebody spend another month making it
into a great file system with speed and even fewer bugs?
It would result in something that DRI could be proud of rather than that
many people complain about the piece of work that they sold.
What are the great programs that this kind of people make during all
those other months?

Jos Vermaseren
T68@nikhefh.hep.nl

1535. Demo of the english version of TEMPUS

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 13:24:00 UTC
From: FKERONNE@HLERUL52.BITNET
Message-ID: <8802031847.AA21309@ucbvax.Berkeley.EDU>
Source record: 254735

Hi netfolks,

Recently I found the german demo of the ascii text editor named "TEMPUS",
in the download there was a remark that the demo would bomb, so it would
be a limitted demonstration.

But I was amazed by the speed of this editor, so I decided to get my own
english version of TEMPUS. The version I got was TEMPUS1.10.

On the disk there was a *working* demo of TEMPUS, which of course is not
able to do savings and printings of edited texts.

The uuencoded file is about 64K, which is to large to post it to this list,
the uuencoded/arced demo has been posted to the prog-16 filelist on
listserv@canada01 (earn/bitnet).

I also heard from SoftPaquet (Zoetermeer, Holland) that in september 1988
a textprocessor/editor based on TEMPUS will be released, so get it when it
is releassed, get it then, but first buy the ascii text editor!!!!!

Disclaimer: I'm just a customer that's happy with TEMPUS!!!!

Greetings,
Victor Ronnen
(EARN/BITNET adress: FKERONNE@HLERUL52)

1536. Re: Laser Printers and the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 14:13:50 UTC
From: drs@bnl.ARPA
Message-ID: <324@bnl.ARPA>
Source record: 254736

In article <8802021704.AA24124@ucbvax.Berkeley.EDU> GASPARD@HROEUR5.BITNET writes:
>>First - does it make a great deal of sense to by the laser engine for
>>$2K when right next to it is an HP going for $1.7K, which has .5 Meg of
>>memory, and the ability to upgrade it to almost anything. (Postscript
>>included). Is the quality of the Atari Laser so great as to outweigh
>>all other factors?
>>
>>Second - consider the following two scenarios. I buy a mono-mega4 and
>>an atari laser printer for $4.5K, and lets say Word Perfect, a page
>>publishing program.
>>
>>-or-
>>I buy a mono-ST for .9K and a AST Turbo Laser for $3K -> for a total of
>>$3.9K.
>>I have the same software.
>
>
>I'm using the Atari laser for about two months now and I find it
>wonderfull. Just compare its 'black' with most other lasers.
>

I did, and I wasn't terribly impressed - but then it could have been a lot
of other factors including that the salesman didn't show it off to its best
advantage.

>But let me ask you same questions:
>
>Do you have a 'GDOS'-printerdriver for the AST-turbo-laser?

Who cares - I haven't seen GDOS out of atari yet and I won't spend $2000 to
get it.

>Can you make a screendump to the AST-laser?

I've taken a total of 2 screen dumps - mostly to see if the printer was hooked
up. That isn't what I want a laser printer for.

>The programs that you have or you'll have in the future, are they
>supporting the AST-laser?

Since the AST runs postscript, I would imagine that the number of programs that
support it far outnumber those that support the Atari Laser. In addition,
there are a lot of folks out there who know postscript. It simply blows away
all other page description languages (in my opinion!)

>Do you have a 'epson'-emulator for the AST-laser? (a German-company is
>selling one for the Atari-laser)

Maybe I'm missing the point, but why buy a printer that costs an order of magnitude more than the epson so I can emulate the epson? The epson is a simple printer and anyone who can write a program around a finite state machine can write an emulator for it.

>I think, if you are sure you don't sell your ST in the near future, you
>will be better of with the Atari laser.
>I'm very sure some smart company will make a RS232- or centronics-
>interface for the Atari-laser.

Well don't hold your breath, but I would not care to add $200 to an already overpriced printer to make it useful to other machines - besides, since the Atari laser has NO memory, the interface would have to run at a speed matching the construction of the image - I don't know that the serial line can do it, and even the Centronics may be too slow. (A full graphics page takes about 2 minutes to download at 9600 baud - that's why you want the printer to have some smarts and build the image itself.)

>I'm sure some smart guy will write a fonteditor for the Atari-laser.
>
>I agree, it's sometimes a wast of time waiting to get the ST back when
>the laser is printing.
>

And paying double for the privilege is a real insult.

>
>Bert Rozenberg
>Dutch ST-foundation.

Had this printer had a street price of < $1K, it would be a deal, but at double that ... Sorry.

< dave.

1537. shell p usage

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 14:17:46 UTC
From: syntel!dal@stag.UUCP
Message-ID: <326@stag.UUCP>
Source record: 254737

```
<dumas@sumex-aim.stanford.edu> writes...
> Question #1 : How MWC's msh is discovering who called it ?
> (desktop, or other...) it is in the local shell variable 'calledfrom'.
> An other shell is able to tell the list of all parents programs...
> The base page does not contain any backward pointer, so what is it ?

I'm not sure that MSH does* detect being called from the desktop. What
difference would it make (or does it in MSH). The basepage, however,
DOES* contain a "backward pointer" to the parent processes basepage.
Here is a struct to clarify...

typedef struct
{
char *p_lowtpa; /* pointer to self (bottom of TPA) */
char *p_hitpa; /* pointer to top of TPA + 1 */
char *p_tbase; /* base of text segment */
long p_tlen; /* length of text segment */
char *p_dbase; /* base of data segment */
long p_dlen; /* length of data segment */
char *p_bbase; /* base of BSS segment */
long p_blen; /* length of BSS segment */
char *p_dta; /* pointer to current DTA */
char *p_parent; /* pointer to parent's basepage */
char *p_reserved; /* reserved for future use */
char *p_env; /* pointer to environment string */
long p_undefined[20]; /* scratch area... don't touch */
char p_cmdlin[128]; /* command line image */
}
BASEPAGE;

> Question #2 : I read again the dev kit doc on shell_p, the posting
> by A.Pratt about it, and I still wonder : what is it ?
> I would infer it is a pointer to a string telling the file name of a shell...
> I am right ?
> What would be the use otherwise ?

The shell_p variable, if it is valid, should point to a routine which
will take a string argument and process it like the Un*x system() call.
Here is an example implementation of system() which tries to use the
shell_p variable, if possible.

/*--------------------------------------------------------------------*/
#include <osbind.h>
#include <stdio.h>
#include <string.h>
#include <basepage.h>
```

```
static parse_args(cmdln, argv)
char *cmdln;
register char *argv[];
{
register char *p;
static char delim[] = " \t\r\n";

if(p = strtok(cmdln, delim))
{
do
{
*argv++ = p;
} while(p = strtok(NULL, delim));
}
}

int system(command)
register char *command;
/*
* Attempts to pass <command> to the shell program pointed to by
* the system variable "_shell_p". If a valid shell can't be found
* there, the "SHELL" environment variable is searched for. If it
* exists and is not empty, it will be the name of the shell program
* to execute the given command. If "SHELL" is not valid, the
* "PATH" variable is used as a list of directories to search for
* the program name which is the first token of the command. The
* extensions tried (if none is specified) are ".TTP", ".TOS",
* ".PRG" and ".APP".
*/
{
register char *p;
register int (*shell)();
char rv[2];
char cmdln[1024];
char *args[64];
char *getenv();

if(!command)
return(ERROR);

/* get _shell_p value */
p = Super(0L);
shell = *((long *) 0x4F6L);
Super(p);

/* validate _shell_p */
if((shell) && /* Shell available. */
(((long) shell) < ((long) _base)) && /* Reasonable shell pointer. */
(strncmp(shell, "PATH", 4))) /* Not corrupted */
{
/* execute the command */
return((*shell)(command));
}
```

```
/* copy the command line for parsing */
strcpy(cmdln, command);

/* SHELL= variable? */
if((p = getenv("SHELL")) && (*p))
{
args[0] = p;
parse_args(cmdln, args+1);
forkvpe(p, args, NULL);
wait(&rv);
return((rv[1] == 0) ? rv[0] : rv[1]);
}

/* attempt to find first token as a program on the path */
parse_args(cmdln, args);
if(p = pfindfile(args[0], ".ttp\0.tos\0.prg\0.app"))
{
forkvpe(p, args, NULL);
wait(&rv);
return((rv[1] == 0) ? rv[0] : rv[1]);
}
return(ERROR);
}
/*------------------------------------------------------------------------*/
```

I hope this answers your question. It's so easy for a shell to install itself on the shell_p vector and it's so convenient if other program which support shell escapes use a system() call like the one above. In case there is any question about installing and removing the shell_p vector, the following routines will handle it nicely.

```
/*------------------------------------------------------------------------*/
long (*sh_save)(); /* previous value of _shell_p variable */

sh_install(new_shell)
int (*new_shell)();
/*
* install _shell_p vector
*/
{
register long *ssp;
register (**shell_p)() = 0x4F6L;

ssp = Super(0L);
sh_save = *shell_p;
*shell_p = new_shell;
Super(ssp);
}

sh_restore()
/*
* restore old _shell_p vector
*/
```

```
{
register long *ssp;
register (**shell_p)() = 0x4F6L;

ssp = Super(0L);
*shell_p = sh_save;
Super(ssp);
}
/*--------------------------------------------------------------------*/
```

PS. For those waiting for dLibs v1.1 and/or MicroEMACS 2.19, I have sent out disks for all the requests I had outstanding, you should either already have them, or should receive them soon. Sorry for the delays. I hope you're happy with the results. I'd like to hear from some of you after you've used dLibs a bit. I'd be happy to receive bug reports, suggested enhancements or just experiences so that I know they're being put to good use.

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

1538. Atari and Ethernet

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 15:12:36 UTC
From: UHRZB011@DBIUNI11.BITNET
Message-ID: <8802031512.AA17809@ucbvax.Berkeley.EDU>
Source record: 254738

Date: 3 February 1988, 15:54:14 SET
From: UHRZB011 at DBIUNI11
To: INFO-ATARI16 at SCORE.STANFORD

Please, can anyone tell me something about Atari ST and Ethernet???

Thanks, Peter Degner (UHRZB011@DBIUNI11.BITNET)

1539. Laser printing from the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 15:37:19 UTC
From: dougie@its63b.ed.ac.uk
Message-ID: <949@its63b.ed.ac.uk>
Source record: 254739

We are investigating the possibility of using our Ataris ST's in conjunction with our Laser printer. The printer is made by Electronic Printing Systems Ltd - Model 4045 CP. The idea would be to produce output from packages such as Easydraw & Dega Elite onto the laser.

Can anyone advise on the feasibility of this, what is involved in interfacing and costs etc ...

Many Thanks,

--
Dougie Nisbet

Medical Statistics Unit | UUCP: ...seismo!mcvax!ukc!ed!dougie
University of Edinburgh | JANET: dougie@uk.ac.ed.emas-a
Teviot Place
Edinburgh
United Kingdom

1540. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 16:07:34 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Feb3.080736.14303@mntgfx.mentor.com>
Source record: 254740

Re: Control C

GEMDOS doesn't directly terminate a process when it sees a Control-C character in a "cooked" input function; instead it calls a special pseudo-interrupt vector called the critical exception handler. The default code for that handler is what terminates the process. If you install a replacement for it you can do whatever you want. If I remember correctly this is described in the Atari GEMDOS Users Guide manual.

Re: autostarting GEM programs

My understanding is that what the autostart programs do is to set up a small TSR routine attached to the vertical blank interrupt vector. On each interrupt the code looks around and tries to guess whether or not GEM is initialized yet. If it looks initialized it disengages from the vertical blank interrupt and starts the requested GEM program. Whether or not a specific version of this technique works with all versions of the ROM's depends on specifically how the code checks for GEM being initialized.

dgc

1541. Re: info atari

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 16:20:11 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4753@ihlpg.ATT.COM>
Source record: 254741

In article <880126-191259-2856@Xerox>, "Robert_L._White.ESXC15"@Xerox.COM writes:
> Hi all,
> I know you have all heard this question before, but I need someone to answere
> this question, who knows for sure the correct answere.

> What is the 40 folder limit? Is it per partition? in the root directory?
> for all partitions (entire hard disk)? What is it?

It is 40 folder ACCESSES across the entire hard disk and floppies.
The limit is imposed by the available directory buffering space on
the ST (a fixed value). With floppies when you change the media
it will free the buffers for directories on the removed media. But
the hard disk never does this so it never unbuffers their directories.

> Another told me it no more than 40 folders in the root directory.

Their is a limit of 256 directory entries on your root os something like
that. But that is a different problem.

> Robert L. White

1542. Re: Fractal Program Search

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 16:50:00 UTC
From: crash@calgary.UUCP
Message-ID: <1331@vaxb.calgary.UUCP>
Source record: 254742

To I thought I saved your mail address but didn't,

I'm a member of CAST, and I'll look for the fractal program.
Send me mail so I can reply.

Glen

1543. Re: MacWorld Expo Report

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 17:07:39 UTC
From: chuq@plaid.Sun.COM
Message-ID: <40866@sun.uucp>
Source record: 254743
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc

>We wonder about the reasons software and hardware prices are high? In
>an article from comp.sys.mac, rock@sun.UUCP writes about MacWorld Expo:

>-The attendants were dressed up like space folk from the TV series "V".
>-There was a videotaped 9 minute tour by Leonard Nimoy
>-a slick young card shark right out of "Guys and Dolls".
>-a guy and gal doing a song and dance take-off of "Entertainment Tonight"
>-they gave out top hats
>-holding drawings for lobster dinner for two, Federal Expressed in from
> Legal Seafood of Boston.
>-a drawing for a LazerJet printer
>-a drawing from Apple.
>-a laser light show on the ceiling.

>Somehow, I think a little less expensive glitz might help a bit...

Mike, you've never been to either NCC, Comdex, or the ABA Convention, have
you? This stuff is low key compared to most conferences.

chuq
Chuq Von Rospach chuq@sun.COM Delphi: CHUQ

What do you mean 'You don't really want to hurt her?'
I'm a Super-Villain! That's my Schtick!

1544. DBMan Update

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 18:20:27 UTC
From: ted@banyan.UUCP
Message-ID: <237@banyan.UUCP>
Source record: 254744

If anyone knows,

I attempted calling Atari customer support twice today, and cut off on
both occassions without an answer to the following questions:

Is there an update to DBMan v.2.02, and is there an "assist" style
GEM interface available? (Neil??)

On another vain, does anyone have an idea of when Atari will be shipping a
"slotted" PC clone? I know several people (including myself) that would
be interested. I saw the first PC clone Atari announced at an Atari-Fest
several months ago, but have not heard a peep about it since.

Lastly, to the netter who was inquiring about the latest version of
MWC. MW just announce release of version 3.00 in an add in this months Antic.
The add boasts improved optimization (~20% better), a Resource Construction
tool, and for a limited time csd (C source level debugger) at a special low
price. I ordered the 3.0 upgrade with csd for $39.95 which seems reasonable.
MW said that v. 3.0 will not be shipped until around Mar. 1-14th.
I'm currently using v. 2.1.7 of which I have no real complaints. Occassionally
after several hours of use the compiler seems to stop compiling, however I am
using a "real" old 520-ST upgraded to a meg with the Terrific upgrade board and the old MMU
chip, so I suspect the machine. ("Real old" == early 1985
TOS in ROM).

T. Bailey
Banyan Systems, Inc.
BTW: These are my opinions so don't blame anyone else.

1545. Re: Dev Kit

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 18:21:11 UTC
From: bob@wiley.UUCP
Message-ID: <1902@wiley.UUCP>
Source record: 254745

In article <964@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>The current developer kit includes Mark WIlliams C for the $300 price, which
>includes the Atari documentation and technical support.

Is there a reduced priced for people who already bought
MWC? I know that that's asking for something for nothing, but
it's always worth trying.
--
---Bob Amstadt
bob@wiley.uucp
{csvax.caltech.edu,uunet.uu.net,trwrb.uucp}!wiley!bob

1546. Re: 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 19:00:12 UTC
From: jhs@drutx.ATT.COM
Message-ID: <6664@drutx.ATT.COM>
Source record: 254746

in article <880202-180354-1442@Xerox>, "Robert_L._White.ESXC15"@XEROX.COM says:
>
> I know This has been answered here before, but I didnt have a hard disk then
> So I didnt pay alot of attention.
> What exactly is the 40 folder limit?
> Is it per partition?
> Is it 40 folders max in the root directory?
>
> Thanks in advance
> Robert L. White

I have a related question, having just gotten (re)started on an ST:

Is there or is there not a fix for the 40 folder limit?

I'm confused because I've seen postings that claim new limits of
100, 200, etc. folders, but recently I see that the world is
waiting for Atari's fix of this problem.

Could someone clarify for Robert, me, and other neophyte/non-developer
ST users?

Jeff at the Labs

1547. What's in it for Beckmeyer?

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 20:00:24 UTC
From: cs4l3ah@maccs.UUCP
Message-ID: <973@maccs.UUCP>
Source record: 254747

-----Why do we put in these LINE EATERS anyway?-------------------------

BDS wants to know what good releasing the RTX would do for them.

I say no good. I would love to have the product free.
However, if there is no fee then there is no profit.

Releasing a product which a comany cannot stand behind (because its free)
will only harm their reputation so there is no good will.

I suggest that they sell the product and stand behind it or license
it to someone else or remove their name from it and release it PD.

-Richard Werezak, McMaster University (W8304818@mcmvm1.BITNET, cs4l3@maccs.UUCP)

1548. J.Franco wanted & Re: Software copy protection

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 20:23:16 UTC
From: <>
Message-ID: <22396@yale-celray.yale.UUCP>
Source record: 254748

[Instead of a longwinded proof-like (real-existing) article]
-This is not X-posted so AMIGA/MAC et.al. will miss this GEM (har har) -

If the computer is programmable and the user has full-
access to it and the 'whatever' that protects the software
is fully enclosed in the system (dongles, 'doohickeys',
diskprotection, whatever) then the software can (and
probably will) be cracked. (As will be the case with all
stand-alone PCs)

Addons may slow down the cracking process, but they
won't stop it.
I think the only, for software companies marketable protection
are the little INFOCOM like add-ons that the user needs in
order to run the program.

BTW: John Franco I have lost ALL your addresses, please
contact me.

<<<<wallman-george@yale.uucp>>>>>
<.....IIII, ..<
<......III, ...IXI, ...<
<.....IXIIXI, ...IXI,, ...<
<....IXI,,IXI, ...IXI,, ...<
<...IXI,, .IXI, IXXI,, ...<
<..IXXI,, ..IXXXXXI,, ...<
<.IXXI,, ...IXXXI,, ...<
<IXXXI,, ...III,, ...<
<<<<<<<<<wallman@yalecs>>>>>>>>>
wallman@yale WALLMANN@CTSTATEU.BITNET

1549. ST -> Mega bus

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 20:27:00 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8802040129.AA29125@ucbvax.Berkeley.EDU>
Source record: 254749

The main improvement in the Megas over the STs seems to be the "system expansion bus" which according to the magazines is a 64-pin connector that brings out all of the 68000 lines. So...

Why not take a short piece of ribbon cable, solder one end to the appropriate places on the mother board, and put a backplane with a couple of 64-pin connectors on the other end? That one modification would eliminate the need for any further tinkering 'under the hood', other than replacing ROMs, and as far as I can tell would allow all the Mega toys -- abaqs, laser printers, and more interesting things -- to be plugged into the STs.

And as long as all of the cpu lines were on the backplane board, might as well build a couple of sockets onto the board, one for the blitter and one for a 68881. Might also want a Mega-compatible battery-operated clock out there. Probably would need connections for an external power supply too, since the ST supplies don't have any margin for growth.

Perhaps a Mega hardware hacker can tell me why doing this wouldn't give me the functional equivalent of a Mega. It sounds to me like a cheap one-evening wire-wrap project. Could some kind Mega owner post the connector pinout as a conversation piece?

Thanks,
Don Rice
FXDDR@ALASKA.bitnet and an unlisted internet number...

1550. Re: In defense of the Amiga/Atari ST flame war

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 22:07:55 UTC
From: cthulhu@athena.mit.edu
Message-ID: <2763@bloom-beacon.MIT.EDU>
Source record: 254750
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <1401@sugar.UUCP> karl@sugar.UUCP (Karl Lehenbauer) writes:
>handful of people post about what a waste of time and/or net resources it is.
True, only a handful flame, many others merely unsubscribe or stop reading netnews altogether! Others, like me, sit back and wish it would stop, but don't want to add to the waste of space and time by complaining. However, I find it hard to believe that anyone is actually in favor of the incredible, dull repetition of arguments, personal attacks and idiotic assertions common to both sides of these wars!

>First of all, concern about the wasting of net bandwidth are overblown.
True, it's not actual net bandwidth that concerns most of us -- in comparison to some of the bizarre things wandering the net, this stuff isn't so big. It's the consumption of NET READER BANDWIDTH that does it. I am getting over 350 messages a day from four or five groups alone, and have no time to read 50 articles on why software piracy is bad/good, why it is bad to have multitasking or crossposted light bulb jokes and the ensuing complaints! Going away for a weekend or two is a downright scary concept -- I'll never have time to catch up and sift the few good messages out of the heaps of crud!!! I generally don't like moderated groups as they lose the quality of a discussion, but they are starting to look better and better as the percentage of net.bull goes up.

>I mean, hit 'N' if you don't want to read it. ("vn" users have
>an even easier time of it.)
Fine, but when you have to hit N more often than not, something is wrong!

>It breaks up the monotony of all of the useful and informative Amiga messages
>from the likes of Chuck, Fred, Bryce, Leo, George, Carolyn, Andy, Peter et al
Can't believe this -- the monotony of useful and informative messages!?!?!?!?!!
Aieee! Give me more monotony, give me more boredom! Useful messages? Perish the thought!
-- Jim

1551. Re: ST Video Box

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 22:36:41 UTC
From: CEN@PSUVM.BITNET
Message-ID: <31961CEN@PSUVM>
Source record: 254601

they wouldn't be selling it and were refunding the money from advance orders. It seems that it worked but burnt out after being left on for a couple of hours.

jim
CEN at PSUVM

1552. HELP needed with 5.25" drive hook-up

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 22:45:00 UTC
From: SYSTEM@UVPHYS.BITNET
Message-ID: <8802040058.AA28448@ucbvax.Berkeley.EDU>
Source record: 254602

After reading several digest articles on how to hook up an IBM stule
5.25" drive to the ST, I decided to try it myself.
I used a spare slimline Panasonic 5.25" drive which I tried connecting to
the ST with no success. Here is what I did in case someone could help.

1. bought an atari external floppy DIN cable and cut one of the DIN's off.
2. soldered the bare wires to a 34 pin plug that connects to the edge
connector of the Panasonic drive; here are the pin connections

ST external floppy Panasonic (IBM style)
connector edge connector
1 30
2 32
3 3
4 8
5 12
6 no connection
7 3
8 16
9 18
10 20
11 22
12 24
13 26
14 28

3. had our shop built a power supply and box for the drive

I also removed the 150 ohm resistor (near edge connector of the Panasonic).
The DS jumpers go from 1 to 4 and the jumper is put in position #2.
All other jumpers were left where they were when this drive was on an IBM XT.
I have no special software to take care of the seek rate, and I tried using
the above set up with PC ditto.
Both the ST and PC ditto cannot see the 5.25" drive, although I have installed
both drive A and B.
I get a message, when I select B, to put disk B into drive A.

Any ideas why this set up does not work?

Thank you in advance

Nik Zapantis
UVic, Physics
Victoria, BC
V8W 2Y2
(604) 721-7729

system@uvphys.bitnet

1553. Re: In defense of the Amiga/Atari ST flame war

Newsgroup: comp.sys.atari.st
Date: 1988-02-03 23:26:33 UTC
From: LLi.ESCP8@XEROX.COM
Message-ID: <880203-152724-3179@Xerox>
Source record: 254603

I agree with you and I think that there should be discussions regarding pros and cons of different PC hardware and OS -- Amiga, Atari ST, PC/AT/386, PS/2, MAC II, etc.

However, this type of discussions should not be limited to dl's devoted to one brand of PC's, whether it's Amiga or Atari (or IBMPC, or Mac, ...). There should be a separate list for this purpose. Perhaps something like "PCComparison" will be an appropriate name for it.

Leonard Li.

1554. Re: Maligning TRS-80's

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 00:51:11 UTC
From: pete@gpu.utcs.toronto.edu
Message-ID: <1988Feb3.195111.16536@gpu.utcs.toronto.edu>
Source record: 254604

In article <8802030237.AA05074@ucbvax.Berkeley.EDU> 7GMADISO@POMONA.BITNET writes:
>Date: 2 February 1988, 18:08:38 PST
>From: 7GMADISO at POMONA
>To: INFO-ATARI16 at SCORE.STANFORD
>
>Peter Santangeli writes:
>> We have a limited number of folders (static).
>> My hard drive creates new files slower than my floppy.
>> The OS doesn't do any sector level buffering.
>>These features remind me painfully of my experiences with TRSDOS on a
>>1977 trs-80!
>
>Obviously Mr. Santangeli hasn't used a TRS-80 in some time. LS-DOS
>6.3 compares to the early versions of TRSDOS much as (name your favorite
>well-thought-out, essentially bugless OS) compares to early versions of
>CP/M.

Actually, I used a model III until recently (2 years). I agree that some
3rd party dos's for the TRS80 put many current OS's to shame. But I said TRSDOS.
I don't consider Radio Shack's switching to LDOS (or whatever) to mean
that it is the same OS. it isn't (I know, switch the posting to comp.sys.trs80..)
No flames please, I was just clarifying. Consider the subject closed.
Pete Santangeli

1555. Re: Starting up UniTerm

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 00:57:23 UTC
From: pete@gpu.utcs.toronto.edu
Message-ID: <1988Feb3.195723.16777@gpu.utcs.toronto.edu>
Source record: 254605

In article <8801262323.AA11279@ucbvax.Berkeley.EDU> K538915@CZHRZU1A.BITNET writes:
>Date: 27 January 1988, 00:13:00 GMT
>From: Simon Poole 056/26 87 43 K538915 at CZHRZU1A
>To: INFO-ATARI16 at SCORE.STANFORD
>
>Hey, what this .inf file? I can assure everybody that UniTerm looks
>for a number of things but not for a .inf file!
>
>Files looked for in UniTerm 2.0a:
>
> UNITERM.SET
> UNITERM.TEL
>Both files are searched for in the current working directory, this may
>be in a slightly odd place with GEMSTART (I've never used it myself),
>since for stuff started in the AUTO folder the cwd is possibly (I think
>I tried this out once) the root directory of the boot disk.....

I guess no one heard me so I'll say it again. I experimented
with GEMSTART and found the following.
1. If your DESKTOP.INF file includes any OPEN WINDOWS on the
desktop, then the current working directory will be set to the uppermost
of them. (just like on the desktop!)
2. Otherwise, the current working directory will be set to the
root directory of the boot disk.
Pete Santangeli

1556. Re: Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 03:19:35 UTC
From: actor@percival.UUCP
Message-ID: <1072@percival.UUCP>
Source record: 254606

I'm not putting down Lyco, or any other mail-order outfit, but you should be aware of a potential problem with buying Ataris by mail. Atari's warranty is enforced by the dealer from which the computer is bought. This means if your new ST coughs and dies you have to send it back to Lyco (or whoever) to get it fixed. If you take it to a local Atari dealer they will charge you full price, which is at their discretion to set. So beware.

--
Clif Swinford
..!tektronix!reed!percival!actor fnord

1557. Re: Atari 1040ST availability

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 06:33:44 UTC
From: joe@lakesys.UUCP
Message-ID: <430@lakesys.UUCP>
Source record: 254607

In article <426@lakesys.UUCP> mark@lakesys.UUCP (Mark Storin) writes:
>In article <53@lzaz.ATT.COM> bds@lzaz.ATT.COM (BRUCE SZABLAK) writes:
>>In article <424@lakesys.UUCP>, joe@lakesys.UUCP (Joe Pantuso) writes:
>>> I intended to order an Atari 1040 ST color system today. I have been
>>> slavishly saving my money for months and months now...
>>
>>A suggestion: Buy a 520 and use the left over cash to buy the software
>>that will make your box more than an expensive paper weight. You HAVE
>>priced the software your going to need?
>
> I tend to disagree with this statement. Mainly because the 520 now
>sports an internal single sided drive. This makes it much more difficult to
>upgrade to double sided drives. The old 520's had external drives. Much
>easier to upgrade.
>
> It also makes more sense to go with a full meg right away. Soon
>applications will be expecting a meg (what with the Mega's being out). Why go
>thru the extra hassle of doing a memory upgrade (which I believe he would want
>to do right away if he got a 520).
>

Yes, I have priced software. And as a matter of fact 80% of it _requires_ at
least a meg. This I knew already which is why I wanted the 1040. Also, I
intend to make all the hardware modifications there are possible, and it is
much better to *start* with a 1040 than to end with one...

In any case, I ordered one. When I talked to CMO the first time the operator
said they expected them in next Monday (translation:15 to 20 days), that is
the best date anyone gave me, the price is the best too(even though it is $200
more than I thought I would pay 3 months back-BLAME THAT ONE ON THE COMPANY
WITH THE INITIALS A.T.A.R.I.), so hopefully I'll have it _by then end of the
month_ for $1004.

Stay tuned....

Snail Mail: Real Mail:
------------------- *---------------*
Joe Pantuso	joe@lakesys.UUCP	You too can be
1631 n. 69 St.	{ihnp4,uwvax}!uwmcsd1!lakesys!joe	famous in five
Wauwatosa WI 53213		easy lessons
------------------- "Veteran of the Psychic Wars...." *---------------*

1558. Re: SH204 and MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 08:24:39 UTC
From: jmg@cernvax.UUCP
Message-ID: <617@cernvax.UUCP>
Source record: 254608

In article <3444@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>I got hold of the fix from Avante Guarde to make MS-DOS correctly read
>the Atari SH204 hard disk under PC-Ditto. Turns out that the boot
>parameters in the HD are trashed after running the Atari utilities.
>Here are correct values of the trashed parameters in logical sector 0
>of each HD partition: (the trashy ones sure looked suspicious!)
>
> correct trash
>
> NFATS 02 20
> MEDIA F8 73
> SPT 0011 2E70
> NSIDES 0004 2C73
> NHID 0001 2076
>
>(all in hex). I also put F8 in the first sector of each copy of the FAT
>in each partition, just in case (the fix program from A.G. does not do that).
>They say you must fix it again after EACH TIME you run HDX or HINSTALL.

Firstly, this is meaningful only to those who know what are the values of NFATS etc., which does not include me! My hard disk has the bootstrap of HDB version 2.3, and nowhere in the first sector of each partition do I see any corresponding values (trash or correct). However, PCDITTO fails to recognise that I have any hard disk at all, whatever I try.

>(Oh, BTW: where in the world am I supposed to get HINSTALL and SH204DVR.SYS,
>the official (?) Atari HD boot stuff? The SH204 I bought was shipped this
>fall with only AHDI and HDX. In contrast, Supra supplies a very nifty HD
>sector editor.)

Same question. I got mine ages ago, with AHDI and HDX. Had never heard of HINSTALL and SH204DVR.SYS. Are these necessary to recognise the hard disk?

Another question re PCDITTO, which I bought (pause to polish halo) from England. The docs I got claimed that it was not the same as the US version, but actual use shows that it still has a hard-wired US keyboard: not too different from the UK one, but annoying. Unlike Gulam, it does not appear to have the mappings for physical key to character, but it does have some tables (256 bytes long: sounds familiar) which might have some effect.
Plea to US writers: please remember that there are different keyboards, including extra keys, plus foreign characters which require 8 bits in Atari internal character representation.
Plea to European/UK people: has anyone figured out how to modify these

tables in PCDITTO.

Entirely unrelated subject: does anyone have a copy of bootmakr.prg, as I want to be able to automatically start UniTerm AFTER running gemboot.

1559. Re: Mediach() function question

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 08:35:27 UTC
From: exodus@uop.edu
Message-ID: <1026@uop.edu>
Source record: 254609

In article <8802021912.AA05940@ELI.CS.YALE.EDU>, fischer-michael@YALE.ARPA (Michael Fischer) writes:
> The idea is that a disk cannot be changed without the system noticing
> and checking the serial number. If the disk is write protected,
> the boot sector will be read more often than necessary but otherwise
> no harm is done. Too bad if you are unlucky enough to have two
> disks with the same id and you insert one right after the other.
> Gemdos will not notice that the disks have been changed and will
> happily clobber the second disk if you attempt to write on it since
> it will use cached FAT information from the first. Note that this
> situation (of duplicate disk ids) will occur with certain copy
> programs that copy the entire disk, including the boot sector. Avoid
> using them for making backups of ordinary data disks.
>
> --Mike Fischer <fischer-michael@cs.yale.edu>
> -------
This will happen also if you have formatted your disks with the original version of TWISTER. It never changed the serial numbers on the disks!!

If you have the original, call a BBS and get the one called TWISTE.PRG (usually). A patch is also to be found....

Greg Onufer
exodus@uop.edu

1560. Re: Demo of the english version of TEMPUS

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 09:48:21 UTC
From: t68@nikhefh.hep.nl
Message-ID: <428@nikhefh.hep.nl>
Source record: 254610

Concerning the enthousiasm about the speed of Tempus:
There is a faster and much more versatile editor on the market nowadays:
It is called STedi and is sold as part of a development package called
Craft which contains the GPshell: a UNIX-like shell, STedi and a number
of utilities like make etc.
The package is made for people who are involved in making larger programs for
whom the speed and versatility is very important.
Compared to it Tempus is merely a toy.

Jos Vermaseren
t68@nikhefh.hep.nl
(was t68@nikhefh.uucp)

No disclamors whatsoever.

1561. Re: info atari

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 11:30:33 UTC
From: csan@its63b.ed.ac.uk
Message-ID: <951@its63b.ed.ac.uk>
Source record: 254611

In article <880126-191259-2856@Xerox> "Robert_L._White.ESXC15"@Xerox.COM writes:
>What is the 40 folder limit?

I don't know if this is entirely correct, but since no-one else has answered you,.....

I believe that the 40 folder bug is due to the memory management bug in TOS (or whatever). It appears after you open a non-deterministic number of folders (~ 40) during one session (ie. between resets or power cycles).

I think this is correct.. maybe someone will give the definitive answer.

Andie Ness . Department of Computer Science ,Edinburgh University.

ARPA: csan%ed.itspna@nss.cs.ucl.ac.uk UUCP: ...!uunet!mcvax!ukc!itspna!csan
JANET: csan@uk.ac.ed.itspna

% These are my own views and any resemblance to any coherent reasoning is
% probably a typo.

1562. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 14:37:20 UTC
From: drs@bnl.ARPA
Message-ID: <328@bnl.ARPA>
Source record: 254612

In article <1022@uop.edu> exodus@uop.edu (G.Onufer) writes:
>
>
>================ NEWS !!!!!!!!!! ================
>
>I called Mark Williams today for a little problem and was told that the
>new version of MWC was to be released now. Meaning: Feb. 2, 1988.
>
>BEST news: includes CSD, source-level debugger!! (Can Laser C do dat?)

This would be really good news if the C compiler that Atari is distributing now with the developers kit was the MWC compiler with the debugger. Has anyone received the new developer kit? Can anyone from Atari give us some info here?

Also, if anyone sees this, it would be interesting to know if the debugger can work under gem-aes. That would seem to be a much harder nut to crack.

< dave stampf

1563. Free RTX (or maybe almost)

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 14:49:32 UTC
From: PICHER@MAINE.BITNET
Message-ID: <8802041511.AA15705@ucbvax.Berkeley.EDU>
Source record: 254613

Dave B.,
By offering a free RTX it would be possible for you to sell the information reguarding it. Such as programmers guides, user docs, etc...
Also, maybe developers could pay to use the shell in their applications. Maybe I don't know what I'm talking about (I usually don't). How about a shareware type RTX.
Michael W. Picher

-- /----------------------^
** ******* Michael W. Picher ! Robotics/Vision Lab !
*** *** ** Bitnet: PICHER@MAINE ! Barrows Hall !
************ COS30204@MECAN1 ! University of Maine !
** *** ** Genie : M.PICHER ! Orono, Maine 04469 !
** ** ** Maine Decnet: ROBOTS::PICHER ! Phone: (207) 581-2248 !
VISION::PICHER ^----------------------/

1564. Re: 1040 to TV/VCR

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 14:53:00 UTC
From: brantly.henr@XEROX.COM
Message-ID: <880204-065400-4005@Xerox>
Source record: 254614

>The $100 plus price tag for a RGB to composite cable seems a little steep.
>Elektor magazine (it from the UK) published a circuit to do this called
>Atari ST to SCART adaptor in early 87 (march I think). SCART is an
>analog RGB interface with composite sync - I think this should do what you
>need. Parts cost is under $20.00

The Atari ST to SCART adaptor sounds interesting, but would it provide BOTH rf & composite? Remember that the adapter that I described earlier (from Practical Solutons) is targeted at those ST's without rf OR Composite signals available (most 1040STs, some 520STs).

The primary advantage to the device from Practical Solutions, at least in my mind, is that an individual with a monochrome 1040ST system would be able to hookup to a color (colour for the Europeans on the net) TV vs spending $350+ for a color (colour) monitor.

The secondary advantage is that, if desired, owners without rf modulators, again (most 1
video capture of their sessions/games (really handy for maze-type games <after you are killed off go back and replay the tape, pausing the VCR at critical points as you draw out a map of the maze. >

Both the primary & secondary advantages I mentioned above require RF signals. As described, it's not clear that the Atari ST to SCART adapter would provide RF.

On a related note:

A word of caution, there are cables advertised that "CONNECT YOUR ST TO COMPOSITE MONITORS!" (i.e. E. Arthur Brown Company, pg. 56, of the Winter 87 Issue of STart) for only $14.95. But these will NOT work on an ST that doesn't have an internal RF modulator (most 1040STs, some 520STs).

Dennis.....

<Rochester, NY>
Brantly.Henr@Xerox.COM
CompuServe 72460,66
"Snowing, Snowing, Snowing!!"

1565. RE: ST Video Box

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 15:06:00 UTC
From: brantly.henr@XEROX.COM
Message-ID: <880204-070638-4016@Xerox>
Source record: 254615

Last word I heard from E. Arthur Brown company was that they had stopped taking orders for the ST Video Box and were refunding money for orders that had already been received.

According to their explanation, when they started bench testing the ST Video Box, they found that it would consistently "burn-out/ fail" after a couple of days use. They went on to apoligize for not adequately testing the product before starting the Ad campaign. The inventor of the ST Video Box is, according to E. Arthur Brown company, in the process of investigation/re-design of the circuitry involved.

If anyone has heard that a new/improved ST Video Box has been released, please let me know.....

Dennis.....

<Rochester, NY>
Brantly.Henr@Xerox.COM
CompuServe 72460,66

1566. gulam

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 15:12:49 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8802041613.AA17044@ucbvax.Berkeley.EDU>
Source record: 254616

Greetings:

I have been reading the net for a few weeks now and would like to get some information on Gulam. I am assuming this is some sort of shell but I don't really know. One person on the net stated gulam has commands like mv, df, and time. I use BSD 4.3 at work and that got my attention quickly. Is gulam similiar to 4.3 or am I hallucinating? Is it public domain and where do I get a copy? Any information would be appreciated!

Regards Norm Frech

Norm Frech <nfrech@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-HL, Box 1578, St.Louis, MO 63188-1578
COMMERICAL: (314) 263-5231 AUTOVON: 693-5231

"OH, FLOPPY DISKS" - Neal, The Young Ones

1567. Re: OSS Pascal bugs

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 15:17:32 UTC
From: decouty@irisa.UUCP
Message-ID: <266@irisa.UUCP>
Source record: 254617

Thanks Terry for these info about last release of OSS Personal Pascal.

But recently I had a strange talk with a french large reseller, who told
me that, according to his U.S. dealer, OSS P.P. no longer exist and that
now it was Alice The Personal Pascal !
Really, I have received such a software, a pascal interpreter with a syntax-
directed editor, written by Looking Glass Software Ltd - Waterloo - Canada.

As I do not believe what he told me, could anybody give me the full address
of OSS (with e-mail if any, or telex) in order for me to ask them if
they have a European distributor (idem for the Tackle Box).

Thanks.

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
EMAIL : decouty@irisa.fr
UUCP : {mcvax,inria!}irisa!decouty
decouty@irisa.UUCP
BITNET: DECOUTY@FRCICB71
POST : IRISA, Campus de Beaulieu, 35042 Rennes cedex, FRANCE
PHONE : +33 99 36 20 00
TELEX : 950473 UNIRISA
FAX : +33 99 38 38 32"

1568. X on atari (mega) st

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 15:41:19 UTC
From: apollo@ecf.toronto.edu
Message-ID: <440@mv02.ecf.toronto.edu>
Source record: 254618
Cross-posted to: comp.windows.x,comp.sys.atari.st

quick question: does anyone know of an implementation of X for
the atari boxes?
also: can an Xserver and an Xclient communicate over a serial
line?
vince pugliese
apollo@ecf.toronto.edu

1569. Magic Sac Professional??

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 15:51:02 UTC
From: john@cooper.cooper.EDU
Message-ID: <1191@cooper.cooper.EDU>
Source record: 254619

Hi,
I just heard about a product that can read Macintosh disk format
directly. I was told it is called Magic Sac Professional and that
it sells for about $400. If anyone knows anything about this please
send me mail.

I would like to know what the actual price is, how compatible
it is and who makes it.

Thank you.
John

<><>

1570. Re: C

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 15:54:59 UTC
From: wes@obie.UUCP
Message-ID: <33@obie.UUCP>
Source record: 254620

In article <321@bnl.ARPA>, drs@bnl.ARPA (David R. Stampf) writes:
> Does any C compiler today offer the speed of Megamax with those problems
> solved?

Try Mark Williams C. It has long variable names and enums as well as
structure passing, large arrays and functions, and accurate floating
point. If you put MWC's /lib and /tmp directories on a ram disk
(needs 1 meg to do this) the compile times are close to MegaMax. And
the new (version 2.1.7) manual from MWC is one of the better resources
for programming on GEMDOS/TOS that I've seen.

NOTE: I am a beta-tester for MWC, so my opinions are somewhat biased.
I became a beta-tester for them AFTER buying 3 other C compilers for
the ST and getting burned every time (including MegaMax).

--
{backbones}!utah-cs!utah-gr!uplherc!sp7040!obie!wes

"Against Stupidity, The Gods Themselves Contend in Vain."
-- Asimov

1571. Re: 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 16:03:07 UTC
From: jmc@ptsfa.UUCP
Message-ID: <4098@ptsfa.UUCP>
Source record: 254621

In article <6664@drutx.ATT.COM> jhs@drutx.ATT.COM (ShoreJ) writes:
> Is there or is there not a fix for the 40 folder limit?

There is not a 'fix' for the problem since that is awaiting the LONG promised rewrite of GEM but there is a program FOLDRXXX.PRG that patches around it which amounts to almost the same thing and will have to do until the world ends or Atari releases a new version of the OS, which ever comes first (semi :-).

--
Jerry Carlin (415) 823-2441 {ihnp4,lll-crg,ames,qantel,pyramid}!ptsfa!jmc
soon: {ihnp4,lll-crg,ames,qantel,pyramid}!pacbell!ptsfa!jmc
To dream the impossible dream. To fight the unbeatable foe.

1572. enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 16:43:47 UTC
From: long@sask.UUCP
Message-ID: <1012@sask.UUCP>
Source record: 254622
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

This is a complaint about the 'protection' used by one author for
his shareware product:

> Perhaps the worst I have ever seen of this type is a program, DS, a
> progam to help move, delete, copy, etc. files on hard disks. While the
> program was quite good, and the request for money was small ($15), the
> program had a 10 second delay at the beginning and the end of a run.
> Instructions for disabling this pause were available only after you
> coughed up the $15. This, to me, is a type of blackmail. Since the
> use of this program is to be a quick utility that works faster and
> easier than DOS commands, a delay like this was way out of line.
> Needless to say, I don't use the program, and would never suggest that
> anyone else do.

I am impressed with the method used, and am surprised at the audacity
of the above user. The author has found a very clever way of
protecting his SHAREWARE product, which allows a user to sample the
product, yet requires an end-user to pay IF and only IF he/she intends
to use it regularly.

Warren Long (long@sask)

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-

1573. Re: Dev Kit

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 17:13:53 UTC
From: juancho@dgp.toronto.edu
Message-ID: <1988Feb4.121354.5391@jarvis.csri.toronto.edu>
Source record: 254623

In article <964@atari.UUCP> neil@atari.UUCP (Neil Harris) writes:
>The current developer kit includes Mark WIlliams C for the $300 price, which
>includes the Atari documentation and technical support.
>
>The documentation is available separately for $100. Alcyon C is available
>for $20.
:-(

Hmmm. I can get the MW c compiler for $175 from MW. Dev docs for
$100. 175+100 = 275. This means that atari makes 25 dollars for
nothing.

Wake up atari we are not that stupid.

Some may argue that the $25 is beeing used for support. Well the $25
will not be worth it until we see some support.

:-(

--
==
| Typical conversation on comp.[atari|amiga|mac].* |
==
My watch is better than yours. It has multitasking, windows and
plays Old macdonald has a farm. I will not listen to reason, of

1574. Re: GEMDOS History

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 17:23:43 UTC
From: mj@myrias.UUCP
Message-ID: <551@myrias.UUCP>
Source record: 254624

Bruce Holloway gave us his version of origins of GEMDOS. One would
really would like to believe in all these stories about one mythical
evil system programmer. There is only one fly in this ointment. DRI,
as I understand, is responsible for a lot of other "goodies" on ST.
Let us see. First GEM itself. Is also full of bugs (should I include
a well-known list). It does practically nothing else but puts slow and
unwieldy graphics shell on the top of your computer. This shell has not
a slightest clue what is a search path, environement variable, etc. Can
handle one file only at a time (with an exception of copying - but pray
that you do not have grab more files then slots in a window). What is
more GEM was crippled from the very start because of missing integral
part - an infamous GDOS. Therefore no proportional fonts, no device
independent output, no (actually) multiple virtual workstations. In
other words - nothing from all these things for which one really suffers
and learn to live with cutesy, SLOW, graphics interfaces. You may
continue this story on your own.
Ok, wo what else we got from DRI. Well known Alcyon C compiler in
which nobody bothered to fix even such simple things like error values
returned from every pass. Accompanying "documentation" and tools were
of similar quality. A recent message from Neil Harris indicates that
currently Atari values Alcyon C for $20, which seems to be generous.
This was followed by the next DRI product included with ST, namely
Dr. Logo. Probably one of worst Logo implementations which I ever
seen. Both buggy (it rally cannot handle any more involved recursion)
and, once again, awfully slow. Logo on 1MHz 9900 (TI99/4a) is much
faster and better done then DR.LOGO on 8MHz 68000. Though the first one
is a little bit more cramped, due to somehow smaller memory available.
DR.LOGO is also no good for anything else, but some turtle play (if you
are really patient). Reason - even rudimentary file access was
conveniently forgotten.
This LOGO was also graced with an editor which can be overtyped by a one
finger typist. I guess that one has to write it in interpreter written
in slow BASIC to achieve that effect.
The only redeeming feature in all of this is ST BASIC. It was so
awfull, that nobody wanted to use it at all and everybody switched
immediately to other languages. It this was a part of a master plan to
force good habits onto microcomputer users, then it succeded
admirably. Only I am not sure if DRI was responsible also for that.
If all of above was one-month doing of a busy system programmer, then
this guy, for sure, had a quite hot month.

Michal Jaegermann
...alberta!myrias!mj

Disclaimer: All of the above are purely my personal opinions. My
employer even does not know what is ST (:-)).

1575. Re: Free Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 17:33:25 UTC
From: long@sask.UUCP
Message-ID: <1013@sask.UUCP>
Source record: 254625

In article <122@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
>
> This is a followup to the discussion of offering a free run-time
> multitasking kernel to all Atari ST users.
>
> So let's hear those arguments for a free RTX. Don't take that as

I may have a few misunderstandings here, but here goes anyways.
Anytime I say something stupid/incorrect, please correct me.

My understanding is that the Beckmeyer multitasking Kernel will not
run many (any??) of my favourite programs. Eg.
Uniterm
MicroEmacs
Gulam
MWC
There are also many utilities that came with MWC that I assume I can
recompile to run with RTX so they shouldn't be any problem. However,
the above systems/programs are the ones that I need to run
simultaneously. If I am wrong about the above programs, tell me and
I will be off the to store right now!!

What are the problems with these programs?? (or ST programs in general)

GEM Calls??
Screen requirments??
I only have 1 screen/terminal to use, and each
standard ST program also needs its own screen. On
the Amiga this is solved by having all programs
designed to run in windows. The user decides what
size and where the window should be put. This is
not possible with the ST: All the programs have
been written with hard-wired assumptions about
screen size and location. Obviously, we cannot take
the same route as the Amiga. I see several
possibilities:
Have multiple screens, some way of switching
between them, and some way of displaying the
fact that a background window has changed in
the corner of the foreground window.
(eg. DiskBar or CornerClock type info)

Divide the screen into 4 equal parts, each
one devoted to a process/program. Again,
each program has its own screen ram, and any
sub-screen can be expanded to full screen

width. (I would be happy with 4 progs...)

I would like feedback/comments.
Warren Long (long@sask)

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-

1576. Re: 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 19:52:55 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <770@silver.bacs.indiana.edu>
Source record: 254626

In article <6664@drutx.ATT.COM> jhs@drutx.ATT.COM (ShoreJ) writes:

> Is there or is there not a fix for the 40 folder limit?

Not a fix really, but there is a work-around.... get the program FOLDRXXX.PRG and change the XXX to some number of folders you want in addition to the 40... (FOLDR100.PRG for 140...) Put the program in your /AUTO/ folder and your system will be very happy...

1577. Re: Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 19:55:29 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <771@silver.bacs.indiana.edu>
Source record: 254627

In article <1072@percival.UUCP> actor@percival.UUCP (Clif Swinford) writes:

>If you take it to a local Atari dealer they will
>charge you full price, which is at their discretion to set. So beware.

Unless you're our local dealer who will charge you even if you buy the
equipment there, according to one of our local users...

1578. Re: 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 20:12:15 UTC
From: lbl@druhi.ATT.COM
Message-ID: <2649@druhi.ATT.COM>
Source record: 254628

In article <6664@drutx.ATT.COM>, jhs@drutx.ATT.COM (ShoreJ) writes:
.
.
.
>
> I have a related question, having just gotten (re)started on an ST:
>
> Is there or is there not a fix for the 40 folder limit?
>
> I'm confused because I've seen postings that claim new limits of
> 100, 200, etc. folders, but recently I see that the world is
> waiting for Atari's fix of this problem.
>
> Could someone clarify for Robert, me, and other neophyte/non-developer
> ST users?
>
> Jeff at the Labs

Jeff,

There are at least two different work-arounds that patch a larger number of memory buffers into the system. These are kludges that provide a larger number of folders, but there is still a limit when using these methods. This is not what I and most other users call a fix to the problem. A real fix is being developed at Atari and will hopefully be available sometime in the near future. Near future in this case probably means a year. In the meantime, you should use foldrxxx or GEMBOOT in order to get around the 40 folder problem.

I should also mention that the new release of ROM's should have numerous other fixes such as the Malloc problems, etc.

I hope this helps.

Barry

1579. Re: Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 21:42:01 UTC
From: rjd@nancy
Message-ID: <22558@brunix.UUCP>
Source record: 254629

In article <8010@eddie.MIT.EDU> wisner@fenchurch.MIT.EDU (Bill Wisner) writes:
>In article <1435@pixar.UUCP> mgr@pixar.UUCP (Michael Griffin Russell) writes:
>>I'm considering making a mail order purchase from LYCO Computer
>>and am interested in any experiences anyone may have had with them.
>
>Recommended. I got my 1040ST from them about a year ago, and had absolutely
>no problem. It is warranteed, the price was great, and it got here promptly.
>Their support is also decent. An unexpected bonus: I ended up getting a
>1040STfm.
>

OK -- Here we go...

We have had a lot of experience here at Planetary Science buying
ST lately...they make great pieces of lab equipment. One of the
people here at the lab recently (Dec) bought a 1040ST thru Lyco.
He payed a great price (around 650 for mono). Now in January another
fellow in the lab decides to get a 1040 from Lyco. Current cost: $850
What happened? Well, sources (from within Lyco and other mail order houses)
tell us that Lyco had been getting its STs "illegally." Atari found
out, and now if you try and order from Lyco, their costs
are the same as everywhere else, and you have to wait three months.

What does "illegally" mean? Your guess is as good as mine.

Consider yourself warned.....

- Rob DeMillo
Brown University - Planetary Science Group

UUCP: ...{seismo!harpo}!ihnp4!brunix!rjd -- or --
...{seismo!harpo}!ihnp4!brunix!europa!demillo
BITNET: GE702025@BROWNVM
SPAN: BRNPSG::DEMILLO
CompuServe: 73537,2737

"...I am not so sure what you want me for!
Either your machine is a fool, or me..." -- "WarGames", CSN

1580. ST Replay

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 22:19:53 UTC
From: jsd@UMass.BITNET
Message-ID: <880204171512C61.ASHY@Mars.UCC.UMass.EDU>
Source record: 254630

Hello World,

I just bought the ST Replay cartridge from 2-Bit Systems, and I am
pleased with it in general. I also purchased Digidrum for it which made
it extremely nice for use in my home recordings.
My question is, does anyone know of ANY software out there that uses
the Replay cartridge other than the stuff that comes on the enclosed disk
and the Digidrum package? I heard rumours of games that used it for
awesome sound but none of them have materialized. I heard a rumour about
a program that would accept a MIDI keyboard input and play back the
samples as if they were being played on the keyboard. But I have seen
NONE of it! Names of programs and their publishers would be greatly
appreciated. If anyone cares, I could summarize to the net...

Jon Drukman BITNET: jsd@umass
209C2 McNamara / UMass ARPANET: jsd%umass.bitnet@cunyvm.cuny.edu
Amherst, MA 01003 MA BELL: 413-546-4262
" I used to be indecisive, but now I'm not so sure. "

1581. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-02-04 22:38:36 UTC
From: apratt@atari.UUCP
Message-ID: <971@atari.UUCP>
Source record: 254631

in article <1988Feb3.080736.14303@mntgfx.mentor.com>,
dclemans@mntgfx.mentor.com (Dave Clemans) says:

> Re: Control C

> GEMDOS doesn't directly terminate a process when it sees a Control-C character
> in a "cooked" input function; instead it calls a special pseudo-interrupt
> vector called the critical exception handler. The default code for that
> handler is what terminates the process. If you install a replacement for it
> you can do whatever you want. If I remember correctly this is described
> in the Atari GEMDOS Users Guide manual.

Not exactly. First, GEMDOS calls the "terminate vector" not the
"critical exception handler." Second, that vector points by default an
RTS instruction. It is the code after the call which terminates the
process.

This vector gets called when you use Pterm(), too: it's not strictly a
"control C" handler.

You can avoid being terminated by doing a "setjmp(term_buf)" where you
want to recover, and setting this vector to point to something like
"longjmp(term_buf,1)"

Unfortunately, there isn't a lot of documentation on this, and other
projects prevent me from going into more detail.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1582. Re: autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 00:20:29 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <16726@watmath.waterloo.edu>
Source record: 254632

In article <1988Feb3.080736.14303@mntgfx.mentor.com>, dclemans@mntgfx.mentor.com (Dave Clemans) writes:
> Re: autostarting GEM programs
>
> My understanding is that what the autostart programs do is to set up a
> small TSR routine attached to the vertical blank interrupt vector. On each
> interrupt the code looks around and tries to guess whether or not GEM is
> initialized yet. If it looks initialized it disengages from the vertical
> blank interrupt and starts the requested GEM program. Whether or not a
> specific version of this technique works with all versions of the ROM's
> depends on specifically how the code checks for GEM being initialized.

Having disassembled gemstart recently, I'll describe what I found out.

It installs a VBL routine (in slot 1, not checking if it is in use)
that waits until the line-F trap handler is initialized (changes).
GEM uses the line-F opcodes as a "short" procedure call.
It wraps it own line-F handler around GEM's handler,
which intercepts two line-F opcodes (I don't know what they are).
When the handler encounters one of these opcodes, it looks up an address
in the ROM relative to the caller's PC, and uses that
in some way to pass the name of a program to be started by GEM.

I wish people who write this type of program would distribute
source; the programs are bound to break with new version of the OS.
I guess someone will have to disassemble gemstart and try to fix it.
(not me, I don't have an assembler)

1583. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 00:25:05 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2370@ihuxy.ATT.COM>
Source record: 254633

In article <969@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:

>Even so, I have killed the 40-folder bug, fixed Malloc, and removed the
>molasses from the FAT handling code, plus lots of other, more minor
>fixes. Sorry about teasing you with this stuff, but I don't know how or
>when it will be released. One good possibility is as a RAM-loaded
>upgrade (only 32K, not 200K like RAM TOS was).
>

Allan,

Who at Atari does know ?? Also I heard that Neil is changing jobs
at Atari, who will take his place.

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

1584. Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 02:25:11 UTC
From: peter@nuchat.UUCP
Message-ID: <622@nuchat.UUCP>
Source record: 254634
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

I wrote one shareware program.

It was a terminal program called "Smart TTY", for the PC.

It supported simultaneous file transfers or interactive sessions on both
serial ports. It never blocked I/O to the screen, so you could see *what*
the weird garbage you got from your port was (like "File Transfer Aborted"
or "You have 5 minutes left" :->)... anything that wasn't a packet was
displayed. It wasn't a speed demon, because I used the BIOS for maximum
portability, but it could handle 2 1200 baud lines at once through the use
of crufty heuristics and careful screen updates (my early efforts in writing
a curses wannabe back before Ken started letting other machines than Cory
EECS 11/70 use it helped). Just Xmodem and Xmodem CRC, but good emulations
of Vt100 and ADM22 terminals. Pull-down help screen and setup menus. Drag down
screens (really! You could drag down session on COM1 and see what was going on
on COM2). Intended as a tool for people calling up VAXen and their ilk
from a PC.

I asked $35 to get an update and remove the startup message that read:

"Send $35 to stop me printing this obnoxious message and to
get an updated version of this program"

or something like that.

I got 3 letters from people wanting me to add features before they'd send
their $35, and one guy claiming he wanted a free copy for a review. Wouldn't
say what his magazine was.

Shareware, hah!
--
-- a clone of Peter (have you hugged your wolf today) da Silva `-_-'
-- normally ...!hoptoad!academ!uhnix1!sugar!peter U
-- Disclaimer: These aren't mere opinions... these are *values*.

1585. Re: In defense of the Amiga/Atari ST flame war

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 03:28:50 UTC
From: rwa@auvax.UUCP
Message-ID: <520@auvax.UUCP>
Source record: 254635

In article <880203-152724-3179@Xerox>, LLi.ESCP8@XEROX.COM writes:
]
] I agree with you and I think that there should be discussions regarding pros and
] cons of different PC hardware and OS -- Amiga, Atari ST, PC/AT/386, PS/2, MAC
] II, etc.
]
] However, this type of discussions should not be limited to dl's devoted to one
] brand of PC's, whether it's Amiga or Atari (or IBMPC, or Mac, ...). There
] should be a separate list for this purpose. Perhaps something like
] "PCComparison" will be an appropriate name for it.
]
] Leonard Li.

This is a proposal to start another permanent flame-war newsgroup. No way.
All heat, no light, _far_ too much smoke :-)

Ross Alexander,
Sr. Systems Programmer @ Athabasca University,
Athabasca, Alberta

alberta!auvax!rwa

1586. Re: Mediach() function question

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 05:20:47 UTC
From: joe@lakesys.UUCP
Message-ID: <431@lakesys.UUCP>
Source record: 254636

```
>in article <8801292315.AA23295@orville.nas.nasa.gov>,
>rowley@orville.nas.nasa.GOV (Karl Rowley) says:
>
>> I have a question about the GEMDOS Mediach() function. My MWC manual says
>> this function can return a 0, 1, or 2, meaning "no", "maybe", or "yes."
>> What situation would cause Mediach() to return "maybe"?
>
This question has brought up the fact that if you swap disks and the new one
has the same serial number as the last the FAT is not reread. So...
Question: Is there a utility available to read and change serial numbers of
disks? If you have never heard of one do you know the sector where this info
is stored?

Thanks.

Snail Mail: Real Mail:
*-------------------* *---------------*
|Joe Pantuso | joe@lakesys.UUCP |You too can be |
|1631 n. 69 St. | {ihnp4,uwvax}!uwmcsd1!lakesys!joe |famous in five |
|Wauwatosa WI 53213| |easy lessons |
*-------------------* "Veteran of the Psychic Wars...." *---------------*
```

1587. Laser printers

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 09:28:00 UTC
From: GASPARD@HROEUR5.BITNET
Message-ID: <8802051012.AA09638@ucbvax.Berkeley.EDU>
Source record: 254637

>First - does it make a great deal of sense to by the laser engine for
>$2K when right next to it is an HP going for $1.7K, which has .5 Meg of
>memory, and the ability to upgrade it to almost anything. (Postscript
>included). Is the quality of the Atari Laser so great as to outweigh
>all other factors?

You're right. The HP offers more value for money.
Output quality of the HP LaserJet II is among the best in small laser printers.
Very nice blacks etc. The fundamental difference between the HP and the Atari
engine is that the first is a so-called write-black and the Atari is
write-white. Write-white has a theoretical advantage when it comes to
printing large black areas. Write-black is better for fonts though, especially
at the 300 dpi resolution of these printers.
On the whole I doubt you'll see a lot of difference between the output of these
two printers.
The HP has easier maintenance. You replace one cartridge every 4-5000 pages.
No messing about with (nasty) toner. The Canon-engines of the HP have built
up a very good reputation in terms of reliability.
The Kentek engine of the Atari laser is used by Oasys for its laser printers,
which, by the way, are even cheaper. But I have never heard about any long-term
experiences.

>
>Second - consider the following two scenarios. I buy a mono-mega4 and
>an atari laser printer for $4.5K, and lets say Word Perfect, a page
>publishing program.
>
>-or-
>I buy a mono-ST for .9K and a AST Turbo Laser for $3K -> for a total of
>$3.9K.
>I have the same software.

The AST has a major advantage; it supports Postscript. This alone, I feel,
makes it a much better choice than the brain-less Atari laser. Everybody
supports Postscript these days. You can safely assume that it is the standard
for the next 3-5 years.
The AST is based on the Ricoh engine. And I found none of the Postscript
lasers based on this write-white engine (e.g. Texas Instruments 2108/2115,
Digital Scriptprinter) to have very satisfactory output. Every font looks
bold.
The Postscript option on the HP laserjet II involves a board for a PC. You
won't be able to use it with any ST in Postscript mode.
The Postscript language (but not the Adobe fonts and font-manipulating
algoritms) is in the public domain. With 4 Megs of memory it should be
possible to implement the Postscript RIP in the Mega ST and send the

page bitmap to a dumb laser printer such as the Atari. But I have yet to hear of anyone announcing such a product. I'm afraid the market may not be large enough to make it interesting.

I faced exactly the same dilemma as you are in three months ago. I ended up buying a NEC LC890 Postscript laser (approx. $ 3.3k, also 3 Megs of memory, write-black, two paper bins standard, etc). Apart from the fact that there is still no satisfactory desktop-publishing software on the ST, I also wanted to print from a PC (using Ventura Publisher; when are they finally going to port that to the ST?). And, most important, Postscript files can be sent to a typesetter; I don't think Linotype or any other mayor supplier of typesetting equipment has plans to support GDOS. Let's face it; even Atari hardly supports it.
And I must agree with other owners of the NEC; you'll never want any other printer (except of course that 2500 dpi colour laser for $ 2k). Apart from Postscript (with all the LW+ fonts) it offers HP LaserJet and Diablo 630 (very useful for program listings) emulation.

Has anyone managed to print to a Postscript printer (such as the LaserWriter) with the Magic Sac? Serial communication is no problem, but how does the Mac Postscript driver behave with the ST?

If you want more info on laser-printers join Laser-lovers, Postscript and/or the Desktop Publishing list.

Gaspard de Jong
ST foundation, the Netherlands
Erasmus University Computing Center

1588. Re: BITNET redistributions and USENET Gateways (or Why I Hate BITNET)

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 10:34:12 UTC
From: ralph@lasso.UUCP
Message-ID: <8802051034.AA00487@lasso.laas.fr>
Source record: 254638

Please correct me if I'm wrong, but I believe that in RFC 822 (I don't have
a copy at hand) it states that the error returns will go to the "Return-Path: "
header. So, wouldn't a field such as

Return-Path: <info-atari16-request@score.stanford.EDU>

alleviate the problem of errors being rebroadcast over the network? Maybe,
BITNET can't handle such headers; otherwise I would suggest that the return
path on BITNET would point to the Redistribution Manager on BITNET.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

1589. The Truth about ANALOG

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 13:54:21 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2596@ihlpe.ATT.COM>
Source record: 254639
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The following article is a reprint from Ron Kovacs' national Zmagazine,
but is the text from a conference on DELPHI.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

==========

TEXT OF CONFERENCE ON DELPHI REGARDING ANALOG BUYOUT
JANUARY 17, 1988

Andy> I'd, first, like to welcome all of you attending this conference. My
name is Andy Eddy and I'll be moderating the CO.

Lee> First, ANALOG has signed contracts with a publishing company in
LA. That company is LFP, Inc....Larry Flynt Publishing. We expect to have
the next issues of both mags out in 3 weeks. Let me give a few words about
the changes...First...Larry Flynt has little to do with daily operations of
the company...as a whole. He will have nothing to do with the editorial
contents of either magazine. Changes you will see include new (glossy)
paper, a heavier stock inside as well as a heavier cover. More color pages
throughout, INCREASED distribution, Much improved service, and a steady
frequency. What you won't see is ads for Hustler and the like.
LFP, Inc. also publishes a Mens fashion mag, a running mag, a new
automobile mag, a motorcycle pub and a Heavy Metal mag. With many more non-
pornography titles on the way.

Andy> Thanks, Lee. So the fears..that this will be anything like..Hustler
will not materialize. This will remain the same Analog as before..but
with some changes in the "production" end..not the editorial.

Lee> OK. There WILL be changes.. Because I won't have to deal with such
things (as much, anyway) as distribution...subscription problems, and
production, I can spend more time on editorial...that goes for Clayton as well.

Andy> So you don't see anything but beneficial changes for the mags?

Lee> Actually, let me say this...the only way someone will know we are
owned by another company is a small blurb on the staff page. As far as
changes go, I expect an even more steady stream of quality editorial
since it will be the main direction of our time working on the mags.

Maurice M.> Okay. I want to get this subject out of the way now especially
in light of recent messages in the forum. Certain people have hinted that
there will be changes in the magazine because of whom the ownership is. The

point, I think has been refuted. However, DF Scott has in recent messages hinted that several of us writers were in a "dilemma" over the ownership change and might no longer write for ANALOG. I would like to put to rest any fears readers might have about mass-defection of writers by asking you, Lee, if you are aware of any other regulars "leaving" because of this ownership change.

Lee> No, not at this time. Let me respond to your comments. While I don't whole heartedly agree with Larry Flynts views. I am looking at what that company can do for our magazines. They don't know ANYTHING about what we publish, they (LFP, Inc) are leaving us alone in what we do. To them profit is what they want, editorial content is 100% up to what we do. They'll make the magazine look better, distribute it better, and put out a quality looking product, it's still up to me, Clayton, Maurice, Charles Johnson, Andy Eddy, MAtRat and the rest to put out a good magazine in product. To answer Maurice's question, other than Scott, no one has more than batted an eyelash over the buyout in terms of who it is. After the initial shock wears off on the buyer's name, they settled in and want to get back to work.

Maurice M.> Good to hear. I simply wanted to address the subject because I wanted people to be aware that Scott didn't speak for all of us. I'll step down now.

Lee> Last Monday is when Michael Des Chenes and I signed. We are waiting to get them back from LA now then it will be official.

Clay> Anyone who is interested in the terms of publication and how to submit articles may send me a self-addressed, stamped envelope and I'll see that you get our writer's guidelines. You can send requests to the PO Box 23 address in the magazines for now.

Andy> Also with Analog's liberal policy of letting programs go onto BBS's after 1 month from issue date (that is right?), everyone gets to see the stuff they publish.

Clay> Yes, Andy.

Mike Brown> Will we be able to get back issues of both magazines and disks as in the past? Or will these "Classic" issues become collectors items?

Lee> Yes! LFP, Inc is purchasing our entire supply of back issues. Including disks, 8-bit Extra's and so on. We expect to offer disks at a lower price and the availability should be MUCH better.

JIMGAR> Thanks. My burning question is WHY???? Wasn't Analog a profitable venture?

Lee> WHY is a complex question. First - WHY NOT? ANALOG was myself and a partner, Michael Des Chenes. As you may have noticed, Michael never spent much time on Delphi and while I have gone to over 100 Atari shows and ComDex's, etc., he has not. Michael has been bored doing the same thing for 7 years and wants to try something new. In addition, I couldn't see the company growing much further the way things have been, so this gives us a

chance to expand greatly....plus I'll be working on new publications, both computer and non-computer related in the next few years.
Also, LFP, Inc. offered us a very good deal...and who really knows how long Atari will keep going. This way I can expand on my interests and do other things along with the Atari field -- after all, I have been doing the for 7 years. A long time!

JIMGAR> In other words, the whole thing got out of hand?

Clay> A company can only grow within the facilities it has at hand.

Lee> Right...We needed to expand, and as do airlines, insurance companies and so on. We were bought out to expand our capabilities.

WHITEWIZARD> you said that the analog depends on the 8-bit...Does this mean that you might stop publishing in the future if the 8-bit fails (ANALOG, not ST-Log)?

Lee> ANALOG depends on the 8-bit market ...Lets say that advertising right now isn't overwhelming and ANALOG would most likely take a new heading (orientation) in the event 8-bits REALLY dwindle. I could see a change happening probably this year some time...

WHITEWIZARD> Would you combine ANALOG and ST-Log again?

Lee> Again, it is mostly up to the ANALOG staff, not LFP, Inc. Yes, I could see us doing one mag--but here is the problem. The ANALOG name is the best known, if we put in ST-Log then the mag becomes a general Atari mag again. If we kill ANALOG and continue ST-Log...well ANALOG has the more known name and that would be a mistake. Chances are ST-Log might have some 8-bit coverage...but that is all up in the air right now. When we are in place after a couple months we'll look at the whole picture.

MADMODIFIER> With many software publishers spreading out to the Amiga..... Is there any chance that Analog might do the same?

Lee> I have plans to do another computer oriented mag but can't say much (exactly nothing) about it.

MADMODIFIER> You mean we might see AMIGA LOG <grin>?

Lee> No Comment. But I hope to have a new project out in late Spring.

Mike Brown> I would like to suggest that you run some type of a readership poll in your first new issue to determine what your readership looks like now.

Lee> Huh...in what way? Between ST and 8-bit?

Mike Brown> Well I imagine that the complexion of the readership has changed somewhat. It might be worthwhile from a marketing standpoint.

Lee> You mean between 8-bit and ST??? Sophistication?

Mike Brown> Well that and just what people are interested in reading about. What their needs are "today".

Lee> We have the "bingo" cards in the mag every month and poll those to see what people are using...however we have talked about doing another mail-in campaign...a more in-depth look. Remember that Delphi users are more into their machines than many other average users.

Mike Brown> Maybe, but I guess my point was that at least in the 3 user groups I belong to things are in a state of "change".

STeve M.> What direction will ST Log be taking in terms of content? General readership, programming, or what?

Clay> I can't see much that will change in ST-Log. Is there something you WANT to see changed?

STeve M.> No, just was hoping there were not going to be any drastic changes now. Thanks.

Lee> I feel we have a good balance of information, sophistication and programs. I think Clayton, myself and our new west coast person will have more time to look at each issue well in advance and look at it's contents to see what blend of information it has...thus boosting the magazines quality...(not that it needs boosting <grin>) in addition, hopefully we'll add more pages too.

Clay> The combination we've had in the past has worked out well, I think. I don't see any reason to change it. (More pages would be nice.)

Lee> No, I certainly haven't seen any complaints about the balance of material. Keep in mind that I'm moving from New England (fresh air, no traffic, nice scenery) to LA (smog, Lots of Traffic and more smog) for the CAUSE. In other words...If I didn't see a tremendous potential in this I wouldn't do it!

1590. Re: Free RTX (or maybe almost)

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 14:08:27 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <1675@ea.ecn.purdue.edu>
Source record: 254640

I'm all for a free or inexpensive RTX, as long as we can get enough
docs and information to be able to port/run our application. Does
this operating system imply that it will be TOS compatable, i.e.
will compilers and things that we have accumluated still run under
it ? If it does it certainly seems a better solution that os9 or
waiting for Minix. I don't mind spending a little money for this,
say < $75 bucks, but if it's more than that, I probably wouldn't
bother with it. Considering you could get real UNIX for PC's
for less than $200 from Microport, I would probably just sell the
Atari and by a PC (yuck....) with UNIX.

So I guess my point is that if it's < $75 or so but you charge
enough to provide good docs. and support, I would probably buy it.
I would even pay more, if it comes with a decend "C" development
system and other tools.

--
/* Ingo Cyliax *
* ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

1591. Re: Laser Printers and the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 14:26:20 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <1677@ea.ecn.purdue.edu>
Source record: 254641

In article <324@bnl.ARPA> drs@bnl.UUCP (David R. Stampf) writes:
>In article <8802021704.AA24124@ucbvax.Berkeley.EDU> GASPARD@HROEUR5.BITNET writes:
>>But let me ask you same questions:
>>
>>Do you have a 'GDOS'-printerdriver for the AST-turbo-laser?
>
>Who cares - I haven't seen GDOS out of atari yet and I won't spend $2000 to
>get it.

GDOS comes with ATHENA II from Iliad Inc., ATHENA II is a CAD program,
and it uses GDOS for it's output to different graphics devices. They have
some drivers for things like FX-80's and such, but they don't have any laser
drivers... I would love to get my hands on some more info about GDOS,
like how to write device drivers and the like. Ultimately, I would like
to have a driver for Postscript Printers so I can run stuff off on a
variety of Lasers. So, as soon as I find out more about GDOS, I could
get started on writing some device drivers, which I would probably
make available to anyone who wants them.

B.T.W., ATHENA II is a pretty decsend CAD program for the price,
it's only drawback is that there aren't too many drivers available for
hardcopy devices. It's not as good as some of the packages available
for PC's, but then it's also a lot more inexpensive.

--
/* Ingo Cyliax *
* ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

1592. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 14:35:43 UTC
From: OLIVIER@cs.vu.nl
Message-ID: <986@klipper.cs.vu.nl>
Source record: 254642
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Once a week we receive an enormous amount of news from the United States.
It is sometimes interesting to read some of the newsgroups. However, it
is extremely annoying and timeconsuming to read messages which do not
belong in the newsgroup in which they are posted. This the case with the
endless series of messages on the subject of software copying.
I urge on those who posted them not to do so in the future. So, please,
when you flame on the subject of software copying, reduce your newsgroups
to which you post your messages, comp.sys.misc seems appropriate to me.

Whishing not to hear from you again,

Olivier van Wijngaarden.

P.S. At least, don't post them to comp.sys.amiga.

1593. Mega Compatible?

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 15:46:59 UTC
From: Flash@UMass.BITNET
Message-ID: <880205103031DE1.AVLQ@Mars.UCC.UMass.EDU>
Source record: 254643

After having a long series of programs bomb out on our MEGA ST2 here at the store, we decided to do a little testing. We copied the ROMS in the Mega (to make sure we have the SAME version) and placed them inside a 2.5 meg 520. We then proceeded try out some software that crashed on the MEGA.

MEGA ST2 520 (with 2.5 MEGS and SAME new roms)
-------- ---------
Gaunlet CRASH! Ran great!
Eagle's Nest CRASH! Ran great!
A-Calc Prime Some Prob. Same.

And the list goes on...

Ending result? It seems that 40% of all the programs that have problems with a MEGA work fine on the 520 system.

What does this mean?

That something fishy is going on with Atari. They claim that only the ROMS changed and that the hardware is the same (appart from an invisible blitter).

Well, obviously it is not. NEW roms are not was is making things non-compatible instead something else is, something having to do with the MEGA design.

Our Atari Representative was simply as baffled as we were...how comforting.

On a related issue, our store has been experiencing a 50% failture rate with the new mega's. Just thought that was most interesting.

BTW, we got in the TECH SPECIALTIES 2/4 MEG upgrade board for 1040s. DO NOT BUY THIS UPGRADE. It does *NOT* fit in a 1040, and the instructions are WRONG. If you cut the trace that they as you to, you DESTROY your MMU when you power up, as a poor customer of us discovered. (all taken care of now)

If you want to go to 2 or 4 megs and you have a 1040, wait for the AERCO board, which should be shipping as I write this..(hopefully)...they have worked on it for a long time..are aware of all motherboard revisions, and basically have their act together.

GUNSHIP is supposed to ship in the next couple of weeks, and those who have seen it say it is hot, watch for that one.

Anyone know when LASER C is shipping?

Anyone know what is the deal with Data Pacific. They are starting to remind me of many mail order places I love to hate. This is what is happening.

I called 3 months ago and ordered some MAGIC SAC PROFESSIONALS. I asked the lady on the phone "Are they in STOCK and shipping?!?!?" She said "Yes, should go out tommorow."

To make matters short, 3 months later, we have seen nothing, and we call them EVERY week...and EVERY WEEK...they tell us..."Just shipped." Gets kind of fishy after the 6th time.

Talked to David Small on GENIE who promised to look into it, since he is also claiming that they are shipping. Never got a reply.

Annoying part is, that this stuff was/is for a goverment BID. You know how those are picky on product delivery. Well, we are still waiting...nd in
Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@CUNYVM.CUNY.EDU
R-FLASHMAN on GEnie

1594. New ARC somewhere? - (nf)

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 16:26:00 UTC
From: kirchner@uklirb
Message-ID: <4300005@uklirb.UUCP>
Source record: 254644

Hello Netlanders,
has anybody seen a newer ARC than the one we are using now (is 5.12) ?

Why I ask: I collected some arc-ed files from the pc-bin-group to be run
on a collegue's PC, and most of them I can unARC with ARC-5.12 without
any problems. Now I got some, where ARC says it cannot unARC and :
'perhaps you need a newer version of ARC?'.

In the PC-Group they speek about something called ARC 5.2.1, PKARC,
PKXARC etc. I also have read somewhere the term 'squashed' for an
even higher compression then 'crunched'.

So, if somebody has such a newer version of ARC: Please post it to
us all(ARCed in the OLD way !!). If possible please post the source
also, so we can install it on UNIX-Machines and can download binaries etc.

Thanks to all Super-ARCers

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or: kirchner%uklirb.uucp%germany.csnet@RELAY.CS.NET
CSNET: kirchner%uklirb%uka.csnet@csnet-relay.arpa
UUCP: ..{mcvax!}unido!uklirb!kirchner

1595. Re: shell p usage

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 16:33:13 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <618@ncrcce.StPaul.NCR.COM>
Source record: 254645

In article <326@stag.UUCP> syntel!dal@stag.UUCP (Dale Schumacher) writes:
>
> <dumas@sumex-aim.stanford.edu> writes...
>> Question #1 : How MWC's msh is discovering who called it ?
>> (desktop, or other...) it is in the local shell variable 'calledfrom'.
>> An other shell is able to tell the list of all parents programs...
>> The base page does not contain any backward pointer, so what is it ?
>
>I'm not sure that MSH does* detect being called from the desktop. What
>difference would it make (or does it in MSH). The basepage, however,

When msh spawns another instance of itself (e.g., msh starts EMACS which spawns another copy of msh) is does not read the profile file. I presume that this difference in behaviour is why msh has to know where it came from.

It also does not inherit shell variables (it does, however, inherit environment variables) which means that commands defined in the .bin or .cmd pseudo-directories are not available in 2nd (and subsequent) copy of the shell.

>PS. For those waiting for dLibs

Does dLibs or any other public domain library contain a version of "regexp"?
--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN

1596. lockup -- mouse lock & infinite key repeat -- Help!

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 16:53:01 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <826@usl-pc.UUCP>
Source record: 254646

Eeeeeargh!

Last night while computing away I had the wierdest thing happen, my keyboard just started sending a stacatto rush of keypresses to the computer and my mouse locked up. The minute I turn on my 1040ST I hear the sound of a key repeat, it does not let up at all unless I happen to stick in a disk that has a desktop.inf file that wants to access a window on drive b and I have drive b turned off. I get presented with an alert box that says "Insert disk B in drive A" , you know, you have all seen this one. Anyway ... the sound stops and the mouse is frozen, I cannot even hit return to bump the default "ok" exit button in that alert box.

In this state I wait for some advice from the experienced users of the net.

I suspect the keyboard controller chip, since polling the keyboard and the mouse can be done with event_keybd().

If you have any experience with this problem , please let me know about it and any solutions that you might suggest.

I think that I will try to reseat some chips tonight, as that seems to be a popular fix suggestion from Neil Harris.

Incidentally I have 1040ST #000000054, or , number 54 in the first batch of 1040's out , in case anyone knows of such a quirk in an early series model.

Thanks for any help you can offer.

John

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL | \|<>|>|> \|<>|>|><`|`|
or ... |-----/|-------/|----------
ut-sally!usl-pc!jpdres13 | \/ \/

1597. Re: PD Multitasking for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 17:12:50 UTC
From: geoffw@hubcap.UUCP
Message-ID: <919@hubcap.UUCP>
Source record: 254647

How about posting a copy to comp.*.atari.st if at all possible.

Thanx,
Geoff

1598. Re: Multitasking in PD (Beckemeyer)

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 17:15:15 UTC
From: wallman-george@CS.Yale.EDU
Message-ID: <22471@yale-celray.yale.UUCP>
Source record: 254648

I don't know RTX but if it is any good (as the majority of
articles say) then I rather suggest that Atari *BUYS* the
RTX multitasking system from Beckemeyer and releases it then
into the public domain.
Making the ST a more workable computer should be the task of
the manufacturer and not the burden of (small) independent software
companies. (Just _somehow_ I doubt this will happen...)

It should be in the public domain, so that software companies
can write software for RTX and provide RTX with the software.
Else the conservative company will keep on writing TOS appl.

I hope someone at Atari will step forward and give their position
on this issue.

<<<<wallman-george@yale.uucp>>>>>
<.....IIII, ..<
<......III, ...IXI, ...<
<.....IXIIXI, ...IXI,, ...<
<....IXI,,IXI, ...IXI,, ...<
<...IXI,, .IXI, IXXI,, ...<
<..IXXI,, ..IXXXXXI,, ...<
<.IXXI,, ...IXXXI,, ...<
<IXXXI,, ...III,, ...<
<<<<<<<<<wallman@yalecs>>>>>>>>>
wallman@yale WALLMANN@CTSTATEU.BITNET

1599. Re: Atari 1040ST availability

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 17:25:00 UTC
From: jchiu@ccvaxa.UUCP
Message-ID: <26800015@ccvaxa>
Source record: 254649

>upgrade to double sided drives. The old 520's had external drives. Much
>easier to upgrade.

Where and/or how to perform such an upgrade? Thank you.

-- Jeff Chiu

jchiu@gswd_vms or ihnp4!uiucuxc!ccvaxa!jchiu

1600. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 17:40:00 UTC
From: jchiu@ccvaxa.UUCP
Message-ID: <26800017@ccvaxa>
Source record: 254650

/* Written 2:50 pm Feb 2, 1988 by apratt@atari.UUCP in ccvaxa:comp.sys.atari.st */

>Even so, I have killed the 40-folder bug, fixed Malloc, and removed the
>molasses from the FAT handling code, plus lots of other, more minor
>fixes. Sorry about teasing you with this stuff, but I don't know how or
>when it will be released. One good possibility is as a RAM-loaded
>upgrade (only 32K, not 200K like RAM TOS was).

Looks like the perfect thing for posting.

But, with Atari, Hun! (a Chinese dis-trust sound) Tough luck!!!

This is again NOT a flame toward Alan.

Jeff Chiu

Atari: just because other people put their system into ROM, it doesn't
mean that *yours* is qualified to fit in there.

1601. How compatible are MS-DOS and TOS disks, REALLY?

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 18:13:00 UTC
From: goldstein@aim.dec.com
Message-ID: <8802051651.AA00683@decwrl.dec.com>
Source record: 254651

Weird stuff.

Okay, I've read it a thousand times. MS-DOS disks are formatted like TOS disks, the only difference being the MS-DOS boot sector. So I can exchange files freely, right? Well, usually, but sometimes it gets very, very strange.

Take this nice, shiny SONY MF2DD sitting next to me. I formatted it on a NEC Multispeed (MS-DOS 3.2), labeled it, and used it for some MS-DOS work. Fine. Then I used MS-DOS Kermit to move a couple of ARC files, one an MS-DOS ARC and one a TOS ARC, to said diskette. I took it home to the 1040STf and copied the TOS ARC to another disk for de-arcing. Fine. Then I did some work and copied a text file back to same disk so I could read it on the NEC as well. Lo and behold, doing a DIR on the Atari (both GEM desktop and using PCOMMAND shell) showed only ONE file on the disk, that being the one which I just put there! So far as the 1040STf is concerned, all the other files on the disk are gonzo. Todt.

So I take the disk back to the NEC and do a DIR, and lo and behold, the old files are still in the directory! But not intact; looking at an old TXT file I see the new one (Atari-generated) and the old one (NEC generated) intermingled. Yep, the Atari overwrote sectors used by the NEC. It really didn't see the directory.

It sounds like I have to restrict my floppies to being written only by one or the other OS. I can format on MS-DOS and read/write on Atari, but if I want to write under MS-DOS I can't write to the same disk with the Atari. Boo hiss. Anybody understand what's really going on? thanx.
fred

1602. RTX, MT-C shell, TOS compatibility?

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 18:23:00 UTC
From: goldstein@aim.dec.com
Message-ID: <8802051700.AA01475@decwrl.dec.com>
Source record: 254652

Dave Beckemeyer's comments recently have been interesting. Before I even bought my ST in 1986, I had asked around about multi-tasking options, and saw MT-C shell. But not having a hard disk and not being a "unuch", I didn't really have much use for it.

Now he generously suggests making Micro-RTX, the multitasking back end, free. This would allow software developers to write to a "standard" method of multitasking (where "standard" means "the one that's free so everybody can use it"). And, I suppose, he could still _sell_ both the developer's kits and MT-C shell. I sense a nice business plan here: Give away the back end and get enough volume to sell the rest. If I were in his shoes I'd probably figure it's worth a try.

But that gets down to my real question: How much of TOS is really replaced by RTX or by the other BDT products? It sounds as if they really rewrote TOS into a multi-tasking OS. If that's true, and if it really will run existing software (my 40-odd floppies of applications; I'm not a developer), then it may be worth paying for. Just to get the original's bugs out!

So, will MTC-shell and/or Micro-RTX do the following?

MTC RTX

Run existing non-GEM programs, like MicroEmacs?
In the background?
Run exisitng GEM programs, like Uniterm?
With others in the background?
Switch between GEM programs?
Switch between non-GEM and GEM programs?

What limitations are there? Thankx.
fred

1603. STedi & Craft

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 18:54:47 UTC
From: martin@lakesys.UUCP
Message-ID: <433@lakesys.UUCP>
Source record: 254653

This is the first I've heard of the Craft development package and STedi. If it's faster than Tempus, I'm really interested. Where can it be purchased?

Marty Wiedmeyer

--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

1604. Re: Free Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 19:06:05 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <16730@watmath.waterloo.edu>
Source record: 254654

In article <274@sp7040.UUCP>, jsp@sp7040.UUCP (John Peters) writes:
> So my vote goes to a definit yes for putting Beckmeyers MT Shell
> out on public domain, and Brovo to Mr. Beckmeyer for sugesting it. We

I don't recall D. Beckmeyer ever offering to put his shell
in the public domain, only the multitasking kernel (RTX).

However, if he does make RTX public domain or cheap
(15-30$ for binaries, no doc.) I suspect several people will
add job control to PD shells, and DlibS will probably get fork().

1605. Re: DBMan Update

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 19:37:32 UTC
From: neil@atari.UUCP
Message-ID: <972@atari.UUCP>
Source record: 254655

In article <237@banyan.UUCP>, ted@banyan.UUCP (Ted Bailey) writes:
>
> If anyone knows,
>
> I attempted calling Atari customer support twice today, and cut off on
> both occassions without an answer to the following questions:
>
> Is there an update to DBMan v.2.02, and is there an "assist" style
> GEM interface available? (Neil??)

You have to go to Versasoft on this -- dbMan is no longer an Atari product,
the rights have reverted back to them.

> On another vain, does anyone have an idea of when Atari will be shipping a
> "slotted" PC clone? I know several people (including myself) that would
> be interested. I saw the first PC clone Atari announced at an Atari-Fest
> several months ago, but have not heard a peep about it since.

I prefer not to give out our official prediction, but RSN.

--
Neil Harris, Director of Sales & Marketing -- East and Midwest Regions

UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS, BIX: neilharris, CIS: 70007,1135, Office: 408-745-2160

1606. Re: Laser Printers and the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 20:14:47 UTC
From: exodus@uop.edu
Message-ID: <1036@uop.edu>
Source record: 254656

I went into Federated last night and saw Microsoft word. There were no salesmen about (not like Federated, where you are usually harassed by three at a time! :-) so I opened it and looked inside....

Well, it comes with a GDOS disk and three fonts for those with enough memory or a GDOS supported output device (EPSON and ATARI Laser Printer right?)... So GDOS has emerged from the depths of rumours and bad licensing agreements, eh?

Microsoft Word doesn't look too bad either...probably is more bug-free than WordPerfect, but I haven't used either one yet... Anyone have any comparisons?

G. Onufer
exodus@uop.edu

1607. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 20:37:21 UTC
From: kudla@pawl15.pawl.rpi.edu
Message-ID: <338@imagine.PAWL.RPI.EDU>
Source record: 254657
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <622@nuchat.UUCP> peter@nuchat.UUCP (Peter da Silva) writes:
>I wrote one shareware program.
>....tells how wonderful it was...
>I asked $35 to get an update and remove the startup message that read:
> "Send $35 to stop me printing this obnoxious message and to
> get an updated version of this program"
>or something like that.
>I got 3 letters from people wanting me to add features before they'd send
>their $35, and one guy claiming he wanted a free copy for a review. Wouldn't
>say what his magazine was.
>
>Shareware, hah!
Well, let me put it this way. The way you worded the message was pretty
poor, in my opinion; that would immediately cause me to (a) hack the
message out of the program myself or (b) simply file the programme in
the Circular File. Further, if this was over about a year ago, the best
terminal emulators on the PC were PD or Shareware anyway- PCTalk comes
to mind, though they've since gone commercial. But for you to bitch
because the shareware system didn't work for you is pretty infantile.
If the programme is good and professionally done, people DO support
it (at least in the PC and Amiga world; it doesn't work on Commodore
8-bit machines and I can't speak for the other markets), assuming
you promote/distribute it properly! Shareware to me is infinitely better
than the commercial market because (1) the programme must sell itself
and (2) only the good programmers make any money.

Just for the record, I *have* released Shareware, and I have made money
off it. Not much, because the programme was a C64 thing, and it was
mediocre to begin with, but a good bit for a week and a half of programming.

------------Robert J. Kudla - Pseudo-Freshman Extraordinaire-------------
Screw the disclaimers- flame at will!! Itt@RPITSMTS.BITNET
And you may ask yourself- How do I work this? FU7Z%mts@itsgw.rpi.edu
(I sure as hell do...) kudla@pawl.rpi.edu

1608. Re: Laser printing from the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 20:41:59 UTC
From: tosca@ihlpa.ATT.COM
Message-ID: <7077@ihlpa.ATT.COM>
Source record: 254658

> We are investigating the possibility of using our Ataris ST's in
> conjunction with our Laser printer. The printer is made by
> Electronic Printing Systems Ltd - Model 4045 CP. The idea would be to
^^^
> produce output from packages such as Easydraw & Dega Elite onto the
> laser.
>
> Dougie Nisbet

This sounds suspiciously like the Electronic Printing Systems
division of Xerox Corp., and their tabletop 4045 laser printer,
resolution 300 dpi, similar control language to their 2700 printer.
If it's the same beast, you had best be prepared for incredible
headaches in trying to use it with your ST's. If you already are
an expert in the 4045's internal formats (especially of fonts), you
may have a chance of using it, but it has peculiarities that can make
it frustrating and unpleasant to deal with.

from the asymp S [of] TOSCA
tot T lyn cole, IH 1C-201
ic A AT&T Bell Laboratories
al B Naperville, IL 60566
l L (312) 979-2729
y E (ihnp4!ihlpa!tosca)

1609. Re: 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 21:22:43 UTC
From: apratt@atari.UUCP
Message-ID: <973@atari.UUCP>
Source record: 254659

Here's the story:

GEMDOS has a statically-allocated memory pool called the OSPOOL. It is of fixed size. Directory descriptors are allocated from this pool. So are file descriptors, handles, and other things.

The memory allocation for this pool is pretty bad. Mainly, once a directory descriptor is allocated from it, it only gets freed when there's a media-change on that drive.

Hard drives never show media change, so directory descriptors are never freed.

When this pool is exhausted, bad things happen. Most of the OS checks for failure to allocate, but parts of it don't. When you have exhausted the pool, you will get empty directories where you expected files, and other odd behavior. You can even lose the data on your hard disk because writes are made on the basis of invalid data structures, but this is pretty rare.

The upshot is that you can't have more than about 40 folders on all your hard disk partitions combined. Hence, "the 40-folder limit."

The program FOLDR100.PRG adds 100 folders to the limit. Place it in your AUTO folder. (That is, a folder called "AUTO" in the root of the boot device.) If you rename it to FOLDR050.PRG, it will add 50 folders to the limit, and use up half as much memory. Note that it looks for the file "<boot device>:\AUTO\FOLDR???.PRG" for the number of folders it should add: that's the only file name which matters.

The next release of GEMDOS has this bug fixed. The limit is pushed so far away that nobody will run up against it, and if they do, FOLDR100.PRG still works. (The remaining limits are on things like the maximum DEPTH of a folder, and on the distribution of open files.)

That's not the only improvement I have made to GEMDOS. Other notable ones are much faster FAT handling code (so much-used hard disks don't run much more slowly than empty ones) and other miscellaneous fixes.

The completion/beta test/delivery schedule of the release that will include this improved GEMDOS is currently being discussed.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1610. metafile definition

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 21:49:00 UTC
From: FORTNEY@FNALE.BITNET
Message-ID: <8802060354.AA02751@ucbvax.Berkeley.EDU>
Source record: 254660

I got off the Houston server a program named nmfps to convert metafiles
to postscript. Now my question what are metafiles and how do I produce them?
Can anyone help.
FORTNEY@FNAL.bitnet

1611. DC Wares

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 22:09:41 UTC
From: uace0@uhnix2.UUCP
Message-ID: <497@uhnix2.UUCP>
Source record: 254661

Someone asked what are the latest revs of DC Formatter and DC Clock.

DC Formatter - version 2.31 (3.0 soon to be realeased)
DC Formatter accessory - version 1.1 realeased last month for first time.
DC Clock - 3.0 (?) Gulp... we are working on a newer version which fixes
some glaring bugs.

Right now we are involved in a major software project with Antic, so our time
is limited to work on these, but we should be done soon.

Maybe some other goodies coming soon, too. Can't say what tho... <suspense>

- Mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

1612. Re: FREE Multitasking "kernal" [sick]

Newsgroup: comp.sys.atari.st
Date: 1988-02-05 22:29:04 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8802052229.AA04769@mitre-bedford.ARPA>
Source record: 254662

PLEASE!!! Spare me!!! The word, despite the official mis-spelling of
the CBM Corp., is "kern-E-l". Since the sequence -E- is awkward to type,
however, most dictionaries list it as just "kernel". (That's a joke, in case
it escaped you.)

-John Sangster / jhs@mitre-bedford.arpa
(special undercover agent of the Grammar Police, on Spelling Detail today.)

1613. Re: MacWorld Expo Report

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 00:22:56 UTC
From: mike@ames.arpa
Message-ID: <4464@ames.arpa>
Source record: 254663
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc

["I have a dog. I named him 'Stay'. It was a lotta fun training him:
Here Stay! Here Stay!"]

In article <646@gethen.UUCP> farren@gethen.UUCP (Michael J. Farren) writes:
>Please note carefully: THIS IS NOT AN ANTI-MAC FLAME!
>
>We wonder about the reasons software and hardware prices are high? In
>an article from comp.sys.mac, rock@sun.UUCP writes about MacWorld Expo:
>
>-The attendants were dressed up like space folk from the TV series "V".
>-There was a videotaped 9 minute tour by Leonard Nimoy
>-a slick young card shark right out of "Guys and Dolls".
>-a guy and gal doing a song and dance take-off of "Entertainment Tonight"
>-a laser light show on the ceiling.
>
>Somehow, I think a little less expensive glitz might help a bit...
>
>--
>Michael J. Farren

During the MakWorld Expo I saw a rather amusing news story on KRON. They
were talking about using computers for music, and covered a large MacBash
which had groups, and glitz coming out of the serial-wazoo. The purpose?
To introduce a new >>> Wiz-Bang-Change-The-Furture-As-We-Know-It-Electronic-
Miricle <<<: A MIDI interface!!

Gee, I wonder what they'd do if they introduce Automatic-Tint-Contol.

--
*** mike (Mr. Bug) smithwick ***
"the only thing wrong with reality, it that it takes too much time"
[discalimer : nope, I don't work for NASA, I take full blame for my ideas]

1614. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 01:22:54 UTC
From: mrd@sun.soe.clarkson.edu
Message-ID: <379@sun.soe.clarkson.edu>
Source record: 254664

In article <969@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:

Even so, I have killed the 40-folder bug, fixed Malloc, and removed the molasses from the FAT handling code, plus lots of other, more minor fixes. Sorry about teasing you with this stuff, but I don't know how or when it will be released. One good possibility is as a RAM-loaded upgrade (only 32K, not 200K like RAM TOS was).

Two questions: One is this a FIX of the 40-folder bug or a patch? The current patch just bumps up the limit but can still be broken. In other words did you fix it so that I could have an infinite number of folders or that I can set some limit that I have to promise never to pass?

Two, can you give a reason why these fixes are not being released? I am sure that EVERYONE would like to have these little gems :-).

--

Michael DeCorte // mrd@clutx.clarkson.edu // mrd@clutx.bitnet
(315)268-4704 // P.O. Box 652, Potsdam, NY 13676

1615. Re: Mediach() function question

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 02:48:25 UTC
From: landon@apple.UUCP
Message-ID: <7339@apple.UUCP>
Source record: 254665

> I have a question about the GEMDOS Mediach() function. My MWC manual says
> this function can return a 0, 1, or 2, meaning "no", "maybe", or "yes."
> What situation would cause Mediach() to return "maybe"?

When you have a situation where the BIOS can't detect (for sure) if
the media has been changed or not. For instance, if you have a
write-protected disk in the drive, and the drive has been idle for
over a second or so, the state changes to "Maybe".

You can still yank out a non-write-protected disk and put it back in
the drive. So the "Maybe" state really reflects the fact that the
BIOS hasn't had a chance to match disk serial numbers yet.

-Landon
--

I speak for me.

1616. Re: GEMDOS History

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 03:14:35 UTC
From: landon@apple.UUCP
Message-ID: <7340@apple.UUCP>
Source record: 254666

> And we already had an 'okay' 68000 operating system, CP/M-68K, and we were
> (then) working on a multitasking, multiuser version of the same called
> "CDOS/68K". But GEM ran only on MS-DOS machines, and sorta depended on that
> file structure. Hmmm. So we considered changing GEM...

Actually, CDOS was DRI's "black hole" project. It kept eating manpower,
and a lotta people wanted off. This is relevant to:

> But then a systems programmer said that _he_ could write a new operating
> system in a month that would look just like MS-DOS from a functional
> standpoint, and would be great and perfect and peachy-keen. And he did -
> pretty much alone. And since Atari was in such a hurry, they took what we
> had before all the horrid problems in it cropped up.

The mists of history part...

GEMDOS was originally written by Jason "Born to Code" Loveman, a
programmer on DRI's CDOS effort. So sick of working on file systems
during the day, he went home at night to spend time writing his own
file system on his Compac. HE did it HIS way.

CP/M-68K was "okay", but that didn't mean stellar. That means we were
looking for just about any alternative (real folders sure sounded
better than 16 user areas, though we didn't know about the 40-folder
limit at the time).

So we did a port of GEMDOS for January 1984 CES; it was in ROM at the
show, though it wasn't pretty, and it was part of the reason we didn't
let anyone touch the very first six working STs. Over the next few
months GEMDOS gradually got more solid. We made a disk release of the
system in June of 1984, though we weren't too happy about it.

The next five months before the first ROM release saw little
improvement in the file system. DRI had fired Jason, and some new
people at DRI were struggling valiantly with his idiosyncratic
brain-child. We saw few updates from DRI, though we squashed quite
a few bugs on our own.

My favorite line to describe the state of GEMDOS (and TOS in general)
is still Han Solo's from The Empire Strikes Back:

"Whew! And I thought they smelled bad ... on the outside!"

> And later we fixed all those problems and then forgot about it. I don't think
> there's anyone here still working on GEMDOS.

DRI did not fix "all those problems." No one has (unless it's Allan Pratt).
It is very clear (though not very interesting, now) that DRI has abandonded

GEMDOS. Probably just as well...

-Landon
--

I speak for me.

1617. Re: Free Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 06:11:09 UTC
From: wes@obie.UUCP
Message-ID: <36@obie.UUCP>
Source record: 254667

Let me add my vote for RTX, if you'll publish the manuals for it. I would be very interested in calling RTX inside some of my programs; some of them cannot be completed without it. My brother has and uses the MT-C shell, but the system did not include calling conventions for RTX. I would be willing to PAY for the programmer's info (hopefully NOT pay dearly, though) if I could freely distribute RTX with the software.

--

/\ - " Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Isaac Asimov - obie!wes

1618. Re: PD Multitasking for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 06:21:32 UTC
From: ccs011@vega.ucdavis.edu
Message-ID: <1070@ucdavis.ucdavis.edu>
Source record: 254668

I wouldn't mind taking a look at this program (although it sounds
a bit too good to be true...). Could you post it?

If its too big to send through the mail, perhaps you
could send it to an st archive site where we could 'ftp' a
copy of it.

Bill Frazer
..!ucbvax!ucdavis!vega!ccs011

1619. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 11:54:59 UTC
From: nor1675@dsacg2.UUCP
Message-ID: <154@dsacg2.UUCP>
Source record: 254669
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <971@uop.edu>, exodus@uop.edu (G.Onufer) writes:
>
> Shareware is a great concept except for one small detail. It relies on
> the honesty of the participants. In European countries, that wouldn't be
> so bad (at least from my experiences...I have lived in Europe for 13 years).
> In America, piracy has turned the software (and even the hardware industry
> with IBM PC clones) industry inside out. ....
>
> Shareware as a concept has been introduced. Don't knock it.

I can't agree more with the concept of shareware. I think that it is
great that programmers release their efforts to the honor system,
caring more about producing worthwhile software than how much they
are going to make on it.

As far as the honest europeans goes though I beg to differ. It seems that
much of the pirated software that I have seen (not my own, of course!) has
been cracked in europe. And where do think the Swiss Cracking Association
is from. I just read this morning in a recent copy of AC that the new
revision to PageSetter was pass-word protected because european dealers
would not sell it without protection because of the problem with piracy
in europe. Of course we are not quite perfect here either yet :-).

--
"So this is reality!" Michael Figg
DLA System Automation Center
Columbus, Ohio
(614)-238-9036

1620. Removable Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 14:09:40 UTC
From: bryan@ihnet.ATT.COM
Message-ID: <598@ihnet.ATT.COM>
Source record: 254670

Hello,

After reading the Article in Winter 1987 issue of START about
hooking up a second hard disk onto the SH204 disk I found an
add in Computer Shoper for a SyQuest SQ 306R removable 5 Meg.
system for only 179.00, "extra disks cost 35.00".

After hooking it up and using the Supra routines from GENIE I
am happy to report everything works GREAT. The only problem
that I have is that the ST does not know when I change disks.
The only way it notices a "new" disk, is when I reboot the
machine. Is there a program out there that will cause the
ST to re read the directory structure of a hard disk?

p.s. Hello Allan Pratt,

While you are fixing GEM could you make it so that GEM will
re read the Disk Structure from the disk (or what ever needs to be done)
when you hit the Esc key, even if it thinks the media has not changed?

Thanks alot,
Bryan DeLaney
AT&T Bell Laboratories
Naperville IL
ihnet!bryan

1621. Re: Megamax: Fast Compiler, Slow Company

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 14:41:43 UTC
From: toml@xerox12.UUCP
Message-ID: <275@xrxns.UUCP>
Source record: 254671

>> various gripes about megamax omitted.

does anybody else beside me find the advertisement megamax has been running in the magazines incredibly irritating? you know what i mean, the quote from a review which goes something like "Don't even *think* about buying any other C compiler for the ST!!", extracted from a review in Antic (of course) something like *two years* ago. sheesh....

one more tidbit - when i was still writing regularly for ST Applications, i got strung along for a couple of months by the megamax marketing weenies, being told that a beta release of their new compiler (they hadn't yet coined the name Laser C) would be in the mail to me the next day. they were hoping to get included in a semi-comprehensive benchmark i did. of course it never did come. this was around last august... so don't send in your checks yet, kiddies. at 5-1/4 percent interest on that upgrade money you could build a nice IRA.

tom love
Xerox Engineering Design and Documentation Systems
PO Box 200 Leesburg, VA 22075 (703)729-8000
ARPA: toml.lsbgegpcad@xerox.com
XNS: toml:lsbg-egp/cad:xerox
UUCP: {rocksvax|sunybcs}!rocksanne!xrxns!toml
{cornell|kodak|rutgers|cmcl2|llxn}!rochester!rocksanne!xrxns!toml
{sun|rlgvax|hadron}!sundc!xrxedds!toml
GENIE: tomlove

DISCLAIMER: all scathing opinions mine and mine alone.
don't bug my boss, he doesn't care.

tom love
Xerox Engineering Design and Documentation Systems
PO Box 200 Leesburg, VA 22075 (703)729-8000
ARPA: toml.lsbgegpcad@xerox.com
XNS: toml:lsbg-egp/cad:xerox
UUCP: {rocksvax|sunybcs}!rocksanne!xrxns!toml
{cornell|kodak|rutgers|cmcl2|llxn}!rochester!rocksanne!xrxns!toml
{sun|rlgvax|hadron}!sundc!xrxedds!toml
GENIE: tomlove

1622. Re: OSS Pascal bugs

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 18:45:54 UTC
From: Jinfu@cup.portal.com
Message-ID: <2991@cup.portal.com>
Source record: 254672

DECOUTY@IRISA.FR writes:

>But recently I had a strange talk with a french large reseller, who told
>me that, according to his U.S. dealer, OSS P.P. no longer exist and that
>now it was Alice The Personal Pascal !

....

Alice the Personal Pascal is totally different from OSS Personal Pascal.
It just happens to be a similar name. Recently Optimized Systems Software,
Inc. is brought by ICD. According to a press release from ICD, all the
existent OSS software, including Personal Pascal, will be distributed by
ICD. For your information, here are OSS and ICD addresses:

ICD OSS
1220 Rock Street 1221 B Kentwood Ave.
Rockford, IL 61101-1437 San Jose, CA 95129
USA USA

(815)968-2228 (voice) (408)446-3099 (voice)
(815)968-2229 (modem) (408)446-3451 (modem)

Jinfu Chen
Jinfu@cup.portal.com

1623. Re: How compatible are MS-DOS and TOS disks, REALLY?y

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 18:47:16 UTC
From: John_L_Ferguson@cup.portal.com
Message-ID: <2993@cup.portal.com>
Source record: 254673

How odd. I've formatted a disk on an XT, put files on it, and was able to them with my 1040. I've even taken files off of the 1040 and put them onto the XT (documents).

1624. Re: Looking for a window package for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 20:18:17 UTC
From: wes@obie.UUCP
Message-ID: <37@obie.UUCP>
Source record: 254674

In article <880131-224434-1176@Xerox>, "P.J.M._Verbruggen.ven1RX"@XEROX.COM writes:
> Dont flame me on Windows, I'm just a victim of porting homebrewed ST software
> to a MSDOS - sytem at work.

The solution is simple - homebrew your ST software to use GEM, and
have X-rocks buy GEM (and the dev kit) for your MS-DOS system!

"MS-DOS - just say no!" -- Bill the Cat

--
/\ - " Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Isaac Asimov - obie!wes

1625. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 20:26:05 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Feb6.152605.3470@gpu.utcs.toronto.edu>
Source record: 254675

Excuse me if I'm mistaken - but why not release the bug fixes now? As well
put it in the public domain. Since it is only useful to people with Ataris
and major bug fixing like this should have been done from the start, I see
no reason not to let people burn their own roms to fix the operating system.
If its left to Atari, we won't see this for at least 1 year!! I'm not even
asking for the source - just a romable executable file that can be distributed
on usenet/bitnet/atarinet etc.
Is support like this too much to ask, or does Atari see $$$ in new
rom sales and/or developer registrations for this?
/Leonard

1626. Re: Free RTX (or maybe almost)

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 20:32:16 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Feb6.153216.3628@gpu.utcs.toronto.edu>
Source record: 254676

One question - is RTX any good ? Do we really want it in the public domain
or will it end up a dog like GEM ?
/leonard

1627. Re: Mega Compatible? - (ram boards for ataris)

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 20:37:24 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Feb6.153724.3728@gpu.utcs.toronto.edu>
Source record: 254677

The Datafree 2.5/4 meg memory board is also excellent ! It works on ALL revisions of 520, 520stfm and 1040's - fits well and the documentation is clear and straightforward. The design of the board and method for installing is also rock-solid.
/Leonard

1628. Re: FREE Multitasking "kernal" [sick]

Newsgroup: comp.sys.atari.st
Date: 1988-02-06 21:25:19 UTC
From: andy@cbmvax.UUCP
Message-ID: <3279@cbmvax.UUCP>
Source record: 254678

In article <8802052229.AA04769@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes:
>PLEASE!!! Spare me!!! The word, despite the official mis-spelling of
>the CBM Corp., is "kern-E-l".

Its only the official mispelling on those machines that have that particular
jump table that acted as the basis for the OS...(the Amiga has a graphics
kernel, for instance) But what disappointment! Here I was, waiting for
a multitasking C-64 OS, and you cruely dash my hopes :-(

There's an interesting (well, sort of) story behind the kernal and how
it got to be spelled that way , which you can hear from many of my
old friends at Atari :-)

--
andy finkel {ihnp4|seismo|allegra}!cbmvax!andy
Commodore-Amiga, Inc.

"Never test for an error condition you don't know how to handle."

Any expressed opinions are mine; but feel free to share.
I disclaim all responsibilities, all shapes, all sizes, all colors.

1629. Re: SH204 and MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 00:28:44 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3642@batcomputer.tn.cornell.edu>
Source record: 254679

In article <617@cernvax.UUCP> jmg@cernvax.UUCP () writes:
>In article <3444@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>>I got hold of the fix from Avante Guarde to make MS-DOS correctly read
>>the Atari SH204 hard disk under PC-Ditto. Turns out that the boot
>>parameters in the HD are trashed after running the Atari utilities.
>>Here are correct values of the trashed parameters in logical sector 0
>>of each HD partition: (the trashy ones sure looked suspicious!)

OK, here it is again, with the offsets into the boot sectors (which are
logical sector 0 of each partition, NOT the first sector of the physical
disk, which holds the partition info and autobooting code). (Mr. Pratt
at Atari told me that the BIOS function Rwabs() with r/w parameter of 0
reads the logical sectors of the partitions, but with r/w = 2 and record
number = 0 one can read the master boot sector.)

offset bytes correct trash

10 1 NFATS 02 20
15 1 MEDIA F8 73
18 2 SPT 0011 2E70
1A 2 NSIDES 0004 2C73
1C 2 NHID 0001 2076

(all in hex). Note that the 2-byte entries are in INTEL format,
i.e. low-order byte first! (That's for MD-DOS compatibility.)
I also put F8 in the first sector of each copy of the FAT
in each partition, just in case (the fix program from A.G. does not do that).
They say you must fix it again after EACH TIME you run HDX or HINSTALL.

>... However, PCDITTO
>fails to recognise that I have any hard disk at all, whatever I try.

You need PCD version 3.0.

- Moshe Braner

PS: PCD still does not recognize my 5.25 inch drive B: !!!

1630. Re: Multiuser BBS & HDSCAN/DISKTOP

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 02:03:41 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3008@cup.portal.com>
Source record: 254680

The Author of Inner Sanctum now has it running under MT C Shell in background and all it should need to do multiuser (besides a lot of memory) is a multiplexer. Inner Sanctum is a Citadel mutant - but with nearly everything that there were complaints about have been fixed (private messages in any room, etc.).

1631. GEMDOS ? Format/file problems

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 02:22:34 UTC
From: wallman-george@CS.Yale.EDU
Message-ID: <22605@yale-celray.yale.UUCP>
Source record: 254681

Aha finally I am finding out why my disk-drive behaves so strangely.
Apparently the Format program I use doesn't create unique disk IDs.
What do I have to do in order to fix this ?
Also I have tried recovering some program files using the method someone
explained, reading sector after sector and having the disk stand still
inbetween. That works great, except that any program I have rescued
gives me a TOS 35 Error. (I have readjusted the filesize) What did I
miss ?
Any help very welcome !
Thanks in advance...
<<<<wallman-george@yale.uucp>>>>>
<.....IIII, ..<
<......III, ...IXI, ...<
<.....IXIIXI, ...IXI,, ...<
<....IXI,,IXI, ...IXI,, ...<
<...IXI,, .IXI, IXXI,, ...<
<..IXXI,, ..IXXXXXI,, ...<
<.IXXI,, ...IXXXI,, ...<
<IXXXI,, ...III,, ...<
<<<<<<<<<wallman@yalecs>>>>>>>>>
wallman@yale WALLMANN@CTSTATEU.BITNET

1632. Re: (un)compress on ST ? - (nf)

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 02:36:00 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3009@cup.portal.com>
Source record: 254682

I have gotten Compress to compile, and I have pulled out decompress as a stand alone - if what you are talking about is the 16 bit LZ compression program that produces .x and .zx files. The original source is available in one of the groups and compiles (under 2.1.7 MWC) - you just have to pick out the MSDOS ifdefs for only the files and go normal for the rest.

Thomas E Zerucha
24075 Lee Baker
Southfield, MI 48075 (usmail)
sun!cup.portal.com!thomas_e_zerucha

1633. Re: How compatible are MS-DOS and TOS disks, REALLY?

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 02:56:57 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3012@cup.portal.com>
Source record: 254683

I don't think anyone could speak for any two specific pieces of hardware, but what may have happened is that the first file wasn't closed for some reason, so that the directory structure was damaged, then when moved the other OS did it's best to fix it. I am using PC-Ditto which abandons TOS entirely and can even make it understand twister disks. I am assuming dos 3.2 or greater - and using IBM/MSDOS drivers. Some drivers may only support 9 sectors or assume them on a 10 sector disk, which the ST might intermingle. (intermangle?:-). By the way, I am using a utility that adds the stuff that MS Dos wants to my ST formatted disks, and am not using PC-Ditto's custom drivers.

1634. Re: X on atari (mega) st

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 04:34:48 UTC
From: benoni@ssc-vax.UUCP
Message-ID: <1663@ssc-vax.UUCP>
Source record: 254684
Cross-posted to: comp.windows.x,comp.sys.atari.st

In article <440@mv02.ecf.toronto.edu>, apollo@ecf.toronto.edu (Vince Pugliese) writes:
> quick question: does anyone know of an implementation of X for
> the atari boxes?
I saw an early demo of X on the Atari ST around August '86. It was
still in development and the people were waiting for the release of
X11. It was running on top of Idris (the Unix look-alike from
Whitesmith. I forget the name of the company ... something like
CCS or CSS...they live in Federal Way, Washington (near Seattle).

Since the Atari ST has no decent networking to speak of...they were
also working on networking....

The demo as I remember just brought up the XClock and a shell ...

Charles Ditzel

1635. Re: Guidelines on legal protection for shareware & freeware

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 04:50:04 UTC
From: omh@nancy
Message-ID: <22633@brunix.UUCP>
Source record: 254685
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Regarding the comments on "shrink-wrap" license agreements.

The previous posters are correct in stating that such agreements have never been tested in court. There are several good reasons why I believe any such case that gets into court will have shrink-wrap thrown out on its ear.

*** Disclaimer ***

I am not a lawyer. This is not legal advice, only my conjecture on what might happen to a hypothetical case concerning shrink-wrap.

1) When you go to a store and buy software, you essentially complete a sales contract between the vendor and yourself. In the case of a store, generally the vendor is not the party who has an interest in the license agreement, meaning that the software publisher (or whoever holds the license rights) is attempting to be a third party in this contract. Unless the vendor specifically calls attention to the license agreement before the sale, it is possible that the intended buyer did not read the license agreement on the back. There are many reasons why this could be so, i.e. the software could be in a display case or you may have bought by mail order.) Unless provably stated otherwise at the point of sale, the contract is between you and the storekeeper.

The only vendor I know of who has this covered correctly is APDA. When you "Join" APDA (really you submit to the licensing arrangement), you sign a statement that you will read the back of any software you buy and return it if you do not agree with the wording. This may not be enough to satisfy the courts, but it's better than most.

2) In the case of the "Break this seal and lose all your rights" type of business, this seems to be the weakest type of licensing. When no agreement is visible from the outside of the packaging, any internal notice would be trying to enforce a condition of the sale after the sale has taken place. In order to create a valid contract, (like a sales contract), all terms of the contract must be known to all parties before the contract is consummated. You can't throw in another condition after the sale has taken place. Suppose the seal said: "Break this seal and you owe us another ten dollars." or "Break this seal and you must vote Republican at the next election." It's like buying a loaf of bread and when you get home, find a band wrapped around it saying "By breaking this seal, you agree not to give any slices of this bread to Owen Hartnett."

Any real lawyers care to comment?

Owen Hartnett
Brown University Computer Science

omh@cs.brown.edu.CSNET
omh%cs.brown.edu
{ihnp4,allegra}!brunix!omh

"Don't wait up for me tonight because I won't be home for a month."
-W.C. Fields

1636. Re: 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 06:00:52 UTC
From: juancho@dgp.toronto.edu
Message-ID: <1988Feb7.010052.21191@jarvis.csri.toronto.edu>
Source record: 254686

In article <973@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Here's the story:
>
>The next release of GEMDOS has this bug fixed. The limit is pushed so
>The completion/beta test/delivery schedule of the release that will
>include this improved GEMDOS is currently being discussed.

Sorry if I am a little slow here. What is there to discuss.
As far as I see it every st owner is entitled to an os that works.
If you are going to sit on it for a while then don't tell us, You tell
the marketing guys that we are ****@$%$ and want this released now. x
Explain to them that there are a few people out here that will start
praising the atari st and family. The immediate release of a working
version of GEMDOS can only bring good things to your doorstep.

Allan this flame is not directed at you. We all sympathize
with some one who has to try to fix all the bugs that you have to fix.
Please forward the above comments and other relevant stuff to the suits
that seem to be making it impossible for you to support the ST community.

--
==========
| Typical conversation on comp.[atari|amiga|mac].* |
==========
My watch is better than yours. It has multitasking, windows and
plays Old macdonald has a farm. I will not listen to reason, of

1637. Re: lockup -- mouse lock & infinite key repeat -- Help!

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 06:33:11 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <827@usl-pc.UUCP>
Source record: 254687

In response to my own earlier plea for help, I have found that the reason for the keyboard & mouse lock up was, sure enough, loose chips.

I opened the 1040, went under the drive & pushed down on all the chips. One of the two 24 pin chips next to the sound chip was not seated all the way down. I looked up the chip in an "Internals (Abacus)" book and sure enough, it was the chip for the keyboard, mouse, & timer.

Better yet, I am once again breathing normally, pulse rate near normal, brew in hand, and everything is working normally.

I wonder if this has anything to do with the snow that hit the deep South of Louisiana last night for the first time since 1973? Maybe the change in barometric pressure popped that chip up just a tad... And if I would have had a computer in 1973 (Altair dreams?), it would have popped up a chip also?

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL | \|<>|>|> \|<>|>|><`|`|
or ... |-----/|-------/|-----------------------
ut-sally!usl-pc!jpdres13 | \/ \/

1638. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 08:05:24 UTC
From: manes@dasys1.UUCP
Message-ID: <2879@dasys1.UUCP>
Source record: 254688
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Part of the reason for the failure of most Shareware products to realize the author any remuneration for his time and effort is simple ignorance of a basic showbiz tenet: always leave 'em wanting more. Relying upon the expansiveness and generosity of the public to compensate the author for what they already have looks good in pious policy statements but the facts speak otherwise. Very few people contribute unless you give them an additional reason to. This might be a bound manual or source code or something that the purist element might resent: limited program features. Or it might include technical assistance (for a program that might demand it).

I think that any potential Shareware author should plan his distribution with at least SOME observation of basic marketing psychology. If you give away both the carrot and the stick then your "sales pitch" is going to be no more effective than standing on a corner with a paper cup.

--
+-----
+ Steve Manes Roxy Recorders, Inc. NYC
+ decvax!philabs!cmcl2!hombre!magpie!manes Magpie BBS: 212-420-0527
+ SmartMail: manes@magpie.MASA.COM

1639. Free Multitasking Kernel?

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 11:49:20 UTC
From: HAHN_K@DMRHRZ11.BITNET
Message-ID: <8802071149.AA05843@ucbvax.Berkeley.EDU>
Source record: 254689

Regarding the 'multitasking-war' that just calmed down I think it's time to put the whole thing on the feet again. David Beckemeyer asks about our opinions concerning a PD-RTX and the problem with the loss of profits out of the product. I say: don't give it away for free. Take a closer look: people who *really* have to use a multitasking kernel (like me) can easily afford a few bucks (look at the ads to see that it's really a bargain) because they are usually making money out of it. And people who are *really* interested in such systems and want to know how to use them could spent the money as easily. So it's not a problem of money at all.

But that's not the main point. What do those people working with multitasking, communicating, interrupt-driven processes need most? Obviously they need support. Just around these days I had some problems with RTX and asked David. Although the docs say that he doesn't have the time to give such a moderatly priced product extensive support, he answered instantly and gave all the re-
quested information.
I herewith vote for a well behaved, carefully documented, regularely updated, adequately supported and decently priced product.

- Klaus.

Klaus Hahn
Marburg, West-Germany

Bitnet: HAHN_K@DMRHRZ11
Bix: K_HAHN

1640. Re: 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 14:03:15 UTC
From: martin@lakesys.UUCP
Message-ID: <435@lakesys.UUCP>
Source record: 254690

Alan,

How will the nest revision of GDOS be distributed, ROM revision or in software? Any ETA? (We haven't even seen the Mega ROMs here in Milwaukee yet, but it doesn't hurt to ask......)

Marty
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

1641. Re: OSS Pascal bugs

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 16:47:07 UTC
From: trb@stag.UUCP
Message-ID: <327@stag.UUCP>
Source record: 254691

In a recent article, someone at irisa.UUCP writes:
>
>But recently I had a strange talk with a french large reseller, who told
>me that, according to his U.S. dealer, OSS P.P. no longer exist and that
>now it was Alice The Personal Pascal !

Really doubt this, since I have heard from 3 sources that ICD is in the progress of buying OSS. And one source says that it has already happened. I really hope this is true, since that should improve the integrity of OSS Pascal a lot (unless ICD concentrates more on the 8 bit OSS products first, since that is where the money probably still is.)

>As I do not believe what he told me, could anybody give me the full address
>of OSS (with e-mail if any, or telex) in order for me to ask them if
>they have a European distributor (idem for the Tackle Box).

May as well wait a few weeks to see how things settle out (or check around and see if your distributors carry ICD products already for the 8 bit line of Ataris).

-Todd Burkey
trb@stag.UUCP

P.S. Mike (Gustafson), are you on the net yet? Barb says hi.

1642. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 20:27:21 UTC
From: sean@ms.uky.edu
Message-ID: <8255@g.ms.uky.edu>
Source record: 254692
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1012@sask.UUCP> long@sask.UUCP (Warren Long) writes:
>> progam to help move, delete, copy, etc. files on hard disks. While the
>> program was quite good, and the request for money was small ($15), the
>> program had a 10 second delay at the beginning and the end of a run.
>> ...
>> Needless to say, I don't use the program, and would never suggest that
>> anyone else do.

>I am impressed with the method used, and am surprised at the audacity
>of the above user. The author has found a very clever way of
>protecting his SHAREWARE product, which allows a user to sample the
>product, yet requires an end-user to pay IF and only IF he/she intends
>to use it regularly.

I disagree. The author has released a product that is virtually
unusable. I would use it once or twice, get disgusted, and toss it
out on general principle. So would most of the people I work with,
and most of my friends.

The fact is, shareware licenses are unenforceable. People know
they're not going to get caught, so legal threats don't bother them.
They aren't made to feel guilty by whining pleas for money.
Shareware is a noble but stupid idea. It's based on a flawed view of
users. It's almost never worked, and I'm pretty certain that it
never will.

If I had a product that I wanted to sell, I'd try to market it
through one of the major vendors, or I'd buy 2x3" ad in Amazing
Computing or Amigaworld and take my chances. Perhaps I'd distribute
limited capability demo copies for free. I think that would be a
great way to distribute a game (assuming it's something playable). I
would *NOT* distribute via shareware. Statistically, is a stupid
way to try to make money.

If I wanted people to have the program for free, I'd copyright it and
provide for free redistribution. No point in pretending that users are
something they are not, and no point in looking forward to money that
I'm not going to get.

Sean
--
-- Sean Casey sean@ms.uky.edu, sean@ukma.bitnet
-- (the Empire guy) {rutgers,uunet,cbosgd}!ukma!sean
-- University of Kentucky in Lexington Kentucky, USA
-- "If something can go will, it wrong."

1643. Microsoft Word for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 20:43:44 UTC
From: rowley@ORVILLE.NAS.NASA.GOV
Message-ID: <8802072043.AA15363@orville.nas.nasa.gov>
Source record: 254693

I saw Microsoft Word for sale yesterday at HT Electronics in Sunnyvale.

The advantages of the program are that it seems to be a decent word-processor, it can use multiple fonts, and it produces output with GEM metafiles. However it does not include a spelling checker.

The package comes with GDOS, and a device driver and fonts for the Atari dot matrix printer. Included is a set-up program for GDOS. It appeared that Epson-compatible and 24 pin printers are not supported for output of GEM metafiles in this package. They were using device drivers and fonts from Easydraw on an FX-80 compatible in the store, and the output looked good.

The GDOS document and utility programs look good. Atari should consider selling the GDOS programs and documents separately from the Microsoft Word package.

At the store they had a copy of a utility program that could convert Mac and Amiga fonts to GDOS fonts.

Karl Rowley
...ucbvax!ames!orville.nas.nasa.gov!rowley
rowley@orville.nas.nasa.gov

"Any opinions expressed are my own."

1644. Magic Sac MIDI support

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 20:49:40 UTC
From: tom@mills.berkeley.edu
Message-ID: <6899@agate.BERKELEY.EDU>
Source record: 254694

.
This is a simple question. Does Magic Sac have MIDI support? If it does,
I and many of my colleages will buy it.

1645. Re: RTX, MT-C shell, TOS compatibility?

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 21:03:34 UTC
From: david@bdt.UUCP
Message-ID: <129@bdt.UUCP>
Source record: 254575

In article <8802051700.AA01475@decwrl.dec.com> goldstein@aim.dec.com (fred, k1io@FN42jk, +1 617 486 7388) writes:
> [much removed]
>So, will MTC-shell and/or Micro-RTX do the following?
>
>Run existing non-GEM programs, like MicroEmacs?
> In the background?
RTX will indeed run non-GEM programs in the background. This includes commands like compilers, makes, arc, kermit, and most other *.TTP or *.TOS programs. Interactive programs like MicroEMACS are not very useful in the background however. But they can be used from an auxiliary terminal, while something else is going on the the ST console.

>Run exisitng GEM programs, like Uniterm?
> With others in the background?
> Switch between GEM programs?
> Switch between non-GEM and GEM programs?

RTX will run existing GEM programs. These must be run from the main console screen (of course). Only one GEM program may used at a time; RTX does not re-implement the GEM calls, only the BIOS and GEMDOS calls. Non-GEM programs may be running concurrently with the one GEM program. There is also a way to switch between non-GEM programs and the GEM program, via a Desk Accessory (which is also a way to "simulate" multiple GEM programs).

>What limitations are there? Thankx.
> fred

The main limitiations are memory and "ill-behaved" programs. RTX is a "in memory" system (i.e. it doesn't swap). Also the ST has no hardware memory management, and only the "low memory" protection. When RTX runs out of physical memory, no more processes can be started until one finishes. As for "ill-behaved" programs, we're mostly talking about programs that forsake the OS calls for "speed" or some other reason. If the application makes TOS calls, it will usually run. If it hacks hardware directly or otherwise bypasses the OS, then most likely will not run.

1646. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 21:54:42 UTC
From: hase@netmbx.UUCP
Message-ID: <1265@netmbx.UUCP>
Source record: 254586

In article <969@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
[...]
>when it will be released. One good possibility is as a RAM-loaded
>upgrade (only 32K, not 200K like RAM TOS was).

As for me: a RAM-TOS boted from hard disk would do. But since AHDI will not work with RAM-TOS (why?)...

I just spent 68.00 Deutsche Mark for a C-Source of Gemdos published here in Germany and like some other people I will try to compile my own TOS, if possible at all.

I would like to hear rumors about Atari talking to David Beckemeyer about RTX becoming the new Rom set; I dont think it is possible to make GEM support multitasking, but TOS sure could get more useful.

hase
--
Hartmut Semken, Berlin (west) (*east of West Germany*)
hase@netmbx.UUCP
...!pyramid!tub!netmbx!hase (leave out !unido! ! Expensive for me..)

1647. Re: Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-02-07 22:55:21 UTC
From: trb@stag.UUCP
Message-ID: <328@stag.UUCP>
Source record: 254695

In article <22558@brunix.UUCP> rjd@nancy.UUCP (Rob Demillo) writes:
>people here at the lab recently (Dec) bought a 1040ST thru Lyco.
>He payed a great price (around 650 for mono). Now in January another
>fellow in the lab decides to get a 1040 from Lyco. Current cost: $850
>What happened?

Nothing more than Atari raising dealer prices across the board from what I hear from other dealers locally. I only know of the single $100 increase on the 1040, but the girl at CMO mentioned that they have seen two price increases in the last few months on the 1040.

Same thing happened here at ETA...one guy bought his in mid December for $150 less than another got his for in mid January (think the last price was $940 for an RGB 1040. Still another person just bought his at a local store for $1050 or so. From what I hear, both the mail order people are happy with their machines and the other guy probably will be if the store ever gets their shipment in...but that's another problem altogether.

-Todd Burkey
trb@stag.UUCP

1648. Redirection of program output to my own routines.

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 01:58:51 UTC
From: wayrynd@jacobs.cs.orst.edu
Message-ID: <2458@orstcs.CS.ORST.EDU>
Source record: 254696

There have been several questions asked on how to force program output
to a different device. My question is simular, in that I want to direct
a programs output, but not to a device, but to my own display routines.

I have wrote a 130k baud non scrolling, adn 31K baud scrolling screen IO
package simular to Tempus and the PD program ASL. I am writing a bbs, and
want to run external games, but want to use my own screen IO routines. Not
only because they are faster, but becasue I allow user definable fonts (ala
Degas 8bit fonts).

I know it is possible to redirect the output to a routine of my own, as
several Gem based shells for compilers can redirect standard IO to their own
window. (Laser C will redirect stdio).

If anyone knows how to accomplish this, or is interested in the screen IO
package let me know at one of the following places, or by replying to this
message.

~~~~~~
| Disclaimer - |
| My employer hardly knows I exist, let alone my opinions .... |
~~~~~~ ~~~~~~~~~~~~~~~
UUCP : ...!hp-pcd!orstcs!jacobs.cs.orst.edu!wayrynd	Apprentice	
Domain: wayrynd@jacobs.cs.orst.edu	ST /	\
or: wayrynd%jacobs@cs.orst.edu	Programmer
BBS : The Park BBS --> (503) 753-3342 ~~~~~~~~~~~~~~
Snail : 824 NW 10th, Corvallis OR, 97330 Darin Wayrynen
~~~~~~
~~~~~~

1649. Re: Mega Compatible? - (ram boards for ataris)

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 02:56:15 UTC
From: martin@lakesys.UUCP
Message-ID: <438@lakesys.UUCP>
Source record: 254697

Does the datafree 2.5/4 meg RAM upgrade board require any solder connections?
I'm looking for a plug in RAM upgrade.

Thamks,

Marty
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

1650. Re: Mega Compatible? - (ram boards for ataris)

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 03:09:39 UTC
From: martin@lakesys.UUCP
Message-ID: <439@lakesys.UUCP>
Source record: 254698

What prices have you seen for the Datafree 2.5/4 meg RAM upgrade?

Curious,

Marty
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

1651. About shareware....

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 07:02:55 UTC
From: ihnp4!pell!orc@stag.UUCP
Message-ID: <330@stag.UUCP>
Source record: 254699

I've got a couple of programs out there as shareware (Levee and the teeny-shell) which have gotten almost nothing back to me ($5 -- once -- for Levee) and I've got STadel, which has, up to now, pulled in almost $800 for me. STadel is as free as the air, but I will support it (my bosses say that I support it better than I do the stuff they pay* me to do....) and fix all the (multitudes of!) bugs that pop up in it. Possibly I get $$$ for it because it's so much better than ANY* other BBS program (Inner Sanctum -- the STadel mutant -- included) that's out there for the Atari ST.....

Hell, STadel paid for Pell. Which is all that matters (Pell destroyed my 520, so I had to get a 1040. Why* I did this I don't know....)

-orc
-david parsons
-ihnp4!pell!orc
-orc@pell (US 6123779239 3/12/24 baud)

1652. Fforce() example.

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 07:02:55 UTC
From: ihnp4!pell!orc@stag.UUCP
Message-ID: <331@stag.UUCP>
Source record: 254700

In an article a day ago (sorry, STadel doesn't give me message ID's --
thank god!), wes@obie.UUCP said something about using Fforce() to redirect
i/o. Well, his example was wrong. Fforce is passed two file descriptors and
it forces the first one to point at the second one, like so:

```
/*
* redirect printer output into a file
*/

foo = Fcreate("a:\printer.out", 0);
save= Fdup(PRN); /* wanna save the old printer... */
if (Fforce(PRN,foo) == 0) {
/*
* do printer stuff
*/
Fclose(PRN);
Fforce(PRN,save);
Fclose(save);
Fclose(foo);
}
else
Cconws("ACK! Can't redirect the printer!\r\n");
```

(I hate so see this already brain-dead OS subjected to further indignities :-)

---

jsm@laird: HI! Yes, your stuff is making it to usenet. Call Pell one
of these days and you might see something you posted in the
comp.sys.atari.st) room.

-orc
-david parsons
-ihnp4!pell!orc
-orc@pell (US 6123779239 3/12/2400 baud)

1653. st->rf and st->misc.add-ons

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 09:12:16 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <616@pasteur.Berkeley.Edu>
Source record: 254551

From the news I've caught up on, there seems to be a st to rf/composite converter. Could someone mail the address(es) of the company(ies) that make this type of device.

Also, is there any info on converting a 520/1040 so the 68000 bus is open, like on the megas. It would make it much easier to add memory and the blitter (and other goodies).

To Atari:
How about yet _another_ OS for theST. If Beckemeyer's RTX is solid, I say supplement gem with it. We NEED a good inexpensive OS. As it is, the choice is between paying $$$$ for a workable multitasking system or getting by with a crippled os.
Atari, wake up and realize that under the current OS, the ST is about as amazing as a PClone running at 10mhz. already, they have fake multitasking at a good price (for them a good price). Unless there is a clear advantage to getting an ST instead of the "Industry standard" why get an ST? If I'm going to pay $1500 for a Mega 2, I expect more than something that barely does better than a similarly price PClone.

John Kawakami
c60b-at@buddy.berkeley.edu

1654. Re: Print redirection routine

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 09:49:38 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <595@viper.Lynx.MN.Org>
Source record: 254552

```
>In article <8801271313.AA10750@lasso.laas.fr>,
>ralph@lasso.UUCP (Ralph P. Sobek) writes:
>> To: inria!score.stanford.edu!info-atari16
>> Subject: Print redirection routine
>>
>> what I'm looking for is an assembler or C program which would redirect
>> the output of one of these programs to an ascii file rather than the printer.

The best program to accomplish this is called barrel written by
Moshe Braner. It has several functions to allow capturing text or
screen dumps to a file. It is TSR (terminate & stay resident) which
may or may not be what you originaly wanted, but it is good and it
works....

In article <15@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>You can redirect the output to printer in your program via the
>following:
>
[part of sample deleted]
> /* Now execute the program, the standard handles are inherited. */
> Pexec(0, "disk:/program/name/path.prg", NULL, tail);
>....
>
> Hope this helps whoever it was!

Not likely... The example you gave will bomb miserably... The
parameters you gave for Pexec are in the wrong order and ignore an
important pecularity in the Pexec call (the command tail is a Pascal
style string, not a C style string).

The correct order for Pexec parameters is:
Pexec mode: zero is fine
Program name: standard C string format
Command tail: a pointer to a Pascal style string (a string
with the character count in the first byte!)
Environment: A pointer to an environment block or NULL if
you want to use the default environment.

Thus, a corrected version would read:

static unsigned char tailbuf[255];
....
tailbuf[0] = strlen(tail);
strcpy(tailbuf+1,tail);
Pexec(0, "A:\\folder1\\folder2\\program.ttp", tailbuf, (char*)NULL);
```

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

1655. Re: How compatible are MS-DOS and TOS disks, REALLY?

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 11:02:42 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <596@viper.Lynx.MN.Org>
Source record: 254553

In article <8802051651.AA00683@decwrl.dec.com>
goldstein@aim.dec.com (fred, k1io@FN42jk, +1 617 486 7388) writes:
>Weird stuff.
>
>Okay, I've read it a thousand times. MS-DOS disks are formatted like
>TOS disks, the only difference being the MS-DOS boot sector. So I
>can exchange files freely, right? Well, usually, but sometimes it
>gets very, very strange.

I've been doing it regularly for quite some time with no trouble.
No, people are -not- pulling your leg or trying to sell you something,
it -does- work...!

>[description of problem deleted]
>
>It sounds like I have to restrict my floppies to being written only
>by one or the other OS. I can format on MS-DOS and read/write
>on Atari, but if I want to write under MS-DOS I can't write to the
>same disk with the Atari. Boo hiss. Anybody understand what's
>really going on? thanx.
> fred

Sounds to me like you got a disk error. Ever hear of one of those?
Wierd things happen even when you work on one machine, it doesn't have
to mean that machine's incompatable (in some misterious way) with
itself.... It could also mean that one of the drives, the one on your
ST or the one on your PC (or -both-) are out of allignment, need
cleaning, or are in the midst of head failure. Could also be the
disk. Even though I regularly buy single sided Sony 3.5" disks and
format them double sided with no problem, of maybe 5 disks that have
failed (out of ~400) two of them were double sided. It happens...

In short, try it again... Maybe with a different ST drive. Maybe
after you have your PC and ST drives both checked out by a good shop.

It can be done...

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

1656. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 14:23:22 UTC
From: LIMKIMGU@NUSDISCS.BITNET
Message-ID: <8802081423.AA27069@ucbvax.Berkeley.EDU>
Source record: 254554

----------Original message----------
I have read in some magazine last year that there is a GENLOCK device for
the Atari ST. It comes in a daugther board which sits on top of the SHIFTER
chip. At that time, it was still too big to fit under the RF shielding.
What about now? Has it been finish yet? And can SPECTRUM 512 be run on it?

Regards:
Lim Kim Guan
(National University of Singapore)

1657. Re: Mega Compatible?

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 14:59:13 UTC
From: achowe@trillium.waterloo.edu
Message-ID: <5038@watdragon.waterloo.edu>
Source record: 254555

I also own a MEGA ST2 but found GAULET to work just fine on my machine. Does this mean there are different board revisions already?

I have also been compiling a list of software which worked on my 1040 but not on the MEGA ST2. Any additions would be great.

ROGUE
ARKANOID
STAR TREK (ouch!!)
INTERNATIONAL KARATE
OGRE
SUPER CYCLE
VIP
MEAN 18
CHAMPOINSHIP BASEBALL
SWORDS OF KADESH
ST POOL
KARATE KID II

- Anthony Howe

The definition of flying is throwing yourself at the ground and missing.
-Douglas Adams' Life, the Universe and Everything

1658. Re: 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 15:47:32 UTC
From: shebs%defun.utah.edu.uucp@utah-cs.UUCP
Message-ID: <5252@utah-cs.UUCP>
Source record: 254556

In article <973@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:

>[... discussion of 40-folder bug ...]
>The next release of GEMDOS has this bug fixed. The limit is pushed so
>far away that nobody will run up against it, and if they do, FOLDR100.PRG
>still works. [...]

I've heard this one before! It's in the same category as "nobody will ever
need more than 65K of memory" and "no one will ever need C structures larger
than 32K". I would prefer to hear that the file system limits depend only on
the amount of physical memory available - people at Atari are not so clever as
to know what programmers are going to need! It's this kind of hubris that
makes me wish for licensing of software engineers...

stan shebs
shebs@cs.utah.edu

1659. Icon 6.5 on ST's.

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 16:16:06 UTC
From: NETWORK@FRSAC11.BITNET
Message-ID: <8802081518.AA27950@ucbvax.Berkeley.EDU>
Source record: 254557

Good (?) news for Icon language fans on the Atari ST:
Icon 6.5 for Atari ST is available from 2 network servers:

For Arpa and related networks: you cant FTP it from
megaron.arizona.edu , in arc'ed format.

For Netnorth/Bitnet/Earn: just ask for the files
in the CANADA01 Listserv. (arc'ed and uue'ed)
Files are PROG-A16 88-00042 to ...45
(Example, from a VM site:
tell listserv at canada01 send prog-a16 88-00042
....
tell listserv at canada01 send prog-a16 88-00045
to have the list of all available files:
tell listserv at canada01 index prog-a16)
I am trying to collect some documentations and examples to be
posted at this server.

Can somebody make this available for anonymous UUCP ?
It is too large for general distribution.

I may send a few, in Europe only, for non-arpa/non-earn nodes only.
(If you can convince me your network address is good, and nobody
around you already got it.)

Have fun.

Jean-Pierre H. Dumas

network@frsac11 (bitnet)
network%frsac11.bitnet@mitvma.mit.edu (arpanet)
dumas@sumex-aim.stanford.edu (arpanet)

1660. MEGABYTE, in Webster Texas?????

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 16:29:10 UTC
From: oscar@devvax.JPL.NASA.GOV
Message-ID: <1246@devvax.JPL.NASA.GOV>
Source record: 254558

I was looking for a hard for my 1040 when I came across this company in Webster, Texas, MEGABYTE. They had what I considered to be very good prices on harddisks and also seemed to know what they were doing when I talked to them over the phone. ..BUT.. it is another case of it is being shipped today, followed by we will be getting a part tomorrow, followed by yours is at the top of the list.

I can understand this on software where schedules are sometimes not able to be kept but hardware is a matter of counting the number of oredrs and counting the number of parts and asking ones self do I have of enough.

I am about ready to cancel my order because I wonder if a company can't tell if something is in stock or not how good would they be at fixing it?

Has anyone ever delt with this place before?
If so what is your reaction?
Any suggestions where one might get a deal on a hard disk for the ST?
(I sould prefer a 30+ if at all possible?)

Thanks for any response

Oscar "Fred" DeMartino Jet Propulsion Laboratory/Cal Tech

4800 Oak Grove Drive Pasadena, CA. 91109 MS: 301-260A (818) 354-1295
MAYBE: oscar@jpl-devvax.jpl.nasa.gov ARPA: jpl-devvax!oscar@cit-vax
--
Oscar "Fred" DeMartino Jet Propulsion Laboratory/Cal Tech

4800 Oak Grove Drive Pasadena, CA. 91109 MS: 301-260A (818) 354-1295
MAYBE: oscar@jpl-devvax.jpl.nasa.gov ARPA: jpl-devvax!oscar@cit-vax

1661. zoo wanted

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 16:45:26 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <620@ncrcce.StPaul.NCR.COM>
Source record: 254559

Does a version of the "zoo" archiver exist for the ST? If so, could somebody
tell me how to get a copy (no, I can't ftp it). Thanks.
--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN

1662. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 16:55:09 UTC
From: ttang@puff.cs.wisc.edu
Message-ID: <1398@puff.cs.wisc.edu>
Source record: 254560
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

I don't know, it looks like crippleware, and many authors are now resorting to that method for enforcing shareware. I'd like to hear from anyone who has experienced unique methods of crippling software and I'll post a summary on the net.

Theodore Tang
University of Wisconsin at Madison

USENET: ttang@puff.wisc.edu.UUCP
FIDONET: 1:121/3 (Opus's Internat'l Archives BBS)
BBS: Opus's Internat'l Archives BBS
(608)251-4755 9600 USR HST MNP 5

"No, no, it wasn't me!" -anonymous

1663. Re: Megamax: Fast Compiler, Slow Company

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 16:55:33 UTC
From: michel@megamax.UUCP
Message-ID: <1263@megamax.UUCP>
Source record: 254561

For Mr. Loves information Megamax has not cashed a single check for any upgrades to Laser C. We will not cash the checks until we ship a product.

Michel@megamax
--
The views expressed herein and thereabout are necessarily and unconditionally the intentions to sprout forth a vast array of knowledge and understanding of quantum mechanics and the relationship of meta physical thought and eggs.

1664. Re: Mega Compatible? - (ram boards for ataris)

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 17:56:08 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Feb8.125608.11512@gpu.utcs.toronto.edu>
Source record: 254562

In article <438@lakesys.UUCP> martin@lakesys.UUCP (Martin Wiedmeyer) writes:
>Does the datafree 2.5/4 meg RAM upgrade board require any solder connections?
>I'm looking for a plug in RAM upgrade.
>
> Thamks,
>
> Marty
>--
>| Marty Wiedmeyer |
>| Lake Systems, Milwaukee, WI |
>| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
>| Disclaimer: I take the heat for my own (mis)statements..... |

The board from Datafree ha to be soldered in (only 17 points on a
template). This was done on purpose - If you spend $$$ on 4 megs
of memory you don't want to have to reseat a loose plug-in connector
every 6 months - believe me it happens. The first version of Datafree's
board was a solderless plug-in board and no matter how a connector was
designed, it would eventually come loose - maybe thats why no major
manufacturer of sockets even makes a header for quad-pack sockets.
/Leonard

1665. about MagicSac Professional (was Re: Mega Compatible?)

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 19:38:13 UTC
From: pauls@inco.UUCP
Message-ID: <1324@inco.UUCP>
Source record: 254563

In article <8802051030 31DE1.AVLQ@Mars.UCC.UMass.EDU>, Flash@UMass.BITNET (Rick Flashman) writes:

> Anyone know what is the deal with Data Pacific.

I purchased one of the first lot of MAGIC SAC PROFESSIONALS. Shipment was promised in November, arrived a month late, in time for Christmas ... one expects this with a new product, I had no problem since pre-XMAS is a time pre-occupied with lots of other things anyway. The Translator-1 arrived, worked fine, a few "undocumented features" (which one expects with a new product). The software support for Data Pacific continues to set the kind of example that I wish the other software/hardware suppliers would follow: one free update of the software included with the original purchase. Version 5.9 of the MagicSac software arrived in the mail a month after Version 5.5, along with a chatty Newsletter, with hints like: good karma is System 3.2 Finder 5.4, and bad karma is long file names (> 21 or so) with the Hierarchical File System (HFS). Version 5.9 fixed problems with the ICD hard disk interface, so now Magic Sac works with ICD as well as the other hard disk interfaces (Atari, Supra, BMS, etc).

The MagicSac lets me run software which is never going to be ported to the ST. I'm definitely a satisfied customer.

> I called 3 months ago and ordered some MAGIC SAC PROFESSIONALS. I asked
> the lady on the phone "Are they in STOCK and shipping?!?!?" She said
> "Yes, should go out tommorow."

> To make matters short, 3 months later, we have seen nothing, and we call
> them EVERY week...and EVERY WEEK...they tell us..."Just shipped." Gets
> kind of fishy after the 6th time.

Data Pacific had some terribly bad luck with their first batch of Translator-1 assemblies. They contracted to an assembly house which inadvertently substituted a chip with a very similar part # ... the substitute fried the CPU when power was turned on. This set the folks at Data Pavordnysk behind about a month ... I've de-soldered chips on my ST ... it takes time to desolder, resolder, test, burn-in, etc ... lots of time.

I imagine they've been very cautious with subsequent lots ... burn-in, tests, etc. Demand has been high ... The MAGIC SAC PROFESSIONAL is all that there is if what you want is a Mac clone.

Since demand appears to have outstripped supply, delays can be expected.

> Talked to David Small on GENIE who promised to look into it, since he is
> also claiming that they are shipping. Never got a reply.

You can send email to David Small at dsmall@well

There's a mailing list for MagicSac users ... to get on the list, send email

To: mcli@ur-tut.UUCP (Maurice Ling)

Subject: Magic Sac Newsletter update

> Annoying part is, that this stuff was/is for a goverment BID. You know how
> those are picky on product delivery.

It's fortunate there's a 32K limit on news items. This could start
a variation on the "Multi-tasking: A Nightmare" blizzard.

I assume you're proposing hard disk systems.

Be aware that MagicSac presently does not support the 128K ROM.
Though 80% or 90% of the current Mac software can be used, that
percentage can be expected to drop as more and more products become
dependent on features in the 128K ROM. No HyperCard, and no HyperCard
based software. No System 4.0 or beyond. This is OK for home
computer enthusiasts, who make cost effective decisions: purchase 80%
of a Mac for a fraction of the price.
--
pauls@inco (Paul Stygar) **
(703) 442-7960**
McDonnell Douglas-Inco, Inc., 8201 Greensboro Drive, McLean, VA 22102
BEGIN*DISCLAIMER;***The*views*expressed*by*me*in*no*way*reflect*the**
views*of*McDonnell*Douglas*or*its*subsidiaries.*****END*DISCLAIMER;**

1666. Re: 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 19:41:19 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <818@silver.bacs.indiana.edu>
Source record: 254564

In article <2649@druhi.ATT.COM> lbl@druhi.ATT.COM (LocklearLB) writes:

>use foldrxxx or GEMBOOT in order to get around the 40 folder problem.

I believe Alan (and a few others at Atari) have said to NOT use GEMBOOT
as a workaround because of some problems, although I never had any with
it while I was still using it.

1667. Anybody know of Diverse Data's MEGACASE ST DELUX?

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 19:44:15 UTC
From: pauls@inco.UUCP
Message-ID: <1325@inco.UUCP>
Source record: 254565

A few months ago I noticed a news item announcing that Diverse Data, Inc was working on a product called a MEGACASE ST (and a MEGACASE ST DELUXE) which supposedly let you put your 520ST (or 1040ST) motherboard in a box that looked like a MEGA-ST, with a detachable keyboard, and maybe some half-height slots and a power supply for hard-disk drive, floppy drive, etc. Makes it easier to upgrade memory, etc.

Does anyone know anything about this product? The news item did't include the address or phone for Diverse Data. Are there any other products like this? I'm planning one of those do-it-yourself hard disk drives, do-it-yourself 5 1/4 floppy, etc. and like many 520 ST owners, would love to thrash that pile of power supplies. Please email. I'll summarize if there's enuf interest.

Thanx in advance.
--
pauls@inco (Paul Stygar) **
(703) 442-7960**
McDonnell Douglas-Inco, Inc., 8201 Greensboro Drive, McLean, VA 22102
BEGIN*DISCLAIMER;***The*views*expressed*by*me*in*no*way*reflect*the**
views*of*McDonnell*Douglas*or*its*subsidiaries.*****END*DISCLAIMER;**

1668. Re: Free Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 20:17:24 UTC
From: leo@sunybcs.uucp
Message-ID: <8389@sunybcs.UUCP>
Source record: 254566

In article <1013@sask.UUCP> long@sask.UUCP (Warren Long) writes:
>My understanding is that the Beckmeyer multitasking Kernel will not
>run many (any??) of my favourite programs. Eg.
> Uniterm
> MicroEmacs
> Gulam
> MWC
>There are also many utilities that came with MWC that I assume I can
>recompile to run with RTX so they shouldn't be any problem. [...] If
>I am wrong about the above programs, tell me and I will be off the to
>store right now!!

I have no problems with running UniTerm under MT C-shell (it does halt other running progs), MicroEmacs will allow other programs to continue running in the background unless what you're editing is really big. Gulam works as a shell under micro-rtx in place of csh (so does msh), and I run compilations using MWC in the background all the time. Tell me, please: Where does your info come from? I have had no problem running MWC, I'd finally throw this machine away if I had. I haven't had to recompile ANY of the MWC utils to get them to run, either! One thing that doesn't seem to work: UniTerm can't open files when using Kermit for file transfers under MT C-shell. Works okay for xmodem or ymodem or ascii, but it doesn't like something that kermit is doing. Protections, maybe?
Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

1669. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 20:53:37 UTC
From: apratt@atari.UUCP
Message-ID: <974@atari.UUCP>
Source record: 254567

in article <1988Feb6.152605.3470@gpu.utcs.toronto.edu>,
lharris@gpu.utcs.toronto.edu (Leonard Harris) says:

> Excuse me if I'm mistaken - but why not release the bug fixes now?

Releasing bug fixes "now" only works on BBSes and other places where
support is not really an issue. Imagine if somebody actually had to
SUPPORT nethack. I will release bug fixes (from Engineering, not from
the company) when I am satisfied with them. Since there is a whole list
of programs which don't work any more (some for known reasons and some
unknown) I am not satisfied.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1670. Re: Guidelines on legal protection for shareware & freeware

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 21:59:05 UTC
From: dhesi@bsu-cs.UUCP
Message-ID: <2061@bsu-cs.UUCP>
Source record: 254568
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <22633@brunix.UUCP> omh@nancy.UUCP (Owen M. Hartnett) writes:
>Any real lawyers care to comment?

There's a problem with asking real lawyers. If they have studied the
issue of so-called shrink-wrap license agreements, it's probably
because they have a client who uses one. So they are unlikely to speak
against them in public.
--
Rahul Dhesi UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!dhesi

1671. UUPC binaries

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 22:41:00 UTC
From: Poulin@RADC-MULTICS.ARPA
Message-ID: <880208224145.640565@RADC-MULTICS.ARPA>
Source record: 254569

Does anyone have the binaries for the UUPC package? I would be very
interested in obtaining them from any kind soul on the net.
Thanx,
--Marc

Marc C. Poulin AT&T: (315)336-7564 GEnie:
MicroByte Distributors ARPA: Poulin@RADC-MULTICS M.POULIN
6480 Monument Road Archive@RADC-SOFTVAX
Rome, NY 13440-7210 CIS: 72737,2703

1672. Re: GEMDOS History

Newsgroup: comp.sys.atari.st
Date: 1988-02-08 23:40:13 UTC
From: alexande@drivax.UUCP
Message-ID: <3046@drivax.UUCP>
Source record: 254570

Landon Dyer's summary is accurate in the broad sense, although some of the unimportant details weren't quite right.

I think it's a mistake to blame just one individual for the problems with GEMDOS. For sure, having programmers that aren't motivated to produce good work doesn't help. But that project also suffered from extremely tight, over-optimistic schedules that couldn't be met without compromising quality.

Maybe DRI marketing types thought the Atari deal would bring them the glory and bucks they lost when Microsoft got in good with IBM. Frankly, it didn't work. After reality set in, it was apparent that DRI would never make much money off the Atari. That's probably why they never put much effort into really fixing GEMDOS.

Disclaimer: I don't speak for DRI. These are my own opinions and observations.
--
Mark Alexander ...{hplabs,seismo,sun,ihnp4}!amdahl!drivax!alexande
"Bob-ism: the Faith that changes to meet YOUR needs." -- Bob

1673. Re: GEMDOS History

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 00:00:26 UTC
From: braun@drivax.UUCP
Message-ID: <3047@drivax.UUCP>
Source record: 254571

In article <3046@drivax.UUCP> alexande@drivax.UUCP (Mark Alexander) writes:
>
>Landon Dyer's summary is accurate in the broad sense, although some
>of the unimportant details weren't quite right.
>

As one of the last people to work on this project (with one exception), I can only add my support to most of the comments from Atari and DRI sources, particularly Landon's quote from Star Wars. If Atari has only fixed a few bugs in that system, then they are to be commended from it. As Mr. Pratt probably knows all too well, it is far to easy to swap new bugs for old ones without re-writting major chunks.

Mark sums up the "motivation" behind the results: mostly marketing types working out deals with unrealistic schedules behind them.

Bruce's comments on the origin, while simplistic, are not too far off base. If generalized, they apply to much of the system that someone else (sorry, forgot the name) was complaining about (eg, Alcyon came, er, for next to nothing, and was "already complete").

As most programmers know, if you do a bad (read: hurried) job the first time, it will most likely take longer and longer to get seemingly small bugs fixed.

My sympathies go out to Mr. Pratt.

DISCLAIMER: complaints and congratulations come from me, not DRI.

--
kral [THERE ARE NO ORDINARY MOMENTS]
408/647-6112 ...{ism780|amdahl}!drivax!braun
[You learn by what you do, Not by what you *don't* do]
DISCLAIMER: If DRI knew I was saying this stuff, they would shut me d~-~oxx

1674. Re: Atari 1040ST availability

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 00:50:19 UTC
From: jsp@sp7040.UUCP
Message-ID: <281@sp7040.UUCP>
Source record: 254572

In article <53@lzaz.ATT.COM>, bds@lzaz.ATT.COM (BRUCE SZABLAK) writes:
> In article <424@lakesys.UUCP>, joe@lakesys.UUCP (Joe Pantuso) writes:
> > I intended to order an Atari 1040 ST color system today. I have been
> > slavishly saving my money for months and months now...
>
> A suggestion: Buy a 520 and use the left over cash to buy the software
> that will make your box more than an expensive paper weight. You HAVE
> priced the software your going to need?

An admiral Idea except for one little thing, WHAT IF I RUN OUT
OF MEMORY. Well the ST is not a vertual machine. That means you have
to have available whatever memory you are going to use. One might just
think that 512K for a single user machine is a GODs plenty. Well its not.

I have a deskcart plugged into the cartridge port and do a lot
of work with Mark Williams C running with Beckmeyers Multi-Tasking C
Shell. Several times I have run up against the wall of not enough memory
with my 1040 ST. Then I have to get rid of the ram disk and set so my temp
space is somewhere on the hard drive. This slows down compiles quite a bit.

My point is if you ever expect to expand the machine to really do
anything other than be an expensive "lets-look-at-the-graphics" toy,
you might as well plan for the future and puchase the 1040 now. If you plan
to use it for the kids and a toy, fine the 520 is dandy.

-- John --

...!ihnp4!utah-cs!utah-gr!uplherc!sp7040!jsp
or
...!ihnp4!utah-cs!utah-gr!uplherc!sp7040!obie!wsccs!john

1675. Re: PD Multitasking for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 01:27:16 UTC
From: jsp@sp7040.UUCP
Message-ID: <282@sp7040.UUCP>
Source record: 254573

In article <919@hubcap.UUCP>, geoffw@hubcap.UUCP (Geoff Williams) writes:
> How about posting a copy to comp.*.atari.st if at all possible.
>
Yup from me too
-- John --

1676. Re: Ramdisk for Blitter TOS ? - (nf)

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 01:46:20 UTC
From: wes@wsccs.UUCP
Message-ID: <117@wsccs.UUCP>
Source record: 254574

In article <40400004@ztivax.UUCP>, sprache@ztivax writes:
> I upgraded my TOS-ROMs to the new Blitter-TOS and now I
> don't have a good working RAMDISK.

'Megamatic' from TGIF Software works fine with Megas. It also includes a print spooler (you can empty the buffer with ctrl/alt/0), a screen saver, and reboot-keys (ctrl/alt/. for 'warm' boot, ctrl/alt/* for 'cold' boot). The RAM disk and spooler are sizeable, and it comes with a reasonable doc. I think it's shareware, I found it on BIX.

Wes

--
/\ - " Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Isaac Asimov - obie!wes

1677. ForthMacs

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 04:47:35 UTC
From: 870646c@aucs.UUCP
Message-ID: <833@aucs.UUCP>
Source record: 254576

Even though I am still looking for a legal copy of Mach-2 Forth(I prefer to have this version of Forth), I am wondering what is the latest version of Forthmacs, I have received version 1.0? If I cannot find a legal copy of Mach-2 Forth, I will have to use the Forthmacs(which seems to be a nice version of Forth). The only problem is that I have caught wind of a rumor that Mach-2 Forth is no longer for sale???
Later
Barry

1678. UUPC: How to disable the automatic archiving of outbound mail

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 07:47:56 UTC
From: skl@van-bc.UUCP
Message-ID: <1669@van-bc.UUCP>
Source record: 254577
Cross-posted to: comp.mail.uucp,comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

Question: The mail command in UUPC automatically files all outgoing mail I sent into a mailbox file (the name of this file varies depending on which micro you are on), how do I disable this so that none of my outbound messages are ever archived?

Answer: Replace the content of that archive file with the text "Forward to {BitBucket}" and the copy of the outbound mail that is supposed to be archived will now get re-routed to the bit-bucket. Note that cases *is* sensitive here and there must be *nothing*, not even a '\n', after the string.

What you put in place of the "{BitBucket}" string above depends on which micro you are using. On an IBM-PC/MS-DOS system, the name of the infinite-waste-basket-device is "NUL". On an UNIX system, it would be "/dev/null".

The name and location of your outbound mail archive file also varies depending on the type of micro you use. On IBM-PC/MS-DOS and the Atari-ST, the pathname of that file is "$HOME\Mail\mailsent", where $HOME is the name of your home directory, specified in the environment variable HOME. On the Macintosh and the Amiga, this pathname is "$HOME/Mail/mail.sent".

...Sam
--
Samuel Lam <Samuel.Lam@van-bc.UUCP> or
{ihnp4!alberta,watmath,uw-beaver}!ubc-vision!van-bc!skl

1679. Re: dBMAN upgrades

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 10:05:00 UTC
From: U00177@HASARA5.BITNET
Message-ID: <8802091010.AA19632@ucbvax.Berkeley.EDU>
Source record: 254578

In:
>Info-Atari16 Digest Thursday, February 4, 1988 Volume 88 : Issue 62
T. Bailey asked:
>If anyone knows,
.....
> Is there an update to DBMan v.2.02, and is there an "assist" style
>GEM interface available? (Neil??)

In a letter, dated dec 11 1987, Versasoft (the writers of dBMAN) offered
me an upgrade to version 4.00. This version should read and write dBASE III+
files, knowse about BROWSE and memo-fields and should run most dBASE III+
applications without modifications. The ASSIST funktion was already there
(in version 3.X) but was in fact a sophisticated application written in
dBMAN itself. In dBASE III+ it's a function. (dBMAN: do assist, dBASE: assist).
It (v.4.00) should be faster too. Mouse driven menu's were already possible
in version 3.X.
I upgraded to version 4.00 but I didn't receive anything yet, so I can't tell
you if everything promised will work too.

Wim Schaasberg (U00177@HASARA5.BITNET)

1680. Re: Free Multitasking Kernel

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 10:42:05 UTC
From: t19@nikhefh.hep.nl
Message-ID: <431@nikhefh.hep.nl>
Source record: 254579

Last time we tried RTX and the shell that came with it it would not run FORTRAN (neither Absoft nor Prospero), nor Schoonschip, nor TeX (lack of memory left over on a 1040). REAL programmers cannot live without these. Does anyone know whether this situation has improved?

Geert Jan van Oldenborgh

1681. Re: Shareware & Honesty (Was: Software (and other kinds of) copying)

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 12:47:35 UTC
From: zu@ethz.UUCP
Message-ID: <297@bernina.UUCP>
Source record: 254580
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Here are two stories belonging to software piracy. They may not be worth more than two cents, but here they go anyway.

>Shareware is a great concept except for one small detail. It relies on
>the honesty of the participants. In European countries, that wouldn't be
>so bad (at least from my experiences...I have lived in Europe for 13 years).

I do not comment on that although I'm a European. I think it would be better never to tell such things again. Why? See below!

Last week I made an interesting experience. I had contact to many software houses. And ALL OF THEM are piracing software from other companies. You see, they make a living out of selling software but the don't hesitate to use software from other manufacturers they didn't pay. I asked the management what they would do if someone just copied their software and would give it away to his friends so they could use it for free. I think you can imagine what they said. Then I asked them why they pirate software themselves. "Oh", they told me, "that's not the same thing. We had that customer who had that software, and you know, we needed it. And why should we buy it. We have it now, and it's definetly much more cheaper." (Ok, I can agree with the last point :-)).
As long as software houses steal software there is NO WAY the situation will ever be better. (Maybe US software houses are more honest in this aspect. I don't know, I never lived in the USA).

The other story:
(Many of you know it already, especially the readers of one peculiar newsgroup. I don't tell you in this article what kind of computer was involved. Don't ask me why! I just don't know.)
Some time ago someone developped a Virus which copied itself onto the next disk that you booted from (unless you turned power off, of course). After some time it just displayed a message. It was meant to be harmless - no hidden formatting or so. Ok, there was an unwished side effect but that's another story.
What happened to this virus. Well it got spread around the WORLD in about two months. And because it copied itself only onto the next boot floppy it was spread mainly by illegal redistribution of copy protected commercial software. (You had to boot from those floppies.) It was quite a shock for software companies to learn about how fast there products are copied.
But that's not the point I wanted to make. The real point is, that if you go to the software shop in your neighbourhood and buy a package which comes directly from the manufacturer, still wrink wrapped, you will find the virus on it.

Have a nice day, anyway,
...urs

UUCP: ...seismo!mcvax!cernvax!ethz!zu

Disclaimer: I don't work for a company. I'm just a student. If anybody is going to say, my opinion is the opinion of all thirty thousand students here, then I'm proud of myself.

1682. 40 folders & regexp

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 13:15:35 UTC
From: syntel!dal@stag.UUCP
Message-ID: <332@stag.UUCP>
Source record: 254581

<apratt@atari.UUCP (Allan Pratt)> writes...
> The memory allocation for this pool is pretty bad. Mainly, once a
> directory descriptor is allocated from it, it only gets freed when
> there's a media-change on that drive.
>
> Hard drives never show media change, so directory descriptors are never
> freed.

Would it be possible to fake a media change for a hard drive? If so, a small TSR could be written that would sit on the V-blank or 200Hz timer and cause media changes every once in a while. I imagine a media change on the hard disk wouldn't get in the way much, since it should be fairly quick to reload. Do you see any problems with this idea?

.....

And now, on a different topic...
<rogers@ncrcce.StPaul.NCR.COM> asks...
> Does dLibs or any other public domain library contain a version of "regexp"?

That's a good question. I have a partial version of "regexp", but I'm still putting the finishing touches on it. The Un*x standard implementation of this function set is really a kludge, but I assume that's how people will want them implemented. As far as I know, no other C library for the ST has these functions at all.

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

1683. ALN & New ROMs

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 13:44:30 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1682@brahma.cs.hw.ac.uk>
Source record: 254582

Last week I was asking for an assembler/linker that could load data files directly into the data segment of a program. Well I finally got a copy of Allan Pratts ALN linker and it does just this. It is fantastic! I also like the partial link facility. Thanks Allan.

I now ask the obvious questions:- When are we going to see your new super debugged ROMs? Would a RAM loaded upgrade be posted to the net or will it cost us an arm and a leg? Why not put it in a cartridge?

Neil

"I think all right thinking people in this country are sick and tired of being told that ordinary decent people are fed up in this country with being sick and tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

1684. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 13:59:59 UTC
From: hallett@hamlet.steinmetz
Message-ID: <9474@steinmetz.steinmetz.UUCP>
Source record: 254583
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1012@sask.UUCP> long@sask.UUCP (Warren Long) writes:
>>
>> Perhaps the worst I have ever seen of this type is a program, DS, a
>> progam to help move, delete, copy, etc. files on hard disks. While the
>> program was quite good, and the request for money was small ($15), the
>> program had a 10 second delay at the beginning and the end of a run.
>> Instructions for disabling this pause were available only after you
>> coughed up the $15. This, to me, is a type of blackmail. Since the
>> use of this program is to be a quick utility that works faster and
>> easier than DOS commands, a delay like this was way out of line.
>> Needless to say, I don't use the program, and would never suggest that
>> anyone else do.
>
>I am impressed with the method used, and am surprised at the audacity
>of the above user. The author has found a very clever way of
>protecting his SHAREWARE product, which allows a user to sample the
>product, yet requires an end-user to pay IF and only IF he/she intends
>to use it regularly.

Again, this treads a fine line. I'm assuming (via the closed world
assumption) that the program was not disabled in any way. In that
case, what the author did is indeed clever; he discouraged theft. I
see no problem with calling this shareware - if people register like
they are supposed to, then the discouragment is removed. If they do
not, well, then they take what they get - a working program with an
annoyance that in NO WAY affects its functionality.

In a different light, authors that remove functionality (like
FontDisplay) until you pay, or authors who withhold documentation for
a complex system (Scholar's Aid) have no right whatsoever to call
their products ShareWare. They are forcing you to pay before you can
fully use their product. There is no difference between this and the
"Draw It Again, Sam" demo that was posted. At this point, they are
no longer getting "donations" for their work, they are soliciting
purchase. This makes them a commerical operation, but one which
offers no benefits of a real such organization.

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+-------------------------------------+-------------------------------------+
| Credo Quia Absurdum Est |
+---+

1685. Re: MacWorld Expo Report

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 14:51:35 UTC
From: rob@uokmax.UUCP
Message-ID: <1031@uokmax.UUCP>
Source record: 254584
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc

In article <4464@ames.arpa> mike@ames.arc.nasa.gov.UUCP (Mike Smithwick) writes:
>In article <646@gethen.UUCP> farren@gethen.UUCP (Michael J. Farren) writes:
>>Please note carefully: THIS IS NOT AN ANTI-MAC FLAME!
>>We wonder about the reasons software and hardware prices are high? In
>>an article from comp.sys.mac, rock@sun.UUCP writes about MacWorld Expo:
>>...lots of examples from the MacWorld Expo...
>>Somehow, I think a little less expensive glitz might help a bit...
>>Michael J. Farren
>During the MakWorld Expo I saw a rather amusing news story on KRON. They
>were talking about using computers for music, and covered a large MacBash
>which had groups, and glitz coming out of the serial-wazoo. The purpose?
>To introduce a new >>> Wiz-Bang-Change-The-Furture-As-We-Know-It-Electronic-
>Miricle <<<: A MIDI interface!!
> *** mike (Mr. Bug) smithwick ***

I wonder what the people that have been using MIDI on the Mac for years
thought about this great new invention.
Seriously, have you noticed that most companies promote their new products
like they were the greatest/most important/most revolutionary invention
in the past two centuries?
Doesn't matter whether it's a new piece of computer equipment or a new
variety of hand soap, there's still plenty of hype. The computer business
is about the same as all the rest, no worse, no better.
The only difference I can see between the Mac world and the rest of the
computer business is a smaller percentage of blue suits.
By the way, I agree completely with the comment about increased costs. It's
one of the major reasons why MS-DOS clone makers can make their equipment
so cheaply, while major companies spend a fortune trying to compete with
each other's advertising.
Robert
--
Robert K. Shull
University of Oklahoma, Engineering Computer Network
ihnp4!occrsh!uokmax!rob CIS 73765,1254 Delphi RKSHULL
Opinions contained herein in no way reflect those of the University of Oklahoma.

1686. HGTTB ?????

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 15:02:29 UTC
From: miken@hcr.UUCP
Message-ID: <3099@hcr.UUCP>
Source record: 254585

What is "Hitchhikers Guide To The BIOS"? Where can I get a copy?

mike nemeth
...utzoo!hcr!miken

--

Mike Nemeth "etch out a future of your own design,
...utzoo!hcr!miken well tailored to your needs" - T. Dolby

1687. Re: Removable Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 17:11:24 UTC
From: john@viper.UUCP
Message-ID: <602@viper.Lynx.MN.Org>
Source record: 254587

In article <598@ihnet.ATT.COM> bryan@ihnet.ATT.COM (b. k. delaney) writes:
>
>After hooking it up and using the Supra routines from GENIE I
>am happy to report everything works GREAT. The only problem
>that I have is that the ST does not know when I change disks.
>The only way it notices a "new" disk, is when I reboot the
>machine. Is there a program out there that will cause the
>ST to re read the directory structure of a hard disk?

Yes there is. A program written by Moshe Braner called UPROOT will
cause GEMDOS to see a media changed signal on any drive, hard disk or
floppy. I can send you a copy if you can't find it localy.

By the way... If you're using the Supra utilities, you should send
them some money. Last time I checked they were being nice-guys and
distributing updates via GEnie and Compuserve. Unfortunately, many
people have used Supras' being nice to SUPRA customers as though the
utilities were public domain (which they are not!). Supra has allways
been willing to sell their utilities to anyone, but only Supra
customers are suppost to receive the updates for free.....

If you don't own a Supra hard disk, send $24.95 to:

Supra Corp.
1133 Comercial Way
Albany, or 97321

to receive a disk with the utilities and documentation.

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

1688. Re: Looking for a window package for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 17:30:06 UTC
From: sid@brambo.UUCP
Message-ID: <268@brambo.UUCP>
Source record: 254588

In article <940@tjalk.cs.vu.nl> versto@cs.vu.nl (Verstoep Kees) writes:
>In article <880131-224434-1176@Xerox> "P.J.M._Verbruggen.ven1RX"@XEROX.COM writes:
>>I recall some communications in this DL regarding availability of the Curses
>>window package for the ST. Any pointers ?
>
>I am looking for the same thing. Maybe there's enough interest to justify
>a repost in this newsgroup. A version that compiles with Mark Williams C
>is preferred.

Here's some more interest in curses for the ST,
with Mark Williams C preference.
Does one really exist? Is there one that I could convert?
--
Sid Van den Heede - Bramalea Software Inc.
sid@brambo.UUCP (in the new map)
...!utgpu!telly \ !brambo!sid
...!{uunet!mnetor, watmath!utai}!lsuc!ncrcan /
--
Sid Van den Heede - Bramalea Software Inc.
sid@brambo.UUCP (in the new map)
...!utgpu!telly \ !brambo!sid
...!{uunet!mnetor, watmath!utai}!lsuc!ncrcan /

1689. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 17:54:35 UTC
From: cramer@optilink.UUCP
Message-ID: <1924@optilink.UUCP>
Source record: 254589
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

>
> I don't know, it looks like crippleware, and many authors are now resorting to
> that method for enforcing shareware. I'd like to hear from anyone who has
> experienced unique methods of crippling software and I'll post a summary on the
> net.
>
> Theodore Tang

My two cents about shareware: I originally distributed my Epson MX-80
to PostScript translator (in a very early form) as shareware. Total
amount received: $0. Do I know that anyone used it? Well, I got calls
from people asking when I was going to add graphics modes. I got a
question or two about it, and I found it was floating around various
bulletin boards.

So now, it's a commercial program, with nicely printed manuals, and
instead of asking $20, as I did when it was shareware, I sell it for
$50, and it brings in a bit of money.

Shareware will only work when people are willing to send in money.
I'm sure there are people who manage to make some money this way --
and I'm sure the people that send in contributions are about 1% of
the total regular users.

Clayton E. Cramer

1690. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 18:03:55 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <1889@ttidca.TTI.COM>
Source record: 254590

In article <1022@uop.edu> exodus@uop.edu (G.Onufer) writes:
>I called Mark Williams today for a little problem and was told that the
>new version of MWC was to be released now. Meaning: Feb. 2, 1988.
>
>BEST news: includes CSD, source-level debugger!! (Can Laser C do dat?)

Well, I called MWC today (February 9), and was told

1) The next release would be 3.0
2) It is due out in 6-8 weeks
3) The C source level debugger will be available at that time
4) All registered owners will be notified in about 4 weeks

I spoke to Judy Petty, who is the official contact at MWC for the ST
compiler and support products.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

1691. Re: Mega Compatible?

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 18:54:10 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Feb9.105413.7623@mntgfx.mentor.com>
Source record: 254591

The other hardware difference between the Mega and ST series relates to the clock. On the ST there is a clock in the keyboard cpu; on the Mega it's on the motherboard and removed from the keyboard. If a program is looking for a response from the keyboard clock I imagine it could potentially have problems.

dgc

1692. Re: How compatible are MS-DOS and TOS disks, REALLY?

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 18:58:56 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Feb9.105900.7658@mntgfx.mentor.com>
Source record: 254592

there are two areas to watch out for in moving floppies between
the ST and MS-DOS systems:

1. software
there are some slight incompatibilities between the systems
in boot-block and bpb handling; basically the ST sets the minimum
amount of information necessary, which doesn't match what some
MS-DOS drivers want

2. hardware
formatting/writing done on the ST with it's Western Digital
177x controller chip is not necessarily compatible with the
controller chips used on MS-DOS boxes; this is a case where it
might work, and again it might not

dgc

1693. New Printer

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 19:23:30 UTC
From: keithr@vice.TEK.COM
Message-ID: <2269@vice.TEK.COM>
Source record: 254593

Has anybody seen or heard anything about the new HP DeskJet
Laser Quality printer? I just read an article on it in the
newspaper, but it didn't give enough specifics. It did
say that it was $995, 300 dots per inch, two pages per minute,
uses a replacable ink jet head ($18.95) thats good for
about 600 pages, it uses regular paper. The article also
said that it was HP and IBM compatible. OK, but what kind
of printer driver would I need? Is it Epson FX compatible
or what? Will I able to print output from EZ-Draw with the
standard driver and get laser quality? If anyone has any
more information on this new product please let me know.

Keith
keithr@vice.TEK.COM

1694. DNA or Protein programs request.

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 20:43:00 UTC
From: U00170@HASARA5.BITNET
Message-ID: <8802092054.AA05241@ucbvax.Berkeley.EDU>
Source record: 254594

Hello all,

Does anybody knows wether there are any good DNA and/or
protein analysis programs in the public domain for Atari-ST
computers?

Berend F. de Vries,
dept. of Biochemistry,
Univ. of Amsterdam,
Acad. Med. Centrum
Meibergdreef 15
1105 AZ Amsterdam
U00170@HASARA5 (BITNET)

1695. Memory Chips

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 21:47:30 UTC
From: rlcarr@athena.mit.edu
Message-ID: <2874@bloom-beacon.MIT.EDU>
Source record: 254595
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.mac,comp.sys.misc,comp.sys.atari.st,ne.wanted,misc.wanted,ny.wanted

Sorry to bother you all, but I really need to find some memory chips.
What I need are:
256K by 1 bit by 150 nanoseconds or
256K by 1 bit by 120 nanoseconds. I need 48 of them.

I would prefer chips by Mitsubishi, Hitachi, Fujitsu, or TI, but would
like to hear about any kind. Also, I would prefer the 150 ns chips.
120ns work fine in the board I have, but give no advantage.
I would appreciate any names/phone numbers/addresses of mail-order houses,
or direct from people who have such chips and want to sell them or anything
like that.

Please email me any information. If you can't handle ARPAnet, try
rlcarr%athena@eddie for UUCP.

If it bounces, post to comp.sys.amiga, as that's what I need the chips for,
and there are probably lots of Amiga users for whom the info would be
useful.
Thank you all in advance,

```
*****************************************************************************
* Richard L. Carreiro GO CELTS! * He did it! He did it! *
* rlcarr@athena.mit.edu * Flutie did it! He did it! *
*****************************************************************************
* "Remember, no matter where you go, there * Space, the final frontier. *
* you are." -- Buckaroo Banzai * These are the voyages of the *
****************************************** starship Enterprise. Its 5 *
* "Greer putting the ball into play. He * year mission to explore strange *
* gets it out deep and HAVLICEK STEALS * new worlds. To seek out new *
* IT!! Over to Sam Jones! It's all * and new civilizations. To *
* over! It's all over! Johnny Havlicek * boldly go where no man has gone *
* stole the ball on the pass-in!! It's * before... *
* all over!!" -- Johnny Most **********************************
* April 15, 1965 * I have become comfortably numb. *
*****************************************************************************
```

1696. Re: PD Multitasking for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-09 22:12:53 UTC
From: paone@topaz.rutgers.edu
Message-ID: <17921@topaz.rutgers.edu>
Source record: 254596

It really is not too good to be true. I have been using it with gulam in place of my $120.00 investment in MT Cshell. The memory overhead is sooooo much less, that I can live without pipes. (The only thing MT has that this doesn't)

--

Phil Paone
paone@topaz.rutgers.edu
ihnp4!moss!oac!ppaone

"Admiral...There be whales here"

1697. MacMultitasking...almost

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 00:55:00 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8802100646.AA16770@ucbvax.Berkeley.EDU>
Source record: 254597

This isn't strictly related to the ST, but I thought that the people who recently argued that civilization, yea verily life itself, could not continue without multitasking micros might find this amusing. It's from the "Program Notes" column of the Feb 88 IEEE Spectrum (p19).

Not-quite-MacMultitasking
...
An August press release from Apple Computer Inc. trumpeted the release of MultiFinder, the "first multitasking operating system for the Macintosh." But the software might be more appropriately called cooperative system-sharing.
... (several paragraphs about the restrictions and catches in MultiFinder) ...
Even "Program Notes" was taken in; the column [Spectrum, December 1987, p. 22] claimed MultiFinder was an actual multitasking system. Apple says, however, that operating systems should be driven by the applications' needs, so perhaps true multitasking for the Mac will be relegated to A/UX -- Apple's version of Unix.

From the list of limitations they quote, it sounds like Apple has a ways to go before it catches up to Beckmeyer's line...
I still don't like the wimpy pseudo-multitasking like Amiga and Unix push. I prefer real multitasking, where each process has its own processor! But I've got a lot more soldering before I get there...

Don Rice
FXDDR@ALASKA.bitnet

1698. Re: HELP needed with 5.25" drive hook-up

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 03:38:01 UTC
From: hase@netmbx.UUCP
Message-ID: <1284@netmbx.UUCP>
Source record: 254598

In article <8802040058.AA28448@ucbvax.Berkeley.EDU> SYSTEM@UVPHYS.BITNET (NIK ZAPANTIS) writes:
>The DS jumpers go from 1 to 4 and the jumper is put in position #2.
This could cause Your problem. Try all 4 settings.
>All other jumpers were left where they were when this drive was on an IBM XT.
>I have no special software to take care of the seek rate[...]
>Both the ST and PC ditto cannot see the 5.25" drive[...]
>I get a message, when I select B, to put disk B into drive A.
Your 5 1/4 is not recognized; is the "in use" LED lit? No? Set
DS-jumpers to #1.
The LED went on for short? Hmm, sounds like the ST does not recognize
the index-pulses; get Your oszilloscope and wath the lines :)

hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
...!pyramid!tub!netmbx!hase

1699. Re: Memory Chips

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 03:43:06 UTC
From: rlcarr@athena.mit.edu
Message-ID: <2882@bloom-beacon.MIT.EDU>
Source record: 254599
Cross-posted to:
comp.sys.amiga,comp.sys.mac,comp.sys.ibm.pc,comp.sys.atari.st,comp.sys.misc,ne.wanted,ny.wanted,misc.wanted

In article <2874@bloom-beacon.MIT.EDU> rlcarr@athena.mit.edu (Richard L. Carreiro) writes:
>Sorry to bother you all, but I really need to find some memory chips.
>What I need are:
> 256K by 1 bit by 150 nanoseconds or
> 256K by 1 bit by 120 nanoseconds. I need 48 of them.

Thanks for all the suggestions, but I *have* bought them from someone here
at MIT who read the posting - took all of 4 hours. A testiment to the power
of USENET. Again, thank you all!!

```
*******************************************************************************
* Richard L. Carreiro GO CELTS! * He did it! He did it! *
* rlcarr@athena.mit.edu * Flutie did it! He did it! *
*******************************************************************************
* "Remember, no matter where you go, there * Space, the final frontier. *
* you are." -- Buckaroo Banzai * These are the voyages of the *
****************************************** starship Enterprise. Its 5 *
* "Greer putting the ball into play. He * year mission to explore strange *
* gets it out deep and HAVLICEK STEALS * new worlds. To seek out new *
* IT!! Over to Sam Jones! It's all * and new civilizations. To *
* over! It's all over! Johnny Havlicek * boldly go where no man has gone *
* stole the ball on the pass-in!! It's * before... *
* all over!!" -- Johnny Most **********************************
* April 15, 1965 * I have become comfortably numb. *
*******************************************************************************
```

1700. Tried to 1 meg, problem

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 08:25:21 UTC
From: chad@byuvax.bitnet
Message-ID: <113chad@byuvax.bitnet>
Source record: 254600

I just finished putting in sockets, the capacitors, and 2 resistors
on my 520STfm motherboard (rev D) where it normally is in a 1040.

Now, with or without the sockets populated, you turn the machine on, it
displays that typical blank screen for boot but with a white stripe
going across it about 2/3 or 3/4 of the way down from the top

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++++++
++++++++++

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```

with some dark pixels on the bottom of the stripe. When one turns it off
and on again, one gets rows of a dark pixel pattern (blotches in a pattern)
on this same screen. (Guess that the video RAM gets junk in it.)
The disk drive is NOT accessed. It just sort is dead. I've looked at all
the traces on the board, can't see anything shorted, etc.

Any suggestions?

Thanks,
Chad

BITNET: Chad@Byuvax

1701. Re: Software (and other kinds of) copying

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 13:09:29 UTC
From: jay@splut.UUCP
Message-ID: <371@splut.UUCP>
Source record: 254501
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <6693@agate.BERKELEY.EDU>, mwm@eris (Mike (My watch has windows) Meyer) writes:
> In article <1874@optilink.UUCP> cramer@optilink.UUCP (Clayton Cramer) writes:
> <Nothing is wrong with [copy protection] -- there's just too many people
> <out there who believe that stealing intellectual property is a right.
>
> No, there is something wrong with it. The law is set up to try and
> turn an oxymoron (intellectual property) into a reality. As usual,
> when a law tries to change reality, it gets ignored. Expecting
> anything else is silly.

The law is set up to recognize the reality of intellectual property. Without such recognition, there's no way to protect those who create any work of creativity - be it a painting, a novel, or a spreadsheet program - from those who would rip it off and claim it as their own. Laws are only ignored by the unlawful. It may be silly to expect that people obey the law, but I still hope...

> BTW - I *don't* condone stealing software.

You've sure spent a lot of net.bits arguing for it, though...

> While it's not immoral, it
> *is* unfair and dishonest.

I'd argue that it is immoral, just like other forms of theft, but trying to argue that point with you is pointless, since you don't see it as property to be stolen.

> You should play by the rules until you
> manage to get them changed.

Tell that to the crowd on alt.drugs.

--
Jay Maynard, K5ZC (@WB5BBW)...>splut!< | GEnie: JAYMAYNARD CI$: 71036,1603
uucp: {uunet!nuchat,academ!uhnix1,{ihnp4,bellcore,killer}!tness1}!splut!jay
Never ascribe to malice that which can adequately be explained by stupidity.
The opinions herein are shared by none of my cats, much less anyone else.

1702. DIY Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 14:16:39 UTC
From: ron@argus.UUCP
Message-ID: <1142@argus.UUCP>
Source record: 254502

Can I piggy back another set of 256K chips in my 1040 ST? I opened it up, there seems to be plenty of room (see below for sad story). In my opinion, $120 is FAR to much for one of those kits with no RAM chips.

Has anyone tried this? If so, how do I go about wiring the new bank of chips in? I am not afraid to solder and cut, but my hardware knowledge is not extensive enough to know WHAT to solder and cut. Any information or pointers to information would be much appreciated.

Now for a sad story: I opened up the ST's case and removed the RF sheild. Then I realized I forgot to ground myself! OH SH**! It was too late... when I powered up again, all I got were green and white stripes on the monitor. So, in an attempt to see if I could save myself some money, I have spent more. I'll be talking to my dealer today to assess the damage.

P.S. If this is getting out there, please let me know. I'm not sure if all of my postings and mail are getting out.

--
Ron DeBlock KA2IKT 213 River Dr.
...!rutgers!galaxy!argus Lk Hiawatha, NJ 07034
(201) 316-6807
"NECKTIES MAKE MEN STUPID" - Weekly World News headline

1703. GEMDOS source, (Was Re: Changing to / in TOS)

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 14:19:46 UTC
From: juancho@dgp.toronto.edu
Message-ID: <1988Feb10.091947.13443@jarvis.csri.toronto.edu>
Source record: 254503

In article <1265@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>I just spent 68.00 Deutsche Mark for a C-Source of Gemdos published here
>in Germany and like some other people I will try to compile my own TOS,
>if possible at all.
Where can we get C sources for gemdog in North America. How much
is 68.00 Deutsche Mark?

--
==========
| Typical conversation on comp.[atari|amiga|mac].* |
==========
My watch is better than yours. It has multitasking, windows and
plays Old macdonald has a farm. I will not listen to reason, of

1704. External Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 15:45:51 UTC
From: crash@calgary.UUCP
Message-ID: <1341@vaxb.calgary.UUCP>
Source record: 254504

Hi,

This is for all those asking for more info: (in rough form)

2.1 Definition of Project

The project consists of the construction of an external ram disk that interfaces to the ATARI ST computer family. This consists of a custom chip that implements directly the communication with the ATARI ST over the hard disk interface. It will implement the hardware handshaking of the hardisk interface and will interpet the low level commands required for data transfer. The chip will also directly control and access the ram disk memory. Two types of memory chips can be controlled, 256K chips and 1meg chips. The maximum memory for the ram disk is 2meg or 8meg. The two types of memory cannot be intermixed.

The project must also allow hard disks that normally use this interface to continue doing so. This invloves buffering of the hardware interface with TTL drivers. Other inclusions that should be consisdered are:

o software driver resident in the ATARI ST

o memory test (hardware or via the driver)

o battery backup of memory <- not viable

o the ram disk has it's own power source

A pcb is being made that supports the 256K chips. Initial versions of the ram disk will be offered in kit form (chip and pcb).

No pricing yet, sorry.

1705. Re: 1040 to TV/VCR

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 16:38:38 UTC
From: hase@netmbx.UUCP
Message-ID: <1292@netmbx.UUCP>
Source record: 254505

In article <880204-065400-4005@Xerox> brantly.henr@XEROX.COM writes:
>>The $100 plus price tag for a RGB to composite cable seems a little steep.
>>Elektor magazine (it from the UK) published a circuit to do this called
>>Atari ST to SCART adaptor in early 87 (march I think). SCART is an
>>analog RGB interface with composite sync - I think this should do what you
>>need. Parts cost is under $20.00
>
>-------------
>
>The Atari ST to SCART adaptor sounds interesting, but would it provide BOTH rf &
Ther is a great difference in the technique:

The Euro-AV (SCART) includes extra lines for almost evey signal a TV can
handle: one for each:red, green, blue, horizontal-sync, vertical-sync,
composite-sync, composite video and so on.

Composite video (or FBAS in Germany) contains the complete picture on a
single line: it is the signal the modulator will put on top of the RF
and make it look like coming from an antenna.
The ST has outputs for RGB and composite-sync (sync not video!). The
RGB-compVid-Converter will have to put this information on a sigle line,
whitch is a tricky task. But the Motorola MC1377-chip (you will find one
opening your video camera or Amiga) solves this problem. Here in Germany
a Magazine (c't) published a board containig this chip and a little more
(resistors, capacitators) to get composite video.

A simple solution ist mixing RGB and compSync together by a resistor
network: connect 300 Ohms to each, red green and blue, 50 Ohms to
composite sync and solder the open ends together; what you will get is
an grey-scale video signal of the medium or low resolution; I am using
this to display all the colour-games on a green monitor. Not the
solution but cheap...
hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
answer: 42 question: under development. Stay tuned.

1706. Re: ForthMacs

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 17:12:16 UTC
From: mcli@ur-tut.UUCP
Message-ID: <939@ur-tut.UUCP>
Source record: 254507

In article <833@aucs.UUCP>, 870646c@aucs.UUCP (barry comer) writes:
> ..... I am wondering what is the latest version of
> Forthmacs, I have received version 1.0? If I cannot find a legal copy of
> Mach-2 Forth, I will have to use the Forthmacs(which seems to be a nice
> version of Forth).

I have ForthMacs version 1.1. However, I got it about 1 1/2 years ago. If you want, I can post the README file for it.

If there is a newer version out there, I'd like to see it. One minor big is that if you hit the delete key at the end of the line too many times, it bombs.

later,

Maurice

```
*****************************************
* *
* Optics... The wave of the future *
* *
* BITNET : MCLI_SS@UORDBV, MCLISS@UORVM *
* UUCP : ...rochester!ur-tut!mcli *
* Internet: mcli@tut.cc.rochester.edu *
* *
*****************************************
```

1707. Re: DBMan Update

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 17:37:41 UTC
From: fischer-michael@YALE.ARPA
Message-ID: <8802101737.AA07061@ELI.CS.YALE.EDU>
Source record: 254508

In response to a query by Ted Bailey:

> Is there an update to DBMan v.2.02, and is there an "assist" style
> GEM interface available? (Neil??)

I don't know about the version marketed by Atari, but Versasoft released version 3 a year ago and has just released version 4. There are many enhancements, including variable length text fields, private variables and parameters to command procedures, browse and shop commands, ability to save and restore screens, GEM-style menus and file selector boxes, many new functions, various changes to make it more like dBASE III, a few bug fixes (but there weren't many bugs to start with) and yes, an "assist" program that you can run, implemented as a DBMan command file.

--Mike Fischer <fischer-michael@yale.arpa>

1708. Re: dBMAN upgrades

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 18:42:58 UTC
From: ted@banyan.UUCP
Message-ID: <238@banyan.UUCP>
Source record: 254509

Thanks for the information in your note. Unfortunately, it appears that VersaSoft does not like to answer their phones, or that they have the wrong number in the manual. I've tried calling 408-268-6101, but only to listen to it ring. Would you happen to know if they have a real phone number? Thanks for your help again.

T. Bailey

1709. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 19:15:15 UTC
From: dag@chinet.UUCP
Message-ID: <2337@chinet.UUCP>
Source record: 254510

Just a word or two about MWC V3.0 --

Due to some delays (a disk crash and a bit of slowness on my
part), Version 3.0 will not ship until around the first of
March, 1988. We are in Beta testing now, and unless anything
untoward happens, we should easily meet that date.

Version 3.0 comes with the following features not found in
earlier versions of MWC --

CSD (C Source Debugger) support

GEM Resource Editor

Improved code generation including optional
PC relative code generation.

Improved utilities:

as68toas now is more complete and robust

db handles symbol tables > 64k and supports
new options for GEM program debugging and
debugging from a terminal connected to the
AUX port.

msh has an expanded internal string pool and
many fewer "assert failed" type fatal conditions.
Also, some built-in commands have been improved.

nm handles large symbol tables.

Improved compilation and assembly speed.

Improved diagnostics from the linker.

The C Source Debugger, CSD, will ship at the same time. It is
similar to the CSD product that Mark Williams has sold on the
IBM PC for many years.

--
Nobody at the place where I work Daniel A. Glasser
knows anything about my opinions ...!ihnp4!chinet!dag
my postings, or me for that matter! ...!ihnp4!mwc!dag
...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

1710. MWC Version 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 20:54:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8802102237.AA05658@ucbvax.Berkeley.EDU>
Source record: 254511

MWC has been advertising Version 3.0. I called about it the other day.
It is to be ready for shipment in 4 to 6 weeks. Owners of previous versions
will have to pay about $30-$40 (didn't remember the exact figure, sorry)
for the new version. It sports a resource editor and a C source debugger,
in which you are supposed to be given a certain amount of interactive
(interpretter) ability to debug your program.

- Jeff Beer UUCJEFF@ECNCDC.BITNET

1711. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 21:11:55 UTC
From: kevin@Lindy.STANFORD.EDU
Message-ID: <465@Lindy.STANFORD.EDU>
Source record: 254512

Can an owner of *any* version of MWC get these upgrades? I still
have 1.0.4, and would like to upgrade when 3.0 becomes available.
Any help is appreciated, thanks...
--
Kevin Burnett
Stanford Linear Accelerator Centre / Santa Clara Class of '88
Arpa: kevin@Lindy.Stanford.EDU Bitnet: KJBSF@SLACVM.BITNET
Old-style UUCP: ...!decwrl!labrea!Lindy!kevin

1712. CP/M on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 22:34:32 UTC
From: pchris@sim.Berkeley.EDU
Message-ID: <666@pasteur.Berkeley.Edu>
Source record: 254513

I recently downloaded Atari's ST CP/M emulator (I want it for writing assembly code for Z80 hardware controllers). Unfortunately, it doesn't work with my standard ramdisk. Does anybody know of a ramdisk that allows CP/M formats? Also, are there any good Z80 assemblers, C compilers, and text editors in the CP/M world (Public Domain?)? And finally, does anbody know of CP/M BBS's in the Bay Area?

Thanks for any help you can provide.

Chris Perleberg
pchris@sim.berkeley.edu

1713. Re: How compatible are MS-DOS and TOS disks, REALLY?y

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 22:53:13 UTC
From: david@bdt.UUCP
Message-ID: <134@bdt.UUCP>
Source record: 254514

I do a lot of transfering around between systems. I've found that when the disk is formatted on the PC with MS-DOG 3.2, the ST can read-write the floppies fine if both systems only use the root directory. For some reason if a mkdir is done on the PC, the ST sometimes can't find the directory or the files in it. And occasionally, TOS will make the disk unusable be both systems when I try to copy a new file to the disk.

--
+------ David Beckemeyer - Beckemeyer Development Tools --------+
| US Mail: 478 Santa Clara Ave, Oakland, CA 94610 |
| UUCP: ...!ihnp4!hoptoad!bdt!david |
+---+

1714. Schoonschip

Newsgroup: comp.sys.atari.st
Date: 1988-02-10 23:31:02 UTC
From: dew@esl.UUCP
Message-ID: <565@esl.UUCP>
Source record: 254515

In article <431@nikhefh.hep.nl> t19@nikhefh.hep.nl (Geert J v Oldenborgh) writes:
->Last time we tried RTX and the shell that came with it it would not
->run FORTRAN (neither Absoft nor Prospero), nor Schoonschip, nor TeX
->(lack of memory left over on a 1040). REAL programmers cannot live
->without these. Does anyone know whether this situation has improved?
->
-> Geert Jan van Oldenborgh

Is Schoonschip really available for Atari's? Can one get a copy of it
with documents on how to run it?

dew@esl.esl.com

1715. Re: enforcement of Shareware

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 00:25:53 UTC
From: gordan@maccs.UUCP
Message-ID: <991@maccs.UUCP>
Source record: 254516
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

If

you

want

to

read

a

version

of

this

message

without

all

these

annoying

Control-L's

send

$ 15

by

e-mail

Thank you.

--
One foot on a banana peel
The other in the Twilight Zone

1716. Re: Memory Chips

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 02:07:13 UTC
From: martin@lakesys.UUCP
Message-ID: <441@lakesys.UUCP>
Source record: 254517
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <2874@bloom-beacon.MIT.EDU> rlcarr@athena.mit.edu (Richard L. Carreiro) writes:
>Sorry to bother you all, but I really need to find some memory chips.
>What I need are:
> 256K by 1 bit by 150 nanoseconds or
> 256K by 1 bit by 120 nanoseconds. I need 48 of them.
>
>I would prefer chips by Mitsubishi, Hitachi, Fujitsu, or TI, but would
>like to hear about any kind. Also, I would prefer the 150 ns chips.
>120ns work fine in the board I have, but give no advantage.
>I would appreciate any names/phone numbers/addresses of mail-order houses,
>or direct from people who have such chips and want to sell them or anything
>like that.
>

I too am looking for good 256k RAM chips. I have a line on some 200ns
chips for $4 from Computer Elite, P.O. Box 213 Groveport, OH 43125
614-836-9600, but I'd like the 150s. I'm buying a bare EZ RAMII board and need
16 of the critters.

E-mail replies are welcome, but methinks that the info would be of
benefit to the entire 68k community.

Looking forward to your replies.

Marty

--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

1717. Re: Mega Compatible?

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 02:07:53 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3111@cup.portal.com>
Source record: 254518

Arkanoid uses a series of locations where GEM stores the current mouse X,Y, and button state, somewhere in 0x00002000 - 0x00002fff range, and you can find the locations easily and patch them. I have the new ROMs and a copy of ARKANOIDS that runs on them. When will programmers use the documented methods of doing these things <groan>?

1718. Re: DNA or Protein programs request.

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 02:15:52 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3112@cup.portal.com>
Source record: 254519

The Austin Code Works (advertises in Doctor Dobbs and elsewhere) has DNA and protein data on disk with extraction programs - but they have source to all of their programs, so you should be able to compile them if you have a C compiler for the ST. They can even do some ST formats of disk, I converted their KSTfonts to GDOS. (512) 258 0785. (acw!info@uunet.uu.net - according to their ad.). They do charge for the source and data though.

1719. Neural Network Simulators on the ST..?

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 05:35:27 UTC
From: boiko@aspen2.dec.com
Message-ID: <8802110535.AA27903@decwrl.dec.com>
Source record: 254520

I'am currently exploring the use of Neural Networks to solve various difficult problems. I would like to begin exploring Neural Networks at home on my personal system (ie. Atari ST). My question is - has anyone heard of any available Neural Network simulators currently running on the ST?

I can be reached during the day at (603) 894-2659

Any information would be helpful...

Thanks
-mike-

1720. Re: Megamax: Fast Compiler, Slow Company

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 06:51:11 UTC
From: grieggs@devvax.JPL.NASA.GOV
Message-ID: <1287@devvax.JPL.NASA.GOV>
Source record: 254521

In article <1263@megamax.UUCP> michel@megamax.UUCP (Michel Rynderman) writes:
>For Mr. Loves information Megamax has not cashed a single check for any
>upgrades to Laser C. We will not cash the checks until we ship a product.
>
>Michel@megamax

For whatever it is worth, I can vouch for that. While I have not been terribly happy other aspects of Megamax, they do NOT use your money to finance their development... Just out of curiousity, would someone from Megamax care to make an official statement about Laser C and the upgrade policy? If this has already been done, I missed it. I am a registered owner, if anyone cares, tho my address is out of date.

_john

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-0465
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

1721. Re: Memory Chips

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 07:16:45 UTC
From: papa@pollux.usc.edu
Message-ID: <6895@oberon.USC.EDU>
Source record: 254522
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <441@lakesys.UUCP> martin@lakesys.UUCP (Martin Wiedmeyer) writes:
> I too am looking for good 256k RAM chips. I have a line on some 200ns
>chips for $4 from Computer Elite, P.O. Box 213 Groveport, OH 43125
>614-836-9600, but I'd like the 150s. I'm buying a bare EZ RAMII board and need
>16 of the critters.

I have 16 NEC 256Kx1, 150 nsec chips that I don't need since I bought an
ASDG 8MI (which uses 1Meg chips). I'll give them away for $40. FCFS.
E-mail to me directly.

-- Marco Papa

1722. GEM .IMG Format

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 07:47:50 UTC
From: ee_tw@ux63.bath.ac.uk
Message-ID: <2166@bath63.ux63.bath.ac.uk>
Source record: 254523

Does any one have any source or some more details of how to encode images in the GEM .IMG format ?. I have programs that will convert screens etc into the right format but I would like to be able to do it directly.

Also can any one tell me why .GEM pictures from easydraw 2.0 won't load into ventura running on an IBM. What seems to happen is that the sizes are not set correctly also line widths appear different. Experiments with a version of GEM Draw on the Atari seem to work but one cannot do very large ie a lot of lines with the version I tried.

Any help would be much appreciated.

Mr T.L. Whitlock Phone: +44 225 826058
School of Electrical Eng.
University of Bath JANET: ee_tw@UK.AC.BATH.UX63
Bath BA2 7AY UUCP: seismo!mcvax!ukc!bath63!ee_tw (bath63.UUCP)
England ARPA: ee_tw%ux63.bath.ac.uk@ucl-cs.arpa

1723. Re: X on atari (mega) st

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 15:17:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100046@datacube>
Source record: 254524

The name you want is CTI for Computer Tools International. They are in
Federal Way, as you mention.

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

1724. shrink-wrap copying...

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 16:16:33 UTC
From: hansb@ariel.unm.edu.unm.edu
Message-ID: <2281@charon.unm.edu>
Source record: 254525
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

I know of a store in a big city in New Mexico that after they buy the software to sell, they open up the package, copy it, and pass it to a few of their friends, shrink-wrap it again, and put it back on the shelves for sale.

I won't mention any names here, but I think it is wrong to do the above.

Hans Bechtel

1725. Re: fsel_input sources wanted

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 16:30:09 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <864@usl-pc.UUCP>
Source record: 254526

```
-------

I have longed for a better fsel_input routine to call also, If anyone has
the code for this could they please post? I would like to add a drive select
button to it.

------------------------------------------------------------------------------
John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL | \|<>|>|> \|<>|>|><`|`|
or ... |-----/|-------/|-----------------------
ut-sally!usl-pc!jpdres13 | \/ \/
------------------------------------------------------------------------------
```

1726. Re: OSS Pascal bugs

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 18:21:40 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2634@ihlpe.ATT.COM>
Source record: 254527
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <327@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:
>
> In a recent article, someone at irisa.UUCP writes:
> >
> >But recently I had a strange talk with a french large reseller, who told
> >me that, according to his U.S. dealer, OSS P.P. no longer exist and that
> >now it was Alice The Personal Pascal !
>
> Really doubt this, since I have heard from 3 sources that ICD is in
> the progress of buying OSS. And one source says that it has already
> happened. I really hope this is true, since that should improve the
> integrity of OSS Pascal a lot (unless ICD concentrates more on the 8
> bit OSS products first, since that is where the money probably still
> is.)
>

The following article was contained in Ron Kovacs' national Zmagazine, Issue 91 (latest, I think). I am reproducing it in its entirety without comment, so you can draw your own conclusions. I know at least one person here on the net has mixed feelings about ICD, but I think as a whole, they have been good for Atari owners (esp. 8bit owners).

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

==========
ZMAGAZINE NEWSWIRE
==========

DATELINE: 1-27-88

GOOD NEWS FOR ATARI OWNERS!

ICD, Inc. and OSS, Inc. (Optimized Systems Software) have just signed an agreement which will "add new life to all Atari computers". Under this agreement, ICD will add the manufacture, marketing, and support of all current OSS software titles for Atari computers to ICD's already powerful Atari product line.

ICD's friendly, helpful staff is now trained in all aspects of support for the complete OSS product line including:

MAC/65
MAC/65 Toolkit
ACTION!

ACTION! Toolkit
BASIC XL
BASIC XL Toolkit
BASIC XE
Writer's Tool
DOS XL
Personal PASCAL for the Atari ST

Ordering and support for ICD/OSS products are available by calling 815/968-2228 from 8AM to 5PM CST Monday through Friday. Support is also available 24 hours a day 7 days a week on the following Electronic Bulletin Boards:

ICD/OSS BBS 815/968-2229 300-9600 baud, CompuServe,GEnie, Delphi, and BIX. ICD's 24 hour FAX is connected to 815/968-6888.

The San Jose, CA numbers for OSS will no longer be providing support. Orders for OSS products may be placed now. All products will be shipping in quantities soon. For more information call any of our product support lines or write to:

ICD/OSS
1220 Rock Street
Rockford, IL 61101

1727. GEM Metafile to PostScript conversion - new version of mfps

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 18:52:29 UTC
From: axel@coma.UUCP
Message-ID: <340@coma.UUCP>
Source record: 254528
Cross-posted to: comp.sys.atari.st,comp.text

More than a year ago, I posted the first version of 'mfps', my GEM Metafile to PostScript conversion utility to comp.sys.atari.st. The reception was positive enough that I continued working on the program. Today, I'm posting a new version of the program which has a number of bugs fixed and several new features. Most important are the extensions to the way text objects are handeled, and the support for Adobe's 'Encapsulated PostScript File format' (EPSF). EPSF is the basis for linking PostScript images into the output of your favorite word-processor. Well, right now, this statement may be a bit overdrawn but some day in the near future it will be valid. However, at a number of sites, mfps is in daily use to incorporate images created with GemDraw and EasyDraw into TeX and Troff formatted documents. If there's enough interest, I'd be willing to post a set of TeX macros that do the job for the 'dvi2ps' PostScript driver. For Troff there are some more problems to handle.

Originally, I intended to publish the program in comp.binaries.atari.st but the moderator (turner@daisy) seems to be away (Hey, Jim are you still out there ???).

The Posting consists of 5 parts. Together, these parts make up a uuencoded .arc file. For people, who like to upload their metafiles to a UNIX machine, there's also a UNIX version of mfps available on special request.

>>> When you prepare the five parts of the posting for unpacking, don't
>>> forget to delete the .signature-s at the end of each part.

enjoy, Axel.

So, here are the checksums:

```
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
COPYRIGH 527 Crunched 33% 357 15 Dec 87 2:07a cb0a
FITPS.MAN 4588 Crunched 49% 2376 15 Dec 87 2:07a 3eb3
FITPS.TTP 30594 Crunched 32% 20848 21 Dec 87 11:53p 7e2e
MDUMP.TTP 28211 Crunched 30% 19930 15 Dec 87 2:07a 110d
MFPS.MAN 4238 Crunched 47% 2277 15 Dec 87 2:07a 5cfd
MFPS.TTP 53328 Crunched 27% 39379 11 Feb 88 5:53p f777
README 1427 Crunched 30% 1009 11 Feb 88 5:56p 65bb
README.TOO 2600 Crunched 37% 1653 11 Feb 88 6:06p c2f2
==== ======== ==== ========
Total 8 125513 31% 87829
```

And this is the README:
This program enables you to combine the advantages of object oriented
drawing (e.g. with GEM-draw) with the wonderful capabilities of
PostScript printing devices (e.g. the Apple LaserWriter).

If you're interested in the structure of VDI-metafiles, you'll with
'mdump' find a utility to print metafiles in a human readable form.

The package consists of three programs:

- mfps, program to convert VDI-metafiles to PostScript

- mdump, this is a link to mfps. When called, it prints
a human readable representation of the metafile.

- fitps, to change size and position of PostScript graphics.

COPYRIGHT NOTICE:
'mfps', 'fitps' and 'mdump' are copyrighted by the author. Permission is
granted to copy and distribute the programs without charge provided
this copyright notice is included in the copy.

IMPORTANT:
If you are planning to use mfps, fitps or mdump please send me a note.
I'll try to maintain the the programs as well as possible (i.e. as my
spare-time allows). All bug-reports and - of course - bug-fixes, as
well as suggestions for improvements are most appreciated.

ADDRESS:

Mail comments, suggestions, trouble-reports, appreciations, gripes a.s.o.
to:
UUCP: unido!coma!axel or
BITNET: axel@db0tui62

SNAIL: Axel Mahler, Tech.Univ. Berlin
Sekr. FR 5-6
Franklinstr. 28/29
1000 Berlin 10
W-Germany

Tel.: +49 30 314 73487

--
Axel Mahler, Tech.Univ. Berlin

UUCP: axel@coma.uucp (unido!coma!axel)
BITNET: axel@db0tui62.bitnet

1728. New Version of mfps -- (there are only 4 parts)

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 19:04:15 UTC
From: axel@coma.UUCP
Message-ID: <345@coma.UUCP>
Source record: 254529

Ooops ! Sorry, but my tired eyes fooled me again. There are only four parts in the distribution of mfps. Hope this didn't cause too much confusion.

cheers, Axel.

--
Axel Mahler, Tech.Univ. Berlin

UUCP: axel@coma.uucp (unido!coma!axel)
BITNET: axel@db0tui62.bitnet

1729. Re: New Printer

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 20:22:54 UTC
From: davel@hpvcla.HP.COM
Message-ID: <4730016@hpvcla.HP.COM>
Source record: 254530

>>
>>Has anybody seen or heard anything about the new HP DeskJet
>>Laser Quality printer?
>> OK, but what kind
>>of printer driver would I need? Is it Epson FX compatible
>>or what?

With the FX-80 emulation cartridge, list price $75, it is FX-80
compatible. Graphics is scaled by the emulation cartridge to print
the same resolution as the Epson.

>> Will I able to print output from EZ-Draw with the
>>standard driver and get laser quality? If anyone has any
>>more information on this new product please let me know.

Graphics, since it's the same resolution, will be just as coarse as
the Epson. Text prints at 300 dpi and is laser quality.

Dave Lowe
davel%hpvcla@hplabs.HP.COM
or
hplabs!hp-pcd!hpvcla!davel

PS: I tried mail; it didn't get through.

1730. is there English documentation for TEMPLMON?

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 20:33:50 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <16892@watmath.waterloo.edu>
Source record: 254531

TEMPLMON is a resident debugger like MONST, but much better.
It doesn't crash when you disassemble code, for example.

However the only documentation is a German help message.
Is there a version with English help, or some English documentation?
I am mostly interested in the description of trace mode, the rest is simple.

[some may consider the use of ALT-HELP to enter the debugger a bug,
but I don't have a printer :-}]

1731. Re: New Printer

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 20:38:01 UTC
From: tomw@hpvcla.HP.COM
Message-ID: <4730017@hpvcla.HP.COM>
Source record: 254532

/ hpvcla:comp.sys.atari.st / keithr@vice.TEK.COM (Keith Rast) / 11:23 am Feb 9, 1988 /

Has anybody seen or heard anything about the new HP DeskJet
Laser Quality printer? I just read an article on it in the
newspaper, but it didn't give enough specifics. It did
say that it was $995, 300 dots per inch, two pages per minute,
uses a replacable ink jet head ($18.95) thats good for
about 600 pages, it uses regular paper. The article also
said that it was HP and IBM compatible. OK, but what kind
of printer driver would I need? Is it Epson FX compatible
or what? Will I able to print output from EZ-Draw with the
standard driver and get laser quality? If anyone has any
more information on this new product please let me know.

Keith
keithr@vice.TEK.COM

1732. Mark Johnson C

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 21:35:29 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <16898@watmath.waterloo.edu>
Source record: 254533

There are several problems with the Mark Johnson C compiler.
The preprocessor doesn't do macro expansion correctly.
There are a few code generation bugs, and the C library
is missing some things and has a few bugs.
It is also missing goto which is commonly used.

I used to have Mark's (new) mail address, but I can't reach him any more.
The last I heard he was working on rewriting macro expansion,
but I don't know when and if this will be released.

I've documented the compiler bugs I know about so others can avoid them.
To get around the other problems I have a couple of solutions.

I found a public domain preprocessor (decus) I almost have working and will post
a binary when I've tested it for a while. It also has #if, #elif and #assert.
(this is a 140K program I've compiled with MJC with only ~10 changes.
I did have to preprocess it under Unix cpp though.)

I wrote a short preprocessor to handle goto's by generating asm() statements,
which I will post as source to this group.

I suspect others have fixed things in LIB.C themselves.
If people send me fixes I'll try to merge them
and post a set of context diffs based on the original.
(I've fixed redirection and made some small extentions).

Eric Gisin, egisin@Waterloo.EDU, watmath!egisin.

Compiler bugs:

pointer-to-function types can not be declared (in general).
sizeof((*)()) and typedef (F*)() don't work.

expressions with && and || will generate incorrect code.
to work around this parenthesise the && subexpressions, for example
a && b || c --> (a && b) || c

multiple structure assignment (a = b = c) doesn't work.

when using combined operator assignments (+=, etc) the left side is evaluated
twice, not once (for example, *p++ |= BITS increments twice).

Documented features that cause many problems:

the type of initialization variables must not be (char)
and initialization values must have matching length (short or long).
I found this the most time-consuming problem in porting code.
grep all C files for '=.{' looking for char variables or structure components.

often you can change char to short.
look for things like "long STKSIZ = 4096" and use 4096L.
also make sure NULL is defined as 0L, not 0.

1733. Re: Free RTX (or maybe almost)

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 22:59:24 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2383@ihuxy.ATT.COM>
Source record: 254534

In article <1988Feb6.153216.3628@gpu.utcs.toronto.edu> lharris@gpu.utcs.UUCP (Leonard Harris) writes:
> One question - is RTX any good ? Do we really want it in the public domain
> or will it end up a dog like GEM ?
> /leonard

Good Q, Maybe someone could post a review or summary of RTX. Some things I would like to know is how big is it? how much ROM code is still used? are there any new sys-calls provided?

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

1734. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 23:13:26 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4803@ihlpg.ATT.COM>
Source record: 254535

In article <971@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> in article <1988Feb3.080736.14303@mntgfx.mentor.com>,
> dclemans@mntgfx.mentor.com (Dave Clemans) says:
> > Re: Control C
> Not exactly. First, GEMDOS calls the "terminate vector" not the
> "critical exception handler." Second, that vector points by default an
> RTS instruction. It is the code after the call which terminates the
> process.

> This vector gets called when you use Pterm(), too: it's not strictly a
> "control C" handler.

This last bit makes it worthless, unless you can tell us how to tell if
we are getting a ^C or a Pterm(). Of course, ^C still isn't worth much
even so since it is not an interrupt but a polled event (polled by calls
to the gemdos cooked routines) but it would be worth something then.

> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.

--j.a.tainter

1735. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 23:32:24 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4804@ihlpg.ATT.COM>
Source record: 254536

In article <379@sun.soe.clarkson.edu>, mrd@sun.soe.clarkson.edu (Mike DeCorte) writes:
> Two questions: One is this a FIX of the 40-folder bug or a patch?
> The current patch just bumps up the limit but can still be broken. In
> other words did you fix it so that I could have an infinite number of
> folders or that I can set some limit that I have to promise never to
> pass?
It sounds like a patch from Allen's comments about it being ouragously large
and maybe needing FLDR???.PRG as well.

You know. It strikes me that this should have been very simple to fix.
You just have the HD device driver do mediach() events.

> Michael DeCorte // mrd@clutx.clarkson.edu // mrd@clutx.bitnet

--j.a.tainter

1736. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-11 23:41:37 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4805@ihlpg.ATT.COM>
Source record: 254537

In article <1988Feb6.152605.3470@gpu.utcs.toronto.edu>, lharris@gpu.utcs.toronto.edu (Leonard Harris) writes:
> Excuse me if I'm mistaken - but why not release the bug fixes now?
> Since it is only useful to people with Ataris.
> Is support like this too much to ask, or does Atari see $$$ in new
> rom sales and/or developer registrations for this?

Yup. Atari has developed the commodity computer system. Every month or so you get to buy a new version of the ROMs. The systems themselves they will sell at no profit and they wil make a fortune selling ROM revisions. :-)

Actually, I think they should make a RAM loaded patch and post it here, DELPHI, GENIE, COMPUSERVE (open forums not the developers SIG), the STadel network and any other of the major computer networks.

> /Leonard

--j.a.tainter

1737. Pexec Cookbook

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 08:54:45 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1691@brahma.cs.hw.ac.uk>
Source record: 254538

Does anyone have a copy of Allan Pratts Pexec Cookbook they can mail me?

Thanks in advance

Neil

"I think all right thinking people in this country are sick and tired of being
told that ordinary decent people are fed up in this country with being sick and
tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

1738. Re: MacMultitasking...almost

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 10:16:14 UTC
From: harald@leo.UUCP
Message-ID: <1894@leo.UUCP>
Source record: 254539
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <8802100646.AA16770@ucbvax.Berkeley.EDU>, FXDDR@ALASKA.BITNET writes:
> I still don't like the wimpy pseudo-multitasking like Amiga and Unix push.
> I prefer real multitasking, where each process has its own processor!
> But I've got a lot more soldering before I get there...

Well at last count, my Amiga has 3 CPU's and 6 coprocessors. Yes, they
run simultainiously.

Oh wait, you mean multi-processing. Well, when UNIX does this, with
three disparete environments, let me know!

No problem multi-tasking. Just have to fight for 2 Ethernet addresses for
bandwidth.

--
Work: Computer Consoles Inc. (CCI), Advanced Development Group (ADG)
Irvine, CA (RISCy business! Home of Regulus and hamiga)
UUCP: uunet!ccicpg!leo!harald

1739. Searching for a freeware/shareware GDOS Font editor

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 10:49:27 UTC
From: bru@expya.UUCP
Message-ID: <362@expya.UUCP>
Source record: 254540

Does anyone out there have a PD/shareware GDOS font editor that they could post to me or mail to comp.sys.binaries.st? Having shelled out sixty pounds on Calligrapher I find the extra forty pounds or so for Jack-Font prohivitive. I've already searched the UK PD software houses but haven't had any luck - is there a program in the US or Europe that can do this job?

About 5 people that I know would be grateful for a posting of this program (if it exists), and that's just in the Computer Science department here at Exeter University!

By the way, I'm still waiting for Calligrapher which I ordered in September! - I hope it's worth the wait.

o/o/o/

1740. Re: 40 folders & regexp

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 12:32:53 UTC
From: exodus@uop.edu
Message-ID: <1068@uop.edu>
Source record: 254541

> <rogers@ncrcce.StPaul.NCR.COM> asks...
> > Does dLibs or any other public domain library contain a version of "regexp"?

Try the regexp package that comes with gnu... I have not really had a chance
to try it, but it is in my libutil.a file!! It compiles just fine under
MWC 2.xx ... the trickiest part is trying to get 'ar' to make ranlib...
but once known, 'tis never forgotten. It is in .../gnuemacs/src/regexp.{c,h}

G. Onufer

1741. Re: Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 15:52:43 UTC
From: wes@obie.UUCP
Message-ID: <47@obie.UUCP>
Source record: 254542

In article <22558@brunix.UUCP>, rjd@nancy (Rob Demillo) writes:
> Well, sources (from within Lyco and other mail order houses)
> tell us that Lyco had been getting its STs "illegally."
> What does "illegally" mean? Your guess is as good as mine.

Rumor has it that Lyco and CMO were buying "bad" STs from Atari,
ostensibly for spare parts, and then doing whatever it took to make
them run enough to sell them. You pop off the cover and the RF shield
and there are Atari Q/C "REJECTED" stickers all over the place. If
Atari shut them down from doing this, it's one of the BEST things I've
heard of Atari Corp. doing in quite some time.

/\ - " Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Isaac Asimov - obie!wes
--
/\ - " Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Isaac Asimov - obie!wes

1742. Re: GEMDOS History

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 16:05:59 UTC
From: wes@obie.UUCP
Message-ID: <48@obie.UUCP>
Source record: 254543

In article <7340@apple.UUCP>, landon@apple.UUCP (Landon Dyer) writes:
> It is very clear (though not very interesting, now) that DRI has abandonded
> GEMDOS. Probably just as well...

It would seem that Atari is abandoning GEMDOS as well. A.P. has fixed
much of what is wrong with it, and there are rumors of a disk OS being
distributed to developers for testing, but Atari still hasn't gotten
the blitter ROMS out to the unwashed masses yet.

Andy Tanenbaum has said he should have the ST version of Minix out
some time this spring. I may never go back to GEMDOS. Anything I
don't like about Minix, I can fix, or add!

P.S. - Landon, what does Apple have you working on? An ST emulator
for the Mac II? :-)

--
/\ - " Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Isaac Asimov - obie!wes

1743. Uniterm docs.

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 16:44:12 UTC
From: federico@actisb.UUCP
Message-ID: <186@actisb.UUCP>
Source record: 254544

I just received UniTerm V2.0A/017 from CANADA01, and it seems to have arrived OK. I was only a little bit disappointed when I discovered that no docs were included, and the directory at CANADA01 list none either. Where do I get the docs? Can anybody send them by E-mail to me? Thanks in advance

///////
//____ //
Federico // // "In dubio pro libido"
// __ //
BIX: fheinz // / / //
UUCP: ...!unido!tub!actisb!federico ///////

1744. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 19:36:47 UTC
From: jal3495@ritcv.UUCP
Message-ID: <204@ritcv.UUCP>
Source record: 254545
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In post <1012@sask.UUCP>, long@sask.UUCP (Warren Long) says:
!
!This is a complaint about the 'protection' used by one author for
!his shareware product:
!
!> Perhaps the worst I have ever seen of this type is a program, DS, a
!> progam to help move, delete, copy, etc. files on hard disks. While the
!> program was quite good, and the request for money was small ($15), the
!> program had a 10 second delay at the beginning and the end of a run.
!> Instructions for disabling this pause were available only after you
!> coughed up the $15. This, to me, is a type of blackmail. Since the
!> use of this program is to be a quick utility that works faster and
!> easier than DOS commands, a delay like this was way out of line.
!> Needless to say, I don't use the program, and would never suggest that
!> anyone else do.
!
!I am impressed with the method used, and am surprised at the audacity
!of the above user. The author has found a very clever way of
!protecting his SHAREWARE product, which allows a user to sample the
!product, yet requires an end-user to pay IF and only IF he/she intends
!to use it regularly.

First off, _I_ am the above user. Please be sure to attribute your
quotes....

My complaint with this program is, I think, made clear. This util. is
designed to be a quicker and easier way of managing a hard disk. Placing
pauses of that length (10 seconds is LONG time), defeats that purpose. It's
much like marketing a shareware wordprocesor, but you can only use the
'save' function if you send me $20 bucks.

Let's comapare this to the plea for money used by ZCOMM, a shareware
telecommunications package. This program beeps and displays a
copyright/send-money mesage at startup. I need to hit a key before I can
use the program. Upon payment, I can get this feature disabled. This
not-sp-gentle reminder does not interfer with the actual use of the program,
it simply beats me over the head. I will be registering my copy of ZCOMM
shortly (when Unca' Sam sends me my refund. Can you say broke :^), and in
the meantime I can use the program to its full extent (well, almost.
Registering gets you some bells+whistles too).
+-*-+--+
| Jeff Leyser, professional student {uunet!hnsurg3,sun!mandrill}!ncoast!jeffl |
| "Dick, your FIRED!" - RoboCop OR {backbone}!rochester!ritcv!jal3495 |
| I can't have opinions. I didn't pay my opinion fee this term. |

+-*-+-*-+-*-

1745. Re: enforcement of Shareware

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 21:33:25 UTC
From: dick@slvblc.UUCP
Message-ID: <474@slvblc.UUCP>
Source record: 254546
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <8503@sunybcs.UUCP> ugpete@sunybcs.uucp (Peter Theobald) writes:
> How many times have you read this on the net:
> '...<stuff about how OTHERS don't pay for shareware>...
> I, however, am sending in my money for <program x> just as
> soon as <condition y>'
> [...]
> How many people have ACTUALLY sent money? Not Real Soon Now.

PROCOMM -- $25 \
ARC -- 35 > utilities for IBM PC-types
PICNIX -- 15 /

The best money I have ever spent on software--bar none--period! If I
use it regularly, I pay for it!

Dick

--
Dick Flanagan, W6OLD GEnie: FLANAGAN
UUCP: ...!ucbvax!ucscc!slvblc!dick Voice: +1 408 336 3481
INTERNET: slvblc!dick@ucscc.UCSC.EDU LORAN: N037 05.5 W122 05.2
USPO: PO Box 155, Ben Lomond, CA 95005

1746. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 21:46:09 UTC
From: ugpete@sunybcs.uucp
Message-ID: <8503@sunybcs.UUCP>
Source record: 254547
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

<here little line eater... here little line eater>

How many times have you read this on the net:
'...<stuff about how OTHERS don't pay for shareware>...
I, however, am sending in my money for <program x> just as
soon as <condition y>'

The conditions I have read vary from 'as soon as my loan comes' to
'as soon as I put a stamp on the envelope.' If I had a nickle for
every time I read this, I'd make alot more money than any shareware
author.
How many people have ACTUALLY sent money? Not Real Soon Now.

-Pete

Peter Theobald SUNY/Buffalo Computer Science
internet: ugpete@cs.buffalo.edu bitnet: ugpete@sunybcs.BITNET
uucp: ..!{ames,boulder,decvax,rutgers}!sunybcs!ugpete
csnet: ugpete@buffalo.CSNET

1747. TIM OREN'S PRO_GEM

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 22:12:20 UTC
From: jdn@homxc.UUCP
Message-ID: <1320@homxc.UUCP>
Source record: 254548

Has anyone tried using the form_do source code which
accompanies Tim Oren's Pro Gem column 13?

Could you get it to work?

Jonathan Nagy
{ihnp4|allegra|mtune}!homxc!jdn
(201) 615-4349

1748. Re: dBMAN upgrades

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 22:45:33 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3240@watcgl.waterloo.edu>
Source record: 254549

In article <238@banyan.UUCP> ted@banyan.UUCP (Ted Bailey) writes:
>Thanks for the information in your note. Unfortunately, it appears that
>VersaSoft does not like to answer their phones, or that they have the wrong
>number in the manual. I've tried calling 408-268-6101, but only to listen
>to it ring. Would you happen to know if they have a real phone number?
>Thanks for your help again.
>
>T. Bailey

The number was changed to (408) 268-6101. BTW, I received a flyer
some time ago notifying me of another upgrade. The new version is 4.00,
and it's basically dBASE III+ compatible ("most dBASE III+ applications will
run without modifications"). Also, they mentioned that a compiler will be
"coming soon."

I won't go into features, being wary of the notorious net.police
out there and not wanting to make this an advertisement for VersaSoft. But
the prices for the upgrade are:

from 2.x to 4.0: Interpreter $80 US; Run time $70 US
from 3.x to 4.0: Interpreter $45 US; Run time $40 US.

And if you upgraded from 2.x to 3.x anytime after Sept. 1, 1987, the upgrade
cost is $30.05.
--
- Jonathan A. Fischer
jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer

1749. Re: Neural Network Simulators on the ST..?

Newsgroup: comp.sys.atari.st
Date: 1988-02-12 23:39:22 UTC
From: dale@slovax.UUCP
Message-ID: <2771@slovax.UUCP>
Source record: 254550

>
> I'am currently exploring the use of Neural Networks to solve various
> difficult problems. I would like to begin exploring Neural Networks at home on
> my personal system (ie. Atari ST). My question is - has anyone heard of any
> available Neural Network simulators currently running on the ST?
>
> I can be reached during the day at (603) 894-2659
>
> Any information would be helpful...
>
> Thanks
> -mike-

I am in the process of bringing up a Neural Network Simulator on the ST.
The source is in Modula-2 and was posted to the net a few weeks ago. It
looks very promising as I believe the code is portable. I will be using
TDI's Modula-2. If you want more info on my progress please send me
e-mail.

--
{psivax,ism780}!logico!slovax!dale : {hplsla,uw-beaver}!tikal!slovax!dale
Dale Thomas R & D Associates,3625 Perkins Lane SW,Tacoma,Wa 98499,206-581-1322

1750. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-13 01:08:00 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3160@cup.portal.com>
Source record: 254451

Will the Resource Construction set be integrated into the C comipler and the debugger? Will there be an easy way to integrate resource files automatically within C code itself (so I won't have to use separate .rsc files)?

1751. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-13 01:52:31 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4815@ihlpg.ATT.COM>
Source record: 254452
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <622@nuchat.UUCP>, peter@nuchat.UUCP (Peter da Silva) writes:
> I wrote one shareware program.

> It was a terminal program called "Smart TTY", for the PC.

> I got 3 letters from people wanting me to add features before they'd send
> their $35, and one guy claiming he wanted a free copy for a review. Wouldn't
> say what his magazine was.

And this was probably three quarters of the people who ever saw the program.

There is one aspect of SHAREWARE people are ignoring. If your program
isn't getting into the hands of the people who might want it then you are
not going to get anything back from it.

If you want your shareware to succeed, then send it to EVERY magazine software
reviewer you can find, have heard of, or is even rumoured to exist. Upload it
to GENIE, COMPUSERVE, etc. Call into bulletin boards across the country
and upload it. Post it to usenet. When people make queries about applications
it can fulfill take the initiative and send them a copy on appropriate
medium. Find a system manufacturer and get them to distribute it with new
system purchases. Go into book stores and stick free copies of your software
into the magazines for the appropriate system. Get software and bookstore
sellers of software to give your software away with other purchases, or just
give it away as good will for people browsing in their stores.

Yes a lot of these suggestions involve some cost. But the original shareware
successes were never without cost to the producers either. If nothing else
a shareware success has got to have some kind of support, and it has got to
be obvious to the casual reviewer of the product that you do give this support.

> -- a clone of Peter da Silva `-_-'

--j.a.tainter

1752. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-13 02:41:30 UTC
From: ihnp4!pell!orc@stag.UUCP
Message-ID: <336@stag.UUCP>
Source record: 254453

Recently, stowe@silver.UUCP (Holly Stowe) said;

> I don't know of 'vi' for the ST, but can I interest you in a nice Emacs?

There are a couple of vi-alikes for the ST that I know about;
there's STEVIE, which I've never used but I've heard has about 50% of the
vi command set, and there's LEVEE, which I wrote, which implements about
80% of the vi command set (and has other neat things, too, like counts on
macros and `~'....)

Geez, Holly, you should know that* -- the last STadel distribution I sent
you has a copy of the LEVEE executables/docs in it. Geez, some people's
kids... :-)

-david parsons
-ihnp4!pell!orc
-orc@pell.UUCP
-orc@pell (6123779239)

1753. Re: Tried to 1 meg, problem

Newsgroup: comp.sys.atari.st
Date: 1988-02-13 03:27:07 UTC
From: rich@lakesys.UUCP
Message-ID: <446@lakesys.UUCP>
Source record: 254454

In article <113chad@byuvax.bitnet> chad@byuvax.bitnet writes:
>
>I just finished putting in sockets, the capacitors, and 2 resistors
>on my 520STfm motherboard (rev D) where it normally is in a 1040.

Two --> resistors ??? <--

I just completed a 520STfm upgrade. Used sockets, caps and of course
chips. No resistors though. Where did you put the resisors ??? I also did
the upgrade on a Rev D board.

>
>Now, with or without the sockets populated, you turn the machine on, it
>displays that typical blank screen for boot but with a white stripe
>going across it about 2/3 or 3/4 of the way down from the top
>
Sounds like you ZAPed someting while you were working on the upgrade.
I would look into the MMU if I were you. You may have toasted it. Sounds like
what your seeing is some words placed on the screen. A friend of mine had this
with his upgrade board, and the problem WAS the MMU. Replaced and allis fine.

-rich
UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Discalimer: The words,ideas,and expressions are my own, and not nessasarily
always correct, so don't hold me to it!

1754. Atari 68030 computer?

Newsgroup: comp.sys.atari.st
Date: 1988-02-13 06:46:14 UTC
From: wes@wsccs.UUCP
Message-ID: <134@wsccs.UUCP>
Source record: 254455

Neil Harris (or anyone at Atari):

Is there anything more you can tell us about this 68030-based system?
(Other than it will be announced/released/showed at the Hanover Fair.)
Is this the fabled "TT" computer? How much memory, disk space, I/O
connectors, bus slots, serial ports, and etc does it have? Does it have
graphics, or will we be plugging our ST's into it as the console?

(OK, OK, I realize this was a waste of time, but I *HAD* to ask).
--
/\ - " Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Isaac Asimov - obie!wes

1755. Re: ACACHE - floppy disk cache program

Newsgroup: comp.sys.atari.st
Date: 1988-02-13 09:37:11 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2536@crash.cts.com>
Source record: 254456

How does one unpack the files distributed on usenet? I am unfamilar with the format. Any help would be valued.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

1756. Re: Looking for a window package for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-13 10:21:35 UTC
From: turner@daisy.UUCP
Message-ID: <843@daisy.UUCP>
Source record: 254506

curses for the ST was posted to comp.binaries/sources.atari.st awhile ago
and has been pretty well tested. You can get copies from any of the arhive
sites (umix!hyc or UACE). I would rather not do a repost unless there is
suffient interest.

the same holds true for STEVIE, the VI editor for the ST

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

1757. Re: lockup -- mouse lock & infinite key repeat -- Help!

Newsgroup: comp.sys.atari.st
Date: 1988-02-13 23:27:32 UTC
From: hase@netmbx.UUCP
Message-ID: <1342@netmbx.UUCP>
Source record: 254457

Frozen keyboard? Here is my defroster:

When I put my ST in a PC-housing (1 year ago) I wanted to have a long keyboard cable.
Because this cable wasn't shielded in version 1 I had the same problem; sometimes the keyboard processor ran into nirwana.

I cut the RESET line that connects ST and keyboard reset, put a RC-combination into the keyboard (1 kOhms to +5V, 1 Microfarads to ground) and gave both a reset button.

This will cause some new problems that can be solved by a switch. If Your keyboard is locked, disconnect motherboard and keyboard reset, reset the keyboard and connect them again. Work whithout trouble for 10 month now.

hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
answer: 42 question: under development. Stay tuned.

1758. UUPC: van-bc!{uupc,uupc-request} addresses mailbox backlog

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 02:25:49 UTC
From: skl@van-bc.UUCP
Message-ID: <1672@van-bc.UUCP>
Source record: 254458
Cross-posted to: comp.mail.uucp,comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sources.d

Effective immediate and until early May, the response time for the uupc and uupc-request mailboxes at van-bc will be *VERY* slow, due to a severe lack of spare time on our part. (This mean that it is highly unlikely that we will be able to reply to *most* of these mail before May.)

Sorry for any inconvenience this might cause.

Hopefully things will once again pickup when we get to the month of May.

In the mean time, you are advised that your UUPC related information *might* be better shared among interested people if it is posted to the comp.mail.uucp newsgroup.

...Sam

"So much work, so little time."
--
Samuel Lam <Samuel.Lam@van-bc.UUCP> or
{ihnp4!alberta,watmath,uw-beaver}!ubc-vision!van-bc!skl

1759. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 02:52:53 UTC
From: tw@cscosl.ncsu.edu
Message-ID: <1481@ncsuvx.ncsu.edu>
Source record: 254459

In article <3160@cup.portal.com> Thomas_E_Zerucha@cup.portal.com writes:
>Will the Resource Construction set be integrated into the C comipler and the
>debugger? Will there be an easy way to integrate resource files automatically
>within C code itself (so I won't have to use separate .rsc files)?

How is integration of resources into programs currently done? So far, all my programs have to have a .rsc file. I know there is a way (since plenty of programs out there don't seem to have one), but I'm ignorant of the way.

Teach me oh masterful ones...

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

1760. Re: Curses (also HDSCAN 1.4 info)

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 05:24:22 UTC
From: trb@stag.UUCP
Message-ID: <337@stag.UUCP>
Source record: 254460

In article <280@sp7040.UUCP> jsp@sp7040.UUCP (John Peters) writes:
>In article <319@inuxj.UUCP>, wolenty@inuxj.UUCP (R Wolenty) writes:
>> Quite a while ago someone posted a version of curses for the
>> ST using the Megamax C compiler. I find that I have parts 1 and 3 but
>> am missing part 2. Could some kind soul mail me a copy???

One of the people on this board (Chuck Purcell) has already cleaned up
the Mark Williams Version (right Chuck?) If there is enough interest,
I am sure I can get him to post it.

> If I find any differences for the Mark Williams C I will fix them
>and repost the new files (any that are changed) to the net.

No need. I think Chuck already fixed all that up. There were some
things that needed changing if I remember correctly.

-Todd Burkey
trb@stag.UUCP

P.S. No, I am not going to use curses on the next HDSCAN version for
the ST...just because the Unix version (posted last month to
comp.sources.misc) had it doesn't mean I am sold on using it. I still
feel it is more trouble than it is worth to cripple a program on
a graphics computer by using curses. Oh yes, HDSCAN 1.4/2.4 is
completed and undergoing some last minute touchups. I will be posting
the 1.4 version to the net if I get sufficient interest. I was going
to wait for the 3.0 version of MWC, but now it looks like that will be
for future versions. I am also getting ready to release an
intermediate version of DISKTOP that supports more disks/files. I know
it has been a long time, but I have been thinking of converting the
whole DISKTOP program over to MWC so I can use HDSCAN's FAT scanning
routines (I have LOTS of floppies and really want to minimize the time
I spend catalogging them.) This HDSCAN-like version of DISKTOP will be
next on the agenda...

1761. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 05:57:57 UTC
From: COMSAT@MC.LCS.MIT.EDU
Message-ID: <372989.880214@MC.LCS.MIT.EDU>
Source record: 254461

```
Error in input request file.
Request too large.
Message not sent and not queued; 17 Kbytes is far too large for me.
Please use the FTP program to transfer huge files around the network.
```

1762. SIGN-OFF FOR HAAS@TAMVXEE.BITNET

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 06:41:41 UTC
From: sutanto@tamvxee.BITNET
Message-ID: <8802140641.AA05064@ucbvax.Berkeley.EDU>
Source record: 254462

Please SIGN-OFF user HAAS@TAMVXEE.BITNET, he account is no longer active.
Thank you.

Surja Sutanto
TAMVXEE Postmaster
System Manager
Electrical Engineering\
Texas A&M University

1763. Re: Guidelines on legal protection for shareware & freeware

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 07:39:49 UTC
From: kraut@ut-emx.UUCP
Message-ID: <810@ut-emx.UUCP>
Source record: 254463
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,misc.legal

for those of you with a serious interest in an up-to-date analysis of
the current legal situation, you may want to get hold of a copy of a
publication put out by Micro Analyst Inc.:

"SOFTWARE LEGAL ISSUES FOR MICROCOMPUTER USERS AND DEVELOPERS"

It is being sold for $20 and can be ordered from Micro Analyst,
P.O. Box 15003, Austin TX 78761, phone (512) 926-4527.

I believe that the publication is an outgrowth of graduate research work
done by the author under the guidence of a respected legal expert in the
field of computer-related law here at the University of Texas (Professor
Michael Kirk-Duggan). I am no lawyer myself and neither is the author,
but I feel that the price is a worthwhile investment for anyone either
writing or using software commercially. If you are writing software, it
will prepare you to have shorter and more meaningful discussions with
your lawyers; and if you use software in your business, it will help
you understand better what your rights and liabilities really are.

The Table of Contents includes sections on the following topics:

- the rights of software owners
(backing up software legally; employer liability)

- laws affecting software users and developers
(new legislation passed in 1986 and their limitations; state laws)

- current court cases deciding the law
(background and current cases)

- information needed to market or purchase software
(purchasing and publishing software - sale or license; legal protection;
security)

- protecting published software
(copyright protection without filing; registering software; trade
secret protection; contracts; patents, trademarks and service marks)

- marketing or buying software abroad

- Appendices include information on ADAPSO, a chronology and discussion of
recent computer cases; copyright registration form and instructions.

- a 3-page bibliography

Disclaimer (or should I say "Claimer"?!): The author is a friend of mine but
our only business relationship is that I am a satisfied customer of

Micro Analyst Inc.

<note: below follows a description of the book as taken from an adver-
tising flyer from Micro Analyst>

SOFTWARE LEGAL ISSUES FOR MICROCOMPUTER USERS AND DEVELOPERS
==========
(by Mary Herbst, Copyright August 1987)

This book looks at legal issues of concern for both software users and
developers. The scope is limited to microcomputer software and thus is
targeted especially for them.

Topics covered include the current state of legislation regulating the
software industry, as well as recent court decisions.
Licences, copyrights, patents, and the rights of both users and developers
are discussed.

The format of the book is general enough for anyone to understand while
technically accurate so as to provide clear concise information.
--
werner@rascal.ics.utexas.edu (prefered address)
kraut@emx.cc.utexas.edu
kraut@ut-emx.UUCP (or ...!ut-sally!ut-emx!kraut)

1764. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 11:08:29 UTC
From: shimoda@rmi.UUCP
Message-ID: <883@rmi.UUCP>
Source record: 254464
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Hi!

Just these days I am about to decide what to do with a program I am writing now. It is supposed to be a super-duper-terminal (although now it is far beyond of being that :-).
I released a Version 0.9 to the PD. In the poster I told people to write if they were interested in the Version 1.0. At this time I intended to make the 1.0 shareware (say for $20). The results were NULL. On the other side all people who I know personally, who saw the program told me not to be so stupid to give it away. "Don't be stupid, sell it!".
So now, I am about to decide to sell it. The message about the postscript-driver was a further hint in this direction. I think Share-ware is a good concept, but people are not build for it.

Urs, Markus

PS: If anyone likes to test the 0.9 let me hear.
PPS: Could anyone mail me the address of Fred Fish?

1765. Message

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 13:17:00 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8802141402.AA10439@ucbvax.Berkeley.EDU>
Source record: 254465

```
Error 113 from EXECIO while logging mail for INFO-A16 into INFO-A16 88-00600
J. An incomplete copy of the message might be present in the notebook. List
is being held with current mailing being postponed. Your file (0178) has
been transferred to HARRY@MARIST.
```

1766. Librarian for Lattice C 3.04

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 14:18:00 UTC
From: FKERONNE@HLERUL52.BITNET
Message-ID: <8802141427.AA10755@ucbvax.Berkeley.EDU>
Source record: 254466

Hi folks,

Could somebody please tell me if there is a librarian available for the Lattice C 3.04 compiler?

I tried to use the librarian of the Megamac C compiler on the libraries ending on .O without succes.

Does someone know the format of the *.bin object files and the format of the *.bin libraries supplied with the compiler? Perhaps it would be possible to write my own librarian.

Thanks in advance,

Victor Ronnen

Earn: FKERONNE@HLERUL52

P.S. Please send your messages to the net, I think that other people will also be interested in this topic.

1767. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 17:33:37 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3217@cup.portal.com>
Source record: 254467

You can take the data structure that is the .rsc file and declare it as a data structure within the program itself (you have to do things for the various resolutions though, which loading a .rsc file does for you). Some Resource construction sets will output the actual C or assembler code of the resource that you can include or merge with the other source.

1768. Re: Megamax: Fast Compiler, Nice Company

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 18:31:26 UTC
From: michel@megamax.UUCP
Message-ID: <1270@megamax.UUCP>
Source record: 254468

```
The upgrade policy for v1.1 to Laser C (v2.0) is as follows:

if you bought v1.1 after July 1 1987 then it's free.
if you bought v1.1 between January 1 and end of June 1987 it's $10.0
if you bought v1.1 before 1987 it's $20.00

Send in your check or credit card number along with your 2 ORIGINAL disks
(make backup copies first).

Hope this clears any problems up.

Michel@megamax
--
The views expressed herein and thereabout are necessarily and unconditionally
the intentions to sprout forth a vast array of knowledge and understanding
of quantum mechanics and the relationship of meta physical thought and eggs.
```

1769. GEMSTART for both TOS-versions

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 21:52:55 UTC
From: dr.bit@netmbx.UUCP
Message-ID: <1350@netmbx.UUCP>
Source record: 254469

Here is a patched version of gemstart.prg .It works with both versions of
ROMTOS (with 02061986 and 04221987)

```
---------------------- cut here ------------------------
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
begin 644 startgem.arc
M&@A35$%25$=%32Y04D< J , $X02&K-OP@% ,8#0 $ ' !(%H+H(X -z
MQ"N"80 $8"7D#!(] D3]X &@AY,@4!XI :(&PT4!GS8"2/"1RR.5 3Y2>01Fy
M(*4E^@+ TP'H8@!V+SA"&@#D1P65/SY^XW=P ,E@-; 41@ 6C1@0E#\\V=4x
MI8^/6!X).:421,LG=/Z%$ : A0H^ PE(T\'1@))*9RQ@:12EV3]\2/+$!:.2w
M91"78% 4T0= A0I%BP/P(='H!8"R9Q42$!%IH8>*+Q"HC/&QXD<X_V#A:GN&v
M!%4G(* (@00 !)ZV0W+J$($H-P )(9*U'<$4P"Y7 P68K0/B#0 !#*#(0V9Fu
M(*@0.2FT!:$G@(3< 3! R&:&7^"!.E5J:/F2XXF+ +AR=/(QY$@S:G "<"<$t
M"(0.P,#U#6T<!?'#91PY -8C4C221$X:T'69$A6<80 &W?3UEX0_,$ " %R<s
M08"&^$C!B! 4G/><'"KMP%YSST5G#Q1G8$ %(K$PY<]69R"0(P ' * &>APr
M!X =3D!#PP=8/&&$,-XPA4.20>0# %,8,$"; 9D8,@9$&A)D @9''*&""<5q
M4Y,_4! WT"0Z- 7/#/S PPAZ -!)SVH2.>)$'0<),P4504A!Q1%%-.%"$DX8p
M 4 1<LCQAAPA@- ""$.$X08=()B1AAMD@#!HH8<FNFBC+@S5@ (*@ "%6^ o
M4,<<98A*J*&(*@J%%$>PT&D:<LS!Z1ARE!$&'66L&@8(R.+!J:=LU#I&&&Q$n
M&^JHN)K*J!$@?+HJ'6C4VD88GX) !K!EC$''I'DT9P8(>;Q1AQP@B/'&&YR>m
M.\<:+*PZQAMNS)&&L)^>X2ZSX?X:K1MAM%'K&^^"FZP"<$AZAAP-PRLO"'<,l
MC :SL891Q[HMR%&'&RZLNJJK5"3L:;"<@ENLM&B$@;&Z901[,+@#KPIM&0P[k
M#$(350P*PK\!#\PIQ C72H8<:=@Q<="UHA"$KT+X6@8=8[B0@J_+_LL&P&"#j
M"D(8JXH1QAAKS,%&&'.@X8*K1>#1,!S1SJ&#R@H$H0,7,0QZQ1-2$.'"KD>Li
M.L3?55"1!!-)4)$%%X4.0;D40[A !150K*H %,7.,<?9;K2[1AGMK@M"&7BDh
M04?*"@#PQ!MPS%&I$[%*+0<=:4S+1KUON[%&MYOF;#(<=*PJM;J3CAZM&72$g
ML"J0D$I*J:68:LKI'9,.WS&X" _\ZA-3M*"[P ###GH9HI-N.NH@K][ZZYX/f
65,034 0!@ E-22*&"6+P @(0,! : !-3e
d
end
```

My opinions are my own and my language too, as you see :-)
--
Holger Brieger

1770. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 23:06:17 UTC
From: DMIHOCKA@WATDCS.BITNET
Message-ID: <8802142319.AA17238@ucbvax.Berkeley.EDU>
Source record: 254470

Regarding Megamax, I gave them a call on 02/11/88 and was told that my disks and money were received and that the disks would go out in the mail this week, but without docs.

I have a question for either the Megamax people or someone who has Laser C: does the inline assembler now support the * or ORG directive. i.e. Can the assmebler jump around the code segment? And there is no code segment size limit, right? The ads also say that Laser C now produces absolute code. Does this mean that jumps tables will now actually contain the real address of a routine, and not a pointer to yet another JMP statement. This is what Megamax currently does, and it's a time and space waster, not to mention that it complicated jump table code.

- Darek

CIS: 73657,2714
GEnie: DAREKM
DELPHI: forget them, they booted me off
BIX: darek
modem: 519-747-0386

1771. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 23:14:33 UTC
From: DMIHOCKA@WATDCS.BITNET
Message-ID: <8802142327.AA17362@ucbvax.Berkeley.EDU>
Source record: 254471

Regarding the shareware discussion. I'm planning to release the next major version of the 8 bit emulator as shareware. I figure it's easy for most people to access, and they don't have to wait eons for a certain unnamed magazine to publish. However, the discussion didn't give shareware such a good reputation. I'm just wondering if anyone reading this has ever released anything as shareware, and what kind of response they had. There must be _some_ good stories?!?!? I'm spending about a thousand hours on this new version, and I want some kind of a payback.
So let's hear more pros and cons regarding shareware.

- Darek

CI$$$$: 73657,2714
GEnie: DAREKM
BIX: darekm
modem: 519-747-0386

1772. Re: Looking for a window package for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-14 23:46:49 UTC
From: frankg@nikhefk.UUCP
Message-ID: <315@nikhefk.UUCP>
Source record: 254472

In article <843@daisy.UUCP> turner@daisy.UUCP (D'arc Angel) writes:
>
>curses for the ST was posted to comp.binaries/sources.atari.st awhile ago
>and has been pretty well tested. You can get copies from any of the arhive
>sites (umix!hyc or UACE). I would rather not do a repost unless there is
>suffient interest.
>
>the same holds true for STEVIE, the VI editor for the ST
>
>--
>Laissez les bons temps rouler - Queen Ida
>...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
>Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
>Mountain View CA 94039-7006. (415)960-0123

Those groups (binaries and sources) haven't posted anything for months
there was once a message from the moderator that his hard disk was
crashed, this was a couple of weeks ago, so everything send to the
moderator the last few months is LOST.

What can we do about it ????

Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

1773. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 00:53:00 UTC
From: kudla@pawl18.pawl.rpi.edu
Message-ID: <363@imagine.PAWL.RPI.EDU>
Source record: 254473
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <8503@sunybcs.UUCP> ugpete@joey.UUCP (Peter Theobald) writes:
>'as soon as I put a stamp on the envelope.' If I had a nickle for
>every time I read this, I'd make alot more money than any shareware
>author.
> How many people have ACTUALLY sent money? Not Real Soon Now.

I have, and for a Commodore 64 programme no less! (or is it "no more"?)
It was a total of $30, for the 6485 BBS way back in '86.

And I made money off my own "MacDoodle 1.3", which I took in about
$50 for.

------------Robert J. Kudla - Pseudo-Freshman Extraordinaire-------------
Screw the disclaimers- flame at will!! Itt@RPITSMTS.BITNET
And you may ask yourself- How do I work this? FU7Z%mts@itsgw.rpi.edu
(I sure as hell do...) kudla@pawl.rpi.edu

1774. file limits of root directories

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 04:32:13 UTC
From: gpm@dukempd.UUCP
Message-ID: <449@dukempd.UUCP>
Source record: 254474

I was trying to download a fortran library to the ST over a modem using Uniterm's kermit. Kermit was writing the files to the root directory of the ST's disk drive when I ran into a problem. After writing the first 100 files with no problem, the kermit couldn't open the next destination file. After the 100th file the default destination extension suddenly changed from ".F" to ".KK1". Then a message appeared proclaiming the kermit unable to open the file. I changed the destination path to the root on the ram disk and downloaded a few more subroutines. Copying these to the disk drive didn't work either, failing with the same complaint. Lack of space was not the problem as the disk was formatted to 830k and the first 100 subroutines only took up about 150k.

I "solved" this problem by putting all the routines into a subdirectory Once the subdirectory became the destination directory, kermit could open and transfer the rest of the files--about 100 more--directly without any more flak from the ST.

Question: is there a 100 file limit on root directories? And if so, why doesn't it extend to the branches as well? Did I run up against a real snag in TOS; is this related to the "40 folder limit", which I believed to be a problem only with hard drives? I tried on several different occasions to break the 100 file barrier on the root directly before I gave up.

--

Guy Metcalfe gpm@dukempd.uucp
Duke University Dept. of Physics mcnc!duke!dukempd!gpm
Durham, N.C. 27706 despot@tucc.bitnet

1775. Re: Free RTX (or maybe almost)

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 04:47:45 UTC
From: preston@felix.UUCP
Message-ID: <21215@felix.UUCP>
Source record: 254475

>> One question - is RTX any good ? Do we really want it in the public domain
>> or will it end up a dog like GEM ?

A good question. I bought the first version of the MT C-shell (that is built on top of RTX). At the time I didn't have a hard disk, and the shell hit the disk fairly often in normal operation. As a result it was way to slow to be useful.

Beckmeyer sent out an update notice several months ago, and I bought the MT C-Shell update (version 1.10), the Micro C-Shell, and the Hard Disk Accelerator.

The hard disk accelerator seems to do a fairly good job of eliminating all those extra disk accesses that TOS usually makes. It is always installed on my hard disk and is generally fairly ignorable :-)

The Micro C-shell is also a fairly good product. I tend to switch between it and Gulam about equally. (Gulam doesn't do pipes, among other things).

After David Beckmeyer's posting I tried running the MT C-Shell software in a previously empty partition on my hard disk.

I ran it for a short while.

- Screen (text) output seemed a bit slow.

- Interaction response is slow and jerky with programs running in background. To be fair, this may be due to the ST BIOS implementation.

- The whole thing crashed after about 5-10 minutes of use. I don't know why and didn't try to find out.

My \auto\ folder installs, in order, a 100K 'eternal' ramdisk, the beckmeyer hard disk accelerator, and Gemboot (a 40 folder bug workaround).

I'd be interested in hearing experiences from other people who have tried RTX and/or the MT C-Shell.

Preston L. Bannister
USENET : ucbvax!trwrb!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister
--

Preston L. Bannister
USENET : ucbvax!trwrb!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

1776. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 08:28:45 UTC
From: gert@nikhefh.hep.nl
Message-ID: <432@nikhefh.hep.nl>
Source record: 254476

In article <4804@ihlpg.ATT.COM> tainter@ihlpg.ATT.COM (Tainter) writes:
>It sounds like a patch from Allen's comments about it being ouragously large
>and maybe needing FLDR???.PRG as well.
>
>You know. It strikes me that this should have been very simple to fix.
>You just have the HD device driver do mediach() events.
>
>--j.a.tainter

Fffhew, great idea. Ever thought about disk caching?

I happen to have a 1.2 MegaByte disk cache installed, always. I would hate to see your 'solution' causing my cache to be invalidated. It is already a pain in the neck that GemDos returns media changed on every other access to a write protected floppy...

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

1777. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 08:49:32 UTC
From: C0031019@DBSTU1.BITNET
Message-ID: <8802150849.AA25811@ucbvax.Berkeley.EDU>
Source record: 254477

```
Date: 15 February 1988, 09:31:12 MEZ
From: Friedhelm Hinrichs 0531/353618 C0031019 at DBSTU1
To: INFO-ATARI16@SCORE.STANFORD.EDU at EDU

unsubscribe Friedhelm Hinrichs
```

1778. RE: Re: tried to 1 meg, problem

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 09:40:44 UTC
From: chad@byuvax.bitnet
Message-ID: <118chad@byuvax.bitnet>
Source record: 254478

About the resistors. The people (many) who gave me instruction on how to do it all mentioned resisitors needing to be put in. On the REV D board there are 4 68-69ohm resistors as follows

-***-
-***-
-***-

-***-
and then 9 or so 330ohm
-***-
etc.

The two I put in were in that space there in the 4 and underneath the 4 68-69 ohm type. We looked at a 1040STf REV B board (which is totally laid out on the board differently -- RAM, not ROM under power supply, CPU not on right, etc.) and it two had 6 (not 4) 68-69 ohm resiistors and 9 or so 330 ohm resistors with the RAM. Someone told me the resistors are there to be nice to the MMU chips and that some early 520 ST models didn;t have them but they do now.

We are going to first try reseating the MMU and then try to get one. (anybody have one cheap???)

Chad

Disclaimer: I am not a lawyer, never was, never will be, so don't sue me -- I ain't got no money.

1779. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 10:36:31 UTC
From: t68@nikhefh.hep.nl
Message-ID: <433@nikhefh.hep.nl>
Source record: 254479

Whatever you do: A mediach to a hard disk can be rather destructive:

All open files, half written etc, all modified but not yet written FAT clusters and more is lost when a media change is sensed by Gemdos. Gemdos does use some limited caching, especially for FATs.

If you like to execute a mediachange (well... simulate one) you need to control the circumstances rather well and make absolutely sure there is nothing hanging around anymore.
The FATs can be taken care of by executing a Dfree before and after the change operation, while the rest is reasonably safe when a directory with more than 32 files is listed (before and after!).

I do prefer foldrxxx because I don't like to make the one fatal mistake that blows up my disk, and also the trick with the media change has to be executed regularly, so one has to monitor the folder limit continuously.

Jos Vermaseren,
T68@nikhefh.hep.nl

1780. Mouse info from a-line

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 13:31:58 UTC
From: syntel!dal@stag.UUCP
Message-ID: <338@stag.UUCP>
Source record: 254480

<Thomas_E_Zerucha@cup.portal.com> writes...
> Arkanoid uses a series of locations where GEM stores the current mouse
> X,Y, and button state, somewhere in 0x00002000 - 0x00002fff range, and
> you can find the locations easily and patch them. I have the new ROMs
> and a copy of ARKANOIDS that runs on them. When will programmers use
> the documented methods of doing these things <groan>?

I picked up some information a while ago about these values actually being referencable as an offset from the a-line base address (like lots of other information posted in Bammi's ALINE2.H). I haven't tested these values on the Megas, but they should work. Perhaps someone could substantiate their usefulness (or failure) on the Mega ROMs.

```
#define MOUSEX *((WORD *)((char *)aline + (char *)-344L))
#define MOUSEY *((WORD *)((char *)aline + (char *)-342L))
#define MOUSESTATE *((BYTE *)((char *)aline + (char *)-348L))
```

The mouse buttons appear to be (MOUSESTATE & 1) for left and (MOUSESTATE & 2) for right. The higher order bits of MOUSESTATE seem to hacve something to do with the mouse being moved. If anyone can expand on this information, (or make corrections) please do.

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

1781. Re: file limits of root directories

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 13:54:23 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <1762@ea.ecn.purdue.edu>
Source record: 254481

In article <449@dukempd.UUCP> gpm@dukempd.UUCP (Guy Metcalfe) writes:
>
>
> Question: is there a 100 file limit on root directories? And if so,
>why doesn't it extend to the branches as well? Did I run up against a real
>snag in TOS; is this related to the "40 folder limit", which I believed to be
>a problem only with hard drives? I tried on several different occasions to
>break the 100 file barrier on the root directly before I gave up.

Yes, there is a fixed limit on files/directory entries for the root
directory, this however has nothing to do with the "40 Folder Bug".
The root directory is just a fixed area after the FAT (file allocation table),
of fixed size. The subdirectories are more like files, and can be dynamic
in size.

The size of the root directory varies with the media and can be changed
when initializing the media, on the atari you can use the "write
boot block xbios call" for floppies. I don't know what the default sizes
are. This is also a limitation in MS-DOS , since that's what filesystem
format TOS uses.

--
/* Ingo Cyliax *
* ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

1782. A decent disk cache...

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 14:16:00 UTC
From: RCST14@HEITHE5.BITNET
Message-ID: <8802151756.AA02796@ucbvax.Berkeley.EDU>
Source record: 254482

Could someone please be so kind to tell me where I can get a decent disk cache prg... The only things I want are: -working with a 4-part (C,D,E,F) HD, -all FATS in ram (We've got 1 meg to play with guys!) -no side-effects like disapearring HardDisks and annoyances like that.
I've not been able to find such a thing at UH-INFO nor PROG-A16... Maybe one of you guys could post it to me? Thanx in advance :-)

Jan Joris Vereijken

Disclaimer: *NO* disclaimer

1783. Mouse Addresses...

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 16:50:27 UTC
From: avp@garfield.UUCP
Message-ID: <4484@garfield.UUCP>
Source record: 254483

Back in October, the addresses went by for the mouse,
0x26E0 - x pos
0x26E2 - y pos
0x26E6 - buttons.

My problem, the article said these don't work on the mega.
Anyone know what they are on the Mega?

Thanks

Anthony Paul

avp@garfield.UUCP
avp@garfield.mun.cdn

P.S.

Anyone have the pinout of the Mega's expansion port?

1784. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 18:45:07 UTC
From: DMIHOCKA@WATDCS.BITNET
Message-ID: <8802152133.AA06828@ucbvax.Berkeley.EDU>
Source record: 254484

i
To g. onufer: re: Microsoft Word 4.0

Don't even consider buying another word processor for the PC or ST.
Word is fantastic (ver. 4.0). Having worked at MS, I had a lot of exposure
to Word, so much that I prefer to use it on PC-Ditto rather than running
one of the ST's WPs. Word is so far advanced it's mindblowing.
It has laser printer support (actually, hundreds of printers are supported).
You can run it in text mode (including 43 line EGA) or in hi-res to get
a WYSIWYG display. Unlike Word Imperfect, you can format any word or character
at any time. You can select from dozens of fonts, and a feature called Style
Sheets makes it a joke to use. You create these "styles" and give them a
2 character name, like SO for "stand out" or PT for "paragraph title" etc.
Each style defines the character format, font, paragraph margins, etc.
You type in a paragraph, and press Alt and the 2 letters, and the whole
paragraph gets reformatted. To change the paragraph to a different style,
just press Alt and some other style letters. The beauty of this is that if
you decide that a certain style should change, say, paragraph titles should
be in a different font, all yo do is reformat the style (maybe 5 keystrokes)
and the entire document will get reformatted. FANTASTIC!!!
Also, there is macro support. Store you favorite sequence of keystrokes in
a macro.
Plus, Word can directly import spreadsheet data from Multiplan, Lotus, and
Excel.
The latest issue of PC Magazine, ranks Word 4.0 as #1 (out of 55 tested)
and Word Imperfect as #4. Plus, Word is cheaper.
Did I mention the box and lineoptions. Draw lines and boxes around words and
paragraphs in any of a dozen line styles. Or stick them in style sheets.
Full upward and downward compatibility with Word 3.0 files.
I could rant on and on about Word. Run, don't walk to your local dealer and
buy it today!

- Darek

CI$: 73657,2714
GEnie: DAREKM
BIX: darekm

1785. Re: Curses (also HDSCAN 1.4 info)

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 18:53:13 UTC
From: CEN@PSUVM.BITNET
Message-ID: <33697CEN@PSUVM>
Source record: 254485

Could some kind soul please explain exactly what is in the Curses package?
Just wondering.
Jim Condon
CEN@PSUVM

1786. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 18:56:53 UTC
From: DMIHOCKA@WATDCS.BITNET
Message-ID: <8802152132.AA06812@ucbvax.Berkeley.EDU>
Source record: 254486

i
To Darin Wayrynen: Re: redirecting output

Yes, it can be done. First though, what does your ASL do? I helped develop
a PD program called ASL which is a super fast (as fast as TEMPUS) file
viewer/printer. It used a set of custom text plotting routines that printed
about 20,000 characters per second. I originally used them in the 8 bit
emulator, and adapted the routines to replace TOS's Bconout routine.
Fortunately, Bconout uses a vector (at $484 I _think, I'd have to look it
up) which points to the character output routine. This is done because during
ESC sequence processing, the VT52 emulator redirects the routine. This is
an easy hook, not requiring you to hook into the TRAP 13 vector, which would
slightly slow down all TRAP 13 calls. Anyway, it worked like a charm.
Listing files from the desktop was considerably faster, but Atari has since
managed to speed up the Bconout routine in the Mega to about the same speed.
If you have a Mega, it's not really worth the trouble to do this, since
you will probably get no speed increase. The problem is that when the routine
is being called a character at a time, the overhead of the TRAP eats up most
of the time. If you are doing from within your own program though, there
is a much greater speedup since yo can call the routine with a JSR instead
of a TRAP.
One thing I didn't try which would work, is to hook the TRAP 13 vector, and
check for the Cconws command. Printing strings of text at a time will get
you closer to the 20,000 chars/sec speed.
Unfortunately, I no longer have the source code to the Bconout replacer.
I only took about an hour to write in Megamax C, and as since mutated into
another program of mine.
But like I said, it can be done, and only takes about an hour to write the
entire program from scratch.

- Darek

CI$$$$$: 73657,2714
GEnie: DAREKM
BIX: darekm
modem: 519-747-0386

1787. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 19:00:16 UTC
From: gsender@rmi.UUCP
Message-ID: <889@rmi.UUCP>
Source record: 254487

You can include your RSC file into your program.
The RCS program from DRI generates a .C (.RSH) file which
contains the resource structures.

But there is additional work to do: You have to link up the
structures and put a pointer into the global array.

I prefer the usage of a RSC file. It is easier and safer.
I see no advantage if I include the RSC file into the program.~

1788. Re: MacMultitasking...almost

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 20:08:10 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2170@bath63.ux63.bath.ac.uk>
Source record: 254489

Oh golly, I wish you hadn't said that. Still, long as you mention it, I don't mind multi-processes sharing processors. What I object to is them sharing memory and peripherals. When someone comes up with a 'home' micro with individual protected memory 'partitions' for each process, with all inter-process communications and all external device use forced through (secure gated) entries in the O/S, *then* I will believe in multi-tasking on home machines...

1789. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 23:10:38 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <891@silver.bacs.indiana.edu>
Source record: 254490

In article <336@stag.UUCP> ihnp4!pell!orc@stag.UUCP writes:

> Geez, Holly, you should know that* -- the last STadel distribution I sent
>you has a copy of the LEVEE executables/docs in it. Geez, some people's
>kids... :-)

Geez, Orc, you mean I was supposed to DO something with that?! Sheesh...
I'm sorry! *grin* Maybe when I get 3.2, eh? (Or is that 3.2a? *snicker*)
I suppose you want me to use TSH, too... *sigh* Anything else I can do for
you while I'm here?

1790. Re: file limits of root directories

Newsgroup: comp.sys.atari.st
Date: 1988-02-15 23:36:12 UTC
From: wheels@mks.UUCP
Message-ID: <396@mks.UUCP>
Source record: 254491

In article <449@dukempd.UUCP>, gpm@dukempd.UUCP (Guy Metcalfe) writes:
> Question: is there a 100 file limit on root directories? And if so,
> why doesn't it extend to the branches as well?
> --
> Guy Metcalfe gpm@dukempd.uucp
> Duke University Dept. of Physics mcnc!duke!dukempd!gpm
> Durham, N.C. 27706 despot@tucc.bitnet

This is a case where GEMDOS emulates MS-DOS's file system too well. As in MS-DOS, the root directory is different that the others (because in MS-DOS version 1.x there were no subdirectories). The root directory is in a fixed location, and is a fixed length. So, when it's full, it's full.
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

1791. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 00:17:35 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3254@cup.portal.com>
Source record: 254492

I released my TRANSFER desk accessory (that supports WXmodem - it got a mention in the Atari Explorer) as shareware requesting $5-$20. I have gotten about $120 - $150 from it. It is not the way to go if you want to do a commercial product.
The reason I released it as shareware is because I needed to create the accessory (actually, the underlying protocols) because at the time, I couldn't get any communication program that did Ymodem Batch and the various other protocols, and since I am a heave PC Pursuiter, I wanted WXmodem so it would run nearly as fast over Telenet as direct. And IBM PC boards support this and many other protocols. I also had to write an autodialer to get by the busies and the general fingerbusting that PC Pursuit usage causes.
Since I thought that others might have use, and that the program was too small to warrant a full blown commercial package, I just released it as shareware instead of PD. I certainly wouldn't do that now, and it is likely that any improvements may be kept to myself. The "as soon as I pay a few more bills..." effect seems to be prevalent.

1792. Re: GEMDOS source, (Was Re: Changing to / in TOS)

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 08:09:39 UTC
From: dr.bit@netmbx.UUCP
Message-ID: <1365@netmbx.UUCP>
Source record: 254488

In article <1988Feb10.091947.13443@jarvis.csri.toronto.edu> juancho@dgp.toronto.edu (John Buchanan) writes:
>In article <1265@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>>I just spent 68.00 Deutsche Mark for a C-Source of Gemdos published here
>>in Germany and like some other people I will try to compile my own TOS,
>>if possible at all.
> Where can we get C sources for gemdog in North America. How much
>is 68.00 Deutsche Mark?

68.00 Dm are about 40$ i think. And what is a gem*dog*. Is it new :-)??
I can tell the ISBN No. of the gemdos sourcecode book. It is
ISBN 3-88229-002-1 DAS TOS-LISTING Verlag Heinz-Heise
In this book there are listings of BIOS,GEMDOS and VDI.

--
My opinions are my own and my language too, as you see :-)

Holger Brieger : dr.bit@netmbx.UUCP : dr.bit@netmbx.DE

1793. Re: HELP needed with 5.25" drive hook-up

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 10:20:44 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2174@bath63.ux63.bath.ac.uk>
Source record: 254493

The answer, I believe, is that *all* Atari floppy drives think they are drive 1. This is why you don't have to muck with jumpers when you get an Atari drive, regardless of whether you are using it as a second drive, or as the first drive on an old system with no builtin floppy. The drives are 'daisy-chained', and the select lines will be crossed over inside each drive -- so that when the computer asserts 'Drive 1', the first drive responds. When the computer asserts 'Drive 2', the passthru in the first chained drive passes that to 'Drive 1 select' on its daisy-chained OUTPUT side, so that drive B sees it as a 'Drive 1 select' signal.

So, if you are chaining your 5.25 inch drive in in the normal way (i.e. plugged into the back of drive A if A is external, or plugged into the back of the ST if drive A is internal, you've got to set the jumpers on the 5.25 inch drive so that it thinks it is drive 1.

1794. Re: MEGABYTE, in Webster Texas?????

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 14:46:56 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <903@usl-pc.UUCP>
Source record: 254494

This is the company that is making the Accelerator board for the ST.

It is a 14mHz board for the ST, time ratings now say the speed increase is about 75% and it does work with PC-Ditto.

I have been told that the board will eventually be running at 16mhz. Twice as fast. That should be real nice with your favorite C compiler, PC-Ditto, Magic Sac (maybe, not tested), XformerII (Atari 800/C64/AppleII emul),and lots of other fun goodies.

I have a friend who has paid the $200 for a beta board and should get it "Real Soon Now."

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL | \|<>|>|> \|<>|>|><`|`|
or ... |-----/|-------/|-----------------------
ut-sally!usl-pc!jpdres13 | \/ \/

1795. Re: ALN & New ROMs

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 15:55:46 UTC
From: hase@netmbx.UUCP
Message-ID: <1373@netmbx.UUCP>
Source record: 254495

In article <1682@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>I now ask the obvious questions:- When are we going to see your new super
>debugged ROMs? Would a RAM loaded upgrade be posted to the net or will it
>cost us an arm and a leg? Why not put it in a cartridge?

Because there is better use for the cartridge port: you can use it for a real time
clock, I/O ports (tricky but possible) or (like me) as a 1 Meg-ROMDisk
(booteble of course).

There is a book here in Germany, called The TOS Listing, which has the
sources to Gemdos, Ataris BIOS and XBIOS and AHDI in it (two guys
de-compiled the Blitter-ROMs...).

Here in Berlin we are working on a new version of TOS using theese
sources , but I think Atari will be faster.

hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
answer: 42 question: under development. Stay tuned.

1796. Re: GEMDOS source, (Was Re: Changing to / in TOS)

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 16:15:07 UTC
From: hase@netmbx.UUCP
Message-ID: <1374@netmbx.UUCP>
Source record: 254496

In article <1988Feb10.091947.13443@jarvis.csri.toronto.edu> juancho@dgp.toronto.edu (John Buchanan) writes:
> Where can we get C sources for gemdog in North America. How much
>is 68.00 Deutsche Mark?

One Buck is about 1.70 Deutsche Mark (changing dayly).

Please contact the publishing company at

Verlag Heinz Heise or contact me via e-mail
Helstorfer Strasse 7 I will get in touch with the Heise-people
3000 Hannover 61 at the CeBit Faire (~ March 19)
West-Germany maybe I could send you a copy.

Beware! The book is german, as are the comments to the sources!

Disclaimer: I'm just a customer of the Heise-Verlag.
hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
answer: 42 question: under development. Stay tuned.

1797. Re: Memory Chips

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 16:25:46 UTC
From: wes@obie.UUCP
Message-ID: <63@obie.UUCP>
Source record: 254497
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

Good grief? What are all these questions about "where can I buy RAM chips?" doing here? Pick up any Byte or Computer Shopper and look through the ads! And by the way, 200ns are NOT fast enough for the ST, you need 150ns or better.

Some good sources to start with are:

Microprocessors Unlimited
(918) 267-4961

JDR Microdevices
(800) 538-500 (408) 866-6200

Advanced Computer Products
(800) 854-8230

I.C. Express
(800) 892-8889 (800) 882-8181 in CA

Jameco
(415) 592-8097

They advertise in Byte and Computer Shopeer, by the way. You might want to know that ram chip prices have just about doubled since the first of the year, too.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

1798. Re: Mark Johnson's address (C compiler author)

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 16:38:06 UTC
From: georgew@tekig4.TEK.COM
Message-ID: <2503@tekig4.TEK.COM>
Source record: 254498

I don't have Mark Johnson's email address (I don't know if he's even on the net anymore), but I received a letter from him a month ago giving his new home address. It is:

Mark A. Johnson
5315 Holmes Place
Boulder, CO 80303
USA

In the letter, he states that version 1.4 of his C compiler will be out in March on GEnie. He also repeats his offer to send people a copy of the compiler if they send him a formatted disk. Remember, it's shareware.

1799. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 16:48:29 UTC
From: czei@cbdkc1.ATT.COM
Message-ID: <2865@cbdkc1.ATT.COM>
Source record: 254499
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <8503@sunybcs.UUCP> ugpete@joey.UUCP (Peter Theobald) writes:
> How many people have ACTUALLY sent money? Not Real Soon Now.
>
When I was working at Ohio State University several months ago, I needed to format a Mac hard disk that we put together with an Adaptec 4000 controller. The commercial program we were provided with would not format the unit, and only provided headaches. The day after I advertised the problem on the net, a program arrived via mail from Ephram Vishniac designed to do exactly what we wanted. After following his instructions, the program worked perfectly. Although he had asked for $10, I had the school send out $15; I would have sent $50, but the budget has been severely cut this year and there wasn't room. I am extremely grateful to Mr. Vishniac and other shareware authors who provide a useful service to the computer community.

~~~~~~

Michael S. Czeiszperger | "HELP! I'm stuck in 3B HELL !!!"
Contracted to Bell | Phone: (614) 860-5390 (formerly with Ohio
Labs | UUCP: cbosgd!dkc1!czei State University)
6200 E. Broad Street | Disclaimer: "The above opinions are those of
Columbus, OH RM 1C393 | a large rodent with sharp teeth"
~~~~~~

1800. Re: Print redirection routine

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 17:42:38 UTC
From: ralph@lasso.UUCP
Message-ID: <8802161742.AA08151@lasso.laas.fr>
Source record: 254500

Thanks to all those who suggested me that I use Moshe Braner's BARREL.PRG
which I found amongst other files in MOSHE.UUE at Houston's ATARINET
server. Thanks especially to Moshe Braner for having written it!!

According to BARREL.DOC, what is saved in the ramdisk is a compressed
SCODE format. After writing to a file, that file needs to be decoded
with SDECODE. What and where is SDECODE? Could someone send it to me?
It does not seem to be on either of the BITNET servers, nor at Houston.

Thanks in advance,

Ralph P. Sobek

P.S. I do not have access to the newsgroups (we don't have news, yet),
just Info-Atari16 Digest. So send to the Digest and/or me.

= =
Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

1801. Info-Atari16 Digest Vol88, No. 40

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 17:47:52 UTC
From: ralph@lasso.UUCP
Message-ID: <8802161747.AA08158@lasso.laas.fr>
Source record: 254351

Folks!
Did #40 ever come out or was a counter accidentally incremented?
I haven't seen it either at CANADA01 or FINHUTC! If it exists would some
kind soul repost it so that it finds its way to the archives? By this I
mean if it contains something else than "Multi-tasking" and "Shareware"
discussions.

Thanks folks!

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

1802. Re: External Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 17:48:15 UTC
From: hase@netmbx.UUCP
Message-ID: <1375@netmbx.UUCP>
Source record: 254352

In article <1341@vaxb.calgary.UUCP> crash@calgary.UUCP (Glen) writes:
>A pcb is being made that supports the 256K chips. Initial
>versions of the ram disk will be offered in kit form (chip
>and pcb).
>
>No pricing yet, sorry.

Hmm, sounds fine but...
No pricing? Why?

I've got a memory upgrade from a German company called rhotron.
They made a computer called mc68000 in the early days of 68k with 8
slots for expansion.

When Atari came up with the ST, they made a backplane with the slots and
a little logic to interface it to the ST.
I am using this bus system and a 2 Meg DRam-Board for 1 1/2 year now;
I'm really happy having 1 Meg of RAM, 2 Meg RAMDisk (reset resident and
booteble) and still 7 slots left.

Pricing yet: BUS about 400 Deutsche Mark (1$ = 1.7 DM)
2 Meg about 800 Deutsche Mark.

hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
answer: 42 question: under development. Stay tuned.

1803. Problems w/uue files at ATARINET (UH-INFO@UHUPVM1.BITNET)

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 18:06:52 UTC
From: ralph@lasso.UUCP
Message-ID: <8802161806.AA08176@lasso.laas.fr>
Source record: 254353

I've recently downloaded a number of programs from ATARINET. Three of them
had ARC problems; both UUDECODE and ARC were executed on my ST.
(The same errors would show up also under Unix(tm).) They are:

- MOSHE.UUE ARC complained about CRC error at UUENCODE.TTP!!
- KRABAT11.UUE ARC stated that OPENINGS.ARC was truncated. DeARCing
OPENINGS.ARC mentioned that WOLGA.OPN was truncated.
- STUUCP.UUE ARC complained about CRC error at zztime.h

Could someone send me, or tell me where, the missing files? Have others
successfully downloaded one of these files? It would be nice that all
programs at ATARINET (and the other BITNET servers) would be *all* downloadable!

Send anything directly to me; I don't have access to the newsgroups.

Thanks again to the net!!

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

1804. Re: Free RTX (or maybe almost)

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 18:10:21 UTC
From: david@bdt.UUCP
Message-ID: <138@bdt.UUCP>
Source record: 254354

In article <2383@ihuxy.ATT.COM> rnss@ihuxy.UUCP (Ron Schreiner) writes:
>Good Q, Maybe someone could post a review or summary of RTX. Some things
>I would like to know is how big is it? how much ROM code is still used?
>are there any new sys-calls provided?

If there is interest and approval I could post the technical information
regarding RTX internals. I think I'm the only one that really knows;
and I have seen a lot of mis-information thrown around here. Of course,
it would not be a product evaluation good or bad, simply a description.
I would try not to hype. I won't post this if It's gonna raise flames.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

1805. Re: shrink-wrap copying...

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 18:41:45 UTC
From: khayo@sonia.cs.ucla.edu
Message-ID: <9486@shemp.CS.UCLA.EDU>
Source record: 254355
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <2281@charon.unm.edu> hansb@ariel.unm.edu.UUCP (Hans Bechtel) writes:
>I know of a store in a big city in New Mexico that after they buy the
>software to sell, they open up the package, copy it, and pass it to
>a few of their friends, shrink-wrap it again, and put it back on the
>shelves for sale.
If you have any evidence other than hearsay, I think you'd do us all a
big favor by getting in touch with your local Distr. Atty.'s office.
>
>I won't mention any names here, but I think it is wrong to do the above.
That's a pretty mild characterization...

Eric

--
Please use khayo@MATH.ucla.edu instead of CS.ucla.edu

1806. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 21:15:54 UTC
From: bradn@tekig4.TEK.COM
Message-ID: <2506@tekig4.TEK.COM>
Source record: 254356
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <204@ritcv.UUCP> jal3495@ritcv.UUCP (Jeff Leyser) writes:
>My complaint with this program is, I think, made clear. This util. is
>designed to be a quicker and easier way of managing a hard disk. Placing
>pauses of that length (10 seconds is LONG time), defeats that purpose. It's
>much like marketing a shareware wordprocesor, but you can only use the
>'save' function if you send me $20 bucks.

This note prompts me to write a couple of comments. Please followup to
comp.sys.misc only -- I'm sure the folks in the other comp... groups are just
as tired of this discussion as us in comp.sys.mac.

I don't see the problem with marketing a shareware wordprocessor that doesn't
have the "Save" feature. It's a free market and people can offer whatever
they like for whatever price they like. If you don't like a particular product
offering, send a letter to the seller, saying what you think.

For example, I have sent several letters to Electronic Arts about their
Mac-crippling copy-protection scheme. The last letter I sent them explains
that I recently bought Studio Session (from a competitor) rather than their
Delux Music Construction Set because of their refusal to remove their
incompatibility-causing copy-protection. This feedback method is called
"Voting with your wallet", and is very effective.

A lot of postings in this discussion seem to be trying to pin particular
definitions on the terms "Shareware", "Freeware", "Demoware", and others,
yet I've never seen commonly-accepted definitions for these words. How
do you feel about these:

"DemoWare" - a demonstration version of a program. This version lacks
certain important features (e.g., "Save") or it has a limited
life (e.g., after June, 1988 it fails to work anymore).
If you send the money in, you get a complete version of the
program.

"ShareWare" - a complete version of a program. No missing features,
no booby-traps. If you send in the money, you get recorded
as a licensed user. This license may provide you with extra
stuff (e.g., updates or manuals) but it doesn't give you
anything that makes your initial copy of the program work
any better.

"ThugWare" - a program that deliberately attempts to penalize the user
for using the program, in a mistaken attempt to punish
software pirates. E.g., a program that erases your
disk and prints "The wages of sin is death".

It's my opinion that anyone who builds such software is
asking for a punitive-damages suit.

"Free" - a program that you can copy and use without sending anyone
any money. This category includes both copyrighted-but-free
programs and public-domain programs. A Free program never
asks for money.

"Public Domain" - Let's use this term with its legally-correct meaning:
public intellectual property. In the USA, anyone can do
anything they want to a public domain program.

>...I will be registering my copy of ZCOMM shortly....
It looks like this user is another of the crowds of "the check's in the mail"
shareware users. No wonder nobody is making money on shareware.

Shareware would be a great idea in the best of all possible worlds, but the
concept has been so degraded by every weekend programmer who thinks he can
get a few bucks for his 2-hour hatchet job and by every toothless legalistic
message that says "send $15 or you'll hate yourself and I'll come after you
with my lawyers" and by all the two-faced users who say "this program is
great, but I just don't have the money right now" that shareware's day has
come and gone. Expect to see nothing but Free, DemoWare, and ThugWare in the
future.

By the way, is anybody paying taxes on their shareware spoils, or is this
all black-market money?

Brad Needham
bradn@tekig4.TEK.COM

DISCLAIMER:
The opinions above are the result of a bad day.
Take them with a grain of salt.
The author is at this moment regretting ever posting to the net.

1807. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 21:37:46 UTC
From: axel@coma.UUCP
Message-ID: <346@coma.UUCP>
Source record: 254357

In article <889@rmi.UUCP> gsender@rmi.UUCP (Gerd Sender) writes:
... bla ...
>
>I prefer the usage of a RSC file. It is easier and safer.
>I see no advantage if I include the RSC file into the program.

No benefits ?! It's a major nuisance to always think of moving those f&*%ing resource-files around together with the programs. Separate resource files are also a violation of GEM's idea of (well, kind of) 'object oriented-ness'. It's, for instance, not possible to open files of a given type with some (application-) program if the resource file for that program happens to reside in any other but the current directory.

BTW., is anybody of Mark Williams Corp. listening ? I never got an acknowledgement for the MWC customer registration card I sent to Mark Williams.

Axel.--
Axel Mahler, Tech.Univ. Berlin

UUCP: axel@coma.uucp (unido!coma!axel)
BITNET: axel@db0tui62.bitnet

1808. Re: MacMultitasking...almost

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 22:08:32 UTC
From: ross@swan.ulowell.edu
Message-ID: <2909@swan.ulowell.edu>
Source record: 254358
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <1894@leo.UUCP> harald@leo.UUCP (Harald Milne) writes:
>In article <8802100646.AA16770@ucbvax.Berkeley.EDU>, FXDDR@ALASKA.BITNET writes:
>> I still don't like the wimpy pseudo-multitasking like Amiga and Unix push.
>> I prefer real multitasking, where each process has its own processor!
>> But I've got a lot more soldering before I get there...
>
> Well at last count, my Amiga has 3 CPU's and 6 coprocessors. Yes, they
>run simultainiously.
>
> Oh wait, you mean multi-processing. Well, when UNIX does this, with
>three disparete environments, let me know!
Hmmm, well Sequent does run multiple processes on multiple processors and
unix works fine.

Alliant doesn't seem to have a problem mixing unix up with CE's and IOP's.
I believe the IOPs are 68020's.

CDC 825 (don't know if this environment is still for sale) ran NOS, NOS/VE,
and an unix sys V clone all at once. Note that the processor was switching
instruction sets and memory managment schemes in mid stream. Quite a nice
idea, and it worked. The hardware was great, but the software was
a different matter entirely. I remember one of the engineers looking
at incredously when I asked for wild cards in the SCL for NOS/VE.

The Amy is nice technology for personal computers, but it is
by no means the forfront of technology today.

Ross

--
csnet: ross@ulowell.cs.ulowell.edu
uucp: ross@ulowell.cs.ulowell.edu || ...harvard!ulowell!ross

Trust the computer. The computer is your friend.

1809. Re: 40 folders & regexp

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 22:23:37 UTC
From: apratt@atari.UUCP
Message-ID: <978@atari.UUCP>
Source record: 254359

in article <332@stag.UUCP>, syntel!dal@stag.UUCP (Dale Schumacher) says:
> Would it be possible to fake a media change for a hard drive? If so, a
> small TSR could be written that would sit on the V-blank or 200Hz timer
> and cause media changes every once in a while. I imagine a media change
> on the hard disk wouldn't get in the way much, since it should be fairly
> quick to reload. Do you see any problems with this idea?

Yes: a huge one. When you get media change on a drive, all open files
on that drive are closed & forgotten. No data is flushed, no warnings
are issued... You just get kicked out in the street. Not a fun thing
to have happen at Vblank time.

Having a program which causes media change is another matter. In fact
I have one, and use it when I pop a floppy, modify that floppy on another
machine, and re-insert it in the original. (Without such a program,
the state would go from not-changed to (pop disk) maybe-changed to
(re-insert, check serial number) not-changed.

But it requires user intervention, and the better solution is just
to fix the damn bug in the first place.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1810. Re: GEMDOS source, (Was Re: Changing to / in TOS)

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 22:32:23 UTC
From: apratt@atari.UUCP
Message-ID: <979@atari.UUCP>
Source record: 254360

in article <1988Feb10.091947.13443@jarvis.csri.toronto.edu>,
juancho@dgp.toronto.edu (John Buchanan) says:

> In article <1265@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>>I just spent 68.00 Deutsche Mark for a C-Source of Gemdos published here
>>in Germany and like some other people I will try to compile my own TOS,
>>if possible at all.
> Where can we get C sources for gemdo[s] in North America. How much
> is 68.00 Deutsche Mark?

If Atari Germany sold the source to Gemdos, it overstepped the bounds
of its authority. I believe that we do not have the right to distribute
source code to Gemdos, which is, originally, a DRI product.

You can't get it (legally) in North America.

I urge you not to try, because it will create such chaos. Atari cannot
be expected to support an OS if everybody with a C compiler can create
his own version. Please be patient: I'm not kidding when I say the
new GEMDOS will be out soon. (By "soon" I don't mean "next week."
I mean "sooner than you could get the source, figure it out, make any
useful changes, and debug them to the point that you would trust your
hard disk's file structure to it.")

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1811. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 22:37:08 UTC
From: apratt@atari.UUCP
Message-ID: <980@atari.UUCP>
Source record: 254361

in article <4803@ihlpg.ATT.COM>, tainter@ihlpg.ATT.COM (Tainter) says:
>> This vector gets called when you use Pterm(), too: it's not strictly a
>> "control C" handler.
>
> This last bit makes it worthless, unless you can tell us how to tell if
> we are getting a ^C or a Pterm().
> --j.a.tainter

You're getting a Pterm if you call Pterm, and you're getting ^C if you don't. If you know you're calling Pterm, then call your clean-up routine on your own and un-install it before you terminate.

Also un-install your terminate vector before you Pexec: you can tell what the result of the Pexec was by the return code: -32L means the child terminated with ^C. Any other LONG negative value means the Pexec failed, and any LONG positive value (i.e. (x & 0xffff0000) == 0) means it called Pterm(x).

Please don't shoot words like "worthless" around unqualified.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1812. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-16 22:45:46 UTC
From: apratt@atari.UUCP
Message-ID: <981@atari.UUCP>
Source record: 254362

in article <4805@ihlpg.ATT.COM>, tainter@ihlpg.ATT.COM (Tainter) says:
>> [...] why not release the bug fixes now?
>> /Leonard

> [...] Every month or so
> you get to buy a new version of the ROMs.
> --j.a.tainter

That is exactly what will NOT happen. If I had just "released the bug fixes" when I thought they were pretty much done, you would all be complaining that there were still bugs (and some new ones). That's what internal test and pre-release beta test are for. If you want to see what happens when you "just release" things, look at comp.sources.bugs some day.

Atari is a multinational corporation, and has to support what it releases. Maybe you're not satisfied with the level of support, but I think it's ludicrous for you to ask that it be LOWERED.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1813. Re: Memory Chips

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 00:04:09 UTC
From: craig@unicus.UUCP
Message-ID: <2224@unicus.UUCP>
Source record: 254363
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

Well, up here in the Great White North, where we don't have to protect
the mighty Micron from going out of business...

I think I could find something to beat $4 US. Last I looked, I (Logicraft)
could sell 256K 150 ns DRAMS for $4.50 CDN or so, that is, at the time about
$3.30 US. Of course, the US dollar has dropped a little since then,
and I think chip prices moved up slightly, but I still think I could
sell 256K 150ns for less than $3.50 US, or about $4.25 CDN.
120ns chips were a little more expensive, $5 CDN and 100ns were much
worse, about $10 CDN.

Of course, these are all still Japanese chips, but I don't know how
much US Customs cares about high-tech pass-throughs.

Just give me the price to beat, and I'll see what I can do.

Craig Hubley
craig@Unicus.COM (Internet)
{uunet!mnetor, utzoo!utcsri}!unicus!craig (dumb uucp)
mnetor!unicus!craig@uunet.uu.net (dumb arpa)

1814. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 00:29:37 UTC
From: morgan@brambo.UUCP
Message-ID: <278@brambo.UUCP>
Source record: 254364
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1924@optilink.UUCP> cramer@optilink.UUCP (Clayton Cramer) writes:
>My two cents about shareware: I originally distributed my Epson MX-80
>to PostScript translator (in a very early form) as shareware. Total
>amount received: $0.

So why was it that you wrote the thing? For your own benefit, right?
Total extra effort on your part, 0; total monetary benefit to you, 0.
Sounds about right to me. Had you gone and added all of the stuff that
people asked for and still not gotten any contributions, then you
would have something to complain about.

I use one piece of shareware, Handshake. I've made my contribution,
but it is a commercial quality program that works amazingly well, and
the author has put in many enhancements for his users, even some that
he felt didn't belong there. But users wanted them and they got them.

If you had to fix your program up to sell it commercially, then it
really wasn't worth anything in the first place, was it?

>Clayton E. Cramer

--
Morgan Jones - Bramalea Software Inc. ...!utgpu!telly \ !brambo!morgan
...!{uunet!mnetor, watmath!utai}!lsuc!ncrcan /
"These might not even be my opinions, let alone anyone else's."

1815. curses.mwc part2/2

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 01:40:35 UTC
From: cjp@stag.UUCP
Message-ID: <340@stag.UUCP>
Source record: 254365

```
CURSES2.SRC CJPurcell 15Feb'88
some times: como!cpurcell@eta
other times: cjp@stag.uucp

This document and the source code is shar'ed (skip down about 50 lines to
find it) and consists of:

curses.man both useful and necessary
curses.c curses source, as slightly modified for use with MWC
curses.h include file, for inclusion in your various sources
twinkle.c demonstration of both practice and performance

Re:This version: The document was found stored in our club bbs-essentially
in a useless form. Somehow the doc/manual was stuffed with large strings of
overbar characters(i.e. 0x00ff bytes) and the tab format utilized in the code
was (is) equally strange. Who knows how many twisted(blue?) transformations
were required in order to arrive at my house. TINYTOOL.ACC to the rescue!
Poke by poke! But, I wanted to learn about curses AND I wanted curses on
the ATARI-ST here in America.

MWC conversion notes are as located in the source. The only important note
is to avoid the use of the unportable PORTAB.H (-) . The grubby note is
that many long lines in the source are(were) truncated during the compile
phase, as well as by the editors,so SHOW.PRG to the rescue once, again,
so as to establish the intent of the original program. Possibly the source
was "beautified" before publication. It turned out to be a poor choice.

The program TWINKLE.TOS was prepared by the author to prove this version
of curses. I get the same picture with MWC as was provided originally. No
other testing has been performed. I still don't know much about curses.
**********************************************************CJPurcell

The following was garnered from a previous post by Mr. Turner...
>
>This is an emulation of the curses library in UNIX. It is a series of
>library routines which allows the user to control cursor positioning
>and output of characters in one or more 'windows'. A curses window is
>defined as a rectangular area of the screen whose size is as small as 1
>char or as large as the whole screen.
>
>Despite what Rene says in his comments, I have not been able to get
>this to work under anything but Alcyon C. MWC compiles but will not
>execute properly and Megamax aborts with compile errors. I'm afraid
>that I am too far behind as it is and can not spend any more time
>trying to port this. Perhaps some kind soul......
```

seems to work fine for MWC now...

>There is one change that needs to made for this to work under Alcyon C,
>the size of the stack in gemstart.s must be increased from 500 to
>10000. The place to do this is fairly easy to find since it is
>commented in the sources. <<In MWC I set _stksize = 10280; >>

```
#----------------------------------CUT HERE-------------------------------------
#! /bin/sh
#
# This is a shell archive. Save this into a file, edit it
# and delete all lines above this comment. Then give this
# file to sh by executing the command "sh file". The files
# will be extracted into the current directory owned by
# you with default permissions.
#
# The files contained herein are:
#
# -rw-r--r-- 1 cjp 29129 Feb 16 18:08 curses.c
# -rw-r--r-- 1 cjp 4033 Feb 16 18:08 curses.h
# -rw-r--r-- 1 cjp 4953 Feb 16 18:05 curses.man
# -rw-r--r-- 1 cjp 1620 Feb 16 18:09 twinkle.c
#
echo 'x - curses.c'
if test -f curses.c; then echo 'shar: not overwriting curses.c'; else
sed 's/^X//' << '________This_Is_The_END________' > curses.c
X/*This is Atari-curses, read the curses.doc file about installing first.
X
XThe archive should contain the following files :
X
XCURSES.C Source for CURSES, compile once.
XCURSES.H Include file for CURSES.C and any program using CURSES.
XCURSES.MAN CURSES short docs, a manual page for UN*X-freaks.
XCURSES.DOC CURSES long docs, this is what you will want to read when
X you are going to use CURSES.
XREADME.TXT This file.
XTWINKLE.C Sample application.
XTWINKLE.TOS Ready to run sample application.
X
X
XThis is essentially a shareware program, its usage is subject to the following
Xconditions :
X
XPUBLIC-DOMAIN : don't take the credit for it.
XCommercial purposes : Send 5 US-dollars or equivalent currency and return
X postage to me to get a written consent to use it.
X
XCURSES may be distributed to anyone, provided that all of the above files
Xremain in the archive, and the various copyright notices remain intact.
X
XBug reports and suggestions are welcome, send me e-mail.
X
```

```
XRene van't Veen ( ...!mcvax!nikhefh!u13 )
XDebussystraat 27
X1817 GL Alkmaar
XThe Netherlands */
X/* #[curses: simple-minded implementation of the curses package */
X/* #[intro: introduction */
X/* */
X/* This source and resulting object may be modified,used or distributed */
X/* by anyone who so desires under the following conditions : */
X/* */
X/* 1) This notice and the copyright notice shall not be removed or */
X/* changed. */
X/* 2) No credit shall be taken for this source and resulting objects */
X/* 3) This source or resulting objects is not to be traded, sold or */
X/* used for personal gain or profit. */
X/* 4) Inclusion of this source or resulting objects in commercially */
X/* available packages is forbidden without written consent of the */
X/* author of this source. */
X/* */
X/* #]intro: */
X/* #[include: include files */
X/* #include "portab.h" No-No for MW C CJPurcell */
X
X#include "osbind.h"
X#include "curses.h"
X/* #]include: */
X/* define supervisor mode entry forgotten in osbind.h */
X/* #define Supexec(a) xbios(38,a) available in MW C */
X/* terminal states : cooked, cbreak and raw */
X#define COOKED 0
X#define CBREAK 1
X#define RAW 2
X/* define address of system-variable _conterm for kbshift return value */
X#define CONTERM (*((char *)0x484))
X/* #[globals: definition of global variables */
X/* #[curglob: define the following variables as external in curses.h */
XWINDOW *curscr ;
XWINDOW *stdscr ;
Xchar *Def_term = "AtariST" ;
Xbool My_term = FALSE ;
Xchar *ttytype = "Atari ST-series computer, VT52/CURSES mode" ;
Xint LINES = 25 ;
Xint COLS = 80 ;
Xint ERR = 0 ;
Xint OK = 1 ;
X/* #]curglob: */
Xbool _doecho = FALSE ;
Xbool _nlmap = FALSE ;
Xbool _curini = FALSE ;
XBYTE _modinp = 0 ; /* set input to Un*x compatability, i.e only char's */
```

```
XBYTE _csry = 0 ;
XBYTE _csrx = 0 ;
Xchar *cpyrid = "Copyright, R. van't Veen. All rights reserved. 1987" ;
X/* #]globals: */
X/* #[miscel: miscellaneous curses functions */
X/* #[initscr: initialize the curses package */
Xinitscr()
X{
X WORD i,j ;
X WINDOW *newwin() ;
X
X if ( _curini )
X {
X wrefresh(&curscr) ;
X if ( cpyrid == NULL )
X Pterm(-12L) ;
X ERR = 1 ;
X OK = 0 ;
X return ;
X } ;
X _curini = 1 ;
X curscr = newwin(0,0,0,0) ;
X if ( curscr == NULL )
X {
X ERR = 1 ;
X OK = 0 ;
X return ;
X } ;
X stdscr = newwin(0,0,0,0) ;
X if ( stdscr == NULL )
X {
X ERR = 1 ;
X OK = 0 ;
X return ;
X } ;
X Bconout(2,'\033') ;
X Bconout(2,'E') ;
X Bconout(2,'\033') ;
X Bconout(2,'w') ;
X Bconout(2,'\033') ;
X Bconout(2,'f') ;
X _csry = 0 ;
X _csrx = 0 ;
X ERR = 0 ;
X OK = 1 ;
X}
X/* #]initscr: */
X/* #[endwin: end of curses package */
Xendwin()
X{
```

```
X if ( !_curini )
X {
X ERR = 1 ;
X OK = 0 ;
X return ;
X } ;
X _curini = 0 ;
X delwin(stdscr) ;
X delwin(curscr) ;
X _movcur(LINES,0) ;
X Bconout(2,'\033') ;
X Bconout(2,'e') ;
X ERR = 1 ;
X OK = 0 ;
X}
X/* #]endwin: */
X/* #[newwin: create a new window for the user */
XWINDOW *newwin(l,c,by,bx)
Xint l,c,bx,by ;
X{
X WINDOW *tmp ;
X WORD i, j, nl, nc ;
X char *malloc() ;
X
X tmp = ( WINDOW * ) malloc(sizeof(WINDOW)) ;
X if ( tmp == NULL )
X {
X ERR = 1 ;
X OK = 0 ;
X return(NULL) ;
X } ;
X tmp->_curx = 0 ;
X tmp->_cury = 0 ;
X tmp->_clear = 0 ;
X tmp->_leave = 0 ;
X tmp->_scroll = 0 ;
X if ( l == 0 )
X nl = LINES - by ;
X else
X nl = l ;
X if ( c == 0 )
X nc = COLS - bx ;
X else
X nc = c ;
X if ( nl < 1 || nl > LINES || nc < 1 || nc > COLS )
X {
X free(tmp) ;
X ERR = 1 ;
X OK = 0 ;
X return(NULL) ;
```

```
X } ;
X tmp->_maxy = nl - 1 ;
X tmp->_maxx = nc - 1 ;
X if ( nl == LINES && nc == COLS )
X tmp->_flags = _FULLWIN ;
X else
X tmp->_flags = 0 ;
X if ( by < 0 || by >= LINES || bx < 0 || bx >= COLS )
X {
X free(tmp) ;
X ERR = 1 ;
X OK = 0 ;
X return(NULL) ;
X } ;
X tmp->_begy = by ;
X tmp->_begx = bx ;
X tmp->_y = ( WORD ** ) malloc(sizeof(WORD *)*(tmp->_maxy+1)) ;
X if ( tmp->_y == NULL )
X {
X free(tmp) ;
X ERR = 1 ;
X OK = 0 ;
X return(NULL) ;
X } ;
X tmp->_y[0] = ( WORD * ) malloc(sizeof(WORD)*(tmp->_maxy+1)*(tmp->_maxx+1)) ;
X if ( tmp->_y[0] == NULL )
X {
X free(tmp->_y) ;
X free(tmp) ;
X ERR = 1 ;
X OK = 0 ;
X return(NULL) ;
X } ;
X for ( i = 1 ; i <= tmp->_maxy ; i++ )
X tmp->_y[i] = tmp->_y[0] + i * ( tmp->_maxx + 1 ) ;
X for ( i = 0 ; i <= tmp->_maxy ; i++ )
X {
X for ( j = 0 ; j <= tmp->_maxx ; j++ )
X tmp->_y[i][j] = ' ' ;
X } ;
X/* make everything changed on first update of tmp */
X touchwin(tmp) ;
X ERR = 0 ;
X OK = 1 ;
X return(tmp) ;
X}
X/* #]newwin: */
X/* #[delwin: delete a window */
Xdelwin(w)
XWINDOW *w ;
```

```
X{
X if ( w == NULL )
X {
X ERR = 1 ;
X OK = 0 ;
X return ;
X } ;
X if ( w->_flags & _SUBWIN )
X free(w->_y) ;
X else
X {
X free(w->_y[0]) ;
X free(w->_y) ;
X } ;
X free(w) ;
X ERR = 0 ;
X OK = 1 ;
X}
X/* #]delwin: */
X/* #[mvwin: move window */
Xmvwin(w,y,x)
XWINDOW *w ;
Xint y,x ;
X{
X if (y < 0 || x < 0||( y + w->_maxy + 1 )>LINES||( x + w->_maxx + 1 )>COLS)
X {
X ERR = 1 ;
X OK = 0 ;
X return ;
X } ;
X w->_begy = y ;
X w->_begx = x ;
X touchwin(w) ;
X ERR = 0 ;
X OK = 1 ;
X}
X/* #]mvwin: */
X/* #[touchwin: touch a window */
Xtouchwin(w)
XWINDOW *w ;
X{
X WORD i,j ;
X w->_firstch = w->_y[0] ;
X w->_lastch = &(w->_y[w->_maxy][w->_maxx]) ;
X for ( i = 0 ; i <= w->_maxy ; i++ )
X for ( j = 0 ; j <= w->_maxx ; j++ )
X w->_y[i][j] = w->_y[i][j] | TOUCHED ;
X ERR = 0 ;
X OK = 1 ;
X}
```

```
X/* #]touchwin: */
X/* #[subwin: create a sub-window */
XWINDOW *subwin(w,l,c,by,bx)
XWINDOW *w ;
Xint l,c,by,bx ;
X{
X WINDOW *tmp ;
X WORD i, nl, nc ;
X char *malloc() ;
X
X/* cannot take subwindows of curscr */
X if ( w == curscr )
X {
X ERR = 1 ;
X OK = 0 ;
X return(NULL) ;
X } ;
X tmp = ( WINDOW * ) malloc(sizeof(WINDOW)) ;
X if ( tmp == NULL )
X {
X ERR = 1 ;
X OK = 0 ;
X return(NULL) ;
X } ;
X tmp->_curx = 0 ;
X tmp->_cury = 0 ;
X tmp->_clear = 0 ;
X tmp->_leave = 0 ;
X tmp->_scroll = 0 ;
X if ( l == 0 )
X nl = LINES - by ;
X else
X nl = l ;
X if ( c == 0 )
X nc = COLS - bx ;
X else
X nc = c ;
X if ( l < 1 || l > (w->_maxy+1) || c < 1 || c > (w->_maxx+1) )
X {
X free(tmp) ;
X ERR = 1 ;
X OK = 0 ;
X return(NULL) ;
X } ;
X tmp->_maxy = nl - 1 ;
X tmp->_maxx = nc - 1 ;
X if ( nl == LINES && nc == COLS )
X tmp->_flags = _FULLWIN | _SUBWIN ;
X else
X tmp->_flags = _SUBWIN ;
```

```
X if ( by < w->_begy || by >= (w->_maxy+w->_begy) ||
X bx < w->_begx || bx >= (w->_maxx+w->_begx) )
X {
X free(tmp) ;
X ERR = 1 ;
X OK = 0 ;
X return(NULL) ;
X } ;
X tmp->_begy = by ;
X tmp->_begx = bx ;
X tmp->_y = ( WORD ** ) malloc(sizeof(WORD *)*(tmp->_maxy+1)) ;
X if ( tmp->_y == NULL )
X {
X free(tmp) ;
X ERR = 1 ;
X OK = 0 ;
X return(NULL) ;
X } ;
X tmp->_y[0]=w->_y[0]+(tmp->_begy-w->_begy) * (w->_maxx+2)+(tmp->_maxx-w->_maxx);
X /* I hate these busy lines.Three operands per statement is better.CJPurcell*/
X for ( i = 1 ; i <= tmp->_maxy ; i++ )
X tmp->_y[i] = tmp->_y[0] + i * ( w->_maxx + 2 ) ;
X/* make everything changed on first update of tmp */
X touchwin(tmp) ;
X ERR = 0 ;
X OK = 1 ;
X return(tmp) ;
X}
X/* #]subwin: */
X/* #[leaveok: tell curses where to leave the cursor after updating */
Xleaveok(w,f)
XWINDOW *w ;
Xbool f ;
X{
X w->_leave = f ;
X ERR = 0 ;
X OK = 1 ;
X}
X/* #]leaveok: */
X/* #[scrollok: tell curses it is ok to scroll the window */
Xscrollok(w,f)
XWINDOW *w ;
Xbool f ;
X{
X w->_scroll = f ;
X ERR = 0 ;
X OK = 1 ;
X}
X/* #]scrollok: */
X/* #[nl: tell curses to map CR to CR,LF */
```

```
Xnl()
X{
X _nlmap = 1 ;
X ERR = 0 ;
X OK = 1 ;
X}
X/* #]nl: */
X/* #[nonl: tell curses not to map CR to CR,LF */
Xnonl()
X{
X _nlmap = 0 ;
X ERR = 0 ;
X OK = 1 ;
X}
X/* #]nonl: */
X/* #[longname: return the full name of the terminal */
X/* always returns the contents of ttytype in name */
Xlongname(termbuf,name)
Xchar *termbuf, *name ;
X{
X int i ;
X
X for ( i = 0 ; ttytype[i] != '\0' ; i++ )
X name[i] = ttytype[i] ;
X name[i] = '\0' ;
X}
X/* #]longname: */
X/* #]miscel: */
X/* #[output: output functions */
X/* #[waddch: add a character to a window */
Xwaddch(w,c)
XWINDOW *w ;
Xchar c ;
X{
X WORD i, tpos ;
X
X ERR = 0 ;
X OK = 1 ;
X if ( c >= 0x20 )
X {
X if ( w == curscr )
X {
X if ( ( w->_flags & _STANDOUT ))
X {
X w->_y[w->_cury][w->_curx] = c | STANDOUT | TOUCHED ;
X Bconout(2,'\033') ;
X Bconout(2,'p') ;
X Bconout(5,c) ;
X Bconout(2,'\033') ;
X Bconout(2,'q') ;
```

```
X }
X else
X {
X w->_y[w->_cury][w->_curx] = c | TOUCHED ;
X Bconout(5,c) ;
X } ;
X _csrx++ ;
X }
X else
X {
X if ( (w->_flags & _STANDOUT ))
X w->_y[w->_cury][w->_curx] = c | STANDOUT | TOUCHED ;
X else
X w->_y[w->_cury][w->_curx] = c | TOUCHED ;
X if ( w->_firstch == 0 )
X {
X w->_firstch = &(w->_y[w->_cury][w->_curx]) ;
X w->_lastch = w->_firstch ;
X }
X else
X {
X if ( w->_firstch > &(w->_y[w->_cury][w->_curx]) )
X w->_firstch = &(w->_y[w->_cury][w->_curx]) ;
X else
X {
X if ( w->_lastch < &(w->_y[w->_cury][w->_curx]) )
X w->_lastch = &(w->_y[w->_cury][w->_curx]) ;
X } ;
X } ;
X } ;
X wmove(w,w->_cury,w->_curx+1) ;
X }
X else if ( c == '\n' )
X {
X wclrtoeol(w) ;
X if ( _nlmap )
X wmove(w,w->_cury+1,0) ;
X else
X wmove(w,w->_cury+1,w->_curx) ;
X }
X else if ( c == '\r' )
X {
X wmove(w,w->_cury,0) ;
X }
X else if ( c == '\t' )
X {
X tpos = ( w->_curx + w->_begx ) % 8 ;
X tpos = ( tpos == 0 ) ? 8 : tpos ;
X for ( i = 0 ; i < tpos ; i++ )
X waddch(w,' ') ;
```

```
X }
X else
X {
X if ( w == curscr )
X {
X if ( ( w->_flags & _STANDOUT ))
X {
X w->_y[w->_cury][w->_curx] = c | STANDOUT | TOUCHED ;
X Bconout(2,'\033') ;
X Bconout(2,'p') ;
X Bconout(5,c) ;
X Bconout(2,'\033') ;
X Bconout(2,'q') ;
X }
X else
X {
X w->_y[w->_cury][w->_curx] = c | TOUCHED ;
X Bconout(5,c) ;
X } ;
X _csrx++ ;
X }
X else
X {
X if ( (w->_flags & _STANDOUT ))
X w->_y[w->_cury][w->_curx] = c | STANDOUT | TOUCHED ;
X else
X w->_y[w->_cury][w->_curx] = c | TOUCHED ;
X if ( w->_firstch == 0 )
X {
X w->_firstch = &(w->_y[w->_cury][w->_curx]) ;
X w->_lastch = w->_firstch ;
X }
X else
X {
X if ( w->_firstch > &(w->_y[w->_cury][w->_curx]) )
X w->_firstch = &(w->_y[w->_cury][w->_curx]) ;
X else
X {
X if ( w->_lastch < &(w->_y[w->_cury][w->_curx]) )
X w->_lastch = &(w->_y[w->_cury][w->_curx]) ;
X } ;
X } ;
X } ;
X wmove(w,w->_cury,w->_curx+1) ;
X } ;
X}
X/* #]waddch: */
X/* #[waddstr: add a string of characters to a window */
Xwaddstr(w,s)
XWINDOW *w ;
```

```
Xchar *s ;
X{
X WORD i ;
X
X ERR = 0 ;
X OK = 1 ;
X for ( i = 0 ; s[i] != '\0' ; i++ )
X waddch(w,s[i]) ;
X}
X/* #]waddstr: */
X/* #[box: draw a box around a window */
Xbox(w,v,h)
XWINDOW *w ;
Xchar v,h ;
X{
X WORD i ;
X
X ERR = 0 ;
X OK = 1 ;
X for ( i = 0 ; i <= w->_maxy ; i++ )
X {
X mvwaddch(w,i,0,v) ;
X mvwaddch(w,i,w->_maxx,v) ;
X } ;
X for ( i = 1 ; i < w->_maxx ; i++ )
X {
X mvwaddch(w,0,i,h) ;
X mvwaddch(w,w->_maxy,i,h) ;
X } ;
X}
X/* #]box: */
X/* #[wclear: clear a window */
Xwclear(w)
XWINDOW *w ;
X{
X ERR = 0 ;
X OK = 1 ;
X werase(w) ;
X clearok(w,TRUE) ;
X w->_curx = 0 ;
X w->_cury = 0 ;
X}
X/* #]wclear: */
X/* #[wclrtobo: clear a window to the bottom */
Xwclrtobot(w)
XWINDOW *w ;
X{
X WORD i,j ;
X
X ERR = 0 ;
```

```
X OK = 1 ;
X for ( i = w->_curx ; i <= w->_maxx ; i++ )
X w->_y[w->_cury][i] = ' ' | TOUCHED ;
X for ( i = w->_cury + 1 ; i <= w->_maxy ; i++ )
X {
X for ( j = 0 ; j <= w->_maxx ; j++ )
X w->_y[i][j] = ' ' | TOUCHED ;
X } ;
X if ( w == curscr )
X {
X Bconout(2,'\033') ;
X Bconout(2,'J') ;
X }
X else
X {
X if ( w->_firstch == 0 )
X {
X w->_firstch = &(w->_y[w->_cury][w->_curx]) ;
X w->_lastch = &(w->_y[w->_maxy][w->_maxx]) ;
X }
X else
X {
X if ( w->_firstch > &(w->_y[w->_cury][w->_curx]) )
X w->_firstch = &(w->_y[w->_cury][w->_curx]) ;
X w->_lastch = &(w->_y[w->_maxy][w->_maxx]) ;
X } ;
X } ;
X}
X/* #]wclrtobo: */
X/* #[wclrtoeo: clear a window to the end of the line */
Xwclrtoeol(w)
XWINDOW *w ;
X{
X WORD i ;
X
X ERR = 0 ;
X OK = 1 ;
X for ( i = w->_curx ; i <= w->_maxx ; i++ )
X w->_y[w->_cury][i] = ' ' | TOUCHED ;
X if ( w == curscr )
X {
X Bconout(2,'\033') ;
X Bconout(2,'K') ;
X }
X else
X {
X if ( w->_firstch == 0 )
X {
X w->_firstch = &(w->_y[w->_cury][w->_curx]) ;
X w->_lastch = &(w->_y[w->_cury][w->_maxx]) ;
```

```
X }
X else
X {
X if ( w->_firstch > &(w->_y[w->_cury][w->_curx]) )
X w->_firstch = &(w->_y[w->_cury][w->_curx]) ;
X if ( w->_lastch < &(w->_y[w->_cury][w->_maxx]) )
X w->_lastch = &(w->_y[w->_cury][w->_maxx]) ;
X } ;
X } ;
X}
X/* #]wclrtoeo: */
X/* #[wdelch: delete a character on a window */
Xwdelch(w)
XWINDOW *w ;
X{
X WORD ox, oy, i ;
X
X ERR = 0 ;
X OK = 1 ;
X ox = w->_curx ;
X oy = w->_cury ;
X for ( i = ox + 1 ; i <= w->_maxx ; i++ )
X {
X w->_y[oy][i-1] = w->_y[oy][i] | TOUCHED ;
X } ;
X w->_y[oy][w->_maxx] = ' ' | TOUCHED ;
X w->_curx = ox ;
X w->_cury = oy ;
X if ( w == curscr )
X {
X Bconout(2,'\033') ;
X Bconout(2,'K') ;
X for ( i = w->_curx ; i <= w->_maxx ; i++ )
X {
X Bconout(5,(w->_y[w->_cury][i] & 0xff )) ;
X _csrx++ ;
X } ;
X _movcur(w->_cury,w->_curx) ;
X }
X else
X {
X if ( w->_firstch == 0 )
X {
X w->_firstch = &(w->_y[w->_cury][w->_curx]) ;
X w->_lastch = &(w->_y[w->_cury][w->_maxx]) ;
X }
X else
X {
X if ( w->_firstch > &(w->_y[w->_cury][w->_curx]) )
X w->_firstch = w->_y[w->_cury] ;
```

```
X if ( w->_lastch < &(w->_y[w->_cury][w->_maxx]) )
X w->_lastch = &(w->_y[w->_cury][w->_maxx]) ;
X } ;
X } ;
X}
X/* #]wdelch: */
X/* #[wdeletel: delete a line from a window */
Xwdeleteln(w)
XWINDOW *w ;
X{
X WORD i,j ;
X
X ERR = 0 ;
X OK = 1 ;
X for ( i = w->_cury + 1 ; i <= w->_maxy ; i++ )
X {
X for ( j = 0 ; j <= w->_maxx ; j++ )
X w->_y[i-1][j] = w->_y[i][j] | TOUCHED ;
X } ;
X for ( j = 0 ; j <= w->_maxx ; j++ )
X w->_y[w->_maxy][j] = ' ' | TOUCHED ;
X if ( w == curscr )
X {
X Bconout(2,'\033') ;
X Bconout(2,'M') ;
X _csrx = 0 ;
X _movcur(w->_cury,w->_curx) ;
X }
X else
X {
X if ( w->_firstch == 0 )
X {
X w->_firstch = w->_y[w->_cury] ;
X w->_lastch = &(w->_y[w->_maxy][w->_maxx]) ;
X }
X else
X {
X if ( w->_firstch > w->_y[w->_cury] )
X w->_firstch = w->_y[w->_cury] ;
X w->_lastch = &(w->_y[w->_maxy][w->_maxx]) ;
X } ;
X } ;
X}
X/* #]wdeletel: */
X/* #[werase: erase a window */
Xwerase(w)
XWINDOW *w ;
X{
X WORD i,j ;
X
```

```
X ERR = 0 ;
X OK = 1 ;
X for ( i = 0 ; i <= w->_maxy ; i++ )
X {
X for ( j = 0 ; j <= w->_maxx ; j++ )
X w->_y[i][j] = ' ' | TOUCHED ;
X } ;
X if ( w == curscr )
X {
X Bconout(2,'\033') ;
X Bconout(2,'E') ;
X _csry = 0 ;
X _csrx = 0 ;
X _movcur(curscr._cury,curscr._curx) ;
X }
X else
X {
X w->_firstch = w->_y[0] ;
X w->_lastch = &(w->_y[w->_maxy][w->_maxx]) ;
X } ;
X}
X/* #]werase: */
X/* #[winsch: insert a character */
Xwinsch(w,c)
XWINDOW *w ;
Xchar c ;
X{
X WORD ox,oy,i ;
X BYTE tstr[2] ;
X
X ERR = 0 ;
X OK = 1 ;
X ox = w->_curx ;
X oy = w->_cury ;
X for ( i = w->_maxx - 1 ; i >= ox ; --i )
X {
X w->_y[oy][i+1] = w->_y[oy][i] | TOUCHED ;
X } ;
X if ( w == curscr )
X {
X Bconout(2,'\033') ;
X Bconout(2,'K') ;
X for ( i = w->_curx ; i <= w->_maxx ; i++ )
X {
X Bconout(5,(w->_y[w->_cury][i] & 0xff )) ;
X _csrx++ ;
X } ;
X _movcur(w->_cury,w->_curx) ;
X }
X else
```

```
X {
X if ( w->_firstch == 0 )
X {
X w->_firstch = &(w->_y[w->_cury][w->_curx]) ;
X w->_lastch = &(w->_y[w->_cury][w->_maxx]) ;
X }
X else
X {
X if ( w->_firstch > &(w->_y[w->_cury][w->_curx]) )
X w->_firstch = &(w->_y[w->_cury][w->_curx]) ;
X if ( w->_lastch < &(w->_y[w->_cury][w->_maxx]) )
X w->_lastch = &(w->_y[w->_cury][w->_maxx]) ;
X } ;
X } ;
X mvwaddch(w,oy,ox,c) ;
X}
X/* #]winsch: */
X/* #[winsertl: insert a line in a window */
Xwinsertln(w)
XWINDOW *w ;
X{
X WORD ox,oy,i,j ;
X
X ERR = 0 ;
X OK = 1 ;
X for ( i = w->_maxy - 1 ; i >= w->_cury ; --i )
X {
X for ( j = 0 ; j <= w->_maxx ; j++ )
X w->_y[i+1][j] = w->_y[i][j] | TOUCHED ;
X } ;
X for ( j = 0 ; j <= w->_maxx ; j++ )
X w->_y[w->_cury][j] = ' ' | TOUCHED ;
X if ( w == curscr )
X {
X Bconout(2,'\033') ;
X Bconout(2,'L') ;
X _csrx = 0 ;
X _movcur(w->_cury,w->_curx) ;
X }
X else
X {
X if ( w->_firstch == 0 )
X w->_firstch = w->_y[w->_cury] ;
X else
X {
X if ( w->_firstch > w->_y[w->_cury] )
X w->_firstch = w->_y[w->_cury] ;
X } ;
X w->_lastch = &(w->_y[w->_maxy][w->_maxx]) ;
X } ;
```

```
X}
X/* #]winsertl: */
X/* #[wmove: move the cursor of the window to a location */
Xwmove(w,y,x)
XWINDOW *w ;
Xint y,x ;
X{
X WORD i ;
X
X ERR = 0 ;
X OK = 1 ;
X if ( x < 0 )
X {
X w->_curx = 0 ;
X ERR = 1 ;
X OK = 0 ;
X }
X else
X {
X if ( x > w->_maxx )
X {
X w->_curx = w->_maxx ;
X ERR = 1 ;
X OK = 0 ;
X }
X else
X w->_curx = x ;
X } ;
X if ( y < 0 )
X {
X w->_cury = 0 ;
X ERR = 1 ;
X OK = 0 ;
X }
X else
X {
X if ( y > w->_maxy )
X {
X if ( w->_scroll )
X {
X for ( i = w->_maxy ; i < y ; i++ )
X scroll(w) ;
X } ;
X w->_cury = w->_maxy ;
X ERR = 1 ;
X OK = 0 ;
X }
X else
X w->_cury = y ;
X } ;
```

```
X if ( w == curscr )
X {
X _movcur(curscr->_cury,curscr->_curx) ;
X } ;
X}
X/* #]wmove: */
X/* #[overlay: overlay two windows. */
Xoverlay(v,w)
XWINDOW *v, *w ;
X{
X WORD i, j ;
X
X for ( i = 0 ; i <= w->_maxy && i <= v->_maxy ; i++ )
X {
X for ( j = 0 ; j <= w->_maxx && j <= v->_maxx ; j++ )
X {
X if ( ( v->_y[i][j] & 0xff ) == 0x20 )
X w->_y[i][j] = v->_y[i][j] | TOUCHED ;
X } ;
X } ;
X if ( w == curscr )
X wrefresh(curscr) ;
X else
X {
X w->_firstch = w->_y[0] ;
X w->_lastch = &(w->_y[w->_maxy][w->_maxx]) ;
X } ;
X}
X/* #]overlay: */
X/* #[overwrit: overwrite two windows. */
Xoverwrite(v,w)
XWINDOW *v, *w ;
X{
X WORD i, j ;
X
X for ( i = 0 ; i <= w->_maxy && i <= v->_maxy ; i++ )
X {
X for ( j = 0 ; j <= w->_maxx && j <= v->_maxx ; j++ )
X {
X w->_y[i][j] = v->_y[i][j] | TOUCHED ;
X } ;
X } ;
X if ( w == curscr )
X wrefresh(curscr) ;
X else
X {
X w->_firstch = w->_y[0] ;
X w->_lastch = &(w->_y[w->_maxy][w->_maxx]) ;
X } ;
X}
```

```
X/* #]overwrit: */
X/* #[wstandou: set the standout flag for a window */
Xwstandout(w)
XWINDOW *w ;
X{
X w->_flags = w->_flags | _STANDOUT ;
X ERR = 0 ;
X OK = 1 ;
X}
X/* #]wstandou: */
X/* #[wstanden: end standout mode */
Xwstandend(w)
XWINDOW *w ;
X{
X w->_flags = w->_flags & ( ~_STANDOUT) ;
X ERR = 0 ;
X OK = 1 ;
X}
X/* #]wstanden: */
X/* #]output: */
X/* #[input: input functions */
X/* #[raw: set terminal in raw mode */
Xraw()
X{
X/*
X * raw mode means :
X * when getting a character from the keyboard, return everything
X * including keyboard shift state.
X */
X int __sshft() ;
X
X if ( _modinp == RAW )
X return ;
X Supexec(__sshft) ;
X _modinp = RAW ;
X}
X/* #]raw: */
X/* #[noraw: reset terminal from raw mode into cooked mode */
Xnoraw()
X{
X int __ushft() ;
X if ( _modinp != RAW )
X return ;
X Supexec(__ushft) ;
X _modinp = COOKED ;
X}
X/* #]noraw: */
X/* #[__sshft: set terminal to return keyboard shift state */
X/* execute in supervisor mode only */
X__sshft()
```

```
X{
X int ov, nv ;
X
X ov = CONTERM ;
X nv = ov | 0x08 ;
X CONTERM = nv ;
X}
X/* #]__sshft: */
X/* #[__ushft: set terminal to not return keyboard shift state */
X/* execute in supervisor mode only */
X__ushft()
X{
X int ov, nv ;
X
X ov = CONTERM ;
X nv = ov & ~0x08 ;
X CONTERM = nv ;
X}
X/* #]__ushft: */
X/* #[crmode: set terminal in cbreak mode */
X/*
X * cbreak mode means for the atari ;
X * return both keyboard scan code as well as the character value.
X * kill the process with a process terminate -1 as soons as a control C is met
X * control D is also recognized to be the EOF.
X */
Xcrmode()
X{
X if ( _modinp == CBREAK )
X return ;
X if ( _modinp == RAW )
X noraw() ;
X _modinp = CBREAK ;
X}
X/* #]crmode: */
X/* #[nocrmode: reset terminal from cbreak into cooked mode */
Xnocrmode()
X{
X if ( _modinp != CBREAK )
X return ;
X _modinp = COOKED ;
X}
X/* #]nocrmode: */
X/* #[echo: set curses to echo characters on input */
Xecho()
X{
X _doecho = TRUE ;
X ERR = 0 ;
X OK = 1 ;
X}
```

```
X/* #]echo: */
X/* #[noecho: set curses not to echo characters on input */
Xnoecho()
X{
X _doecho = FALSE ;
X ERR = 0 ;
X OK = 1 ;
X}
X/* #]noecho: */
X/* #[wgetch: get a character from the terminal */
X/* WARNING : wgetch returns a 32-bit value, not a char although only */
X/* the lowest 8 bits may actually be transmitted. */
Xlong wgetch(w) WINDOW *w ;
X{
X bool reset ;
X LONG retval ;
X
X reset = FALSE ;
X if ( _modinp == COOKED && _doecho == TRUE )
X {
X reset = TRUE ;
X crmode() ;
X } ;
X Bconout(2,'\033') ;
X Bconout(2,'e') ;
X switch ( _modinp )
X {
X case COOKED:
X while ( !Cconis() ) ;
X retval = Cnecin() ;
X retval = retval & 0x00ff ;
X/* kill process on control C */
X if ( retval == 0x03 )
X Pterm(-1L) ;
X break ;
X case CBREAK:
X while ( !Cconis() ) ;
X retval = Cnecin() ;
X/* kill process on control C */
X if ( ( retval & 0x00ff ) == 0x03 )
X Pterm(-1L) ;
X break ;
X case RAW:
X while ( !Cconis() ) ;
X retval = Crawcin() ;
X break ;
X } ;
X Bconout(2,'\033') ;
X Bconout(2,'f') ;
X if ( _doecho )
```

```
X waddch(w,(char ) ( 0x00ff & retval )) ;
X if ( reset )
X nocrmode() ;
X return(retval) ;
X}
X/* #]wgetch: */
X/* #[wgetstr: get a string from the terminal */
Xwgetstr(w,s)
XWINDOW *w ;
Xchar *s ;
X{
X WORD ox, oy ;
X bool reset, end ;
X char c ;
X int i ;
X long wgetch() ;
X
X reset = FALSE ;
X getyx(w,oy,ox) ;
X if ( _modinp == COOKED && _doecho == TRUE )
X {
X reset = TRUE ;
X _doecho = FALSE ;
X } ;
X i = 0 ;
X for ( end = FALSE ; !end ; i++ )
X {
X switch ( _modinp )
X {
X case COOKED:
X c = ( char ) wgetch(w) ;
X if ( c != 0x0d && c != 0x0a && c != 0x04 && c != 0 )
X {
X s[i] = '\0' ;
X end = TRUE ;
X break ;
X } ;
X/* receive a backspace */
X if ( c == 0x08 )
X {
X if ( i != 0 )
X {
X --i ;
X s[i] = 0 ;
X if ( reset )
X mvwaddstr(w,oy,ox,s) ;
X } ;
X break ;
X } ;
X/* receive control U or line kill */
```

```
X if ( c == 0x13 )
X {
X i = 0 ;
X if ( reset )
X wmove(w,oy,ox) ;
X break ;
X } ;
X s[i] = c ;
X if (reset)
X waddch(w,c) ;
X break ;
X case CBREAK:
X c = ( char ) wgetch(w) ;
X if ( c != 0x0d && c != 0x0a && c != 0x04 && c != 0 )
X {
X s[i] = '\0' ;
X end = TRUE ;
X break ;
X } ;
X s[i] = c ;
X break ;
X case RAW:
X c = ( char ) wgetch(w) ;
X if ( c != 0x0d && c != 0x0a && c != 0x04 && c != 0 )
X {
X s[i] = '\0' ;
X end = TRUE ;
X break ;
X } ;
X s[i] = c ;
X break ;
X } ;
X } ;
X if ( reset )
X _doecho = TRUE ;
X}
X/* #]wgetstr: */
X/* #]input: */
X/* #[wrefresh: refresh a window on the screen */
Xwrefresh(w)
XWINDOW *w ;
X{
X WORD i,j,k,l ;
X WORD c, *ptr ;
X
X ERR = 0 ;
X OK = 1 ;
X if ( w != curscr && curscr->_clear )
X {
X Bconout(2,'\033') ;
```

```
X Bconout(2,'E') ;
X _csry = 0 ;
X _csrx = 0 ;
X for ( i = 0 ; i < LINES ; i++ )
X {
X for ( j = 0 ; j < COLS ; j++ )
X curscr->_y[i][j] = ' ' ;
X } ;
X curscr->_clear = 0 ;
X } ;
X if ( w->_clear )
X {
X if ( ( w->_flags & _FULLWIN ) )
X {
X Bconout(2,'\033') ;
X Bconout(2,'E') ;
X _csry = 0 ;
X _csrx = 0 ;
X for ( i = 0 ; i < LINES ; i++ )
X {
X for ( j = 0 ; j < COLS ; j++ )
X curscr->_y[i][j] = ' ' ;
X } ;
X } ;
X w->_firstch = w->_y[0] ;
X w->_lastch = &(w->_y[w->_maxy][w->_maxx]) ;
X w->_clear = 0 ;
X } ;
X if ( w != curscr )
X {
X if ( w->_firstch != 0 )
X {
X if ( w->_flags & _SUBWIN )
X {
X for ( i = 0 ; i <= w->_maxy ; i++ )
X {
X ptr = w->_y[i] ;
X if ( ptr >= w->_firstch && ptr <= w->_lastch )
X {
X for ( j = 0 ; j <= w->_maxx ; j++ )
X {
X c = ptr[j] ;
X k = i + w->_begy ;
X l = j + w->_begx ;
X if ( ( c & TOUCHED ) && ( k >= 0 && k < LINES && l >= 0 && l < COLS ) )
X {
X ptr[j] = c & ~TOUCHED ;
X if ( ( curscr->_y[k][l] & 0x01ff ) != ( c & 0x01ff ) )
X {
X curscr->_y[k][l] = c ;
```

```
X _movcur(k,l) ;
X if ( ( c & STANDOUT ) )
X {
X Bconout(2,'\033') ;
X Bconout(2,'p') ;
X Bconout(5,(c & 0xff)) ;
X Bconout(2,'\033') ;
X Bconout(2,'q') ;
X }
X else
X {
X Bconout(5,( c & 0xff )) ;
X } ;
X _csry = k ;
X _csrx = l + 1 ;
X } ;
X } ;
X } ;
X } ;
X } ;
X }
X else
X {
X for ( ptr = w->_firstch ; ptr <= w->_lastch ; ptr++ )
X {
X c = *ptr ;
X if ( c & TOUCHED )
X {
X k = ( WORD ) ( ptr - w->_y[0] ) ;
X k = k / ( w->_maxx + 1 ) ;
X l = ( WORD ) ( ptr - w->_y[k] ) + w->_begx ;
X k = k + w->_begy ;
X if ( k >= 0 && k < LINES && l >= 0 && l < COLS )
X {
X *ptr = c & ~TOUCHED ;
X if ( ( curscr->_y[k][l] & 0x01ff ) != ( c & 0x01ff ) )
X {
X curscr->_y[k][l] = c ;
X _movcur(k,l) ;
X if ( ( c & STANDOUT ) )
X {
X Bconout(2,'\033') ;
X Bconout(2,'p') ;
X Bconout(5,(c & 0xff)) ;
X Bconout(2,'\033') ;
X Bconout(2,'q') ;
X }
X else
X {
X Bconout(5,( c & 0xff )) ;
```

```
X } ;
X _csry = k ;
X _csrx = l + 1 ;
X } ;
X } ;
X } ;
X } ;
X } ;
X w->_firstch = 0 ;
X w->_lastch = 0 ;
X if ( w->_leave )
X {
X w->_curx = _csrx - w->_begx ;
X w->_cury = _csry - w->_begy ;
X curscr->_cury = _csry ;
X curscr->_curx = _csrx ;
X }
X else
X {
X curscr->_cury = w->_cury + w->_begy ;
X curscr->_curx = w->_curx + w->_begx ;
X _movcur(curscr->_cury, curscr->_curx) ;
X } ;
X }
X else
X {
X curscr->_cury = w->_cury + w->_begy ;
X curscr->_curx = w->_curx + w->_begx ;
X _movcur(curscr->_cury, curscr->_curx) ;
X } ;
X }
X else
X {
X Bconout(2,'\033') ;
X Bconout(2,'H') ;
X _csry = 0 ;
X _csrx = 0 ;
X for ( i = 0 ; i < LINES ; i++ )
X {
X for ( j = 0 ; j < COLS ; j++ )
X {
X c = w->_y[i][j] ;
X if ( ( c & STANDOUT ) )
X {
X Bconout(2,'\033') ;
X Bconout(2,'p') ;
X Bconout(5,(c & 0xff)) ;
X Bconout(2,'\033') ;
X Bconout(2,'q') ;
X }
```

```
X else
X {
X Bconout(5,(c & 0xff)) ;
X } ;
X _csrx++ ;
X } ;
X _movcur(i+1,0) ;
X } ;
X _movcur( curscr->_cury, curscr->_curx) ;
X } ;
X}
X/* #]wrefresh: */
X/* #[detail: detail functions of curses */
X/* #[mvcur: move cursor in standard curses manner */
Xmvcur(ly,lx,ny,nx)
Xint ly,lx,ny,nx ;
X{
X _movcur((WORD) ny,( WORD) nx) ;
X}
X/* #]mvcur: */
X/* #[_movcur: move cursor */
X_movcur(y,x)
XWORD y,x ;
X{
X if ( _csry == y && _csrx == x )
X return ;
X Bconout(2,'\033') ;
X Bconout(2,'Y') ;
X Bconout(2,y+' ') ;
X Bconout(2,x+' ') ;
X _csry = y ;
X _csrx = x ;
X}
X/* #]_movcur: */
X/* #[scroll: scroll a window upward one line */
Xscroll(w)
XWINDOW *w ;
X{
X WORD i,j ;
X
X ERR = 0 ;
X OK = 1 ;
X for ( i = 0 ; i < w->_maxy ; i++ )
X for ( j = 0 ; j <= w->_maxx ; j++ )
X w->_y[i][j] = w->_y[i+1][j] ;
X for ( i = 0 ; i <= w->_maxx ; i++ )
X w->_y[w->_maxy][i] = ' ' ;
X if ( w == curscr )
X wrefresh(curscr) ;
X else
```

```
X {
X w->_firstch = w->_y[0] ;
X w->_lastch = &(w->_y[w->_maxy][w->_maxx]) ;
X } ;
X}
X/* #]scroll: */
X/* #]detail: */
X/* #]curses: */
________This_Is_The_END________
if test `wc -l < curses.c` -ne 1384; then
echo 'shar: curses.c was damaged during transit (should have been 1384 lines)'
fi
fi ; : end of overwriting check
echo 'x - curses.h'
if test -f curses.h; then echo 'shar: not overwriting curses.h'; else
sed 's/^X//' << '________This_Is_The_END________' > curses.h
X/* ************************************************************************ */
X/* */
X/* CURSES.H include file for programs using CURSES */
X/* */
X/* ************************************************************************ */
X/* */
X/* This source and resulting object may be modified, used or distributed by */
X/* anyone who so desires under the following conditions : */
X/* */
X/* 1) This notice and the copyright notice shall not be removed or */
X/* changed. */
X/* 2) No credit shall be taken for this source and resulting objects */
X/* 3) This source or resulting objects is not to be traded, sold or */
X/* used for personal gain or profit. */
X/* 4) Inclusion of this source or resulting objects in commercially */
X/* available packages is forbidden without written consent of the */
X/* author of this source. */
X/* */
X/* ************************************************************************ */
X
X#include "portab.h"
X#include "stdio.h"
X
X#define reg register
X#define bool BYTE
X/* #define TRUE 1
X#define FALSE 0 */
X
X#define _SUBWIN 01
X#define _ENDLINE 02
X#define _FULLWIN 04
X#define _SCROLLWIN 010
X#define _STANDOUT 0200
X#define WINDOW struct _win_st
```

```
X
X#define TOUCHED 0x0200
X#define STANDOUT 0x0100
X
X#define addch(c) waddch(stdscr, c)
X#define mvaddch(y,x,c) { wmove(stdscr,y,x) ; waddch(stdscr,c) ; }
X#define mvwaddch(w,y,x,c) { wmove(w,y,x) ; waddch(w,c) ; }
X#define addstr(s) waddstr(stdscr,s)
X#define mvaddstr(y,x,s) { wmove(stdscr,y,x) ; waddstr(stdscr,s) ; }
X#define mvwaddstr(w,y,x,s) { wmove(w,y,x) ; waddstr(w,s) ; }
X#define clear() wclear(stdscr)
X#define clearok(w,f) { w->_clear = (w->_flags & _FULLWIN) ? f : w->_clear ; }
X#define clrtobot() wclrtobot(stdscr)
X#define clrtoeol() wclrtoeol(stdscr)
X#define delch() wdelch(stdscr)
X#define mvdelch(y,x) { wmove(stdscr,y,x) ; wdelch(stdscr) ; }
X#define mvwdelch(w,y,x) { wmove(w,y,x) ; wdelch(w) ; }
X#define deleteln() wdeleteln(stdscr)
X#define mvdeleteln(y,x) { wmove(stdscr,y,x) ; wdeleteln(stdscr) ; }
X#define mvwdeleteln(w,y,x) { wmove(w,y,x) ; wdeleteln(w) ; }
X#define erase() werase(stdscr)
X#define insch(c) winsch(stdscr,c)
X#define mvinsch(y,x,c) { wmove(stdscr,y,x) ; winsch(stdscr,c) ; }
X#define mvwinsch(w,y,x,c) { wmove(w,y,x) ; winsch(w,c) ; }
X#define insertln() winsertln(stdscr)
X#define mvinsertln(y,x) { wmove(stdscr,y,x) ; winsertln(stdscr) ; }
X#define mvwinsertln(w,y,x) { wmove(w,y,x) ; winsertln(w) ; }
X#define move(y,x) wmove(stdscr,y,x)
X#define refresh() wrefresh(stdscr)
X#define standout() wstandout(stdscr)
X#define standend() wstandend(stdscr)
X#define getch() wgetch(stdscr)
X#define mvgetch(y,x) ( wmove(stdscr,y,x) , wgetch(stdscr) )
X#define mvwgetch(w,y,x) ( wmove(w,y,x) , wgetch(w) )
X#define getstr(s) wgetstr(stdscr,s)
X#define mvgetstr(y,x,s) { wmove(stdscr,y,x) ; wgetstr(stdscr,s) ; }
X#define mvwgetstr(w,y,x,s) { wmove(w,y,x) ; wgetstr(w,s) ; }
X#define getyx(w,y,x) { y = w->_cury ; x = w->_curx ; }
X#define inch() (stdscr->_y[stdscr->_cury][stdscr->_curx])
X#define mvinch(y,x) ( wmove(stdscr,y,x) , stdscr->_y[stdscr->_cury][stdscr->_curx])
X#define mvwinch(w,y,x) ( wmove(w,y,x) , w4->_y[w->_cury][w->_curx])
X#define winch(w) (w->_y[w->_cury][w->_curx])
X
Xstruct _win_st {
X WORD _cury, _curx ;
X WORD _maxy, _maxx ;
X WORD _begy, _begx ;
X WORD _flags ;
X BYTE _clear ;
X BYTE _leave ;
```

```
X BYTE _scroll ;
X WORD **_y ;
X WORD *_firstch ;
X WORD *_lastch ;
X} ;
X
Xextern WINDOW *curscr ;
Xextern WINDOW *stdscr ;
Xextern char *Def_term ;
Xextern bool My_term ;
Xextern char *ttytype ;
Xextern int LINES ;
Xextern int COLS ;
Xextern int ERR ;
Xextern int OK ;
X****************END OF SOURCE CURSES.H**********************************
________This_Is_The_END________
if test `wc -l < curses.h` -ne 100; then
echo 'shar: curses.h was damaged during transit (should have been 100 lines)'
fi
fi ; : end of overwriting check
echo 'x - curses.man'
if test -f curses.man; then echo 'shar: not overwriting curses.man'; else
sed 's/^X//' << '________This_Is_The_END________' > curses.man
X
XCURSES(3X) CURSES(3X)
X
X
XNAME
X
X curses - screen functions with "optimal" cursor motion
X
X
XDESCRIPTION
X
X The functions in the curses-package give you an implementation of the
XUN*X-curses package for the Atari ST series computer. It allows you to do
Xterminal-oriented graphics of a crude nature. An image is kept of what the
Xcurrent screen looks like, while the user creates a new image. Refresh()
Xmust be called to make the current screen look like the one the user has
Xprepared. Initscr() must be called to initialize the package and endwin()
Xto clean up before exiting.
X
XSEE ALSO
X
X Screen Updating and Cursor Movement Optimization : A Library Package,
X Ken Arnold.
X The CURSES screen updating and cursor movement package : A collection
X of C-functions for the Atari ST-series computers, R. van 't Veen.
X
```

```
XAUTHORS
X
X UN*X-curses : Ken Arnold.
X Atari-curses : Rene van 't Veen.
X
XFUNCTIONS
X
X addch(c) add a character to stdscr
X addstr(s) add a string to stdscr
X box(win,v,h) draw a box around a window
X crmode() set cbreak mode
X clear() clear stdscr
X clearok(scr,f) set clear flag for scr
X cltobot() clear to bottom on stdscr
X clrtoeol() clear to end of line on stdscr
X delch() delete a character
X deleteln() delete a line
X delwin(w) delete window w
X echo() set echo mode
X endwin() end window mode
X erase() erase stdscr
X getch() get a char through stdscr
X getstr() get a string through stdscr
X getyx(w,y,x) get current coordinates
X inch() get char at current coordinates
X initscr() initialize curses
X insch() insert a character
X insertln() insert a line
X leaveok(w,f) set leave flag for window w
X longname(termbuf, name) get a long terminal name
X move(y,x) move to (y,x) on stdscr
X mvcur(ly,lx,ny,nx) actually move the cursor
X newwin(lines,cols,begin_y,begin_x) create a window
X nl() set newline mapping on
X nocrmode() unset cbreak mode
X noecho() unset echo mode
X nonl() set newline mapping off
X noraw() unset raw mode
X overlay(win1,win2) overlay win1 on win2
X overwrite(win1,win2) overwrite win1 on win2
X raw() set raw mode
X refresh() make terminal look like stdscr
X scroll(win) scroll win one line up
X scrollok(w,f) set scroll flag for window win
X standend() leave standout mode
X standout() enter standout mode
X subwin(win,lines,cols,begin_y,begin_x) create a sub window
X touchwin(win) change everything on win
X waddch(win,c) add char to win
X waddstr(win,s) add string to win
```

```
X wclear(w) clear w
X wclrtobot(w) clear w to bottom of w
X wclrtoeol(w) clear w to end of line
X wdelch(w) delete character from w
X wdeleteln(w) delete line from w
X werase(w) erase w
X wgetch(w) get a character through w
X wgetstr(w,s) get a string through w
X winch(w) get char at current (y,x) of w
X winsch(w,c) insert a char on w
X winsertln(w) insert a line on w
X wmove(w,y,x) set current coordinates of w
X wrefresh(w) make terminal look like w
X wstandend(w) leave standout mode for w
X wstandout(w) enter standout mode for w
X
XBUGS
X
X Hopefully none, but you never know ...
X If you find any, please let me know,
X I ( Rene ) am at ..!mcvax!nikhefh!u13 .
________This_Is_The_END________
if test `wc -l < curses.man` -ne 97; then
echo 'shar: curses.man was damaged during transit (should have been 97 lines)'
fi
fi ; : end of overwriting check
echo 'x - twinkle.c'
if test -f twinkle.c; then echo 'shar: not overwriting twinkle.c'; else
sed 's/^X//' << '________This_Is_The_END________' > twinkle.c
X/* sample application using curses calls, this takes about 25 seconds on the */
X/* Atari and over 6 minutes on a mainframe, using a vt100 on a 4800 baud */
X/* line. Even on the mainframe it uses 24 seconds of computation time. */
X/* see copyright notice in curses.c */
X/* #include "portab.h" forbidden in MW C */
X
X#include "curses.h"
X
X#define NCOLS 80
X#define NLINES 24
X#define MAXPATT 4
X
Xstruct locs {
X char y,x ;
X } ;
X
Xtypedef struct locs LOCS ;
X
XLOCS Layout[NCOLS*NLINES] ;;
X
Xint pat ;
```

```
Xint nstar ;
X
Xmain()
X{
X int i ;
X
X initscr() ;
X leaveok(stdscr,1) ;
X for ( i = 0 ; i < 10 ; i++ )
X {
X makeboard() ;
X puton('*') ;
X puton(' ') ;
X } ;
X endwin() ;
X}
X
Xmakeboard()
X{
X int y,x ;
X LOCS *lp ;
X
X pat = rand() % MAXPATT ;
X lp = Layout ;
X for ( y = 0 ; y < NLINES ; y++ )
X for ( x = 0 ; x < NCOLS ; x++ )
X if ( ison(y,x) )
X {
X lp->y = y ;
X lp->x = x ;
X lp++ ;
X } ;
X nstar = lp - Layout ;
X}
X
Xison(y,x)
Xint y,x ;
X{
X switch ( pat )
X {
X case 0:
X return(!(y & 0x01)) ;
X case 1:
X if ( x >= NLINES && y >= NCOLS )
X return(0) ;
X if ( y < 3 || y >= NLINES - 3 )
X return(1) ;
X return((x < 3 || x >= NCOLS - 3 )) ;
X case 2:
X return(((x+y) & 0x01)) ;
```

```
X case 3:
X return(( y>= 9 && y <= 15 )) ;
X } ;
X}
X
Xputon(ch)
Xchar ch ;
X{
X LOCS *lp, *end, temp ;
X int r ;
X
X end = &(Layout[nstar]) ;
X for ( lp = Layout ; lp < end ; lp++ )
X {
X r = rand() % nstar ;
X temp = *lp ;
X *lp = Layout[r] ;
X Layout[r] = temp ;
X } ;
X for ( lp = Layout ; lp < end ; lp++ )
X {
X mvaddch(lp->y,lp->x,ch) ;
X refresh() ;
X } ;
X}
________This_Is_The_END________
if test `wc -l < twinkle.c` -ne 96; then
echo 'shar: twinkle.c was damaged during transit (should have been 96 lines)'
fi
fi ; : end of overwriting check
exit 0
```

1816. Re: shrink-wrap copying...

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 02:15:18 UTC
From: avalon@UCSCB.UCSC.EDU
Message-ID: <8802170215.AA28331@ucscb.UCSC.EDU>
Source record: 254366

+-In article <2281@charon.unm.edu>, hansb@ariel.unm.edu.UUCP (Hans Bechtel) wrote:-
+----------
|
| I know of a store in a big city in New Mexico that after they buy the
| software to sell, they open up the package, copy it, and pass it to
| a few of their friends, shrink-wrap it again, and put it back on the
| shelves for sale.
|
| I won't mention any names here, but I think it is wrong to do the above.
|
| Hans Bechtel
+----------

I agree.

I used to work for a company in Southern California whose policy it was that if a customer was in any way not satisfied with the product, the could return it, if they keep the receipt, for a full refund. We would then test it, make sure all of the docs were there, then re shrinkwrap the product and place it back on the shelves.

MOST of the time we never had a problem with this. Most customers were able to realize that the policy was set there for those that REALLY did not like product, or felt that they had not gotten their money's worth, and did not abuse it. There were, however, a few people that would buy at one of our stores, and return at a different one. Every return is fully documented, whether or not we give cash or store credit back, and sometimes, if the sales person, or the manager thinks that the return is not quite on the up and up, he or she will phone other area stores and inform them that we have had a return, and they may want to be on the lookout for a series of them by the same person/people.

The worst case of this abuse was a customer that purchased the FULL doctor's office manager, and several other IBM brand software packages, at different times, then proceeeded to return them within two days. The first time we said ok, the second we grimaced, and the third we informed that they were no longer allowed to return a product unless it was defective, and we would be happy to test it on our machines before they left the store so that we would know right off if it was defective or not.

Overall, this policy, of being able to reshrink has a great number of ad-vantages, but it is too bad that some feel that this is an opportunity to "rip off" software manufacturers, authors, and dealers.

Scott

DISCLAIMER: The above mentioned opinions are nothing more than just that,
opinions. They in no way reflect the feelings of others, unless
by choice.

--
=-=-=-

1817. Re: dBMAN upgrades

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 02:37:57 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3257@watcgl.waterloo.edu>
Source record: 254367

>In article <238@banyan.UUCP> ted@banyan.UUCP (Ted Bailey) writes:
>>number in the manual. I've tried calling 408-268-6101, but only to listen
^^^^^^^^
And I respond:
> The number was changed to (408) 268-6101...
^^^^^^^^
(With red face:) okay, I was just testing you. The number was
really changed to... >ahem<
(408) 723-8384.
Also listed on the latest flyer:
(408) 723-9044.
--
- Jonathan A. Fischer
jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer

1818. houston file server

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 04:16:23 UTC
From: gpm@dukempd.UUCP
Message-ID: <450@dukempd.UUCP>
Source record: 254369

How do I access the atari archives at Houston? Specifically, what address do
I use to request lists, programs and of course help?
Thanks.

--
Guy Metcalfe gpm@dukempd.uucp
Duke University Dept. of Physics mcnc!duke!dukempd!gpm
Durham, N.C. 27706 despot@tucc.bitnet

1819. Re: shrink-wrap copying...

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 05:46:07 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <788@pasteur.Berkeley.Edu>
Source record: 254370
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <2281@charon.unm.edu> hansb@ariel.unm.edu.UUCP (Hans Bechtel) writes:
>
>I know of a store in a big city in New Mexico that after they buy the
>software to sell, they open up the package, copy it, and pass it to
>a few of their friends, shrink-wrap it again, and put it back on the
>shelves for sale.
>
>I won't mention any names here, but I think it is wrong to do the above.
>
>Hans Bechtel

The computer store I have worked at also did something similar to this. We would make a copy of software to demonstrate and then reshrink-wrap it. The reason is that customer's keep wanting two otherwise mutually exclusive things: 1) They want to see something demonstrated before they buy it and 2) they want a shrink-wrap fresh copy of software to buy. We couldn't afford to keep an original of every program strictly for demonstration purposes. Since we had a very liberal exchange policy on defective merchandise, we felt that the very slight risk of damaging the original during copying was worth it. We would also test the original after copying to make sure it still worked before shrink-wrapping. However, any of the copies made were strictly for in-store demo, they never left the premises and no copies were distributed.

-Matthew Seitz

1820. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 08:34:34 UTC
From: davidg@killer.UUCP
Message-ID: <3343@killer.UUCP>
Source record: 254371
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

in article <4815@ihlpg.ATT.COM>, tainter@ihlpg.ATT.COM (Tainter) says:
>
> If you want your shareware to succeed, then send it to EVERY magazine software
> reviewer you can find, have heard of, or is even rumoured to exist. Upload it
> to GENIE, COMPUSERVE, etc. Call into bulletin boards across the country
> and upload it. Post it to usenet. When people make queries about applications

One note: Do NOT under any circumstance upload it to Compu$pend - I have heard
that they have this weird idea that they hold the copywrite on ALL material
that comes from their system, including things which users have uploaded! I
have heard that they have hassled some BBS's which were carring programs that
a user would download from CI$ & then upload to the BBS in question. If you
want to avoid the hassle, avoid using Compu$pend.
--Dave

--
David Guntner UUCP: {ihnp4, codas}!killer!davidg INET: davidg@killer.UUCP

"...Different ship, but she's got a good name. Treat --Admiral L. McCoy
her like a lady, and she'll always bring you home." "Encounter at Farpoint"

1821. Absoft Fortran

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 09:46:10 UTC
From: XBR3D815@DDATHD21.BITNET
Message-ID: <8802171440.AA22310@ucbvax.Berkeley.EDU>
Source record: 254372

Can some kind soul give me some information about the price and the number of the current version of Absoft Fortran for the ST ?

Werner

1822. Bad placing of Atari ST binaries

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 10:21:55 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <386@csvax.liv.ac.uk>
Source record: 254373

Ahem, but I've noticed something strange going on :

Why, WHY, W H Y are binaries being posted into comp.sys.atari.st ???
All other groups post to comp.binaries.<machine>...there USED to be a
comp.binaries.atari.st at my site, but it expired after 60 days due to
a lack of postings...
Does this mean I have to sift through comp.sys.atari.st to find the
programs I want ?

Signed Richard K. Lloyd SQRKL@UK.AC.LIV.CSVAX
--- I love my Mac Plus, Amiga 1000 and Archimedes A310. What ? You've only
got an ST ? You don't know what you're missing.... ---

1823. xlisp for the st?

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 12:23:07 UTC
From: btb@ncoast.UUCP
Message-ID: <7236@ncoast.UUCP>
Source record: 254374

hello,
has anybody posted the public domain xlisp to the net recently?
i would like to get a copy. thanks.

--
Brad Banko
Columbus, Ohio
(formerly ...!decvax!cwruecmp!ncoast!btb)
btb%ncoast@mandrill.cwru.edu

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

1824. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 12:27:44 UTC
From: nelson@sun.soe.clarkson.edu
Message-ID: <426@sun.soe.clarkson.edu>
Source record: 254375
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <883@rmi.UUCP> shimoda@rmi.UUCP (Markus Schmidt) writes:
>Just these days I am about to decide what to do with a program I am
>writing now. It is supposed to be a super-duper-terminal (although
>now it is far beyond of being that :-).
[...]
>The results were NULL.

Well, what did you expect? What with qmodem, procomm, and pibterm, you've got some excellent competition. You, like the other person who was disappointed by the lack of "sales" of their terminal emulator (no matter how nifty), were targetting a oversaturated market. How about writing a program that no-one has even thought about writing?

Shareware is just another marketing scheme, not a miracle worker.

--
-russ
AT&T: (315)268-6591 BITNET: NELSON@CLUTX Internet: nelson@clutx.clarkson.edu
GEnie: BH01 Compu$erve: 70441,205

1825. Re: shrink-wrap copying...

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 13:19:20 UTC
From: wnp@dcs.UUCP
Message-ID: <17@dcs.UUCP>
Source record: 254376
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <2281@charon.unm.edu> hansb@ariel.unm.edu.UUCP (Hans Bechtel) writes:
>
>I know of a store in a big city in New Mexico that after they buy the
>software to sell, they open up the package, copy it, and pass it to
>a few of their friends, shrink-wrap it again, and put it back on the
>shelves for sale.
>
>I won't mention any names here, but I think it is wrong to do the above.

Please DO mention names! This sort of thing could cause incredible hassles
for the eventual purchaser of such a re-shrinkwrapped package.

Consider this scenario:

A software company finally gets fed up with piracy and decides to go after
pirates. They try to collect as many illegal copies of their software as they
can, offering "amnesty" to those who had them, and sue the registered owners
for each serial number they find in their collection.

The customers of the store you are referring to have no idea that there are
illegitimate copies of software with their serial numbers floating around out
there, and suddenly they have a lawsuit sprung on them!

Don't say that won't happen, I have heard of two instances when it has!

So DO mention names, so people will know where NOT to buy software.
--
Wolf N. Paul Phone: (214) 306-9101 (h) (214) 404-8077 (w)
3387 Sam Rayburn Run UUCP: ihnp4!killer!{dcs, doulos}!wnp
Carrollton, TX 75007 INTERNET: wnp@dcs.UUCP ESL: 62832882
Pat Robertson does NOT speak for all evangelical Christians--not for me, anyway!

1826. UniTerm 2.0 Docs Wanted

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 13:48:40 UTC
From: rbk@akgua.ATT.COM
Message-ID: <8866@akguc.akgua.ATT.COM>
Source record: 254377

<><><><><><><><><><>

Could someone please send me the latest (2.0?) UniTerm docs in ASCII
form (or First Word, or anything else that I should be able to read)?

Thanks,
R. Brad Kummer {ihnp4, mtune, akgua}!akguc!rbk
AT&T Bell Laboratories Atlanta, GA

1827. Re: shrink-wrap copying...

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 13:56:08 UTC
From: schein@cbmvax.UUCP
Message-ID: <3332@cbmvax.UUCP>
Source record: 254378
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <2281@charon.unm.edu> hansb@ariel.unm.edu.UUCP (Hans Bechtel) writes:
>
>I know of a store in a big city in New Mexico that after they buy the
>software to sell, they open up the package, copy it, and pass it to
>a few of their friends, shrink-wrap it again, and put it back on the
>shelves for sale.
>
>I won't mention any names here, but I think it is wrong to do the above.
^^^^^^^^^^^^^^^^^^^
Wrong is a moral issue, the other issue is legal - and this is illegal!
>
>Hans Bechtel

--
Dan Schein uucp: {ihnp4|allegra|burdvax|rutgers}!cbmvax!schein
Commodore AMIGA ARPANET: cbmvax!schein@uunet.uu.net
1200 Wilson Drive Bix: dschein Plink: Dan*CATS
West Chester PA 19380 phone: (215) 431-9100 ext. 9542
+---+
All spelling mistakes are a result of my efforts to avoid education :-)
+---+
I help Commodore by supporting the AMIGA. Commodore supports
me by allowing me to form my own suggestions and comments.

1828. Re: Curses (also HDSCAN 1.4 info)

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 14:46:23 UTC
From: trb@stag.UUCP
Message-ID: <341@stag.UUCP>
Source record: 254379

In article <33697CEN@PSUVM> CEN@PSUVM.BITNET writes:
>Could some kind soul please explain exactly what is in the Curses package?

Curses is a package that provides a standard set of i/o control functions. It includes standard screen postitioning calls (simple things like moving to a location on as screen as well as complex things like managing multiple windows) and standard input char/line options. The real advantage to using Curses is that the calls are pretty much standard. If you write a program that uses Curses for screen management on one Unix system, then you can be pretty sure that it will run on most other Unix boxes (and equally importantly on pretty much any type of terminal that is attached to the unix systems since curses will look at the terminals TERMCAP/TERMINFO file for you and handle all the messy logic.

If you are writing a program that you intend only for the ST, then I wouldn't recommend using curses. Just use the vt52 esc codes and throw in all the graphics you care to use. If you plan on porting the program over to an IBM PC or Amiga or Unix, then curses comes in handy.

-Todd Burkey
trb@stag.UUCP

1829. Re: Sharing Wares

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 15:20:22 UTC
From: trb@stag.UUCP
Message-ID: <342@stag.UUCP>
Source record: 254380
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.atari.st

In article <42017@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
>
>This is a joke right? What do you charge for your time? It took you less than
>an hour to write MacDoodle? More clearly stated, you should probably said
>"I got some money for 'MacDoodle 1.3'" because the word "made" implies that
>more money came out of the result than went in.

What you are forgetting is that a lot of us write software for the fun of it (i.e. to learn something or because we need a tool for a very specific need). The cost of developing it is paid back either in our 'learning' or in the time the tool saves us (else why would we write the tool?) In these cases, putting the program out as shareware is simply gravy (and further incentive to put out more useful tools). One bad thing about shareware that I have seen in the Mac world is that people seem to be throwing a shareware label on almost every piddly little program that they can think of. When I see a shareware notice on a simple program that took the author only an hour or two to write, then I think the shareware concept is being stretched a bit.

I am sure the MacDoodle author got a fair amount of satisfaction out of developing MacDoodle and a lot a satisfaction out of the knowledge that there were several other people out there that liked his program. You shouldn't ever write a program and expect everyone to like it (although it would be nice). I have had a bit better luck with HDSCAN on the ST, possibly since I also offer a more advanced version for sale on the ST. The shareware version allows people to decide whether they really even need anything better (most may not actually need the extra features). The Unix version has no such teaser, so I doubt it will bring in anything...

-Todd Burkey
trb@stag.UUCP

P.S. Chuck, I was really impressed with how fast HDSCAN ran on the Sun 4 that we had in for evaluation several weeks ago...It scanned 100+ MB of files (the full file system) in under 10 seconds. That seemed a lot faster than when I run it on our Sun 3/60's (which it looks like we will be getting more of anyway...the 4 was too expensive). It also proved invaluable, since the evaluation unit showed up without any documentation or information as to where anything was on the system so I had to do a lot of perusing to figure out what we did and didn't have on the system...

1830. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 16:54:15 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <909@xn.LL.MIT.EDU>
Source record: 254381

In article <981@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> in article <4805@ihlpg.ATT.COM>, tainter@ihlpg.ATT.COM (Tainter) says:
> >> [...] why not release the bug fixes now?
> >> /Leonard
>
> > [...] Every month or so
> > you get to buy a new version of the ROMs.
> > --j.a.tainter
>
> That is exactly what will NOT happen. If I had just "released the bug
> fixes" when I thought they were pretty much done, you would all be
> complaining that there were still bugs (and some new ones). That's what
> internal test and pre-release beta test are for. If you want to see
> what happens when you "just release" things, look at comp.sources.bugs
> some day.
>
> Atari is a multinational corporation, and has to support what it
> releases. Maybe you're not satisfied with the level of support, but I
> think it's ludicrous for you to ask that it be LOWERED.
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

What is ludicrous is that in 3 YEARS these things have not been fixed.
Why should it take 3 years to fix what you have said was originally
written in one month?

Leaving alone the 40 folder bug. Why have these things not been fixed
in 3 YEARS.

Why can you write to a file that is opened for read only?
Why is the fat search so slow? It is obscene that it takes so long
to open a file or check disk space.
Why does tos sometimes say a file is not there when it is, if the
file has been added to a disk after some subdirectories have been
added?

The new tos roms have character ouput sped up and the RS232 handler
rewritten. These were the LEAST obnoxious of the bugs in tos!

Perhaps when Atari supports their machines professionally, professionals
will buy their machines. Until then, my company is dropping its support
for the ST.

Matt Singer
Commnet Systems

1831. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 18:43:57 UTC
From: peterson@mips.csc.ti.com
Message-ID: <42540@ti-csl.CSNET>
Source record: 254382
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <3343@killer.UUCP> davidg@killer.UUCP (David Guntner) writes:
>in article <4815@ihlpg.ATT.COM>, tainter@ihlpg.ATT.COM (Tainter) says:
>>
>> If you want your shareware to succeed, then send it to EVERY magazine software
>> reviewer you can find, have heard of, or is even rumoured to exist. Upload it
>> to GENIE, COMPUSERVE, etc. Call into bulletin boards across the country
>> and upload it. Post it to usenet. When people make queries about applications
>
>
>One note: Do NOT under any circumstance upload it to Compu$pend - I have heard
>that they have this weird idea that they hold the copywrite on ALL material
>that comes from their system, including things which users have uploaded! I
>have heard that they have hassled some BBS's which were carring programs that
>a user would download from CI$ & then upload to the BBS in question. If you
>want to avoid the hassle, avoid using Compu$pend.
> --Dave
>David Guntner UUCP: {ihnp4, codas}!killer!davidg INET: davidg@killer.UUCP
>
You've heard wrong.

Compuserve claims a compilation copyright, i.e., a copyright on their
entire collection of material as a whole. They do not attempt to
claim copyright ownership of individual items their customers place on
the service. This is easily verified by reviewing Compuserve's online
copyright documentation.

They have, on occasion, contacted individuals offering on for-pay
BBS's collections of files downloaded from Compuserve. On those
occasions the individual was asked to remove files downloaded, since
that specific activity is prohibited by the contract a user agrees to
when signing up with Compuserve. On at least one occasion, such an
incident was reported in the press in a distorted form.

I'm not totally without an interest in this subject: I manage one of
the Compuserve Forums. However, I'm speaking for myself, not as a
representative of any other person or entity, especially Compuerve or
my employer.

Hardcopy and Electronic Addresses: Office:
Bob Peterson Compuserve: 76703,532 NB 2nd Floor CSC Aisle C3
P.O. Box 1686 Usenet: peterson@csc.ti.com
Plano, Tx USA 75074 (214) 995-6080 (work) or (214) 596-3720 (ans. machine)

1832. Re: shrink-wrap copying...

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 18:56:45 UTC
From: sbb@esquire.UUCP
Message-ID: <329@esquire.UUCP>
Source record: 254383
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <2281@charon.unm.edu> hansb@ariel.unm.edu.UUCP (Hans Bechtel) writes:
>I know of a store in a big city in New Mexico that after they buy the
>software to sell, they open up the package, copy it, and pass it to
>a few of their friends, shrink-wrap it again, and put it back on the
>shelves for sale.
>
>I won't mention any names here, but I think it is wrong to do the above.
>
>Hans Bechtel

Call the police. Normally I'd guess that it's a Computer Factory, but I
happen to know for a fact that most Computer Factory salesmen have difficulty
with cellophane, since it isn't covered in their training courses...

--
Steve Baumgarten | "New York... when civilization falls apart,
Davis Polk & Wardwell | remember, we were way ahead of you."
...!cmcl2!esquire!sbb | - David Letterman

1833. Re: Pexec Cookbook

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 19:15:07 UTC
From: tw@cscosl.ncsu.edu
Message-ID: <1497@ncsuvx.ncsu.edu>
Source record: 254384

In article <1691@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Does anyone have a copy of Allan Pratts Pexec Cookbook they can mail me?
>

I would also be interested in a copy. If there are others, perhaps someone
could post it? If not, please mail me a copy.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

1834. Re: GEMDOS source

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 19:58:34 UTC
From: rowley@ORVILLE.NAS.NASA.GOV
Message-ID: <8802171958.AA07566@orville.nas.nasa.gov>
Source record: 254385

The book from Germany with the GEMDOS source (DAS TOS-LISTING) does not seem to be available in the United States. I found this address for the publisher:

Heise-Heinz Verlag
Bissendorfer Str. 8
Postfach 2746
D-3000 Hannover 1, Federal Republic of Germany

If anyone finds out more about getting the book in the USA, please post.

Karl Rowley
rowley@orville.nas.nasa.gov
ames!orville.nas.nasa.gov!rowley

1835. Re: file limits of root directories

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 20:50:41 UTC
From: apratt@atari.UUCP
Message-ID: <982@atari.UUCP>
Source record: 254386

in article <449@dukempd.UUCP>, gpm@dukempd.UUCP (Guy Metcalfe) says:

> Question: is there a 100 file limit on root directories?

Yes. There is a hard limit set at format time: the root directory size
of any GEMDOS (and MS-DOS) logical device is constant.

Subdirectories don't have this problem because they are allocated as
files; when there's no more room, another cluster is allocated to the
end.

What *is* unfortunate is that subdirectories never shrink. If you
create 1024 files in a subdirectory, then erase them all, you'll have
an "empty" subdirectory which takes up 32 clusters on your disk.
Removing the subdirectory (rmdir) reclaims that space.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1836. Re: fsel_input sources wanted

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 23:13:57 UTC
From: csan@its63b.ed.ac.uk
Message-ID: <1003@its63b.ed.ac.uk>
Source record: 254387

In article <864@usl-pc.UUCP> jpdres13@usl-pc.UUCP (John Joubert) writes:
>>-------
>
>I have longed for a better fsel_input routine to call also, If anyone has
>the code for this could they please post? I would like to add a drive select
>button to it.
>

Let me add my plea also....

1837. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-17 23:23:32 UTC
From: barmar@think.COM
Message-ID: <16886@think.UUCP>
Source record: 254388
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <3343@killer.UUCP> davidg@killer.UUCP (David Guntner) writes:
>One note: Do NOT under any circumstance upload it to Compu$pend - I have heard
>that they have this weird idea that they hold the copywrite on ALL material
>that comes from their system, including things which users have uploaded!

I remember when this was being discussed last year, and I think you are overreacting. Compuserve claims what is known as a "compilation copyright". They don't copyright any individual item, but they copyright the collection as a whole. This is analogous to an anthology of short stories that have been previously published separately -- the stories are still copyright to the original publishers, but no one else can publish that particular collection of stories. In general, I think this also covers very similar collections (i.e. you wouldn't be able to get around the copyright by making a new collection that has all but one of the original stories). So, what Compuserve doesn't allow is for someone else to download a large portion of their library and then make this available to others. For example, a user group can't just download the entire Compuserve library and make enough copies for all the members. It's easy to see why they would be against this: a significant portion of Compuserve's revenue comes from people being online to download files; if one person does the downloading and then gives away copies for the price of the media then Compuserve is losing revenue.

If Compuserve thinks they hold the copyright on any contributed material they are wrong. As soon as you write something you hold the copyright on it, until you do something that causes you to lose it (such as selling the copyright to a publisher, or placing it in the public domain). If you are smart enough to put an explicit copyright notice in the text then it would be difficult for anyone else to succeed in claiming the copyright.

[P.S. Why do so many people have much trouble spelling copyright? The definition of "copyright" is "the right to copy", so why do people think that the spelling changes when you combine it into one word? One day one of you is going to get screwed when a misspelled copyright notice fails to hold up in court (actually, I think it pretty unlikely that a court would be so picky).]

Barry Margolin
Thinking Machines Corp.

barmar@think.com
uunet!think!barmar

1838. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 01:12:23 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3290@cup.portal.com>
Source record: 254389

>I see no advantage [in including RSC files]
first, you will not have to move around two files. Second, you can execute the program from anywhere - try using an installed application if your .prg and .rsc are on another partition on the hard disk from the application (There is a way of getting around this). RSC files take more space and load time than when they are merged. Some programs maintain two large .rsc files, one for monochrome, one for color, when only a few parts have to be duplicated.

1839. Re: Free RTX (or maybe almost)

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 01:17:54 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3291@cup.portal.com>
Source record: 254390

>I would be interested in others who use MT C Shell...
I use it all the time. I am using it now. Since I have programs that run
in the background to do the file transfers and dialing (for PC Pursuit),
and they don't kill the foreground, I start them and do other things on
my ST while waiting. Very few programs crash, and I have found alternatives
that don't. I only have a meg (and a LOT of auto folder stuff), so I can't
run a lot of stuff in the background. I do have things that will allow me
to break out of a program from anywhere (like control-c, but without waiting).
I use Micro C Shell when I am not using MT.

1840. Re: file limits of root directories

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 01:23:08 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3292@cup.portal.com>
Source record: 254391

This is also a limit in MSDOS. The root directory's size is specified in the boot sector at format time. Floppies normally default to 128, Hard disks to 256, but if you edit the boot sector, you can make it any number you want (@16 entries per 512 bytes sector).

1841. Re: A decent disk cache...

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 01:28:50 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3293@cup.portal.com>
Source record: 254392

I don't know of any that just cache the FATS completely and the rest dynamically, but I have a short assembly program that increases the number of FAT buffers in GEMDOS - but I don't use it since Beckemeyer's Hard Disk Accelerator seems to do a good job all around. Optimizing the disk helps too.

1842. Re: Atari 68030 computer?

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 02:11:58 UTC
From: good@atari.UUCP
Message-ID: <983@atari.UUCP>
Source record: 254393

First I should introduce myself. I have recently joined Atari's engineering group with responsibility for the coordination of product development, both hardware and software. So now you've all got someone new to singe! One of the things I will be trying to implement is a more structured and timely approach to the release of information regarding the status of new products, their specifications, capabilities etc, as well as trying to bring more focus into the channels through which such information is disseminated.

For the Atari 68030 UNIX (tm AT&T etc etc) system, the story is that the ubit will be previewed at Hannover to a very select group of invitees. I have perhaps a more cautious view towards product announcements and release, and prefer to wait until a product is in a known and marketable state before making definitive statements. Others in this industry do not necessarily share my viewpoint!

The 68030 will be a full V.3.1 SVID-compatible unit, and it is my hope that we will be able to fight off the inevitable clamoring for early units until such time as the entire product has gone through all the test cycles that such a product needs to be exposed to before it is ready for mass release. By 'entire product' I mean the real system, including options and supporting software and applications, and not just a very good box which comes up with a prompt. Right now our prototype design looks good and is happily running a lot of UNIX code, but there is still work to be done to make it a complete product, including various neat and special interfaces.

By the same token, I do not like to see software put out for general arrow-shooting until our own quivers, and those of our closest trusted associates, have been emptied. And then it will be released for a reasonable Beta test period before being made generally available. Many of us here do read the input for enhancements, fixes etc, on this net, Bix, Genie and Compuserve. Much of that input has been acted upon for the upcoming TOS release for ST & Mega. Some of you will doubtless be disappointed that your own pet wishes have not all be incorporated; many of you will be glad to see that we have taken notice.

It is very easy to be forced into premature releases due to public pressure. And very dangerous. I hope we at Atari, and you the valued customers, can work together to provide a better product for all.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

1843. Re: Free RTX (or maybe almost)

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 03:40:55 UTC
From: martin@lakesys.UUCP
Message-ID: <450@lakesys.UUCP>
Source record: 254394

David,

I'd like to see the technical info about RTX that you spoke of. I'm sure many others would be interested as well. If you have seen mis-information, I think it would be the best to have the info straight from the source.

Marty
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

1844. sony DS drive

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 08:22:22 UTC
From: rex@otto.COM
Message-ID: <547@otto.COM>
Source record: 254395

I've got a sony 3.5" double sided disk drive that I would like to hook up to my 520st. I was wondering if anyone knows where I can get that weird looking connector on the back of the atari (I would like to hook the drive up externally). Also, Is there any special connections I will have to make? Can I configure the internal single sided drive as B: and the external drive as A: ? I'm planning on building a cable, but if someone already builds cables for this purpose I would like to know.

Rex.

--

Rex Jolliff (rex@otto.UUCP, {akgua,ihnp4,mirror,sdcrdcf}!otto!rex)
The Sun Newspaper - |Disclaimer: The opinions and comments in
Nevada's Largest Daily Morning | this article are my own and in no way
Newspaper | reflect the opinions of my employers.
- -
What happened to our superior space program?

1845. HINSTALL (was Re: SH-204 ...)

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 09:07:34 UTC
From: ralph@lasso.UUCP
Message-ID: <8802180907.AA09898@lasso.laas.fr>
Source record: 254396

Concerning HINSTALL, etc., it wasn't either on my hard-disk floppy provided
with my SH-204. But on the ATARINET server at Houston in file AB204.UUE,
once downloaded and dearced, you find amongst the files:
HINSTALL.PRG .RSC .DOC
204BOOT.IMG
204ROOT.IMG
PARK.PRG
I've tried HINSTALL together with HDB (v 2.4) and have had no problems.
I hope that this helps!

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

1846. Re: HGTTB ?????

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 09:21:13 UTC
From: wes@obie.UUCP
Message-ID: <65@obie.UUCP>
Source record: 254397

In article <3099@hcr.UUCP>, miken@hcr.UUCP (Mike Nemeth) writes:
> What is "Hitchhikers Guide To The BIOS"? Where can I get a copy?

This is a document written (originally, at least) by Landon Dyer. It is also known as "The Infamous Dyer Doc." It is available from Atari in the dev kit, which I hear is now available without their brain-dead software for $100. Oh, yah, since their software is now MWC, it's not brain-dead, it's just that everyone who is very serious about C on the ST already HAS MWC, right?

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

1847. DMA/FDC-1772

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 09:57:24 UTC
From: lf@lri.lri.fr
Message-ID: <297@lri.lri.fr>
Source record: 254398

I tried to use the write-sector command of the FDC 1772 on atari 1040
without the DMA and I have had some problems: After the write_sector command
has been issued, the status register always contains 0xff and so the data
request condition cannot tested.

My question is : Is it possible to put the DMA in transparent mode
during a write operation.

Please answered by E-mail. Many thanx.

Lionel Fournigault
Laboratoire de recherche en informatique
Universite Paris Sud. Orsay
France

lf@sun8.lri.fr
lf@lri.uucp

```
...
c_function ()
{
write_fdc_track_register ( no_track ); /* No problem */
write_fdc_sector_register ( no_sect ); /* No problem */

asm {
MOVEM.L A0-A1/D1-D7,-(A7)
LEA.L 00ff8606,A0 /* DMA */
LEA.L 00ff8604,A1 /* FDC access */

MOVE.W #0x0a,D4 /* Write-sector command */
MOVE.W #0x80,D5 /* Status Register */
MOVE.W #0x180,D6 /* Command Register */
MOVE.W #0x186,D2 /* Data Register (write)*/
MOVE.W #0xd0,D3 /* Force command */

MOVE.W #25,D7 /* Copy 25 bytes */

MOVE.W D6,(A0) /* Command access */
MOVE.W D4,(A1) /* Write-sector running */

cnt: SUBI #1,D7
/* Problem begin here */
r_st: MOVE.W D5,(A0) /* Status Register access */
MOVE.W (A1),D1 /* read 0xffff ???? */
BTST #1,D1 /* Data Request ? */
BNE.S r_st
```

```
MOVE.W D2,(A0) /* Data Register access */
MOVE.W #0xaa,(A1) /* Copy 0xaa */

CMP.W #0,D7
BNE.S cnt

MOVE.W D6,(A0) /* Command access */
MOVE.W D3,(A1) /* Stop command */

MOVEM.L +(A7),A0-A1/D1-D7
}
}
```

1848. Sound, Speech-recognition and Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 10:14:00 UTC
From: VDGRIEND@HEIIPO5.BITNET
Message-ID: <8802181238.AA18225@ucbvax.Berkeley.EDU>
Source record: 254399

Dear brothers and sisters on the net,

I have some remarks and some questions and would like to receive reactions.

1. Some time ago (digest 87/420?) I asked for help to do A-D and D-A
(the latter also by the monitor speaker). I got no reaction.
But on the HCC-dagen (the biggest comp.hobbyist-fair here in Holland)
I bought the ST Soundtrack. It does 8-bit A-D and D-A, also with the
monitor as an output to about 50 KSamples/second (On the monitor 31
I think) and has a lot of nice features. It sells for about Dfl. 165.
Hardware+Software. You can connect it to your audio-equipment.
Hardware is a cartridge for the ROM-port. If you would like more INFO,
please let me know.

2. Is somebody working on speech-recognition by the ST?
I bought the Micromint Lis'ner 1000 and would like to use it on the
ROM-port. I'm convinced it is possible, not all the signals needed are
available on that port but they are in the ST. Has somebody done it
already? If so, please tell me. If you did interface another Apple][
bus card to the ST, I'm interested to hear too!

3. To David Small c.s. : It must be possible to do Mac to ST conversion
on the Mac only, is that right? Because the drive is under software
control it could be possible to read and write ST-compatible disks,
provided the neccesary software ofcourse. Or am I terribly wrong?

4. I have a Protek acoustic modem 1200/75 baud, but did not succeed in
working with bulletin-boards here in Holland. They do not seem to
recognize the PROTEK. Does somebody know why and how to fix it?
(It does work with VIDITEL compatible services).

Thank you for reading. Please react if you can offer help !

Henk van der Griendt
University of Eindhoven

1849. ETRNL2 and new roms

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 10:45:58 UTC
From: leilabd@cvaxa.sussex.ac.uk
Message-ID: <432@cvaxa.sussex.ac.uk>
Source record: 254400

A colleague tells me he has recently acquired a 1040 STF with the new OS roms and finds that he can no longer remove John Franco's ETRNL2 ram disk by doing a reset with CAPS LOCK held down.

Any ideas why that might be? Any chance of a fix ... John?

--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 JANET: leilabd@uk.ac.sussex.cvaxa
ARPA: leilabd%cvaxa.sussex.ac.uk@cunyvm.cuny.edu
BITNET: leilabd@cvaxa.sussex.ac.uk UUCP: leilabd@cvaxa.uucp

1850. HP150 diskformat to ST format

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 11:16:00 UTC
From: VDGRIEND@HEIIPO5.BITNET
Message-ID: <8802181206.AA17490@ucbvax.Berkeley.EDU>
Source record: 254301

Does somebody know how to convert HP150 dsdd disks to ST format. Is there
a conversion program for the ST?
Why do all computers use a different format ?!!
Even a msdos machine is not compatible with a msdos machine !!

Henk van der Griendt
University of Eindhoven

1851. On Oriental Mice

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 12:29:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500031@iuvax>
Source record: 254302

I have successfully fixed my Chinese mouse so that it performs like a Japanese one. Recall that someone had said that his mouse pointer did not accurately reflect mouse position changes (on his Chinese mouse). I had a similar problem which I traced to the idle roller assembly being loose. Unfortunately, it is loose by design. However, by stuffing tissue paper into the spaces between the roller arm and the roller housing I was able to get correct roller action. My mouse is now even smoother than my old Japanese one.

Alternate solution: buy a mouse from another vendor...I don't think Atari has figured out how to make these things yet.

1852. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 14:40:28 UTC
From: Pete_Brown@MAW.CEO.DG.COM
Message-ID: <793.006918@adam.DG.COM>
Source record: 254303

Hi, I'm new to the net, so I'm not even sure if this will get though, but I have a question. Its probably been answered before, but here goes... When a program bombs, and you get a number of bombs on the screen, what do the different numbers mean? ie What does it mean if you get two bombs, three bombs, etc.

1853. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 15:34:07 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <938@silver.bacs.indiana.edu>
Source record: 254304

In article <909@xn.LL.MIT.EDU> singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:

]Perhaps when Atari supports their machines professionally, professionals
]will buy their machines. Until then, my company is dropping its support
]for the ST.
]
]
]Matt Singer
]Commnet Systems

On the ST RoundTable Conference on GEnie last night, Matthew stated that
he will not be supporting his terminal program for the ST, but he will
still support FoReM ST.

1854. K-max transputer for AtariST

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 16:55:07 UTC
From: dbc5390@acf3.NYU.EDU
Message-ID: <536@acf3.NYU.EDU>
Source record: 254305
Cross-posted to: comp.sys.transputer,comp.sys.atari.st

I am thinking of getting a K-Max transputer system for my Atari ST.
I would be interested in hearing from anyone who has had experience
with this system.

David B. Chorlian
385 Clinton Ave.
Brooklyn, NY. 11238

dbc5390@acf9.nyu.edu

1855. Atari Olympics?

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 17:27:31 UTC
From: rjung@castor.usc.edu
Message-ID: <270@nunki.usc.edu>
Source record: 254306

I was watching the Winter Olympics the other night, and saw a teevee commericla for the 520 ST (nice and slick, too). Question is, is this a locally-sponsored ad, or (gasp!) is the rest of the continental United States getting the commercial?

Also, how many other Atarians in netland have seen Atari commercials with somewhat recurring frequency? Considering that one of Atari's biggest problems (in my book) is lack of mass-advertising, this might be a good sign...

--R.J.
B-)

P.S. When are we going to see 8-page, glossy-paper atari foldouts in Time magazine?

1856. GEMDOS bug (attn -- Alex)

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 18:04:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8802190133.AA02942@ucbvax.Berkeley.EDU>
Source record: 254307

Date: 18 February 1988, 12:35:09 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: GEMDOS bug (attn -- Alex)

[]

I have found an annoying bug in GEMDOS, and it occurs so frequently
that I'm sure someone out there must know how to avoid it.

In a disk-storage-intensive program I'm working on, it becomes advantageous
to be able to swap disks after loading the program. (For example, one
might load the program, then insert a data disk...) I've noticed that
GEMDOS is consistantly unable to read in the new directory tree from the
new disk. After swapping disks, my application has no trouble locating
files in the root directory, but all attempts to open files that are
in a subdirectory of the new disk fail with an error -33 (file not
found).

I asked this question before, back in October '87. Mike Fischer
(fischer@yale.arpa) was the only one to respond, and his answer was:

> One
> fix is to use Fsfirst with a path in the root directory to force
> GEMDOS to access the disk after the swap. Then you should be able
> to follow that by an Fopen for the file you really wanted. Note
> however that if you are not specifying the complete pathname (with
> a "^" immediately after the ":"), then you are asking for a file
> relative to the current working directory, which hasn't been resent.
> If this is your problem, then you also need to set the working
> directory after the disk swap.

I tried his advice, and it doesn't work (at least not on _my_ ST).
Here's the order I perform his fix: (psuedocode)

```
dsetdrv(0); { Set current drive to drive A }
dsetpath('A:^'); { Current working directory = "A:^" }
fsfirst('A:^*.*', 0); { Read first file from root directory }
fopen('A:^MESSAGES.BBS^BOARD30.MSG'); { I know the fopen syntax is
wrong here, but ignore that }
```

And it still can't find the file! Can anyone help me, please?!?!?

Thanks!

```
+----------------------+--------------------+------------------+
| Jim McCabe | Bitnet | UUCP |
```

```
| G31 ECH MTU | ---------- | -------- |
| Houghton, MI 49931 | jemccabe @ mtus5 | mccabe @ m-net |
+----------------------+--------------------+------------------+
```

1857. Re: Bad (but ANY) placing of Atari ST binaries

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 18:42:18 UTC
From: jbww@eagle.ukc.ac.uk
Message-ID: <4460@eagle.ukc.ac.uk>
Source record: 254308

Surely ANY posting of binaries and source is better than none.

During most months of late 1986, early 1987, I captured about 1 disc full per month from the net. (Four during Jan 1987!)

I doubt if I have had 2 discs full in the last six months.

I don't believe this is because people are not writing things; I have managed to get quite a bit by going (literally) disc in hand, to the right people, and have heard of quite a few things that were on their way to ST source/binaries, that have never appeared.

Yes, the sources and binary groups are the right place, but I think the time has now come to post here, rather than nowhere.

Things that I have heard of, and would like to see :
(But please don't mail them to me without checking: we have limits)

Molecule; Aim V2 + new data files; 1stLatex V2;
regular updates of Uniterm (have 2.0a)
StCad; Icon V2 ; Levee ; Colour flipping tools (and demos)
Uniterm2 docs (Tex or otherwise); blitter docs

Are there any upgrades to the originals of the following :

Starchart; DviSt;

Something that I have just got, and can recommend : 1stw2PS

File transfer is probably easy in the States, not so good this side of the Atlantic, person to person mail across the atlantic seems a waste if many people want it, so : PLEASE LET US HAVE PROGRAMS, NOT JUST TALK !

j.b. webber jbww@Ukc.ac.uk

1858. gulam

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 19:15:10 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8802182253.AA29503@ucbvax.Berkeley.EDU>
Source record: 254309

Has anyone had a problem with use of IBM formatted floppies with gulam?
If I format a floppy on our Zenith portables at work and copy
files/directories to it, GEM will recognize the directories and their
contents but gulam will not let me cd into the directories.

Any suggestions?

Regards, Norm Frech

Norm Frech <nfrech@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-HL, Box 1578, St.Louis, MO 63188-1578
COMMERICAL: (314) 263-5231 AUTOVON: 693-5231

1859. Re: Microsoft Word for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 19:19:03 UTC
From: poole@forty2.UUCP
Message-ID: <148@forty2.UUCP>
Source record: 254310

In article <8802072043.AA15363@orville.nas.nasa.gov> rowley@ORVILLE.NAS.NASA.GOV (Karl Rowley) writes:
.....
>
>The package comes with GDOS, and a device driver and fonts for the Atari
>dot matrix printer. Included is a set-up program for GDOS. It appeared
.....
>The GDOS document and utility programs look good. Atari should consider
>selling the GDOS programs and documents separately from the Microsoft Word
>package.
>
Fat chance of that happening, over the period of the last two years Atari has simply refused to make GDOS available as a seperate product, delibertley crippling the ST as a result. As far as I know the only way to get a copy without buying a software package is to buy an Atari laser printer :-/.

Simon Poole
Bitnet: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!poole

1860. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 20:04:13 UTC
From: sid@brambo.UUCP
Message-ID: <282@brambo.UUCP>
Source record: 254311

In article <4805@ihlpg.ATT.COM> tainter@ihlpg.ATT.COM (Tainter) writes:
>In article <1988Feb6.152605.3470@gpu.utcs.toronto.edu>, lharris@gpu.utcs.toronto.edu (Leonard Harris) writes:
>> Excuse me if I'm mistaken - but why not release the bug fixes now?
>> Since it is only useful to people with Ataris.
>> Is support like this too much to ask, or does Atari see $$$ in new
>> rom sales and/or developer registrations for this?
>
>Actually, I think they should make a RAM loaded patch and post it here, DELPHI,
>GENIE, COMPUSERVE (open forums not the developers SIG), the STadel network
>and any other of the major computer networks.
>
>> /Leonard
>
>--j.a.tainter

I replied to Allan's message about the bug fixes, suggesting that the patches be posted here (since he expects them to be only 32K). No response. So now I'm posting my comments...

I am a "registered developer" (ie, I bought the developer's kit) even though I don't produce any products, but I haven't heard anything that suggests I'll get a set of ROMs, even if I do have to buy them. I didn't receive an offer to acquire or purchase GDOS either, even though it exists (it comes with certain software packages).

You know, the Atari ST series of machines are quite amazing devices...Too bad Atari doesn't seem to see it that way. They keep leaving out key ingredients that would give the machines a decent chance of taking off... Like GDOS...and a write signal on the cartridge port...and support...

1861. Delivery dates

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 20:12:18 UTC
From: rjung@sal33.usc.edu
Message-ID: <275@nunki.usc.edu>
Source record: 254312

This might sound like old news, but I haven't heard anything on it,
somebody fill me in:

Does anyone know what are the "official" Atari release dates for either
the Abaq or the Atari UNIX run-alike? What are the specifications of the
UNIX-system? Memory size? Workstation expansions? Huh?

Thanks in advance,

--R.J.
B-)

Bitnet: rjung@sal124.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1862. New release 1stw2ps (v3.1)

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 20:21:00 UTC
From: U00170@HASARA5.BITNET
Message-ID: <8802190450.AA06399@ucbvax.Berkeley.EDU>
Source record: 254313

```
Since I have not seen this message in any of the ATARI-16 digests
I post this again:

New release 1stw2ps Version 3.1 4 February 1988
================================================

1stw2ps is a program that makes a postscript file from a 1stWord
or WordPlus file. The printout you will get looks much better than
that from any 24-pin, dot-matrix printer.

Spaces are adjusted so that each space occupies the same length on
a line.

New: Several special characters are supported:
-- Output to RS-232 or Centronics.
-- Special header fontstyles.
-- Date and time inclusion.
-- Most (all?) bugs are fixed. I just forgot them.

Contents of (uue) archive :

Name Length Storage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
1STW2PS.HEX 1554 Crunched 68% 501 4 Feb 88 11:23p 03ED
1STW2PS.INI 7264 Crunched 47% 3885 4 Feb 88 11:03p E0FB
1STW2PS.MAN 5108 Crunched 43% 2918 4 Feb 88 11:20p 4B17
1STW2PS.PRG 59996 Crunched 36% 38590 4 Feb 88 11:02p 7806
1STW2PS.RSC 7986 Crunched 50% 4029 4 Feb 88 11:30p F85F
==== ======== ==== ========
Total 5 81908 40% 49923

1STW2PS.HEX is a hexidecimal file for INSTALL.PRG which shows the
characters available in 1stw2ps.
1STW2PS.INI is the laser printer initialisation file.
1STW2PS.MAN is the manual.

I am sending a copy to the file-server at Houston (UH-INFO@UHUPVM1). If
somebody out there will be so kind as to post it to atari16.sources or
whatever it is called, I'll appreciate it.

Any remarks, suggestions or just a "keep up the good work" are welcome.

Greetings,

Berend F. de Vries
U00170@HASARA5.BITNET
1e Nassaustraat 18-III
1052 BG Amsterdam
```

Holland.
==========

1863. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 20:35:53 UTC
From: dhesi@bsu-cs.UUCP
Message-ID: <2152@bsu-cs.UUCP>
Source record: 254314
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <42540@ti-csl.CSNET> peterson@mips.UUCP (Bob Peterson) writes:
> They have, on occasion, contacted individuals offering on for-pay
>BBS's collections of files downloaded from Compuserve. On those
>occasions the individual was asked to remove files downloaded, since
>that specific activity is prohibited by the contract a user agrees to
>when signing up with Compuserve.

As I remember it, the CompuServe contract says that since stuff on
CompuServe belongs to others, one may not download it for commercial
purposes. The emphasis is on protecting the rights of the owner of the
files which, as Bob Peterson says in his article, is not CompuServe.
This implies that so long as the owner of the downloaded files doesn't
object, one can do anything one wants with the downloaded software.

There is simply no merit in the claim that CompuServe can get a
compilation copyright for material that is already copyrighted without
getting explicit permission from each copyright holder. It is
illegal to create a compilation of copyrighted material for
commercial purposes without explicit permission from the copyright
holder of each item included in the compilation.

CompuServe is on record as claiming that if you download software from
its forums and give it away to others, you are stealing somebody else's
work. Since essentially all downloadable software is shareware or
public domain, one can see that this is an absurd and self-serving
claim made solely to fool the public.
--
Rahul Dhesi UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!dhesi

1864. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 20:46:43 UTC
From: sbb@esquire.UUCP
Message-ID: <333@esquire.UUCP>
Source record: 254315
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <2608@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton) writes:
>Copyright 1988 by Richard J. Sexton.
>
>Ahh! Now this article is copyrighted.

And it's always wise to include "All Rights Reserved".

--
Steve Baumgarten | "New York... when civilization falls apart,
Davis Polk & Wardwell | remember, we were way ahead of you."
...!cmcl2!esquire!sbb | - David Letterman

1865. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 21:08:15 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <912@xn.LL.MIT.EDU>
Source record: 254316

In article <938@silver.bacs.indiana.edu>, stowe@silver.bacs.indiana.edu (holly) writes:
> In article <909@xn.LL.MIT.EDU> singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
>
>]Perhaps when Atari supports their machines professionally, professionals
>]will buy their machines. Until then, my company is dropping its support
>]for the ST.
>]
>]
>]Matt Singer
>]Commnet Systems
>
> On the ST RoundTable Conference on GEnie last night, Matthew stated that
> he will not be supporting his terminal program for the ST, but he will
> still support FoReM ST.

I guess I should clarify that....

Judging from sales, I don't think all that many people would care if
I dropped FoReM ST, but...

What I am not doing is any ST specific development. I had plans for
a multi-user bbs system based on the ST, but there is no reason to
do so.

FoReM ST will stay consistant with the single user IBM PC version as
it is source code compatible for both the main bbs and the FoReM Net
network mail system. When the multi-user 286/386 version comes
out later this year there will be no effort to have it run on the
ST. Too few sales and too much piracy.

Matt Singer
Commnet Systems

FoReM is the "Friends of Rickey Moose"

1866. Re: Free RTX (or maybe almost)

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 21:43:58 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1501@ncsuvx.ncsu.edu>
Source record: 254318

In article <138@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>If there is interest and approval I could post the technical information
>regarding RTX internals. I think I'm the only one that really knows;
>and I have seen a lot of mis-information thrown around here. Of course,
>it would not be a product evaluation good or bad, simply a description.
>I would try not to hype. I won't post this if It's gonna raise flames.
>--

I for one would really appreciate an authoratative description of RTX in this newsgroup. If, for some incomprehensible :-) reason, no one agrees with this, could you e-mail me a copy? Thanks in advance,

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

1867. Re: Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-02-18 22:05:45 UTC
From: rjd@nancy
Message-ID: <22926@brunix.UUCP>
Source record: 254319

In article <47@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <22558@brunix.UUCP>, rjd@nancy (Rob Demillo) writes:
>> Well, sources (from within Lyco and other mail order houses)
>> tell us that Lyco had been getting its STs "illegally."
>> What does "illegally" mean? Your guess is as good as mine.
>
>Rumor has it that Lyco and CMO were buying "bad" STs from Atari,
>ostensibly for spare parts, and then doing whatever it took to make
>them run enough to sell them. You pop off the cover and the RF shield
>and there are Atari Q/C "REJECTED" stickers all over the place.

Well, just to back this claim up, the story continues...

Exactly 24 hours after I posted my first article about Lyco, the
friend of mine that originally bought his though Lyco called me
up: it seems that his 1040 fryed. Not just your standard, made-in-america
turn in on and it doesn't work kinda deal...I'm talking about:

** FIZZZZZZZZZZZZZ---TTTTTT!!! **

accompanied by smoke and sparks. (I have only seen one other machine
do this: an IBM Portable PC that had the wrong monitor plugged into it.)

So, he opens it up: sure enough the power supply blew. He told me after
the fact that it had been running kinda hot ever since he bought it,
and twice it rebooted for no reason. He bought a new power supply ($45)
and now everything is fine...

...if he has the old one I'll have him look for the Atari Q/C "REJECT"
stickers.

- Rob DeMillo
Brown University - Planetary Science Group

UUCP: ...{seismo!harpo}!ihnp4!brunix!rjd -- or --
...{seismo!harpo}!ihnp4!brunix!europa!demillo
BITNET: GE702025@BROWNVM
SPAN: BRNPSG::DEMILLO
CompuServe: 73537,2737

"...I am not so sure what you want me for!
Either your machine is a fool, or me..." -- "WarGames", CSN

1868. Re: MEGABYTE, in Webster Texas?????

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 00:33:41 UTC
From: tsl@netsys.UUCP
Message-ID: <5248@netsys.UUCP>
Source record: 254320

In article <903@usl-pc.UUCP> jpdres13@usl-pc.UUCP (John Joubert) writes:
>This is the company that is making the Accelerator board for the ST.
>
>It is a 14mHz board for the ST, time ratings now say the speed increase is
>about 75% and it does work with PC-Ditto.
>
>I have been told that the board will eventually be running at 16mhz. Twice
>as fast. That should be real nice with your favorite C compiler, PC-Ditto,
>Magic Sac (maybe, not tested), XformerII (Atari 800/C64/AppleII emul),and
>lots of other fun goodies.
Does it work with GEM? Apparently so, but I had understood from
several people that the GEMDOS would not tollerate any type of speed
increase, even just putting in a 68010, which gives an effective 10Mhz
68k speed. I had also read about a board to put in a 68020 and 68881 running
at various speeds, but they said that too would not work with GEMDOS.
I had been waiting for the release of MINIX/ST to get one of these, but
if it will work now, great!!

>I have a friend who has paid the $200 for a beta board and should get it
>"Real Soon Now."
Could you _please_ give the address if it satisifies the stuff
up above? I imagine alot of people will be interested if it does work
with GEMDOS.

____
/
--/ __ _______
(_/ (_) / / / <_ Livingston
{ decuac,ihnp4 }!netsys!tsl

1869. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 00:40:27 UTC
From: david@bdt.UUCP
Message-ID: <142@bdt.UUCP>
Source record: 254321

In article <980@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>You're getting a Pterm if you call Pterm, and you're getting ^C if you
>don't. If you know you're calling Pterm, then call your clean-up
>routine on your own and un-install it before you terminate.
>
This isn't entirely true. An exception can also produce a Pterm. So
an exception would look like a ^C, based on the above test. The only
way around this is to install your own exception handlers, which isn't
too clean either, if you ask me (but who did, right?).
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

1870. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 02:02:32 UTC
From: stew@endor.harvard.edu
Message-ID: <4072@husc6.harvard.edu>
Source record: 254317
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <3343@killer.UUCP> davidg@killer.UUCP (David Guntner) writes:
>One note: Do NOT under any circumstance upload it to Compu$pend - I have heard
>that they have this weird idea that they hold the copywrite on ALL material
>that comes from their system, including things which users have uploaded! I
>have heard that they have hassled some BBS's which were carring programs that
>a user would download from CI$ & then upload to the BBS in question. If you
>want to avoid the hassle, avoid using Compu$pend.
> --Dave

You have heard wrong. CompuServe holds a copyright on the collection,
not on individual programs. This means you can't download the whole
library and advertise as an alternative to CompuServe, but there's
they place no restriction on redistributing individual programs.

Get the facts before spreading this kind of message.

Stew Rubenstein
Cambridge Scientific Computing, Inc.
UUCPnet: seismo!harvard!rubenstein CompuServe: 76525,421
Internet: rubenstein@harvard.harvard.edu MCIMail: CSC

1871. Re: Atari 68030 computer?

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 02:40:53 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3307@cup.portal.com>
Source record: 254322

Thanks for the report on the 68030. I am wondering if there will be at least a socket for a 68882 (if not the chip - or the 881) or some other support for floating point. In this case I think I prefer to stick with the standard 882 instead of going custom.

1872. Re: SM125 monitor, also DLII

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 05:04:12 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1414@water.waterloo.edu>
Source record: 254323

In article <6777@agate.BERKELEY.EDU> jmorton@euler.berkeley.edu writes:
]There was mention in a posting recently of the SM125 monitor. The comment
]suggested that the SM124 is preferable. I didn't realize there were two
]types - since I'm in the market for a mono monitor, would someone please
]fill me in on what the problem is and whether the SM124 is hard to get?

This has been discussed in this group before.

I think that you will find that the SM124 and SM125 are identical inside
their slightly different external covers.

Please correct me if I am wrong...

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@watmath.UUCP UUCP: ...!uunet!watmath!ljdickey
ljdickey%water@waterloo.edu ljdickey@watdcs.BITNET
ljdickey%water%waterloo.csnet@csnet-relay.ARPA

1873. Re: Multi-tasking? A nightmare...

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 07:23:17 UTC
From: Michael_M_Butler@cup.portal.com
Message-ID: <3322@cup.portal.com>
Source record: 254324
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Get real. DAs are just bogus fake multitasking. What Multitasking buys you in a robust OS, with some reasonable odds of not crashing, is a "MIX 'N' MATCH" approach, a la carte, versus "It'll do everything you want: err, whay would you want to do *that*?" (aka "Integrated Software Packages").

Ten months ago, as I was saying goodbye to some friends in a Minneapolis C=A dealer's sales room, I overheard a serious-sounding customer off in the far corner, talking to the salesguy: "...don't think I'll *ever* need more than two meg..."

I grin. MT is the same story.

Now, if only C=A had had the sense to lay some *good* "DA"-like code and utils on us, all of which used clipboards, with public availability of the critical sourcecode... Naah, never mind. They should have done that two years ago.

Michael [my fancy trailer bar is at the cleaners] Butler
Xanadu Operating Company / Palo Alto, CA

1874. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 08:49:48 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2645@gryphon.CTS.COM>
Source record: 254325
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <333@esquire.UUCP> sbb@esquire.UUCP (Stephen B. Baumgarten) writes:
>In article <2608@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton) writes:
>>Copyright 1988 by Richard J. Sexton.
>>
>>Ahh! Now this article is copyrighted.
>
>And it's always wise to include "All Rights Reserved".

But they wern't :-)

--
"Each morning when I wake up to rise, I'm living in a dreamland"
richard@gryphon.CTS.COM
{ihnp4!scgvaxd!cadovax, rutgers!marque, codas!ddsw1} gryphon!richard

1875. RE: Re: tried to 1 meg, problem

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 11:47:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500032@iuvax>
Source record: 254326

Be careful with the resistors! Some memory chips like the Hitachis get screwed up with them. Others, like the NEC, need them badly. My upgrade has been performing fine for 2 years with no resistors (Hitachi DRAMS).

1876. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 13:46:17 UTC
From: schein@cbmvax.UUCP
Message-ID: <3341@cbmvax.UUCP>
Source record: 254327
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <2608@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton) writes:
>
>Copyright 1988 by Richard J. Sexton.
>
> richard@gryphon.CTS.COM

Thanx for the Copyright tip. As a sometimes writer I always enjoy tips like
this one. BUT (come on - you knew it was comming) your choice of wording for
the term CompuServ, could use a little net-adjustment next time.

Of course this is my opinion and im sure you have yours. Guess thats why they
dont have UseNet in the USSR :-)
--
Dan Schein uucp: {ihnp4|allegra|burdvax|rutgers}!cbmvax!schein
Commodore AMIGA ARPANET: cbmvax!schein@uunet.uu.net
1200 Wilson Drive Bix: dschein Plink: Dan*CATS
West Chester PA 19380 phone: (215) 431-9100 ext. 9542
+---+
All spelling mistakes are a result of my efforts to avoid education :-)
+---+
I help Commodore by supporting the AMIGA. Commodore supports
me by allowing me to form my own suggestions and comments.

1877. Re: MEGABYTE, in Webster Texas?????

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 15:26:11 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1503@ncsuvx.ncsu.edu>
Source record: 254328

....some description of an accelarator board for the st..
> Does it work with GEM? Apparently so, but I had understood from
>several people that the GEMDOS would not tollerate any type of speed
>increase, even just putting in a 68010, which gives an effective 10Mhz
>68k speed. I had also read about a board to put in a 68020 and 68881 running
>at various speeds, but they said that too would not work with GEMDOS.
>I had been waiting for the release of MINIX/ST to get one of these, but
>if it will work now, great!!
I think the ST's OS can't handle OTHER processors - such as the 68010 and
68020, but it is likely that a faster 68000 would work fine. Which brings
up the question: Does the accelerator board use a 14mhz 68000?
>
>>I have a friend who has paid the $200 for a beta board and should get it
>>"Real Soon Now."
> Could you _please_ give the address if it satisifies the stuff
>up above? I imagine alot of people will be interested if it does work
>with GEMDOS.
Yes, PLEASE let us know when this product becomes available (and for
how much :-)

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

1878. Re: Looking for a window package for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 15:33:37 UTC
From: jsp@sp7040.UUCP
Message-ID: <301@sp7040.UUCP>
Source record: 254329

In article <843@daisy.UUCP>, turner@daisy.UUCP (D'arc Angel) writes:
>
> curses for the ST was posted to comp.binaries/sources.atari.st awhile ago
> and has been pretty well tested. You can get copies from any of the arhive
> sites (umix!hyc or UACE). I would rather not do a repost unless there is
> suffient interest.
>
> the same holds true for STEVIE, the VI editor for the ST
>

Being a new user on USENET, I would very much like to have both
reposted. Thanks in advance,

-- Johnnie --

1879. Re: External Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 15:37:53 UTC
From: crash@calgary.UUCP
Message-ID: <1361@vaxb.calgary.UUCP>
Source record: 254330

In article <1375@netmbx.UUCP>, hase@netmbx.UUCP (Hartmut Semken) writes:
>
> Hmm, sounds fine but...
> No pricing? Why?
>
The reason is simple, the solution complex. I have to figure out how
many ram disk chips would sell. I have to be accurate as the number is
important to re-coupe developement costs of the custom chip.

About the hard disk accerlerator. I believe an external ram disk is
still the way to go. The accelerator will only help a tight grouping
of disk accessing like compiles and still not as fast as a ram disk.
But for just loading a program, ie emacs, the accelerator will be of no help.
It can't be much help on temporary files (can it?).

Any comments???

The pricing structure will go like this. Estimate total sales
of the chip. Divide by development costs. Sell chips at some price, thus
the first twenty chips will be the same price as all the rest.
My problem is I don't know anything about marketing!

Glen

PS. still some confusion...the ram disk does not increase core. If
you have a 520 and a program needs 1 meg to run the ram disk will not
help (unless you have virtual memory op. system). for those who then
say "Well, what good is it?"- Never mind.

1880. Re: Atari Olympics?

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 16:16:46 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <960@silver.bacs.indiana.edu>
Source record: 254331

In article <270@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:

>locally-sponsored ad, or (gasp!) is the rest of the continental United
>States getting the commercial?

As I understand from Neil Harris, the ads are on the west coast only
and are sponsored by Federated.

1881. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 16:18:18 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Feb19.111818.3449@gpu.utcs.toronto.edu>
Source record: 254332

When I asked that the bug fixes be released now - I assumed that the message Mr. Pratt had posted said numerous bugs had been fixed! Isn't the best way to find bugs in software to release it to the public that uses it in ways the developers never dreamed of (if they had, the bug wouldn't be there in the first place).
My original comment was to make bug fixes and the ROMS public domain. They are only ofuse to people who bought ataris, and distribution would be much cheaper and faster. I have eproms I can program - why should I pay $100 for bug fixes in new roms?

1882. UK Server for public domain ST software

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 16:24:17 UTC
From: andrew%MARV@EENG.BRAD.AC.UK
Message-ID: <8802191624.AA10025@marvin.eleceng.bradford.ac.uk>
Source record: 254333

We have just started a server for public domain software for Atari ST's.

The JANET address of the server is

server@uk.ac.bradford.eleceng.marvin

However, the machine the server is running on is fairly new and is not in everybody's address tables yet. If you have trouble, send to

server%MARV@uk.ac.bradford.eleceng

and your message will be forwarded. The first time you mail the server I will register you as a user and send you instructions for requesting software.

The selection of stuff available is a growing fast, but new contributions are welcome :-). If you have problems using the server you can send mail to me (Andrew Minter) at the above address.

Cheers, Andrew

1883. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 17:31:15 UTC
From: rjung@sal23.usc.edu
Message-ID: <280@nunki.usc.edu>
Source record: 254334

In article <912@xn.LL.MIT.EDU> singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
>>]Perhaps when Atari supports their machines professionally, professionals
>>]will buy their machines. Until then, my company is dropping its support
>>]for the ST.
>
>I guess I should clarify that....
>
>What I am not doing is any ST specific development.
>...Too few sales and too much piracy.

Maybe I'm wrong (why not?), but why are you blaming Atari for piracy
of Forem ST (that's what I read from the above). Piracy is piracy, and to
say "Well, Atari isn't professional enough to stop it, I won't be making
improvements in ST software" strikes me as completely misplaced. I've never
heard of Broderbund dropping their Apple support because of all the piracy
that goes on in that market, for example.

I'm also interested in how many (few?) copies of Forem ST you've sold.
From the ST-BBS-sysops I talk to, they're \/\/ild (hint to someone out there)
about your program, and loyally promote it. Hearing you talk of "low-sales"
is a bit of a surprise.

--R.J.
B-)

Bitnet: rjung@sal124.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1884. Compuserve Upload Policy (Was Re: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 18:00:31 UTC
From: jwhitnel@csi.UUCP
Message-ID: <1418@csib.csi.UUCP>
Source record: 254335
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,comp.os.minix,comp.sys.apple

Sorry about crossposting this but this issue keeps coming up and the
original was crossposted as well. Followups to comp.sys.misc.

In article <3343@killer.UUCP> davidg@killer.UUCP (David Guntner) writes:
>One note: Do NOT under any circumstance upload it to Compu$pend - I have heard
>that they have this weird idea that they hold the copywrite on ALL material
>that comes from their system, including things which users have uploaded!

Compuserve does not, repeat NOT, have any copyright (or any other) claims
on any material you upload. The ONLY claim they make is that they have
a copyright on the complete contents of their databases as a unit. I.E.
you can download any subset of the databases you want, but if you download
everything and set up your own network service, they'll get annoyed at
you. But for individual files or groups of files, they cannot and will
not make any copyright claim not permitted by the author. In other words,
if you copyright your software, it is yours and noone can take it away
from you. Anyone who thinks otherwise does not understand the copyright
laws. Next time, David, check out the facts before you post something
you "heard".

Since this issue keeps coming up, I plan to get permission to post an
open letter from Neil Shapiro, sysop of Maug on Compuserve, to the
Apple Programmer's and Developer's Assocation that disccuess this rumor.
My statements are unofficial but are based on Neil's official remarks.
I have no association with Compuserve other then I give them too much
money.

> --Dave

Jerry Whitnell Been through Hell?
Communication Solutions, Inc. What did you bring back for me?
- A. Brilliant

1885. Re: Pexec Cookbook

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 18:15:23 UTC
From: robert@richp1.UUCP
Message-ID: <116@richp1.UUCP>
Source record: 254336

```
In article <1497@ncsuvx.ncsu.edu> tw@cscosl.UUCP (Thomas Wolf) writes:
>In article <1691@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>
>>Does anyone have a copy of Allan Pratts Pexec Cookbook they can mail me?
>>
>
>I would also be interested in a copy. If there are others, perhaps someone
>could post it? If not, please mail me a copy.
>
>

I too would be interested in a copy.

--
.....................................
"To open, cut along dotted line." ....:.....................................
: : Robert Miller @ ihnp4!richp1!robert
.....
```

1886. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 19:06:35 UTC
From: amlovell@phoenix.Princeton.EDU
Message-ID: <1771@phoenix.Princeton.EDU>
Source record: 254337
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <2608@gryphon.CTS.COM>, richard@gryphon.CTS.COM (Richard Sexton) writes:
>
> This article (c) 1988 by Richard J. Sexton
> This article copyrighted by Richard J. Sexton
> This article Copyrighted (c) 1988 by Richard J. Sexton
> None of these are valid copyrights.

Inclusion of (c) symbol is satisfactory with a date and name.
Middle one might not do, but other two certainly are legal copyright
notices. Source : US form PA.

> Copyright 1988 by Richard J. Sexton.
> Ahh! Now this article is copyrighted.

Also correct.

>richard@gryphon.CTS.COM

--
amlovell@phoenix.princeton.edu

1887. Re: Mouse info from a-line

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 21:15:41 UTC
From: apratt@atari.UUCP
Message-ID: <984@atari.UUCP>
Source record: 254338

in article <338@stag.UUCP>, syntel!dal@stag.UUCP (Dale Schumacher) says:

> #define MOUSEX *((WORD *)((char *)aline + -344L))
> #define MOUSEY *((WORD *)((char *)aline + -342L))
> #define MOUSESTATE see below
>
> The mouse buttons appear to be (MOUSESTATE & 1) for left and (MOUSESTATE & 2)
> for right. The higher order bits of MOUSESTATE seem to hacve something to
> do with the mouse being moved. If anyone can expand on this information,
> (or make corrections) please do.

The mousex and mousey values above are correct (if a little over-casted).
But the button state can better be read from MOUSE_BT, at offset -596L
from the "aline" base. This variable doesn't have any bits except the
button state bits (bit 0 = button 0, bit 1 = button 1), so there's
nothing else to check.

#define MOUSE_BT *((WORD *)((char *)aline + -596L))

This one is a word, not a byte. Also, you can't cast the constant to a
(char *): it's OK to add a constant to a character pointer, but adding
two pointers is undefined in C. Subtracting two pointers gives the
distance between them, but adding two pointers is illegal. (Naturally,
the Alcyon compiler not only doesn't tell you this is an error, but at
least it generates correct code for what you wanted it to do. The
defines in the quote from dal have been edited by me to reflect this.)

Note that these values are READ ONLY. If you write to them, bad things
will happen and the system will lose track of the mouse state.

All of these "negative line-A variables" were published in the developer
section of CompUServe some time ago. They work for all ROMs.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1888. Re: Bad placing of Atari ST binaries

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 21:23:22 UTC
From: ccs011@vega.ucdavis.edu
Message-ID: <1194@ucdavis.ucdavis.edu>
Source record: 254339

The primary reason that binaries are posted into comp.sys.atari.st is that sending them through comp.binaries... takes forever. I believe the moderator of comp.bin.. had some difficutlties with his hard disk some time ago but programs still don't seem to be getting through.

Bill Frazer
ccs011@vega.ucdavis.edu

1889. Re: GEMDOS bug (attn -- Alex)

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 21:33:35 UTC
From: apratt@atari.UUCP
Message-ID: <985@atari.UUCP>
Source record: 254340

in article <8802190133.AA02942@ucbvax.Berkeley.EDU>,
JEMCCABE@MTUS5.BITNET says:

> I have found an annoying bug in GEMDOS, and it occurs so frequently
> that I'm sure someone out there must know how to avoid it.

> [Description of media-change-not-recognized bug follows.]

We are aware of this problem and are fixing it. The problem happens
mostly when the root directory, fat, etc. of the first disk are so
short that they can all be cached -- There is code to check media-change
to validate a cached buffer, but it seems it isn't being used as it
should.

The bug has to do with the fact that the directory-structure cache didn't
check for media change, but assumed that its internal tree representation
was still correct.

We apologize for the inconvenience. The bug is fixed in the upcoming
new ROMs.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1890. Re: A decent disk cache...

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 21:42:17 UTC
From: gert@prls.UUCP
Message-ID: <9232@prls.UUCP>
Source record: 254341

> ... but Beckemeyers hard disk accelerator seems to do a good job too ...

Can anybody that uses the hard disk accelerator (or the author) give us some more information on what it does, especially :

1) Does it speed up reading solely (i.e. is it a 'write through' cache) ?

2) Does it solve the TEDIOUSLY SLOW writing problem on not too empty partitions ?

3) Does it solve the 40 folder bug ? AND/OR

4) Does it work correctly with FOLDRxxx.PRG ?

5) (if the answer to 1 is NO) Does my hard disk file structure survive a power outage occurring between writes (but with a non flushed cache).

Thanks in advance,

- a prospective customer -

1891. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 22:55:38 UTC
From: barmar@think.COM
Message-ID: <16964@think.UUCP>
Source record: 254342
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1771@phoenix.Princeton.EDU> amlovell@phoenix.Princeton.EDU (Anthony M Lovell) writes:
>In article <2608@gryphon.CTS.COM>, richard@gryphon.CTS.COM (Richard Sexton) writes:
>>
>> This article (c) 1988 by Richard J. Sexton
>> This article copyrighted by Richard J. Sexton
>> This article Copyrighted (c) 1988 by Richard J. Sexton
>> None of these are valid copyrights.
>
>Inclusion of (c) symbol is satisfactory with a date and name.
>Middle one might not do, but other two certainly are legal copyright
>notices. Source : US form PA.

I think you may have old information. I'm pretty sure that last year "(c)" was declared invalid. Or, since you are quoting a US form, that maybe it is allowed in the US, but not internationally (since the US never signed the appropriate international copyright treaty, our rules differ). Internationally, only a "c" in a circle (and a pair of parentheses is NOT the same thing as a circle) and/or the word "copyright" can be used, and both of these are also valid in the US.

Barry Margolin
Thinking Machines Corp.

barmar@think.com
uunet!think!barmar

1892. ICD Driver Bug

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 23:13:48 UTC
From: david@bdt.UUCP
Message-ID: <143@bdt.UUCP>
Source record: 254401

BEWARE!
The ICD Hard Disk Driver has a serious problem. It trashes the
A6 register, which is supposed to be non-volatile.

The error first showed up when we discovered that the Beckemeyer
Development Hard Disk Accelerator used with the ICD drivers causes a
system crash. This error can also affect any program that uses the
"hard-disk" I/O vector at $476 (ram disks, cachers, networks, etc).

The version of ICD Drivers that has this bug is 1.6. Until they
fix it, please DO NOT USE caching, RAM disks, or any other program
that may use the disk I/O vectors. The Supra, Astra, Atari, and BMS
hard disk drivers do not have this bug, and all will probably work
with the ICD host adapter. ICD users: I recommend using one of these
other driver programs until ICD fixes their drivers.

--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

1893. Supra 20Meg/Pub.Partn.Pro

Newsgroup: comp.sys.atari.st
Date: 1988-02-19 23:22:51 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <973@sbcs.sunysb.edu>
Source record: 254343

Has anyone ordered the Supra 20Meg harddisk lately? I ordered one a month ago, and have been told since then that it's still out of stock. I call 2 other dealers and got the same story. Some problem with Supra ?!!
Publishing Partner Professinal (V2.0) is supposedly coming out second week of March (that's the latest word I got from SoftLogik early this week). Of course, we can only hope since I was told a month ago that it's coming second week of FEB. Here's a listing of the new features (extracted from Deron's message):

Hyphenation
Spell Checking
Kerning
Taged text
Font in one directory (if you have a file with out a font for it, it can load it if you want to do it's best to display it)
x and y point size changing in 1/50 pt increment from 1/50 pt up to the limits of your printer/free memory (for postscript 18 inches tall, for DM 216-800pts)
Mirror printing
Tiling (printing of HUGE posters) with this one, you can create LETTERS on a poscript printer severall stories tall.
Downloadable fonts for PS
Faster printing on Dot Matrix
Draft/Final modes for each driver selectable from print dialog box
Manual/paper tray feed
grouping
delete multiple pages
current text attribute recall in the dialog boxes, etc.
you can change left/right margin, char line spacing etc by typing in .5 inches or 13 picas etc...
undo
no redraws when changing modes/selecting objects
page numbers from 1 to 254. print the page number in arabic or roman numerals.
multiple documents (ST limit of 6 +moveable toolbox) in a sizable, moveable window.
create/remove directories, disk free space.
search/replace attributes
variable zoom
Greeking (for past displaying very small or large characters by drawing a box or line instead)
Rotate all objects in 1 deg increment
Slant/twist for special effects again on all objects
Delete/insert multiple pages

move a range of pages
Move multiple objects to any page (or just a master page)
turn master pages off on certain pages
import word writter/ 1st word with most attributes
word perfect, Ascii, interpreted Ascii (/b for bold, etc..)
Stripped ascii
pic IMG, Degas Pi/Pc TIFF IFF Neochrome Tiny Spectrum
object GEM, perhaps some CAD type programs.
the importing is not fixed. Other non ST formats may be added, and
a hook will be provided for additions.
DM print drivers are about 500 to 800 bytes
Select all objects on a page
Changing attributes for highlighted areas/ or the whole column/ or
the entire link/ or the entire document.
Snap to grid and snap to guides. Set you grid and guides.
Tabs are column oriented. Decimal, left,center right tabs. hopefully
with leaders.
Make Caps Auto justification (somewhere between char and word justify)
Paragraph formating (indent/outdent)
Lock objects down.
open ended polygons/ arcs/ elliptical arcs
reshape arcs/ polygons/ pictures
save defaults seperatly. Specify paths in a dialog box. set marcros
the old way or in a dialog box.
Any time a measurement is called for, (text size, grid xy, left/right
margins, etc) you can enter it as inches/cm/mm/picas/points/absolute
(1/3600inch)/ciceros/didot pts.
edit/add/delete words in hyphenation exception dict and spelling dict
configure for various hyphenation routines
edit/add/delete kerning pairs
Set maximum hyphens in a row/ min char before/after hyphen
move by word left/right, delete word left/right Well, I'm sure there is
more, if you don't see something, leave me a note or maybe Jack. By the way,
Jack is just a good friend of mine who calles me at odd times at night, and is
not responsible for my mistakes, etc.. He just likes to help. So be nice to
him.

Back to the pit
Deron Kazmaier (and I thought programing was difficult)

Sounds great !!
--
...., the Gods won't mind.
.Gordon Merrick CSNET:lean@sbcs.csnet
ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

1894. Re: STedi & Craft

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 00:09:00 UTC
From: PETCHER@FSU.BITNET
Message-ID: <[gw.scri.fsu.edu].F9B3E700.0090EA4E.PETCHER>
Source record: 254344

Martin Wiedmeyer writes:
>
>This is the first I've heard of the Craft development package and STedi. If
>it's faster than Tempus, I'm really interested. Where can it be purchased?
>

I am surprised that knowledge of the Craft development package has not yet made it out to usenet. While I was living in Holland I had the privilege of being one of the beta testers of this package, and since then I have come to depend on it. Since I like it so much, I will be glad to answer.

STedi is a very fast editor that was written specially for the ST. To say that it is faster than Tempus is perhaps missing the point. It is indeed faster than Tempus in many respects (for example the search/replace routine is a little faster but this can only really be seen on a file > 200K) and in a few aspects it is perhaps slower, although I am not sure. Both are so fast that the speed of the editor is no longer a factor. The important fact is that STedi is much much more powerful as an editor. Aside from all the regular features - search/replace, cut/paste, undo, etc. there are many non-standard features such as:

- 8 text buffers: switch between them at the stroke of one key.
- 10 learn buffers: record up to 100 keystrokes for replay
- complete key redefinitons: one key can be redefined to perform the action of one or more keystrokes, or even multiple keystrokes can be defined to perform the action of only one. This can be used to emulate another editor. I have seen an almost complete emulation of the Vax edt editor running.
- insertion of non-standard ASCII characters is easily done, via hex code. (combine this with key redefinitons ... - one beta tester configured STedi to type in Hebrew - complete with charcaters appearing in reverse order)
- "folds": you add a couple of lines in the program that are comments to the compiler but allow the editor to suppress all text between them at the stroke of a key, or a click of the mouse. This allows organization of the program in logical units which can be 'opened' and 'closed', sort of like an outlining feature in a word processor, but is done all in ASCII.
- cut/paste can be used only in a certain range, or just in specific columns, as well as can search and replace.
- automatic wordwrap and auto-indentation features
- edit hex code directly and write it back out to disk
- execute external programs (compile etc.) from within the editor.
- alternate fonts (fixed width only)
- save configuration (key redefinitions, fonts, numerous settings I haven't mentioned) to a file to be read at startup.
- find matching parenthesis command
- find next occurrence of present 'word'

- etc.

This is only the beginning. So you see STedi is not really even in the same class as Tempus. I should add that STedi does not use the GEM windows/menus interface although this is actually an advantage in my opinion, the way the program is written. This allows full 80 column (in fact a line can have up to 255 characters with horizontal scrolling) by 24 line editing and more if a smaller font is used, and no compromise is made with ease of use. The mouse can be used for moving the cursor, scrolling, opening and closing folds, etc. as well as for reading and writing through the file selector, cutting and pasting etc. A menu bar appears at the bottom of the screen in contrasting color (much in appearance as Uniterm), which is also used for commands. <Esc> brings the cursor there to enter commands. The status of certain modes (insert/overwrite mode, and the like) the name of the file being edited, and the current line number are printed there. Also messages appear there depending on the circumstances. This is all sort of like EVE on the Vax.

Perhaps the most outstanding thing about the editor is the paying attention to detail. For example, if you exit (one keystroke for save current buffer and exit, another for just exit) only if something is unsaved are you queried. No clicking away of unnecessary dialogue boxes, etc. (as with many of our unfavorite editors and word processors) Or when you paste something in, and realize you don't want it there, the editor is already configured to recut it out. Such time saving features can be invaluable to the programmer. All in all, aside from perhaps the LSE editor on the Vax along with some personal touches (compiled TPU additions), I have never seen such a powerful and at the same time user friendly editor as STedi, on a main frame or a micro.

STedi is being marketed as part of the Craft development package by Commedia in Amsterdam:

COMMEDIA
P.O. Box 6409
1005 EK Amsterdam, The Netherlands

The other side of the package is a Unix-like shell called the GPshell, which is also an extemely nice piece of software. Besides providing Unix replacements for all GEMDOS functions, and with standar unix features such as aliasing, history, wildcarding, redirection, pipes, etc. there are a number of non-standard features also such as the possibility to edit previous commands (more like VMS), if you start typing a file name and then press <Esc> the filename is completed for you insofar as it is unique, and a ramdisk and print spooler are included that can be created or destroyed at will from the shell. As the original question was about STedi I won't go on about the shell except to say that the two work very well together. If the shell is present, STedi can execute any shell commands besides external programs. We bought our copies of Craft (at FSU) for around $200 U.S. although the price might have gone up due to the exchange rate.

If this sounds like an advertisement, it should, because I am one satisfied user. I would like to see such an excellent product succeed. (Disclaimer:) However, I have no relation to Commedia whatsoever.

Don Petcher
PETCHER@FSU.BITNET

%%%

1895. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 00:38:36 UTC
From: poole@forty2.UUCP
Message-ID: <149@forty2.UUCP>
Source record: 254345

In article <8802152133.AA06828@ucbvax.Berkeley.EDU> DMIHOCKA@WATDCS.BITNET (D Mihocka) writes:
>i
>To g. onufer: re: Microsoft Word 4.0
>-----------------------------------
>Don't even consider buying another word processor for the PC or ST.
>Word is fantastic (ver. 4.0). Having worked at MS, I had a lot of exposure
>to Word, so much that I prefer to use it on PC-Ditto rather than running
>one of the ST's WPs. Word is so far advanced it's mindblowing.
.......Viel Blech ueber MS Word geloescht.....
>I could rant on and on about Word. Run, don't walk to your local dealer and
>buy it today!
>
I hope you didn't mean to send this to the whole net, because otherwise:
****** Flame On ******
a) Where's the bloody disclaimer?
b) MS Word is the second worst program I've ever had the displeasure of
using, besides having an awfully arcane user interface (and documentation)
it's so slow that you'd be better off drawing the characters (and that
on a 6MHz AT).
c) Just for the record, the worst program is the MS linker.
****** Flame Off ******

Simon Poole

Bitnet: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!poole

Disclaimer: I just hate MS

1896. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 02:00:02 UTC
From: allen@granite.dec.com
Message-ID: <186@granite.dec.com>
Source record: 254346
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <3343@killer.UUCP> davidg@killer.UUCP (David Guntner) writes:
>One note: Do NOT under any circumstance upload it to Compu$pend - I have heard
>that they have this weird idea that they hold the copywrite on ALL material
>that comes from their system, including things which users have uploaded!

Common misconception. Compu$erve holds an ``anthology copyright'' on
their databases. This is intended to prevent other information services
from downloading and reselling the databases in their entirety.

Anthology copyright is common in the publishing industry. In no way
does it restrict the author's rights to the original material.

Allen

1897. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 03:48:38 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <4881@ihlpg.ATT.COM>
Source record: 254347

In article <432@nikhefh.hep.nl>, gert@nikhefh.hep.nl (Gert Poletiek) writes:
> In article <4804@ihlpg.ATT.COM> tainter@ihlpg.ATT.COM (Tainter) writes:
> >You know. It strikes me that this should have been very simple to fix.
> >You just have the HD device driver do mediach() events.
> >--j.a.tainter

> Fffhew, great idea. Ever thought about disk caching?
> I happen to have a 1.2 MegaByte disk cache installed, always. I would hate to
> see your 'solution' causing my cache to be invalidated. It is already a pain
> in the neck that GemDos returns media changed on every other access to a
> write protected floppy...

I am not saying have every event cause a mediach() nor do I advocate
an at random() times cause a mediach() event. Instead have the driver check
the system space available and when it gets low cause a mediach(). This
should then be an infrequent event and will in fact only occur when their
has been progression through the disk. This type of situation would be
defeating your caches anyway.

> Gert Poletiek

1898. Re: A decent disk cache...

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 05:18:11 UTC
From: preston@felix.UUCP
Message-ID: <22179@felix.UUCP>
Source record: 254348

From article <9232@prls.UUCP>, by gert@prls.UUCP (Gert Slavenburg):
>> ... but Beckemeyers hard disk accelerator seems to do a good job too ...
>
> Can anybody that uses the hard disk accelerator (or the author) give us some
> more information on what it does, especially :
>
> 1) Does it speed up reading solely (i.e. is it a 'write through' cache) ?

It's write through. Writing _might_ be a shade faster (see following).

> 2) Does it solve the TEDIOUSLY SLOW writing problem on not too empty
> partitions ?

Nope. It might help a little due to the FAT and directory tending to
be cached, but the bulk of the slowness is in GEMDOS's FAT searching
routine.

> 3) Does it solve the 40 folder bug ? AND/OR

Nope.

> 4) Does it work correctly with FOLDRxxx.PRG ?

Can't imagine why it wouldn't. I use GEMBOOT, which is similar to FOLDRxxx.

--
Preston L. Bannister
USENET : ucbvax!trwrb!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

1899. Re: Problems w/uue files at ATARINET (UH-INFO@UHUPVM1.BITNET)

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 06:03:17 UTC
From: gpm@dukempd.UUCP
Message-ID: <451@dukempd.UUCP>
Source record: 254349

In article <8802161806.AA08176@lasso.laas.fr> ralph@lasso.UUCP (Ralph P. Sobek) writes:
>successfully downloaded one of these files? It would be nice that all
>programs at ATARINET (and the other BITNET servers) would be *all* downloadable!
What would really be nice is if everyone could access all the servers. Some
of us, me for instance, can't get to Houston at all. In the interest of
bringing about the widest possible distribution of information and programs,
I would like to suggest that the people who run the servers at Canada and
Houston (and elsewhere including a new server in England I just read about)
get together and try to maintain a common set of files. I appreciate the
effort these people put forth just to make life easier for the rest of us.
If everyone could access all the files planted on servers, then even more
could we appreciate and applaude their efforts.

--
Guy Metcalfe gpm@dukempd.uucp
Duke University Dept. of Physics mcnc!duke!dukempd!gpm
Durham, N.C. 27706 despot@tucc.bitnet

1900. Re: gulam

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 06:04:51 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1417@water.waterloo.edu>
Source record: 254350

In article <8802041613.AA17044@ucbvax.Berkeley.EDU> nfrech@ALMSA-1.ARPA ("Norman R. Frech") writes:
>
>Greetings:
>
>I have been reading the net for a few weeks now and would like to get some
>information on Gulam. I am assuming this is some sort of shell but I don't
>really know. One person on the net stated gulam has commands like mv, df,
>and time. I use BSD 4.3 at work and that got my attention quickly. Is
>gulam similiar to 4.3 or am I hallucinating? Is it public domain and where
>do I get a copy? Any information would be appreciated!
>

I am also a BSD 4.3 user at work, and use Gulam at home on the ST and love it.

Just now, on the ST, I typed the two commands:

```
help > tt
sx tt # to upload to the unix system (built in x-modem
```

Not everything behaves exactly the same on Gulam. Prof. Mateti, the
author, has some ideas about consistency of syntax. For example,

In 4.3BSD csh In Gulam

```
setenv aaa "hi there" setenv aaa "hi there"
set bbb = "hi there" set bbb "hi there"
echo $aaa $bbb echo $aaa $bbb
```

It also has something called "ue" which is some flavor of micro-emacs.
It is NOT un*x, but it is a simple, expanding shell done in that spirit.
The electronic address for P.Mateti shows below, but the shell is
available from a number of bulletin boards, and from
LISTSERV@CANADA01.bitnet.

Here is the file "tt".

```
------------------------------------------------------------------------
beta-test version 1.00.00.00 101887 of
yet another shell for atariST

(non-profit redistribution is permitted)

/gulam. Copyright = 1987 pm@cwru.edu

62 built-in commands:
alias dm endwhile help more printenv set ue
cat dirc exit history mson pushd setenv unalias
```

```
cd dirs fg if msoff pwd source unset
chmod echo fgrep kb mv rehash sx unsetenv
copy egrep foreach lpr peekw ren te which
cp ef format ls pokew rm teexit while
date endfor gem mem popd rmdir time
df endif grep mkdir print rx touch

programs accessible through hash table:
uudecode gulamend arc uud speak dcclock
more14 gulam uuencode uniterm ibmfmt cksm
test history gu uue stspeech dos
```

1901. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 12:14:18 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <914@xn.LL.MIT.EDU>
Source record: 254402

In article <280@nunki.usc.edu>, rjung@sal23.usc.edu (Robert Jung) writes:
> In article <912@xn.LL.MIT.EDU> singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
> >>]Perhaps when Atari supports their machines professionally, professionals
> >>]will buy their machines. Until then, my company is dropping its support
> >>]for the ST.
> >
> >I guess I should clarify that....
> >
> >What I am not doing is any ST specific development.
> >...Too few sales and too much piracy.
>
> Maybe I'm wrong (why not?), but why are you blaming Atari for piracy
> of Forem ST (that's what I read from the above). Piracy is piracy, and to
> say "Well, Atari isn't professional enough to stop it, I won't be making
> improvements in ST software" strikes me as completely misplaced. I've never
> heard of Broderbund dropping their Apple support because of all the piracy
> that goes on in that market, for example.
>
>
> I'm also interested in how many (few?) copies of Forem ST you've sold.
> From the ST-BBS-sysops I talk to, they're \/\/ild (hint to someone out there)
> about your program, and loyally promote it. Hearing you talk of "low-sales"
> is a bit of a surprise.
>
>
>
> --R.J.
> B-)
>
>
> --
> Bitnet: rjung@sal124.usc.edu "Who needs an Amiga?" = == =
> = == =
> Power WithOUT the Price = == =
> ===== == =====
> Just because it's 8-bits doesn't make it obsolete. ==== == ====

There are two issues.

My original posting was a suggestion as to why there is a shortage of
real software for the ST. I do not consider FoReM in that category.
Its something I do in my spare time. Atari cannot attract "real"
software companies to support the ST when in 3 years they have not
addressed the easy or the most obnoxious bug in Gemdos.

That was what I was aiming at. The issue of continuing support for my ST software has nothing to do with this. Or almost anyway... The smaller the market, the more of a problem piracy is. And the ST market will remain small as long as the base of "real" software is limited. And this base will remain small until such time as Atari deceides it is in its own best interest to support the ST like a "real" computer vendor.

Another amusing issue:

I find it truely fascinating all this discussion about David Beckmeyer releasing RTX into the public domain. I can't believe how few people even knew it existed. They want it free, but are willing to pay a small amount for the docs. Well I have news for you all, its never NEVER been that cost prohibitive. All of 69.95 list and its been around for about 2 years... How can you expect him to support it for less?

Matt Singer
Commnet Systems

1902. Re: MacMultitasking...almost

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 15:16:44 UTC
From: jejones@mcrware.UUCP
Message-ID: <605@mcrware.UUCP>
Source record: 254403

In article <2170@bath63.ux63.bath.ac.uk>, pes@ux63.bath.ac.uk (Smee) writes:
> When someone comes up with a 'home'
> micro with individual protected memory 'partitions' for each process, with
> all inter-process communications and all external device use forced
> through (secure gated) entries in the O/S, *then* I will believe in
> multi-tasking on home machines...

You mean like one of the GIMIX 6809-based SS-50C bus computers? The price may be a bit steep for "home" micros, but they've been around for years, and the memory management does have teeth in it. OS-9/6809 Level Two runs quite nicely on them.

I don't know enough about the GIME chip in the CoCo 3 to be able to say how protected processes are from one another--they *do* have separate address spaces, though, and the price is certainly in the "home" computer range. You might want to pay a visit to someone who owns one and runs OS-9 on it.

James Jones

[This message has been treated with new, lemon-freshened DISCLAIMO, which renders it free of any opinions of any organization--save the multicellular one that posted the message, of course.]

1903. Copyright Notice (was: Re: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 17:26:30 UTC
From: papa@pollux.usc.edu
Message-ID: <7108@oberon.USC.EDU>
Source record: 254404
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <16964@think.UUCP> barmar@fafnir.think.com.UUCP (Barry Margolin) writes:
>In article <1771@phoenix.Princeton.EDU> amlovell@phoenix.Princeton.EDU (Anthony M Lovell) writes:
>>In article <2608@gryphon.CTS.COM>, richard@gryphon.CTS.COM (Richard Sexton) writes:
>>>
>>> This article (c) 1988 by Richard J. Sexton
>>> This article copyrighted by Richard J. Sexton
>>> This article Copyrighted (c) 1988 by Richard J. Sexton
>>> None of these are valid copyrights.
>>
>>Inclusion of (c) symbol is satisfactory with a date and name.
>>Middle one might not do, but other two certainly are legal copyright
>>notices. Source : US form PA.
>
>I think you may have old information. I'm pretty sure that last year
>"(c)" was declared invalid. Or, since you are quoting a US form, that

Hopefully to finish up the dispute, this is lifted from Circular R1 --
Copyright Basics, published by the Copyright Office:

"The notice for visually perceptible copies should contain the following
three elements:

* The symbol --unprintable-- (The letter C in a cirle) [this symbol is
not ASCII so you can't se it here. MP], or the word "Copyright" or the
abbreviation "Copr."; and

* The year of first publication of the work. [...]; and

* The name of the owner of copyright in the work.

Example: Copyright 1981 John Doe

The "C in a circle" notice is only required on visually perceptible copies."

This and other publications are available for free from:

Copyright Office
Library of Congress
Washington, DC 20559

-- Marco

1904. Wanted: dvist

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 17:42:21 UTC
From: leo@sunybcs
Message-ID: <8698@sunybcs.UUCP>
Source record: 254405

Can anyone point me to an ftp address for dvist, the DVI file previewer for the ST? I have tried radc-softvax and score.stanford.edu w/out success. Score has a file called dvist.ntxt.1, but when I transferred it I found myself with something that was unusable. At least, I couldn't figure it out. Any help would be appreciated. If noone knows where to get it via anonymous ftp, is it possible that someone who does have it can mail me a message to that effect, so that if I can't find a way to get it myself I might grovel for it from you in a week or so? Thanks, -Leo
P.S. As long as I'm at it, does anyone have sources for the newest Dmas uucoding package? Sure would be nice to have it on this host as well as at home... Obviously MUCH better than standard UNIX uucode.
Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

1905. ST Prolog

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 18:21:00 UTC
From: Poulin@RADC-MULTICS.ARPA
Message-ID: <880220182141.949271@RADC-MULTICS.ARPA>
Source record: 254406

Sorry if this is a repeat posting, but does anyone know of a decent
Prolog for the ST? E-mail replies to me and I will summarize.
Thank you,
--Marc

Marc C. Poulin AT&T: (315)336-7564 GEnie:
MicroByte Distributors ARPA: Poulin@RADC-MULTICS M.POULIN
6480 Monument Road Archive@RADC-SOFTVAX
Rome, NY 13440-7210 CIS: 72737,2703

1906. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 18:53:37 UTC
From: rlcarr@athena.mit.edu
Message-ID: <3086@bloom-beacon.MIT.EDU>
Source record: 254407
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

AS this argument is now not specific to any computer, why not post to comp.misc
so us poor souls who want to read about our computers are able to.

```
*******************************************************************************
* Richard L. Carreiro GO CELTS! * "He gets it out deep and *
* rlcarr@athena.mit.edu * HAVLICEK STEALS IT!!" - J. Most *
*******************************************************************************
```

1907. Compuserve Policies (was: Re: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 19:31:34 UTC
From: wnp@dcs.UUCP
Message-ID: <25@dcs.UUCP>
Source record: 254408
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <2152@bsu-cs.UUCP> dhesi@bsu-cs.UUCP (Rahul Dhesi) writes:
>There is simply no merit in the claim that CompuServe can get a
>compilation copyright for material that is already copyrighted without
>getting explicit permission from each copyright holder. It is
>*illegal* to create a compilation of copyrighted material for
>commercial purposes without explicit permission from the copyright
>holder of each item included in the compilation.

No doubt CompuServe could claim that uploading software to its machine
(or allowing others to do so) constitutes permission to include that
software in its "compilation".
--
Wolf N. Paul Phone: (214) 306-9101 (h) (214) 404-8077 (w)
3387 Sam Rayburn Run UUCP: ihnp4!killer!{dcs, doulos}!wnp
Carrollton, TX 75007 INTERNET: wnp@dcs.UUCP ESL: 62832882
Pat Robertson does NOT speak for all evangelical Christians--not for me, anyway!

1908. second hard disk drive - (nf)

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 19:59:00 UTC
From: kuebler@incas
Message-ID: <4300006@incas.UUCP>
Source record: 254409

```
"Hello world\n",

does anybody have experiences connecting a second hard disk drive to the SH204
Adaptec controller ? AHDI and HDX don't support a second drive at the same
controller, my idea is to scan the code and change the device number for the
ACSI protocol.

Any information is welcome.
Thanks
Uli

-----------------------------------
Uli Kuebler
University of Kaiserslautern
West-Germany

UUCP: ..!uunet!unido!uklirb!kuebler
CSNET: kuebler%uklirb%germany.csnet@relay.cs.net
```

1909. Re: Re: tried to 1 meg, problem

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 21:52:00 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Feb20.165200.1213@gpu.utcs.toronto.edu>
Source record: 254410

In article <36500032@iuvax> franco@iuvax.cs.indiana.edu writes:
>
>Be careful with the resistors! Some memory chips like the Hitachis get
>screwed up with them. Others, like the NEC, need them badly. My upgrade
>has been performing fine for 2 years with no resistors (Hitachi DRAMS).

Also - be careful as to the make of memory chips. Samsung and OKI definately
will not work !!
/leonard

1910. 1stw2ps and uniterm macros

Newsgroup: comp.sys.atari.st
Date: 1988-02-20 22:09:01 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <903@pasteur.Berkeley.Edu>
Source record: 254411

1. Did anyone get 1stw2ps to de-arc ok? I kept getting CRC errors.
Could someone please send me a working version. Thanks.

2. Does anyone have a good understanding of how Uniterm macros work. I
have the following macro file that is supposed to execute when I dial
up a 4.3 BSD system, but it just doesn't work. Anyone have a similar
macro that works then could send me?

```
%ECHO (10) %ECHO (13)
%ECHO (10) %ECHO (13)
%GET ('Request:', 5)
%SEND ('cory')
%ECHO (10) %ECHO (13)
%GET ('login:', 5)
%SEND ('landay')
%ECHO (10) %ECHO (13)
%GET ('password:', 5)
...
```

James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

1911. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-21 00:15:10 UTC
From: cs224065@brap0a94
Message-ID: <22977@brunix.UUCP>
Source record: 254412
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <333@esquire.UUCP> sbb@esquire.UUCP (Stephen B. Baumgarten) writes:
>In article <2608@gryphon.CTS.COM> richard@gryphon.CTS.COM (Richard Sexton) writes:
>>Copyright 1988 by Richard J. Sexton.
>>
>>Ahh! Now this article is copyrighted.
>
>And it's always wise to include "All Rights Reserved".
>
Don't bet on it...as I recall from the booklet on corporate security
they gave me when I first went to work, the only ABSOLUTE way to
secure the copyright on the document is with the symbol-which-is-
usually-approximated-by-(c). You know, the small letter c with the
circle around it. The c with parentheses doesn't cut it, neither
does "Copyright (c) 1988 by Nick Thompson. All Rights Reserved."
Of course it doesn't hurt to put that in, and it will certainly
give you some protection, but apparently the letter of the law says
that you need the little symbol that isn't in the ASCII character
set. So how do you protect your source code? Well, all the stuff
mentioned above counts for something, I hope...

If you want, I'll look this up and quote later.

Nick Thompson
Kallisti (k) 1988 - All Rites Reversed

1912. multitasking and the gateway bbs

Newsgroup: comp.sys.atari.st
Date: 1988-02-21 01:19:25 UTC
From: UD138985@NDSUVM1.BITNET
Message-ID: <596UD138985@NDSUVM1>
Source record: 254413

hello there .....

I am looking for a copy of the mx2 operating system. In a recent posting
someone stated that it was available on the gateway bbs. I have tried
to cal the bbs, but have failed in all atempts. Could some kind soul out
there either send me a copy of mx2 or tell me what the protocol is for
the gateway bbs?

I tried several times to call gateway, but I think I am using the
wrong protocol. This is despite the fact that I tried every possible
combination of bits and parity etc.. that I know of. I did get a hold of the c
omputer though when I called. What is the protocol used?

Thanks in advance for any replies.
Bob

Bitnet: UD138985 at NDSUVM1

1913. MT C Shell and Windows.

Newsgroup: comp.sys.atari.st
Date: 1988-02-21 01:45:46 UTC
From: UD138985@NDSUVM1.BITNET
Message-ID: <597UD138985@NDSUVM1>
Source record: 254414

Hello there again . . . .

I am thinking about buying the MT C shell for my ST so that I'll have a multitasking OS. I do have certain applications though that I'll need some form of windows for. What is available for it or could I write my own without too many problems? I would like to hear from anyone that has the C Shell as well as anyone who has windows going on it.

Thanks in advance for any replies.

Bob

Bitnet: UD138985 at NDSUVM1

1914. Re: RAM disks (was: small assesment of some formaters)

Newsgroup: comp.sys.atari.st
Date: 1988-02-21 04:10:54 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1418@water.waterloo.edu>
Source record: 254415

In article <439@dukempd.UUCP> gpm@dukempd.UUCP (Guy Metcalfe) asks:

> P.S. I'd still like to hear from someone about my desire
> to find a resizeable and reset survivable ram disk.
> At least tell me why it's hard to do. I got no response
> to an earily inquiry except for requests to pass any
> information along.
>

I would like to know too.
Could a ramdisk author (Moshe?) answer this?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

1915. Closing desk accessories

Newsgroup: comp.sys.atari.st
Date: 1988-02-21 05:22:31 UTC
From: Gribnif@umass
Message-ID: <8802210020416D5.BLBS@Mars.UCC.UMass.EDU>
Source record: 254416

Greetings!

Is there some way to actually "tell" desk accessories that are currectly opened within an application to close? I am writing a program that uses Pexec() to call other programs, but the problem I am running into is that any DA's that occupy windows and are left open when my program executes another do not receive the AC_CLOSE message and so do not know they should be closed. Of course, I cannot simply close their windows for them; that only messes them up. Pterm() somehow does this for itself since it automagically sends the correct message when the application terminates. shel_write() also seems to suffer from this same problem. Is there any good solution, short of hacking-into the OS?

"In those days, men were real men, Dan Wilga
women were real women, and small
furry creatures from Alpha Centauri Gribnif@UMASS.Bitnet
were REAL small furry creatures
from Alpha Centauri" -- Hitchhikers

1916. Pexec Cookbook

Newsgroup: comp.sys.atari.st
Date: 1988-02-21 07:32:17 UTC
From: uace0@uhnix2.UUCP
Message-ID: <498@uhnix2.UUCP>
Source record: 254417

Here is the Pexec cookbook, plus some information posted by Alan Pratt some time ago.

================ like cut here like ==========================

This is in response to a request from Christian Kaernbach which I got from BITNET: I can't reply directly to BITNET, but I'm sure other people will find this interesting, too: it's a preliminary version of the long-awaited Pexec cookbook!

In broad terms, the things you have to know about Pexec are that it starts up a process, lets it execute, then returns to the caller when that process terminates. The "caller" -- the process which used Pexec in the first place -- has some responsibilities: it has to make memory available to the OS for allocation to the child, and it has to build up the argument string for the child.

All GEMDOS programs are started with the largest block of OS memory allocated to them. Except in very rare circumstances, this block is the one stretching from the end of the accessories and resident utilities to the beginning of screen memory. The point is that your program has probably been allocated ALL of free memory. In order to make memory available for a child process, you have to SHRINK the block you own, returning the top part of it to GEMDOS. The time to do this is when you start up.

If you use Alcyon C (from the developer's kit), you know that you always link with a file called GEMSTART. If you've been paying attention, you should have gotten the *new* GEMSTART from Compuserve (or from somebody else who got it): I wrote that GEMSTART. In GEMSTART.S, there is a lot of discussion about memory models, and then a variable you set telling how much memory you want to keep or give back to the OS. Make your choice (when in doubt, use STACK=1), assemble GEMSTART.S, call the result GEMSEXEC.O (or something), and link the programs which Pexec with that file rather than the normal GEMSTART.

Now here's a discussion of what GEMSTART has to do with respect to keeping or returning memory:

Your program is invoked with the address of its own basepage as the argument to a function (that is, at 4(sp).l). In this basepage is the structure you can find in your documentation. The interesting fields are HITPA (the address of first byte NOT in your TPA), BSSBASE (the first address of your bss) and BSSLEN (the length of your BSS).

Your stack pointer starts at HITPA-8 (because 8 is the length of the basepage argument and the dummy return PC on the stack). The space from BSSBASE+BSSLEN to your SP is the "stack+heap" space. Library malloc() calls use this space, moving a pointer called the "break" (in the variable __break, or the C variable _break if you use Alcyon C) up as it uses memory. Your stack pointer moves down from the top as it uses memory, and if the sp and _break ever meet, you're out of memory. In fact, if they ever come close (within a "chicken factor" of about 512 bytes or 1K), malloc() will fail because it doesn't want your stack to overwrite good data.

When a process starts, it gets *all* of memory allocated to it: from the end of any accessories or resident utilities up to the default screen memory. If you want to use Pexec, you have to give some memory back to the OS. You do this with the Mshrink call. Its arguments are the address of the memory block to shrink (your basepage address) and the new size to shrink it to. You should be sure to leave enough room above your BSS for a reasonable stack (at least 2K) plus any malloc() calls you expect to make. Let's say you're writing "make" and you want to leave about 32K for malloc() (for your dependency structures). Also, since make is recursive, you should leave lots of space for the stack - maybe another 16K. The new top of memory that your program needs is:

newtop = your bss base address + your bss size + 16K stack + 32K heap

Since your stack pointer is at the top of your CURRENT TPA, and you're about to shrink that, you'd better move your stack:

```
move.l newtop,sp
```

Now you want to compute your new TPA size and call Mshrink:

```
move.l newtop,d0
sub.l basepage,d0 ; newtop-basepage is desired TPA size
move.l d0,-(sp) ; set up Mshrink(basepage,d0)
move.l basepage,-(sp)
move.w #$4a ; fn code for Mshrink
trap #1
add.l #10,sp ; clean up args
```

Now that you've shrunk your TPA, the OS can allocate this new memory to your child. It can also use this memory for Malloc(), which is used occasionally by GEM VDI for blt buffers, etc. Note that you only have to do this once, when you start up: after that, you can do as much Pexec'ing as you want.

When you want to exec a child, you build its complete filespec into one string, and its arguments into another. The argument string is a little strange: the first character of the argument string is the length of the rest of the string!

Here is a simple system call: pass it the name of the file to execute and the argument string to use.

```
long system(cmd,args)
char *cmd, *args;
{
char buf[128];

if (strlen(args) > 126) {
printf("argument string too long\n");
return -1;
}
strcpy(buf+1,args); /* copy args to buffer+1 */
buf[0] = strlen(args); /* set buffer[0] to len */
return Pexec(0,cmd,buf,0L);
}
```

The first zero in the Pexec call is the Pexec function code: load and go. The cmd argument is the full filespec, with the path, file name, and file type. The third argument is the command-line argument string, and the fourth argument is the environment pointer. A null environment pointer means "let the child inherit A COPY OF my environment."

This call will load the program, pass the arguments and environment to it, and execute it. When the program terminates, the call returns the exit code from the program. If the Pexec fails (not enough memory, file not found, etc.) a negative code is returned, and you should deal with it accordingly. Note that error returns from Pexec are always negative LONGS, while return codes from the child will have zeros in the upper 16 bits.

EXIT CODES:

GEMDOS, like MS-DOS before it, allows programs to return a 16-bit exit code to their parents when they terminate. This is done with the Pterm(errcode) call. The value in errcode is passed to the parent as the return value of the Pexec system call. The C library function exit(errcode) usually uses this call.

Unfortunately, the people who wrote the startup file for the Alcyon C compiler didn't use this. The compiler calls exit() with an error code, and exit() calls _exit(), but _exit always uses Pterm0(), which returns zero as the exit code. I fixed this by rewriting GEMSTART.S, the file you link with first when using Alcyon.

Even though new programs return the right exit code, the compiler itself still doesn't. Well, I have patched the binaries of all the passes of the compiler so they DO. It isn't hard, and I will post instructions at a later date for doing it. IF YOU DO THIS, PLEASE DON'T BOTHER OUR CUSTOMER SUPPORT PEOPLE IF IT DOESN'T WORK. THEY DON'T KNOW ANYTHING ABOUT IT.

I hope that this little cookbook makes Pexec less mysterious. I haven't covered such topics as the critical-error and terminate vectors, even though they are intimately connected with the idea of exec'ing children. A more complete cookbook should be forthcoming.

If there are any errors or gross omissions in the above text, please
let me know BY MAIL so I can correct them coherently. Landon isn't
here to check my semantics, so I may have missed something. [Landon
is on vacation in France until early September.]

****

C. Kaernbach's question was why his accessory, which basically did
a Pexec from a file selector, didn't always work. The answer is that
it works when used within a program which has returned enough memory to
the OS for the child. Why might it bomb? Because if a program has
returned a *little* memory to the OS (only about 2K), a bug in Pexec
shows up that breaks the memory manager. Accessories are strange beasts
anyway, so for the most part combining two strange beasts (Accessories
and Pexec) is bad news.

/--\
| Opinions expressed above do not necessarily | -- Allan Pratt, Atari Corp.
| reflect those of Atari Corp. or anyone else. | ...lll-lcc!atari!apratt
\--/ (APRATT on GEnie)

here is additional info

================== like cut here again like ======================

Attention Mark Williams, Beckmeyer, and Gert Poltiek, and anybody
else interested:

There is a trick that some shells and compiler libraries use that lets
you pass argument strings to programs which are longer than the 127
bytes which fit in the command line area of the basepage. Their trick
is to put the word ARGV= in the environment, and follow it with a
null-separated list of argument strings. The list is terminated with
another null.

This scheme works pretty well, but has two drawbacks, one major and one
minor.

The minor drawback is that it defies the definition of what is in the
environment: the environment should consist of strings of the form
NAME=value<NUL> terminated by a final <NUL>. This is minor because
shells using this convention usually put the ARGV information at the end
of the environment anyway.

The major drawback is that you can't tell if the ARGV string in your
environment is really meant for you. Imagine you have the Mark Williams
shell (msh), an editor compiled with Alcyon, and another utility like
"echo" compiled with MWC. Imagine further that the editor has a
"shell-escape" command that lets you execute another program from within
the editor.

Do this:

From msh (the MWC shell): start up the editor with the
command line arguments "this is a test."

Tell the editor to execute the command "echo hello world."

The "echo" command will echo "this is a test," not
"hello world."

What happened is that msh put "this is a test" in the environment for the editor (as well as in the command tail in the basepage). The editor, not knowing any better, didn't put "hello world" in the environment before executing "echo." When "echo" started, it found "ARGV=this is a test" in its environment and echoed that.

What is needed is a way for a program to tell if the "ARGV=" string in its environment is really intended for it, or is just left over from an earlier program. There is a way to do this that doesn't affect old programs compiled without this fix.

The new convention could be to place another string in the environment with your own basepage address, before Pexec'ing your child. The child could start up, and check to see if its parent's basepage address (in its basepage) matches the address in the environment. If it does match, the child will know that the ARGV= string is for it. If it doesn't match, the child will know it was started from a non-MWC program like the editor above, and will look in its basepage for the command line.

Note that if the parent's basepage isn't in the environment at all, but the ARGV= string is, the child must assume that the ARGV string is intended for it, just as it does now. Therefore, old-style programs could still Pexec new-style children, and vice-versa.

This would all require a change in the startup code that calls main(), and the exec() code which Pexec's the child.

How about it, guys? If we could all agree on the name and format of this new environment variable, we could get rid of a serious flaw in Mark Williams' otherwise clever scheme. Other shells could adopt this, too, and ultimately everybody would be able to kiss the 127-character command-line limit goodbye.

For now, I propose that the environment variable in question be called PBP, and that its value be the decimal string of digits making up the parent's basepage. The reason for this is that almost all libraries have an atol() function, where not all have an atolx() function.

A shell using this trick, with a basepage at 366494 (decimal), could Pexec a child called "test.prg" with these strings in the environment:

```
...
PBP=366494<NUL>
ARGV=test.prg<NUL>first<NUL>second<NUL>third<NUL><NUL>
```

In the startup code of the child, you would do something like this:

```
If there's a PBP= in the environment
If atol(PBP) == my parent's basepage
get args from environment
```

```
else
get args from command line
endif
else
if there's an ARGV= in the environment
get args from environment
else
get args from command line
endif
endif
```

Does this sound reasonable? I would like to see this kind of thing become a standard, but until a safeguard like this is in place, I can't condone using ARGV= in the environment for finding your arguments. It's too chancy just to assume that you were started by a program savvy to this scheme.

```
/-----------------------------------------\
| Opinions expressed above do not necessarily | -- Allan Pratt, Atari Corp.
| reflect those of Atari Corp. or anyone else. | ...lll-lcc!atari!apratt
\-----------------------------------------/
```

```
--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE
```

1917. Re: RAM disks

Newsgroup: comp.sys.atari.st
Date: 1988-02-21 14:52:42 UTC
From: achowe@trillium.waterloo.edu
Message-ID: <5269@watdragon.waterloo.edu>
Source record: 254418

The good news...

I don't know if this will help, but "Compute!'s Atari ST" magazine
Issue 5, Vol 2, No.3 provided a recoverable RAM disk which recovered
from system crashes 90% of the time. Mag/disk provided both .TOS and
.S files. It was totally configurable for size, drive name, and files
to copy to the RAM disk. I used it from the time it came out on my
1040 ST till I switched to a Mega ST2...

...the bad news...

Except this gem of a program which was to be the corner stone of my
development environment (1M recoverable RAM disk, wow!) does NOT
work on the MEGA ST2 (gasp!!). What seems to happen is this, the disk
sets up just fine from cold boot, but when you attempt to reset the
system after a crash, the RAM disk program says it recovered
(which I have determined to be true because a tool I have says the
system is short 1M of memory after the reset) BUT fails to connect
the RAM disk with the GEM icon for that disk. As to whether or not the
RAM disk's data is intact, I have not been able to verify since I
can't access it.

I've been meaning to write the magazine and tell them to notify the
author and/or have a look at the code myself but haven't as yet had
time to play with it.

Maybe *hint, nudge, poke, beat with large stick* if someone else
could take a look at this fine program that doesn't seem to work
to specs on MEGAs (grrrr) it might be possible to fix a bug or
create a MEGA version. The magazine copyright does not allow me to
pass the source around :-(

- Ant
---
achowe@trillium.waterloo.edu

note: my nickname is for the fact that I eat a lot of "CrackerJack" candy
and is not ment to suggest that I walk around wearing a patch, wooden leg
while waving a sabre, raping large buxom women and sucking back kegs of
rum faster than engineers can demolish 40 beers :)

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

1918. Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-02-21 15:56:45 UTC
From: cosell@bbn.com
Message-ID: <21023@bbn.COM>
Source record: 254419
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <22977@brunix.UUCP> cs224065@brap0a94.UUCP (Nicholas Thompson) writes:
>Don't bet on it...as I recall from the booklet on corporate security
>they gave me when I first went to work, the only ABSOLUTE way to
>secure the copyright on the document is with the symbol-which-is-
>usually-approximated-by-(c). ...

I think this is basically right. The trick is the word _absolute_.
*In*the*United*States*, the word "Copyright" (or the abbreviation "Copr")
is fully adequate. But _internationally_ things are slipperier. This
from "Words Into Type":
Universal international copyright protection does not exist. However,
works of Unisted States citizens may be protected in foreign countries uner
various treaties and conventions. Copyright protection is available in
countries currently parties to the \fIUniversal Copyright Convention\fP,
provided that all the published copies of the work bear the notice
precscribed by the \fIConvention\fP, that is, the symbol \(co, the name of
the copyright owner, and the year of first publication. ...

__
/) Bernie Cosell
/--< _ __ __ o _ BBN Labs, Cambridge, MA 02238
/___/_(<_/ (_/))_(_(<_ cosell@bbn.com

1919. It's dead, Jim. comp.*.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-02-21 16:16:54 UTC
From: turner@daisy.UUCP
Message-ID: <856@daisy.UUCP>
Source record: 254420

Due to the increasing infringment of my job on my free time (how dare they (;-)
I find that I do not have the time to maintain comp.binaries and comp.sources
the way they should be. Therefore I am withdrawing as moderator of these
groups, if some brave person would like to pick them up, please send me email
and I will send you the archives, programs etc.

Actually I am telling a half truth, it is also Atari's approach to the software
side of the business that has disheartened me somewhat, they seem to feel that
software is of secondary (if that high) importance and the malaise is infect-
ious. I have not stated this as well as I wanted to, but....

--
Laissez les bons temps rouler - Queen Ida
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)
Daisy Systems, 700 E. Middlefield Rd, P.O. Box 7006,
Mountain View CA 94039-7006. (415)960-0123

1920. Copyrighting

Newsgroup: comp.sys.atari.st
Date: 1988-02-21 22:06:43 UTC
From: joe@vixen.uucp
Message-ID: <188@vixen.uucp>
Source record: 254421
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <22977@brunix.UUCP> cs224065@brap0a94.UUCP (Nicholas Thompson) writes:
>Don't bet on it...as I recall from the booklet on corporate security
>they gave me when I first went to work, the only ABSOLUTE way to
>secure the copyright on the document is with the symbol-which-is-
>usually-approximated-by-(c). You know, the small letter c with the
>circle around it. The c with parentheses doesn't cut it, neither
>does "Copyright (c) 1988 by Nick Thompson. All Rights Reserved."
>Of course it doesn't hurt to put that in, and it will certainly
>give you some protection, but apparently the letter of the law says
>that you need the little symbol that isn't in the ASCII character
>set. So how do you protect your source code? Well, all the stuff
>mentioned above counts for something, I hope...
>

I sent for copyright info booklets from the government 1 or maybe 2 years ago.
It said thus:
Copyright 1988 Joe Hitchens All Rights Reserved (is correct)
Copr. 1988 Joe Hitchens All Rights Reserved (is correct)
(c) 1988 Joe Hitchens All Rights Reserved
(where the "(c)" is actually a small c in a circle is correct)
(c) 1988 Joe Hitchens All Rights Reserved
(where the "(c)" is a c in 2 parenthesis is NOT correct)

In my case, I have always gone with the:
Copyright 1988 Joe Hitchens All Rights Reserved
It seems the most official looking.

NOTE: Despite all the visible copyright messages in this text,
I would like to make it clear that this text is actually NOT
copyrighted but, but rather just a discussion of copyrighting
practices. (In case anyone has a weak heart.) :-)
It is actually in the Public Domain.

j.h.

1921. Re: GEMDOS source, (Was Re: Changing to / in TOS)

Newsgroup: comp.sys.atari.st
Date: 1988-02-21 23:33:16 UTC
From: hase@netmbx.UUCP
Message-ID: <1416@netmbx.UUCP>
Source record: 254368

In article <979@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>You can't get it (legally) in North America.
>
>I urge you not to try, because it will create such chaos. Atari cannot
>be expected to support an OS if everybody with a C compiler can create
>his own version. Please be patient: I'm not kidding when I say the
>new GEMDOS will be out soon. (By "soon" I don't mean "next week."
>I mean "sooner than you could get the source, figure it out, make any
>useful changes, and debug them to the point that you would trust your
>hard disk's file structure to it.")

Thats awfully true. I just recovered my harddisk from the backup...

I found out what this book is, and what it cannot give you: it is not
the compileble source of gemdos/bios/xbios.

It just gives you a closeup to the system. It gives a lot of hints to
beware sections and lists a couple of serious bugs.

I just hope there ist somebody with a C-Compiler *and* the complete
source (no ampersands missing...) who will recompile it and give us an
update.

hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
answer: 42 question: under development. Stay tuned.

1922. 6850 handler woes

Newsgroup: comp.sys.atari.st
Date: 1988-02-21 23:51:25 UTC
From: mjs@ernie.Berkeley.EDU
Message-ID: <23078@ucbvax.BERKELEY.EDU>
Source record: 254422

Several weeks ago we started porting an application written in Forth (with a good deal of assembly thrown in for good measure) from the ST to the Mega ST. Most of the problems we had were due to use of undocumented features of TOS, et al; and unfortunately those of us doing the port were not the ones who wrote the bulk of the suspect code, so we don't even know how we found out about these undocumented goodies.

There are two vectors - one at 114 and one at 118 - that are used by the program (and changed). Although the Abacus book doesn't know about these, it seems to be common knowledge (?) that these are the timer interrupt and the 6850 handler respectively [perhaps this information is in the Developer's Kit, which is on order]. These vectors seem intact on the Mega, but the 6850 handler calls the keyboard handler and the MIDI handler explicitly, and those addresses, which are hardcoded into the handler, have changed. Our desire is to intercept only MIDI interrupts; we do this by intercepting 118, checking to see if the MIDI 6850 requested the interrupt, and passing control to the keyboard handler (whose address we learned from disassembling the original 6850 handler) if not. The problem is, of course, that this address may change again, and in any event, it requires different versions of the program for each TOS version.

Is there Another Way to accomplish all this in a more portable fashion? Will the Developer's Kit answer these questions (and more)?

Marc Sabatella
mjs@ernie.Berkeley.EDU

1923. S.A.L.A.D. (Still Another Line A Document)

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 02:08:23 UTC
From: julius@yugas.UUCP
Message-ID: <703@yugas.UUCP>
Source record: 254423

Dale Schumacher ...ihnp4!meccts!stag!syntel!dal sezs:

> <Thomas_E_Zerucha@cup.portal.com> writes...
>> Arkanoid uses a series of locations where GEM stores the current mouse
>> X,Y, and button state, somewhere in 0x00002000 - 0x00002fff range, and
>> you can find the locations easily and patch them. I have the new ROMs
>> and a copy of ARKANOIDS that runs on them. When will programmers use
>> the documented methods of doing these things <groan>?
>
>I picked up some information a while ago about these values actually being
>referencable as an offset from the a-line base address (like lots of other
>information posted in Bammi's ALINE2.H). I haven't tested these values on
>the Megas, but they should work. Perhaps someone could substantiate their
>usefulness (or failure) on the Mega ROMs.
>
>#define MOUSEX *((WORD *)((char *)aline + (char *)-344L))
>#define MOUSEY *((WORD *)((char *)aline + (char *)-342L))
>#define MOUSESTATE *((BYTE *)((char *)aline + (char *)-348L))
>
>The mouse buttons appear to be (MOUSESTATE & 1) for left and (MOUSESTATE & 2)
>for right. The higher order bits of MOUSESTATE seem to hacve something to
>do with the mouse being moved. If anyone can expand on this information,
>(or make corrections) please do.

There is an 'official' Atari document, S.A.L.A.D (Still Another Line A
Document), that lists the above mouse variables and many more... The
negative LINE-A variables it speaks of are 'cast in concrete' and will
no doubt stay into future ROMs.

How do you get it? Bug your developer support person...(in Canada, me! :-)

Julius Oklamcak UUCP: julius@yugas.UUCP
Atari (Canada) Corp. CIS: 70007,1070
(416) 479-1266 GEnie: J.OKLAMCAK

"I've finally figgered this out, no thanks to the documentation!"

1924. Re: Microsoft Word for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 02:10:32 UTC
From: rjung@castor.usc.edu
Message-ID: <298@nunki.usc.edu>
Source record: 254424

(A divergent tangent, but bear with me, please)

In article <148@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:
>In article <8802072043.AA15363@orville.nas.nasa.gov> rowley@ORVILLE.NAS.NASA.GOV (Karl Rowley) writes:
>.....
>>The package comes with GDOS, and a device driver and fonts for the Atari
>>dot matrix printer. Included is a set-up program for GDOS. It appeared
>.....

Waitaminute! What if you don't *have* an atari dot-matrix printer? In my case, for example, I've got a Panasonic KX-P1091 (Epson FX compatable [I think, somebody lemme know if I'm wrong])...Does this mean that if I get Microsoft Word for the ST, I *CAN'T* use the graphics printing/custom fonts on my setup?

Maybe I'm stupid, but why doesn't Atari include GDOS drivers for other printers in the package, then? On the other foot, if I've read the above quote wrong, will somebody correct me?

Thanks a bunch,

--R.J.
B-)

P.S. 1st Word is great, but if I can get MW to work (and get all them nifty fonts and tricks, too), then I'll buy it...

1925. Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 02:13:48 UTC
From: rwilson@polya.STANFORD.EDU
Message-ID: <2069@polya.STANFORD.EDU>
Source record: 254425
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

It may not be standard ASCII, but on the Mac, option-g gives a copyright sign in most fonts. Wouldn't this do the job?

Randy Wilson

1926. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 05:37:33 UTC
From: papa@pollux.usc.edu
Message-ID: <7118@oberon.USC.EDU>
Source record: 254426
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <22977@brunix.UUCP> cs224065@brap0a94.UUCP (Nicholas Thompson) writes:
>Don't bet on it...as I recall from the booklet on corporate security
>they gave me when I first went to work, the only ABSOLUTE way to
>secure the copyright on the document is with the symbol-which-is-
>usually-approximated-by-(c). You know, the small letter c with the
>circle around it. The c with parentheses doesn't cut it, neither
>does "Copyright (c) 1988 by Nick Thompson. All Rights Reserved."

WRONG: Copyright or Copr. instead of the "c in a circle" is perfectly OK.

If you don't know what you are talking about, why don't you shut up.

-- Marco

1927. Re: GEMDOS bug (attn -- Alex)

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 05:48:09 UTC
From: trb@stag.UUCP
Message-ID: <344@stag.UUCP>
Source record: 254427

In article <8802190133.AA02942@ucbvax.Berkeley.EDU> JEMCCABE@MTUS5.BITNET writes:
>Date: 18 February 1988, 12:35:09 EST
>From: Jim McCabe JEMCCABE at MTUS5
>To: INFO-ATARI16 at SCORE.STANFORD.EDU
>Subject: GEMDOS bug (attn -- Alex)
>
>[]
>
>I have found an annoying bug in GEMDOS, and it occurs so frequently
>that I'm sure someone out there must know how to avoid it.
>
>new disk. After swapping disks, my application has no trouble locating
>files in the root directory, but all attempts to open files that are
>in a subdirectory of the new disk fail with an error -33 (file not
>found).
>
>I asked this question before, back in October '87. Mike Fischer

I asked the same question a year ago when I was writing HDSCAN. Had the same problem, but since HDSCAN wasn't really intended to do much heavy work FROM the floppy, I decided to hold of on the workarounds. I tried LOTS of permutations with doing FSFIRST, etc. It would work sometimes, but not reliably. I just got through writing a new program that has to read the floppy subdirectories, but now I can't get the problem to pop up at all. I am using MWC 2.xx (I originally had the problem on MWC 1.x and OSS Pascal 1.xx both of which are dust now). The file open calls I am currently using to open the files for access are Fopen and fopen (don't ask...) and I do try to open a file at the root level (either a direct file or the volume name...doesn't matter) before any access to the sub-directories on the disk.

This is one of those problems that makes it so fun when I port my code back and forth between the ST and Unix...

-Todd Burkey

(Yes, Jim S...DISKSCAN is now done and you really will get the first copy! And the TOOL-WARE version will be in the Snail Mail to those of you patient people who liked DISKTOP enough to send in $$. Note that I am hesitant to use the 'S' ware word on the net after all the strange arguments that pop up when people see it :-). Oh, BTW, DISKTOP is shelved until OSS Pascal 3.00, or whatever version, fixes the flakiness in 2.xx. I don't expect any future for DISKTOP with DISKSCAN available, anyway...)

1928. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 08:39:14 UTC
From: preston@felix.UUCP
Message-ID: <22672@felix.UUCP>
Source record: 254428

From article <346@coma.UUCP>, by axel@coma.UUCP (Axel Mahler):

> No benefits ?! It's a major nuisance to always think of moving those
> f&*%ing resource-files around together with the programs. Separate
> resource files are also a violation of GEM's idea of (well, kind of)
> 'object oriented-ness'. It's, for instance, not possible to open files
> of a given type with some (application-) program if the resource file
> for that program happens to reside in any other but the current
> directory.

That's not entirely true. Your .RSC files don't _have_ to be in the
current directory. If you set your PATH environment variable to:

PATH=c:\bin

GEM will look in c:\bin for the application and any .RSC files.

The problems are:

1. GEM doesn't provide any way of setting the environment variables.

I use GEMBOOT, which provides a means of setting the environment
variables _before_ the desktop comes up.

2. The application may look for other required data files in the
current directory.

I consider this bad design on the part of the application. Does
anyone out there have a work around (not including copying the
application's data files into all directories :-) ?

3. The path seperator character expected by GEM is ';' (semi-colon).

I use MWC's msh, Beckmeyer's Micro C-shell, and Gulam. They all
use ',' (comma) as a seperator. This caused two problems that
confused me for quite a while:

1) GEM applications invoked from a shell didn't always work.

The problem was that GEM didn't grok the PATH set up by the shell,
and the application couldn't find it's .RSC and other files.

2) The shells couldn't handle the PATH set up for GEM.

I used to set up PATH as:

PATH=C:\APP;C:\BIN;C:\ETC;C:\

which worked fine from the desktop, and GEM could find
application's and their .RSC files in any of the listed
directories.

The problem was that seemed to confuse MWC's msh. It couldn't
seem to find it's startup file "profile" no matter _where_ I put
it. The symptom was some obscure message (like "End of file in '"),
which didn't help in finding the problem.

There is an AES function: shel_find() that will search through the
directories listed in PATH for the given file name, and returns the
full path for the file if found.

Now, if shel_find() recognized ',' as a delimiter, or if all the
shells used ';', all this would work together rather nicely...

(BTW, if I got any of the above wrong, I'd love to be corrected :-)

--
Preston L. Bannister
USENET : ucbvax!trwrb!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

1929. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 10:56:21 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2204@bath63.ux63.bath.ac.uk>
Source record: 254429

In article <909@xn.LL.MIT.EDU> singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
>Why does tos sometimes say a file is not there when it is, if the
> file has been added to a disk after some subdirectories have been
> added?

Don't know about most of the things Matthew is on about -- though I would agree that Atari do appear not to be the speediest folk in the world; and that they need to improve both 'fix output' and 'documentation' if they want to be taken seriously as professional machines. However...

Apropos of the particular question quoted (and the converse, why does TOS sometimes say a file is there when it isn't), a warning... (I'm not saying it can't happen at other times, but) the only time I've seen either of these effects, it's because the system has been fed 2 disks back-to-back which have the same 'unique serial number' in the header block. This is a 24-bit number generated randomly by the standard disk format routine, so the odds are very much against your ending up with a matched pair if you use the standard desktop formatter.

HOWEVER, some of the PD formatters (only the first version of TWISTER, to my knowledge, but might be others) had a bug which meant that they would format all your disks with the same number.

OR, if you use a 'bit-copier' ('backup-utility', 'protected disk copier', ... ProCopy which i use comes to mind) then, BY DEFINITION, the copy of a disk which it makes you will have the same unique serial number as the original. If you then actively use both disks you'll have this problem. (At one point, the ProCopy folks decided to make 'twisted' format generally available, by distributing ProCopy on a 'twisted' disk, and telling you you could get other 'twisted' disks by bit=copying their disk and deleting all the files. They very rapidly backed off from this. The problem is obvious.)

OR, I would also bet that if you have multiple ORIGINAL copies of the same commercial product, the disks will be IDENTICAL including the unique serial number -- whether for protection, or for ease of production, doesn't matter.

I trawled through my disks the other day and found 3 disks with identical serials (all began as bit-copies of a single disk). Re-arranging to fix that has eliminated some annoying little glitches. (I'm fortunate in that all 3 were disks I use write-protected, so I didn't actually manage to garbage any of them.)

If you are experiencing this sort of problem, THINK about whether any of the above cases might hold. (If you've got a disk doctor, look at the 24-bit number at offset 8 from the beginning of the boot block (sector 0) on the

disks -- the disk showing the problem, and the disk you had in that drive immediately previous.) If you do have pairs or sets with matched unique IDs, you will eventually regret it.

1930. Re: Info-Atari16 Digest V88 #83

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 10:59:42 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <880223-100637-160@Xerox>
Source record: 254430

In his 13 Feb 88 13:47:33 GMT Brad Banko writes:
>
the mouse went on the fritz...
i determined this by find the same problem with the mouse (the pointer didn't
always move where you wanted it to... sometimes, it would just hole itself
up in a corner of the screen and stay there) when i tried it on another
machine.
<
I had my 520STFM for about a month when this happened, despite buying the mouse a mousemat to run on. I know what caused it. It was all those people coming to my place, commandeering the machine, and playing Star Wars on it.

Anyway, being hardware-orientated, I couldn't face sending the mouse in for replacement unquestioned so I disembowelled the little so-and-so.

There is a big ball in it which drives two dual rotary optical switches by means of little drive wheels. There is also a spring-loaded idler which keeps the big ball in place. Both of the drive wheels and the idler were encrusted kind of goo. This was made up apparently of carpet fluff, cat hair, and other less mentionable organic debris, I guess.

So I took a toothpick and spent half an hour scraping off the goo - the carpet fluff etc. came out with a pair of surgical tweezers. I polished up all the little wheels with isopropanol and a Q-tip, amid hoots and jeers of derision from the frustrated Star Wars players, who were getting restless.

On reassembly the mouse worked as new, and they took my computer away again and played the damn game until 0330.

This was the standard Atari mouse. Compared to a Xerox optical mouse it is not very good, so I'm still working on improvements.

Suggestion: if you try this for Pete's sake keep your Q-tip away from the optical gear since the cotton will get wound around the shutter shafts and in amongst the IR optoswitches. Don't use anything metallic on the wheels; toothpick (wood or plastic) is OK. Clean the big ball as per Atari instructions.

I'll try to get one of the other sort of mice and disembowel that, too. I was thinking maybe one could build or modify mice; they're not apparently all that complicated. Anybody tried it?

Regards,

Chaz

Disclaimer: I never told you to rip the guts out - I just commented on their colour.

1931. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 11:32:32 UTC
From: poole@forty2.UUCP
Message-ID: <154@forty2.UUCP>
Source record: 254431

In article <346@coma.UUCP> axel@coma.UUCP (Axel Mahler) writes:
>In article <889@rmi.UUCP> gsender@rmi.UUCP (Gerd Sender) writes:
>... bla ...
>>
>>I prefer the usage of a RSC file. It is easier and safer.
>>I see no advantage if I include the RSC file into the program.
>
>No benefits ?! It's a major nuisance to always think of moving those
>f&*%ing resource-files around together with the programs. Separate
>resource files are also a violation of GEM's idea of (well, kind of)
>'object oriented-ness'. It's, for instance, not possible to open files
>of a given type with some (application-) program if the resource file
>for that program happens to reside in any other but the current
>directory.
>
Axel, sorry but that's not true (I've mentioned this before...),
rsrc_load uses the GEMDOS search path to find .rsc files. So I've
got gemboot to set the path to something like:
PATH=;C:\;D:\;E:\;D:\UTILITIE.S\;
if I'm currently in C:\ASSEMBL.ER and double click a .s file, I can
have a application start up which is anywhere in the search path and
it WILL find it's .rsc file.
Another advantage of .rsc files, is that they can (in theory) be translated
to another language, without recompiling the program.

Simon Poole
BITNET: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!poole

1932. backing up harddisks

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 14:33:30 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <1815@ea.ecn.purdue.edu>
Source record: 254432

Does anyone out there know of any good backup utilities ? I'm looking
for something like tar/cpio/dump that can handle dumping to multivolume
floppies.

Thanks,
--
/* Ingo Cyliax *
* ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

1933. Re: Librarian for Lattice C 3.04

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 15:26:08 UTC
From: wes@obie.UUCP
Message-ID: <69@obie.UUCP>
Source record: 254433

In article <8802141427.AA10755@ucbvax.Berkeley.EDU>, FKERONNE@HLERUL52.BITNET writes:
> Does someone know the format of the *.bin object files and the format of the
> *.bin libraries supplied with the compiler? Perhaps it would be possible to
> write my own librarian.

The GST Linker used by Lattice C does not have a "library" format.
The library files are just concatenations of object files. If you
have a shell of any sort, you can add a file to a library as follows:

```
mv library.bin temp.bin
cat temp.bin newfile.bin > library.bin
rm temp.bin
```

Extracting a file out, or removing a file, would be trickier: you
would have to read the header information for the first object, skip
over it, read the header info for the second object, and so on until
you came to the file you want.

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

1934. Re: Bad placing of Atari ST binaries

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 16:10:30 UTC
From: axel@coma.UUCP
Message-ID: <347@coma.UUCP>
Source record: 254434

In article <386@csvax.liv.ac.uk> sqrkl@csvax.liv.ac.uk writes:
>Why, WHY, W H Y are binaries being posted into comp.sys.atari.st ???
>All other groups post to comp.binaries.<machine>...there USED to be a
>comp.binaries.atari.st at my site, but it expired after 60 days due to
>a lack of postings...

I've been waiting some time for this matter to come up.
Richard, comp.{sources,binaries}.atari.st used to be moderated
newsgroups, meaning that not just EVERYbody is allowed to post his
junk there. However, moderated newsgroups completely rely on a
MODERATOR doing his job REGULARLY. Unfortunately, in this particular
case, the moderator has obviously disappeared from the net without
notice.

> Does this mean I have to sift through comp.sys.atari.st to find the
>programs I want ?
>
I'm afraid this DOES mean you (and I, and many others) have to
sift through this noisegroup. I see three possible solutions to the
current dilemma:

1. Find someone reliable with enough time and suitable resources,
and make that person the new moderator of comp.{src,bin}.st.
2. Make both newsgroups unmoderated or,
3. rm-group both groups and return to the way programs have been
distributed before - through comp.sys.atari.st.

Currently breaking its way is 'solution' no. 3. I hate the idea.
I'd be very much in favor of no. 1, but - in case nobody volunteers -
would prefer no. 2 over what's going on now.

I'd like to hear about other ideas, or how you folks out there feel
about the current situation, and my suggestions.

cheers, Axel.

--
Axel Mahler, Tech.Univ. Berlin

UUCP: axel@coma.uucp (unido!coma!axel)
BITNET: axel@db0tui62.bitnet

1935. DBs for ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 16:13:51 UTC
From: wsl@erc3bc.UUCP
Message-ID: <16@erc3bc.UUCP>
Source record: 254435

A while ago I posted a request for some information on Database programs available for the ST. I have yet to see or receive any responses so I'll just have to try again.

Just some short answers to few questions:

(1) What is considered the best relational Database product available?

(2) Is there now (or will be in the near future) a SQL based database available for the ST?

(3) Is pc-ditto a worthwhile product?

(4) Would it be practical to run an MS-DOS DB package on the ST using pc-ditto?

I hope someone will post a response. Any and all are much appreciated. (I also want to make sure my postings are getting out to the net).

Thanks in advance,

Warren S. Lobel
erc3bb!wsl
(Hopewell, NJ)

1936. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 17:42:25 UTC
From: david@bdt.UUCP
Message-ID: <144@bdt.UUCP>
Source record: 254436

In article <912@xn.LL.MIT.EDU> singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
>What I am not doing is any ST specific development. I had plans for
>a multi-user bbs system based on the ST, but there is no reason to
>do so.
>
>FoReM ST will stay consistant with the single user IBM PC version as
>it is source code compatible for both the main bbs and the FoReM Net
> network mail system. When the multi-user 286/386 version comes
>out later this year there will be no effort to have it run on the
>ST. Too few sales and too much piracy.
>
>
>Matt Singer
>Commnet Systems

From many people I've talked to, Matt echoes the feelings of a large
number of ST developers. I think it's a darned shame, and really
says something about Atari and the future of the ST. For all of us
that have dumped $$$ into this, we're the ones that really suffer.

As Atari loses developers and product support, those of us with STs
are getting stung; and Atari still has big $$$ in the bank that they
don't want to spend to improve things. I just can't figure it.

The ST can't attract big companies and Atari won't help the smaller
companies that took a big risk developing for the ST. And in the
end, it's the ST owner that gets screwed, as companies are forced to
drop their support for Atari, and many end up going out of business.

But then next year Atari announces a new product and sells a bundle
to the next generation of suckers (those that haven't been burned yet).
A new pile of hopefull software developers work their b*tts off to get
some new nifty software developed (with little or no help from Atari)
and Atari makes a ton of $$$ off the deal, at everybody elses expense!

I wish Matt all the best!

--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

1937. Re: Re: tried to 1 meg, problem

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 17:48:15 UTC
From: dragon@olivej.olivetti.com
Message-ID: <15691@oliveb.olivetti.com>
Source record: 254437

in article <1988Feb20.165200.1213@gpu.utcs.toronto.edu>, lharris@gpu.utcs.toronto.edu (Leonard Harris) says:

> Also - be careful as to the make of memory chips. Samsung and OKI definately
> will not work !!
> /leonard

Oh, come on now. I've done quite a few upgrades with Samsung and OKI chips. I should add, the only one that ever went bad had Samsung chips. For that reason, I stay away from them. But they certainly will work. One should also be using 120ns chips, as a precaution. The newer STs have been outfitted with these (for a reason, I would imagine, if not only because Atari could get a better price on them than 150ns).

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!oliveb!olivej!{dragon-oatc,lobster}!dean

Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

1938. Re: A decent disk cache...

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 18:10:44 UTC
From: david@bdt.UUCP
Message-ID: <145@bdt.UUCP>
Source record: 254438

In article <9232@prls.UUCP> gert@prls.UUCP (Gert Slavenburg) writes:
>> ... but Beckemeyers hard disk accelerator seems to do a good job too ...
>
>Can anybody that uses the hard disk accelerator (or the author) give us some
>more information on what it does, especially :
>
> 1) Does it speed up reading solely (i.e. is it a 'write through' cache) ?
Yes, it is 'write-through' cache. It doesn't always write-thru actually, but
it *never* buffers the writes for later (i.e. it always physically writes
to the disk). It attempts to make an intelligent decision about when to
write-thru the cache (which costs the extra memory move), and when to simply
dump the buffer.

HD accel. is a "priority" LRU cache. The criteria that establishes
"priority" are:
a) is it FAT info?
b) is it directory info?
c) is it "a long way from the last head pos."
Hd accel's main goal is to reduce those long seeks which are slow. Caching
data on the ST is not as important becuase in fact the DMA rate for large
data xfers is *faster* than a CPU block move. What costs is moving the
disk heads. That's why FAT and directory info has priority over data.
>
> 2) Does it solve the TEDIOUSLY SLOW writing problem on not too empty
> partitions ?
Becuase HD accel. is write-thru, one might think that it is no help to
writing files. But this is not true becuase TOS has to do a lot of reads
of FATs and dir. info to write to a file. HD accel doesn't help a lot
with the slow FAT searches, becuase this is more CPU bound with TOS, but
it does help with writing.
>
> 3) Does it solve the 40 folder bug ? AND/OR
No. It makes no attempt at this.
>
> 4) Does it work correctly with FOLDRxxx.PRG ?
As far as we know, it works fine. If there are any problems, they have not
been reported to us. There have been very few compatibility problems with
HD accel. since Fall '86. The only known problem is with the new ICD disks
(a bug in the ICD drivers).

--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

1939. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 18:11:17 UTC
From: cramer@optilink.UUCP
Message-ID: <1939@optilink.UUCP>
Source record: 254439
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

> In article <1924@optilink.UUCP> cramer@optilink.UUCP (Clayton Cramer) writes:
> >My two cents about shareware: I originally distributed my Epson MX-80
> >to PostScript translator (in a very early form) as shareware. Total
> >amount received: $0.
>
> So why was it that you wrote the thing? For your own benefit, right?
> Total extra effort on your part, 0; total monetary benefit to you, 0.
> Sounds about right to me. Had you gone and added all of the stuff that
> people asked for and still not gotten any contributions, then you
> would have something to complain about.

Wrong. To get something ready for use by others involves:

1. Writing a manual.
2. Making a serious attempt to verify that everything works -- not
just what you used.

I put substantial effort into it before distributing it as shareware --
easily 20-40 hours. (Verifying all the funny combinations of Epson
control codes is not trivial).

> If you had to fix your program up to sell it commercially, then it
> really wasn't worth anything in the first place, was it?
>
I added features, and fixed a couple of bugs. Not at all the same thing.
You are really a nasty person. Sure you don't live in New York City?

> >Clayton E. Cramer
>
> --
> Morgan Jones - Bramalea Software Inc. ...!utgpu!telly \ !brambo!morgan
> ...!{uunet!mnetor, watmath!utai}!lsuc!ncrcan /
> "These might not even be my opinions, let alone anyone else's."

Clayton E. Cramer

1940. A Good Deal?

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 18:17:02 UTC
From: Pete_Brown@MAW.CEO.DG.COM
Message-ID: <40.007051@adam.DG.COM>
Source record: 254440

I just called Computer Repeats INC, about their trade in deal (Brand New Atari 520ST FM Mono for $299 with tradein of 1050 or $159 with 800XL computer) and was told that the ad was a misprint, that they really meant "with trade in of an entire system, including monitor and printer". Seemed kind of strange to me that the ad was misprinted in two different months of Antic. I was wondering about other people experiences.
Dislaimer: My opinions and statements are my own.

1941. Re: Microsoft Word for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 18:17:17 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Feb22.131717.7607@gpu.utcs.toronto.edu>
Source record: 254441

I got a look at Microsoft word the other day. Its a really nice program -
a bit slow though. The one thing that pissed me off was that you need an
atari laser printer to print fonts. Why is this? Why not provide a set of
dot matrix fonts (as on the mac) so people with cheap printers can get good
looking output. The lack of non-laser fonts cripples this program and makes
probably the best word-processor for the ST - almost useless!
(Yes - I know there is a metafile to postscript converter but if I had a
postscript printer I wouldn't be compaining)

/Leonard

1942. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 18:44:15 UTC
From: bts@sas.UUCP
Message-ID: <348@sas.UUCP>
Source record: 254442
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Just last week, I sent in about $200 for various and sundry shareware programs. However, I had been using many of them for an entire *year* (since I got my Amiga) before I got around to it. This is a general problem: even the best-intentioned people don't have any motivation to pay for shareware soon. Had I stopped using my Amiga---or even some of the software---before the year was out, the authors would never have been paid for their efforts.

For example, I stopped using vdk: some time ago. I went commercial in the meantime, and John Toebes went around hitting up on everybody for $10, but had that not occured, I never would have paid for it even though I used it for six months. (vdk:, by allowing the ramdisk to survive warm boots also insures that memory fragmentation survives warm boots, in case you wanna know why I stopped using it.)

Also, I fail to distinguish between shareware and freeware. Except for one group of simple programs which specifically stated that the author wanted no money for her efforts, I sent in contributions according to how useful I found them to be regardless of the pleas that the authors made.

If people wish to be paid for their efforts, they need to do something to motivate people to pay within a reasonable period of time. For example, the program might start up with an informative HELP panel as shipped. This would serve two purposes:
1. For people who are new to the product, it tells them how to use it.
2. For people who have been using it for a long time, it gets annoying.

When the users register, they are given an incantation to get rid of the automatic HELP on startup. This has the beauty that it is actually *helpful* for people who are starting to use it, but it still motivates people to pay before it gets too old.

The other possibility is to only print the HELP if some companion file does not exist, and then create it. If you notice that the companion-file is more than, say, 45 days old, you could then start asking for people to please send in contributions. Of course this can be easily defeated, but the point is to spur honest people to getting around to it, not to keep dishonest people from taking it.

Just one thing: If it is shareware (and you are going to do any of these things) rather than freeware, you *MUST* make this clear in any summaries on BBS's, at the top of the README file, in net communication, &c. It is not fair to pull such tactics on unsuspecting users. If you do, they will rightly resent you and feel that you are not being honest, making them less likely to pay you.
--

--Brian.
(Brian T. Schellenberger) ...!mcnc!rti!sas!bts

DISCLAIMER: Whereas Brian Schellenberger (hereinafter "the party of the first

1943. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 19:08:19 UTC
From: apratt@atari.UUCP
Message-ID: <986@atari.UUCP>
Source record: 254443

in article <142@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) says:
>
> In article <980@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>You're getting a Pterm if you call Pterm, and you're getting ^C if you
>>don't. If you know you're calling Pterm, then call your clean-up
>>routine on your own and un-install it before you terminate.
>>
> This isn't entirely true. An exception can also produce a Pterm.

Sorry, of course that's right. The bomb handler does a Pterm to try to
kill the offending process. But why would you want to handle bombs any
differently from ^C? (Besides, correct programs don't produce bombs! :-)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1944. Re: Bad (but ANY) placing of Atari ST binaries

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 19:39:29 UTC
From: Ram-Ashwin@cs.yale.edu
Message-ID: <23660@yale-celray.yale.UUCP>
Source record: 254444

In article <4460@eagle.ukc.ac.uk>, jbww@eagle (J.B.W.Webber) writes:
> Surely ANY posting of binaries and source is better than none.

Yes!

> Yes, the sources and binary groups are the right place, but I think the
> time has now come to post here, rather than nowhere.

If the bottleneck is in moderation, why not just make comp.binaries.atari.st unmoderated and post binaries there? I agree with Richard Lloyd that one shouldn't need to sift through comp.sys.atari.st just to find programs that one wants. Surely posting unmoderated binaries to comp.binaries.atari.st is better than posting unmoderated binaries to comp.sys.atari.st!

-- Ashwin Ram --

ARPA: Ram-Ashwin@cs.yale.edu
UUCP: {decvax,ucbvax,harvard,cmcl2,...}!yale!Ram-Ashwin
BITNET: Ram@yalecs

1945. GDOS / Fonts / EasyDraw Questions

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 20:55:36 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <2712@brspyr1.BRS.Com>
Source record: 254445

I recently bought a copy of EasyDraw 2.0 and I have some questions about
GDOS and Fonts for this package.

GDOS --> EasyDraw comes with version 1.1. Is this the most recent version?
Am I allowed to redistribute it, or must it stay with the
package (for instance, if I write something that uses GDOS can
I send this version out with it)? Is there some other source
for GDOS?

Fonts --> Does EasyDraw use normal GDOS fonts? The documentation reads like
this is true. If so, are there public domain fonts for publishing
systems which will work with EasyDraw? From what I have read,
Publishing Partner uses GDOS fonts, and there seems to be quite
a few PD fonts and a PD font editor available for it. These
should then work okay for EasyDraw, true?

Thanks in advance for any help you can offer.
--
Tim "The Enchanter" Northrup
--------------------------- "She's strange,
tim@brspyr1.BRS.Com or uunet!steinmetz!brspyr1!tim and I like it!"
== -- Cameo

1946. Free RTX (was Re: Changing to / in TOS)

Newsgroup: comp.sys.atari.st
Date: 1988-02-22 22:32:07 UTC
From: preston@felix.UUCP
Message-ID: <22763@felix.UUCP>
Source record: 254446

From article <914@xn.LL.MIT.EDU>, by singer@XN.LL.MIT.EDU (Matthew R. Singer):

> Another amusing issue:

> I find it truely fascinating all this discussion about David Beckmeyer
> releasing RTX into the public domain. I can't believe how few people
> even knew it existed. They want it free, but are willing to pay a
> small amount for the docs. Well I have news for you all, its never
> NEVER been that cost prohibitive. All of 69.95 list and its been around
> for about 2 years... How can you expect him to support it for less?

My take on this is a little different. I've known about RTX for about
as long it's been around. I even bought the original (?) version of
the MT C-shell.

My problem with RTX was why write software for it if only people who
had RTX (a very small group) could run it? If DavidB makes RTX (the
runtime module...) free, then he might see more widespread _use_ of
RTX. With a critical mass of users his sales of documentation (?)
might well bring in more dollars than he has seen so far.

It's a gamble, but probably a good one.

You could draw analogies from the histories of Unix and the UCSD
P-system. The P-system spread very rapidly when it was cheap, and I
understand it brought in a surprising amount for money for UCSD. Then
they sold it to SoftTech, which charged large amounts of money, and put
in very little work (at Western Digital we did about the same amount of
work with two people part-time). Not surprisingly, the P-system
practically died.

Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister
--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

1947. MJC, fixes to lib.c (1.2)

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 00:35:39 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <17054@watmath.waterloo.edu>
Source record: 254447

Here is some information I got in response to my recent article
on bugs in MJC version 1.2.

Version 2.0 is supposed to be released in a few months.
Most of the bugs I mentioned will be fixed, and it will have floating point.
Someone mentioned version 1.4, which suggests version 1.3 is available.
Since Mark Johnson can't post to Usenet, could someone with access
to Compuserve or Genie watch for new versions and post them to Usenet?

Mark Johnson's home address has changed since 1.2 was released,
here is the new address:
Mark A. Johnson
5315 Holmes Place
Boulder, CO 80303

I looked at the changes I've made to lib.c, they are numerous.
So I am posting two sets of context diffs,
the first including the more important changes,
the second including all changes.

Here is the first set. The only change are fixes to stdio.
The original only implemented binary mode for files opened with
stdio, and text more is much more useful.
So I changed things to use text mode, but the old behaviour
can be restored by undefining TEXT_MODE.

I don't know if Mark has implemented these modes
with the "b" and "t" options in the mode argument of fopen --
they are very important in MS-DOS enviroments (ANSI C adopts it).

```
*** lib.c_1.2 Thu Aug 6 10:17:55 1987
--- lib.c Mon Feb 22 18:49:08 1988
***************
*** 1,5 ****
--- 1,16 ----
/* C library - startup, stdio, strings, TOS */

+ /*
+ * changes to MJC 1.2 lib.c by Eric Gisin.
+ * fixes to stdio when stdin or stdout redirected by shell.
+ * stdio now does text mode mapping ("\n" <--> "\r\n") by default.
+ * the original used binary mode except on stdin/stdout.
+ * the "proper" way to fix this is with "t" and "b" in the fopen mode.
+ * recognizes ^D on stdin.
+ */
```

```
+
+ #define TEXT_MODE /* text mode mapping, undef for binary mode */
+
/* max number of args in argv[] */

#define MAXARG 50
***************
*** 92,102 ****
/* init stdio */
for (i = 0; i < MAXIO; i++) {
_iobuf[i].mode = FREE;
! _iobuf[i].fd = _iobuf[i].idx = _iobuf[i].len = 0;
}
! stdin = &_iobuf[0];
! stdout = &_iobuf[1];
! stderr = &_iobuf[2];
stdin->mode = stdout->mode = stderr->mode = RDWR;
if (in) {
stdin->fd = i = trap(1, OPEN, in, 0);
--- 103,113 ----
/* init stdio */
for (i = 0; i < MAXIO; i++) {
_iobuf[i].mode = FREE;
! _iobuf[i].idx = _iobuf[i].len = 0;
}
! stdin = &_iobuf[0]; stdin->fd = 0;
! stdout = &_iobuf[1]; stdout->fd = 1;
! stderr = &_iobuf[2]; stderr->fd = -1;
stdin->mode = stdout->mode = stderr->mode = RDWR;
if (in) {
stdin->fd = i = trap(1, OPEN, in, 0);
***************
*** 322,329 ****
}
else return EOF;
c = s->buf[i] & 255;
! if (s->fd == 0 && c == '\r')
! putc(c = '\n', s);
return c;
}

--- 333,351 ----
}
else return EOF;
c = s->buf[i] & 255;
! if (s->fd == 0) { /* tty input */
! if (c == '\r') {
! l = trap(1, WRITE, s->fd, (long) 1, "\n");
! c = '\n';
! } else
! if (c == 0x04)
```

```
! c = EOF;
! return c;
! }
! #ifdef TEXT_MODE
! if (c == '\r') /* we could do better */
! c = getc(s);
! #endif
return c;
}

***************
*** 337,345 ****
}

putc(c, s) int c; FILE *s; {
! int i, r;
if (s == NULL) return EOF;
! r = 0;
if (s->mode == RDWR) {
s->buf[0] = c;
r = trap(1, WRITE, s->fd, (long) 1, s->buf);
--- 359,373 ----
}

putc(c, s) int c; FILE *s; {
! int i, r = 0;
!
if (s == NULL) return EOF;
! #ifdef TEXT_MODE
! if (c == '\n')
! #else
! if (c == '\n' && (s == stdout || s == stderr))
! #endif
! r = putc('\r', s);
if (s->mode == RDWR) {
s->buf[0] = c;
r = trap(1, WRITE, s->fd, (long) 1, s->buf);
***************
*** 350,356 ****
s->idx = s->idx + 1;
}
else return EOF;
- if (s->fd == 0 && c == '\n') r = putc('\r', s);
return r <= 0 ? EOF : r;
}

--- 378,383 ----

-----
```

Here is the second set of complete diffs.
Changing MAXBUF (the buffer size for stdio) from 512 to 1024 improves IO speed.

```
*** lib.c_1.2 Thu Aug 6 10:17:55 1987
--- lib.c Sun Feb 21 15:06:43 1988
***************
*** 1,12 ****
/* C library - startup, stdio, strings, TOS */

! /* max number of args in argv[] */

! #define MAXARG 50

/* header file for stdio implementation */

! #define MAXBUF 512
#define MAXIO 6

struct file {
--- 1,20 ----
/* C library - startup, stdio, strings, TOS */

! /*
! * changes by Eric Gisin <egisin@Waterloo.EDU>
! * bug fixes to _cttp when fd 0 or 1 redirected by shell.
! * added environ, getenv(), removed env from exec().
! * added atoi(). still needs binary/text mode for stdio.
! * made text mode default for stdio, fixed things up.
! */

! #define TEXT_MODE /* stdio always maps \r\n <-> \n */

+ #define MAXARG 50 /* max number of args in argv[] */
+
/* header file for stdio implementation */

! #define MAXBUF 1024
#define MAXIO 6

struct file {
***************
*** 61,68 ****
extern char *argv[MAXARG];
extern FILE *stdin, *stdout, *stderr;
extern FILE _iobuf[1];

! char *b, *w, *in, *out, *arge;
int i;
long x, *lp;

--- 69,77 ----
extern char *argv[MAXARG];
extern FILE *stdin, *stdout, *stderr;
extern FILE _iobuf[1];
+ extern char *environ;

! char *b, *w, *in, *out;
int i;
```

```
long x, *lp;

***************
*** 75,81 ****
/* parse the command line */
argc = 1;
argv[0] = "yc";
! arge = (char *) lp[11];
b = tpa + 0x81;
in = out = NULL;
while (*b) {
--- 84,90 ----
/* parse the command line */
argc = 1;
argv[0] = "yc";
! environ = (char *) lp[11];
b = tpa + 0x81;
in = out = NULL;
while (*b) {
***************
*** 92,102 ****
/* init stdio */
for (i = 0; i < MAXIO; i++) {
_iobuf[i].mode = FREE;
! _iobuf[i].fd = _iobuf[i].idx = _iobuf[i].len = 0;
}
! stdin = &_iobuf[0];
! stdout = &_iobuf[1];
! stderr = &_iobuf[2];
stdin->mode = stdout->mode = stderr->mode = RDWR;
if (in) {
stdin->fd = i = trap(1, OPEN, in, 0);
--- 101,111 ----
/* init stdio */
for (i = 0; i < MAXIO; i++) {
_iobuf[i].mode = FREE;
! _iobuf[i].idx = _iobuf[i].len = 0;
}
! stdin = &_iobuf[0]; stdin->fd = 0;
! stdout = &_iobuf[1]; stdout->fd = 1;
! stderr = &_iobuf[2]; stderr->fd = -1;
stdin->mode = stdout->mode = stderr->mode = RDWR;
if (in) {
stdin->fd = i = trap(1, OPEN, in, 0);
***************
*** 116,122 ****
}

/* run the program */
! i = main(argc, argv, arge);
```

```
/* close up shop */
if (in) fclose(stdin);
--- 125,131 ----
}

/* run the program */
! i = main(argc, argv, environ);

/* close up shop */
if (in) fclose(stdin);
***************
*** 143,148 ****
--- 152,158 ----

int argc;
char *argv[MAXARG];
+ char *environ;

FILE _iobuf[MAXIO], *stdin, *stdout, *stderr;

***************
*** 235,240 ****
--- 245,258 ----
return b;
}

+ /* BUG: not general */
+ FILE *
+ freopen(name, mode, fp) char *name, *mode; FILE *fp; {
+ FILE *fopen();
+ fclose(fp);
+ return fopen(name, mode);
+ }
+
/* open a stream */

FILE *
***************
*** 322,329 ****
}
else return EOF;
c = s->buf[i] & 255;
! if (s->fd == 0 && c == '\r')
! putc(c = '\n', s);
return c;
}

--- 340,358 ----
}
else return EOF;
c = s->buf[i] & 255;
! if (s->fd == 0) { /* tty input */
! if (c == '\r') {
! l = trap(1, WRITE, s->fd, (long) 1, "\n");
```

```
! c = '\n';
! } else
! if (c == 0x04)
! c = EOF;
! return c;
! }
! #ifdef TEXT_MODE
! if (c == '\r') /* we could do better */
! c = getc(s);
! #endif
return c;
}

***************
*** 337,345 ****
}

putc(c, s) int c; FILE *s; {
! int i, r;
if (s == NULL) return EOF;
! r = 0;
if (s->mode == RDWR) {
s->buf[0] = c;
r = trap(1, WRITE, s->fd, (long) 1, s->buf);
--- 366,380 ----
}

putc(c, s) int c; FILE *s; {
! int i, r = 0;
!
if (s == NULL) return EOF;
! #ifdef TEXT_MODE
! if (c == '\n')
! #else
! if (c == '\n' && (s == stdout || s == stderr))
! #endif
! r = putc('\r', s);
if (s->mode == RDWR) {
s->buf[0] = c;
r = trap(1, WRITE, s->fd, (long) 1, s->buf);
***************
*** 350,356 ****
s->idx = s->idx + 1;
}
else return EOF;
- if (s->fd == 0 && c == '\n') r = putc('\r', s);
return r <= 0 ? EOF : r;
}

--- 385,390 ----
***************
```

```
*** 362,373 ****

dup(fd) { return trap(1, 0x45, fd); }

/* execute a program: mode=0 -> load and go; mode=3 -> load and return */

! exec(file, args, env, mode) char *file, *args, *env; int mode; {
! return trap(1, 0x4B, mode, file, args, env);
}

/* get current directory: drive=0 -> current drive, drive=1 -> A:, etc */

getdir(buf, drive) char *buf; {
--- 396,427 ----

dup(fd) { return trap(1, 0x45, fd); }

+ dup2(fold, fnew) { return trap(1, 0x46, fold, fnew); }
+
/* execute a program: mode=0 -> load and go; mode=3 -> load and return */

! exec(file, args, mode) char *file, *args; int mode; {
! return trap(1, 0x4B, mode, file, args, environ);
}

+ /* get enviroment variable */
+
+ char * getenv(name)
+ char * name;
+ {
+ register char *p, *q;
+
+ for (p = environ; *p != '\0'; ) {
+ for (q = name; *p++ == *q++; )
+ ;
+ if (p[-1] == '=' && q[-1] == '\0')
+ return p;
+ while (*p++ != '\0')
+ ;
+ }
+ return 0;
+ }
+
/* get current directory: drive=0 -> current drive, drive=1 -> A:, etc */

getdir(buf, drive) char *buf; {
***************
*** 1101,1106 ****
--- 1155,1166 ----
while (n = *s++) {
m[n >> 5] |= 1L << (n & 31);
}
+ }
```

```
+
+ int
+ atoi(s) char *s; {
+ long strtol();
+ return strtol(s, (char**)NULL, 10);
}
```

long

1948. Re: Shareware? Hah!

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 02:44:21 UTC
From: cs178abu@sdcc8.ucsd.EDU
Message-ID: <796@sdcc8.ucsd.EDU>
Source record: 254448
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

If anyone wants to know more about Copyrights and software law, publishing, etc, pick up a copy of "Legal Care For Your Software", available at most B. Dalton Booksellers. It's up to date and has everything you'll need.

John

1949. Three questions.

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 03:12:17 UTC
From: juancho@dgp.toronto.edu
Message-ID: <1988Feb22.221218.13780@jarvis.csri.toronto.edu>
Source record: 254449

I have three questions that people out there might have
answers to.

1) I just finished porting a 12K line program from our unix
system to a 1040 using MWC 2.1.7. The system() calls simply print
no shell when the program is running under gulam. I know that
setting the SHELL environment variable to GULAM will fix that. The
problem is that other mark william tools seem to be able to run
shell commands with out the SHELL variable being set, and if the
environment variable is set then a new copy of the shell is started up
for each cc in a make.

2) How does a typical mwc tool know that it has been called
from a shell. When ever I use a tool it seems to assume that the
program was run from the desktop and I have to press return.

3) How reliable are the malloc() and free() functions
provided with MWC.

--

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
University of Toronto
(416) 978-6619 Toronto, Ontario M5S 1A4

1950. status of minix port to the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 03:13:43 UTC
From: UD138985@NDSUVM1.BITNET
Message-ID: <607UD138985@NDSUVM1>
Source record: 254450
Cross-posted to: comp.sys.atari.st,comp.os.minix

What is the current status of the Minix port to the ST, ie when is it going to be compleated? Also, I would like to know exactly who owns the rights to Minix. Does a company have a copyright on it and if so, who? Or is it shareware/freeware user supported stuff?

Thanks in advance for any replies.

Bob

BITNET: UD138985 at NDSUVM1

1951. Changes/fixes to OS

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 03:14:16 UTC
From: avp@garfield.UUCP
Message-ID: <4516@garfield.UUCP>
Source record: 254251

Ok, here are the much sought after (by me anyway) addresses for the
mouse on the Mega.

Simply, the old addresses pluss 96 (decimal) , or $60.
That is, now on the Mega, you use, $2740, or 10048 (decimal)
I know the 10048 is right, but just converted the hex in my head
I hope it's right.

I found a few other addresses were plus 90 (decimal).

Some are plus 70 (deciaml).

If anyone is looking for a specific one, maybe I can help.

Drop me a line.

BTW, I have a non-Mega version of Arkanoid, and would like to get it
to run on my Mega, but I figure there must be more to it than just
the mouse addr changes, because it locks up solid before the game
reallt gets anywhere. If it was just the mouse addrs, wouldn't it just
not play? or something?

I'll mess with it and post any positive results.

thanks for your time,
Anthony Paul

avp@garfield.UUCP
avp@garfield.mun.cdn

1952. Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 03:30:50 UTC
From: wnp@dcs.UUCP
Message-ID: <28@dcs.UUCP>
Source record: 254252
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <2069@polya.STANFORD.EDU> rwilson@polya.UUCP (Randy Wilson) writes:
>It may not be standard ASCII, but on the Mac, option-g gives a copyright
>sign in most fonts. Wouldn't this do the job?

It would do the job IF and ONLY IF you are sure that the document which you wish to protect by copyright will be displayed ONLY on another MAC or some other computer using the same code-to-character mapping for non-standard characters.

Since it is non-standard, it will not even look remotely like a "c in a circle" on most terminals/printers, and thus would not "do the job".

One interesting question is this, however: As has been stated, a "c in parentheses" is not a valid legal substitute for a "c in a circle".

Thus, " (c) 1987 by John Doe " is not a valid copyright notice.

However, since the notation "Copyright 1986 by John Doe" is valid, does the presence of "c in parentheses" between the word "Copyright" and the year REALLY invalidate the copyright notice?

After all, all that is required (the word "Copyright" and the year) IS PRESENT, there's just a bit extra.

Anyone care to comment?
--
Wolf N. Paul Phone: (214) 306-9101 (h) (214) 404-8077 (w)
3387 Sam Rayburn Run UUCP: ihnp4!killer!{dcs, doulos}!wnp
Carrollton, TX 75007 INTERNET: wnp@dcs.UUCP ESL: 62832882
Pat Robertson does NOT speak for all evangelical Christians--not for me, anyway!

1953. Re: Free RTX (or maybe almost)

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 04:01:05 UTC
From: crash@calgary.UUCP
Message-ID: <1380@vaxb.calgary.UUCP>
Source record: 254253

> RTX technical info

Post it, no one flamed me about my excessive verbage about ram disks

Glen Stone

1954. Re: fsel_input sources wanted

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 05:41:13 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3334@watcgl.waterloo.edu>
Source record: 254254

[]
I have such sources, although they're rather large; the .arc file,
which contains
fsel.c 33426 bytes
fseldemo.c 11362
fseldemo.prg 19441
read.me 7601
is 40K long. So before posting, I'll send this message of intent out, in case
someone else is planning the same action, and also in case someone objects
strenuously to having something this large posted to comp.sys.atari.st.
(James, are you ready for some more stuff for comp.sources yet?)
--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
"Is your religion real when it costs you nothing and carries no risk?"
- The Preacher at Arrakeen

1955. Re: RAM disks (was: small assesment of some formaters)

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 06:17:47 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3335@watcgl.waterloo.edu>
Source record: 254255

In article <439@dukempd.UUCP> gpm@dukempd.UUCP (Guy Metcalfe) asks:

> P.S. I'd still like to hear from someone about my desire
> to find a resizeable and reset survivable ram disk.
> At least tell me why it's hard to do. I got no response
> to an earily inquiry except for requests to pass any
> information along.

Actually, this is one of those things I've had on the "what to do if I ever have enough free time for programming" list. But I was just pondering the question last week, and here are a couple of reasons that it is hard and quite likely impossible (and of course I'm open to corrections):

o If you wanted a reset-proof ramdisk, somehow you'd have to find a way to make TOS think that its physical memory size was changing on the fly -- at least, that's the way "eternal" does it. The "eternal" ram-disk changes the top-of- memory pointer and then performs a warm boot. I don't know if you can avoid the need for a reset when you want to set a new top-of-ram value. (In fact, I'm not entirely sure why it's necessary. Why doesn't "eternal" just do a big Malloc() once when it is run from the auto folder?)

o The main problem is with the Malloc() system routine. Its bugs are notorious, but in short, there is a fixed limit on the number of Malloc's any one application can perform. In fact, I once caught a message on Compuserve claiming that even if you're just doing something like:

```
while (1) {
buf = Malloc(size);
Mfree(buf);
}
```

then it _still_ stops giving you memory after a while. (I'd like someone to confirm this).

At any rate, those are the two obstacles that come to my mind. Maybe with the new TOS, the Malloc problem will be fixed. But if you were to just dynamically Malloc sectors as they were needed, I don't think you can make it resettable, since TOS will zero out all of its ram when you reboot.

--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
"Is your religion real when it costs you nothing and carries no risk?"
- The Preacher at Arrakeen

1956. Finkware

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 08:16:26 UTC
From: terry@wsccs.UUCP
Message-ID: <182@wsccs.UUCP>
Source record: 254256
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <8255@g.ms.uky.edu>, sean@ms.uky.edu (Sean Casey) writes:
> In article <1012@sask.UUCP> long@sask.UUCP (Warren Long) writes:
> >> program was quite good, and the request for money was small ($15), the
> >> program had a 10 second delay at the beginning and the end of a run.
> >> Needless to say, I don't use the program, and would never suggest that
> >> anyone else do.
>
> >I am impressed with the method used, and am surprised at the audacity
> >of the above user. The author has found a very clever way of
> >protecting his SHAREWARE product, which allows a user to sample the
> >product, yet requires an end-user to pay IF and only IF he/she intends
> >to use it regularly.
>
> I disagree. The author has released a product that is virtually
> unusable. I would use it once or twice, get disgusted, and toss it
> out on general principle. So would most of the people I work with,
> and most of my friends.

I agree with Sean. Any dork who does that to a program and then has
the unmitigated gall to call it "shareware" makes one reconsider the relative
merits of The Kent Team, Red Sector, and SCA, virus not withstanding.

The proper term is "demo copy". Shareware implies a non-enforced
request for donations, *NOT* a demand for money. A "demo copy", on the
other hand, is understood to be a "limited" or "disabled" version. Good
examples of this are file transfer programs replacing every other packet with
the words "Buy this software.... you are using a demo copy.... Buy this ..."
and so on. There are some applications where a limitation is not normally a
possibility; a delay is a good alternative, but it makes the thing a *DEMO*
copy.

> The fact is, shareware licenses are unenforceable. People know
> they're not going to get caught, so legal threats don't bother them.
> They aren't made to feel guilty by whining pleas for money.

Or any pleas for money. Over 54% of all software used in business
is kyped. Hence the "Software Publishers Association" on the walls of the
room I am currently in, where every decent programmer KNOWS that a picture
of a CRAY or a UNIX -- LIVE FREE OR DIE poster belongs. Still, I make my
money from writing software, and I can see the authors' intent, if not the
method he used to impliment it.

> Shareware is a noble but stupid idea. It's based on a flawed view of
> users. It's almost never worked, and I'm pretty certain that it
> never will.

I recently (well, last comdex) met the guy who wrote PC-WRITE...
he's making gobs of money, so I don't believe the above statement to be true.
He said "I don't sell software... software's all up here [picture hand waving
in a circular motion, just above the head] ...I sell manuals and support".
Works for him. He had 8 people in shipping, last I heard.

> If I had a product that I wanted to sell, I'd try to market it
> through one of the major vendors, or I'd buy 2x3" ad in Amazing
> Computing or Amigaworld and take my chances.

You would be. From experience, it takes 6 months in a row for an ad
to provide a reasonable amount of draw. You have to wait for the user to want
or need the service/product you offer. He will go back to the magazine he saw
your ad in and look through it. If it isn't in the first one he picked up, you
are instantly a fly-by-night company and he goes elsewhere.

> If I wanted people to have the program for free, I'd copyright it and
> provide for free redistribution. No point in pretending that users are
> something they are not, and no point in looking forward to money that
> I'm not going to get.

I don't agree with your sentiment, but I welcome any software you
want to send me free (o|-).

| Terry Lambert UUCP: ...!decvax!utah-cs!century!terry |
| @ Century Software or : ...utah-cs!uplherc!sp7040!obie!wsccs!terry |
| SLC, Utah |
| These opinions are not my companies, but if you find them |
| useful, send a $20.00 donation to Brisbane Australia... |
| 'There are monkey boys in the facility. Do not be alarmed; you are secure' |

1957. Alternative mouse wanted

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 11:10:21 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2212@bath63.ux63.bath.ac.uk>
Source record: 254257

Anyone know of an optical mouse which puts out signals such that it is (or could have its connector rewired to be) compatible with the ST.

I'm bored with cleaning my mouse's rollers. (You mean you've never cleaned your mouse's rollers? Maybe that's your problem. :-)

1958. Re: New release 1stw2ps (v3.1)

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 12:32:17 UTC
From: federico@actisb.UUCP
Message-ID: <189@actisb.UUCP>
Source record: 254258

In article <8802190450.AA06399@ucbvax.Berkeley.EDU> U00170@HASARA5.BITNET writes:
>1stw2ps is a program that makes a postscript file from a 1stWord
>or WordPlus file.
> [...]
>I am sending a copy to the file-server at Houston (UH-INFO@UHUPVM1). If
>somebody out there will be so kind as to post it to atari16.sources or
>whatever it is called, I'll appreciate it.

Would somebody please post it to comp.sys.atari.st (.binaries. seems to be
dead anyway)? I, and I suppose other people too, get just no response from
UH-INFO. Thanks

Federico Heinz
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.
--
Federico Heinz
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

1959. Re: DBs for ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 12:50:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500033@iuvax>
Source record: 254259

I have to say that PC Ditto is worth the money...It runs just about everything. The only programs I have not been able to run using PC Ditto are some terminal emulation things like Pibterm. There are only two problems with Pc Ditto. The first is that it is slow on many things. However, interfacing with, say, DBASE III+ is fast enough. Using Procomm at 1200 baud is fine. Compiling and editing with Turbo Pascal is easy. However, some things are too slow to be useful. My biggest problem is that PC Scheme, the second most important IBM stuff to me, is in this category. My guess is that PC Scheme runs at about 5 percent of IBM PC speed. The editor cannot be used at all because of slowness. I am now testing PC TeX, the most important IBM stuff I have. By the end of the week I should know whether that is useful. The second problem is that PC Ditto, as far as I know, still has not produced a version for black and white monitors.

There is at least one alternative that should be available any day now. That is a hardware emulator from Monarch (Pheonix Az, I believe). This sticks on the back of your 1040 or 520 (all ports are still available, however), has 4.77 Mhz and 8.0Mhz clocks, and uses the ST memory only (it was originally reported that it had its own 512k worth of memory). Price: not fixed but expected to be in the $350 ballpark. I recently heard it was awaiting FCC approval. I will probably have to get this in order to run Scheme (unless an Atari version shows up).

franco@iuvax.cs.indiana.edu

1960. Re: DBs for ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 13:04:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500034@iuvax>
Source record: 254260

I have to say that PC Ditto is worth the money...It runs just about everything. The only programs I have not been able to run using PC Ditto are some terminal emulation things like Pibterm. There are only two problems with Pc Ditto. The first is that it is slow on many things. However, interfacing with, say, DBASE III+ is fast enough. Using Procomm at 1200 baud is fine. Compiling and editing with Turbo Pascal is easy. On the other hand, some things are too slow to be useful. My biggest problem is that PC Scheme, the second most important IBM stuff to me, is in this category. My guess is that PC Scheme runs at about 5 percent of IBM PC speed. The editor cannot be used at all because of slowness. I am now testing PC TeX, the most important IBM stuff I have. By the end of the week I should know whether that is useful. The second problem is that PC Ditto, as far as I know, still has not produced a version for black and white monitors.

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franco@iuvax.cs.indiana.edu

1961. Re: New Printer

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 13:23:49 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1423@water.waterloo.edu>
Source record: 254261

In article <2269@vice.TEK.COM> keithr@vice.TEK.COM (Keith Rast) writes:
>
>Has anybody seen or heard anything about the new HP DeskJet
>Laser Quality printer? I just read an article ....

Sorry, Keith, I don't know the answer,
but your question does raise another.

What is it that is new about this printer?
Ink jet printers have been around for some time, now.

But this is the first that I have heard them called "laser quality".
Which came first: laser printers or ink jet printers?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

1962. pexec

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 13:36:13 UTC
From: pete@tcom.stc.co.uk
Message-ID: <590@stc-f.tcom.stc.co.uk>
Source record: 254262

Does anyone know how to startup a ".PRG" Gem program from a ".TTP" program.
I can get the program to load and run but the mouse is not active.
The pointer is displayed and moves with the mouse but the buttons do not
respond.

The ".PRG" program executes correctly when run from the desktop and the ".TTP"
program will run other ".TTP" and ".TOS" programs with out problems.

Please email - I'll summarise.
--

| Peter Kendell <pete@tcom.stc.co.uk> |
| ...{uunet!}mcvax!ukc!stc!pete |

1963. Re: DBs for ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 15:08:00 UTC
From: ferneau@silver.bacs.indiana.edu
Message-ID: <11400010@silver>
Source record: 254263

While I cannot answer all of your questions, I can answer a few...

>(3) Is pc-ditto a worthwhile product?

Yes, pc-ditto is a terriffic product. While it is not extremely fast,
it does get the job done and opens up the owner to an avalanche of
public domain software or commercial s/w. The only problem I have
had so far is that it is slow with games.

>(4) Would it be practical to run an MS-DOS DB package on the ST using
> pc-ditto?

Yes, I have used dBase III+ with pc-ditto on my ST. It's functional
enough. It is kind of eerie seeing the IBM-pc font on the screen all
the while typing away at the ST.

I really do not notice the speed in dBase III+, except when typing
at the dot prompt. Otherwise (with Assist and the Applications Generator)
it seems just as fast as the IBM.

Good Luck!

****
ferneau@silver.bacs.indiana.edu * Mark Ferneau
ihnp4!inuxc!iuvax!silver!ferneau * include <ferrari.pic>
ferneau@silver.UUCP * 'This Space Intentionally left blank'
****

1964. Re: A Good Deal?

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 15:18:45 UTC
From: aegnor@bsu-cs.UUCP
Message-ID: <2196@bsu-cs.UUCP>
Source record: 254264

We here at B.S.U. also experienced this problem, to say that we were a tad miffed is an understatement!!! We were all (approx. 10) wanting to dump our 8-bit Atari's and upgrade to the 520ST. My friend called, and after the "oops, thats a SLIGHT missprint" was given an itemized price list for his equipment, about $169 for his 800,850 interface,Percom drive and acoustic modem.... How generous.... from now on, we plan only to (try) to buy any/all Atari products face to face with a dealer.. though, the closest (not cheapest) is about 45-50 minutes away from where we all live! So, it again proves what my father always told me, "Don't believe everything you read, till you find out the facts from the 'horses mouth'"

A very disgruntled mail order attempter,

```
*-David Powell :aegnor@bsu-cs.UUCP----------------------------------*
| \/ President :UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!aegnor |
| /\etwnk Inudstries, Ltd. : |
*-"If it doesn't work, we DIDN'T do it!"----------------------------*
```

1965. Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 16:03:10 UTC
From: david@bdt.UUCP
Message-ID: <147@bdt.UUCP>
Source record: 254299
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Copyright notice or no copyright notice, in my experience it's very
difficult to enforce outside the US and Canada.

There was a company in Germany that started to produce MT C-Shell with
their own manual, diskettes, and packaging. German authorities informed
me that this is perfectly *legal* in Germany, becuase you can't copyright
anything but "works of art"; and software isn't in this category.

The only illegal act would be if they were claiming they were selling
"original" factory goods. As long as they say they are selling copies,
it's legal in Germany. Even if they are breaking the law, all we could
do is attempt to get a court order to force them to stop selling.

The best solution turned out to be getting a real legit. distributor
in Germany; and let the competition of a supported product for less
money shut them down (which it did, I think). I don't know if the
legal issues above are "correct", but that's what happened to us.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

1966. Re: backing up harddisks

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 16:07:47 UTC
From: dale@slovax.UUCP
Message-ID: <2807@slovax.UUCP>
Source record: 254265

>
> Does anyone out there know of any good backup utilities ? I'm looking
> for something like tar/cpio/dump that can handle dumping to multivolume
> floppies.
>
> Thanks,
> --
> /* Ingo Cyliax *
> * ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
> * cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
> * ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

There are versions of tar and untar posted on GENIE. They claim to be
compatible with Unix tar, but I have not been able to verify this.

Also Beckemeyer Development sells a hard disk backup utility that can do
volume backups to floppy.

--
{psivax,ism780}!logico!slovax!dale : {hplsla,uw-beaver}!tikal!slovax!dale
Dale Thomas R & D Associates,3625 Perkins Lane SW,Tacoma,Wa 98499,206-581-1322

1967. Re: It's dead, Jim. comp.*.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 16:18:23 UTC
From: david@bdt.UUCP
Message-ID: <148@bdt.UUCP>
Source record: 254300

In article <856@daisy.UUCP> turner@daisy.UUCP (D'arc Angel) writes:

[withdrawl from moderation deleted]

>Actually I am telling a half truth, it is also Atari's approach to the software
>side of the business that has disheartened me somewhat, they seem to feel that
>software is of secondary (if that high) importance and the malaise is infect-
>ious. I have not stated this as well as I wanted to, but....
>
Jim, I'd like to hear the rest. Go ahead leap on the soapbox!
(But next time don't use such big words; remember who you want to
have understand this.)

It sounds like you, and several others are finally giving up on Atari,
and I'm sure you wouldn't do that for anything but a good reason. I'd
like to know what those reasons are. We all have a stake in this thing.

Thanks for all your efforts, and better luck next time!
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

1968. starting GEM programs in AUTO...

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 16:22:00 UTC
From: SYSTEM@UVPHYS.BITNET
Message-ID: <8802232139.AA26671@ucbvax.Berkeley.EDU>
Source record: 254266

Could someone please send me the program required in order to run GEM programs from the AUTO folder? There have been a couple of such programs mentioned in previous digests (...how to start UNITERM from AUTO etc...), but I have not been able to find them in the BITNET listservers.

thank you in advance,

Nik Zapantis
UVic, Physics
Victoria, BC
V8W 2Y2
(604)721-7729

system@uvphys.bitnet

1969. Re: A Good Deal?

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 16:28:36 UTC
From: david@bdt.UUCP
Message-ID: <149@bdt.UUCP>
Source record: 254201

In article <40.007051@adam.DG.COM> <Pete_Brown%MAW.CEO.DG.COM@adam.DG.COM> writes:
>I just called Computer Repeats INC, about their trade in deal (Brand
>New Atari 520ST FM Mono for $299 with tradein of 1050 or $159 with
>800XL computer) and was told that the ad was a misprint, that they
>really meant "with trade in of an entire system, including monitor
>and printer". Seemed kind of strange to me that the ad was
>misprinted in two different months of Antic. I was wondering about
>other people experiences.

Every time I've called one of these places advertising ST hardware
at unbelievable prices they have said:

1) "It was a mis-print"
2) "We changed our price"

And then they quote a more "standard" discounted price. No big
savings over the local computer store. I don't know how these
places stay in business.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

1970. WordPerfect enhancement / mini-Review

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 16:44:26 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <957@pasteur.Berkeley.Edu>
Source record: 254267

Well, it's the first Safety-Seal (mini) Review of this semester,
and I'm happy to say it's an optimistic one. This is about Word Perfect,
and my experiences with their bug-fixes.

After waiting patiently for a bug-fix to arrive, I finally called
WP Corp., and talked to a nice woman told me that I wanted the Jan. 8
version of WP. I then got transferred to Customer support, where a woman
told me that I didn't want that version, but the Jan. 29 version, and then
transferred me to the Orders department. Two days later, all six disks
of the new version arrived by Federal Express.
The new Word Perfect is a slightly bigger program, and behaves
differently in several respects:

It now uses separate SYS files, depending on whether it's run on
color or mono systems.

The cursor key repeat rate has been slowed down (ala 1st Word) so
that you can't over-scroll your text. It's a bit too
slow for my taste, though, as I had no trouble with the
previous version's scrolling.

The window sliders behave correctly now, and are almost always
the right size, too.

When you have a menu popped down, you can't still move the cursor
around and type text (the old Oct. 1, 1987 version had
this bug).

WP now allows a default document directory, so it won't keep
asking you for the directory name when you use its
own file selector.

WP now seems to give up all the memory it takes. Previously,
some exits would leave about 100K locked away.

It doesn't seem to lock up or crash as often. Actually, I haven't
had any problems with at all, but one of my roommates has
hung it up once.

The version number (date and all) used to be only in the Help
screen. It is now also in the About WP... dialog box.

It now comes with CONVERT.PRG, which can convert 1st Word,
Word Writer, and ST Writer files into WP format. No
reason not to switch now!

Aside from these, the subsidiary program for the printer drivers has been
changed, too (well, its file size is different). Some more printer drivers

have been added to the data file, including one for Atari's laser printer.

On the bad side, it seems to take about two seconds more to run from the hard disk; after the initial screen pops up, it takes two seconds before you can do anything. It seems to be accessing the hard disk, but I don't know why; the older version didn't seem to do that.

Overall, I'm impressed. Their initial documentation seemed to suggest that they would send out bug-fixes to us when they were finished, but I had to call for them; of course, a toll-free number plus the quick delivery dispels any qualms I might have had. Another thing to remember, for some of you, is that I've gone from the Oct. 1 version to the Jan. 29. Some of these fixes may have been in effect in earlier bug-fixes, but I don't know that.

Last thing...

I had the opportunity to play a new game called Star Trek: The Rebel Universe. I have not played it extensively, but I think it's a very good game. There is a lot of detail, quite a few solar systems to explore, and some very nice digitized sounds, too. Of course, since I keep getting destroyed (I'm a terrible player), I can't say if the ending is any good. Anyways, I recommend checking it out at the store if you have a chance.

\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ _/oung
| - Disclaimer: I'm not associated with any of the companies
_| above, in any way except (possibly) as a customer.

1971. Re: GDOS / Fonts / EasyDraw Questions

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 16:50:45 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <984@sbcs.sunysb.edu>
Source record: 254268

```
In article <2712@brspyr1.BRS.Com>, tim@brspyr1.BRS.Com (Tim Northrup) writes:
> .....
> systems which will work with EasyDraw? From what I have read,
> Publishing Partner uses GDOS fonts, and there seems to be quite
> a few PD fonts and a PD font editor available for it. These
> should then work okay for EasyDraw, true?
>
> tim@brspyr1.BRS.Com or uunet!steinmetz!brspyr1!tim and I like it!"
> ================================================== -- Cameo

No, Publishing Partner does NOT use GDOS, and thank GOD for that.
Deron (author of PP) uses his own scheme for the screen and printer fonts
and has done a very good job. In PP, one can have say 6 different fonts
loaded, and each font can be used from around 5 pt size to 144 pt size.
All these take up about 30 K of RAM only. Try that with GDOS (which
practically requires a different file to be loaded for each size) and you
will need a Mega64 ST just to load all these fonts!!

The new PP Professional may be using an even better font scheme (and the
old ones are supposedly upward compatible). Since a few people have asked
me, the upgrade from Publishing Partner 1.?? to Publishing Partner Pro
is $55 (include handling/shipping)
--
.., the Gods won't mind. CSNET:lean@sbcs.csnet
Gordon Merrick. ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean
```

1972. Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 18:06:04 UTC
From: wolenty@inuxj.UUCP
Message-ID: <321@inuxj.UUCP>
Source record: 254269

Well, I got my new Laser C update yesterday! Unfortunately the
Utilities disk was unreadable - sending it back for replacement.
While program space may be free of 32K segmentation limits, it
appears this limit still exists for initialized data. I have
a program that initializes several large arrays - I used to get
a segmentation error message of some type. Now I get an exception
message that says CCOM.TTP is out of memory. A quick check of free
RAM shows more than 512K avaiable. Seems like an odd error message.
Can anyone from Megamax comment??

Ron Wolenty
ATT Consumer Products
Indianapolis, IN
inuxj!wolenty

1973. Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 18:47:30 UTC
From: madd@bu-cs.BU.EDU
Message-ID: <20124@bu-cs.BU.EDU>
Source record: 254270
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <28@dcs.UUCP> wnp@dcs.UUCP (Wolf N. Paul) writes:
>In article <2069@polya.STANFORD.EDU> rwilson@polya.UUCP (Randy Wilson) writes:
>One interesting question is this, however: As has been stated, a
>"c in parentheses" is not a valid legal substitute for a "c in a circle".
>
>Thus, " (c) 1987 by John Doe " is not a valid copyright notice.
>
>However, since the notation "Copyright 1986 by John Doe" is valid, does the
>presence of "c in parentheses" between the word "Copyright" and the year
>REALLY invalidate the copyright notice?
>
>After all, all that is required (the word "Copyright" and the year) IS PRESENT,
>there's just a bit extra.

I would put my money on notices of the type:

(c) Copyright 1988 Jim Frost All Rights Reserved

as being legal for two reasons. First, it satisfies the requirements
of the copyright law, and second, your uSoft linker displays this when
you run it. It seems likely that uSoft's lawyers know what they're
doing.

Whether or not

Copyright (c) 1988 Jim Frost All Rights Reserved

is legal would be open to interpretation, but again the law only
states that the word "Copyright" (or the abbr. or \(co), the year, and
the name be present. Hence

Copyright 1988 by Jim Frost All Rights Reserved

should also be valid (this is another common one and I believe that it
is valid). In both of these cases, they fulfill the copyright law to
the letter.

Does anyone have a definitive answer? Is it legal to place other
words or symbols in the copyright notice so long as the notice is
still obvious?

jim frost
madd@bu-it.bu.edu

1974. Re: Closing desk accessories

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 18:57:28 UTC
From: apratt@atari.UUCP
Message-ID: <988@atari.UUCP>
Source record: 254271

in article <8802210020416D5.BLBS@Mars.UCC.UMass.EDU>, Gribnif@umass (Dan Wilga at UMASS Amherst) says:
>
> Greetings!
>
> Is there some way to actually "tell" desk accessories that are currectly
> opened within an application to close? I am writing a program that uses
> Pexec() to call other programs, but the problem I am running into is that
> any DA's that occupy windows and are left open when my program executes
> another do not receive the AC_CLOSE message and so do not know they should
> be closed. Of course, I cannot simply close their windows for them; that
> only messes them up. Pterm() somehow does this for itself since it
> automagically sends the correct message when the application terminates.
> shel_write() also seems to suffer from this same problem. Is there any
> good solution, short of hacking-into the OS?

I think you hit on the solution without knowing it: closing their windows doesn't pay, but you can SEND THEM the AC_CLOSE message (I think). Check the message library for "send a process a message" and check the application library for "get ap_id for an accessory" (I don't really know that much AES). Then send the accessory the close message. Sending it wind_close is usually enough, since (like the Control Panel) clicking "close" in the window usually shuts down the accessory as well.

Failing that, you could try the opposite of app_init -- I forget its name -- because I think it's that call which closes accessories, not Pterm(). Pterm() doesn't know a thing about accessories, or AES, or anything at that level. So try app_deinit before the Pexec and app_init after it. (Remember that your window handles might be different after the new init... They probably won't be, but write your code as though they might be.)

Like I said, I don't know much about AES -- don't take this as Gospel.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1975. Help with PC Ditto

Newsgroup: comp.sys.atari.st
Date: 1988-02-23 20:20:19 UTC
From: Desaulniers.PA@XEROX.COM
Message-ID: <880223-122027-1148@Xerox>
Source record: 254272

I have PC Ditto version 3.0 (the newest version) and I am programming in Pascal with Turbo Pascal. My program needs to do two things that I am having problems with. First, it must read data from a input data file as opposed to the standard input device (i.e. the keyboard). Secondly it must output to an output file as opposed to the standard output device (i.e. the screen). I will then send the output file to the printer so I have a hardcopy of prog's execution.

My problem is that when I compile prog as a .com file in Turbo and then execute it from DOS (i.e. A> prog) and try to use standard DOS I/O redirection (i.e. A>prog < input.dat or A>prog > prog.out) it executes the program but does not access either input or output files.

Does anyone know if PC Ditto does I/O redirection via DOS? Does anyone know how to do this some other way using PC Ditto?

Peter

1976. Doodle.prg and DMA

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 00:10:06 UTC
From: collinge@uvicctr.UUCP
Message-ID: <370@uvicctr.UUCP>
Source record: 254273

Would any kind soul send me the source to DOODLE.PRG? If not then tell me where to get it?

Likewise, where is the ST DMA interface best documented? I am interfacing something on there and need some information.

--
Doug Collinge
School of Music, University of Victoria,
PO Box 1700, Victoria, B.C.,
Canada, V8W 2Y2
collinge@uvunix.BITNET
decvax!uw-beaver!uvicctr!collinge
ubc-vision!uvicctr!collinge

1977. Re: RAM disks (was: small assesment of some formaters)

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 01:27:37 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3443@cup.portal.com>
Source record: 254274

Reset-proofing is straightforward, but requires a warmstart, since the
standard technique is to alter PHYSTOP and leave something at phystop+n
to indicate there is a ramdisk actually there, then reinstall the vectors
the second time through the auto folder. But then resizing becomes difficult
without another warmstart, but otherwise would simply involve insuring that
the latter region of the ramdisk is not being used, then adjusting the
free space byte in the boot sector, moving it (and changing phystop to reflect
the move - and the move would have to be bottom up), then warmstarting again.

1978. Re: New Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 01:33:58 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3444@cup.portal.com>
Source record: 254275

(.rsc files and the PATH=).
I too have altered the PATH= variable, but I had problems if I didn't include an initial null - I noticed that apparently "PATH=;C:\;D:\..." worked. Are there any specific rules on this (that someone else has explored)?

1979. Re: Microsoft Word for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 01:36:51 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3445@cup.portal.com>
Source record: 254276

I have a Panasonic KX-P1080, and it does really nice printing of documents
from EasyDraw using it's capabilities since it uses Epson compatible graphics.
Since the 1090 should be similar, it still should work - anythign that has
epson compatible graphics since that is what GDOS uses.

1980. curses files too big, HELP!

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 01:51:48 UTC
From: UD138985@NDSUVM1.BITNET
Message-ID: <613UD138985@NDSUVM1>
Source record: 254277

From: <UD138985@NDSUVM1.BITNET>

This is a request to the person that posted the curses files. I tried
to receive then from the network, but they were too large for me to do so.
Could someone please break them up into smaller pieces and post them again
or send them to me directly? If sent to me directly, they do not need to be
broken up.

Thanks,

Bob

Bitnet : UD138985 at NDSUVM1

1981. Re: backing up harddisks

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 01:53:02 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3446@cup.portal.com>
Source record: 254278

Beckemeyers Hard Disk Toolkit does this - It can back up files much, much, larger than one floppy disk, and can handle volumes, or trees, etc. You should look into it if you need this type of functionality.

1982. Re: New ARC somewhere? - (nf)

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 02:05:56 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3447@cup.portal.com>
Source record: 254279

PKARC/PKXARC are (almost) unique to the IBM PC. ARC 5.12 is the latest rev
as far as packing formats, but ARC 5.20 (on PCs) could create self-unpacking
archives (a .exe file that unarced itself).
I have done enough porting to have created a simple unarc which handled
squashed files (PKARCed - using 14 bit LZ without repeat packing) for the ST.
But PKXarc runs under PC Ditto, so you can use that as well.

1983. Lazer C Shipping & Jan 29 version of WordPerfect

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 02:19:16 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1988Feb23.211916.19791@gpu.utcs.toronto.edu>
Source record: 254280

I called Megamax this morning and was told that Lazer C was being shipped as of last weekend. Good news. I am eager to get it since I mistakenly sent in my utilities disk without making a backup :-{. Perhaps Michel can confirm this.

Also good news for WP users. I have recieved the Jan 29 version of WP and it is very much improved over the previous ones. One annoying bug seems to be when you try to back up past the beginning of the file or past the end of file, the cursor jumps back into the file. i.e. if you are pressing LEFT ARROW on the first character of the file, the cursor jumps into the file by about 5-10 chars. It almost seems like it thinks that it is in reveal codes and positions the cursor past all the codes??
Overall though I think that the revision has helped immensely. I also understand the wp_print is to be updated in the near future.

It's feels nice to be able to write about good news once in a while.

Pavneet Arora
parora@utgpu.

1984. Can't reply to sq.com!sq.sq.com!...

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 03:52:30 UTC
From: crash@calgary.UUCP
Message-ID: <1386@vaxb.calgary.UUCP>
Source record: 254281

Sorry,
I've tried to reply to some of you with the above bit of path and
I always get rejected. Maybe mail me your postage mail address.

Glen Stone

1985. Output of job "INFO-A16" from RSCS@UWAVM

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 05:02:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250255.AA14385@ucbvax.Berkeley.EDU>
Source record: 254282

```
Command replies from RSCS@UWAVM are being forwarded to you.
This server has been placed offline. Processing of
your DISTRIBUTE request has been postponed.
```

1986. Output of job "INFO-A16" from RSCS@UWAVM

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 05:08:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250720.AA18508@ucbvax.Berkeley.EDU>
Source record: 254283

```
Command replies from RSCS@UWAVM are being forwarded to you.
This server has been placed offline. Processing of
your DISTRIBUTE request has been postponed.
```

1987. Output of job "INFO-A16" from RSCS@UWAVM

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 05:08:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250256.AA14409@ucbvax.Berkeley.EDU>
Source record: 254284

```
Command replies from RSCS@UWAVM are being forwarded to you.
This server has been placed offline. Processing of
your DISTRIBUTE request has been postponed.
```

1988. Re: Bad placing of Atari ST binaries

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 05:16:24 UTC
From: Ram-Ashwin@cs.yale.edu
Message-ID: <23834@yale-celray.yale.UUCP>
Source record: 254285

In article <347@coma.UUCP>, axel@coma (Axel Mahler) writes:
> I see three possible solutions to the
> current dilemma:
>
> 1. Find someone reliable with enough time and suitable resources,
> and make that person the new moderator of comp.{src,bin}.st.
> 2. Make both newsgroups unmoderated or,
> 3. rm-group both groups and return to the way programs have been
> distributed before - through comp.sys.atari.st.
>
> Currently breaking its way is 'solution' no. 3. I hate the idea.
> I'd be very much in favor of no. 1, but - in case nobody volunteers -
> would prefer no. 2 over what's going on now.
>
> I'd like to hear about other ideas, or how you folks out there feel
> about the current situation, and my suggestions.

I vote for 2. 3 is bad because you have to wade your way through too much stuff
just to find programs; also, there is no separation of sources and binaries. 1
is bad because it doesn't work. Why burden one guy with so much work? Why rely
on one guy's time (and machine) to get PD programs through to everyone?

2 is great. I can just picture all that code coming through... No more bottlenecks.

1989. Output of job "INFO-A16" from RSCS@UWAVM

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 05:32:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250506.AA16462@ucbvax.Berkeley.EDU>
Source record: 254286

```
Command replies from RSCS@UWAVM are being forwarded to you.
This server has been placed offline. Processing of
your DISTRIBUTE request has been postponed.
```

1990. Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 05:46:14 UTC
From: rjung@castor.usc.edu
Message-ID: <318@nunki.usc.edu>
Source record: 254287

You know, after reading Matt Singer bash Atari's unprofessionalism,
I'm beginning to wonder: How many Atari software developers out here in
netland have *Major* gripes with how Atari supports the ST?

I'm not a professional, nothing fancy, just a "Joe User" who thinks my
1040 ST is one of the best buys out there (just like the 800, when I
bought it many many years ago)...And I'm getting a little worried. Are
all you guys gonna give up on Atari, and I'll be stuck with a dead machine?
Is anyone in any decent PR/administrative position at Atari LISTENING
to us? Whaddabout Jack tramiel, the man who nobody ever gets to see in
person? DOES HE EVEN CARE???

(Okay, I might be going overboard, but I'm interested)

--R.J.
B-\

C'mon, if you've got something to say, let's get it out into the open...

Bitnet: rjung@sal124.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

1991. Output of job "INFO-A16" from RSCS@UWAVM

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 05:49:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250753.AA19097@ucbvax.Berkeley.EDU>
Source record: 254288

```
Command replies from RSCS@UWAVM are being forwarded to you.
RSCS@UWAVM has sent a DISTRIBUTE job to LISTSERV@OREGON1 with your userid as
"from" origin. This job has been processed with the origin being forced back
to "RSCS@UWAVM". Please contact the LISTSERV Coordination Board
<LCOORD-L@FRECP11> if you think that "RSCS@UWAVM" should have been treated
as a "trusted" userid.
Invalid mail origin specification.
```

1992. Output of job "INFO-A16" from RSCS@UWAVM

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 05:49:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802251046.AA22245@ucbvax.Berkeley.EDU>
Source record: 254289

```
Command replies from RSCS@UWAVM are being forwarded to you.
RSCS@UWAVM has sent a DISTRIBUTE job to LISTSERV@OREGON1 with your userid as
"from" origin. This job has been processed with the origin being forced back
to "RSCS@UWAVM". Please contact the LISTSERV Coordination Board
<LCOORD-L@FRECP11> if you think that "RSCS@UWAVM" should have been treated
as a "trusted" userid.
Invalid mail origin specification.
```

1993. Output of job "INFO-A16" from RSCS@UWAVM

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 05:57:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250509.AA16509@ucbvax.Berkeley.EDU>
Source record: 254290

```
Command replies from RSCS@UWAVM are being forwarded to you.
RSCS@UWAVM has sent a DISTRIBUTE job to LISTSERV@OREGON1 with your userid as
"from" origin. This job has been processed with the origin being forced back
to "RSCS@UWAVM". Please contact the LISTSERV Coordination Board
<LCOORD-L@FRECP11> if you think that "RSCS@UWAVM" should have been treated
as a "trusted" userid.
Invalid mail origin specification.
```

1994. Output of job "INFO-A16" from RSCS@UWAVM

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 05:57:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250722.AA18553@ucbvax.Berkeley.EDU>
Source record: 254291

```
Command replies from RSCS@UWAVM are being forwarded to you.
RSCS@UWAVM has sent a DISTRIBUTE job to LISTSERV@OREGON1 with your userid as
"from" origin. This job has been processed with the origin being forced back
to "RSCS@UWAVM". Please contact the LISTSERV Coordination Board
<LCOORD-L@FRECP11> if you think that "RSCS@UWAVM" should have been treated
as a "trusted" userid.
Invalid mail origin specification.
```

1995. Output of job "INFO-A16" from RSCS@UWAVM

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 06:00:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250511.AA16531@ucbvax.Berkeley.EDU>
Source record: 254292

```
Command replies from RSCS@UWAVM are being forwarded to you.
RSCS@UWAVM has sent a DISTRIBUTE job to LISTSERV@OREGON1 with your userid as
"from" origin. This job has been processed with the origin being forced back
to "RSCS@UWAVM". Please contact the LISTSERV Coordination Board
<LCOORD-L@FRECP11> if you think that "RSCS@UWAVM" should have been treated
as a "trusted" userid.
Invalid mail origin specification.
```

1996. Output of job "INFO-A16" from RSCS@UWAVM

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 06:03:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250259.AA14456@ucbvax.Berkeley.EDU>
Source record: 254293

```
Command replies from RSCS@UWAVM are being forwarded to you.
RSCS@UWAVM has sent a DISTRIBUTE job to LISTSERV@OREGON1 with your userid as
"from" origin. This job has been processed with the origin being forced back
to "RSCS@UWAVM". Please contact the LISTSERV Coordination Board
<LCOORD-L@FRECP11> if you think that "RSCS@UWAVM" should have been treated
as a "trusted" userid.
Invalid mail origin specification.
```

1997. Output of job "INFO-A16" from RSCS@UWAVM

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 06:04:00 UTC
From: LISTSERV@OREGON1.BITNET
Message-ID: <8802250538.AA16977@ucbvax.Berkeley.EDU>
Source record: 254294

```
Command replies from RSCS@UWAVM are being forwarded to you.
RSCS@UWAVM has sent a DISTRIBUTE job to LISTSERV@OREGON1 with your userid as
"from" origin. This job has been processed with the origin being forced back
to "RSCS@UWAVM". Please contact the LISTSERV Coordination Board
<LCOORD-L@FRECP11> if you think that "RSCS@UWAVM" should have been treated
as a "trusted" userid.
Invalid mail origin specification.
```

1998. Brother EP44

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 08:41:12 UTC
From: doser@forty2.UUCP
Message-ID: <156@forty2.UUCP>
Source record: 254295
Cross-posted to: comp.periphs,comp.sys.atari.st

Hi. I'm trying to hook up a Brother EP44 (typewriter cum matrix-printer cum RS232) to an ATARI ST as a printer. Text prints fine, but in my documentation (in japanese :-) there is no mention of graphics capabilities. I would need to know if the EP44 has a graphics mode, and if yes, what escape sequences it understands. Of course, if somebody has a printer driver for the ST and this printer ... .
thanks in advance.......michael doser
BITNET: K807816@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!doser

1999. PRO GEM series download

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 09:47:56 UTC
From: XBR3D815@DDATHD21.BITNET
Message-ID: <8802250418.AA15689@ucbvax.Berkeley.EDU>
Source record: 254296

Hello netlanders!

I just got Tim Oren's Professional Gem Series for the Atari ST, but i'm missing the C sources belonging to it. Is there any kind soul out in netland who can mail me these C procedures ? Some parts of Pro Gem are nearly useless wihtout them.

Thanks,
Werner

2000. Ethernet protocols for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 13:31:00 UTC
From: VDPLAATS@HNYKUN53.BITNET
Message-ID: <8802250725.AA18594@ucbvax.Berkeley.EDU>
Source record: 254297

From: VDPLAATS@HNYKUN53.BITNET (Ruud van der Plaats)
To : info-atari16@score.stanford.edu
Subj: Ethernet protocols for the ST

-----line to be eaten------------

Who knows which Ethernet protocols (hardware + software) are available
(or will be available in the near future) for our beloved ST's?
Will there be a DECNET-TOS next to DECNET-DOS? We are especially interested
in the DECNET, OSI (Open Systems Interconnect) and LAT (Local Area Transport)
protocols. Let me know please. Thanks.

greetings,
Bitnet: vdplaats@hnykun53 Ruud van der Plaats
or: vdplaats@hnykun53.BITNET Department of Experimental Psychology
vdplaats%hnykun53.BITNET@RELAY.CS.NET University of Nijmegen
...mcvax!vdplaats%hnykun53.BITNET The Netherlands.

2001. Re: ETRNL2 and new roms

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 13:44:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500035@iuvax>
Source record: 254298

I can probably fix ETRNL2 to work with the new ROMS but I need
the following information to do so:

1. What are the locations of phystop, _memtop, drive_bits, _membot,
hdv_BPB, hdv_rw, hdv_mediach

2. Have any changes been made to _kbshift ($B of TRAP $D)? If so,
what? Is the bit vector the same?

If I get this info I will try to assemble a new ETRNL2 and send it to
people to test.

Bonus:
The new ETRNL2 will have a bug fixed: the first version did not
clear the FAT and Root Directory when resizing so resizing downward
according to the instructions given sometimes causes strange files
and folders to appear. This is fixed in all but the first version
I posted and the new ETRNL2 will behave properly in this regard as
well.

I put in a real media change option - this was a result of a program
I wrote to dump a series of floppies to the RAMDISK on bootup. I
found that folders were unknown to the system without a media change
on the "hard-drive" (so here seems to be another case for having
hard disk media changes). This media change option, by the way,
can probably be used for hard-drives as well as the ramdisk without
modification (I am not sure about the modification being unnecessary
since I do not have the code in front of me). However, to use it,
one must force the media change from software. Thus, to do the
media change one must actually run a program to set a bit in the
ramdisk drivers (of course this can be done from a program for
checking free space etc. so the penalty won't look so bad).

Please send system info requested above to:

franco@iuvax.cs.indiana.edu

Please respond only if you really know the answers to the questions.

2002. Re: Lazer C Shipping & Jan 29 version of WordPerfect

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 14:16:01 UTC
From: kenchiu@phoenix.Princeton.EDU
Message-ID: <1826@phoenix.Princeton.EDU>
Source record: 254202

In article <1988Feb23.211916.19791@gpu.utcs.toronto.edu> parora@gpu.utcs.toronto.edu (Pavneet Arora) writes:
>One annoying bug seems to
>be when you try to back up past the beginning of the file or past the
>end of file, the cursor jumps back into the file. i.e. if you are pressing
>LEFT ARROW on the first character of the file, the cursor jumps into the
>file by about 5-10 chars. It almost seems like it thinks that it is in
>reveal codes and positions the cursor past all the codes??

I've seen this behavior before, and I think you are correct in saying that it seems like the cursor is positioned before all codes. But this is correct behavior as described in the manual. You ARE supposed to be able to position the cursor before all codes by using the arrow keys only.

So anyway you can get this "strange" behavior if you have some margin codes in your document.

2003. Re: fsel_input

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 14:26:00 UTC
From: SCHOMAKE@HNYKUN53.BITNET
Message-ID: <8802250623.AA17637@ucbvax.Berkeley.EDU>
Source record: 254203

[]
About the recent requests about fsel_input. Wouldn't it be nice to re-design
the selecting of files, instead of modifying the existing fsel_input?
In my opinion, opening files should be done by means of the standard
double-clicking procedure on the desktop. The scenario:

1) Double-click on a .PRG file icon and the program starts,
2) but the desktop stays intact containing all windows. Only, the menu_bar
changes into a program title bar, now containing a prompt, (e.g.):

```
-------------------------------------------------------------------------
| MYPROGR Input file? ________.___ |
-------------------------------------------------------------------------
| --- --- --- --- --- --- --- --- --- --- |
| | | | | | | | | | | | | | | | | | | |
| |fil| |dta| |etc| |foo| | | | | | | | | | | |
| --- --- --- --- --- --- --- --- --- --- |
| |
```

After a single click on a file icon, the selected file name appears in
the bar, clearly visible in system font. D-clicking on a file opens it.
Characters typed from the keyboard appear in the bar if manual input
is preferred by the user. All Gem desktop manipulations (apart from the
drop-down menu's) such as resizing, opening windows etc. are possible.
3) This is repeated for all required input and output files, the prompt
changing accordingly.
4) The desktop dissappears and the program starts with its own desktop and
menu_bar.
5) Intermediate file saving etc. is handled likewise: the Gem desktop
pops up "from under", to give the user a broad overview and desktop
control as opposed to the limited fsel_input dialog box.

A similar approach could be used in place of the .TTP dialog box,
e.g., the user types "<" and selects an input file, types " >" and selects
an output file, possibly followed by some typed options. Characters appear in
the program title bar, as above.

Lambert Schomaker, SCHOMAKER@HNYKUN53.BITNET

2004. Brother EP44

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 14:35:22 UTC
From: doser@forty2.UUCP
Message-ID: <157@forty2.UUCP>
Source record: 254205

Hi. I'm trying to hook up a Brother EP44 (typewriter cum matrix-printer cum RS232) to an ATARI ST as a printer. Text prints fine, but in my documentation (in japanese :-) there is no mention of graphics capabilities. I would need to know if the EP44 has a graphics mode, and if yes, what escape sequences it understands. Of course, if somebody has a printer driver for the ST and this printer ... .
thanks in advance.......michael doser
BITNET: K807816@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!doser

2005. IBM PC -> Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 14:59:23 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <919@xn.LL.MIT.EDU>
Source record: 254206
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

Has anyone attempted to use the Atari ST color monitor on a PC
using either a CGA or EGA card? Was it successful? Can it be done?
If so, where can I get the cables?

Matt Singer
Commnet Systems

2006. isatty function missing in both Lattice-C and MWC

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 15:56:17 UTC
From: P.J.M._Verbruggen.ven1RX@XEROX.COM
Message-ID: <880224-080441-2553@Xerox>
Source record: 254207

```
The isatty (check if file is a terminal) function is not in the libraries of
both
MWC and Lattice. The related function getfc is mentioned in the Lattice manual
but not incorporated. I produced a poorman's isatty but would like
to know if someone did a real isatty for the mentioned compilers.

isatty(fh)
int fh;
{
if(fh>2)
return(0);
else
return(1);
}

Thanks

Peter
```

2007. Re: 1stw2ps and uniterm macros

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 16:24:36 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1430@water.waterloo.edu>
Source record: 254208

In article <903@pasteur.Berkeley.Edu> landay@cory.Berkeley.EDU (James A. Landay) writes:
>1. Did anyone get 1stw2ps to de-arc ok? I kept getting CRC errors.
> Could someone please send me a working version. Thanks.

I had trouble too.
I uudecoded the thing, and tried ARC v on it, I got:

```
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
1STW2PS.HEX 1554 Crunched 68% 501 4 Feb 88 11:19p 03ed
1STW2PS.INI 7264 Crunched 47% 3885 4 Feb 88 11:03p e0fb
1STW2PS.MAN 5108 Crunched 43% 2918 4 Feb 88 11:20p 4b17
1STW2PS.PRG 59996 Crunched 36% 38558 5 Feb 88 7:44p a779
An entry in 1STW2PS.ARC has a bad header.
32 bytes skipped.
1STW2PS.RSC 7986 Crunched 50% 4029 4 Feb 88 11:30p f85f
==== ======== ==== ========
Total 5 81908 40% 49891
```

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

2008. Re: Bad placing of Atari ST binaries

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 16:34:59 UTC
From: dale@slovax.UUCP
Message-ID: <2823@slovax.UUCP>
Source record: 254209

> In article <347@coma.UUCP>, axel@coma (Axel Mahler) writes:
> > I see three possible solutions to the
> > current dilemma:
> >
> > 1. Find someone reliable with enough time and suitable resources,
> > and make that person the new moderator of comp.{src,bin}.st.
> > 2. Make both newsgroups unmoderated or,
> > 3. rm-group both groups and return to the way programs have been
> > distributed before - through comp.sys.atari.st.
> >
> > Currently breaking its way is 'solution' no. 3. I hate the idea.
> > I'd be very much in favor of no. 1, but - in case nobody volunteers -
> > would prefer no. 2 over what's going on now.
> >
> > I'd like to hear about other ideas, or how you folks out there feel
> > about the current situation, and my suggestions.
>
> I vote for 2. 3 is bad because you have to wade your way through too much stuff
> just to find programs; also, there is no separation of sources and binaries. 1
> is bad because it doesn't work. Why burden one guy with so much work? Why rely
> on one guy's time (and machine) to get PD programs through to everyone?
>
> 2 is great. I can just picture all that code coming through... No more bottlenecks.

I too would like to go with #2, for the same reasons above. Lets see some code!!
--
{psivax,ism780}!logico!slovax!dale : {hplsla,uw-beaver}!tikal!slovax!dale
Dale Thomas R & D Associates,3625 Perkins Lane SW,Tacoma,Wa 98499,206-581-1322

2009. Re: Copyrighting

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 16:45:25 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1431@water.waterloo.edu>
Source record: 254210
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <188@vixen.uucp> joe@vixen.UUCP (Joe Hitchens) writes:
> [....]
>I sent for copyright info booklets from the government 1 or maybe 2 years ago.
>It said thus:
> ...
> Copyright 1988 Joe Hitchens All Rights Reserved (is correct)
> ...

The lack of punctuation leads to some interesting possibilities (smile).
Imagine that the Not family named their son Thomas Thompson Not, and later
Tom Not became an author of Computer software. His copywrite line would
look like this:

Copyright 1988 Joe Thompson Not All Rights Reserved

Why not have a "comma" or a "." in there somewhere?
--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

2010. BIOS questions

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 17:00:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880224170046.3.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 254211

```
Can anyone tell me the semantics of the 'mode' arg to the OPEN, CREATE
and SEEK traps? I'm looking for enlightenment on how to do things like:

open an existing file for output, position to end
" " " " " " " " beginning
open existing file for bidirectional IO, position randomly
create new file for bidirectional IO...

ad nauseum. Thanks in advance for any info.
```

2011. Re: Bad (but ANY) placing of Atari ST binaries

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 17:20:55 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1432@water.waterloo.edu>
Source record: 254212

In article <23660@yale-celray.yale.UUCP> Ram-Ashwin@cs.yale.edu (Ashwin Ram) writes:
>In article <4460@eagle.ukc.ac.uk>, jbww@eagle (J.B.W.Webber) writes:
>> Surely ANY posting of binaries and source is better than none.
>
>Yes!
>
>> Yes, the sources and binary groups are the right place, but I think the
>> time has now come to post here, rather than nowhere.
>
>If the bottleneck is in moderation, why not just make comp.binaries.atari.st
>unmoderated and post binaries there? I agree with Richard Lloyd that one
>shouldn't need to sift through comp.sys.atari.st just to find programs that one
>wants. Surely posting unmoderated binaries to comp.binaries.atari.st is better
>than posting unmoderated binaries to comp.sys.atari.st!
>

I agree.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

2012. ST OmniRes & thanks to Allan

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 19:57:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8802250634.AA17795@ucbvax.Berkeley.EDU>
Source record: 254213

Date: 24 February 1988, 14:50:18 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: ST OmniRes & thanks to Allan

First of all I'd like to thank Allan Pratt for responding so quickly
to my posting about a problem I've been encountering with GEMDOS.
At least I know the problem isn't _my_ fault so I can stop pouring
over my code trying to find nonexistant errors. And at least the
bug is fixed in the new OS. (And now I also have a horses-mouth
disclaimer to put into the docs explaining that the problem insn't
a bug in my program! :)

Now, on to the real business...

I'm probably going to buy ST OmniRes from the E. Arthur Brown Company.
I remember reading a review of it in a past info-atari16 digest, but
can't seem to find it. Does anyone have anything good or bad to
say about this product? I'm particularly interested in the quality
of the fake color images on a mono screen and in the speed of the
emulation.

Thanks in advance!

+----------------------+--------------------+------------------+
Jim McCabe	Bitnet	UUCP
G31 ECH MTU	----------	--------
Houghton, MI 49931	jemccabe @ mtus5	mccabe @ m-net
+----------------------+--------------------+------------------+

2013. Re: Pexec Cookbook

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 20:13:54 UTC
From: david@bdt.UUCP
Message-ID: <150@bdt.UUCP>
Source record: 254214

In article <498@uhnix2.UUCP> uace0@uhnix2.UUCP (Michael B. Vederman) writes:
[removed pexec cookbook]
[Alan's ARGV= proposed solution of passing the parent basepage in env. PBP]
>In the startup code of the child, you would do something like this:
>
>If there's a PBP= in the environment
> If atol(PBP) == my parent's basepage
> get args from environment
> else
> get args from command line
> endif
>else
> if there's an ARGV= in the environment
> get args from environment
> else
> get args from command line
> endif
>endif
>
>
>Does this sound reasonable? I would like to see this kind of thing
>become a standard, ...

If this is what everyone agrees to, I will do it. I never told MWC how to do ARGV=; they just did it, and so I went ahead and changed my programs to support it. I don't know if it ever reached you personally, but I and several other company reps. approached Atari for a "standard" way of doing this way before MWC came along, and collectively we were told (I quote from memory) "Atari won't make anything a standard; do it any way you want, but we won't necessarilly support it, and it may not be compatible with future Atari software and systems."

At that I did it one way, and then MWC came along with another way, and the rest is history.

Now at least MWC and Micro/MT C-Shell are all compatible. If the above approach is the new "official" standard, I will implement it; but not before I know it will be supportted.

Would it also work to compare argv[1] from the ARGV= and from the command tail, and if they differ, use the args from the command tail?

(This is not a flame on Alan. It's directed at Atari upper management BS).
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what

478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2014. Re: DBs for ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 20:17:25 UTC
From: david@bdt.UUCP
Message-ID: <151@bdt.UUCP>
Source record: 254215

I can't answer all your questions but...

In article <16@erc3bc.UUCP> wsl@erc3bc.UUCP writes:
>(2) Is there now (or will be in the near future) a SQL based database
> available for the ST?

Frank Cohen of Regent Software tells me he has a SQL package for the ST.

We were talking about adding multi-user RTX support for it. I don't know
the exact status, and I don't think he has a USENET address. Perhaps you
could call his company (REGENT). Sorry I can't help more.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2015. Re: ETRNL2 and new roms

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 20:26:23 UTC
From: apratt@atari.UUCP
Message-ID: <991@atari.UUCP>
Source record: 254216

in article <432@cvaxa.sussex.ac.uk>,
leilabd@cvaxa.sussex.ac.uk (Leila Burrell-Davis) says:
>
> A colleague tells me he has recently acquired a 1040 STF with the new OS roms
> and finds that he can no longer remove John Franco's ETRNL2 ram disk by doing
> a reset with CAPS LOCK held down.
>
> Any ideas why that might be? Any chance of a fix ... John?

Yes: it sounds like he used the unpublished, floating variable for the
keyboard shift state, rather than the BIOS call which gives the same
information.

I can understand using the OS variable when it's time-critical, like
in the main loop of a game, but why not use the BIOS call when it's
just a one-shot? Beats me.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2016. Re: GEMDOS source, (Was Re: Changing to / in TOS)

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 20:30:31 UTC
From: apratt@atari.UUCP
Message-ID: <992@atari.UUCP>
Source record: 254217

```
in article <1416@netmbx.UUCP>, hase@netmbx.UUCP (Hartmut Semken) says:
> I just hope there ist somebody with a C-Compiler *and* the complete
> source (no ampersands missing...) who will recompile it and give us an
> update.

There is: me.

==========================================
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
```

2017. Re: Changes/fixes to OS

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 21:48:37 UTC
From: apratt@atari.UUCP
Message-ID: <993@atari.UUCP>
Source record: 254218

in article <4516@garfield.UUCP>, avp@garfield.UUCP (Anthony Paul) says:
>
> Ok, here are the much sought after (by me anyway) addresses for the
> mouse on the Mega.

PLEASE DON'T USE THESE ADDRESSES! The offsets from the line-A variable
base (negative offsets for the mouse info) are CONSTANT, but the
ABSOLUTE addresses are not!

It is impossible to estimate the damage done to version-independent
programming by Apple and Atari when they published the "magic peeks and
pokes" of their systems. Remember when an OS call on an Apple][
consisted of a branch into ROM? The effects linger on...

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2018. Why moderation (was Bad (but ANY) placing of Atari ST binaries)

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 21:52:30 UTC
From: john13@garfield.UUCP
Message-ID: <4530@garfield.UUCP>
Source record: 254219

In article <23660@yale-celray.yale.UUCP> Ram-Ashwin@cs.yale.edu (Ashwin Ram) writes:
>
>If the bottleneck is in moderation, why not just make comp.binaries.atari.st
>unmoderated and post binaries there?

There are advantages to moderation. You don't get 50 people who all have a new version of <spiffy 100K program> all posting it at once; with propagation delays you might post 7 or 8 days after someone else does without seeing their posting.

Also if you know your program will not be posted for several days after you send it, it gives you the chance to add in new features, fix bugs and send off the newer version _before_ the net gets cluttered with the first one.

And since the moderator is supposed to test things before passing them on, you are assured that at least one person has successfully unarced / uudecoded a binary before it's put into general distribution. Ever download > 200K and find out that it didn't work because someone's mailer garbled line 1000 of the uuencoded file? I have, I'd rather have things like this happen to a moderator :-) .

John
--
"Fanaticism is all right... as long as you're ALONE! HAHAHAHA!"
-- Pat Robertson shares a gem of wisdom told to him by Richard Nixon, and thus becomes the first politician to whom I can honestly apply the term "scares the willies out of me"

2019. Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 22:09:27 UTC
From: rob@hhb.UUCP
Message-ID: <713@hhb.UUCP>
Source record: 254204

[This space intentionally not blank.]

Some info:
Yesterday (2/23) I found in my mailbox the long-awaited upgrade to Megamax's compiler, Laser C. The package contained three SS disks and a small sheaf of excerpts from the not-yet-ready manual. An accompanying letter explained that due to problems with their printing service, Megamax won't be able to ship the manual until 2/29 but it will be released "as soon as is humanly possible."

A question:
Does anyone know if Data Pacific's Translator One allows one to run copy-protected Mac software "out of the box?" Specifically, I'm wondering if 'Sargon III' and/or Mindscape's 'Uninvited' work.

A short product review:
If you are tied to a monochrome system don't bother buying MichTron's 'Cards' software package. The user interface is woefully primitive. They don't even use grays to distinguish between black and red cards, which makes playing solitaire an exercise in frustration.
I've seen better PD card games (albeit for the Mac).

rob
Robert Stegmann
{allegra,ihnp4,decvax}!philabs!hhb!rob
Disclaimer, Datclaimer, D'udderclaimer.

2020. Re: fsel_input sources wanted

Newsgroup: comp.sys.atari.st
Date: 1988-02-24 23:31:55 UTC
From: uace0@uhnix2.UUCP
Message-ID: <499@uhnix2.UUCP>
Source record: 254220

If you can wait, an upcoming issue of START will feature an alternate file selector. Of course, you can buy another file selector called UNIVERSAL from a company called Application and Design Software (I think they put out a ST Rag mag, too).

- Mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

2021. Re: Re: tried to 1 meg, problem

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 00:14:00 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Feb24.191400.15905@gpu.utcs.toronto.edu>
Source record: 254221

In article <15691@oliveb.olivetti.com> dragon@olivej.olivetti.com (Give me a quarter or I'll touch you) writes:
>in article <1988Feb20.165200.1213@gpu.utcs.toronto.edu>, lharris@gpu.utcs.toronto.edu (Leonard Harris) says:
>
>> Also - be careful as to the make of memory chips. Samsung and OKI definately
>> will not work !!
>> /leonard
>
>Oh, come on now. I've done quite a few upgrades with Samsung and OKI
>chips. I should add, the only one that ever went bad had Samsung chips.
>For that reason, I stay away from them. But they certainly will work. One
>should also be using 120ns chips, as a precaution. The newer STs have been
>outfitted with these (for a reason, I would imagine, if not only because
>Atari could get a better price on them than 150ns).
>
>--Dean
>
>
>----
>Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
> {ucbvax,etc.}!oliveb!olivej!{dragon-oatc,lobster}!dean
>
>Olivetti Advanced Technology Center _____ _____ __|__ _____
>20300 Stevens Creek Blvd. | | _____| | |
>Cupertino, CA 95014 |_____| |_____| |__ |_____
>
>'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

I'm not the only one who has problems with samsung memory. Ask around.
Why do you think these are the cheapest on the market - because they
bought the masks to older technology parts. I'd rather have NEC, or
hitachi stuff in my machine. By the way - why did the upgrade with
samsung parts fail ?
(I have nothing against Korean made parts - I just find japanese and american
more reliable !)
/leonard

2022. Re: Re: tried to 1 meg, problem

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 00:19:34 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Feb24.191934.16031@gpu.utcs.toronto.edu>
Source record: 254222

The reason for putting 68 ohm resistors on the CAS lines is due to the lack of an efficient ground plane on the ST. The resistors are there to reduce ringing on these lines which causes the memory to be "double-clocked" - ie. think valid data is there when it isn't. A better idea would have been to actively terminate these lines, but a series resistor is cheaper and seems to work. (note: this is a reason many 4 meg add on boards don't work when fully loaded on the ST - they are too noisy and CAS gets confused)
/leonard

2023. Microsoft Write GDOS printer support

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 02:43:56 UTC
From: julius@yugas.UUCP
Message-ID: <704@yugas.UUCP>
Source record: 254223

lharris@gpu.utcs.toronto.edu (Leonard Harris) sezs:

>I got a look at Microsoft word the other day. Its a really nice program -
>a bit slow though. The one thing that pissed me off was that you need an
>atari laser printer to print fonts. Why is this? Why not provide a set of
>dot matrix fonts (as on the mac) so people with cheap printers can get good
>looking output. The lack of non-laser fonts cripples this program and makes
>probably the best word-processor for the ST - almost useless!
>(Yes - I know there is a metafile to postscript converter but if I had a
>postscript printer I wouldn't be compaining)

Microsoft _Write_ is being shipped with Atari SMM804, Epson FX-80 (9 pin),
and Star NB-15 (24 pin) printer fonts and drivers. A few copies of Write
slipped out in Canada without the FX-80 and NB-15 support disks...the US
is also 'correcting' the 'situation'.

Julius Oklamcak UUCP: julius@yugas.UUCP
Atari (Canada) Corp. GEnie: J.OKLAMCAK
(416) 479-1266 CIS: 70007,1070

"Is this what they call 'flaming'?" |-]

2024. Re: Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 03:43:09 UTC
From: benoni@ssc-vax.UUCP
Message-ID: <1704@ssc-vax.UUCP>
Source record: 254224

In article <321@inuxj.UUCP>, wolenty@inuxj.UUCP (R Wolenty) writes:
> Well, I got my new Laser C update yesterday! Unfortunately the
> Utilities disk was unreadable - sending it back for replacement.
me too. Seems like they got a bad batch of disks let out...i sent
mine back and they will be sending me back a new utilities disk.

The environment is great! I like the environment, seems better than MWC.
Tho' I will reserve judgement until i get my docs and utilities.
Laser has a nice make, shell, and windowing environment.

2025. Atari 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 04:21:00 UTC
From: minow@thundr.dec.com
Message-ID: <8802250120.AA23604@decwrl.dec.com>
Source record: 254225

My apologies for the wide distribution, but my mailer cannot limit postings.
For sale: Current prices
Atari 1040 STf, one year old. $899
Monochrome SM124 monitor, 1MB memory, 1 disk
"Japanese" trackball
Atari software: 1st Word, Basic, Logo
Timesaver battery backup clock $ 40
Mark Williams C (version 2) $162
Athena Draw (CAD system) $ 95
Flight Simulator game $ 35
Balance of Power game $ 40
Abacus Internals and Gem manuals $ 40
Various PD utilities and games

Above, sold as a unit, for $975

Panasonic KX-P1080i printer (Epsom compatible) $175 ($230 new)
(includes connecting cable).
Supra 30MB SCSI-compatible hard disk $800 ($899 new)

Everything is in perfect working order. I'll deliver and set it up in the Boston area. Note that new Atari's lack bundled software (not that the software is all that good) and the SM124 monitor and Japanese trackball are rumored by net postings to be better quality than the currently-distributed hardware. The Atari makes a superb terminal (I'm using it now), so I'm in no rush to sell.

Martin Minow
minow%thundr.dec@decwrl.dec.com
decwrl!dec-rhea!dec-thundr!minow

(617) 646-2199

2026. Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 05:18:31 UTC
From: ST901922@BROWNVM.BITNET
Message-ID: <8802250639.AA17856@ucbvax.Berkeley.EDU>
Source record: 254226

LASER C HAS ARRIVED!

I unexpectedly received a package from Megamax yesterday (2/23) containing three disks comprising the upgrade of Megamax C, some interim docs (look like xerox of manual, and provide a glimpse of what looks like a GREAT manual!!!), and a note of apology from the company. They say the full docs will arrive soon after 2/29/88.

I guess this info will be of more use to those who might be contemplating buying Laser C, because I assume that if I got the software, so did the rest of the Megamax owners who will read this! Anyway, the package looks real nice. The editor and shell are now combined, and the shell has been GREATLY enhanced. It contains UNIX-style environment-string management (maybe something like MWC, from what I have gathered by reading this newsgroup's postings), a sort of mini-dos shell (very well done), a dynamic disk cache that, from my already heavy usage, ahs proven to be an amazing piece of work!. It also manages a set of user-selectable tools, which are kept RAM-resident. That's right! When you load the shell, you can tell it to load the compiler, linker, make-interpreter, and any other utilities you want. Then compilations are almost INSTANTANEOUS. You don't even have the overhead of loading from a ram disk!
The disk cache routines seem to be so efficient that you seriously do not need a ram disk at all. I used to have a 512k ram disk for Megamax development at all times. No more! The editor has been enhanced; the scrolling is faster than anything I have ever seen for the ST, even faster than most Mac editors and wp's I have seen. (The only problem is that they wrote their own windowing routines and occasionally there are very minor glitches with them.)
The shell will also trap 68000 exceptions and provide you with a symbolic traceback if you asked for a symbol table at link time. The program nm.ttp has been added to the package to read a symbol table.
The ONLY thing missing is a source-level debugger. I have never used MWC, but I bet csd with Megamax C would be quite a combo. Seriouly, folks, the hello, world program compiles IN LESS THAN FIVE SECONDS with no ram disk or other tricks.
Sorry if I have rambled on but I am absolutely in love with this product! I KNEW that $200 was worth it!

DISCLAIMER: this is my first posting, so the disclaimer expressed herein is nonbinding.

2027. Books to learn by?

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 06:23:01 UTC
From: rjung@castor.usc.edu
Message-ID: <328@nunki.usc.edu>
Source record: 254227

("Oh God, more bandwidth taken up by THAT idiot...")

Hi there. In the unlikely even that I'll ever get enough money to buy a
C compiler, can anyone recommend what book(s) I should get to learn about
Atari ST programming?

I'd like to know as much as I can about graphics/sound and disk structure
(yeah, another games-oriented screwball...Don't ya love us?); What books
should I get/avoid? Abacus' line of ST books seem interesting, but I've seen
them flamed/praised, and I'm not so sure.

I've also got a copy of Sybex's "Programmer's Guide to Gem". How applicable
is that material to the ST? What (major) discrepencies should I know about?

Please, go ahead and reply, e-mail or netmail...Flame me, heckle me,
something that resembles a reply.

Thanks in advance,
--R.J.
B-)

Bitnet: rjung@sal124.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2028. Re: status of minix port to the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 08:20:28 UTC
From: johan@nlgvax.UUCP
Message-ID: <214@nlgvax.UUCP>
Source record: 254228
Cross-posted to: comp.sys.atari.st,comp.os.minix

Two questions were asked about MINIX-ST recently on the net:
1)
>Will the C compiler generate executables larger than 64K? If not then its
>crippled and pretty useless in the ST world. On the other hand, if it is,
>then it seems that the IBM will rapidly fall behind as more and more Unix
>software is ported to the ST (but because of size can't be ported to the IBM).
Yes, the C compiler uses 32 bit addresses (and 16 bit ints), and can
generate large programs. You can run programs as large as physical
memory allows.
It is a good UNIX tradition to avoid large programs, although lately
this tradition seems to fade away.

2)
> What is the current status of the Minix port to the ST, ie when
>is it going to be compleated? Also, I would like to know exactly who
>owns the rights to Minix. Does a company have a copyright on it and
>if so, who? Or is it shareware/freeware user supported stuff?
MINIX-ST will be copyrighted by Prentice-Hall, like MINIX-PC. Expect
it to be available from Prentice-Hall late Spring (around June), if no
further obstacles are encountered.

I hope this answers most of the questions on MINIX-ST for the moment.

Johan W. Stevenson,
Philips Research Laboratories,
Project Centre Geldrop,
Building XR, Room 15,
Willem Alexanderlaan 7B,
5664 AN Geldrop, The Netherlands.
phone: +31 40 892205
uucp: mcvax!nlgvax!johan

2029. What is Atari afraid of? A Non-semi-proprietary OS?

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 15:29:06 UTC
From: exodus@uop.edu
Message-ID: <1136@uop.edu>
Source record: 254229

setenv FLAME on

ATTN: Atari Corp.

What is the deal? I can understand the reluctance to design and test a MMU for the ST series. But when one has been SUPPLIED to you by a company who has gambled on your machine for quite some time... I have been talking to a programmer at Mark Williams Company, in fact, yesterday I was on the phone for two hours with him. They have ported Coherent to the ST's in-house (not recently either). They have a MMU they supplied you... and you said it was being considered. And still being considered. And still beign considered. Why not just install the thing on new machines. Lack of a MMU us going to kill the ST for any _real_ Operating Systems! Take a chance. Call ol' Jack up and tell him to get his ass in gear. But please do not cripple the ST's any longer.

unsetenv FLAME

PS. I may be missing a few facts, but this is what I have heard !

Any responses? Neil? Allan? JACK?

2030. Re: Re: tried to 1 meg, problem

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 16:31:59 UTC
From: leigh@byuvax.bitnet
Message-ID: <128leigh@byuvax.bitnet>
Source record: 254230

The problem is now gone, a friend of mine took everything (RAM) off and looked around and found a mysterious short or some such thing. I used 100 ns OKI chips (work fine) and 120ns Mitsubishi (? no name only a small symbol of some sort -- looks like miits).

Thanks for the help.

2031. Re: Bad placing of Atari ST binaries

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 17:18:21 UTC
From: frankg@nikhefk.UUCP
Message-ID: <324@nikhefk.UUCP>
Source record: 254231

In article <2823@slovax.UUCP> dale@slovax.UUCP (Dale L. Thomas) writes:
>> >
>> > 1. Find someone reliable with enough time and suitable resources,
>> > and make that person the new moderator of comp.{src,bin}.st.
>> > 2. Make both newsgroups unmoderated or,
>> > 3. rm-group both groups and return to the way programs have been
>> > distributed before - through comp.sys.atari.st.

I'm in favor for option 2.

Frank Geerling

Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

2032. Re: Re: tried to 1 meg, problem

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 17:57:44 UTC
From: dragon@olivej.olivetti.com
Message-ID: <16038@oliveb.olivetti.com>
Source record: 254232

in article <1988Feb24.191400.15905@gpu.utcs.toronto.edu>, lharris@gpu.utcs.toronto.edu (Leonard Harris) says:
> In article <15691@oliveb.olivetti.com> dragon@olivej.olivetti.com (Give me a quarter or I'll touch you) writes:
>>in article <1988Feb20.165200.1213@gpu.utcs.toronto.edu>, lharris@gpu.utcs.toronto.edu (Leonard Harris) says:

>>> Also-be careful as to the make of memory chips. Samsung and OKI definately
^^^^^^^^^^
>>> will not work !!
>>> /leonard

>>Oh, come on now. I've done quite a few upgrades with Samsung and OKI
>>chips. I should add, the only one that ever went bad had Samsung chips.
>>For that reason, I stay away from them. But they certainly will work. One

> I'm not the only one who has problems with samsung memory. Ask around.
> Why do you think these are the cheapest on the market - because they
> bought the masks to older technology parts. I'd rather have NEC, or
> hitachi stuff in my machine. By the way - why did the upgrade with
> samsung parts fail ?
> (I have nothing against Korean made parts - I just find japanese and american
> more reliable !)
> /leonard

I agree with the fact that the American and Japanese parts are far superior, but you bluntly stated that the Samsung chips won't work. And they do!

The reason the upgrade failed was ram chip failure (of course!). Of course you aren't the only one who has had problems, why should I ask when it has happened to me?

I answered all the questions you asked before you asked them.

And NEC and Hitachi are among my least favorite of Japanese parts - I prefer Toshibas for Japanese and TI for American. But with the prices now, it's almost cheaper to get static ram.

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!oliveb!olivej!{dragon-oatc,lobster}!dean

Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |

Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

2033. Megamax laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 19:46:39 UTC
From: mgr@pixar.UUCP
Message-ID: <1504@pixar.UUCP>
Source record: 254233

Well, Megamax's laser C came in the mail day before yesterday
and I spent a late night last night takeing her out for a spin.

So far, I'm delighted with what I've found, although I haven't
dug in very deep yet.

Laser C is a development environment, modelled more on the editor
than on the original Megamax shell. The editor functions are
basically the same as before but are lightning fast - giving an
even tighter feel to the mouse interface.

The big gain in speed, though comes from not having to exit the
editor to do a compile. Compiler and other printed output is displayed
in a GEM window. There's no need to re-open the file and find the
spot you're working on after each compile, link, debug, cycle - your
file is open and the cursor is right where you left it.

There are several new features I won't mention - lest I sound even
more like an advertisement. Suffice it to say Laser C is well worth
the $20 upgrade.

Caveats - I haven't used this new package for actual development yet,
and don't know whether my great mound of graphics and midi library
routines will carry over, so stay posted. Another problem: documentation
is very minimal, particularly for make, and this will hamper non-Unix types.

Re Mark Williams C - also an excellent product. I have version 2.0 and
use it where I'm concerned about Unix compatibility. My style of programming
meshes better with Megamax's quick compile times. In general I have been
recommending MWC for people who are interested in Unix familiarity, and MM
for performance oriented programmers who don't mind a few lumps in their
cream of wheat. MM and MWC have both improved recently, and I think my
recommendation will remain about the same.

If asking will help, I request that we not have a dose of compiler wars
over this - I once watched a potentially valuable developer's conference
go largely down the tubes due to bickering over MM versus MWC. Let's keep
it light and informative, please.
--
Mike Russell ucbvax!pixar!mgr Trust in Allah, but
tie your camel first.

2034. RE: Info-Atari16 Digest V88 #90

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 20:15:00 UTC
From: U00311@HASARA5.BITNET
Message-ID: <8802260247.AA11247@ucbvax.Berkeley.EDU>
Source record: 254234

Info-Atari16 Digest V88 #90

Info-Atari16 Digest Tuesday, February 23, 1988 Volume 88 : Issue 90

Today's Topics:

RE: Re: tried to 1 meg, problem
Re: fsel_input sources wanted
Re: Memory Chips
Re: enforcement of Sharewar
Re: Atari 68030 computer?
Supra 2400's vs Ethics
Re: Multi-tasking? A nightmare...
Re: STedi & Craft
Re: Shareware? Hah!
Re: Print redirection routine
Info-Atari16 Digest Vol88, No. 40
Problems w/uue files at ATARINET (UH-INFO@UHUPVM1.BITNET)

Date: 19 Feb 88 02:40:53 GMT
From: portal!cup.portal.com!Thomas_E_Zerucha@uunet.uu.net
Subject: Re: Atari 68030 computer?
To: info-atari16@score.stanford.edu

Thanks for the report on the 68030. I am wondering if there will be at least
a socket for a 68882 (if not the chip - or the 881) or some other support
for floating point. In this case I think I prefer to stick with the standard
882 instead of going custom.

Subject: Re: STedi & Craft
From: PETCHER%FSU.BITNET@CUNYVM.CUNY.EDU
Date: Fri, 19-FEB-1988 16:09 To: info-atari16@score.stanford.edu
X-VMS-Mail-To: CCNET%"info-atari16@score.stanford.edu"

Martin Wiedmeyer writes:
>
>This is the first I've heard of the Craft development package and STedi. If
>it's faster than Tempus, I'm really interested. Where can it be purchased?
>

I am surprised that knowledge of the Craft development package has not yet
made it out to usenet. While I was living in Holland I had the privilege
of being one of the beta testers of this package, and since then I have

come to depend on it. Since I like it so much, I will be glad to answer.

STedi is a very fast editor that was written specially for the ST. To say that it is faster than Tempus is perhaps missing the point. It is indeed faster than Tempus in many respects (for example the search/replace routine is a little faster but this can only really be seen on a file > 200K) and in a few aspects it is perhaps slower, although I am not sure. Both are so fast that the speed of the editor is no longer a factor. The important fact is that STedi is much much more powerful as an editor. Aside from all the regular features - search/replace, cut/paste, undo, etc. there are many non-standard features such as:

- 8 text buffers: switch between them at the stroke of one key.
- 10 learn buffers: record up to 100 keystrokes for replay
- complete key redefinitons: one key can be redefined to perform the action of one or more keystrokes, or even multiple keystrokes can be defined to perform the action of only one. This can be used to emulate another editor. I have seen an almost complete emulation of the Vax edt editor running.
- insertion of non-standard ASCII characters is easily done, via hex code. (combine this with key redefinitons ... - one beta tester configured STedi to type in Hebrew - complete with charcaters appearing in reverse order)
- "folds": you add a couple of lines in the program that are comments to the compiler but allow the editor to suppress all text between them at the stroke of a key, or a click of the mouse. This allows organization of the program in logical units which can be 'opened' and 'closed', sort of like an outlining feature in a word processor, but is done all in ASCII.
- cut/paste can be used only in a certain range, or just in specific columns, as well as can search and replace.
- automatic wordwrap and auto-indentation features
- edit hex code directly and write it back out to disk
- execute external programs (compile etc.) from within the editor.
- alternate fonts (fixed width only)
- save configuration (key redefinitions, fonts, numerous settings I haven't mentioned) to a file to be read at startup.
- find matching parenthesis command
- find next occurrence of present 'word'
- etc.

This is only the beginning. So you see STedi is not really even in the same class as Tempus. I should add that STedi does not use the GEM windows/menus interface although this is actually an advantage in my opinion, the way the program is written. This allows full 80 column (in fact a line can have up to 255 characters with horizontal scrolling) by 24 line editing and more if a smaller font is used, and no compromise is made with ease of use. The mouse can be used for moving the cursor, scrolling, opening and closing folds, etc. as well as for reading and writing through the file selector, cutting and pasting etc. A menu bar appears at the bottom of the screen in contrasting color (much in appearance as Uniterm), which is also used for commands. <Esc> brings the cursor there to enter commands. The status of certain modes (insert/overwrite mode, and the like) the name of the file being edited, and the current line number are printed there. Also messages appear there

depending on the circumstances. This is all sort of like EVE on the Vax.

Perhaps the most outstanding thing about the editor is the paying attention to detail. For example, if you exit (one keystroke for save current buffer and exit, another for just exit) only if something is unsaved are you queried. No clicking away of unnecessary dialogue boxes, etc. (as with many of our unfavorite editors and word processors) Or when you paste something in, and realize you don't want it there, the editor is already configured to recut it out. Such time saving features can be invaluable to the programmer. All in all, aside from perhaps the LSE editor on the Vax along with some personal touches (compiled TPU additions), I have never seen such a powerful and at the same time user friendly editor as STedi, on a main frame or a micro.

STedi is being marketed as part of the Craft development package by Commedia in Amsterdam:

COMMEDIA
P.O. Box 6409
1005 EK Amsterdam, The Netherlands

The other side of the package is a Unix-like shell called the GPshell, which is also an extemely nice piece of software. Besides providing Unix replacements for all GEMDOS functions, and with standar unix features such as aliasing, history, wildcarding, redirection, pipes, etc. there are a number of non-standard features also such as the possibility to edit previous commands (more like VMS), if you start typing a file name and then press <Esc> the filename is completed for you insofar as it is unique, and a ramdisk and print spooler are included that can be created or destroyed at will from the shell. As the original question was about STedi I won't go on about the shell except to say that the two work very well together. If the shell is present, STedi can execute any shell commands besides external programs. We bought our copies of Craft (at FSU) for around $200 U.S. although the price might have gone up due to the exchange rate.

If this sounds like an advertisement, it should, because I am one satisfied user. I would like to see such an excellent product succeed. (Disclaimer:) However, I have no relation to Commedia whatsoever.

Don Petcher
PETCHER@FSU.BITNET

****

2035. Attn: andrew%MARV%EENG.BRAD.AC.UK

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 20:50:00 UTC
From: U00311@HASARA5.BITNET
Message-ID: <8802260127.AA09386@ucbvax.Berkeley.EDU>
Source record: 254235

From: SARA5::U00311 "Dimitri Velis - Acad Zkhs UvA'dam" 25-FEB-1988 21:4
1
To: Info-Atari16@SCORE.STANFORD.EDU
Subj: Attn: andrew%MARV%EENG.BRAD.AC.UK

][

A while ago a message was sent to Info-Atari16@Score.Stanford.EDU by a
certain Andrew with an e-mail address of
andrew%MARV%EENG.BRAD.AC.UK
on the subject of a new server for Atari ST software in the United
Kingdom. Said Andrew gave an e-mail address of said server, to wit:
server%MARV@uk.ac.bradford.eleceng
The reason I'm posting this to the world at large is that it has been
impossible to get e-mail through to either of the e-mail addresses
provided. Gateway mail to JANET via BITNET to the addresses provided
just bounces back to the sender as undelivered (and undeliverable).
It really is remarkable that we on the Continent can download and
upload stuff back and forth between UH-INFO@UHUPVM1.BITNET (the Houston
UACE server) or LISTSERV@CANADA01.BITNET (the PROG-A16 server) whereas
we can't access Great Britain!

So, please, Andrew, make yourself (and your server) more available to
us BITNET folks by telling us how to best reach you.

Demetrios N. Velis <u00311@hasara5.BITNET>
Dept. of Neurosurgery, Academic Hospital of the University of
Amsterdam, Amsterdam, The Netherlands.

][

2036. Re: 1stw2ps and uniterm macros

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 20:53:00 UTC
From: martin@lakesys.UUCP
Message-ID: <469@lakesys.UUCP>
Source record: 254236

In article <1430@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>In article <903@pasteur.Berkeley.Edu> landay@cory.Berkeley.EDU (James A. Landay) writes:
>>1. Did anyone get 1stw2ps to de-arc ok? I kept getting CRC errors.
>> Could someone please send me a working version. Thanks.
>
>I had trouble too.
>I uudecoded the thing, and tried ARC v on it, I got:
>[results of arc v deleted except for error message, seen below]
>An entry in 1STW2PS.ARC has a bad header.
> 32 bytes skipped.

It worked out just fine for me. I used Dumas' uud and got the
following result with arc v:

```
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
1STW2PS.HEX 1554 Crunched 68% 501 4 Feb 88 11:23p 03ed
1STW2PS.INI 7264 Crunched 47% 3885 4 Feb 88 11:03p e0fb
1STW2PS.MAN 5108 Crunched 43% 2918 4 Feb 88 11:20p 4b17
1STW2PS.PRG 59996 Crunched 36% 38590 5 Feb 88 7:44p a779
1STW2PS.RSC 7986 Crunched 50% 4029 4 Feb 88 11:30p f85f
==== ======== ==== ========
Total 5 81908 40% 49923
```

I'll email my file to you, if you'd like.

Marty Wiedmeyer
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

2037. Re: Changes/fixes to OS

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 21:04:19 UTC
From: good@atari.UUCP
Message-ID: <995@atari.UUCP>
Source record: 254237

Allan made a very important point in a recent posting, and that is that programmers for the ST, or any machine, MUST abide by the published rules when designing and writing software if they expect their code to run unaltered on future revisions.
One of the greatest problems any company has is maintaining compatibility. It's bad enough when a published, supported, interface forces a systems programmer (eg Allan Pratt) to make compromises in an enhancement or bug fix - that is the price paid for an open system. However, it is much MUCH worse when a good, desirable, improvement to systems software (TOS in the case of Atari) has to be removed or seriously reduced in impact just because some widely used software disobeys the rules and hits the OS directly.
I realise I have only been at Atari for about 6 weeks (it seems longer [:-)]) but this applies to ANY computer supplier. There is the constant worry that a major enhancement that would really improve the value of the product for well-behaved applications will cause others to fail. And, of course, the congratulations for the enhancements will be totally obliterated by the flames and flak from those whose pet programs no longer work.
Every feature of the forthcoming TOS, fix or enhancement, has to go through vigorous discussion of how it will affect existing users. This in itself adds to the development and test process considerably.
When a manufacturer releases software or firmware which is bundled with every system, he/she must stand by it. When an independent makes such a release, he/she can decide whether to provide total compatibility or to state certain restrictions on the product's use.
So PLEASE, keep to the rules and understand the impact not so doing has on the development process.
And we thank you for your support.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

2038. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 21:07:21 UTC
From: steven@cwi.nl
Message-ID: <217@piring.cwi.nl>
Source record: 254238

In article <986@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> But why would you want to handle bombs any differently from ^C?
> (Besides, correct programs don't produce bombs! :-)

Well, if you're writing an interpreter for a programming language, you want ^C to interrupt the running interpreted program, but not the interpreter itself. On the other hand, you want a bomb to kill the interpreter.

Steven Pemberton, CWI, Amsterdam; steven@cwi.nl

2039. Re: Lazer C Shipping

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 21:28:41 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3861@batcomputer.tn.cornell.edu>
Source record: 254239

[]

I got the Laser C disks with about 20 pages of docs (photocopies of selected pages from the upcoming manual, apparently). They promised to ship the full manual "as soon as humanly possible". The system includes many new features such as a graphical shell with a multiwindow editor , including a "stdio" window, the ability to enter command lines from any window, and built-in tools like "cd", "rm" etc. The main parts of the system (compiler, linker, "grep", etc) may be configured to stay loaded in RAM (ready to run, NOT in a RAMdisk) and a disk cache is built in too. CPU exceptions are trapped and you get a message like "exception #2 (bus error) in program... probably safe not to reboot...". If you compile with the option for it, the exception handler will tell you which function the exception occured in, and which function called that one, etc. (There IS a provision for external debuggers.) More when I have time to actually try the thing...

- Moshe Braner

Disclaimer: I have no relationship with Megamax, Inc.

2040. mailing of MX2 files

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 21:47:51 UTC
From: UD138985@NDSUVM1.BITNET
Message-ID: <623UD138985@NDSUVM1>
Source record: 254240

George

About the mailing of the files containing MX2, the server in houston
has the uuencode/uudecode programs necessary to convert the arc files to text
so that they can be sent across the net. (bitnet server that is). Just encode
them and send me the files. Since you got mail to me before, you must
know what to do to send the encoded files to me.

I tried to send mail to you to tell you this instead of posting it,
but the mailer bounced back to me and I don't know how to get mail to you.

While your at it, how about posting MX2 on the server in houston so that
everyone can have it?

Thanks.

Bob

Bitnet : UD138985 at NDSUVM1

2041. comp.{sources,binaries}.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 22:03:26 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <2104@saturn.ucsc.edu>
Source record: 254241

If the sysadmin here will let me take up the disk space, I will be able
(and willing) to moderate the newsgroups. We shall see what happens.

```
+New! Improved! Now 100% Artificial-+-+-----------------------------------+
|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
|# # @ @ * * & $ % %+-+ ARPA: koreth@ssyx.ucsc.edu |
|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|# # @ @ * * & $ % %+-+ _______________________________|
|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+
```

2042. request: levee/vi on atari st

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 23:16:02 UTC
From: jrb@amadeus.TEK.COM
Message-ID: <1035@amadeus.TEK.COM>
Source record: 254242

Due to the fact that my mail didn't seem to get through.

1. Would somebody please send me the NEW sources
for "stevie". Someone said there were new sources. I didn't
see them. I have old original sources and they
were pretty buggy. Such things as read a file at
the end of the screen causes a crash...

2. Re: levee. Is this a public domain / shareware program?
How do I get ahold of it?

Jim Binkley
jrb@amadeus.tek.com

2043. Re: 1stw2ps and uniterm macros

Newsgroup: comp.sys.atari.st
Date: 1988-02-25 23:16:54 UTC
From: poole@forty2.UUCP
Message-ID: <165@forty2.UUCP>
Source record: 254243

In article <903@pasteur.Berkeley.Edu> landay@cory.Berkeley.EDU (James A. Landay) writes:
.....
>2. Does anyone have a good understanding of how Uniterm macros work.
Yes I do....
> have the following macro file that is supposed to execute when I dial
> up a 4.3 BSD system, but it just doesn't work. Anyone have a similar
> macro that works then could send me?
>
>
>%ECHO (10) %ECHO (13)
%ECHO just echos echos echos echos echos echos echos echos.......
use %SEND(10) %SEND(13) instead (both %ECHO and %SEND work for a single
numeric value or for a string).

Simon Poole
Bitnet: K538915@CZHRZU1A
UUCP: ..mcvax!cernvax!forty2!poole

2044. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 00:49:04 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3493@cup.portal.com>
Source record: 254244

Flame on:
I do have problems with Atari's support, or lack thereof. They aren't really advertising, and although they are at capacity, and a big hit in Europe, no one is going to hear about MY software unless I make a big effort myself to promote it. They recently did a MIDI ad and mentioned several companies and products - what about basic stuff?
I have found a wonderful place to get my ST and software from, who know their stuff and have a good selection - and they can't sell the Megas because of Atari's policy. Atari was almost the computer for the rest of the rest of us - but they are becoming Mac like in their stuffiness.
Flame off:
Atari is better in some ways - I could as an independent get the devkit for $300 - they don't require a financial sheet before you can get something from them. In terms of SOME technical support, they are better than most.
The ST is a very nice machine to work on because they did a lot of good design up front. I don't have to coax the ST to get something to work, it is fairly simple to do most things.
Flame on:
Are they going to really support the ST, or drop it in favor of the Abaq and the 68030 Unix Box. The Mac has been upgraded, but still maintains compatibility - will the ST?
Since the ST is dependent on third party software - as are most computers Atari should do something more to help us market the software - if in no other way, at least to advertise the capability of some of the more major packages. Most people don't realize the ST can multitask (with RTX), has professional WP programs and data bases, runs software from other computers, and does many other things. But I wouldn't know it if I didn't do all the work to find these things - except for a few major packages. Most people can name more games than utility programs for the ST. If someone ported hypercard and improved it on the ST, Atari would probabaly say, "that's nice, but we are too busy with other things to bother".
They make the hardware, but we make it useful.

2045. Re: Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 01:00:53 UTC
From: michel@megamax.UUCP
Message-ID: <1282@megamax.UUCP>
Source record: 254245

There is NO limit to the size of ANYTHING in the new Laser C. However,
the problem you experienced is due to an inefficiency in the C compiler.
For each piece of data in an initialized structure or array a 32 byte
node is created. (This is REALLY DUMB!) This leads to a pig out on available
RAM. The compiler is then terminated by the shell because it ran out of memory.

I will fix the compiler and anyone who needs a copy just give me a call.

Michel @ megamax
--
The views expressed herein and thereabout are necessarily and unconditionally
the intentions to sprout forth a vast array of knowledge and understanding
of quantum mechanics and the relationship of meta physical thought and eggs.

2046. Re: Lazer C Shipping & Jan 29 version of WordPerfect

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 01:03:44 UTC
From: michel@megamax.UUCP
Message-ID: <1283@megamax.UUCP>
Source record: 254246

Yes, Laser C is shipping! |-)))))) In fact most everyone who sent in to upgrade should have received Laser C by now.

Michel @ megamax
--
The views expressed herein and thereabout are necessarily and unconditionally the intentions to sprout forth a vast array of knowledge and understanding of quantum mechanics and the relationship of meta physical thought and eggs.

2047. GDOS font editor

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 01:07:05 UTC
From: rowley@ORVILLE.NAS.NASA.GOV
Message-ID: <8802260107.AA03221@orville.nas.nasa.gov>
Source record: 254247

The GDOS font editor I mentioned in a previous posting is called FONZ. It supposedly can convert Mac and Amiga fonts to GDOS fonts, can scale GDOS fonts, and includes a font editor. At HT Electronics they had many disks full of GDOS fonts created with FONZ, including a bunch from the Mac. They said that HT Electronics was trying to find a distributor for the program, and did not know when it would be available.

I didn't make it clear in my previous posting, but Atari's Microsoft Write does not include GDOS support for the Epson FX-80 printer. At HT Electronics they were using an FX-80 device driver and fonts from Easy Draw for output from Microsoft Write on a Star printer. This and the lack of a spelling checker sort of cripple Microsoft Write in my view.

Karl Rowley
rowley@orville.nas.nasa.gov
ames!orville.nas.nasa.gov!rowley

2048. Microsoft Write for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 01:25:45 UTC
From: Flash@UMass.BITNET
Message-ID: <880225202001D7F.AYOA@Mars.UCC.UMass.EDU>
Source record: 254248

Microsoft Write for the Atari ST comes with a set of GDOS Screen
fonts, and a set of ATARI DOT MATRIX GDOS fonts.

These dot matrix fonts, are of a DIFFERENT size and proportion than the
ones you would use on an EPSON COMPATIBLE printer.

Atari, in some show of inner light, have decided that no other printer
exists except their own wimpy dot matrix printer.

Oh yes, if you buy the laser printer, you get a set of fonts for that.

But what if you own an EPSON compatible printer like 90% of all ST owners?
Well, you have three choices:

1. Don't buy Microsoft Write.
(Wait for WordUp)
2. Buy FONTZ! and try to custom modify your fonts to the size needed for
and epson printer, learn assembly and write a FX80.SYS
3. Buy EASY-DRAW from Migraph, they come with a set of EPSON GDOS FONTS that
work with Microsoft write.

Since I own Easy-Draw I was able to go that way, but obviously Atari is not
really pushing Microsoft Write, since they only expect 5% of all the ST
population to use it. (Those who own Atari Dot Matrix Printers).

Oh yes, Microsoft Write WILL print in ASCII to just about any printer, but
who wants it to do that?

Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@CUNYVM.CUNY.EDU
R-FLASHMAN on GEnie

2049. Re: Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 04:18:08 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1522@ncsuvx.ncsu.edu>
Source record: 254249

In article <8802250639.AA17856@ucbvax.Berkeley.EDU> ST901922@BROWNVM.BITNET ("Edward S. Miller") writes:
>
>LASER C HAS ARRIVED!
>
...a nice introduction to Laser C...
>
>Anyway, the package looks real nice. The editor and shell are now
>combined, and the shell has been GREATLY enhanced. It contains...
... more description...

Thanks for this nice review. I have only TWO questions before I hurry out the door and get this package:
1) Since the editor is now part of the shell, does that mean I wouldn't be able to use another editor? (I've been spoiled by Tempus, I guess :-)

2) Does Laser C handle arrays bigger than 32k?

I would really appreciate info on these two points, either by e-mail or by posting the answers.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2050. Re: Alternative mouse wanted

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 04:22:29 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1523@ncsuvx.ncsu.edu>
Source record: 254250

In article <2212@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>
>Anyone know of an optical mouse which puts out signals such that it is
>(or could have its connector rewired to be) compatible with the ST.
>

I second that request. (Maybe my habit of eating lunch/dinner in front of
my ST isn't such a good one :-)

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2051. Re: rf modulaters

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 04:35:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880226043558.316445@HIS-PHOENIX-MULTICS.ARPA>
Source record: 254051

Hello,

I am behind in the forum here, had some difficulties with recieving it, so I am still reading entries from before Christmas.

I noticed that there has been lots of talk about RF modulators and am surprised that no one has responded with help. I have a (ok 1040 owners, drool:-)) 1040STF, actually a modified 1040ST.

I was surprised that noone has given any usefull info. on the subject. Well I guess I will have to fill the void.

FOLLOW THESE INSTRUCTIONS.

1. Take your ST to you local service center (mine is only 40 miles away:-))

2. Ask the person to install an RF modulator

3. Later, pick up your ST and pay the person $60.

That's how I got my RF modulator installed in my 1040 ST, and have hooked it to my VCR many times to record presentations, demos, ect. It works fairly well. It is of coarse a little blurry, because of the low resolution on a TV, however, it is very sufficiant. When I first hooked it up, I had snow on the screen, I called the service place, and they said that it might be the cable I hooked it up with. I then used a cable I had pulled off of an old 2600, and it works great.

This isn't a new product, I had this done back in September.

The resolution, as I said was is somewhat blurry, and if you display text, you probably want it to be a sufficiant size, but I have been very satisfied.

A word to the wise... If your VCR or TV does not have manual fine tuning, you may have problems. My television set has permanent autamatic tuning, and had some interference, however, my VCR has both automatic and manual tuning, so I hook my computer to it and manually fine tune it. I am not saying that you cannot hook your computer to a TV with permanent fine tuning, just relaying my experience.

For you hardware hackers out there (I shudder at the thought of taking apart my ST) I don't think the RF modulator operation is to involved. Although the service man wouldn't give any specifics, he implied the most difficult part was drilling the hole in the back of the computer.

Aric Friesen

Exterminate! Exterminate!

"Exterminate! Exterminate!"
/~\-*
###--<
/***\
/*****\

If this line is here it wasn't eaten, however, if this line isn't here,
then it was eaten.

2052. Re: PRO GEM series download

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 05:07:32 UTC
From: easterb@ucscb.UCSC.EDU
Message-ID: <2117@saturn.ucsc.edu>
Source record: 254052

I would also like a copy of the examples C programs that are supposed to be included with Progem. I got the Progem series a number of months ago, but neither I nor any of the readnews gurus I interact with could un-arc the C program archive file.

Thanks in advance.

```
/* ---------------------------------------------------------- */
William K. Karwin ARPA : easterb@ucscf.ucscc.EDU
UUCP : ...!ucbvax!ucscc!ucscf!easterb
BITNET: easterb@ucscf@ucscc.BITNET
```


```
/* ---------------------------------------------------------- */
William K. Karwin ARPA : easterb@ucscf.ucscc.EDU
UUCP : ...!ucbvax!ucscc!ucscf!easterb
BITNET: easterb@ucscf@ucscc.BITNET
```

2053. Re: Another way to get to Houston?

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 06:55:14 UTC
From: gpm@dukempd.UUCP
Message-ID: <509@dukempd.UUCP>
Source record: 254053

In article <499@uhnix2.UUCP> uace0@uhnix2.UUCP (Michael Vederman) writes:
>for (;;) : Use ATARINET, send an interactive
> do_it(c_programmers); : message such as:
> : Tell UH-INFO at UHUPVM1 ATARINET HELP
>University Atari Computer Enthusiasts : University of Houston UACE

I'd love to send ATARINET such a message, but none of the machines I use understand this TELL syntax. Is there a standard bitnet, usenet or any other way I could try to reach Houston? I'm sure other people are in the same boat as I.

--
Guy Metcalfe
Duke University Dept. of Physics gpm@dukempd.uucp
& Center for Nonlinear Studies mcnc!duke!dukempd!gpm
Durham, N.C. 27706 despot@tucc.bitnet

2054. Re: Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 10:09:06 UTC
From: grieggs@devvax.JPL.NASA.GOV
Message-ID: <1399@devvax.JPL.NASA.GOV>
Source record: 254054

In article <1704@ssc-vax.UUCP> benoni@ssc-vax.UUCP (Charles L Ditzel) writes:
>In article <321@inuxj.UUCP>, wolenty@inuxj.UUCP (R Wolenty) writes:
>> Well, I got my new Laser C update yesterday! Unfortunately the
>> Utilities disk was unreadable - sending it back for replacement.
>me too. Seems like they got a bad batch of disks let out...i sent
>mine back and they will be sending me back a new utilities disk.

Yeah, right.

Um, at the potential expense of becoming a pest, I wish to state that
I sincerely hope that Megamax did not label a set of disks and send
them out containing nothing useful. Such an action would be quite
unworthy of any professional software company.

I also wish to mention that I intend to upgrade my Megamax as soon as
some reliable upgrade to Laser is available. I will most likely not use
it much, since I have MWC, but will certainly attempt compiles of the
stuff I port upon it.

Schlafe...
--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-0465
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

2055. Need Spectrum picture format

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 14:54:58 UTC
From: jk44+@andrew.cmu.edu
Message-ID: <kW9Mf2y00V42cOA0Ap@andrew.cmu.edu>
Source record: 254055

I am working on a Mandelbrot set program and thought the set would look nice in 512 colors. I would like to be able to have the program write a Spectrum (c) picture file. That would be A LOT easier than trying to get my program to display all 512 colors. Does anyone know what the Spectrum (c) picture format is (compressed or uncompressed, whichever is easier to use)?

John Knight
jk44@andrew.cmu.edu

.

2056. Re: Atari no-support?You bet!

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 15:14:56 UTC
From: Frank_P_Nagle@cup.portal.com
Message-ID: <3505@cup.portal.com>
Source record: 254056

I know what you mean about not grabbing at it! Paul Heckel of "Zoomracks" fame - the package called "something like Hypercard" by John Sculley, has been trying to get a contract signed by Atari for months now. Atari contacted him, provided him with their set contract and Paul worked with an attorney to review and revise portions. Re-submitted it to Atari, and no word for months! As it stands, he is still waiting for word. Who knows, maybe its of no interest since the new Abaq is in development.

Frank Nagle
"My views are my own"

2057. Re: Closing desk accessories

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 16:17:42 UTC
From: Gribnif@UMass.BITNET
Message-ID: <880226111414E67.BCMH@Mars.UCC.UMass.EDU>
Source record: 254057

Greetings!

In my previous letter I was looking for a way to close desk accessories before using Pexec() to call a second GEM application from within a program. Well, I have found something that seems to work (after finally discovering some docs that actually explain the way appl_write() REALLY works). The following code segment seems to do the trick.

```
int buff[8], w_hand, i, AES_handle, dum;

AES_handle = appl_init(); /* get the handle of my application */
.
. /* the guts */
. /* close any windows still open */
wind_get( 0, WF_TOP, &w_hand, &dum, &dum, &dum ); /* topmost window */
while( w_hand > 0 ) { /* until no more windows */
wind_close( w_hand );
wind_delete( w_hand ); /* now the next one down is top */
wind_get( 0, WF_TOP, &w_hand, &dum, &dum, &dum ); /* get the next one */
}

buff[0] = AC_CLOSE; /* emulate the message normally received */
buff[1] = AES_handle; /* handle of app. that caused the close */
for( i=0; i<AES_handle; i++ ) { /* assume the DAs have lower handles */
buff[2] = 2+i; /* an educated guess */
appl_write( i, 16, buff ); /* the message is read the next time the */
} /* DA does evnt_mesag() or evnt_multi() */
```

I am just wondering two things: first, is it safe to assume that any DAs will have AES handles less than the current application? Second, assuming a DA actually does care what menu id (as stored in buff[2]) the DA is assigned to would my little guess be correct? Granted, there really is no reason I can see why a DA should care if the menu id passed matches what it sees as being correct, but considering how few correctly written DAs there are out there, who knows.

Now for my opinion on the Copyright issue....naw, just kidding.

Dan Wilga

"You may think it's a long way down Gribnif@UMASS.Bitnet
the road to the chemist, but that's Gribnif%UMASS.forsythe.stanford.EDU
just peanuts to space." (methinks)
-- Hitchhikers

2058. Posting Binaries - please read

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 16:42:17 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <994@sbcs.sunysb.edu>
Source record: 254058

Since James (x-moderator) has relinquished his role, here goes:

To all those who intend on posting binaries to comp.sys.atari.st,
PLEASE include a decent amount of ENGLISH prose (ie. before the uuencoded
stuff starts), describing what the program you're posting is supposed
to do. PLEASE be as complete and concise as possible (as was done by
James previously), that is specify:
1) whether for mono, color, or both
2) binaries, sources (specify MWC, OSS Pascal, etc), or both
3) what it does (be as complete as possible here)
4) what special hardware/software configuration may be needed

It's silly to post a 50K uuencoded thing which is preceded by 2 lines saying
it's a blah, blah, blah. A reasonably complete description of what the
program does (in ENGLISH , and not uuencoded) should be included, so the
reader can determine if it's something he/she wants without having to download
, decode, and de-arc it first. Of course the FULL docs should be in the
encoded file. REMEMBER, most people who are reading your posting have no idea
what your program does; hence 2 lines of doc might be enough for you (like
saying it's a f_sel program), but would be insufficient for most of us.
Thanks in advance.
--
.., the Gods won't mind. CSNET:lean@sbcs.csnet
Gordon Merrick. ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

2059. Megamax C for sale

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 17:00:56 UTC
From: m204help@cca.CCA.COM
Message-ID: <24967@cca.CCA.COM>
Source record: 254059

```
FOR SALE:

MEGAMAX 'C' DEVELOPMENT SYSTEM.
INCLUDES COMPILER, UTILITIES, LIBRARY SYSTEM, IN LINE ASSEMBLER.
I HAVE SOLD MY ST.
$100.00
SERIOUS INQUIRIES ONLY.
(617)492-8860 X332 DAYS
(617)491-6324 EVES

KEITH HEDGER
```

2060. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 17:25:38 UTC
From: good@atari.UUCP
Message-ID: <996@atari.UUCP>
Source record: 254060

In a recent article, the question was raised as to whether Atari will drop the ST/Mega line in favor of the '030 or Abaq. The answer is simple: NO WAY!!!

Engineering currently has in development or planned several variations on the ST, with features to address different needs, as well as general enhancements. And great care is being taken to maintain maximum compatibility with the current ST/Mega series. These products are all in addition to the "basic ST" you all seem to know and for the most part love.

The '030 and Abaq-type products address a different market segment than the ST and Mega, and will peacefully coexist with probably very little overlap. And yes, we are planning paths to interconnect the whole range for whatever purposes you might dream up!

So rest assured, not only is the ST architecture going to be around for a long time, it will be complemented by future product offerings. One of the big strengths of the ST is the software available for it, and it would be very silly to walk away from such a base. We may be a lot of things in the eyes of the users, but we're not that insensitive. Jack Tramiel's open philosophy is, paraphrased, "power for the masses", and the '030 and Abaq will not be at 'mass pricing' until several critical component costs are literally decimated.

So keep those ST applications rolling!

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

2061. MWC 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 17:29:51 UTC
From: gregb@tau-ceti.ISCS.COM
Message-ID: <124@tau-ceti.ISCS.COM>
Source record: 254061

I called MWC today and was told the upgrade would be available in approx six weeks (cards will be sent out to registered owners of earlier versions. The cost was quoted as $39.95 US which includes the csd. Seems like a great buy.

2062. Re: What is Atari afraid of? A Non-semi-proprietary OS?

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 17:42:18 UTC
From: dale@slovax.UUCP
Message-ID: <2844@slovax.UUCP>
Source record: 254062

> setenv FLAME on
>
> ATTN: Atari Corp.
>
> What is the deal? I can understand the reluctance to design and test a
> MMU for the ST series. But when one has been SUPPLIED to you by a
> company who has gambled on your machine for quite some time... I
> have been talking to a programmer at Mark Williams Company, in fact,
> yesterday I was on the phone for two hours with him. They have ported
> Coherent to the ST's in-house (not recently either). They have a MMU
> they supplied you... and you said it was being considered. And still
> being considered. And still beign considered. Why not just install
> the thing on new machines. Lack of a MMU us going to kill the ST for any
> _real_ Operating Systems! Take a chance. Call ol' Jack up and tell him
> to get his ass in gear. But please do not cripple the ST's any longer.
>
> unsetenv FLAME
>
> PS. I may be missing a few facts, but this is what I have heard !
>
> Any responses? Neil? Allan? JACK?

I have to disagree a little about the lack of an MMU and a _real_ operating system. If you want a real operating system on the ST look into getting IDRIS. It is a very nice Unix environment that does not require an MMU. It has a good C compiler available, a Pascal compiler (actually a Pascal to C translator), and a source level debugger (cdb), along with a lot of the standard Unix utilitys. I wish more people would look into it. It is by far a giant leap above TOS.

environment
--
{psivax,ism780}!logico!slovax!dale : {hplsla,uw-beaver}!tikal!slovax!dale
Dale Thomas R & D Associates,3625 Perkins Lane SW,Tacoma,Wa 98499,206-581-1322

2063. Re: Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 18:37:15 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1531@ncsuvx.ncsu.edu>
Source record: 254063

In article <1282@megamax.UUCP> michel@megamax.UUCP (Michel Rynderman) writes:
>There is NO limit to the size of ANYTHING in the new Laser C. However,
>the problem you experienced is due to an inefficiency in the C compiler.
>For each piece of data in an initialized structure or array a 32 byte
>node is created. (This is REALLY DUMB!) This leads to a pig out on available
>RAM. The compiler is then terminated by the shell because it ran out of memory.
>
>I will fix the compiler and anyone who needs a copy just give me a call.
>
>Michel @ megamax

Will the version which is about to appear in stores (or has it already?)
have this "bug"? I'm just curious since I'm about to make the purchase (as
soon as our local dealer has it).

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2064. fonts newsgroup

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 19:37:26 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2711@gryphon.CTS.COM>
Source record: 254064
Cross-posted to: news.groups,alt.config,comp.sys.amiga,comp.sys.apollo,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,comp.text,comp.lang.postscript

I propose a newsgroup on the topic of fonts.

Aesthetics, legal issues, "whats available", "where can I get it"

...that sort of stuff.

This is an official (well, as official as it gets) call for votes.

I will count votes EMAILED to me at one of the addresses below
starting today, February 26, 1987, and will collect votes for 30
days. If we get 100 more yes than no votes, it will be comp.fonts,
otherwise after the obligatory discussion, it will be alt.fonts.

If you see this message more than once, chalk it up to...uhh, experience.

Followups to the appropriate group; edit the newsgroups line.

--
"Each morning when I wake up to rise, I'm living in a dreamland"
richard@gryphon.CTS.COM
{ihnp4!scgvaxd!cadovax, rutgers!marque, codas!ddsw1} gryphon!richard

2065. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 19:54:04 UTC
From: david@bdt.UUCP
Message-ID: <153@bdt.UUCP>
Source record: 254072

In article <318@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
> You know, after reading Matt Singer bash Atari's unprofessionalism,
>I'm beginning to wonder: How many Atari software developers out here in
>netland have *Major* gripes with how Atari supports the ST?
>
> I'm not a professional, nothing fancy, just a "Joe User" who thinks my
>1040 ST is one of the best buys out there (just like the 800, when I
>bought it many many years ago)...And I'm getting a little worried. Are
>all you guys gonna give up on Atari, and I'll be stuck with a dead machine?
>Is anyone in any decent PR/administrative position at Atari LISTENING
>to us? Whaddabout Jack tramiel, the man who nobody ever gets to see in
>person? DOES HE EVEN CARE???
>
> (Okay, I might be going overboard, but I'm interested)
>
> --R.J.
> B-\
>
>
>C'mon, if you've got something to say, let's get it out into the open...

Do you really want to know? (y'all that is, not just Robert)
Are you ready for the reality of it? You may not like the answer.

Developers do have gripes with Atari. Some major gripes and some not so
major gripes. But Atari has to push really hard to get us to speak up.
Becuase everytime we flame Atari, we are potentialy hurting ourselves.
First, we get on Atari's bad side. And when you're on their "black list"
things get tough, believe me, I've been there (I may be heading there again).
It takes some guts (and maybe stupidity) to speak up against Atari. Also
when the Atari market is already not so good, it doesn't help to have the
major developers flaming; the developers' own business is affected. That's
why most developers just ride along, and keep to themselves about their
gripes. That's also why the ST magazines (so-called journalists) never
flame Atari. For one thing, some (like Antic) sell the damned products!
They're sure as hell not going to flame their own wares!

In the end, you are absolutly correct Robert, the regular "Joe-user"
is the one that pays. We all took a risk; we hoped Atari would make
it worthwhile. I've got 3-years and all my money in this thing; if
the ST dies, all I've got to show for it is a lot of experience and a
few new friends.

And who at Atari is listening? That's a good question. But even better:
what would they do about it anyway?

To really discuss this, we need a new newsgroup: comp.sys.atari.flame

I'm too much of a whimp to say much more (this week). But if things
continue the way they've been going... I've got plenty to say (If anybody
still wants to hear it).
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2066. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 20:45:19 UTC
From: MA40@primea.dundee.ac.UK
Message-ID: <8802292217.AA05820@ucbvax.Berkeley.EDU>
Source record: 254065

```
From liquor!esfraga Thu Feb 25 13:41:00 1988 remote from whisky
Received: from liquor.maths.com by whisky.maths.com (3.2/SMI-3.2)
id AA20532; Thu, 25 Feb 88 13:41:00 GMT
Received: by liquor.maths.com (3.2/SMI-3.2)
id AA20115; Thu, 25 Feb 88 13:39:41 GMT
Date: Thu, 25 Feb 88 13:39:41 GMT
From: whisky!liquor!esfraga (Eric S Fraga)
Message-Id: <8802251339.AA20115@liquor.maths.com>
To: info-atari16%score.stanford.edu%ucl.cs.nss.arpa
Subject: Atari ABAQ and MJC PDCC compiler

One of the local shops is traveling around Scotland showing off
the developer's ABAQ, which is supposedly available "real soon
now" here in Britain. (I'll have a chance to see it next week --
will post something if worthwhile.)

On a different note, I have a Mega ST2. When I tried the PD CC
compiler, it worked fine until I had to reboot the system a few
days later. It then would go into an infinite loop when doing
the assembly stage! After much experimentation, I found that
everything works fine so long as my free mem (largest chunk
thereof, as returned by Malloc( -1L ) ) was less than about half
a meg. If it went any higher than that, presto: infinite loop!
So now I have to (:-) boot up with 1.5meg worth of ramdisks to be
able to use this compiler, which, by the way, I like very much.
It's great for quick and dirty programs!

Has anybody run into this before? I don't know what happens on
1040's or upgraded 520's... I have only tried this on the Mega
ST2.

Cheers!
--
Eric S Fraga, Department of Maths and Computer Science, Dundee University
e.s.fraga@uk.ac.dundee.primea
e.s.fraga%uk.ac.dundee.primea@nss.ucl.cs.ac.uk
```

2067. Nasty reply to unsuspecting article writers

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 20:55:46 UTC
From: wallman-george@CS.Yale.EDU
Message-ID: <23983@yale-celray.yale.UUCP>
Source record: 254066

In response to the guy(s) with the wish for moderation of the newsgroups
src & bin,
and the guy with the fsel_input scenario:

Why don't YOU just do it ? (You knew it was coming your way, didn't ya?)

Natuerlich!

Loveletters & Hatemail to : wallman@yalecs (Arpa UUCP Use)
Files to : WALLMANN@CTSTATEU (Bitnet)

2068. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 22:48:14 UTC
From: DMIHOCKA@WATDCS.BITNET
Message-ID: <8802280455.AA06317@ucbvax.Berkeley.EDU>
Source record: 254067

Here's two differences I've run across between GEMDOS formatted disks and MSDOS formatted disks:

1) size of FAT, the following information compares the disk usage of a GEMDOS disk and MSDOS 3.3 disk, both formatted to 720K. The numbers in the format a/b indicate the count of sectors for GEMDOS/MSDOS.
Start Length
FAT 1 1/1 5/3
FAT 2 6/4 5/3
Root Dir. 11/7 7/7
Free Space 18/14 1422/1426
Note that the FAT on MSDOS is only 3 sectors long, since only about 1100 bytes are needed for the FAT. (Anyone know why GEMDOS needs more??). MSDOS is thus able to cram an extra 4K of free space on each disk.

This leads to a big problem, which I believe someone was complaing about a while ago. If you click on the A icon, and open a window for the A:\ directory (GEMDOS disk), then remove it and insert an MSDOS disk, press Esc to get a new directory, you sometimes get 0 bytes in 0 items. If you close the window and then click on A again, you'll get the correct directory. It seems that GEMDOS does not check the location of the directory when you insert a new disk. But it does when you first open the window. (Why?????).

2) Volume label files have different attribute bytes. A normal file has an attribute byte of $00. This means that it is not read-only, not a directory, not a volume entry. When you format a disk on GEMDOS and give it a name (a volume name), it creates a directory entry with an attribyte byte of $08. MSDOS uses a value of $28.

This again causes some problems. If you do a directory of an MSDOS disk, the volume name appears as a zero length file (which can be deleted). Why does GEMDOS do this? Is it that hard to use the proper attribute byte an the same sized FAT???

- Darek (arghhhhhhhh!!!)

2069. Re: isatty function missing in both Lattice-C and MWC

Newsgroup: comp.sys.atari.st
Date: 1988-02-26 23:40:20 UTC
From: leo@sunybcs.uucp
Message-ID: <8848@sunybcs.UUCP>
Source record: 254068

In article <880224-080441-2553@Xerox> "P.J.M._Verbruggen.ven1RX"@XEROX.COM writes:
>The isatty (check if file is a terminal) function is not in the libraries of
>both MWC and Lattice.
[rest deleted...]
When I needed an isatty (to get a reasonable mail interface from the uupc
stuff) I looked in the manual and there was no isatty mentioned, but libc.a
for MWC v2.0 contained an isatty() function. Um, other undocumented stuff, too.
Seems to work, but only for what I've tried to do with it... -L
Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

2070. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 00:40:42 UTC
From: willing@ee.UCLA.EDU
Message-ID: <8802270040.AA06623@ee.UCLA.EDU>
Source record: 254069

I am new to the net, so forgive me if this is an old question.
Has anyone out there successfully connected a 1.44MB floppy drive
to their ST? If so, please let me know how well it works.

Thanks,
Scott D. Willingham

2071. Re: What is Atari afraid of? A Non-semi-proprietary OS?

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 01:00:51 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <1867@phoenix.Princeton.EDU>
Source record: 254070

In article <1136@uop.edu> exodus@uop.edu (G.Onufer) writes:
>setenv FLAME on
>
>ATTN: Atari Corp.
>
> ......
>
>unsetenv FLAME
>
>PS. I may be missing a few facts, but this is what I have heard !
>
>Any responses? Neil? Allan? JACK?

I think your note would have been better if you would have tried to
inform the rest of us in netland as to exactly why you are so peeved.

As to flaming Atari Corp., the only purpose that serves is to drive down
morale. If you have a beef that really deserves attention, write a
letter to Atari customer relations and/or management and/or the main
stockholders. Nothing like applying pressure at the top. (Actually, I
am not sure of Atari's corporate structure. How difficult would it be
to send a letter to Leonard Tramiel, for example, and any chance he would
read it? Same question for main stockholders.)

--Patrick Simon mpsimon@phoenix.princeton.edu
2/26/88

disclaimer: ain't nobody responsible for nothin'

2072. ST dev kit

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 01:04:35 UTC
From: osu@ihlpg.ATT.COM
Message-ID: <4913@ihlpg.ATT.COM>
Source record: 254071

With all the stuff I got with my 1040ST a while back and what I've seen in various magazines, I have never seen any information about how to obtain a copy of the ST development kit (compiler, docs, whatever else). First of all, who and where can I order it from? Secondly, exactly what comes with it? If someone could just point my nose in the right direction, I would appreciate it.

Bruce Brandon AT&T Bell Laboratories
ihnp4!ihlpg!osu

--

Bruce G. Brandon, IH 2A-251, x3954

2073. Re: Finkware

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 05:49:44 UTC
From: sean@ms.uky.edu
Message-ID: <8468@g.ms.uky.edu>
Source record: 254073
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <182@wsccs.UUCP> terry@wsccs.UUCP (terry) writes:
>> [me]
>> Shareware is a noble but stupid idea. It's based on a flawed view of
>> users. It's almost never worked, and I'm pretty certain that it
>> never will.
>
> I recently (well, last comdex) met the guy who wrote PC-WRITE...
>he's making gobs of money, so I don't believe the above statement to be true.
>He said "I don't sell software... software's all up here [picture hand waving
>in a circular motion, just above the head] ...I sell manuals and support".
>Works for him. He had 8 people in shipping, last I heard.

PC-WRITE and PC-FILE are major exceptions to the rule (as a matter of fact, a company I consult for bought a copy of PC-FILE). The fact is, most shareware authors get no contributions at all. I would like to see every fine program rewarded with lots of money and praise, but it just doesn't happen in the real world.

I think the PC-FILE and PC-WRITE programs succeed so well exactly because of the reasons stated. The programs have just enough docs to show how useful they are without giving you full control. A registered copy gives you very good printed docs and very good support.

>> [me]
>> If I had a product that I wanted to sell, I'd try to market it
>> through one of the major vendors, or I'd buy 2x3" ad in Amazing
>> Computing or Amigaworld and take my chances.
>
> You would be. From experience, it takes 6 months in a row for an ad
>to provide a reasonable amount of draw. You have to wait for the user to want
>or need the service/product you offer. He will go back to the magazine he saw
>your ad in and look through it. If it isn't in the first one he picked up, you
>are instantly a fly-by-night company and he goes elsewhere.

Is there a better way? In any case, a reasonable draw is better than none. If there's a method consistently better than the one I outlined, please let us all know.

>> If I wanted people to have the program for free, I'd copyright it and
>> provide for free redistribution. No point in pretending that users are
>> something they are not, and no point in looking forward to money that
>> I'm not going to get.
>
> I don't agree with your sentiment, but I welcome any software you

>want to send me free (o|-).

I'm working on what I hope to be the best publically distributable version of Empire that anyone has ever seen. Boy oh boy I can tell you right now it's going to take a long time before something really playable is done, and even longer before I'm happy enough with it to give it to the public. Look for it in mid 1989.

Sean

--
*** Sean Casey sean@ms.uky.edu, sean@ukma.bitnet
*** The Empire Maniac {rutgers,uunet,cbosgd}!ukma!sean
*** University of Kentucky / Lexington Kentucky / USA
*** "Ludo... FRIEND!"

2074. Re: isatty function missing in both Lattice-C and MWC

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 06:36:35 UTC
From: dag@chinet.UUCP
Message-ID: <2910@chinet.UUCP>
Source record: 254074

In article <880224-080441-2553@Xerox> "P.J.M._Verbruggen.ven1RX"@XEROX.COM writes:
>The isatty (check if file is a terminal) function is not in the libraries of
>both MWC and Lattice. The related function getfc is mentioned in the
>Lattice manual but not incorporated. I produced a poorman's isatty but
>would like to know if someone did a real isatty for the mentioned compilers.
homebrew isatty delete]

The MWC library does have the "isatty()" function... I just checked.
I believe it has had that function since version 1.0, but I can't be
sure. It may not be documented, but it is there. You may find doing
an "nm -g libc.a" some time -- You'd be suprised to see how many functions
are there.

If you want a full list of the functions available in the MWC library posted,
I'd be happy to do so, but as I work for MWC, some may find the posting to
be a commercial use of the net, and I might get zapped for it.

2075. Re: enforcement of Sharewar

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 15:00:17 UTC
From: peter@nuchat.UUCP
Message-ID: <695@nuchat.UUCP>
Source record: 254077
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

(ShareWar: a whole new concept)

In article ... nelson@sun.soe.clarkson.edu (Russ Nelson) writes:
> You, like the other person who was
> disappointed by the lack of "sales" of their terminal emulator (no matter how
> nifty), were targetting a oversaturated market. How about writing a program
> that no-one has even thought about writing?

As the "other person who was disappointed by the lack of ``sales''", I'm
getting tired of the backhanded slams I'm getting from people.

1. This was two years ago.

2. This is still the only terminal program I've seen for the IBM-PC
that emulates the VT100 well enough to keep EDT happy on both RSX
and VAX/VMS.

3. This is still the only terminal program that understands that an
IBM-PC has two serial ports... and allows you to use them both
effectively.

4. And it's MUCH smaller than any of the "big name" programs out
there. It runs quite happily in a 192K DoubleDOS partition. Given
that COMMAND.COM and a bunch of buffers have to fit in there as
well that's pretty good. It may (it's been a while) even run in
128K.

5. (to the people telling me nobody ever saw it) It was posted on
UseNet. So you should have seen it.

I was primarily "selling" it to see if I could get some feedback on what I
could do to improve it. And, I must admit, to get some ego boost. I had
previously sent stuff out freeware and gotten nary a nibble. I guess this
disqualifies me as a shareware author, but I've not noted that anyone else
has done that much better.

Since then I've given up on shareware. A piece of freeware that I recently
posted to comp.sources.amiga and Compu$erve has now produced commercial
interest. Let's see if Software Terrorism works any better.
--
-- a clone of Peter (have you hugged your wolf today) da Silva `-_-'
-- normally ...!hoptoad!academ!uhnix1!sugar!peter U
-- Disclaimer: These aren't mere opinions... these are *values*.

2076. Re: ETRNL2 and new roms

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 16:30:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500037@iuvax>
Source record: 254078

Alan, if you don't know, don't talk. The ETRNL2 ramdisk I posted uses the kbshift BIOS call (number 11).

2077. Re: Finkware

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 17:17:14 UTC
From: han@Apple.COM
Message-ID: <7493@apple.Apple.Com>
Source record: 254079
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.atari.st

Please no more cross posting on this issue. It has been beat to death.

I am sure everyone has their own (valid) opinion on these subjects. Move
it to comp.sys.misc. You are wasting money with the cross posting..

--
------------------------ Byron Han, Communications Tool ----------------------
Apple Computer, Inc. 20525 Mariani Ave, MS 27Y Cupertino, CA 95014
ATTnet:408-973-6450 applelink:HAN1 domain:han@apple.COM MacNET:HAN
GENIE:BYRONHAN COMPUSERVE:72167,1664 UUCP:{sun,voder,nsc,decwrl}!apple!han

2078. Re: Pexec Cookbook

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 19:10:29 UTC
From: juancho@dgp.toronto.edu
Message-ID: <1988Feb27.141030.26647@jarvis.csri.toronto.edu>
Source record: 254080

In article <150@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>In article <498@uhnix2.UUCP> uace0@uhnix2.UUCP (Michael B. Vederman) writes:
>Would it also work to compare argv[1] from the ARGV= and from the command
What can be done about accessing argv[0]. It would be nice to
know what the name of the program running is. I have not seen any discussion
about this.

--

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
University of Toronto
(416) 978-6619 Toronto, Ontario M5S 1A4

2079. The ConTEXT Editor

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 19:26:14 UTC
From: pchris@sim.Berkeley.EDU
Message-ID: <1065@pasteur.Berkeley.Edu>
Source record: 254081

Hi Netlanders,
I recently came across a great shareware editor. It's called ConTEXT written by Don Milne (I got it on the Atari BBS under CONTXTV2.ARC). It was made to replace the TDI Modula2 editor, and if they still have the same editor they had two years ago, getting the ConTEXT editor is a MUST if you work with TDI Modula2. It supports the error insertion of the TDI editor.

There are several great things about this editor. It is a GEM based editor, and about the fastest that I have seen. But the really nice thing is that it is Word Star compatible, so you aren't bound to the mouse (though you can use it) like other GEM editors (notably Megamax C's). The cursor keys also work correctly (unlike Megamax C's editor). Inserting text is very fast, and scrolling is faster than other GEM editors. The commands can have their key bindings changed, and there are macros. Overall, this editor appears to be a professional product.

There are a few problems (annoyances) with this editor:
i) It does not support hard tabs: instead, when you tab, the editor inserts spaces, so to delete a tab means deleting 8 spaces. I don't know why so many editor authors like this feature, but it is an annoyance since it is slower (decreases productivity) and takes more memory. At least make this feature reconfigurable, instead of hardwiring it into the code.
ii) The file selector has a default mask of '*.MOD' for modula2 source. This can not be reconfigured (unlike other default settings), and is an annoyance when not working with Modula2.
iii) Only one file can be edited at a time. The multiple windows/open files of the Megamax C editor is a definite advantage, especially with cut and paste between the windows/files. This is definitely needed in the ConTEXT editor.
iv) The editor appears to only be able to edit up to 64K files. If you do block copy insertions to get to this limit, it will warn you that there is not enough memory. But I tested it once by inserting characters at this limit, and a Modula2 runtime error popped up, which forced me to exit the program, thus losing the file. Normally, this limit is not a problem.

The docs say this program was originally uploaded to BIX. I'm a poor and destitute student, so I can't afford BIX. If someone can contact the author (BIX-ID: "mpack" (MicroPack Ltd.)) and relay the above comments, I would be grateful. I am willing to pay $40 - $50 for ConTEXT with the above problems/annoyances solved. Also, if a new version (I have version 2) of ConTEXT exists on BIX, could someone download it to the Atari BBS?

As a programmer, I spend a lot of time in editors. It is difficult to find an editor that works like I do, but after trying a lot of editors on the ST (I have tried the three VI emulators: LEVEE is the best, though it still

has several annoying problems I can't live with. I don't do EMACS), I have found ConTEXT to be very good, and would be even better with the problems above solved.

Thanks for listening,

Chris Perleberg
pchris@sim.berkeley.edu

2080. Re: ETRNL2 and new roms

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 20:36:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500039@iuvax>
Source record: 254082

The ETRNL2 ramdisk I posted does in fact use kbshift and does not use the unpublished keyboard state variable.

2081. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 20:47:57 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1536@ncsuvx.ncsu.edu>
Source record: 254083

In article <996@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>
[some deleted stuff]
>eyes of the users, but we're not that insensitive. Jack Tramiel's open
>philosophy is, paraphrased, "power for the masses", and the '030 and Abaq
>will not be at 'mass pricing' until several critical component costs are
>literally decimated.
[more deleted stuff]

I guess the previous slogan "power WITHOUT the price" had to be quietly layed
to rest after the introduction of the Mega's. :-)

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2082. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 21:02:35 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1537@ncsuvx.ncsu.edu>
Source record: 254084

In article <153@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>Do you really want to know? (y'all that is, not just Robert)
>Are you ready for the reality of it? You may not like the answer.
>
[some deleted stuff]
>To really discuss this, we need a new newsgroup: comp.sys.atari.flame
[more deleted stuff]

Dave, just get yourself under the Federal Witness Protection Program and then you can spill your guts without having to worry about 'retaliation' from Atari Corp. :-)

I think a "gripe-group" for the ST is a good idea, but only if we can be sure that Atari reads those gripes AND takes them to heart. I have a few gripes myself and would certainly be able to contribute (to a small extent) to this new group. But then, we might as well forget this idea: I don't think Atari (the higher management that is) cares too much about us Joe User's as long as they can make a good profit WITHOUT the "hassle" of responding to customer complaints!
I'm not sayig that there isn't ANYONE at Atari that listens (Neil and Allen are good examples and are excluded from this "flame"), but I'm not at all sure as to how many of our concerns make it to the 'decision makers' in the company.

Enough said. I certainly don't want ST sales to suffer just because I spoke my mind. After all, the machine is a very nice (and successful - at least in Europe :-) one.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2083. Re: Finkware

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 21:27:41 UTC
From: brad@looking.UUCP
Message-ID: <1438@looking.UUCP>
Source record: 254085
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <182@wsccs.UUCP> terry@wsccs.UUCP writes:
> I recently (well, last comdex) met the guy who wrote PC-WRITE...
>he's making gobs of money, so I don't believe the above statement to be true.
>He said "I don't sell software... software's all up here [picture hand waving
>in a circular motion, just above the head] ...I sell manuals and support".
>Works for him. He had 8 people in shipping, last I heard.

I'm tired of hearing this. That company is the most prosperous of a group
that you can count on your fingers. The other 20,000 "shareware" programs
have all been dismal financial failures that haven't returned anything,
and certainly not something similar to what the author would have made
as a programmer or consultant in regular employment.

As he points out, it's not even the shareware concept that's the success.
It's selling the manuals and support. I daresay there are many companies
selling training, books and support for Lotus 1-2-3 or MS-DOS that have
made more money than anybody's made from shareware.
--
Brad Templeton, Looking Glass Software Ltd. - Waterloo, Ontario 519/884-7473

2084. Re: Changes/fixes to OS

Newsgroup: comp.sys.atari.st
Date: 1988-02-27 21:56:11 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2597@crash.cts.com>
Source record: 254090

Speaking of following the standards to insure future compatibility, why did Atari use the $axxx and $fxxx instruction traps. These are reserved in the mc68000 and the $fxxx instruction opcodes are used by the mc68020 and mc68030. This probably explains why the megas come with a 68000 rather than a 68020.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

2085. Better operating systems and MMUs

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 00:27:29 UTC
From: ttims@watdcsu.waterloo.edu
Message-ID: <4469@watdcsu.waterloo.edu>
Source record: 254086

In article <2844@slovax.UUCP> dale@slovax.UUCP (Dale Thomas) writes:
>> Lack of a MMU us going to kill the ST for any _real_ Operating Systems!
>
>I have to disagree a little about the lack of an MMU and a _real_ operating
>system.

There are a lot of things you don't need on a computer. You don't need a large linear address space, undifferentiated registers, a 32 bit ALU, or a stack.

However, each of these is valuable out of proportion to its cost. With them we can easily run large programs with large data structures, we can have compilers generate nice expression computation code, and we can stack allocate frames for subroutine instantiation.

So it is with an MMU: it allows flexibility in memory allocation; it protects the operating system and individual process memory spaces. If Atari's had MMUs they would be great, instead of pathetic. [Insert standard TOS disgust.]

These features are essential for building reliable and powerful operating systems. I would not have much faith in a UNIX lookalike that didn't have hardware memory protection, and I wouldn't use one in an application where reliability and resistance to attack were a concern.

It is my belief, that in these days of advanced CS (cough), no software or hardware designer should take seriously (in a technical sense, ignoring crass economic issues) a computer that doesn't have an MMU. It's like the old saw about the dancing bear: it's not how well operating systems work with no MMUs, it's that they do it at all.

Tracy "message passing forever" Tims
(ttims@watdcsu.waterloo.edu, mollusc@csri.toronto.edu, TTIMS@WATDCS.BITNET)

PS. I thought the debate about multiprocessing was pretty funny, too. It was like listening to a bunch of virgins tell me I don't really need sex.

PPS. I'd love to have Coherent on my ST.

2086. Re: Changing to / in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 00:36:58 UTC
From: peter@sugar.UUCP
Message-ID: <1501@sugar.UUCP>
Source record: 254087

Might I be permitted a bit of sinful glee, now?

After all, when I bought my Amiga (and for the previous months during which I was contemplating the purchase of an Amiga) I had to put up with endless harping by Atari ST owners on all the bug-fixes Commodore was putting out.

I shouldn't say "I told you so", since it's unlikely any of the people in this newsgroup were involved...
--
-- Peter da Silva `-_-' ...!hoptoad!academ!uhnix1!sugar!peter
-- Disclaimer: These U aren't mere opinions... these are *values*.

2087. FREE USENET/MAIL FEEDS AVAILABLE (WITH TELEBIT & HST SUPPORT)

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 01:11:17 UTC
From: raj@spl1.UUCP
Message-ID: <973@spl1.UUCP>
Source record: 254088

```
**************************************************************************
**************************************************************************
I've been getting some regular mail asking if we're still offering free
feeds and mail gateways, the answer is a most emphatic YES, so I'm
reposting this notice.
**************************************************************************
**************************************************************************

We would like to let all you netlanders know that site spl1 is available to
provide high speed news feeds and mail links to all eligable organizations
*WITH* *NO* *ADMINISTRATION* *OR* *SERVICE* *CHAREGES*

spl1 is located in downtown Chicago and now has multiple USR Courrier HST's,
TELEBIT TRAILBLAZERS, and a gaggle of vanilla 2400BPS modems online
on our news/mail engine machine to support feeds.

The site is accessable through PC Persuit and operates 24 Hours/Day 7
Days/Week, dedicated to news and mail.

If there any sites which are interested in:

o Getting a news feed
o Switching their feed to a high speed (Telebit or HST)
DDD/ (your) Out WATS site
o Picking up alt, biz, unix-pc or other non-standard groups,

we would be happy to accept new users (again, no fees involved).

Sound too good to be true? It's not. spl1 is now feeding sites like
Arthur Anderson's Corporate Offices, AT&T's National Tech Support Center,
The Santa Cruz Operation, The Internal Revenue Service, Beatrice Foods'
Corporate Offices, Reuter's Rich Inc, and others.

spl1 is well connected to both east and west coast sites and maintains
exceptional email delivery performance.

We've been up continuously for 60 days (knock on wood, a good indicator of
reliability) and haven't yet missed a feed for our sites.

Qualification for connection to our site is a function of the number of
news readers your site supports and your willingness to offer downstream
feeds. We want to help extend and support USENET, helping a good thing
get better.

Robert A. Johnson, SYSOP UUCP: {ihnp4,ddsw1,ll1!lll1a,laidbak}!spl1!raj
The Software Public Library VOICE: 1 312 248 5777
```

- -

2088. Operating systems

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 02:52:37 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8802280137.AA02815@ucbvax.Berkeley.EDU>
Source record: 254089

Well, here I am again bringing up my favourite topic
once more. Sorry to bother you again as most of you seem totally uninterested.
There was no reply to my last letter and I am about to give up.
One last (well, no warranty...) try follows.
Is anybody on the net willing to run two or three benchmarks on an ST
under Idris and under OS-9? I can send you the sources or alternatively
tell you where to find them. Some of the sources we have are in C and some
in FORTRAN. The tests I am thinking of are for instance: dhrystone, whetstone,
and linpack.
In an earlier letter I mentioned the OS's EUMEL and RTOS-UH. I said if noone
else does it I would be ready to write a short description. I don't know too
much about them, though. How many people would be (seriously) interested in
such a thing?
Come on, friends, don't let me despair
Yours
Michael Eibl
Institut fuer Theoretische Physik
Universitaet zu Koeln
Koeln, West Germany

2089. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 04:53:43 UTC
From: rjung@castor.usc.edu
Message-ID: <345@nunki.usc.edu>
Source record: 254091

In article <153@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>Becuase everytime we flame Atari, we are potentialy hurting ourselves.
>First, we get on Atari's bad side. And when you're on their "black list"
>things get tough, believe me, I've been there (I may be heading there again).

Are you saying CENSORSHIP? That's terrible!

>It takes some guts (and maybe stupidity) to speak up against Atari. Also
>when the Atari market is already not so good, it doesn't help to have the
>major developers flaming; the developers' own business is affected. That's
>why most developers just ride along, and keep to themselves about their
>gripes. That's also why the ST magazines (so-called journalists) never
>flame Atari. For one thing, some (like Antic) sell the damned products!
>They're sure as hell not going to flame their own wares!

That's certainly true. However, there must be a line drawn between just
plain malicious flaming, and sincere wishes for improvements. The truth
hurts, and I wonder why Atari can't(?) take constructive criticism.

>And who at Atari is listening? That's a good question. But even better:
>what would they do about it anyway?
>
>To really discuss this, we need a new newsgroup: comp.sys.atari.flame

No, what we ALL need is what should have been there all along: A
DIRECT pipeline to Atari's top management.

What I'd imagine could be very simple: How about a secretary and a
mailing address? The secretary's SOLE task is to read the mail, and scan the
nets/services, for Atari-oriented criticisms and comments. Then, this
ssecretary would make a report to top management (Jack?), who'd (hopefully)
take heed and do SOMEthing about the whole thing.

We know Jack Tramiel can make things move when he really wants to; Putting
together a prototype 68000 machine in six months is an amazing task. Why
aren't we seeing such dynamic energies and deep concern for states now?

My God, even a comic-book company listens to its readers. Apple must have
one truckload of a consumer-relations department. What does Atari have? I'm
not saying that a lot of money must be invested or anything; Just give us
SOMEwhere to air our views, with assurances that they will be heard.

I dunno, maybe I'm just naieve about how big business works. But I've
always believed that, if you're running a PUBLIC service, you better listen
to your public -- Without them, you're nothing. I help run a local Atari
BBS, for instance, and we practically ENCOURAGE our users to fire away and
flame at what they don't like. Maybe not all of the arguments are valid, but

we DO listen. Why not Atari?

Okay, enough negative flaming (boy I feel depressed again)...I want to restate that I am one of the BIGGEST Atari fans around (grin). My idea of fun is making Apple users turn green when my ST runs rings around their hardware. All of us out here want to see Atari thrive, but to do so, SOMEBODY must listen to us, and fix what's wrong. And if it must hurt, to say that TOS has bugs, or that we don't like the "announce now, release next decade" policy, or the keyboard of the ST isn't perfect -- Then that's what the public wants, and something better be done.

Is anyone listening?

--R.J.
B-)

P.S. When Jack Tramiel first bought atari from Warner, and turned everything around almost overnight, we were all so happy, and had a sense that things were being done. Is it me, or has the momentum slowed?

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2090. Calling GEM from TOS

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 05:23:10 UTC
From: pchris@sim.Berkeley.EDU
Message-ID: <1079@pasteur.Berkeley.Edu>
Source record: 254092

******
Does anybody know if you can execute a GEM program from a TOS program? The reason I ask is I would like to execute GEM 68000 programs from Atari's CP/M emulator (a TOS program). This could be done by executing an IN/OUT z80 instruction inside the emulator which would then call a 68000 driver which could call the GEM program. Editing is slow with a CP/M editor, so being able to run a GEM program would increase programming productivity.

Thanks,
Chris Perleberg
pchris@sim.berkeley.edu

2091. DISKSCAN 1.00 - Disk Manager (1 of 2)

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 06:00:37 UTC
From: trb@stag.UUCP
Message-ID: <348@stag.UUCP>
Source record: 254093

Hi,

Since I have shelved DISKTOP for a bit, I thought I would combine DISKTOP and HDSCAN and produce a new program. DISKSCAN 1.0 is included in this release. DISKSCAN is a FREE (but copyrighted by me) program that has pretty much all the features of both DISKTOP and HDSCAN. It is a fully functional program with lots of features and, in keeping with the HDSCAN tradition, I have reserved only a few additional bells and whistles for the Professional version (2.0 = not free). In this case, these extra features include things like sort options, mouse control, extra output options, etc, all of which you can live without if you are strapped for money. To keep things simple, the following document covers the features of both 1.0 and 2.0.

Some useful things to note. This version of DISKSCAN (1.0) has extended command macro features, better directory viewing, and a few other enhancements that were added to HDSCAN 1.4/2.4 (just finishing the docs on that). So if you are familiar with the old HDSCAN I would still recommend reading the docs.

-Todd Burkey
trb@stag.UUCP

P.S. Please excuse any typos or cross-references to HDSCAN in this document. I haven't had any free time to clean it up and thought it would be best to at least get something out now before I get tied up with testing HDSCAN 1.4...

This release is arranged in two parts:
Part 1: diskscan.doc (this file)
Part 2: dscan100.uue (an arc of dscan100.prg and diskscan.key)
-------C--U--T-----H-E-R-E---------------------------------------

DISKSCAN Version 1.0/2.0
(The ST Floppy Disk Manager)
(c) 1988
by Todd Burkey

Note: This documentation must be included with DISKSCAN Version 1.0 if you wish to transmit the program to anyone by email, bbs, or any other means.

Any modification of the binaries or this document is expressly forbidden. DISKSCAN 1.0 is copyrighted 1988 by Todd Burkey-All Rights Reserved.

DISCLAIMER: I spend all my money on computers that outdate themselves within a year, so I really don't need a disclaimer...although with all the strange things TOS and GEM occasionally do, I should say "LET THE USER BEWARE". There. Safe.

1.0 INTRO:

DISKSCAN was designed initially to satisfy a simple need. I kept losing files. Not permanently, but just in that frustrating sense of knowing that one of those disks with the little cryptic writing on the plastic contains the file I want. And also knowing it is going to be on the very last diskette that I stick in the drive. So, DISKSCAN is first and foremost a utility that lets you 1) archive file information quickly and painlessly and 2) easily find the files at a later date.

A program I wrote almost two years ago (DISKTOP) had covered this problem fairly well, but I quickly ran into limitations in how many disks I could adequately archive with it (both array limitations and the user interface). DISKSCAN is hopefully my final solution to the problem. DISKSCAN bypasses the old 2000 file limit (currently it is set to 5000 files/database), but also keeps track of what directory a file is in, its' size, and its' date. And, since you can have multiple databases there really aren't any hardnosed limitations anymore.

You will find that DISKSCAN is optimized for speed. It scans disks quickly and, by letting you use the volume name, lets you scan your existing disk collection with a bare minumum of effort. DISKSCAN also recognizes the DISKTOP.INF file which was used by DISKTOP (it is a small file that just contains the name of the disk...up to 20 chars long). By default, DISKSCAN will still look for the DISKTOP.INF file and create one for you if you put in a disk that doesn't have the file. This feature can be easily disabled by one keypress (or by setting a configuration parameter...see the discussion on DISKSCAN.KEY). I call it a feature because I prefer to call my disks by a name like: "Source Code Disk #1" as opposed to a yucky SRC_CODE.001 volume name.

Other features include viewing files, hexdumping files, tagging for copying and or deleting groups of files, renaming files, changing protections on files, invoking external programs, and sorting files. You can sort by date, name, and size in ascending or descending order. For example, you can select all .c files (all disks), sort them by reverse date, then easily track down that elusive program you lost. Or maybe sort an entire library by name to help find duplicate files (this will make more sense if you have as many disks as I do). The sort in DISKSCAN is a recursive quicksort, so even thousands of files will be sorted in a few seconds. I have also added a very simple (but fast) file compare routine to allow quick checks to see if files are duplicates. And you will find even more features embedded in the program as you start using it.

1.1 BRIEF HISTORY:

I wrote this program for one reason only...I needed it.

1.1.1 Who else needs it?

Anyone who has more than 20 floppies laying around can probably use a quick archiving mechanism. DISKSCAN's predecessor (DISKTOP) was used heavily by the local Atari clubs to keep track of files and to provide a simple way of letting members find the right disks to buy. As a developer, I have little trust in hard disks, so I tend to back certain files up to lots of temporary

disks and DISKSCAN has proven invaluable for keeping track of my mess.

2.0.0 USING DISKSCAN:

2.1.0 First things first: The DISKSCAN.KEY Control File

Before you run DISKSCAN for the first time, you should probably create a file called DISKSCAN.KEY and place it in C:\DISKSCAN.KEY or on your floppy if you don't have a harddisk and don't trust your ram disk. DISKSCAN will search for DISKSCAN.KEY in your current directory when you first invoke DISKSCAN, and if it can't find it there, it will automatically check C:\DISKSCAN.KEY. If DISKSCAN doesn't find it, DISKSCAN will come up with some defaults of its own.

DISKSCAN.KEY is control file that defines system and user specific things for DISKSCAN. This includes 'things' like telling DISKSCAN where your best editor is located, where to find your copy of arc, or even what commands to 'attach' to the auto-invoke keys (Function Keys 1-10) for macros. While DISKSCAN will work fine without DISKSCAN.KEY, proper setup of the file will be well worth the time it takes to learn its somewhat cryptic structure.

2.1.1 DISKSCAN.KEY Syntax

The format of DISKSCAN.KEY is actually very simple. Each line in the file acts as either a key definition (keys F1-F10), a parameter assignment, or a comment. If a line does not have an equal sign ('=') or colon (':') in the second character position, it is taken as a comment line.

2.1.1.1 DISKSCAN.KEY Key Bindings

If the line begins with one number followed by an '=' sign, then the text that follows the equal sign will be taken as a command (or commands) to be executed when you press the appropriate number key. These commands can consist of pretty much anything you would normally type from a shell. A nice feature is that the commands can be parameterized by embedding @F, @P, @f, @p, ?, and < in the command line. This will make more sense once you start using DISKSCAN, but @F will expand into the full pathname of the file you are 'ON' when you select the command, @P will be the full file name without the extender (i.e. if C:\trb\test.c is the FULL pathname, then @P will expand to C:\trb\test). Likewise, @f will give you the full file name (test.c) and @p will give just the prefix of the name (test). Finally, if the first character of the command line is a ? the user will be prompted before the command is invoked, and if it is a < then the user will be prompted to type in the full command.

2.1.1.2 DISKSCAN.KEY Parameters

If the line begins with a letter, dash ('-'), or plus ('+') followed by a ':', then the information following the ':' will be passed (kind of like parameters) into DISKSCAN at startup. I know, I could have used environment variables, but this was easier and simpler for people to set up. For now, the 'parameters' that are recognized by DISKSCAN are:

'A' (arc path)
'P' (print file path)

'E' (editor path)
'+' Use the following floppy drive for scanning (default is drive A)
'V' If set to Y then the Volume name is scanned instead of DISKTOP.INF

2.1.2 HDSCAN.KEY Example

For example, let's say your favorite editor is in C:\bin\emacs.tos, you
have arc in your local directory, you always want drive B scanned,
and you want to be able to perform a variety of commands on files at the
press of the key. The following DISKSCAN.KEY file would accomplish this.

```
-------sample DISKSCAN.KEY file--------
+:B
E:C:\bin\emacs.tos
A:arc.ttp
V:Y
/* Key 1 & F1 definition: do a word count of the current file */
1=wc @F
/* compile the current file after prompting the user to do so */
2=?cc -O @F -o @P
/* do a less of the current file */
3=less @F
/* drop into a shell...somewhat unnecessary on BSD systems */
5=C:\bin\sh.prg
/* copy the current file into my catchall directory */
6=C:\bin\cp.prg @F G:\packrat
/* Look at a tiny picture */
7=C:\tinylook.ttp @F
/* key 0 & F10 definition: dynamically prompt user for the command to issue */
0=<
-----end of sample DISKSCAN.KEY file--------
```

2.2.0 INVOKING THE PROGRAM:

Very simple. Just click on the hdscan.prg icon. Or you can run it from a
shell with command line options by typing:

hdscan data_base_name <--assuming you want to load a database other
than the standard "DISKSCAN.DB"

Note that with this format, you can also install the application with
a .DB extender and then just execute hdscan from the desktop by clicking
on the database file itself (assuming you use a .db extender).

The screen will be somewhat confusing to the beginner, so I will explain
here what you are looking at.

2.2.2 The Main Display:

Right after invoking DISKSCAN for the first time, you will probably see a
somewhat empty screen (because you haven't scanned anything yet). Probably
the best thing to do is to stick a disk in drive A and press the '!' key
to start a scan. If this disk has never been scanned before and you didn't

over-ride DISKSCAN's default use of DISKTOP.INF (note that this is NOT a typo for DESKTOP.INF!), then you will be prompted for the disks name. I recommend giving it the same name that you have scribbled on the top edge (or front) of the disk. Keep in mind that it must be 20 characters or less (DISKSCAN will just chop it off if you type too much). After you type it in, DISKSCAN will write out the file to the disk and scan the disk. Now you should have something on the screen to relate to in the following discussion.

Most noticeable on the screen will be a tall box near the right of the screen filled with file names. That is the 'selected file' window and you can scroll up and down through all selected files with the h, j, k, and l keys (more on this later) to quickly get to a file. The file you are currently 'ON' will be highlighted (both reverse fielded and with a > sign next to it). Right after scanning a disk, DISKSCAN sets the selection criteria to NEW DISK and selects, for viewing, only those files it just scanned.

As you scroll through the file names, notice that the directory the file is in, it's size, and it's dates (modify/access/change), are automatically updated in windows near the top left of the screen. The disk name is also updated (more important when you are searching for files...)

Next to the file size window is a window that will make more sense later. It displays the total size of all Tagged files. This proves useful when you are tagging files to copy to a RAM Disk, deciding which files will fit.

Below these two windows is a long window used for prompts. Look in this window if you aren't sure why something isn't happening...it might be asking you a question.

Below the prompt window is a big free space which I am sure will eventually get filled up. Right now it is mostly a billboard.

Below that is a status line that basically tells you 1) what you have selected (i.e. ALL will appear if all partitions are chosen, DISK will appear if you have selected a single directory to work in, and a string of 1-8 characters will appear if the selection was made using a wildcard string search), 2) the sort order (initially RANDOM to give you an idea of how fractured your file space is), 3) the number of disks total in your current database, 4) the number of selected files, and 5) the total size in bytes of all selected files.

3.0 File Selection Mode: Commands

You can skip this section and just use it for reference if you are familiar with the Unix version of HDSCAN. Everyone else would be wise to at least do a quick scan of the commands. One important difference to keep in mind between DISKSCAN and HDSCAN is that in HDSCAN, the files were always available throughout the session (i.e. you couldn't swap hard disks on me). In DISKSCAN, I actually check to see if the correct disk is in the drive before performing an operation (file viewing, deleting, copying, comparing, etc). If DISKSCAN doesn't see the correct disk in the drive, it will prompt you to put it in (or you can hit ESC to abort the operation.)

3.1 Moving About:

One important thing to learn before we get into the various commands is that to scroll through the files in the file window, you can use the h, j, k, and l keys. The j/k keys will scroll down/up in the file window respectively. Likewise, the h/l keys will page up/down in the list. If you want to go all the way up or down in the list of files displayed in the window, then use the H and L keys. If you have really slow terminals and still want to use HDSCAN for some reason, use the J/K keys instead of the j/k keys. This will cause scrolling without updating the current file info on the screen.

For those of you who prefer the use of the arrow keys, then make the following substitutions to the above:

Up Arrow---->k key-->scroll up
Down Arrow-->j key-->scroll down
Left Arrow-->h key-->page up
Right Arrow->l key-->page down
Shift Up Arrow---->K key-->scroll up (faster)
Shift Down Arrow-->J key-->scroll down (faster)
Clr/Home---->H key-->Goto first file in selected list
Shift Clr/Home---->L key-->Goto last file in selected list

Why did I do this? I just like keeping my fingers in the normal key range and hate searching around for the arrow keys. Likewise, the number keys are mapped into the Function Keys (0=F10, 1=F1, ..., 9=F9).

3.2 TAGGING STuff:

Tagged files are a fundamental feature of hdscan and its usage. To tag a file, simply scroll to the file you want and press the 't' key. You will see a '*' appear in a little scrolling region next to the file name and the file window will scroll to the next file (so you can keep pressing 't' to select a bunch of files.) As each file is Tagged, you will see the total Tagged size increase in the TOTAL TAGGED window. To untag a file, just use the 'u' key. To untag all files, type 'ALT-U'. Note that directories will also appear in the file selection window (they have a 'D' next to them). I don't allow tagging of directories so you can't delete them, but they are useful for reference to see what all is in a directory (and when you are checking out protections, modify dates, etc).

3.3 SEARCHING AND SELECTING STuff:

3.3.1 Searching for files

Most of the time, you will probably just want to search out a few files for tagging and won't want to scroll over all 5000 or so files in the database. To accomplish this, if you press the 's' key, you will be prompted for a <13 character string to search for (you can enter stuff like .doc, .c, junk, etc but no * or ? wildcards are supported...to be truthful, I never even had any requests for wildcards.) The 's' key option will make its selection from all available files. If you just want to perform a selection from the currently selected subset of files, the 'S' key should be used instead. This will

allow you to easily narrow in on a set of file names. Both options will allow you to enter just an asterisk (*) if you want to just see Tagged files, and entering only a carriage return will reselect everything.

3.3.2 Selecting/Searching for a directory

There are also times when you might only want to select the files in one disk or directory. To do so, pressing the TAB key will turn the DISK: window into a little scrolling region, allowing you to use the arrow keys to quickly scroll to the appropriate disk. If you have a lot of disks to scroll past, you can just type '/' or '\' followed by a few characters that are in the disk name to search forwards or backwards respectively in the disk tree. When you have the disk you want in the PATH: window, you can either press the TAB key again (to select all the files in the currently selected disk) or the right arrow key to move the scrolling region over into the PATH: window. Moving into the PATH: window will let you further refine your selection down to the exact directory on the disk in question. Again, once you have gotten to the correct directory, pressing the TAB key will select all files in that directory, on that disk. If there are no files in the directory you are trying to select, then DISKSCAN will inform you so and let you select another directory.

There is also another method that allows disk selection. If you press the N or P keys, the disk in the database that is Next/Previous to the one in the DISK: window will be selected. This is a useful way of swinging through disks checking sizes or whatever. Note that in both selection methods, my definition of the next disk in a tree is based on the next alphabetically sorted path for that disk. This will be more apparent once you use the program.

3.4 DANGEROUS STuff (Copy/Erase all Tagged files...and more):

Once you have everything that you need Tagged, pressing the 'm' or 'M' keys will invoke the mass file copy routine. Selecting 'M' will copy files while preserving the original file dates and attributes, whereas the 'm' key will create a file with the current date. This option will prompt you for the destination path and allow you to copy all Tagged files (with or without an interactive query on each file). Once copied, the '*' next to a file name will become a '#' to show that the copy was successful. If you later want to re-tag the '#' files, possibly for mass erase ('E' key), you can do so by pressing the 'ALT-T' keys.

3.5 VISUAL STuff (Viewing and Dumping files):

One nice feature of DISKSCAN is that by pressing the 'v' key, you can view the file that you are currently 'ON' in the file window. The view option does a character by character analysis of the file, just displaying the ASCII printable characters on the screen, so it can be used for looking for strings in a binary file. Note that because I chose to allow looking at binary files, I also turned off highlighting, tabbing, and formfeeds that sometimes appear in files. If you want to get a HEX dump, press the 'V' key and you will get a page by page listing of your file in both HEX and ASCII. You can edit

the file you are currently pointing at in the scroll window by pressing the '*' key (shift 8). 'vi', or whatever you designated as your favorite editor in the DISKSCAN.KEY file, will be loaded, read in the file, allow you to edit and save the file, and then return you to DISKSCAN when you are done.

3.6 ARC STuff:

To get a verbose listing of the contents of an ARC file, move to the file you want to look at and then press the = key. While the verbose listing is being displayed, you can press the CTRL-S key to pause the listing and the CTRL-Q key to continue the listing in case it is longer than one screenful.

To add all Tagged files to an ARC file, just hit the + key. You will be asked for a path name, so just type in the full path to the file you want everything arc'ed to. Note that this name can be either an existing file name or it can be a new name. The Tagged files will then be ARC'ed together. Please note that the current implementation of 'add to ARC' is horribly inefficient...but it works.

3.7 SOMEWHAT NEAT STuff:

3.7.1 Sorting files (Only in the Professional version)

DISKSCAN allows you to sort all selected files (don't confuse Tagged with selected...selected files are simply everything you can currently scroll past in the file name window, whereas Tagged files are those you have Tagged with the T key for some future purpose.) By pressing the 'o' key, you will tell DISKSCAN that you wish to sort the selected files. DISKSCAN will prompt you for the sort key (i.e. file size, name, date, protections, etc) and then ask whether you want to see them in ascending or descending order). Since you can sort files over a whole file system, a sort by descending date is a useful way to tag what has changed since your last backup. A sort by ascending name is useful to find all those duplicate files. One note on sorting: I always fall back to RANDOM order upon a new selection by either search (S) or directory select (TAB). This provides the fastest response assuming you aren't always wanting to see the stuff sorted. If you really want files to be maintained in a particular order for viewing purposes, use the 'O' key to initiate your sort option. This will tell DISKSCAN to maintain that sort order throughout all subsequent file reselects...until another sort option is selected.

3.7.2 Comparing files (Only in the Professional Version)

An interesting feature in DISKSCAN is the ability to quickly compare files. You can use either the 'c' key or the 'C' key to perform this function. This option will use an internal routine to quickly ascertain that the files are the same or not. To perform a compare, move the cursor to one of the files you want to compare and press the 'c' or 'C' key. When you do so, a C will appear next to the file name and you will be prompted to go find another file to compare it against. When you have the scroll bar over the other file, press c or C again and the two files will be compared. For sanity's sake, my routine just shows the first 15 differences (byte locations and values) that the program finds. Note that you can do any number of file searches and directory matches in between selecting the first and second compare files.

3.8 POWERFUL STuff:

3.8.1 Doing things to a file

Because I got tired adding features to HDSCAN, and it was getting big, I decided to add one more feature. This is probably the most powerful feature (and the most confusing) as well. I decided to make the 0-9 keys into user definable keys. I have mentioned already how to create the DISKSCAN.KEY file, so will only mention here that to use the program you have assigned to the key, just press the appropriate key. If you forget what the user defined key assignments are, just press the 'I' key and you will be given a listing of the keys (along with a summary of disk space). This programmable key option uses the system() call, so you can even invoke commands that do redirection.

Note: I know it is confusing, but I decided to map the Function keys into the number keys (i.e. key 1=F1, 2=F2, ... , 0=F10) to keep things familiar for people using both the ST and Unix versions of HDSCAN.

3.8.2 Doing things to all Tagged files

Guess what you can also do with Tagged files? If you press the 'M' key after tagging a bunch of files, you will be prompted to press a command key (0-9). Yep, you guessed it. You can invoke any command upon all of the files that you have Tagged, one at a time. You can optionally have DISKSCAN pause after each file is 'processed' in this fashion or just let it run through all the files.

3.9 FINAL STuff:

Now, what have I missed? There are quite a few little options that I rarely use, but that people requested for some reason or other on the ST.

3.9.1 Renaming files

To rename a file, just hit the 'R' key and type in the new name. The file name you are currently selecting in the file window will be renamed.

3.9.2 Creating directories

To create a directory, just press the ~ key. You will be prompted for a directory name. You can type in the complete path of the directory you want created (i.e. C:\trb\PICTURES) or if you are already inside the directory you want to create the new dir in, just prefix the name of the new directory with a ~ character (i.e. if you see C:\trb up in the PATH window, just type:
~PICTURES
to achieve the same thing as typing C:\trb\PICTURES). This was originally intended for creating directories on the output media, so creating a directory will not cause that directory to be visible in the file selector window unless you do a rescan ('!' key).

3.9.3 Cleaning up the disk order

To beautify ('B' key) the order that files are presented, I added an option that goes through and groups all files into disk order, rather than the RANDOM order that you will see files in upon running DISKSCAN. The RANDOM order is

actually the same order that you added the disks to the diskscan database and may be preferred by some people (access is faster). After you get used to viewing files via using the match, directory select, and sort options, you will probably never even bother using the 'B' key. Note that if you invoke DISKSCAN with a -b option from a shell you will get this option by default.

3.9.4 eXtra STuff (Output Options)

I have added three print options to DISKSCAN. The 1.0 version has a Short output option which puts the disk name and a columnized listing of all the files in each disk out to a file. You can then edit this file and/or print it out at your leasure. The 2.0 version has a database dump option (printing out information of the form "DISK:full_path_name/file_name size date") to a file as well as a Long output option which columnizes the name, size, and date in a two across fashion. In all cases, only the selected set of files are saved to the output file and the sort order is preserved in the 2.0 version (which is handy if you want a printout of all your pascal files sorted by reverse date but still grouped in disk order...)

3.9.5 WARNING!

Some words of caution before you continue. First, while copying, DISKSCAN does not check to see if the destination file already exists...it will just overwrite the destination file. Second, I don't do any bounds checking on input, so if you feel you must have long directory names that require you to type in over the scroll window graphics, go ahead. You can't hurt anything that pressing the ? key twice won't solve. I know that I should really go in and prevent that from happening, but this program was designed not to be restrictive and should allow you to use it in ways I haven't planned for yet (planning for the unplanned?) Finally, be careful about using the 'e' key. If you tag some files in one directory, then do a search for some other files and tag some of them, be aware that the previously Tagged files will also get erased (unless you un-tagged them of course). Just because you can't see the file any more in your currently selected subset of the disk does not mean it isn't Tagged (that will be obvious, actually, if you look at the total Tagged window). If you are at all unsure, just use the select option to select all Tagged files prior to deleting them ('s' and then search for '*'). Happy computing...

4.0 SUMMARY OF COMMANDS:

Sure, now that I have told you about all the commands I condense everything into one paragraph:

(~) key: Create a directory
! key: Rescan the disk in the scan drive (default drive is A)
key: Invoke selected program (i.e. the file under the cursor)
+ key: Add Tagged files to an existing .arc file (or create a new one)
0-9 keys: Run external programs (defined in HDSCAN.KEY)
= key: Verbose Arc listing (peek at the names/sizes of ARC files)
HELP/? HELP (basically this info)/keymap info (i.e. command key bindings)
TAB key: Select files by disk (and by directory)

c keys: Compare two files. Tricky on big files unless on the same disk..
D key: Delete (kill) current disk from database.
e key: Erase all Tagged files (verification will be requested.)
G key: Globally run external programs on all tagged files.
h/l keys: Page up/down in the file selection window
H/L keys: Go to the Top/Bottom of the selected list of files
k/j keys: Scroll up/down in the file selection window
m/M keys: Mass copy all tagged files with new/preserved dates.
N/P keys: Move to the next/previous disk and select all files in it
o/O keys: Order (sort) the selected files (o=just for now, O=Always)
R key: Change name and/or attributes of file
s/S keys: Select match on all/Subset
t key: Tag a file
ALT u key: Retag all Copied files
u key: Untag a file
ALT u key: Untag all Tagged files
v key: View a file/strings-like
V key: View a file in HEX/ASCII
X key: eXtra STuff. This includes print options.

5.0 Currently known bugs/limitations:

1) Occasionally a file will show up in a directory on a floppy, but you
won't be able to access it from within DISKSCAN. This is a GEM/TOS bug
that I haven't gotten around to working out a safe fix for. I kept
hoping the new TOS would solve the problem. There is a workaround.
Open up the floppy from the desktop and then run DISKSCAN.
2) You can run some GEM programs from within DISKSCAN, but TOS seems to
get flaky if you do this too much...all I am doing is pexecs, so...

6.0 So you already have HDSCAN. What's New

This section is for those ST owners out there who already know all about
the old ST version of HDSCAN and thought they could skip over the docs for
DISKSCAN. The following 'HDSCAN'-like features are new for DISKSCAN:

1) More use of colors to move the eyes to the right spots on the screen. I
suppose everyone is going to bug me about picking the colors I did, but
I can always add that as a configurable option in a later release.
2) I got kind of hooked on the key configuration I set up for the Unix
version of HDSCAN, so I brought those definitions back into this version.
In most cases, the old keys you are used to will work, but things like the
h,j,k and l keys can be used in place of the Arrow key options, for
example. The only key that actually changed definition was the H)ex dump
key...it is now V)ex dump :-) and to view a file, you can still press v.
3) Would you believe Mass command key invokes? If you tag a bunch of files,
then press the M key you will be prompted for a command key (0-9). Yep,
you can now perform a user-definable command operation on all the tagged
files. I have come up with a lot of strange uses for this option.
4) Parameterized macros attached to the 0-9 keys...
5) Enhanced directory features. This includes searching while in the
disk selection mode and the ability to cycle through the disks

one at a time with the N and P keys while in file selection mode.

7.0 FINALLY, THE END IS NEAR:

Again, have fun with the program. It is meant to be a utility that is used from time to time. It was never intended to be used as a shell, although you may link into a shell from within it if you have enough memory (DISKSCAN is a memory hog). I should also remind everyone again that this is NOT a public domain program. It is copyrighted and I am distributing it free in the hopes that I can build up interest in the professional version. While it is true that I wrote the program to satisfy a need of my own, I did put a lot more work into making it into something that everyone else could use and understand. I have switched to this method of distribution because shareware didn't work and my brief exposure to marketting a product via magazine ads made me realize that I couldn't afford to do it and still sell programs for $20 or less (which is all I really think anyone should ever have to pay for a general purpose utility).

If there is a change in DISKSCAN you feel that the world must have, send me a note and I will try to integrate it into a future version. If you want to buy the production version, just send in $20 (U.S. dollars). If you don't think it is worth that, even a letter is appreciated if you find the program useful (or if it would be useful if it had a certain feature, for that matter).

Todd Burkey
3546 Pilgrim Ln
Plymouth, MN 55441

trb@stag.UUCP
or ..ihnp4!meccts!stag!trb

2/25/88 - DISKSCAN ver 1.0 (Tool-Ware) and 2.0 (Professional)

2092. Re: Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 14:34:31 UTC
From: keld@diku.dk
Message-ID: <3689@diku.dk>
Source record: 254094
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <147@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:

>Copyright notice or no copyright notice, in my experience it's very
>difficult to enforce outside the US and Canada.

Well, it should not be so. And there is a very big difference between
USA and Canada with respect to copyright, as Canada has signed the
international Berner convention on copyright, and USA has not.
Most of Europe has ratified the Berner convention too, so it should
be as easy to get your rights respected in Germany (BRD) as in Canada.

In Berner Union countries it is not required to have a copyright notice
on your work, to enjoy copyright protection.

>There was a company in Germany that started to produce MT C-Shell with
>their own manual, diskettes, and packaging. German authorities informed
>me that this is perfectly *legal* in Germany, becuase you can't copyright
>anything but "works of art"; and software isn't in this category.

Well, it is the common theory within Berner Union experts that
software *is* protected by the international copyright convention,
this has been discussed a lot of times in these circles, and in
other international legal circles discussion the protection of
software rights.

The problem is that there have not been that many cases to settle the
situation. I know that there is proposal to the Danish copyright
law which explicitely states software as covered by copyright,
and they justify this as just a codification of current state.

To enjoy copyright protection, the "work of art" should be "published"
and the work should be of a certain "work height" to be intellectual
property worth being protected. It is assumed that almost all
software has the sufficient intelligence put into it for it to be
protected. Not protected is very trivial programs which everybody
with just a common knowledge of the issue could write. I think
things like AT&T's "true" program will fall in this category,
and even more complicated things too:-). I do not think the
software you mentioned falls into this category.

>The only illegal act would be if they were claiming they were selling
>"original" factory goods. As long as they say they are selling copies,
>it's legal in Germany. Even if they are breaking the law, all we could
>do is attempt to get a court order to force them to stop selling.

It should be enough to go to the police. But then it seems that the police did not know the legal status. Did you talk to a copyright lawyer?

>The best solution turned out to be getting a real legit. distributor
>in Germany; and let the competition of a supported product for less
>money shut them down (which it did, I think). I don't know if the
>legal issues above are "correct", but that's what happened to us.

When was it?

Keld Simonsen, U of Copenhagen keld@diku.dk uunet!diku!keld

2093. Re: MEGABYTE, in Webster Texas?????

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 14:52:11 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <957@usl-pc.UUCP>
Source record: 254095

Due to a hefty amount of requests for this info I will post it:

Megabyte Computers
109 W. Bay Area Blvd
Webster TX 77598

Ph. 713-338-2231

This 14Mhz board is gem compatible and I have not heard of ANYTHING that does not run on it. Of course, they have not tried everything.

The reason that is so compatible is that it does not change the way the ST does anything, it just changes the speed of the whole system by using a faster chip than the 8 mhz one. That is what I got from the phone conversation anyway.

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/

2094. Re: MEGABYTE, in Webster Texas?????

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 14:54:58 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <958@usl-pc.UUCP>
Source record: 254096

In article <957@usl-pc.UUCP> jpdres13@usl-pc.UUCP (John Joubert) writes:
>
>-------------------------
>
>Due to a hefty amount of requests for this info I will post it:
>
>
>Megabyte Computers
>109 W. Bay Area Blvd
>Webster TX 77598
>
>Ph. 713-338-2231
>
>
>This 14Mhz board is gem compatible and I have not heard of ANYTHING that does
>not run on it. Of course, they have not tried everything.
>
>The reason that is so compatible is that it does not change the way the ST
>does anything, it just changes the speed of the whole system by using a faster
>chip than the 8 mhz one. That is what I got from the phone conversation anyway.

oh, I forgot -- cost is $199, oops !

2095. Re: MWC 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 17:56:11 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2600@crash.cts.com>
Source record: 254076

They told me that with their pricing stratagy it will be cheaper to version 2.x now and upgrade than to buy 3.0 and csd (sold separately). They also said 6 weeks which I think means that they are slipping their schedual a little.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

2096. Re: ETRNL2 and new roms

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 17:58:11 UTC
From: rich@lakesys.UUCP
Message-ID: <476@lakesys.UUCP>
Source record: 254097

In regards to the keyboard\shift

>
>Yes: it sounds like he used the unpublished, floating variable for the
>keyboard shift state, rather than the BIOS call which gives the same
>information.
>
>I can understand using the OS variable when it's time-critical, like
>in the main loop of a game, but why not use the BIOS call when it's
>just a one-shot? Beats me.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Would seem tobe the reason that the menu bar lockout in Word Perfect
and the alt\cntl\shift won't work in K-Switch or the Supra hard drive
over ride won't work also. Any way to alter this by way of a small program
that would be run in the AUTO folder at boot up?

-rich
UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
Disclaimer: Pick one, it works for me

2097. copyrights (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 18:11:46 UTC
From: bts@sas.UUCP
Message-ID: <366@sas.UUCP>
Source record: 254098
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Just in case you want to know the definitive story:

``The notice consists of three parts: the symbol (c), the year in
which the [work] is published, and the name of the copyright owner.
(The [U.S.] law permits the word *Copyright* or the abbreviation
Copr. to be used instead of C-in-a-circle symbol, but since the
symbol suits the requirements of the Universal Copyright Convention,
to which the United States and most European contries belong, it is
greatly to be preferred. There is no point in using both symbol and
word, as some publishers do.) In addition, most publishers add to
the notice the phrase ``All rights reserved,'' as this expression
assures protection for the book under the Buenoes Aires Convention,
to which the United States and most Latin American countries belong.

``For any work published with a notice of copyright the law requires
the copyright holder to send two copies to the Copyright Office . . .
The deposit is to made within three months of publication, and no fee
is required. Failure to make the required deposit does not forfeit
rights under the law . . .''

A few points:

1. I am not sure whether (c) is really a valid substitute for C-in-a-circle,
so this may be a good reason to use ``Copyright (c) 1988 . . .'' Maybe
an expert on the International Copyright Convention could fill us in.
Is it even clear whether this is usable for software?

2. Since there is no penalty for not sending in the copies (unless, as the
quote says later, specifically asked to by the Registar of Copyrights),
there is no real reason to bother. Perhaps a lawyer could tell use why
they bother making something ``illegal'' but giving it no penalty.

3. You can get extra protection in an infringement suit by registering
your work when sending copies if you want to.

4. Posting an item to the net or any other public forum would seem to meet
the legal definition of ``publishing,'' but again perhaps more of an
expert could fill us in.

5. I have directed followups to comp.misc. I can't see what any of this
has to do with operating systems, and the distribution is surely too
wide.
--
--Brian.
(Brian T. Schellenberger) ...!mcnc!rti!sas!bts

DISCLAIMER: Whereas Brian Schellenberger (hereinafter "the party of the first

2098. Re: Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 18:13:00 UTC
From: michel@megamax.UUCP
Message-ID: <1287@megamax.UUCP>
Source record: 254099

Laser C that will show up in the stores will not have this bug. Also this bug will only show up when you have around 15,000 initialized "things" That is a lot of typing and will probably only affect a minute number of people. (That number is also per file. not the overall number per program)

Michel @ megamax.
--
Anyone who would like a reply to their mail sent to me needs to give a uucp path. The mailer on our system is weird. Either that or give me a tel. number and I'll give you a call.

2099. Laser C from Megamax

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 19:48:13 UTC
From: cs4l3ah@maccs.UUCP
Message-ID: <1024@maccs.UUCP>
Source record: 254100

-----line eater food -----------

I just received my Laser C upgrade from Megamax (minus docs).
It is great! BUT I can't run it!

It absolutely requires a one megabyte machine. With all the resident
programs flushed it still won't compile a small sized C source file.

Also, It accesses drive A: for some reason every time it starts even
when installed on the hard disk - forcing me to wait while it times out.

They obviously tested this thing on a 1040ST with floppy only.

If someone at Megamax is listening :

Please produce a version that will run with 512K.
OR: revise the old shell and editor to include env. vars, the new editor
and interfaces to the linker/compiler.

Does anyone out there know how to install an environment variable? Are
the env var.s standard in the ST OS? If I can get these variables installed
I can at least run the new version of the Laser C compiler with the
old shell - pity since the new dev shell really is fantastic.

Yah, yah, I know get the d*&m thing upgraded to 1 meg.. :-)

Thanks,
Richard Werezak
McMaster University
UUCP: cs4l3ah@maccs.UUCP
BITNET: w8304818@mcmvm1.BITNET, carson@mcmaster.BITNET

2100. MX2 documentation

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 20:05:27 UTC
From: jsm@laird.UUCP
Message-ID: <13.UUL1.1#125@laird.UUCP>
Source record: 254101

Been a while (my modem died). But here it is, the promiced documentation
for mx2.

The spacing is as the author wrote it.

------------------- cut on dotted line ---------------------------------

PAGE - 1 - MX2 Multitasking Kernel

```
*************************************************************************
* SHAREWARE *
* To register send $20.00 to *
* *
* Fred Brooks *
* 4145 44ST #5 *
* San Diego CA 92105 *
* *
* You will receive the complete Modula-2 source, *
* updates and programming examples for JSM2 and TDI. *
* *
* MX2 V1.0.0 A multitasking and multiuser *
* environment for ATARI ST. *
* Written using TDI Modula-2 3.01a Compiler *
* For TOS Versions 11/20 1985 and 04/22/87 *
* Other Versions may not run correctly. *
* *
*************************************************************************
```

Intro: MX2 is a multitasking environment to aid in program development
for the ATARI ST. It was developed in Modula-2 but can be used
with any language such as C, BASIC, or PASCAL. Suggested system
minimum requirements are 1 MEG of memory with a double-sided
disk drive. A hard disk drive will greatly improve system
performance.

MX2 Multitasking Kernel

PAGE - 2 - MX2 Multitasking Kernel

NOTES:

I have tuned this kernel for use with the GULAM shell. I have
had no problems using it exempt with the TE communications command.
It locks up my background xmodem routines if it is used.

MX2 Multitasking Kernel

PAGE - 3 - MX2 Multitasking Kernel

SYSTEM GENERATION:

The MX2.INF file contains the system generation parameters.
It is an ASCII files that can be edited with the UE editor in
GULAM or any ASCII editor This files allows you to change the
default system boot parameters
If this file does not exist the default values are:
numeric values are in decimal

Init Command : IP CLI.PRG
System Memory : 32000
Alt Program HOTKEY : 3276800
Normal Mouse HOTKEY : 3211264
Cursor Mouse HOTKEY : 3014656
Reboot HOTKEY : 1245184
Reserved Memory : 32000

Initialisation command is normally used to load the SHELL
program. The CLI.PRG enables GULAM.PRG to multitask then loads
the program. If the program is exited the kernel will respawn
the SHELL. To change the program change to IP "name of program"

System memory is the size of the memory reserved by MX2 to
allocate for it's internal data structures. The default size
should be adequate for 7 MX2 processes with workspaces of 2K.

Reserved memory is the size of the memory that will be released
to the alternate program is available memory drops below
the size of the reserved memory.

MX2 Multitasking Kernel

PAGE - 4 - MX2 Multitasking Kernel

INTERFACE LIBRARIES:

The SYSCALL module is the standard interface for user programs
to the MX2 Multitasking system. It includes functions to starting
ending and controling concurrent processes. The TDILIB contains
the TDI MODULA-2 3.01a libraries and JSM2LIB contains the
JEFFERSON SOFTWARE MODULA-2 1.00 libraries. I will include a
portable C library as soon as I can find out how the convert
the code over.

MX2 Multitasking Kernel

PAGE - 5 - MX2 Multitasking Kernel

COMMUNICATIONS:

Also included is a no frills communications program.
COM.TOS without options sets the AUX port to 1200BPS.
COM.TOS # "where # is a number" will set the AUX port to
the speed according to the table.
0 = 300BPS

1 = 1200BPS
2 = 2400BPS
4 = 4800BPS
9 = 9600BPS
H = 19200BPS
Use the [Undo] key to exit back to the CLI.

MX2 Multitasking Kernel

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MX2 HOTKEYS:

Hotkeys for several functions are included. These are the default
keys they can be changed in the MX2.INF file.

ALT m = Load and switch to second CLI or program, the screen and status
of the first cli is saved. If used after the second
CLI has been loaded this command will switch back and
forth between the two. It is recommended that this
command only be used in TOS programs. If a you only press
RETURN after the program name prompt the CLI.PRG will
automatically be loaded.

ALT r = REBOOT computer. This is the same as pressing the
reset button.

MX2 Multitasking Kernel

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BACKGROUND TIMER:

The background timer CRON has been implemented. When MX2
is started the file CRONTAB is read into memory. CRONTAB lists
the start time and frequency of the MX2 command on that line to
be executed. To stop the CRON from running the entries in the
CRONTAB file you can rename it or after the the CLI is running
issue the "SYS CRON OFF" command to stop.

All times are in minutes. You may have up to 16 entries in the
CRONTAB file. The format of the CRONTAB file is.

Start Time Frequency Command
0 60 SYS BP DUMMY.PRG

midnight every hour run the DUMMY.PRG in background

MX2 Multitasking Kernel

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NETWORKING:

MX2 has a low speed disk sharing network built in the kernel.
The network uses the midi port to allow a second ST that

is also running MX2 to use the remote ST's drives. The remote
drives can be used just like your local drives but they will of
course be slower because of the transfer of the data through the
midi ports. The remote drives will start as the second drive ID
after the last drive that you have on the local ST. For example
if you have drives A,B,C,D,E,F then the remote drives will be
| | | | | |
H,I,J,K,L,M To use the C drive on the remote
system simply use the J: drive on the CLI. Be sure to cross connect
the midi cables ie... the MIDI out to the MIDI in on the other ST
and vice verse.
midi in ___ ___ midi in
ST 1 \/ ST 2
midi out ___/___ midi out

The MX2NET.PRG is a standalone network driver that runs from
the DESKTOP or another GEM program. It can be installed in an
AUTO folder or run from the DESKTOP. It will allow disk sharing
between ST's that are not both using the MX2 environment.

MX2 Multitasking Kernel

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MISC:

The condition of the CapsLock is indicated by an asterisk in
the upper right corner.

MX2 Multitasking Kernel

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Known Bugs, Fixes and Improvements:

V1.0.0 The spooler will not work with networked files.

V1.0.0 MX2.ACC accessory will allow MX2 to multitask in some GEM
programs. The TDI editor will allow MX2 to switch when running
this accessory.

V1.0.0 Some programs will start up ok but on exit cause the system to
crash. Probably caused by Term code. If I used Term(0) to end
a program in MODULA-2 this will cause the problem. Solution:
just let the program END without any GEMDOS Term command.

MX2 Multitasking Kernel

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MX2 Commands:
() mandatory parameter, [] optional parameter
priories range from 1 to 10
Always use SYS before all commands if run from
the CLI.

MX2 Multitasking Kernel

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Program Commands:

IP : Run Interactive Program. This is normally only used to
run the mx2 CLI when the kernel first boots. The kernel
will respawn the program if it terminates or exits.
USAGE : IP [priority] (filename) [command],
SYS IP [priority] (filename) [command]

BP : Run Background Program.
Background programs use the same I/O vectors as the process
that started it.
USAGE : BP [priority] (filename) [command],
SYS BP [priority] (filename) [command]

FP : Run Foreground Program.
Foreground programs always use the normal ST I/O vectors.
It's use would be to run programs that use the ST screen and
keyboard from processes that have been redirected to the
RS232 port or MIDI port.
USAGE : FP [priority] (filename) [command],
SYS FP [priority] (filename) [command]

MX2 Multitasking Kernel

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XMODEM COMMANDS:

XR : Receive an XMODEM file from remote computer.
USAGE : XR (filename), SYS XR (filename)
This command will start a background process to
download a file. If the download is complete a single
bell will sound at the console. If the download
aborted for some reason four bells will sound.

XT : Send an XMODEM file to a remote computer.
USAGE : XT (filename), SYS XT (filename)
This command will start a background process to
upload a file. If the upload is complete a single
bell will sound at the console. If the upload
aborted for some reason four bells will sound.

XA : Abort XMODEM transfers.
USAGE : XA, SYS XA
This command will abort all xmodem background
processes.

XS : XMODEM Status.
USAGE : XS, SYS XS
This command will display the current status of a
xmodem up or download.

XCRC : XMODEM crc MODE.
USAGE : XCRC, SYS XCRC
This command will set xmodem transfers to
Cyclic Redundancy Code error detection method.

XCKS : XMODEM checksum MODE.
USAGE : XCKS, SYS XCKS
This command will set xmodem transfers to
Checksum error detection method.

MX2 Multitasking Kernel

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PROCESS PRIORITY:

NICE : Change Process Priority.
USAGE : NICE (priority) [pid], SYS NICE (priority) [pid]
If NICE is called without a pid the current process
will be used.

MX2 Multitasking Kernel

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PROCESS COMMANDS:

HP : Halt Process.
USAGE : HP (pid), SYS HP (pid)
Pid is the process id number of the process you
wish to Halt. To start up a halted process use
the WP command. The HP command takes a process out
of the ready list and removes it from the CPU but
NOT from memory.

WP : Wakeup Process.
USAGE : WP (pid), SYS WP (pid)
Pid is the process id number of the halted process
you wish to Wakeup. The WP command puts the process
back into the ready list to be run in it's time
slot.

PID : Process Identifier.
USAGE : PID, SYS PID
Returns the Process Identifier of the current
process.

MX2 Multitasking Kernel

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SPOOLER COMMANDS:

SP : Background file Spooler.
USAGE : SP (filename), SYS SP (filename)
puts file in process list to be printed. Unless

the path in included it will use the current dir.

ASP : Abort Spool.
USAGE : ASP, SYS ASP
Will terminated the current spool process and
allow the next to start if present.

MX2 Multitasking Kernel

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PROCESS STATUS COMMANDS:

PS : Process Status.
USAGE : PS, SYS PS
Display description of all system processes.

PSL : Process Status Log.
USAGE : PSL [filename], SYS PSL [filename]
Write to SYS.LOG file the description of all
system processes. If a filename is given the
description will be written to that file if
possible or else it will default back to SYS.LOG.

ZS : Zombie Process Status.
USAGE : ZS, SYS ZS
Display description of all inactive system
processes.

ZSL : Zombie Process Status Log.
USAGE : ZSL [filename], SYS ZSL [filename]
Write to SYS.LOG file the description of all
inactive system processes. If a filename is
given the description will be written to that file if
possible or else it will default back to SYS.LOG.

MX2 Multitasking Kernel

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BACKGROUND TIMER COMMANDS:

CRON : Background Scheduler Timer.
USAGE : SYS CRON [ON OFF]
CRON with no options will display the current
timer table entries. CRON OFF disables the timer.
CRON ON read the CRONTAB file, reloads the timer
table then enables the timer.

MX2 Multitasking Kernel

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NETWORK COMMANDS:

NETOFF : Turn off MX2 network.
USAGE : NETOFF, SYS NETOFF

NETON : Turn on MX2 network.
USAGE : NETON, SYS NETON

MX2 Multitasking Kernel

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MX2 UTILITY PROGRAMS:

SP.TOS Same as the MX2 SP command except it runs
directly from the CLI.

PS.PRG Same as the MX2 PS command except it runs
directly from the CLI.

ZS.PRG Same as the MX2 ZS command except it runs
directly from the CLI.

REDIR.PRG Program to redirect screen and keyboard I/O to
the RS232 port.

COM.TOS Program to communicate thru the RS232.

SUBMIT.TOS [cmd] Program to send string on the command line to the
keyboard buffer.
SUBMITA.TOS [cmd] send string to RS232 buffer.

MX2.ACC Desk accessory to allow MX2 to multitask in
some GEM programs.

MX2 Multitasking Kernel

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SYS.PRG USAGE:

The SYS.PRG reads it's command line and submits the command the
the MX2 kernel. It's use to to give MX2 commands from another
program such at GULAM. Example "SYS BP LOOP.PRG" will load
and run LOOP.PRG as a background process. All MX2 commands
can be used. To get a process status enter "SYS PS"

MX2 Multitasking Kernel

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DESIGN and IMPLEMENTATION:

MX2 is not a CLI shell. It provides a platform for system
services for a CLI or programs. When MX2 boots it looks for
CLI.PRG in its directory. If it exists it will be run as an
Interactive Process as the command shell.

These are examples for use of the amulti kernel make use of the
trap 15 interface. This makes it possible to use kernel services
in other languages that allow inline assembly or code.

```
#1 format for commands that require a string
pea buffer
move.w #8,-(sp) function number for sp
trap #15
add #6,sp
.
buffer:
.dc.b 'test.mod',0
```

```
format for commands that need only function #
#2 move.w #11,-(sp) function number for pid
trap #15 display pid on stdout
add #2,sp
result in D0
```

```
#3 format for vfork
move.l #subaddress,-(sp) subroutine address
move.l #2000,-(sp) workspace size
move.w #23,-(sp) function number for vfork of subroutine
trap #15
add #10,sp
```

MX2 Multitasking Kernel

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DESIGN and IMPLEMENTATION:

function name trap type

```
0 off #2
1 st #2
2 ps #2
3 stl #1
4 psl #1
5 ip #1
6 bp #1
7 fp #1
8 sp #1
9 asp #2
10 cron #1
11 pid #2
12 neton #2
13 netoff #2
14 nice #1
15 hp #1
16 wp #1
17 xr #1
18 xt #1
19 xa #2
```

20 xs #2
21 xcrc #2
22 xcks #2
23 vfork #3 runs a subroutine as a
concurrent process. A
RTS terminates the process.
24 info #2 returns a pointer the
current process descriptor
in D0.
25 rpid #2 return the process id number
in D0.
26 tick #2 force context switch

MX2 Multitasking Kernel

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SETUP:

Unarc the files and place them all in the same dir. You
MUST have a copy of GULAM.PRG for the SHELL.
Run MX2.PRG and the CLI.PRG will load and be ready for input.
I have included a few batch files to set up and to help run a
CLI in background to the RS232 port.

Please let me know of any fixes that you come up with or
improvements.

HOME PHONE 619-584-0281 San Diego CA. 5PM-10PM Please.

MX2 Multitasking Kernel

---------- cut on dotted line ----------

Jeffrey McArthur, Laird Telemedia Inc.
2424 S. 2570 W.
Salt Lake City, Utah 84119
(801) 972-5900
{ihnp4,decvax,seismo!ut-sally}!utah-cs!utah-gr!uplherc!sp7040!laird!jsm

Gateway BBS
(801) 562-1587
running STadel 3.1g
300/1200/2400/19200 (Telebit Trailblazer)
24 hours
106 Meg

2101. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 21:25:21 UTC
From: ccs011@vega.ucdavis.edu
Message-ID: <1260@ucdavis.ucdavis.edu>
Source record: 254102

```
>>And who at Atari is listening? That's a good question. But even better:
>>what would they do about it anyway?
>>
>>To really discuss this, we need a new newsgroup: comp.sys.atari.flame
>
> No, what we ALL need is what should have been there all along: A
>*DIRECT* pipeline to Atari's top management.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

HA! HA! HA! HA!
```

2102. Re: mailing of MX2 files

Newsgroup: comp.sys.atari.st
Date: 1988-02-28 23:36:11 UTC
From: fred@pnet01.cts.com
Message-ID: <2601@crash.cts.com>
Source record: 254075

I am about to release a complete new update of MX2 in a few weeks that will greatly increase the capabilitys of the program. The complete source in MODULA-2 will also be included. I would like any comments on things to be changed or bug reports from users of the programs.

Fred Brooks

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

2103. Re: Posting Binaries - please read

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 00:15:32 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3404@watcgl.waterloo.edu>
Source record: 254103

In article <994@sbcs.sunysb.edu> lean@sbcs.sunysb.edu (Lean L. Loh) writes:
>It's silly to post a 50K uuencoded thing which is preceded by 2 lines saying
>it's a blah, blah, blah.
> ... etc, etc, gripe gripe gripe.

A) I posted the contents of the .arc file several days prior to posting the .uue. B) The topic had been discussed to a small extent on the net already. C) I specified that it was the sources, and demo, for an alternate File Selector routine. D) I didn't write it, so I had no more information to pass on.

Please don't take this as a personal flame, Lean. You had valid concerns, but I feel obliged to defend myself.

New Topic:
==========

About the unkind treatment of James Turner (ex-moderator of the source and binary groups) lately: perhaps some of the criticism has stemmed from the fact that many students are used to having a great deal of time to spend perusing the net each day. People working full-time have an entirely different concept of free time. It is a cherished thing, especially in a workforce in which one is often expected to put in 50+ hour weeks with no overtime pay. I've had a few co-op work-terms in such an environment, and even though I was not nearly as busy as some of my co-workers, I found that I had very little time or energy to fool around on my computer at home in the evenings. Probably James has even less time than I had. And he has recently started a new job, so the last thing he wants to do is to get caught spending time uploading Atari ST sources and binaries to the net during work hours. Good way to make a first impression.

I for one wish to thank James for the work he did; his only failure was in delaying too long the decision to drop a duty that he evidently had little or no time to perform. But when he was more active, he did a first-rate job. Thanks, James!

--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
"My computer understands me."
- Old button of mine.

2104. Re: Pexec Cookbook

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 00:39:50 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <959@usl-pc.UUCP>
Source record: 254104

I too would like a copy of Allan Pratt's Pexec Cookbook.


```
------------------------------------------------------------------------------
John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/
------------------------------------------------------------------------------
```

2105. Re: Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 00:41:34 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3882@batcomputer.tn.cornell.edu>
Source record: 254105

[]

I finally sat down and tried out the new Laser C (Megamax 2.0). First I
installed it on the hard disk. One main file refused to copy at first,
I had to try several times. Bad diskette? The graphical shell will take
getting used to but seems rather nice: much better than the desktop, and
includes some commmand-line features. A main point of frustration for
me is that command lines must be terminated by ENTER, not RETURN. I guess
that's for safety, since one can enter a command line from an editor window.
But in the "STDIO" window pressing RETURN is just second nature to me.
On the other hand, one can go back (even scroll the window back!) to a former
command, put the cursor at the end of the line, and press ENTER. One can
even select (by dragging the mouse) a block of lines, press return, and
(ta-da!) it is like a shell script (alas without conditionals, etc).

The shell includes installation of system tools as resident in RAM, and a
disk cache with write-through optional separately for each tool. The
compiler and linker work very fast if they are in RAM and their output
is NOT write-through. That's how the 4-second turn-around time is achieved.
(That's right: if you edit a small program in an editor window, and press
Control-R, you get the output of the program in about 4 seconds!)
One can opt for saving of the source before compilation, just in case.
When one quits from the shell all non-deleted not-written-through
output is flushed to disk. But first the "cache management" dialog
is activated, where one can decide delete some files (e.g., *.o) from
the cache so they will NOT be written to disk.

A bit of snooping with the supplied disassembler shows:

- block initialized data: no more element-by element copying
when one codes "static int a[] = {1,2,3,4,5,6,7,8};".

- FP ops (as in "double a,b,c; a=b+c;") are done like this:
move b-->fpreg0 (two move.l's)
pea c
pea fpreg0
jsr doubleadd <--- no more dispatcher nonsense
(push opcode, call central...)

The very fast turnaround time means simple benchmarks are very easy to do.
Here are some DOUBLE FP times, in MICROSECONDS (millionths of a second):

dabs 60 <--- they don't call it fabs :-(
add/sub 160
mul 250
div 320

sqrt 1800
exp 2300
log 2800

(These times include a complete C statement including assignment of the results, e.g., "double a,b,c; a=b+c;".) I believe these are pretty good results for SW FP on an 8MHz 68000. I havn't tried the Savage benchmark right now but when Megamax sent me a prerelease of the new FP package it was faster---and more accurate---than Absoft FORTRAN, which fits with the above results.

Other things I noticed in my first session with Laser C:

- The supplied "cat" utility displays text with the newlines missing, i.e., as one long line. This is true even for text files created with their editor!

- My utility "MORE.TTP" does not work right when invoked from inside the shell (using "tos more filename"). It reports a "TOS error", meaning the file was not found. I suspect the shell passes command-line args to the program in a nonstandard way: MORE.TTP was written in AL and examines the basepage directly. Other .TTP programs I tried (e.g., my version of microEMACS) read the args fine. Any ideas?

- Text in the shell's windows is drawn and scrolled VERY fast, especially given that these are standard GEM windows (at least they appear to be, with scroll bars, resizeable, etc).

- When I run microEMACS from inside the shell, it reads long text files much more slowly than it does when invoked from the desktop. E.g., a 25K C source file takes about 3 seconds outside, 6 seconds inside the Laser C shell. The only reason I can think of is that the cache is not very fast and gets in the way. (Those times are from the hard disk.)

#include <std.disclaimer>

- Moshe Braner

PS: trying to run UNITERM from INSIDE the Laser C shell resulted in a crash that was too much even for that shell's exception-trapping facilities!

2106. Re: Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 01:44:28 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1543@ncsuvx.ncsu.edu>
Source record: 254106

In article <1287@megamax.UUCP> michel@megamax.UUCP (Michel Rynderman) writes:
>Laser C that will show up in the stores will not have this bug. Also this bug
...[some deleted stuff]...

Could you let us know when Laser-C is expected to show up in stores? Any info
on this would be greatly appreciated.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2107. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 01:46:27 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <7381@tut.cis.ohio-state.edu>
Source record: 254107

In article <1260@ucdavis.ucdavis.edu> ccs011@vega.ucdavis.edu.UUCP (Bill Frazer) writes:
>>>And who at Atari is listening? That's a good question. But even better:
>>>what would they do about it anyway?
>>>
>>>To really discuss this, we need a new newsgroup: comp.sys.atari.flame
>>
>> No, what we ALL need is what should have been there all along: A
>>*DIRECT* pipeline to Atari's top management.
> ^^
>
> HA! HA! HA! HA!
Ha ha ha is right. Should have been there all along is a relative
thing. It would be nice for us, the consumers. But it would be a royal
pain in the a*s for the upper management at Atari.

I can just see a lot of people harping at Tramiel and Co. in the early
days, when Tramiel had dumped a large amount of funds into what seemed to
be a financial black hole to everyone else - a company millions of dollars
in debt, not to mention the company itself split into three, non-cooperating
spheres of influence: home computers, home gaming systems and coin-op
systems.

The argument about any PUBLIC service having things like direct
feeds to upper management is correct, unfortunately Atari Corp., while
a public corporation stock-ownership-wise, is still largely owned and oper-
ated by one family.

Granted, Atari has pulled off some major public relations disasters
("Moses PromiseLAN"? I mean, in the immortal words of Ms. RIvers, "CAN WE
TALK?") but they have delivered the company from bankruptcy to a state of
at least semi-coherency.

This is not meant to curb the current flame war, no, my ST lies
broken and near death in my bedroom back in the dorm. I am not precisely
sure what is wrong with it, but it looks as if a motherboard swap (if the
old $95 deal is still on) is the only financially feasible way of 'repairing'
it. C'est la vie.

Tell you what though. If Atari wants to get involved in "other
markets" as Mr. Dodd implies with the '030 box and the Abaq transputer,
they better get a real attitude about customer support, and fast. Or there
possibly will be no more Atari to flame after they dump a couple hundred
million in a transputer project.

Think I will just buy a new drive for my 800 and forget the ST
(half :-)

--
Andrew Weaver, OSU College of Business weaver@tut.cis.ohio-state.edu
"OSU burns up and everyone dies." -scifi soon: weaver@osu-pisa.UUCP

"What's the watermelon for?" "I'll tell you later." -- from Buckaroo Banzai

2108. SX212 fun 'n games

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 01:47:55 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2229@bsu-cs.UUCP>
Source record: 254108
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In response to the recent fever of SX212 praise and wonderment, I gave in and went out and bought one yesterday, intending to UNPLUG my existing modem (which talked to my Atari through an 850 Interface and so-called "standard" RS232C cable) and plug in the SX212 instead. I had it on good authority (this net) that you could indeed do this, with no hassles.

I got the modem for about $99 (came to $103.95 with the 5% sales tax here in Indiana), brought it home, unplugged the old modem, plugged in the SX212, and threw the switch. Nothing happened. It didn't work. The SX212 would indeed talk to my Atari - accept Hayes-like commands, respond with "OK", and all that. It did NOT, however, even so much as ATTEMPT to talk to the PHONE LINE! It just sat there and did NOTHING. I was devastated.

Before collapsing in cardiac arrest, however, I checked the documentation, and was astounded to find that this very problem was in fact covered in the section on "Troubleshooting." The problem, it turned out, was that the "DTR" (Data Terminal Ready) line of the RS232C connection was NOT PRESENT. Oh. I tried a few more 850 Express! commands, but nothing made any difference vis-a-vis bringing up the DTR signal. Finally, checking the cable itself, I found that not only was there no signal on the DTR pin of the cable, there wasn't even a PIN at the proper location (pin 20 of the 25-pin) in the connectors! My old modems apparently didn't mind, but the SX212 can't deal with it. So for the past day and a half I've been searching for ways to fix MY cable, replacing pin(s), connector(s), and/or whatever else I could find. Radio Shack (forgive me; I was desperate) had an RS232C cable and a "serial port adaptor" for ITS line of equipment, which had the correct number of pins on both ends, but after bringing it home I found that the particular pinouts were wrong.

Finally, good ol' Dave P. (aegnor@bsu-cs) stopped in, and suggested that perhaps the oft-mentioned "Club II BBS" would have an alternate R: handler that would let me say goodbye to the RS232C and 850 arrangement, and simply connect the SX212 directly to the SIO port. We quickly logged onto the Net, got the Club II BBS phone number, dialed into it, found "RVERT212" in the File Section, downloaded it -- and, to make a long story just a little shorter, HERE I AM, TALKING TO YOU VIA SX212, "RVERT212" R: handler, and the KERMIT65 (minus contained R: handler) that was posted here a few months back!

It WORKS, gang! Go out and get 'em NOW!

This thing is BEAUTIFUL, in operation AND in appearance. Even my non-computerholic girlfriend calls it "the squirt" because "it's so cute!"

Anyway, that's my tale, which had an unexpectedly happy ending. I'd like to thank John Dunning for porting Kermit65 in the first place, and whomever it was (I forget, sorry) who posted the Club II BBS info here! The entire face

of my telecomputing experience has been changed beyond recognition, much for the better, due to you guys. Have a happy!

Chris Chiesa, Senior, CS Dept., Ball State University, Muncie, IN

(317) 288-2957 <home>

[soon to be travelling to Rochester, NY, via central Ohio, for a few days' visit with my parents over Spring Break!]

--
<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

2109. Re: Lyco Computer

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 04:36:57 UTC
From: Mark_H_Brandwein@cup.portal.com
Message-ID: <3560@cup.portal.com>
Source record: 254109

Concerning Lyco Computer: I have ordered from them on two occasions, once back in 1980, when I purchased my first 800. The service was fast and flawless. However, when I ordered my 520ST from them in 1986, they said they were in stock and would be shipped tomorrow. Two weeks later, I had called them to locate my order.. the girl said there were no monitors in stock, and were waiting for ME to call to ask me if I was interested in receiving the keybd, drive, etc... and they would send the monitor when it came in (old ST with TV modulator!). I replied "of course" and got the ST in 10 days, the monitor a week and a half after that. Other friends I know who have dealt with Lyco say the same, that Lyco will tell you "OK", and let you sit and wait, when they really are out of what you ordered,or something else. I recommend Electronics One in Ohio. I ordered a 1020 printer/plotter from them while I was stationed in Korea... it arrived ten days after mailed the letter! Now THAT is good service!

Mark Mark_H_Brandwein@CUP.Portal.com

2110. Sources Wanted, Rogue & Moria

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 13:49:49 UTC
From: wsl@erc3bc.UUCP
Message-ID: <19@erc3bc.UUCP>
Source record: 254110
Cross-posted to: rec.games.rogue,comp.sys.atari.st

I am looking for the sources to Advanced Rogue Version 5.8 could somebody mail me a copy? Thanks a lot.

Also, I have a hardcopy of the sources for a Version of MORIA. These sources are written in VAX PASCAL. Does anybody know if there are sources available for UNIX/C (or any C for that matter). I would like to try to port the ROGUE and/or MORIA sources to my ATARI ST.

Again thanks a lot in advance.
Warren S. Lobel
erc3bc!wsl

2111. Atari Advertising Idea

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 14:12:05 UTC
From: rkolker@netxcom.UUCP
Message-ID: <690@netxcom.UUCP>
Source record: 254111

Okay folks at Atari (I know you're out there) here's an idea for ST advertising.

In all of the interminable up-close-and-personal features ABC ran during the Olympics, there was one on Debi Thomas, figure skater and pre-med student using her computer. Well, look at that, it's an Atari ST (looks like a 1040).

Now, this would have been better if Debi had won the gold, but she is a role model, not only as a skater but as a student, and if you want to show the ST as a serious computer, maybe sell a few to college students, she sounds like a perfect spokesperson to me...and she already chose the machine!

Just an idea.

++rich
+---^-------+
Rich Kolker The work goes on... A	W	A
8519 White Pine Drive The cause endures... H	T	H
Manassas Park, VA 22111 The hope still lives... /			\
(703)361-1290 (h) And the dream shall never die. /_	T	_\
(703)749-2315 (w) (..uunet!netxcom!rkolker) " W "
+---V---V-----+

2112. Re: comp.{sources,binaries}.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 14:41:31 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1403@water.waterloo.edu>
Source record: 254112
Cross-posted to: news.groups,comp.sys.atari.st

```
Attention "news.groups":
Perhaps a volunteer has been found!

In article <2104@saturn.ucsc.edu> koreth@ssyx.ucsc.edu (Steven Grimm) writes:
>If the sysadmin here will let me take up the disk space, I will be able
>(and willing) to moderate the newsgroups. We shall see what happens.
>
>+New! Improved! Now 100% Artificial-+-+-----------------------------------+
>|# # @@@ **** &&&&& $$$$$ % %| |Steven Grimm |
>|# # @ @ * * & $ % %+-+ ARPA: koreth@ssyx.ucsc.edu |
>|### @ @ **** &&&& $ %%%%%| | UUCP: ...!ucbvax!ucscc!ssyx!koreth|
>|# # @ @ * * & $ % %+-+ _______________________________|
>|# # @@@ * ** &&&&& $ % %| | |"Let's see what's out there."|
>+-----with NutraSour(TM)! No natural colors or preservatives!------------+

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey
```

2113. Re: Changes/fixes to OS

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 16:06:59 UTC
From: landon@Apple.COM
Message-ID: <7499@apple.Apple.Com>
Source record: 254113

In article <2597@crash.cts.com>, sreeb@pnet01.cts.com (Ed Beers) writes:
> Speaking of following the standards to insure future compatibility, why did
> Atari use the $axxx and $fxxx instruction traps. These are reserved in the
> mc68000 and the $fxxx instruction opcodes are used by the mc68020 and mc68030.

Line-A was used because, well, Apple used it, and it was there. Line-F was used as an optimization (two-byte JSRs so the AES would fit into ROM), and is in no way related to the way the ST is "defined" to the outside world.

Questions about what IS defined on the ST should probably be directed to the guy in the hotseat, Mr. Good. Since the final technical documentation is over TWO YEARS LATE (!) I'd expect it to be a priority item now. There is no substitute for good documentation -- and the ST just doesn't have any yet.

> This probably explains why the megas come with a 68000 rather than a 68020.

Nope. The ST is pretty stuck in the mud with respect to the 68000, but for different reasons. Moving to a 68020 will be painful for EVERYONE.

-Landon
--

I speak for me.

2114. Re: Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 17:14:04 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3889@batcomputer.tn.cornell.edu>
Source record: 254114

[]

So other people also have problems with the Laser C upgrade disks?
I must add to my story that the almost-unreadable disk I got was
apparently used before: some scratches on the shutter. My theory
is that (since they asked us to send in the original disks) they
reused the old disks. I don't think that's very bad (remember:
we only paid $20 for the upgrade, including the (still to arrive)
new manual) but I wish they (1) used _my_ old disks (they were not
scratched...) and (2) did a better verify on the copies...

- Moshe Braner

Addendum to my preview of Laser C: The editor (and the whole shell)
are very distinctly Mac-ish, for better or worse. E.g., when choosing
system tools to install in RAM upon launch I feel like I'm in the Mac's
Font/DA Mover, what with two lists of items and an [>>add>>] button, etc.
Also, the file selector boxes that pop up when you click on "compile"
or "run other programs" in the "execute" menu are NOT the (ugh, tfoo!)
standard GEM version but a much nicer original version. Better than
the Mac's, too.

2115. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 17:14:18 UTC
From: jmc@ptsfa.UUCP
Message-ID: <4151@ptsfa.UUCP>
Source record: 254115

In article <345@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
>In article <153@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>>And who at Atari is listening? That's a good question. But even better:
>>what would they do about it anyway?

> No, what we ALL need is what should have been there all along: A
>*DIRECT* pipeline to Atari's top management.

I wrote a letter to Leonard Tramiel. The letter apparenly went to
/dev/null - I never got a reply (and I mentioned that I was a registered
developer). And now I find that there is a blacklist and I may be on it.
I hope that the Atari people on the net somehow manage to make the
Tramiels understand that blacklisting developers is not a good way
of promoting a business. Its not a good tenet of war to make your
allies into enemies. (and Jack believes business is war?)

--
Jerry Carlin (415) 823-2441 {ihnp4,lll-crg,ames,qantel,pyramid}!ptsfa!jmc
soon: {ihnp4,lll-crg,ames,qantel,pyramid}!pacbell!ptsfa!jmc
To dream the impossible dream. To fight the unbeatable foe.

2116. Re: IBM PC -> Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 17:18:23 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Feb29.091829.11946@mntgfx.mentor.com>
Source record: 254116
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

in article <919@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) says:
>
>
> Has anyone attempted to use the Atari ST color monitor on a PC
> using either a CGA or EGA card? Was it successful? Can it be done?
> If so, where can I get the cables?
>
>
> Matt Singer
> Commnet Systems

The ST color monitor is an ANALOG RGB monitor; it WILL NOT work
work with a CGA or EGA card. It's timing matches NTSC specs; voltage
levels are 1 volt peak-to-peak. It should work with a PGA adaptor
(though you might need some voltage level conversion resistors) and
might work with a VGA card. It also should work any Amiga.

The best place I know of for cables is Practical Solutions in Arizona.
(I think that's the name; they make the "Monitor Master").

dgc

2117. RAM expansion chips, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 17:36:07 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <880229-093722-1392@Xerox>
Source record: 254117

Does anybody know the CORRECT specification of extra RAM chips for the ST?

I tried to sort this out with a UK supplier who is doing RAM expansion boards for a (relatively) sensible sum - they quote 120 UK pounds for the board (and they say it ought to be more, but their boss made a mistake with the dollar exchange rate) and sundry astronomical sums for the chips.

When I called them in the morning the chips were 256K DRAMs ("sorry, don't know what sort") and they were 18 UK pounds each. This was both technically and financially incorrect. In the afternoon they were 1M DRAMs ("sorry, still don't know what sort") and they were 28 UK pounds each. This means, for 4M worth (what I wanted) a total of over 1K UK pounds the lot. The guy claimed that this was because there was an earthquake in Japan and the ground opened up and swallowed the chip factory, the uninsured loss of which was being passed on to the customer.

I don't know if there's any truth in this, but I'm quite certain advantage of the mistake on the board price I can get the DRAMs somewhere else for more sensible money (hell, for 1K pounds I could nearly get an ST4 anyway).

The only 1M DRAM I could find in the dreaded RS Components catalogue were Toshiba TC511000P-10. These are 100ns devices, and I understand that I don't need any faster than 150ns. Anyway, these things cost about 25 UK pounds from RS (but that's inevitable with them). The board people couldn't tell me the device organisation but I guess it's 1M x 1bit.

Can anybody sort this out for me? What I'd like to know is:

1 Device spec (part number, manufacturer, access time, organisation, number of pins, even...). I've heard that certain manufacturers devices, such as Samsung, won't work at all.

2 Is it true that the factory is now on its way to California by the scenic route? If so, why are we expected to pay for it? Or is someone out there sitting on a huge pile of these things, spreading rumour and profiteering?

3 What about the power supply? My 520STFM sits there quietly smouldering as it is - the left-hand side of the vent slots gets nicely warm. All those RAMs are going to want some power - can the internal supply handle an extra 2A max. (64mA refresh) or will it finally brew up? Calculations based on Toshiba devices as above.

4 The guy I spoke to seemed to think that the price ought to go down, rather than up ("we're not making anything on this, you know..."). How much do you folks Stateside pay for this sort of device? Just how badly am I going to get burned? It might be worth asking someone visiting the US to buy them for me there - any East Coast people have a suggested supplier?

5 Is this really worth doing at all, or should I just stop jerking off and get an ST4? I can't really afford it, but I'd consider this course rather than drastically marginalising the design of the 520STFM.

Hope somebody actually reads this far.

Regards,

Chaz

"I got a bad feeling about this."
"You do, huh?"

2118. Laser C bug reports/notes

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 18:11:14 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Feb29.101120.12013@mntgfx.mentor.com>
Source record: 254118

This is what I've seen so far trying to port over a large working
package from Megamax C version 1 to Megamax Laser C:

1. Generation of bad code

in a routine like

```
foo()
{
.
.
.
if (...)
{
if (...)
return;
}
#ifdef bar
bar is not defined, so this block goes away
#endif
}
```

at the end of the routine there was a garbled branch instruction,
that the outer "if" tried to jump into the middle of. The instruction
to restore register variables was missing. This was relatively
easy to find with the traceback facilities of the shell.

presumably what happened was that the generated code originally was
bne ret
ret: restore regs
unlink
rts
and then the optimizer came along and didn't collapse the branch correctly

2. libraries/linker

ar seems to create libraries without a "ranlib" index by default. However
if the linker sees a library without a "ranlib" index it seems to go into
an infinite loop.

once a library has a "ranlib" index ar intermittently has problems updating
members in the library; it sometimes says that the library has a bad format.
This doesn't happen consistently so I don't know what causes it.

3. cc

cc supports a -l switch to reference libraries, and a LIBPATH environment variable to help it find libraries. The ability to use this facility would be extremely useful, as what I'm trying to do is large enough that I have trouble fitting it into the 127 max command line lengths of make.

However cc seems to process all -l switches first, and scans those libraries first before any other files are looked at (presumably because of how cc builds the command line for the ld). Since there are no undefined references yet, it never loads anything from those libraries, thus the -l switch to cc is TOTALLY and COMPLETELY USELESS! "-l" switches should signal that the library is searched in the order that the switches appear in the argument list; if a "-l" switch appears after a filename, the library must be searched AFTER the object for that filename is loaded.

If you reference libraries via a real pathname, everything works fine.

4. utilities

Presumably "cp" is a command to copy a file; experimenting with it definitely makes it look like it wants to copy a file. However it gives the file "copy" a read-only attribute. With that attribute you can't modify, edit, delete, etc. any "copied" file within the shell environment.

*** I may find more bugs; the package is still having problems

5. miscellaneous notes

(These aren't bug reports...)

If there's going to be any further problem in getting the real documentation, could someone at Megamax on what the libx library is? From the header file it looks interesting.

It looks like the compiler now has only 8 significant characters, vs. 10 characters in V1.

The "overlay" keyword is gone

By default you get a 8KB stack; to get more declare and initialize a long integer _stksize with the desired stack size.

Dave Clemans
dclemans@pdx.mentor.com

2119. Re: Books to learn by?

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 19:12:29 UTC
From: robert@richp1.UUCP
Message-ID: <121@richp1.UUCP>
Source record: 254119

In article <328@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
>.... can anyone recommend what book(s) I should get to learn about
>Atari ST programming?
>
>What books should I get/avoid? Abacus' line of ST books seem
>interesting, but I've seen them flamed/praised, and I'm not so sure.
>

Please post a summary to the Net!!! I've got Megamax C-compiler and
do some C programming, but its all "general" programs. I don't know
enough about the ST to incorporate windows, mouse, disk access,
graphics, sound, checking for things like the correct screen resolution
etc from within my C-programs. Cursor control via escape
sequences I know about. Some good reference books might do the trick.

--
....
"To open, cut along dotted line." ....:.....................................
: : Robert Miller @ ihnp4!richp1!robert
.....

2120. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 19:47:17 UTC
From: apratt@atari.UUCP
Message-ID: <999@atari.UUCP>
Source record: 254120

```
From article <217@piring.cwi.nl>, by steven@cwi.nl (Steven Pemberton):
> In article <986@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>> But why would you want to handle bombs any differently from ^C?
>> (Besides, correct programs don't produce bombs! :-)
>
> Well, if you're writing an interpreter for a programming language, you
> want ^C to interrupt the running interpreted program, but not the
> interpreter itself. On the other hand, you want a bomb to kill the
> interpreter.
>
> Steven Pemberton, CWI, Amsterdam; steven@cwi.nl

No you don't... You want a bomb to kill the running program, back to
the interpreter, so the programmer can correct the problem. Or,
you should install your own bomb handler (as most interpreters better
than ST BASIC do).

==========================================
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
```

2121. Re: isatty function missing in both Lattice-C and MWC

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 19:58:42 UTC
From: apratt@atari.UUCP
Message-ID: <1000@atari.UUCP>
Source record: 254121

From article <880224-080441-2553@Xerox>,
by "P.J.M._Verbruggen.ven1RX"@XEROX.COM:

> The isatty (check if file is a terminal) function is not in the
> libraries of both MWC and Lattice. The related function getfc is
> mentioned in the Lattice manual but not incorporated. I produced a
> poorman's isatty but would like to know if someone did a real isatty for
> the mentioned compilers.
>
> isatty(fh)
> int fh;
> {
> if(fh>2)
> return(0);
> else
> return(1);
> }
>
> Thanks
>
> Peter

There is a better isatty. It uses the property of tty's that seeking
always returns zero, while seeking forward in a file file either returns
an error code or a new (nonzero) offset in the file.

This code works for "standard" handles which have been redirected to
files or other tty's, and for "nonstandard" handles which are files or
dup'ed copies of tty handles.

This function returns EIHNDL if the handle is invalid, 0 if it's a
file, or 1 if it's a tty.

```
#define ERANGE -64L
#define EIHNDL -37L

isatty(h)
int h;
{
int rc;
long oldloc, seekval;

oldloc = Fseek(h,0L,1); /* seek zero bytes from current loc */
if (seekval = Fseek(h,1L,1)) /* try to seek ahead one byte */
if (seekval > 0 ||
seekval == ERANGE)
```

```
rc = 0; /* file, not a tty */
else
rc = EIHNDL; /* EIHNDL, for instance: invalid handle */
else
rc = 1;
Fseek(h,oldloc,0); /* seek back to original location */
return rc; /* return true or false. */
}
```

==========

Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2122. Re: Problems w/uue files at ATARINET (UH-INFO@UHUPVM1.BITNET)

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 20:11:48 UTC
From: uace0@uhnix2.UUCP
Message-ID: <500@uhnix2.UUCP>
Source record: 254122

I must take exception to the comments about files not working from ATARINET.
ALL programs have been tested before being sent to ATARINET. My usual path
is to send the file to the UNIX, uudecode it, dearc it, and if it dearcs ok,
then I assume the files are ok. I also take ALL new programs and place them
on a DISK OF THE MONTH for my users' group, so I know they work on the ST, too.
If it then dearcs ok, I re-uuencode it (if it doesn't have a character at the
end of each line, to prevent space truncation), or leave it as is.

The problem is REALLY brain-damaged gateways that do BAD translations of
characters. If you have gotten UUX UUE from ATARINET, this takes care of
almost all problems. The problem is definitely not ATARINET!

- Mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

2123. Laser C; more notes

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 20:39:46 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Feb29.123953.12156@mntgfx.mentor.com>
Source record: 254123

One further note/bug report:

Exception catching from the Laser C shell seems to work fine with GEM programs. However it doesn't necessarily return to the shell correctly. If menu access is blocked via a wind_update call, the shell doesn't seem to unblock it; thus if you try to return to the shell you have to reboot anyway because you can't access any menus.

Ideally this could be checked for automatically; possibly there could be an "unblock" shell built-in that would put things right.

Dave Clemans

2124. Re: Atari no-support?You bet!

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 21:01:06 UTC
From: david@bdt.UUCP
Message-ID: <156@bdt.UUCP>
Source record: 254124

In article <3505@cup.portal.com> Frank_P_Nagle@cup.portal.com writes:
>I know what you mean about not grabbing at it! Paul Heckel... has been trying
>to get a contract signed by Atari for months now. Atari contacted him, provided
>him with their set contract and Paul worked with an attorney to review and
>revise portions. Re-submitted it to Atari, and no word for months! As it stands,
>he is still waiting for word...

Typical Atari practice. Say anything and do nothing. It appears that
there are even members of the staff with this specific responsibility (they
don't seem to anything else). Job description: "Get somebody excited by
promising the moon, then just forget about it."

In other words STALL 'em if they can't take a joke.

With all this flaming, I have to give Atari some credit. Their direct
developer support isn't that bad (only $300 for a dev. kit).

I think Thomas Zerucha makes makes a good point when he says that nobody
knows what the ST can really do (outside the ST insiders) and that's where
Atari has really screwed up. They expect the small-time developers to fund
the software development *and* all the marketing too. Atari just isn't
pulling enough of the load; small companies don't have the resources
to do it by themselves; and large companies aren't going to do it for
Atari until they (Atari) can show that they're serious.

C'mon Atari show us you mean business. Action not words.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2125. Re: status of minix port to the ST

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 21:18:31 UTC
From: david@bdt.UUCP
Message-ID: <157@bdt.UUCP>
Source record: 254125
Cross-posted to: comp.sys.atari.st,comp.os.minix

In article <214@nlgvax.UUCP> johan@nlgvax.UUCP (Johan Stevenson) writes:
> Yes, the C compiler uses 32 bit addresses (and 16 bit ints), and can
> generate large programs. You can run programs as large as physical
> memory allows.
This may have been hashed around before, but I never saw the final verdict,
so please excuse me if this is "old news".

Just exactly how will RAM memory be managed on the ST under MINIX? On the
PC I remember MINIX uses 64K offset addressing? With absoulte addressing
on the Atari some things must be different no?
1) does this mean a "fixup" table a la TOS and PC-DOS?
2) what about swaping:
2a) a fixed "text" area, and a swap on each context switch?
(don't laugh I've seen this proposed on the ST).
2b) no swapping
2c) the "fixups" are remembered so the program can be
relocated at run-time?
2d) other
3) what about dynamic memory (e.g. malloc):
3a) Is there one heap, many, or something else?
3b) can it be swapped/relocated/shared/overlayed?
3c) sbrk causes a swap (like V7)
3d) fragmentation problems?

4) protection scheme?
4a) none
4b) software integrity/ownership tests?
4c) other
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2126. Hard disk Connectors (DB19)

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 21:31:06 UTC
From: crash@calgary.UUCP
Message-ID: <1411@vaxb.calgary.UUCP>
Source record: 254126

Hi,

Help, I need DB-19 connectors. All the local shops don't have
them. Any ideas????

Ram disk chips come back next week!

Glen Stone

2127. Publishin Partner

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 23:04:26 UTC
From: keithr@vice.TEK.COM
Message-ID: <2318@vice.TEK.COM>
Source record: 254127

I was wondering whether any one out there has
the secret for importing NEO (low res) type
pictures into Publishing Partner. I am using
IMG Scan to scan pics at low res, because I have
a color monitor, then I've saved the data as both NEO
and Degas. When either are loaded into PP they
look like garbage. I've also tried reading these
into Degas Elite, saved as PI2, as recommended
in the PP manual. The results are better but
still a long ways from being anything I would
want to look at. If anyone out there has any
ideas please let me know. Thank you.

Keith Rast
keithr@vice.TEK.COM

2128. Re: Atari no-support?You bet!

Newsgroup: comp.sys.atari.st
Date: 1988-02-29 23:19:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500040@iuvax>
Source record: 254128

I have been very well treated by the people at Atari. They have always answered my questions. However, the company operates as a small time outfit. It is easy to fall through the cracks. May I suggest phoning instead of writing a letter.

franco@iuvax.cs.atari.st

2129. Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 00:19:37 UTC
From: hase@netmbx.UUCP
Message-ID: <1464@netmbx.UUCP>
Source record: 254129
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <147@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>There was a company in Germany that started to produce MT C-Shell with
>their own manual, diskettes, and packaging. German authorities informed
>me that this is perfectly *legal* in Germany, becuase you can't copyright
>anything but "works of art"; and software isn't in this category.
This is positively wrong. It is not (!) legal to copy the work of
someone else.
In fact, it's illegal to copy software at all. You may make up to seven
backup copies of software you buyed, but you must not give any away (for
the case of fire or the like..).

All brain-work is protected under the law of copyright (german:
Uhrheberrecht). Even if somebody deletes the copyright message or
patches the version number (happened with WordStar years ago).
> Even if they are breaking the law, all we could
>do is attempt to get a court order to force them to stop selling.
Wrong again. That would only be the first thing.
Even if they would give the copies away for free they _could_ go to jail...

If you ask the right peaople the right question you will get the desired
answer.

hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

2130. Re: Changes/fixes to OS

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 00:51:23 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <1113@pasteur.Berkeley.Edu>
Source record: 254130

In article <993@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>
>It is impossible to estimate the damage done to version-independent
>programming by Apple and Atari when they published the "magic peeks and
>pokes" of their systems. Remember when an OS call on an Apple][
>consisted of a branch into ROM? The effects linger on...
>
I would call it the lesser of two evils rather than damage. Without
these hardwired os calls, lots of memory would have been wasted on
implementing a portable os that really had nowhere to go. Without
these memory maps there may never have been a home computer (read
home vid-game machine) revolution.
And yes, the effects linger on much to the chagrin of many CIS
departments across the globe :-)

John Kawakami / c60b-at@buddy.berkeley.edu
model american / cc-28@cory.berkeley.edu
numbered account / ----* -O^O-

2131. Re: Changes/fixes to OS

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 01:01:26 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <1115@pasteur.Berkeley.Edu>
Source record: 254131

I want to add to Roy Good's call for using only documented system calls. I think we need more adherence to the "rules". But we also need clearer rules and bug free functions (or at least documented bugs). Of all the 'new' machines, the ST has the worst and most difficult to find manuals.
Compare the photocopied ST devpack docs to the AppleIIGS docs (the hardcover texts at Waldenbooks). Perhaps if we could get better documentation, we would adhere more closely to the official calls.

(by we, I mean programmers in general. I'm stuck with Pascal so I'm not doing many system jumps;-)

John Kawakami / c60b-at@buddy.berkeley.edu
model american / cc-28@cory.berkeley.edu
numbered account / ----* -0^0-

2132. Re: DISKFREE

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 03:59:20 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <3897@batcomputer.tn.cornell.edu>
Source record: 254132

What exactly does this "diskfree" program really do for those of us who
don't speak fluent C?

Adam
--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive fiction, it's not fun."

2133. Re: Operating systems

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 09:56:42 UTC
From: piner@pur-phy
Message-ID: <1006@pur-phy>
Source record: 254133

In article <8802280137.AA02815@ucbvax.Berkeley.EDU> AB084@DK0RRZK0.BITNET writes:
>Is anybody on the net willing to run two or three benchmarks on an ST
>under Idris and under OS-9? I can send you the sources or alternatively
>tell you where to find them. Some of the sources we have are in C and some
>in FORTRAN. The tests I am thinking of are for instance: dhrystone, whetstone,
>and linpack.
> Come on, friends, don't let me despair
>Yours
>Michael Eibl

Sorry to use a followup to reply, but the above address is unknown to
our mailer. I would be glad to try running a couple of bench marks
on the ST under OS9. Just mail me the sources. I have both fortran
and C compilers for OS9.
Richard Piner
piner@newton.physics.purdue.edu

2134. I want UniTerm 2.0a...WHERE IS IT !!!!????!!!!

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 11:00:02 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <442@csvax.liv.ac.uk>
Source record: 254134

Has Uniterm V2.0a been posted up yet (I suspect into comp.sys.atari.st if it has) ? I'm running V1.8a 020 - which is now 2 years old !!!!

Richard K. Lloyd, **********
Computer Science Department, * JANET address (sorry, no *
Liverpool University, * other route available !) *
Merseyside, England, * SQRKL@UK.AC.LIV.CSVAX *
Great (?) Britain. **********

"I have VERY strong opinions which are nothing whatsoever to do with the University of Liverpool, so blame ME if I bitch about useless IBM PC clones, even more redundant IBM mainframes and the terrible Atari ST..."

2135. PD UN*X LEX/YACC

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 12:28:02 UTC
From: ferguson@cs.hw.ac.uk
Message-ID: <194@oberon.cs.hw.ac.uk>
Source record: 254135

Well, here goes with my first posting to this newsgroup...

I've just used the ST version of the UN*X curses package (the MEGAMAX version) that was posted to this newsgroup, which I found very useful.

Does anyone know if there are Public Domain versions of UN*X LEX and YACC on the go for the 1 meg ST? If so, I'd be grateful if you'd mail me at :

JANET: ferguson@uk.ac.hw.cs

ARPA: ferguson@cs.hw.ac.uk

UUCP: ..!ukc!cs.hw.ac.uk!ferguson

Thanks (hopefully!),

Nigel Ferguson.

2136. Migraph postpones PS?

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 12:52:00 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8803011754.AA27984@ucbvax.Berkeley.EDU>
Source record: 254136

I was under the impression that Migraph had a PostScript driver for EasyDraw since last fall. I've been using the HP Laserjet driver, so I hadn't looked into it. My advisor recently got interested in EasyDraw, and said he would buy it if he could get a PostScript driver. So he called Migraph.
The person he talked to said that the PS driver was almost ready, but it had been put on indefinite hold and they didn't know when it would be released.
That seems pretty bizarre to me. I haven't received a newsletter from Migraph for a couple of months. I'm curious as to what they are up to...
Don
FXDDR@ALASKA.bitnet

2137. Atari hardware info

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 13:20:00 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8803011823.AA28598@ucbvax.Berkeley.EDU>
Source record: 254137

Well, give credit where it is due. After all the grouching about Atari, here's something positive. After calling around trying to get information about bus timing in the ST and getting nowhere, I mailed a request to Cindy Claveran and just got an 8-page document called "Mega ST Series Internal Expansion Bus Documentation" dated 2 October 1987. It doesn't have timing diagrams but it does have some interesting tidbits, for example "Atari has set aside the addresses C00000 through CFFFFF, FF0000 through FF7FFF, and FFFE00 through FFFFFD for use by outside developers." Nice to know, since my pet project just fits in 7FFF, and I was going to arbitrarily stick it at 400000.

I still don't know how much time GLUE and MMU eat out of the available access time or what the DMA chip timing looks like, but I guess I can just assume RAM faster than 150ns will work. We'll see what happens. There's always the logic analyzer and other medieval tools of torture.

With memory getting expensive, perhaps instead of an external RAM disk an internal RAM disk in the C00000-CFFFFF slot would be more attractive...all that would take is the RAM and a DRAM controller.

I wonder why Atari gives such a small amount of address space to developers. They barely use 5 of the 16 MB now. Do they really need to reserve 10 MB of space for their own future use? Oh well..."I got mine."

Don Rice
FXDDR@ALASKA.bitnet

2138. Re: IBM PC -> Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 13:29:04 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <925@xn.LL.MIT.EDU>
Source record: 254138
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

```
********************************************************************************
in article <919@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) says:
>
>
> Has anyone attempted to use the Atari ST color monitor on a PC
> using either a CGA or EGA card? Was it successful? Can it be done?
> If so, where can I get the cables?
>
>
> Matt Singer
> Commnet Systems

The ST color monitor is an ANALOG RGB monitor; it WILL NOT work
work with a CGA or EGA card. It's timing matches NTSC specs; voltage
levels are 1 volt peak-to-peak. It should work with a PGA adaptor
(though you might need some voltage level conversion resistors) and
might work with a VGA card. It also should work any Amiga.

The best place I know of for cables is Practical Solutions in Arizona.
(I think that's the name; they make the "Monitor Master").

dgc
********************************************************************************

VGA would be fine.... I need to replace a CGA/Amdek 310 combination
and would just prefer to not have to buy both a video card and a monitor.
```

2139. Re: Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 15:24:39 UTC
From: michel@megamax.UUCP
Message-ID: <1291@megamax.UUCP>
Source record: 254139

> <comments about nothing useful on utilities disk for Laser C
>
>Schlafe...
>--
>John T. Grieggs (Telos @ Jet Propulsion Laboratory)

There were a number of "bad" utility disks that were sent out as upgrades to
Laser C. They were duplicated incorrectly somehow. They contained utilities
cp,ls,rm,mv,rmdir,Resource Construction Program, egrep and a couple others.
I would say that these are quite useful.

Michel@megamax

--
Anyone who would like a reply to their mail sent to me needs to give a
uucp path. The mailer on our system is weird. Either that or give me a
tel. number and I'll give you a call.

2140. X-modem code

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 15:28:06 UTC
From: 870646c@aucs.UUCP
Message-ID: <882@aucs.UUCP>
Source record: 254140

Hi all, I am presently writting a BBS for a school project, I need some examples of some file transfer code(in Pascal if possible) or a listing of some of the types:
1. X-modem
2. Kermit
3. Y-modem
Any help in this area would be useful.
Thanx in advance
Barry

2141. Re: DBs for ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 15:30:06 UTC
From: wes@obie.UUCP
Message-ID: <79@obie.UUCP>
Source record: 254141

In article <16@erc3bc.UUCP>, wsl@erc3bc.UUCP writes:
> (2) Is there now (or will be in the near future) a SQL based database
> available for the ST?

Well, Atari announced a while ago that they would be selling one of the BIG Unix-type SQL databases for the ST *running Idris*. Idris, if you haven't heard of it, is a "Unix-clone" o.s. I think the database was either Ingres or Oracle, both of which are well-regarded products in the Unix minicomputer world.

> (3) Is pc-ditto a worthwhile product?

Yes, but it does have some limitations. The current version only runs with the color monitor. They have announced a new version that will support monochrome; it may already be out. PC-Ditto does a very good job of mimicking the IBM PC on the ST, but it is fairly slow at a lot of operations.

> (4) Would it be practical to run an MS-DOS DB package on the ST using
> pc-ditto?

If you will be using the database heavily, you'd be better off either finding one for the ST, or buying a cheap IBM clone. Besides, the only SQL database for MS-DOS I know of (Oracle) require a 286 machine with lots of extended (protected-mode) memory. Maybe a cheap AT-clone?

> I hope someone will post a response. Any and all are much appreciated.
> (I also want to make sure my postings are getting out to the net).

They are, at least as far as Ewe-taw (the ass end of the universe).

> Thanks in advance,
>
> Warren S. Lobel
> erc3bb!wsl
> (Hopewell, NJ)

Your welcome in arrears,
Wes Peters
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2142. New version of Turtle?

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 15:47:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880301154715.3.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 254142

Does anyone have a version of Turtle newer than 2.15? George Woodside (the author) tells me there's a 2.16 which fixes the bug that's stopping me from doing backups. He said it's floating around Genie, Compuserve, maybe some other places, but I haven't seen any mention of it here. If anyone has a copy, could you forward it to me or post it to the list?

Thanks in advance.

2143. Re: Brother EP44

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 15:48:44 UTC
From: glenne@hpsrla.HP.COM
Message-ID: <2400004@hpsrla.HP.COM>
Source record: 254143

****
michael doser writes:

>Hi. I'm trying to hook up a Brother EP44 (typewriter cum matrix-printer cum
>RS232) to an ATARI ST as a printer. Text prints fine, but in my documentation
>(in japanese :-) there is no mention of graphics capabilities. I would need
>to know if the EP44 has a graphics mode, and if yes, what escape sequences it
>understands. Of course, if somebody has a printer driver for the ST and this
>printer ... .
>UUCP: ...mcvax!cernvax!forty2!doser

michael,
I replied directly but it didn't seem to get to you. The English language
documentation for my EP44 has several pages on international character sets
and other information but NO MENTION of any graphics, bit image dump sort of
capability. As far as I can tell the EP44 will not do it. There are quite a
few EP44s in use for portable amateur radio packet stations in this area
and I have never heard mention of the capability.
Hope this helps.

Glenn Elmore -N6GN-

N6GN @ N6IIU-1
glenne@hpsrla.HP.COM

2144. Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 15:54:28 UTC
From: mike@turing.UNM.EDU
Message-ID: <845@unmvax.unm.edu>
Source record: 254144
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1464@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>This is positively wrong. It is not (!) legal to copy the work of
>someone else.
>In fact, it's illegal to copy software at all. You may make up to seven
>backup copies of software you buyed, but you must not give any away (for
>the case of fire or the like..).

ACK!!!! WRONG WRONG WRONG WRONG WR[erp!]

Let's see. I am writing this with the aid of GNU emacs, using copied
usenet software. If I wanted a printed copy, I would probably use
TeX. The authors of GNU emacs, TeX, and the news software got no
money from me or from my employer. [Thanks, guys!]

It is quite legal to copy software.

It is illegal to copy software when it is
Copyrighted

Of course, lots of copyrighted things can be copied. That is because
the author said so.

>All brain-work is protected under the law of copyright (german:
>Uhrheberrecht). Even if somebody deletes the copyright message or
>patches the version number (happened with WordStar years ago).

It is copyrighted after publication ONLY if a copyright notice was on
the published original.

Anything which is "published" and not marked "Copyright" can be freely
copied.

LET'S STOMP OUT SOFTWARE HOARDING!

Rah Rah Rah!

Michael I. Bushnell
Internet: mike@turing.unm.edu
UUCP: mike@turing.unm.edu
Bitnet: mike@turing.unm.edu
CSnet: mike@turing.unm.edu
YourFavoriteNet: mike@turing.unm.edu
Golly, don't domains make everything simpler?
For peoply who run UUCP but haven't switched over to smail *yet*, you
can try {ucbvax,gatech}!unmvax!turing!mike.

Or write:
{Box 295, Coronado Hall} or {Computer Science, Farris Engineering Center}
University of New Mexico
Albuquerque, NM 87131
Or call:
(505)277- [2992=dorm][6116=work]

I work for the CS department. But don't blame them.

2145. SUPRA Code for read/write DMA port

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 15:56:12 UTC
From: crash@calgary.UUCP
Message-ID: <1414@vaxb.calgary.UUCP>
Source record: 254145

Hi,

I've gone through the Supra DMA code quite throroughly, and
used it. One possible bug is with their use of the "dma" variable.
First off thats a bad name for it. It is used for two purposes, to
select one of eight dma devices, and then to select one of eight
units on that device. Normally, no matter what device you select,
you'll want unit zero (it being first). However if you use the Supra
code, and select device 1, you'll get unit 1 (and so on). This is
because they reuse "dma" for unit selection.

I have re-documented their code, probably handy for those with
out developers doc. I have also made some code to make all work.
Anyone who wants let me know.

M. Braner- got your mail, replied but it suffers from this sq.sq.com
thing.

Glen

2146. Re: ETRNL2 and new roms (Supra hdboot override)

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 16:20:35 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Mar1.082038.13440@mntgfx.mentor.com>
Source record: 254146

The Supra hard drive boot override does work with the new ROM's;
timing just becomes critical. You can't keep the keys held down
through the whole boot sequence, because the state gets cleared
during system initialization before the driver is called.

Basically you have to judge when initialization is over (relatively
easy on monochrome displays; harder on color systems) and hit
the keys then before the system starts reading boot sectors.

dgc

2147. 1040 ST For Sale -- Cheap...

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 16:37:23 UTC
From: s_hall@csc32.dec.com
Message-ID: <8803011637.AA00323@decwrl.dec.com>
Source record: 254147

I'm selling my 1040 ST and goodies. It's all less than 1
year old, and all works. I'd like to sell it as a package,
but will set as individual items, if necessary.

Hardware (Manuals, most original packaging, all works <1 yr old):

1040 ST Mono Monitor
Color Monitor Deskcart (ROM-pack w/clock)
External Atari DS drive 30-40 disks
Supermodem 300-1200 modem Mousepad
Seikosha MP1300-AI printer Wico Joystick
(300cps printer w/tractor)

Asking $1500.00 for the hardware and manuals...

Software (All registered, with manuals/docs, etc):

GFA BASIC interpreter DEGAS Elite
Silent Service Leather Goddesses/Phobos
FLASH comm program Flight Sim II
F15 Strike Eagle Star Glider
High Roller ST Writer
Wishbringer Universe II

Asking $325.00

Steve Hall
303-548-4196 | work
719-548-4196 | work: after March 5th

Home Phone: 303-260-0311
Home Phone: 719-260-0311 | after March 5th

2148. Is there a C++ compiler?

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 17:43:30 UTC
From: achowe@orchid.waterloo.edu
Message-ID: <12332@orchid.waterloo.edu>
Source record: 254148

Does anyone know of a C++ compiler for the ST. Is there one in
the works? PD or commercial?

- Ant

Anthony C. Howe achowe@trillium.waterloo.edu
achowe@orchid.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2149. IMPORTANT: ATARI HAS BEEN SELLG BROKEN ST'S!! PLEASE READ!

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 18:12:23 UTC
From: poole@forty2.UUCP
Message-ID: <181@forty2.UUCP>
Source record: 254149

THIS IS NOT A RUMOUR!

It has been brought to my attention that Atari has been manufacturing
ST's with a most serious flaw over the last few months (time span is not
exactlly known). The problem is that some of the drives (Chinon) do not
reckonize a change is the write protect status properly (or at least
do not generate the required signal correctly). This means naturally
that the OS doesn't know when a disk has been changed and will happily
right old disk info to the new disk, which will naturally ruin the contents
of the disk.

The problem seems to effect the whole ST range (Mega and 1040), not all
are bad, but even Atari doesn't seem to know exactly the extent of
the problem.

To see if your ST has the problem, do the following:

a) get two NOT write protected disks
b) insert disk and open window
c) swap disks and press the Escape key

repeat c) a few times, if your ST always reads from disk each time
you press Escape, you don't have the problem otherwise:

DON'T USE YOUR ST ANYMORE!

and get the drive swapped!
(If you have a harddisk, you can naturally still use your computer.)

Isn't it nice how Atari alerted us about this problem as soon as they
noticed it :-/.

Simon Poole
BITNET: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!poole

PS: Atari Switzerland was trying to cover this up: Bad luck boys!

2150. IMPORTANT: ATARI HAS BEEN SELLING BROKEN ST'S!!! PLEASE READ}¡!

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 19:07:42 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8803011908.AA29447@ucbvax.Berkeley.EDU>
Source record: 254150

THIS IS NOT A RUMOUR!

It has been brought to my attention that Atari has been manufacturing
ST's with a most serious flaw over the last few months (time span is not
exactlly known). The problem is that some of the drives (Chinon) do not
reckonize a change is the write protect status properly (or at least
do not generate the required signal correctly). This means naturally
that the OS doesn't know when a disk has been changed and will happily
right old disk info to the new disk, which will naturally ruin the contents
of the disk.

The problem seems to effect the whole ST range (Mega and 1040), not all
are bad, but even Atari doesn't seem to know exactly the extent of
the problem.

To see if your ST has the problem, do the following:

a) get two NOT write protected disks
b) insert disk and open window
c) swap disks and press the Escape key

repeat c) a few times, if your ST always reads from disk each time
you press Escape, you don't have the problem otherwise:

DON'T USE YOUR ST ANYMORE!

and get the drive swapped!
(If you have a harddisk, you can naturally still use your computer.)

Isn't it nice how Atari alerted us about this problem as soon as they
noticed it :-/.

Simon Poole
BITNET: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!poole

PS: Atari Switzerland was trying to cover this up: Bad luck boys!

2151. Re: DISKFREE

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 19:13:06 UTC
From: apratt@atari.UUCP
Message-ID: <1002@atari.UUCP>
Source record: 254001

From article <705@yugas.UUCP>, by julius@yugas.UUCP (Julius OKLAMCAK):
> This is a short little program I found on a local BBS:
>
> DiskFree V1.0 By Timothy Purves

I'm sure this works fine, and most of us know why Dfree is slow in the current (old and MEGA) ROMs, and I've already sped this code up in the new GEMDOS, but ...

If you start with a virgin hard disk, create a file on it, write 253K to it, and then do Dfree, you will see that *no* space has been used -- the 253K is not counted against you. This happens because until you close the file, the FAT sector (which you've filled with the one chain for this file) is still in a GEMDOS buffer, not on disk, and this utility (necessarily) subverts the GEMDOS buffers.

With that caveat aside, I'm sure this is a fine utility which people should use to speed up the Dfree operation ("Show Info" from the desktop when a disk drive icon is selected) until the new ROMs come out.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2152. Re: Pexec Cookbook

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 19:19:47 UTC
From: apratt@atari.UUCP
Message-ID: <1003@atari.UUCP>
Source record: 254002

From article <1988Feb27.141030.26647@jarvis.csri.toronto.edu>,
by juancho@dgp.toronto.edu (John Buchanan):
> What can be done about accessing argv[0]. It would be nice to
> know what the name of the program running is. I have not seen any discussion
> about this.

Sorry, pal. The total discussion is, "It can't be done."

At least, not with the standard Pexec call. If you do something like
Beckmeyer and MWC do with the environment, you can pass whatever
information you like to the child process.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2153. Re: Ethernet protocols for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 20:32:07 UTC
From: hase@netmbx.UUCP
Message-ID: <1467@netmbx.UUCP>
Source record: 254003

A german company, Biodata GmbH, offers two networks for the ST.
One is an Ethernet. They claim it will make the St a multiuser/-tasking
system.
Because of the rather high price we decided to look for something else.

Biodata can be contacted at Herrenweg 23 6272 Niederhausen/Ts. West
Germany.

I'm not connected with the company; not even as a customer.
hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

2154. Re: GEMDOS source, (Was Re: Changing to / in TOS)

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 20:50:18 UTC
From: hase@netmbx.UUCP
Message-ID: <1468@netmbx.UUCP>
Source record: 254004

In article <992@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>in article <1416@netmbx.UUCP>, hase@netmbx.UUCP (Hartmut Semken) says:
>> I just hope there ist somebody with a C-Compiler *and* the complete
>> source (no ampersands missing...) who will recompile it and give us an
>> update.
>
>There is: me.
>

Thank you.
That's what I wanted to read. (I gave up..).

When will we see the update (in Europe)? Will we get some kind of
"source" or hints to adapt TOS to homebrew hardware?
I just finished patching my ROMs to support the german 68020 board
PAK68. This patch was published in the ct, my favorite source of
ST-internals.
(I'm not happy with a working computer; I need a working soldering iron)
hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

2155. vi, Kim Basinger, and root

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 20:55:03 UTC
From: jrb@amadeus.TEK.COM
Message-ID: <1047@amadeus.TEK.COM>
Source record: 254005

If K. B. is reading this. Hi!

I would like to thank the party responsible
for posting "levee" to the net. I would
like to encourage the fellow who redid
"stevie" round 2, to repost the src to the net
or send me a copy. Por favor. I missed it last time
and I can't find it anywhere.

Now to change the subject:

I noticed last night that the following inadvertant finger-goof
command adminstered from the Mark Williams shell on my atari
caused a great deal of havoc on my Mark Williams created ram disk:

mwsh> cp foofile e:\\

The first time I tried it, it "seemingly"
wiped out the hard disk. I ran "tuneup" on
the disk and tuneup did indeed find damage and
repair same. I then tried it again and tried it
on a floppy disk that I no longer loved (and studiously
avoided trying it on the hard disk...). This time
no apparent damage occured. All that happened was
that I got a file named "\". Now this made the
Mark Williams shell very unhappy. The desktop
showed the file as "noname" but showed.

mwsh> rm e:\\

worked. Curious. Now of course I tried it on my
pc-xt since of course we know that tos and dos
"have the same file system". All dos incantations
refused to permit "\\" as a filename. Good for dos.
Bad for tos. And here I thought that dealing with
the root directory on msdos was strange. Wrong.

This is another reason why K.B. is no longer using
her s.t. :->...

jim binkley
jrb@amadeus.tek.com

It's raining in Oregon.

2156. Abaq OS, what is it ?

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 21:01:31 UTC
From: wallman-george@CS.Yale.EDU
Message-ID: <24297@yale-celray.yale.UUCP>
Source record: 254006

Excuse a question, I am not uptodate at all.
Will the Abaq run UNIX ? Which one ?

I heard a cruel joke from a friend, that the author of AmigaDOS is
writing the MS-DOS compatible OS for the Abaq.
He was kidding of course ? (Wasn't he *PANIC* ?!?)

Loveletters & Hatemail to : wallman@yalecs (Arpa UUCP Use)
Files to : WALLMANN@CTSTATEU (Bitnet)

"The CPU is from Motorola
The RAM is from Hitachi
The Operating System is from DRI
and the MMU is from Fancy Feast"

2157. Re: Books to learn by? [Specifically Abacus book 10 on MIDI]

Newsgroup: comp.sys.atari.st
Date: 1988-03-01 22:27:06 UTC
From: sahayman@watmath.waterloo.edu
Message-ID: <17191@watmath.waterloo.edu>
Source record: 254007

>>What books should I get/avoid? Abacus' line of ST books seem
>>interesting, but I've seen them flamed/praised, and I'm not so sure.

I was generally happy with books 2 and 3 (Internals, and GEM, can't remember the exact titles, sorry) but was quite disappointed with book 10, Introduction to MIDI.

For example, the book completely overlooks the important aspect of reading MIDI data from the synthesizer and time-stamping it so that you can send it out again properly (since MIDI itself contains no notion of duration codes - all it is are note-start and note-end commands, and the application software has to pause for the appropriate length of time between the start and end of the note.)

There was some sort of a throwaway line in the book like "We have decided to leave this aspect of MIDI programming up to you, so that you'll have something to do!" How about "We don't know how to do it!", if that's what you mean.

I think the book would be interesting to people who either know nothing at all about MIDI or who would like to see complete source code for a large application [it's a program for creating tunes by picking notes and time durations off of a menu - but I don't think it ever actually *reads* anything from the synthesizer] - but if you already know something about what the MIDI protocol is or are looking for discussion of some truly useful MIDI routines or programming techniques or advanced features of the MIDI standard, this is probably not the book for you. Buy "Keyboard" magazine instead, the monthly columns there are much more useful.

Steve Hayman
U. of Waterloo
sahayman@math.waterloo.edu

2158. Re: IBM PC -> Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 04:00:12 UTC
From: 870646c@aucs.UUCP
Message-ID: <887@aucs.UUCP>
Source record: 254008
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

Will the ST monitor work on an Amiga, and if so would it be any better in
the interlace mode than the Amiga monitor?
later
Barry

2159. Re: Atari Advertising Idea

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 04:09:58 UTC
From: roger_warren_tang@cup.portal.com
Message-ID: <3623@cup.portal.com>
Source record: 254009

Using Debi Thomas as a spokesperson makes much too much sense (as well as being too expensive, eaven at bronze medal prices) for Atari to ever do.

This is aside from the misbegotten perception that the computing world is too lily white in the eyes of the ad executives to accept a person of color as a spokes person (ever wonder why there are no endorsements for the top black tennis players?).

2160. CD-ROM Development

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 04:24:11 UTC
From: julius@yugas.UUCP
Message-ID: <712@yugas.UUCP>
Source record: 254010

Dear Atari ST Enthusiast:

Atari Corporation is pleased to annouce its new lost-cost (under $600 U.S.) CD-ROM player for use with its ST line of computers. Capable of reading both data and audio CDs, it connects directly to the ST's high-speed DMA bus. With the appropriate adapter card, the same CD-ROM player connects to IBM PCs and compatibles.

The ST series of computers is currently one of the best-selling computers in Europe, and is increasingly popular in the United States and Canada. With its high resolution display, friendly user interface, and the massive data storage of a CD-ROM player, the ST is an ideal low cost workstation.

A CD extended BIOS is being developed to provide ST applications with a standard interface to the CD-ROM player command set. In the future, Compact Disk Operating Systems will become available for emerging CD-ROM standards (such as High Sierra Group format).

Join us in supporting this revoluntionary product. The Atari CDAR504 OPTOFILE(tm) ROM player will be available for software development in March of 1988. Product release is scheduled for the second quarter of 1988. Note that there is no need to wait for CD-ROM players to arrive - application development and coding can start right now. We are interested in working with your company to introduce software to the large installed ST user base, and to insure compatibility of our products with yours. We also look forward to exploring possibilities in the MS-DOS world with our line of PC compatibles.

For more developer information about the Atari CD-ROM player, contact me at the address below.

Julius Oklamcak UUCP: julius@yugas.UUCP
Atari (Canada) Corp. CIS: 70007,1070
90 Gough Rd. GEnie: J.OKLAMCAK
Markham, ON Phone: (416) 479-1266
L3R 5V5

2161. Re: comp.{sources,binaries}.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 07:17:05 UTC
From: rex@otto.COM
Message-ID: <550@otto.COM>
Source record: 254011
Cross-posted to: news.groups,comp.sys.atari.st

Expires:

Sender:

Followup-To:

Distribution:

Keywords:

In article <1403@water.waterloo.edu> ljdickey@water.waterloo.edu writes:
|Attention "news.groups":
|Perhaps a volunteer has been found!
|
|In article <2104@saturn.ucsc.edu> koreth@ssyx.ucsc.edu (Steven Grimm) writes:
|>If the sysadmin here will let me take up the disk space, I will be able
|>(and willing) to moderate the newsgroups. We shall see what happens.
|>

I too am willing to assume the responsibilities of moderator of the sources and/or binaries newsgroups. I first sent a letter to the ex-moderator, but I'm assuming it got lost. I have support of the news administrator here, and I'm sure there's enough extra disk space to handle the extra mail.

Rex.

--

Rex Jolliff (rex@otto.UUCP, {utah-gr, psivax, ihnp4, rutgers}!otto!rex)
The Sun Newspaper - |Disclaimer: The opinions and comments in
Nevada's Largest Daily Morning | this article are my own and in no way
Newspaper | reflect the opinions of my employers.
- -
What happened to our superior space program?

2162. Re: Changes/fixes to OS

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 07:25:49 UTC
From: benoni@ssc-vax.UUCP
Message-ID: <1720@ssc-vax.UUCP>
Source record: 254012

In article <1115@pasteur.Berkeley.Edu>, c60b-at@buddy.Berkeley.EDU (John Kawakami -0^0-) writes:
> calls. I think we need more adherence to the "rules". But we
> also need clearer rules and bug free functions (or at least docu-
> mented bugs). Of all the 'new' machines, the ST has the worst and
> most difficult to find manuals.
Ok...the question of the day...
If we have such a hard time getting bugs fixed like the 40 folder
problem now, what will happen when Atari releases the 68030 Unix(/Idris ?)
machine AND THE Abaq system? :-)

2163. Re: IMPORTANT: ATARI HAS BEEN SELLING BROKEN ST'S!!! PLEASE READ}i!

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 09:00:12 UTC
From: gert@nikhefh.hep.nl
Message-ID: <437@nikhefh.hep.nl>
Source record: 254013

In article <8803011908.AA29447@ucbvax.Berkeley.EDU> K538915@CZHRZU1A.BITNET writes:
>THIS IS NOT A RUMOUR!
>
>It has been brought to my attention that Atari has been manufacturing
>ST's with a most serious flaw over the last few months (time span is not
>exactlly known). The problem is that some of the drives (Chinon) do not
>reckonize a change is the write protect status properly (or at least
>do not generate the required signal correctly). This means naturally
[...]
>PS: Atari Switzerland was trying to cover this up: Bad luck boys!

This is TRUE, Atari Benelux (Holland, Belgium, Luxembourg) has loads of
replacement drives in stock. If you're dealer sold you an ST in the last
couple of weeks you can get a free replacement. However, the dealer has to
replace the drive himself.

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

2164. Re: Abaq OS, what is it ?

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 09:09:26 UTC
From: gert@nikhefh.hep.nl
Message-ID: <438@nikhefh.hep.nl>
Source record: 254014

In article <24297@yale-celray.yale.UUCP> wallman-george@CS.Yale.EDU (Natuerlich!) writes:
>Excuse a question, I am not uptodate at all.
> Will the Abaq run UNIX ? Which one ?
>
>I heard a cruel joke from a friend, that the author of AmigaDOS is
>writing the MS-DOS compatible OS for the Abaq.
>He was kidding of course ? (Wasn't he *PANIC* ?!?)

The OS for the ABAQ (if that's what it will be called: there are rumours that there is a Belgian company selling a games computer of the same name -)) will be HELIOS. This OS is being written by a british company called Perihelion. HELIOS is based on UNIX and on the distributed operating system Amoeba developed by A.S. Tanenbaum (you know: the one that did MINIX). Amoeba is a capability based distributed operating system, and HELIOS is too.

HELIOS is being written in C and transputer assembler NOT IN OCCAM. Most of the system calls of UNIX (V7 and some BSD) are equivalent, though more system calls are available to take advantage of the transputer architecture. Those system services include spawning processes on remote processors and inter process communication (IPC) using a message passing system. UNIX pipes are also (I think) implemented on top of the IPC, so pipes can be stretched across different computing nodes.

More info can be had from Perihelion or Atari UK (I don't have the addresses right now).

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

2165. Truncated Info-Atari16 Digests

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 10:20:19 UTC
From: ralph@lasso.UUCP
Message-ID: <8803021020.AA07123@lasso.laas.fr>
Source record: 254015

I have just recovered #60 from one of the BITNET servers, and I found out why, in that case and probably more generally, the file was truncated in the initial version sent to me. The problem was due to a lone period (.) at the beginning of a line!! Some USENET (i.e., UNIX) mailers use exactly *that* representation to terminate a message.

Is it possible to filter out such lines or precede them with "\" as do some other digests, before sending the digest out over the netwaves?

Thanks in advance,

Ralph P. Sobek

p.s. For contributors, would you please desist in putting such lines (".") into your communications.

= = = =

2166. dvist

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 11:47:56 UTC
From: iau@eagle.ukc.ac.uk
Message-ID: <4564@eagle.ukc.ac.uk>
Source record: 254016
Cross-posted to: comp.sys.atari.st,comp.text

I have Version 1.1 (dated March 1987) of this very promising piece of software by Tyler Ivanco and Avy Moise, but it appears to have a number of problems. It seems to me that I remember talk of a later version, but I can find no trace of it. Does anyone have a copy I could get hold of?

Please mail me first, so I can select one copy (we in the UK pay for incoming mail as well as outgoing).
Ian Utting.
iau@ukc.uucp or iau@ukc.ac.uk

2167. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 13:04:33 UTC
From: andrew%MARV@EENG.BRAD.AC.UK
Message-ID: <8803021304.AA08644@marvin.eleceng.bradford.ac.uk>
Source record: 254017

Does anyone tell me how I can get a copy off the Dumas uuencode/decode software for a Berkeley UNIX system? We need it for our PD software server.

Thanks in advance, Andrew

2168. Re: Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 14:44:24 UTC
From: michel@megamax.UUCP
Message-ID: <1293@megamax.UUCP>
Source record: 254018

>Could you let us know when Laser-C is expected to show up in stores? Any info
>on this would be greatly appreciated.

Since we received the manuals from the printer on 2/29 we should ship new orders by the beginning of next week (3/7) This includes orders from dealers and the like.

Michel@megamax
--
Anyone who would like a reply to their mail sent to me needs to give a uucp path. The mailer on our system is weird. Either that or give me a tel. number and I'll give you a call.

2169. 16Mhz board for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 17:03:35 UTC
From: keithr@vice.TEK.COM
Message-ID: <2324@vice.TEK.COM>
Source record: 254019

I just called Megabyte Computers and they said that it will be
6 to 8 weeks before we see this product. The beta site is
now running at 16Mhz. This is a product to keep our eyes on!
Lets hope it pans out.

2170. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 17:25:16 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8803021813.AA21760@ucbvax.Berkeley.EDU>
Source record: 254020

Greetings:

I am looking for a copy of LaTex to handle the documentation for uniterm and would appreciate some info as to where I can get a copy.

Regards, Norm Frech

Norm Frech <nfrech@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-HL, Box 1578, St.Louis, MO 63188-1578
COMMERICAL: (314) 263-5231 AUTOVON: 693-5231

2171. Re: Bad placing of Atari ST binarie

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 18:42:00 UTC
From: ferneau@silver.bacs.indiana.edu
Message-ID: <11400011@silver>
Source record: 254021

I for one have to agree with Mr. Dickey. It seems that for quite
a while (at least one month) there have been no new postings to
the comp.(src/bin).atari.st newsgroups. If the newsgroup is
moderated, as it has been recently, the same situation might occur.

It is unfair that anyone on the net must rely on a single person to
take care of all the postings. It does seem fair, however, to set
down a few groundrules dealing with the situation. For instance,
every program should be arced, and uuencoded. The has been the
standard method in the past, and seems to work fairly well. Another
rule might be that all software be fairly well tested before it is posted
as we don't want to fill up the groups with garbage.

Please enter my vote for comp.(src/bin).atari.st becoming unmoderated.

****
ferneau@silver.bacs.indiana.edu * Mark Ferneau
ihnp4!inuxc!iuvax!silver!ferneau *
ferneau@silver.UUCP * 'This Space Intentionally left blank'
****

2172. Re: Atari Advertising Idea

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 18:50:45 UTC
From: rjung@sal11.usc.edu
Message-ID: <373@nunki.usc.edu>
Source record: 254022

In article <690@netxcom.UUCP> rkolker@netxcom.UUCP (rich kolker) writes:
>Okay folks at Atari (I know you're out there) here's an idea for ST
>advertising.
>
>In all of the interminable up-close-and-personal features ABC ran during
>the Olympics, there was one on Debi Thomas, figure skater and pre-med
>student using her computer. Well, look at that, it's an Atari ST
>(looks like a 1040).
>
>Now, this would have been better if Debi had won the gold, but she is
>a role model, not only as a skater but as a student, and if you want
>to show the ST as a serious computer, maybe sell a few to college
>students, she sounds like a perfect spokesperson to me...and she
>already chose the machine!
>
>Just an idea.

And a darned good one, too. I didn't see the shot you mentioned, but it
sounds good to me.

Heck, while we're at it, let's get the Pointer Sisters into the act.
If STart magazine is to be bvelieved (why not, they're nice guys), they
loved the ST so much that they were willing to do a "free" promotion of the
machine -- in exchange for an ST and lots of MIDI software...

(Voiceover): "Debi Thomas on computers..."

(Debi Thomas): "Training for the Winter Olympics is a
dedicated effort. I have to spend a lot of my
time training, and what little time is left goes
into my school work. That's why my computer
of choice is the Atari ST..."

--R.J.
B-)

P.S. My other idea would be a magazine layout; The first page would be a
copy of Apple's "And now, a computer for the rest of us..." (same fonts,
colors, wording), then you turn the page over and see a Mega...

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2173. Re: Ram Disk at C00000

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 18:53:01 UTC
From: crash@calgary.UUCP
Message-ID: <1424@vaxb.calgary.UUCP>
Source record: 254023

In article <8803011823.AA28598@ucbvax.Berkeley.EDU>, FXDDR@ALASKA.BITNET writes:>
> With memory getting expensive, perhaps instead of an external RAM disk an
> internal RAM disk in the C00000-CFFFFF slot would be more attractive...all
> that would take is the RAM and a DRAM controller.
>

???? What ???? Hows does putting memory at C00000 solve the memory
cost problem? Don't forget the concept of an external ram disk, its
independent of the computer, i.e. power, run away programs, etc.

Glen

2174. Extended argument passing

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 19:07:31 UTC
From: syntel!dal@stag.UUCP
Message-ID: <351@stag.UUCP>
Source record: 254024

<juancho@dgp.toronto.edu (John Buchanan)> writes...
> In article <150@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
> >In article <498@uhnix2.UUCP> uace0@uhnix2.UUCP (Michael B. Vederman) writes:
> >Would it also work to compare argv[1] from the ARGV= and from the command
> What can be done about accessing argv[0]. It would be nice to
> know what the name of the program running is. I have not seen any discussion
> about this.
>

AAAIIEEEGH!! You can't imagine how frustrating it is to put a lot of work into something and have it ignored. A few local developers spent a lot of time and effort creating a proposed standard for passing extended arguments, INCLUDING setting argv[0] properly. We then had the proposal reviewed and finally posted by Allan Pratt. It was not "officially" endorsed by Atari, but was recommended by Allan as a good way to handle the problems we were trying to address. A lengthy explaination about the method and sample source code was posted. And now I see "I have not seen any discussion about this." from a person who has been on the net for quite some time. Was this ignored? If there were problems with the proposal, I didn't see any comments, public or private, about it. What does a person need to do to get some feedback around here!

As a side note to Mark Williams Co. The problems with your method of passing extended argument list have been posted to the net in the past. Those have been addressed and resolved by this new scheme. Source code is available FREE for the asking. Please consider implementing this more flexible and less dangerous XARGS scheme.

Axiously awaiting a responce...

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

2175. Computer Mail Order, Inc. looooong shipping delay

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 19:10:16 UTC
From: #FJMORA@WMMVS.BITNET
Message-ID: <8803022013.AA23316@ucbvax.Berkeley.EDU>
Source record: 254025

It seems that it is quite hard to buy a 1040 ST today.
I ordered an Atari 1040 plus some peripherals (modem, printer...)
from Computer Mail Order. It was Jan. 21, 1988. I paid with a cashier's
check to avoid the usual 4-week (!) check clearance delay.
Since they got my check, they keep promising to send it to me
"in a couple of weeks" with some "in 10 days" variations. Note that they
admitted my complaints on their 800 lines (a good point).

One week ago they promised to send it to me "next week, for sure". OK, I'm
waiting. I will tell you if they actually do it.
But can anyone tell me if CMO is normally so slow to ship you what
you paid for? To begin with, has any STist ever gotten anything from them ?

And some retailers complain that since Atari purchased Federated, they
dump all the STs they make into the Federated warehouse, and that
independant retailers just can't have STs. Is that true?

I feel that there are enough experienced ST material buyers on this
net to provide some useful purchase guidelines. Please give me your
opinion directly, or post it, and I will compile some retailer
statistics from this advice.

Frederic Mora
#FJMORA@wmmvs

```
*****************************************************************************
* *
* "Was uns nicht vertoetet, verstaerkt uns." *
* Friedrich Nietzsche *
* What does not kill us makes us stronger *
* *
*****************************************************************************
```

(But in this case I call it overkill.)

2176. Re: Three questions.

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 20:22:36 UTC
From: sid@brambo.UUCP
Message-ID: <304@brambo.UUCP>
Source record: 254026

In article <1988Feb22.221218.13780@jarvis.csri.toronto.edu> juancho@dgp.toronto.edu (John Buchanan) writes:
>
> 3) How reliable are the malloc() and free() functions
>provided with MWC.

I have had no problems with the MWC routines themselves. But I have run out of memory (according to malloc()) while there was still plenty of memory left (prox 1/4Mb according to malloc(-1) or Malloc(-1)...it's been a while and I don't have my documentation here). This is due to the problem with the memory allocation scheme in TOS.

When malloc() is called, it calls Malloc to get a chunk of memory, from which it doles out the amount you requested. Subsequent malloc() calls give you more of the memory left from the previous Malloc or calls Malloc again as appropriate. After a small number of Malloc calls (20, 40?) you don't get any more.
--
Sid Van den Heede Voice: 416-792-1137
sid@brambo.UUCP FAX: 416-792-1536
...!utgpu!telly!brambo!sid
Bramalea Software, Suite 406, 44 Peel Centre Dr, Brampton, Ontario L6T 4B5

2177. Smalltalk

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 20:40:25 UTC
From: cvm@kaiser.UUCP
Message-ID: <750@kaiser.UUCP>
Source record: 254027

My apologies if this is the wrong place to be asking this, but...
Is anyone aware of a version of Smalltalk that runs on the Atari ST ?
Please respond by mail, as I don't read this group. Thanks!

Chris Malley
...ihnp4!kaiser!cvm

2178. Re: status of minix port to the ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 22:17:02 UTC
From: johan@nlgvax.UUCP
Message-ID: <215@nlgvax.UUCP>
Source record: 254028
Cross-posted to: comp.sys.atari.st,comp.os.minix

In article <157@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>In article <214@nlgvax.UUCP> johan@nlgvax.UUCP (Johan Stevenson) writes:
>> Yes, the C compiler uses 32 bit addresses (and 16 bit ints), and can
>> generate large programs. You can run programs as large as physical
>> memory allows.
>This may have been hashed around before, but I never saw the final verdict,
>so please excuse me if this is "old news".
>
>Just exactly how will RAM memory be managed on the ST under MINIX? On the
>PC I remember MINIX uses 64K offset addressing? With absoulte addressing
>on the Atari some things must be different no?
Indeed, 32 bit addresses and offsets. Inside the kernel and MM
clicks of 256 bytes are counted in 16 bit ints, so 24MB address
space. Physical and virtual addresses are identical.

> 1) does this mean a "fixup" table a la TOS and PC-DOS?
The GEMDOS-style relocation info is appended to the loadfile and
used during exec() to get the initial process image right.

> 2) what about swaping:
> 2a) a fixed "text" area, and a swap on each context switch?
> (don't laugh I've seen this proposed on the ST).
Indeed, an in-core process image swap, but not often.
In 99% of all cases this leads to 2 copies of the
process image per fork(), instead of 1 for a machine
with hardware relocation. Really!
In pathological cases (look at the MINIX test programs)
it takes many in-core swaps, but works. In practice, I
only foresee problems with terminal emulators. Slight
modifications to the code will be necessary for good
performance.

> 2b) no swapping
Then no fork().

> 2c) the "fixups" are remembered so the program can be
> relocated at run-time?
Only works for text and read-only data.

> 2d) other
> 3) what about dynamic memory (e.g. malloc):
> 3a) Is there one heap, many, or something else?
Fixed allocated area for stack and heap combined, like
for MINIX-PC. However, you can choose this area as big
as you like, as long as it fits in memory.

> 3b) can it be swapped/relocated/shared/overlayed?
I do not fully understand the question.

> 3c) sbrk causes a swap (like V7)
No.

> 3d) fragmentation problems?
Like MINIX-PC.

>
> 4) protection scheme?
> 4a) none
None, except that low core is protected in user mode.
(MM, FS, INIT and all user programs run in user mode).
This, and the many faults detected by the 68000 as
comapred to the 8088, give a reasonable protection
against programming errors, NULL pointers, stack
overflow and the like. So far I haven't seen a user
process crash the system, although it is rather easy
to create such a program on purpose.

> 4b) software integrity/ownership tests?
No.

> 4c) other
On process restart (when it is scheduled to run) a test
is made for orange or red stack violation.

>--

In the documentation that comes with MINIX-ST a more extensive
explanation of the implementation details is given, including a
description of the technique called 'shadowing' that is used to
implement fork() and exec() with full UNIX semantics.

Johan W. Stevenson,
Philips Research Laboratories,
Project Centre Geldrop,
Building XR, Room 15,
Willem Alexanderlaan 7B,
5664 AN Geldrop, The Netherlands.
phone: +31 40 892205
uucp: mcvax!nlgvax!johan

2179. Re: Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 22:35:40 UTC
From: david@bdt.UUCP
Message-ID: <160@bdt.UUCP>
Source record: 254029
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <3689@diku.dk> keld@diku.dk (Keld J|rn Simonsen) writes:
[deleted a lot about Berner Union]
>Well, it is the common theory within Berner Union experts that
>software *is* protected by the international copyright convention,
>this has been discussed a lot of times in these circles, and in
>other international legal circles discussion the protection of
>software rights.
[more deleted]
>It should be enough to go to the police. But then it seems that the
>police did not know the legal status. Did you talk to a copyright
>lawyer?

My point was that "legal" or not, and regardless of any discussions
to that effect here or elsewhere: DON'T GET YOUR HOPES UP. The
authorites showed no desire to help a small software company in Oakland;
that includes both US and German authorites (police and Fed. agencies).

Any attempts to bring justice would have meant a law suit in German courts.
Several US and German copyright lawyers (supposedly some of the top ones
in the world) advised against doing anything (a strange practice for a
lawyer with nothing to lose) becuase it would be very costly, and the
outcome would at best be a court order to stop production, which the
company could simply ignore anyway since the police had better things
to do.

In other words: you can read and discuss laws and legalities all you want,
but in the *real world* all this means very little.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2180. Re: Pexec Cookbook

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 22:45:41 UTC
From: david@bdt.UUCP
Message-ID: <161@bdt.UUCP>
Source record: 254030

In article <1988Feb27.141030.26647@jarvis.csri.toronto.edu> juancho@dgp.toronto.edu (John Buchanan) writes:
> What can be done about accessing argv[0]. It would be nice to
>know what the name of the program running is. I have not seen any discussion
>about this.
The ARGV= environment string (MWC format) supplies argv[0] through argc.
The first string after the ARGV= is argv[0], argv[1] is the second string,
and so on. Each string is separated by one NUL (zero byte). The list of
arguments is terminated with two NUL bytes (which marks the end of the env.)

The MWC msh shell and the Beckemeyer Development Micro C-Shell and MT C-Shell
command shells all support this "extended" argument passing convention.

The MWC startup code reads this env. and loads the args into the argv[]
array before calling main(). I don't think any of the other C compilers
do it yet. So programs written in MWC, when used with msh or csh will
have a valid argv[0]. I have a module that will read the env. for Alcyon
C. If anybody wants it send me mail. If I get a lot of requests, maybe
I'll post it. But without that, if you write your programs in another
C, or if you don't use msh or csh, then argv[0] will not be valid in
your programs.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2181. Re: MWC 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 23:13:45 UTC
From: david@bdt.UUCP
Message-ID: <162@bdt.UUCP>
Source record: 254044

In article <2600@crash.cts.com> sreeb@pnet01.cts.com (Ed Beers) writes:
>They told me that with their pricing stratagy it will be cheaper to version
>2.x now and upgrade than to buy 3.0 and csd (sold separately). They also said
>6 weeks which I think means that they are slipping their schedual a little.

This sounds like an excellent policy to me. Very fair, and it avoids the
"I'll wait for the new version" problem.

It is always nice to see companies support their customers.

I personally think it is a good idea for MW to hold off the release if
they have to. I'd rather have a well-tested version that is 100%
compatible and bug-free, than get a new version that breaks things
and needs another update 3-weeks later.

I know that the slipage (if there really is any) is not due to a
"vaporware" situation, like we have seen from others so many times before.
The software is all real; and I like the fact that MW is doing
extensive Beta testing before release.

You flame them for being late, and you flame them if it's not perfect
when it ships. What can one do?
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2182. Re: IMPORTANT: ATARI HAS BEEN SELLG BROKEN ST'S!! PLEASE READ!

Newsgroup: comp.sys.atari.st
Date: 1988-03-02 23:32:14 UTC
From: UD140469@NDSUVM1.BITNET
Message-ID: <638UD140469@NDSUVM1>
Source record: 254031

[a line for the line eater]
Is there a more quantifiable method for testing for this problem? Since getting my Mega in December I've had many (6-8) disks go bad for no obvious reason. However, when I tried your swapped disk test, everything was okay. A couple other reasons could be: I was reorganizing my disks and mearly used some disks that hadn't been accessed in a long time (and might have gone bad anytime--North Dakota is a dusty place even with disk boxes); my disks might be just dirty. If either of these is the case, netland can't help me much. Another possibility is the RAM disk I started using when I got my Mega--it's a reconfigurable Ramdisk called Mikes Ram Disk, ver .95 from DClick software. I have suspected it because on the boot sector of one of my disks the word DCLICK appeared 6 or 7 bytes after the first--I wondered if the ram disk handler might have done something funny in memory (although maybe that disk was formatted with the DClick formatting program--would that have done it?). Another possibility is disk speed--I noticed my older external 314 was running at about 304 rpm--and it varied somewhat from that number. Could a sudden change in rpm be the cause of my woes? My last guess (other than the problem Simon mentioned) is that almost all of the disks that went bad were single-sided disks (if I could tell what they were at all)--could the mechanism in the Mega be pickier about formatting single-sided disks double sided? I'd sure appreciate any help netters could give me--having one or two seemingly good disks go suddenly bad (sometimes a bad sector, sometimes can't seem to read it at all--maybe the directory?) almost every week is discouraging.

Thanks,
Scott Udell
UD140469@NDSUVM1.BITNET

2183. TOS bugs & wishes wanted

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 00:54:33 UTC
From: julius@yugas.UUCP
Message-ID: <713@yugas.UUCP>
Source record: 254032

We are currently wrapping up a new version of the ST/Mega ROMs, and would like you to submit any additional bugs or suggestions you have by next Friday (March 11th). This material can include anything from outright bugs (Such-and-such doesn't work if...) to additions (I wish so-and-so could...). Please be as descriptive as possible, and in the case of a bug, please explain how we can recreate it.

Please reply via "mail" to : julius@yugas.UUCP

Julius Oklamcak UUCP: julius@yugas.UUCP
Atari (Canada) Corp. CIS: 70007,1070
90 Gough Rd. GEnie: J.OKLAMCAK
Markham, ON Voice: (416) 479-1266
L3R 5V5

2184. Re: DISKFREE

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 01:40:38 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3637@cup.portal.com>
Source record: 254033

Perhaps RTX is doing something to fix this, but when I download in the background, I notice the freespace dropping each time I write a buffer to the disk, but the size stays at zero until file closure. There are some other odd things (ARC.TTP will move to the last byte and change the size) and if you hit reset, the allocated clusters will be left hanging, unattached to the file - and undeletable.

2185. "CD-ROM Development" typos

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 02:19:36 UTC
From: julius@yugas.UUCP
Message-ID: <714@yugas.UUCP>
Source record: 254034

In article : <712@yugas.UUCP> I say:

>Atari Corporation is pleased to annouce its new lost-cost (under...

It is meant to say:

>Atari Corporation is pleased to announce its new low-cost (under...

Disclaimer: I didn't type it into the machine in the first place. 8-)
Any other errors shouldn't be there, shouldn't be there.
But they may have sneaked in while I wasn't looking.
(Anyone else have days like this? Sigh. :-)

Julius Oklamcak UUCP: julius@yugas.UUCP
Atari (Canada) Corp. CIS: 70007,1070
90 Gough Rd. GEnie: J.OKLAMCAK
Markham, ON Phone: (416) 479-1266
L3R 5V5

2186. Re: Books to learn by? [Specifically Abacus book 10 on MIDI]

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 02:54:41 UTC
From: wheels@mks.UUCP
Message-ID: <418@mks.UUCP>
Source record: 254035

In article <17191@watmath.waterloo.edu>, sahayman@watmath.waterloo.edu (Steve Hayman) writes:
> I was generally happy with books 2 and 3

I don't know about that. I thought the internals book suffered from poor translation. It seemed that, in many cases, they got mixed up as to which chip was generating the signal and which was receiving it. Anybody else think that too? However, for educational purposes, the BIOS listing is interesting.

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

2187. Host Interface

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 03:05:53 UTC
From: Mark_H_Brandwein@cup.portal.com
Message-ID: <3639@cup.portal.com>
Source record: 254036

Does anyone know where or how I can get a host interface adapter board
(the small board in the rear of an SH204) without sending my drive away?
Seems no one has them and I am told the only way I can get one is at
an Atari Authorized Service Center (nearest one is probably Atlanta
which is 200 miles away).

I think it is deplorable that parts are not readily available to the
user wha has the minute amount of intelligence and hand-to-eye
coordination to remove/install a small PCB.

ANyone know of any OTHER source?

Mark (I think maybe my next computer
Brandwein (may be a clone.....

Mark_H_Brandwein@CUP.Portal.com

2188. Re: Three questions.

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 03:06:31 UTC
From: wes@obie.UUCP
Message-ID: <80@obie.UUCP>
Source record: 254037

In article <1988Feb22.221218.13780@jarvis.csri.toronto.edu>, juancho@dgp.toronto.edu (John Buchanan) writes:
>
> I have three questions that people out there might have
> answers to.
>
> 1) [....] The
> problem is that other mark william tools seem to be able to run
> shell commands with out the SHELL variable being set, and if the
> environment variable is set then a new copy of the shell is started up
> for each cc in a make.

I can't say for sure, but I think the tools are probably exec'ing the programs they call directly, rather than using system(). MWC provides two library functions to make this somewhat easier, look up access() and path() in the Lexicon.

> 2) How does a typical mwc tool know that it has been called
> from a shell. When ever I use a tool it seems to assume that the
> program was run from the desktop and I have to press return.

I think there is an environment variable called CAMEFROM they are checking. Usual entries are desktop and msh, or something like that. The tools probably assume the worst (desktop) if they don't see anything.

> 3) How reliable are the malloc() and free() functions
> provided with MWC.

I haven't had any problems with them in 2.1.7, but I am (now) very careful to free() objects in the reverse order I malloc() them. As it turns out, this isn't that much of a limitation - I (NOW) always free blocks in the same routine that malloc()'s them. I've been stung by other compilers on other systems when I didn't do this.

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2189. Blitter and Assempro ?

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 03:13:56 UTC
From: 870646c@aucs.UUCP
Message-ID: <898@aucs.UUCP>
Source record: 254038

Hi all, well Atari finally sent me my blitter chip(thank you ATARI), but there seems to be a problem with Assempro now. Whenever I try to assemble some code that accesses the tos.l file it loads and when it comes to the GEM_INIT command I get box telling me that everything is messed up?????
I reassembled the tos.l file, and got no difference. Can anyone help me out, I need my assembler!!!!!!!!!!!!!!!!!!!!!!1
later
Barry

2190. Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 03:14:53 UTC
From: fiddler%concertina@Sun.COM
Message-ID: <43954@sun.uucp>
Source record: 254039
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <845@unmvax.unm.edu>, mike@turing.UNM.EDU (Michael I. Bushnell) writes:
> In article <1464@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>>This is positively wrong. It is not (!) legal to copy the work of
>>someone else.
>>In fact, it's illegal to copy software at all. You may make up to seven
>>backup copies of software you buyed, but you must not give any away (for
>>the case of fire or the like..).
>
> ACK!!!! WRONG WRONG WRONG WRONG WR[erp!]

Michael, look before you leap. (And if you can't read the notices
posted around the pool, have someone read them to you, slowly, if
need be.) Ahem!

Hartmut from (west) Berlin was describing How Things Work over there,
in Germany. Not how they (in theory only, it appears) work over here
in the States.

The handling of patents and copyrights in the U.S. isn't necessarily
the same as in Canada, Germany, Mexico, ...

Now, do you want to try again?

2191. Re: IBM PC -> Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 03:24:09 UTC
From: wes@obie.UUCP
Message-ID: <81@obie.UUCP>
Source record: 254040
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

In article <919@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
> Has anyone attempted to use the Atari ST color monitor on a PC
> using either a CGA or EGA card? Was it successful? Can it be done?
> If so, where can I get the cables?

Nope, can't be done, at least not without some thrashing about with
the hardware. The ST uses an Analog RGB interface, this means the
computer tells the monitor how much of each color to use by putting
out different voltages on each of the three color lines.

The PC CGA adapter uses an RGBI interface; the I stands for intensity
(I think). The RGB values are always the same, the I dictates one of
two intensities or color sets.

The EGA adapter uses RGBII. As you can guess, this is similar to RGBI
but carries 4 bits of Intensity data by using two lines.

The big thing about "multi-sync" monitors is that they can be driven
from Analog RGB, RGBI, or RGBII type interfaces, and at varying
vertical sync rates.

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2192. Laser C????

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 04:43:41 UTC
From: 870646c@aucs.UUCP
Message-ID: <901@aucs.UUCP>
Source record: 254041

Well I got my Laser C update today, and boy was I impressed, the utility disk is %100 useless. It cannot be read or nothing, I take my hat off to MegaMax on their fine quality control, it seems that I am not the only one having trouble with the upgrade. MegaMax if you are listening, is it worth me sending the disk right now or wait until you get the rest of the bad disks out?
later
Barry
P.S. Who else has had trouble with the update?

2193. forwarded message re news postings.

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 05:39:37 UTC
From: ravi@mcnc.org
Message-ID: <569@speedy.mcnc.org>
Source record: 254042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
#From: mcvax!lasso!ralph@uunet.UU.NET (Ralph P. Sobek)
#Message-Id: <8803021020.AA07123@lasso.laas.fr>
#To: info-atari16-request@score.stanford.edu
#Subject: Truncated Info-Atari16 Digests
#Cc: info-atari16@score.stanford.edu
#Status: RO
#
#I have just recovered #60 from one of the BITNET servers, and I found out
#why, in that case and probably more generally, the file was truncated in the
#initial version sent to me. The problem was due to a lone period (.) at
#the beginning of a line!! Some USENET (i.e., UNIX) mailers use exactly
#*that* representation to terminate a message.
#
#Is it possible to filter out such lines or precede them with "\" as do some
#other digests, before sending the digest out over the netwaves?
#
#Thanks in advance,
#
# Ralph P. Sobek
#
#p.s. For contributors, would you please desist in putting such lines (".")
#into your communications.
#
```

2194. New release 1stw2ps V3.11

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 07:28:00 UTC
From: U00170@HASARA5.BITNET
Message-ID: <8803030747.AA03743@ucbvax.Berkeley.EDU>
Source record: 254043

```
New release 1stw2ps Version 3.11 1 March 1988
=============================================

1stw2ps is a program that makes a postscript file from a 1stWord
or WordPlus file. The printout you will get looks much better than
that from any 24-pin, dot-matrix printer.

Spaces are adjusted so that each space occupies the same length on
a line.

New:V3.1 Several special characters are supported:
-- Output to RS-232 or Centronics.
-- Special header fontstyles.
-- Date and time inclusion.
-- Most (all?) bugs are fixed. I just forgot them
(e.g conditional pagebreaks bug).

New V3.11 -- copies option included.
-- head and footline bug fixed.
-- another conditional pagebreak bug fixed

Contents of (uue) archive :
Name Length Storage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
1STW2PS.DOC 5766 Crunched 43% 3314 1 Mar 88 11:21p E427
1STW2PS.HEX 1554 Crunched 68% 501 1 Mar 88 11:22p 03ED
1STW2PS.INI 7290 Crunched 47% 3891 1 Mar 88 11:21p 31D3
1STW2PS.PRG 60072 Crunched 36% 38715 1 Mar 88 11:21p 219B
1STW2PS.RSC 8216 Crunched 50% 4158 1 Mar 88 11:21p 9EC1
==== ======== ==== ========
Total 5 82898 39% 50579

1STW2PS.HEX is a hexidecimal file for INSTALL.PRG which shows the
characters available in 1stw2ps.
1STW2PS.INI is the laser printer initialisation file.
1STW2PS.MAN is the manual.

I am sending a copy to the file-server at Houston (UH-INFO@UHUPVM1). If
somebody out there will be so kind as to post it to atari16.sources or
whatever it is called, I'll appreciate it.

Any remarks, suggestions or just a "keep up the good work" are welcome.

Greetings,

Berend F. de Vries
U00170@HASARA5.BITNET
```

1e Nassaustraat 18-III
1052 BG Amsterdam
Holland.
==========

2195. Juggler

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 09:05:02 UTC
From: mclark@polyslo.UUCP
Message-ID: <1403@polyslo.UUCP>
Source record: 254045

In the March 1988 issue of ST Applications there is a blurb on a new Michtron program called The Juggler. It is supposed to work like Apple's Multi-Finder and switch between multiple GEM programs (all on the screen at once). Has anybody used this? I'm curious if it is really usable, how much memory it needs etc...

Thanks

Matt

2196. System vars, Linking

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 10:10:48 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1727@brahma.cs.hw.ac.uk>
Source record: 254046

We recently got Landon Dyers MADMAC assembler for the ST and with it is a
file of definitions (atari.s), a portion of which is shown below:- (risky?)

```
_sysbase = $4f2 ; -> base of OS
_shell_p = $4f6 ; -> global shell info
end_os = $4fa ; -> end of OS memory usage
exec_os = $4fe ; -> address of shell to exec on startup
scr_dump = $502 ; -> screen dump code
prv_lsto = $506 ; -> _lstostat()
prv_lst = $50a ; -> _lstout()
prv_auxo = $50e ; -> _auxostat()
prv_aux = $512 ; -> _auxout()
```

Question 1: Are the last five entries officially supported?
" 2: If so can we have some clear documention please?
(some seem fairly obvious but "Give us News before we abuse" :-)

These variables don't exist in the Bios Listing (Rev A) that came with the
dev-kit and lie in "No mans land" , but if Landon put them in a file for
distribution ...

Another issue:

If the Developers Kit is now being shipped with the Mark Williams C Compiler
instead of the Alcyon C Compiler where do we now stand with respect to link
formats? ALCYON C,AS68,LINK68,MADMAC & ALN use DRI/CPM68K object file formats
but MWC use their own (as does MEGAMAX, METACOMCO/GST etc grrr!).

MWC does comes with an assembler (with pretty some stange syntax eg. a $ not a
for immediate) and a utility to convert DRI to MW link format (one way
arrogance :-). To make a composite program with this mess one would have to:

Assemble with MADMAC
do a Partial link with ALN (I like the -i option)
Convert DRI to MWC object file (Assuming of course DRTOMW.PRG likes ALN)
Compile the C and link the final beast with MWC

to be able to get the full benefit from MADMAC,ALN & MWC.
Imagine trying this with a ram disk instead of a hard disk. :-(

And speaking of ram disks: If you know anything please help Mr. Franco
to fix ETERNAL2 to work with the new roms.

"I think all right thinking people in this country are sick and tired of being
told that ordinary decent people are fed up in this country with being sick and
tired. I'm certainly not and I'm sick and tired of being told that I am!"

- Monty Python - "SPAM SPAM ... BAKED BEANS SPAM SPAM ... AND SPAM"

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

2197. MAIL from I04GAS at DHHDESY3

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 11:53:10 UTC
From: I04GAS@DHHDESY3.BITNET
Message-ID: <8803031128.AA01252@ucbvax.Berkeley.EDU>
Source record: 254047

Could anyonetell me the address of programmer from GULAM
We try to adapt it to OS9.
please answer me. I04GAS@DHHDESY3.BITNET

2198. Re: New version of Turtle?

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 13:08:22 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2038@ttidca.TTI.COM>
Source record: 254048

In article <19880301154715.3.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>Does anyone have a version of Turtle newer than 2.15? George Woodside
>(the author) tells me there's a 2.16 which fixes the bug that's stopping
>me from doing backups. He said it's floating around Genie, Compuserve,
>maybe some other places, but I haven't seen any mention of it here.

Yes, there is a 2.16, and even a 2.17. I haven't posted them to the net
because the changes are minor, and 2.18 will be a more significant change.
I'll post that when it's ready.

The only reason you may need 2.16 or 2.17 is bug fixes, for some very
obscure bugs. If you are having problems, mail me a disk, and I'll send
you a copy of 2.17. If you're looking for new features, you have to wait
for 2.18. It will allow you to set up your options in a data file, do an
install application on the data file type, and use it to launch TURTLE.
It will then come up with all your options set (including PATH and disk
number). That allows you to set up option data files for each different
backup sequence you have.

It also has the directory full bug fix, of course. It should hit the net
in a couple of weeks.

If you do happen to be encountering the RAMdisk directory full problem,
and can't get a backup done, mail me a disk:

George R. Woodside
5219 San Feliciano Drive
Woodland Hills, Ca. 91364

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

2199. info-atari16

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 13:45:59 UTC
From: tpg@MITRE-BEDFORD.ARPA
Message-ID: <8803031345.AA10011@mitre-bedford.ARPA>
Source record: 254049

```
help
index prog-a16
index info-atari16
```

2200. Re: Abaq OS, what is it ?

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 13:58:32 UTC
From: drs@bnl.ARPA
Message-ID: <384@bnl.ARPA>
Source record: 254050

In article <438@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
>In article <24297@yale-celray.yale.UUCP> wallman-george@CS.Yale.EDU (Natuerlich!) writes:
>>Excuse a question, I am not uptodate at all.
>> Will the Abaq run UNIX ? Which one ?
>>
>
>The OS for the ABAQ (if that's what it will be called: there are rumours that
>there is a Belgian company selling a games computer of the same name -))
>will be HELIOS. This OS is being written by a british company called
>Perihelion. HELIOS is based on UNIX and on the distributed operating system
>Amoeba developed by A.S. Tanenbaum (you know: the one that did MINIX). Amoeba
>is a capability based distributed operating system, and HELIOS is too.
>
>HELIOS is being written in C and transputer assembler NOT IN OCCAM. Most of
>the system calls of UNIX (V7 and some BSD) are equivalent, though more system
>calls are available to take advantage of the transputer architecture. Those
>system services include spawning processes on remote processors and inter
>process communication (IPC) using a message passing system. UNIX pipes are
>also (I think) implemented on top of the IPC, so pipes can be stretched
>across different computing nodes.
>
>More info can be had from Perihelion or Atari UK (I don't have the addresses
>right now).
>
>
>Gert Poletiek
>

I sent in my $100 to Perihelion to become a registered developer last year and so far have received only one thin manual - supposedly a system calls manual. I was so impressed with how close it was to unix that I kicked myself in the butt 12 times, saved up my pennies for a few months and went out and bought a Mac last week. The people who developed it may have had Unix at the back of their minds, but they certainly didn't set a goal for themselves of being source code compatable - in the way that MINIX is (with V7).

With Ataris track record for getting things out the door (I'm still waiting for the official Docs, blitter upgrade, rom fixes, PC add on box, a reasonable laser printer) and the way the workstation market looks today - strict unix compliance, competative prices and the dominance of a hand full of companies - I just don't see the world jumping over to the people who brought you pong. Nor do I see the major software houses jumping to support a computer which cannot provide a simple secure computer system - There is no hardware support for protecting memory space - the manual says something like - support for multi-tasking is an interesting exercise - Shudder.

Anyway, anyone who believes that perihelion will be a force in the workstation market any time this century, is welcome to contact me. Maybe we can transfer my developer status.

By the way - it was soooooooo nice to be able to walk into a bookstore and pick up $100 worth of books that told me everything that I want to know about the Mac. If I only could have done that a year ago for the ST (as was promised by Neil).

< dave

2201. Re: Changes/fixes to OS

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 14:10:32 UTC
From: drs@bnl.ARPA
Message-ID: <385@bnl.ARPA>
Source record: 254151

In article <1720@ssc-vax.UUCP> benoni@ssc-vax.UUCP (Charles L Ditzel) writes:
>In article <1115@pasteur.Berkeley.Edu>, c60b-at@buddy.Berkeley.EDU (John Kawakami -0^0-) writes:
>> calls. I think we need more adherence to the "rules". But we
>> also need clearer rules and bug free functions (or at least docu-
>> mented bugs). Of all the 'new' machines, the ST has the worst and
>> most difficult to find manuals.
>Ok...the question of the day...
>If we have such a hard time getting bugs fixed like the 40 folder
>problem now, what will happen when Atari releases the 68030 Unix(/Idris ?)
>machine AND THE Abaq system? :-)

Must be a newcommer - You are not going to see 68030 machines nor (I bet) an Abaq out of atari any time soon. (Soon in a Geologic sense). See the past history of PC clones, hardware upgrades, (Face it folks - the Mega is a 1040 in a new box - period), documentation and the like. Anything with a 68030 or a Transputer will put them in the same price range as the big boys and Atari will be crushed - they just have no concept of support and quality.

They should have stuck to the game market - that seems to be the direction that the ST is heading in anyway. Have you seen one of their Blessed Retailers lately - all games and very little else of substance. Even the cheerleading magazines are looking a little grey around the gills lately.

< dave

2202. graphics packadges

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 15:57:11 UTC
From: djjouellette@tiger.waterloo.edu
Message-ID: <5478@watdragon.waterloo.edu>
Source record: 254152

Hello. I have been recently using a graphics package called
LUMINA an the ibm's.

Does any one know of a program of similar or better quality that
is avaible for the st's

thanks, danny.

.dpt

<---- night .
There was a young lady named Bright.
whose speed was much faster, mush faster than light
she departed one day, in a relative way,
and returned home the previous ----->

DJJOUELLETTE@TIGER.WATERLOO.EDU

AT the University of Waterloo,
Waterloo, Ontario, Canada.

V1-S4-307

zip N2J-4C1

2203. matrix programs

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 16:28:18 UTC
From: john@cooper.cooper.EDU
Message-ID: <1225@cooper.cooper.EDU>
Source record: 254153
Cross-posted to: comp.sys.atari.st,comp.lang.c

Hi,

Does anyone have matrix manipulation programs (inversion and multiplication
are most important) written in C or GFA Basic ???

If you do please mail them to me.

Thank you.

John

<><>

2204. Re: Books to learn by?

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 16:59:26 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2249@bath63.ux63.bath.ac.uk>
Source record: 254154

In addition to the one I mentione a month or so ago (something like 'Programming in C on the Atari ST' by someone like Compute!) there is the Sybex introduction to GEM programming (which is about GEM generally, and mentions both the ST and PC versions of it).

Also, I've just found (and bought -- I'll buy anything that looks like it might have good info) a new book:

Atari ST Application Programming
by Lawrence J Pollack and Eric J T Webber
Datatech Publications
Bantam Computer Books, 'The Programming Reference Library'

Cost me 22.95 UK pounds sterling. Imprinted 'in US $24.95, in Canada $29.95'. (So much for exchange rates.) ISBN 0-553-34397-1. Published Sep 87.

Only got it yesterday, so I'm not positive how good it is, but on the face of it (given the amount of scanning that can be reasonably done in a bookshop) it looks promising. Let you know if I change my mind.

2205. Re: Changes/fixes to OS

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 17:36:28 UTC
From: hakanson@mist.cs.orst.edu
Message-ID: <3048@orstcs.CS.ORST.EDU>
Source record: 254155

In article <7499@apple.Apple.Com> landon@Apple.COM (Landon Dyer) writes:
>. . .
>Nope. The ST is pretty stuck in the mud with respect to the 68000, but for
>different reasons. Moving to a 68020 will be painful for EVERYONE.

Just how painful is it? I've been operating under this assumption for quite awhile -- people on the net have been saying that GEM/TOS would not work because of different sizes of exception frames, etc. A fellow here who didn't know any better put a 68020 in his 1040ST, and when I asked him about it, he said it works just fine. Runs all his TOS/GEM programs just fine. He said it even bombs normally.

Apparently he had to use some PAL's to do the trick, but since I'm not a hardware hacker, I couldn't say exactly what was involved. Certainly it's not for the faint of heart. This guy did his own 4M upgrade, too.

The speed isn't greater except for certain operations, he said (presumably the loop mode, instruction cache, and longword operations would be better). I assume that this is why Atari, et al, think the added expense is not worth the while (I'll agree), but what's the REAL story here?

--
Marion Hakanson Domain: hakanson@cs.orst.edu
CSNET : hakanson%cs.orst.edu@relay.cs.net
UUCP : {hp-pcd,tektronix}!orstcs!hakanson

2206. Re: Changes/fixes to OS

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 18:19:07 UTC
From: good@atari.UUCP
Message-ID: <1006@atari.UUCP>
Source record: 254156

In article <1720@ssc-vax.UUCP>, benoni@ssc-vax.UUCP (Charles L Ditzel) writes:
> In article <1115@pasteur.Berkeley.Edu>, c60b-at@buddy.Berkeley.EDU (John Kawakami -0^0-) writes:
> Ok...the question of the day...
> If we have such a hard time getting bugs fixed like the 40 folder
> problem now, what will happen when Atari releases the 68030 Unix(/Idris ?)
> machine AND THE Abaq system? :-)

Ok...the answer of the day... (and tomorrow, and tomorrow,...)
We are in the process of revising product test, release and support rules
for all products, and the good news is that future products such as the
68030 don't have a history.
The 68030 is mandated to comply with SVVS and X/OPEN requirements, and
implicitly with POSIX. A seasoned professional with many years experience
has been hired as UNIX Program Manager, working within my area, i.e.
Development Engineering. We are making other adjustments and hirings to
strengthen controls and support, as evidenced by my recent posting of
new job opportunities here at Atari on this very net (misc.jobs.offered).

I have almost 20 years in this business, entirely spent in system software
(and hardware) development and/or worldwide systems-level product support.
I am EXTREMELY sensitive to product quality and to post-release support.
Right now it's a question of finding people who are "pro-active" in those
areas to add to our existing capabilities. So if you know of anyone who
might be interested in such positions, get them to look at the job posting.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

2207. Symbol table?

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 20:46:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880303204623.4.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 254157

While fixing the GNU linker so that it'd run on my ST, I had just finished the part that writes the symbol table into the executable file, when I realized that I couldn't think of anything that would use it once I'd written it (!) Is there anything that can make use of the symbol info in an executable?

Also, when one loads an executable, where in memory does the symbol info get loaded? Does the TPA point to it?

Thanks in advance for any info.

2208. MX2 suggestions

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 20:49:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8803040248.AA07541@ucbvax.Berkeley.EDU>
Source record: 254158

Date: 3 March 1988, 15:40:11 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: MX2 suggestions

How about adding another GEMDOS function (there are a few spare function numbers, aren't there?) that is similar to pexec but lets the parent load other background processes. Sure, calling the SYS program (I have the early version of MX2 called AMULTI) will do the same thing but it's not as nice as having the loader also in memory. I ask that you use a GEMDOS call so that Pascal users like myself can still access it. (An XBIOS or BIOS call would work fine too.) (Unfortunately, Pascal folk can't just branch around in memory as easily as we'd like.)

With that improvement, lots of new programs could come out that take advantage of multitasking (like multiline BBS programs)! Of course, I'd be just as happy if RTX was released with specs too.

+----------------------+--------------------+------------------+
Jim McCabe	Bitnet	UUCP
G31 ECH MTU	----------	--------
Houghton, MI 49931	jemccabe @ mtus5	mccabe @ m-net
+----------------------+--------------------+------------------+

2209. Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 21:11:59 UTC
From: david@bdt.UUCP
Message-ID: <166@bdt.UUCP>
Source record: 254159
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1464@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>In fact, it's illegal to copy software at all. You may make up to seven
>backup copies of software you buyed, but you must not give any away (for
>the case of fire or the like..).

I realize this is what the law says but that's not the way it happened.
I say again NOBODY COULD CARE LESS ABOUT A SMALL COMPANY IN OAKLAND CA USA!
It was sort of us against them; and neither the US nor the German
authorities wanted to get involved. Even Atari recommended no action.

>Even if they would give the copies away for free they _could_ go to jail...
>
>If you ask the right peaople the right question you will get the desired
>answer.

Where were you when we needed you? Do you have authority in these matters?

How much will it cost me?
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2210. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 21:39:35 UTC
From: david@bdt.UUCP
Message-ID: <167@bdt.UUCP>
Source record: 254160

Since this discussion hasn't ended yet, I thought I'd bring up a few gotcha's regarding writing your own ^C and bomb handlers.

GEMDOS calls the Pterm handler with all files open, and it could happen at any instant in the code. Consider a recursive File Tree scanner that uses Fsetdta() and Fsfirst/Fsnext:

```
scan(pattern, mask)
char *patter;
int mask;
{
DMABUFFER dbuf, *olddma;

/* remember callers DTA buffer */
olddma = Fgetdta();
/* Set DTA buffer for this scan */
Fsetdma(dbuf);
if (Fsfirst(pattern, mask) == 0) {
do {
/* see if found a directory */
if (isdirectory(dbuf))
scan(pattern, mask);
else
/* process file */
} while (Fsnext() == 0);
}
/* reset DTA */
Fsetdta(olddma);
}
```

If a bomb or ^C occurs at recursion level N, the dta pointer points to memory on the stack (the auto dbuf variable). Clearly there are potential problems here. What happens to the stack? How can the handler fix-up the stack? A long-jump? But then what happens in the above case where now the DTA points to a place that will be used again for new stack space.

Open files also remain open when the Pterm is called, so these must also be cleaned up.

My point is: don't be mislead into thinking that a Pterm handler is nothing more than a simple longjump.

```
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
```

478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2211. MWC and pexec cooking

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 22:36:02 UTC
From: jrb@dadla.TEK.COM
Message-ID: <2794@dadla.TEK.COM>
Source record: 254161

I seem to have started a couple of minor
greasefires with or without the pexec cookbook.

CASE 1:
The Mark William's C man page for pexec
is pretty misleading or wrong. It's
a user trap and I fell in it.

Pexec takes four arguments.

pexec(type, program, arguments, environment)

arguments is what args are passed to the program;

Allen Pratt has stated that "arguments"
is a string and that the first byte has
to be the size of the string! Of course
he knows what he is talking about. The MWC man page
doesn't mention this. It however does give
a C example. The example works but...

What the example does it build a string so
that the first byte in the string is a BLANK,
hence pexec will think it has a 32 byte
string. I stumbled over this when I implemented
a simple shell and used the example for dealing
with pexec. Why oh why is "cp", which is
an external program, only getting 32 bytes of
arguments I asked... Later due to Mr. Pratt
I experienced a mild form of sudden illumination.

CASE 2:
The environment argument remains unclarified. The
MWC man page gives examples basically as follows:

```
command = "\\bin\\date.prg";
args = " 200001322400"; /* note the blank :->... */
pexec(0,command,args,"PATH=\0");
```

What happens when we say "PATH=\0"?

Allen stated that if the environment arg is set to 0L,
the spawned process "will inherit the parent's environment".

I tried that and using Mark william's normal shell
runtime startoff code I ended up with the name
of the parent process as the "args". !!?? Things
worked fine with "PATH=\0". This confused

the runtime startoff code possibly?

jim binkley
jrb@amadeus.tek.com
Portland, Oregon

2212. Re: DBs for ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 22:41:05 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1555@ncsuvx.ncsu.edu>
Source record: 254162

In article <79@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:

<some deleted stuff>
>
>> (3) Is pc-ditto a worthwhile product?
>
>Yes, but it does have some limitations. The current version only runs
>with the color monitor. They have announced a new version that will

As far as I know, the monochrome capable version of pc-ditto has been available
for the past 3 months now (maybe even longer).

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2213. Re: Atari Advertising Idea

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 23:40:43 UTC
From: govett@avsd.UUCP
Message-ID: <22@avsd.UUCP>
Source record: 254163

```
>
> Using Debi Thomas as a spokesperson makes much too much sense (as well as
> being too expensive, eaven at bronze medal prices) for Atari to ever do.
>
> This is aside from the misbegotten perception that the computing world is
> too lily white in the eyes of the ad executives to accept a person of color
> as a spokes person (ever wonder why there are no endorsements for the top
> black tennis players?).

Nonsense. Remember when Mr. T was the spokesman for the Imsai 998800 ?
That was the one with the massively perpendicular architecture. As I
recall, it was for hardcore hackers because it used no monitor.
The OS was Unith 0.3 (written in Lithp).

Is "Microsoft" a comment on Bill Gates' masculinity?
```

2214. Re: Atari Advertising Idea

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 23:42:52 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <1202@pasteur.Berkeley.Edu>
Source record: 254164

In article <690@netxcom.UUCP" rkolker@netxcom.UUCP (rich kolker) writes:
"Okay folks at Atari (I know you're out there) here's an idea for ST
"advertising.
"
"In all of the interminable up-close-and-personal features ABC ran during
"the Olympics, there was one on Debi Thomas, figure skater and pre-med
"student using her computer. Well, look at that, it's an Atari ST
"(looks like a 1040).
"
"Now, this would have been better if Debi had won the gold, but she is
"a role model, not only as a skater but as a student, and if you want
"to show the ST as a serious computer, maybe sell a few to college
"students, she sounds like a perfect spokesperson to me...and she
"already chose the machine!
"
"Just an idea.
"
"++rich
" +---^-------+
" | Rich Kolker The work goes on... A|W|A |
" | 8519 White Pine Drive The cause endures... H|T|H |
" | Manassas Park, VA 22111 The hope still lives... /|||\ |
" | (703)361-1290 (h) And the dream shall never die. /_|T|_\ |
" | (703)749-2315 (w) (..uunet!netxcom!rkolker) " W " |
" +---V---V-----+

Debi's brother teaches math at the same high school where my Mom is
librarian. He likes Debi's ST so much, he's planning on getting one himself.
How about a team ad? Sounds like a perfect match.

While we're at it, Debi's Mom could be in there to. I met her once at
the computer store I work for. She is a very pleasant, articulate person.
Besides, she gave Debi some ST software for Christmas!

Matthew Seitz

2215. Re: Bad placing of Atari ST binaries

Newsgroup: comp.sys.atari.st
Date: 1988-03-03 23:59:59 UTC
From: acn@caen.engin.umich.edu
Message-ID: <672@blue.engin.umich.edu>
Source record: 254165
Cross-posted to: news.groups,comp.sys.atari.st

I wouldn't mind being the moderator for either or both groups.
Who do I contact to become the moderator?

Jon Brode -- acn@caen.engin.umich.edu
.

2216. Re: Laser C bug reports/notes

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 01:02:19 UTC
From: lbl@druhi.ATT.COM
Message-ID: <2747@druhi.ATT.COM>
Source record: 254166

In article <1988Feb29.101120.12013@mntgfx.mentor.com>, dclemans@mntgfx.UUCP writes:
> It looks like the compiler now has only 8 significant characters, vs. 10 characters in V1.

I specifically ran some tests of this feature. The tests consisted of assigning values to two variables that were identical up to N characters and printing out the results. As far as I can tell, Laser C uses flex names (i.e. no preset variable length) but, the tools they have provided only print out the first 8 characters or so. I can't figure out why they didn't make the tools work with flexnames, unless you need to give them some option to work with flexnames. I think I'll wait until the full documentation arrives before making any more comments.

Barry Locklear

2217. Re: Bad placing of Atari ST binarie

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 01:56:40 UTC
From: romero@mind.UUCP
Message-ID: <1975@mind.UUCP>
Source record: 254167

In article <11400011@silver>, ferneau@silver.bacs.indiana.edu writes:

< (a reasonable defense of unmoderated postings...)

This is a pretty obvious point, at least from where I'm standing...or
maybe it's just my New Yorker paranoia showing... but has it occurred
to any of those of you who are pushing for the unmoderated group that
there will be a real problem with Trojan horses getting posted?

Now, granted moderation has in the past introduced unreasonable delays
into the distribution process, but as I see it malicious postings of
dangerous programs should be a real concern of those of you who want
unmoderated postings. A moderator isn't just a bureaucratic bottleneck
for postings; he or she serves as "point-man" for the community, going on
ahead, trying out new stuff, and maybe getting a fried hard disk for all
the trouble.

I believe "ferneau" said something about all posted software being
reasonably well-tested before posting. Who do you propose to take over
this job in an unmoderated group? If we could trust everyone else out
there, an unmoderated group might work out.
But we can't.

Anyway, I've said my bit, and will shut up now.
-Antonio Romero romero@mind.princeton.edu
"Trust, but verify."

2218. Re: dLibs v1.1 and SETPATH program

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 01:56:53 UTC
From: dag@chinet.UUCP
Message-ID: <3131@chinet.UUCP>
Source record: 254168

In article <350@stag.UUCP> syntel!dal@stag.UUCP (Dale Schumacher) writes:
[much omitted]
>> 3) How reliable are the malloc() and free() functions
>> provided with MWC.
[more omitted]
>As for malloc() and free(), I can't comment on MWC's reliability, but I'm
>pretty sure that they allocate memory from the stack/heap area, which means
>that your program must ALWAYS reserve the maxiumum amount of memory that you
>ever will want to allocate. The dLibs version allocates memory by requesting
>heaps through the system Malloc() call (carefully avoiding the bugs therein)
>and parcels out memory from those heaps with only 4-bytes overhead per call
>to malloc() instead of the typical 12-16 bytes.

The above is wrong. MWC does not allocate from the stack/heap area. If it
did, the system() call would not work. The overhead per malloc is 4 bytes.
The malloc/calloc/realloc/sbrk (and l versions of the forementioned) use the
system Malloc() call, with a granularity to avoid the Gemdos Malloc bug.

[lots of stuff omitted]
>
>*WHEW* Lots of stuff here... Again in dLibs, there is a function called
>pfindfile() which will use the PATH to find a specified file (with one of
>a list of extension, if there is no extension). It recognizes both ','
>and ';' as separators in the PATH list. There is also a popen() function
>which works like fopen(), but uses pfindfile() to locate the file. If
>applications used these functions, most of the above problems would be
>solved.
>
MWC provides the functions getenv() and path(). path() searches a selected
path (need not be PATH) for a particular file. The "popen()" function
provided by dLib is useful, but its name conflicts with the popen() unix
function. Some people may feel this is not a problem, but portability is
a major issue at MWC. Rather than clutter up the documentation and
library with functions that are a simple combination of other functions
we let the user construct his/her own.

None of the above is to disparrage the work or comments of Dale Schumacher,
who has done the ST programming community a great service, and whos
contributions are appreciated by many, including myself. I don't have
dLibs, I managed to miss it, but I find that his postings are usually
very useful.

MWC remains committed to providing a complete and robust library with
complete and accurate documentation. The documentation does lag the
library, but we have only withdrawn one standard Unix library function,

crypt, from the library (it was never documented) since we first shipped,
and with each new release, the library becomes more populated.

> Dale Schumacher
> ..ihnp4!meccts!stag!syntel!dal
> (alias: Dalnefre')

Daniel A. Glasser
M68000 product development
Mark Williams Co.
...{ihnp4 cbmvax}!mwc!dag

--
Daniel A. Glasser
...!ihnp4!chinet!dag || ...!ihnp4!mwc!dag || ...!ihnp4!mwc!gorgon!dag
One of those things that goes "BUMP!!! (ouch!)" in the night.

2219. Atari ST Developers Kit For Sale

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 03:27:18 UTC
From: schwarz-marc@CS.Yale.EDU
Message-ID: <24470@yale-celray.yale.UUCP>
Source record: 254170
Cross-posted to: comp.sys.atari.st,misc.forsale

I am not pursuing Atari ST development at this time, and so would like to sell my Atari ST Software Development kit. The kit itself, which lists for $300.00 new, consists of 5 disks: Utilities, Compiler, Linker, Resource Construction Set, and MicroEmacs; and a BIG documentation set (about 1600 pages). I am asking $135.00 plus shipping.

I am also selling my Megamax 'C' Language Development System for the ST. Megamax, which lists for around $180.00 new, comes with two disks: System nd Utility; and bound documentation. I am asking $60.00 plus shipping.

Those interested may contact me over the net, or via USPS at:
6959 Yale Station, New Haven, CT 06520
(203)436-2696 (serious inquires only; no collect calls please)

Marc Schwarz
schwarz-marc@CS.Yale.EDU
schwarz-marc@yalecs.bitnet

2220. Re: RAM disks (was: small assesment of some formaters)

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 04:15:47 UTC
From: sid@brambo.UUCP
Message-ID: <309@brambo.UUCP>
Source record: 254171

In article <3335@watcgl.waterloo.edu> jafischer@lily.waterloo.edu (Jonathan A. Fischer) writes:

> o The main problem is with the Malloc() system routine. Its bugs
> are notorious, but in short, there is a fixed limit on the number
> of Malloc's any one application can perform. In fact, I once
> caught a message on Compuserve claiming that even if you're just
> doing something like:
> while (1) {
> buf = Malloc(size);
> Mfree(buf);
> }
> then it _still_ stops giving you memory after a while. (I'd like
> someone to confirm this).

The following program succeeds on my system. I'm using MWC version 2.0 and the Nov 20 1985 version of the TOS ROMs. The program stops after 10,000 repititions. When the address returned by Malloc was displayed, it was always the same.

```
#include <stdio.h>
#include <osbind.h>

main()
{
long buf;
long count = 0;

printf ("%ld bytes memory available.\n", Malloc(-1L));

while (1) {
if ((buf = Malloc(1000L)) < 0L) {
printf ("Malloc stopped giving memory after %ld calls.\n", count);
break;
}
if (++count > 10000L) {
printf ("Malloc ok after 10000 tries.\n");
break;
}
if (Mfree(buf) < 0L) {
printf ("Mfree failed after %ld tries.\n", count);
break;
}
}

}
```

--

Sid Van den Heede Voice: 416-792-1137
sid@brambo.UUCP FAX: 416-792-1536
...!utgpu!telly!brambo!sid
Bramalea Software, Suite 406, 44 Peel Centre Dr, Brampton, Ontario L6T 4B5

2221. Re: ETRNL2 and new roms

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 04:40:35 UTC
From: sid@brambo.UUCP
Message-ID: <310@brambo.UUCP>
Source record: 254172

In article <36500035@iuvax> franco@iuvax.cs.indiana.edu writes:
> I
> found that folders were unknown to the system without a media change
> on the "hard-drive" (so here seems to be another case for having
> hard disk media changes). [...]
> ...to use it,
> one must force the media change from software.

Is this what happens when the ESCape key is hit from the desktop,
causing the display of folders to be updated? Does the desktop-
handling software do a mediach?
--
Sid Van den Heede Voice: 416-792-1137
sid@brambo.UUCP FAX: 416-792-1536
...!utgpu!telly!brambo!sid
Bramalea Software, Suite 406, 44 Peel Centre Dr, Brampton, Ontario L6T 4B5

2222. CT version 2, documentation.

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 06:51:31 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3476@watcgl.waterloo.edu>
Source record: 254173

I'm posting my copier program, called 'ct'. Complete description is
in the documentation below; however, in brief:
- maintains timestamps from source to destination file.
- copies directory trees
- performs selective backup
- handles wildcards (i.e., can be called from the desktop or from
within a program like 'Flash').
- works on all STs (well, I don't have a Mega to test with, but if it
doesn't work on one then I'd be really surprised), in all
resolutions.
---------- Cut here ----------

Mar 4 01:18 1988 ct.doc Page 1

You may have noticed that when you copy files with the Desktop (by
dragging icons), the new files created by the copy have a timestamp equal to
the current date and time, rather than the timestamp from the source file.

For many situations, this is not a problem. However, it is often
useful to maintain this timestamp when copying. Since many command-line
copying programs (typically named 'cp' after the Unix command) for the ST are
also plagued with this problem (the ones supplied with "Gulam" and Beckemeyer's
Micro/MT C-Shell being exceptions), I wrote my own, and called it CT, for
'copy with timestamp'.

It wasn't until after I wrote CT that I discovered that Gulam and the
MT Csh had solved my problem. So why bother continuing to update and improve
CT, you ask? Mainly because of the additional capabilities that I've added
since the original version, namely:

- now copies whole directory trees with the '-r' option.
- allows selective backup of files with the '-b' option. (e.g.: you're
working on a ramdisk, and saved all your files to floppy 20 minutes
ago. Before you run your test program, you want to save all the
files have changed since you last saved them to floppy.
"ct -b * a:\" will do this.)
- can request user verification if the destination file exists
**** - accepts wildcard file specifications, so that CT may be called up
from the Desktop. (Or from the Megamax graphical shell, or from
within Flash, for instance). (** See description of wildcards,
below).
- also, if called from the Desktop, waits for a keypress before
exiting.

Now, Gulam does have a '-r' option; however it doesn't seem to copy the
actual directory structure, but only the files themselves that are contained

in the directories. With CT, if you specify
ct -r a:\{bin,lib,work} c:\
then the 3 directories themselves, as well as their contents, will end up on
c:\ (just like it works on the desktop when you drag folders).

GEMDOS BUG 'FIXED': You may also have noticed (if you work with
floppies a lot from command shells) the following problem: you are working
from a ramdisk directory, and you want to copy a file from a floppy onto the
ramdisk. You remove the floppy that is in the drive, and insert a new floppy.
Then you type, "cp a:\folder\file.nam c:\" or some such thing, and the copy
fails, with "can't open a:\folder\file.nam". If you then type "ls a:\" and
repeat the copy command, it will work. This problem is fixed in CT. GEMDOS
for some reason won't access files in subdirectories when a disk is changed,
until it has a look at the root directory on the new floppy. I basically
force it to do this if I can't open the file.

CT is also fairly robust:
- when expanding wildcards, CT can handle up to 2000 files in total.
When copying directories, CT can handle up to 2000 files rooted in
one directory. This limit may easily be increased by modifying
a #define in the source.
- will allocate a very large buffer (I have it #define'd to try for
500K). This really helps when copying from a: to b: with one
drive (although be warned: there are still a couple of swaps per

file).
- if you are working under the MT Csh and you want to use CT in the
background, then you can specify the '-m' option, to restrict CT
from hogging all available memory.
- when performing a recursive directory copy, CT checks for stack
overflow.
- if a file is not successfully copied, CT deletes the destination
file.

Wildcards:
==========
* - match with any string of characters.
? - match with any single character.
[] - match any one character within the brackets. Ranges of characters
may be specified as follows: [a-zA-z] meaning any lower or upper
case alphabetic character.
{} - match any of the specified groups of characters, e.g.
{word1,word2,word3} will match with 'word1', 'word2', and 'word3'.

Some examples:
a:\{bin,lib,include}*.c
- matches with all '.c' files in a:\bin, a:\lib, and
a:\include
*
- matches with all filenames, with or without extensions.

c:\work*.[ch]
- matches with all '.c' and '.h' files in c:\work
[d-q]*
- matches with all files beginning with the letters 'd'
through 'q'.

Interesting tidbits:
====================
(more than you care to know, probably, but hey, this is my moment on the soapbox so let me enjoy it...)

- In testing CT, I created a directory tree containing around 2,000 files of zero length, strewn among several directories. CT handles this fine, thank you, but GEMDOS just died disgracefully when I tried to delete these folders. Not even a warm boot would resuscitate the ramdisk!

- An easy (but not flawless) way to determine if a program has been called from the Desktop is simply to check if argv[0] is an empty string. Most ST shells (msh, Gulam, MT Csh) will set argv[0] equal to the program name, i.e., "ct". However, if a user is, er, 'using' a command shell that doesn't follow this standard practice, CT will assume that it is being called from the desktop, and will wait for a keypress before exiting.

- If you go through the source code, you can't miss the inelegant method I use to allocate as large a buffer as possible. It's very evident that I'm not using the standard Malloc(-1L) method. Why? Apparently (from all I could tell) you simply cannot mix Malloc() and MWC's malloc() routines in the same program. As soon as Malloc() is called, malloc() will refuse to allocate any memory. Since

I doubt that Malloc() will perform 2000 allocations (I think that the fixed limit is well below that), I'm forced to use malloc().

- Cconws(NULL) seems to print one backquote ("`").

- When run from the desktop as a .ttp program, the first tab printed doesn't seem to behave itself. Just try running ct.ttp with no params, and you'll see what I mean. (Although I have some very old ROMS, so it your mileage may vary).

- Fread() doesn't seem to return an error code. Even if I get the "Data on the disk in drive A may be damaged..." alert box, I don't get a negative return code from Fread().

EMail suggestions or bug reports (not that there _are_ any :o)) to:

Usenet: jafischer@lily.waterloo.edu (until May 1988)
or: ...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
Compuserve: 76626,210

NOTE: CT is in the public domain.

DISCLAIMER: (just to be safe) I shall not be held liable for any
damages incurred through use or misuse of CT. There.

- Jonathan Fischer.

------------------------------ end of file ---------------------------------
--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
"My computer understands me."
- Old button of mine.

2223. Business risks & Shareware

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 07:52:43 UTC
From: andym@crash.cts.com
Message-ID: <2625@crash.cts.com>
Source record: 254169
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <1438@looking.UUCP> brad@looking.UUCP (Brad Templeton) writes:
>In article <182@wsccs.UUCP> terry@wsccs.UUCP writes:
>> I recently (well, last comdex) met the guy who wrote PC-WRITE...
>>he's making gobs of money
>
>I'm tired of hearing this. That company is the most prosperous of a group
>that you can count on your fingers. The other 20,000 "shareware" programs
>have all been dismal financial failures that haven't returned anything,
>and certainly not something similar to what the author would have made
>as a programmer or consultant in regular employment.

May I point something out here...discounting the throw-away Shareware programs (i.e. The ones you download and never use again which are by default labelled "send money") the risks in marketing legitimite shareware seem to fare equally with any other individual entreprenurial venture. The failure rate in small buisnesses, for example, is by SBA statistics 90%. Given that a shareware author is basically running a small business, its not surprising that the failure rate for such ventures is so high.

But then again, I wouldn't sell any of MY programs shareware...but realistically I don't believe that it is as bad as most people make it out, Shareware really is a viable alternative for those who don't have the capital to handle distribution properly.

andym@crash.CTS.COM
UUCP: ..!sdcsvax!crash!andym

2224. Sign-off for HAAS@TAMVXEE

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 08:07:04 UTC
From: sutanto@tamvxee.BITNET
Message-ID: <8803040724.AA11839@ucbvax.Berkeley.EDU>
Source record: 254174

Please sign-off HAAS@TAMVXEE from your list. He is no longer a user here. Thank you.

Surja Sutanto
TAMVXEE Postmaster

2225. DRAM FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 08:31:39 UTC
From: misha@nsc.nsc.com
Message-ID: <4997@nsc.nsc.com>
Source record: 254175
Cross-posted to: misc.forsale,misc.wanted,comp.sys.amiga,comp.sys.atari.st,comp.sys.att,comp.sys.ibm.pc,comp.sys.mac

Posting for a friend:

My friend has lots of DRAM for sale.

Couple of hundred of HM50256-15 DRAMS
These are Hitachi 256K x 1 150 ns CAS before RAS Drams
Standard for ATs and Turbo XTs with 640k on board
Also several dozen TMS 4256-15 - Texas Instruments 256Kx1 150ns
He wants $6 a piece in multiples of 9

Several hundred of xx64-15 DRAMS
64K x 1 150ns standard Drams
These will go for $2.50 a piece in multiples of 9

Reply to me if interested

--
NAME: Michael Umansky (misha)
E-MAIL:
sun! ----\
hplabs! --\
pyramid! --+----> nsc!misha
decwrl! --/
amdahl! -/
WORK:
National Semiconductor Corporation
1135 Kern Avenue, Mail Stop - 7C266
Sunnyvale, CA 94086
(408) 721-8109 (work)
HOME:
4331 Lincoln Way
San Francisco, CA 94122
(415) 564-3921 (home)

2226. Termcap.

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 08:58:00 UTC
From: VILJANEN@FINUH.BITNET
Message-ID: <8803040939.AA14001@ucbvax.Berkeley.EDU>
Source record: 254176

Has anyone compiled TERMCAP succesfully? I've tried many times
with my Megamax, but with not too good results. If someone has a working
compiled copy, I'd be eternally grateful if that someone could mail me
a copy to the address below. Thank you in advance...

"""

____
Lea 'LadyBug' Viljanen \ / . University of Helsinki, Finland
VILJANEN@FINUHA.BITNET \/ |_ Dept. of Computer Science

'Small is beautiful'
"""

2227. Re: New version of Turtle?

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 09:17:54 UTC
From: jesper@diku.dk
Message-ID: <3699@diku.dk>
Source record: 254177

In article <19880301154715.3.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>Does anyone have a version of Turtle newer than 2.15? George Woodside
>(the author) tells me there's a 2.16 which fixes the bug that's stopping
>me from doing backups. He said it's floating around Genie, Compuserve,
>maybe some other places, but I haven't seen any mention of it here. If
>anyone has a copy, could you forward it to me or post it to the list?
Please post it.
Thanks in advance

Jesper L.Lauritsen, U of Copenhagen, jesper@diku.UUCP or ibtjll@dkuccc11.BITNET

2228. PC-ditto & upgrade.

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 09:19:00 UTC
From: VILJANEN@FINUH.BITNET
Message-ID: <8803041225.AA16628@ucbvax.Berkeley.EDU>
Source record: 254178

1) Is it possible to get PC-Ditto to work with 1sided disk drive and
a hard disk? I understand PC-Ditto needs a MS-DOS boot disk to operate but
otherwise everything can be stored in a hard disk. But how can I make
1sided MS-DOS boot disk? Does it work with all the versions (2.11, 3.2
etc)?

2) I've tried to upgrade my 520 to 1meg machine, but haven't been
too successfull. The chips are in and wired correctly, but the machine
only recognizes the normal amount (<400k) of memory. Otherwise it works
fine. I have a relatively old (version B) motherboard, could it have
something to do with it?

"""

____
Lea 'LadyBug' Viljanen \ / . University of Helsinki, Finland
VILJANEN@FINUHA.BITNET \/ |_ Dept. of Computer Science

'Small is beautiful'
"""

2229. Re: Re: Problems w/uue files at ATARINET (UH-INFO@UHUPVM1.BITNET)

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 09:41:47 UTC
From: jesper@diku.dk
Message-ID: <3700@diku.dk>
Source record: 254179

In article <500@uhnix2.UUCP> uace0@uhnix2.UUCP (Michael B. Vederman) writes:
>The problem is REALLY brain-damaged gateways that do BAD translations of
>characters. If you have gotten UUX UUE from ATARINET, this takes care of
>almost all problems. The problem is definitely not ATARINET!
Sure isn't, I have got lots of programs from ATARINET - thanks to UACE.
I do however have to fix all files before I uudecode. The problem is that
our local VM system uses the Danish version of the EBCDIC character set,
and the conversion from US EBCDIC is not done very well. I sugest that
you try to download one of the newer files encoded with the newest version
of uuencode. These files contain a table of the characters used. If you are
in luck you may be able to deduce from that table what characters to
change. It would defenitly be a help i all files was decod with the
newest decoder.

Jesper L.Lauritsen, U of Copenhagen, jesper@diku.UUCP or ibtjll@dkucccc11.BITNET

2230. UniTerm 2.1a wishlist/Broken ST problem...

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 09:59:56 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <460@csvax.liv.ac.uk>
Source record: 254180

Wishlist for the next release of UniTerm (2.1a ??) :

1) Support for 'invisible cursor' (ESC [1 v I think...).

2) Double width, single height text on colour monitors.

3) Faster Tektronix mode.

4) A one-key NO SCROLL key (none of this ALT-Z stuff) - I currently use
INSERT to go in and out of the SLE...this acts as a useful NO SCROLL key.

5) Why does an alert dialog appear if you disable the SLE and then (accident-
ally or deliberately) press the INSERT key ? This rather makes the 'dis-
abling' aspect a bit useless...!

6) Retain the screen display when switching from or to 132 column mode, rather
than clearing the screen and homing the cursor.

7) Follow this convention for mouse control :
If there is keyboard input or serial line activity, leave the mouse
switched off UNLESS the mouse is moved (switch it back on again in that
case). Use either the standard mouse arrow or an outlined char cell box
for the mouse because these are easier to use than the I-bar.
If the mouse button is clicked whilst the mouse is on, then the cursor
should move to the character cell nearest to the mouse pointer. BUT....
listen to the echo from the host after each cursor arrow code is sent -
then the cursor can be 'stopped' if it exceeds the selected position
(as is the case if there is tabs between the original cursor position and
the destination position selected by the mouse).
PLEASE remove this silly 2-click convention for cursor position selection
by the mouse - it is highly annoying.

P.S. MY ATARI DOESN'T RECOGNISE ESCAPE (AND NEVER HAS !) to refresh a disk
window after a disk swap. Also, the Procopy disk copier is convinced
that the source disks I put in are write-enabled when they are clearly
write-protected. By the way, I'm using a 1040STF that is about two years
old, but I'm not sure which drive manufacturer produced my internal drive.

Richard K. Lloyd, **
Computer Science Dept., * JANET : sqrkl@uk.ac.liv.csvax *
Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!sqrkl *
Merseyside, England, * ARPA : sqrkl%csvax.liv.ac.uk@nss.cs.ucl.ac.uk *
Great (?) Britain. **

"I have VERY strong opinions which are nothing whatsoever to do with the
University of Liverpool, so blame ME if I bitch about useless IBM PC clones,
even more redundant IBM mainframes and the terrible Atari ST..."

2231. WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 11:48:38 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <463@csvax.liv.ac.uk>
Source record: 254181
Cross-posted to: comp.lang.pascal,comp.sys.atari.st,comp.sys.amiga

In article <12045@brl-adm.ARPA>, JEMCCABE%MTUS5.BITNET@CUNYVM.CUNY.EDU writes:

> Oh come on now... This group is NOT for computer bashing.
> If you are so insecure about your machine that you need to post
> such crap, go write it on a bathroom wall or tattoo it on your
> ass!!! And while you're at it, try to come up with some valid
> arguments!

OK, you asked for it ...

1) The Atari ST's OS has been ported from an IBM PC and has several features removed (no fonts for example) and has had several (hundred ?) bugs introduced (40-folder bug, can't rename a folder, can't rename a disk...).

2) The ST has the same sound chip as a Sinclair Spectrum Plus 2 - a prime example of Atari ST cost-cutting.

3) 99% of all available software is either a very poor imitation of Macintosh software (First Word Plus, Publishing Partner, Fleet Street Editor etc.) or just a poorly-written arcade game...

4) Virtually all the compilers I've seen (and I've seen plenty of them !) for the ST have been quite disgraceful. They either have numerous bugs, have a user-hostile interface (such as a cryptic command line) or are extremely slow. This just shows that ST software companies are in the market to make a quick buck off people foolish enough to buy an ST in the first place.

5) The official ST hard disk is appalling. A friend of mine was so disgruntled that he ripped out the Atari mechanism and replaced it with a faster hard disk mechanism.

6) As mentioned in comp.sys.atari.st, Atari have been caught red-handed shipping STs with faulty disk drives that don't sense the write-protect notch on a disk correctly...typical of such a cost-cutting company (price without the power - or safe disk drives !)

> Calling the ST a "hunk of dross" is uncalled for. The Amiga
> has nicer features than the ST, of course, but that doesn't
> mean that anything less than an Amiga 3000 is trash. Using your own
> logic, I could say that your Amiga and the Mac II and the
> Vax and IBM mainframe machines are all "dross" because a better
> computer exists. Grow up, and take a course or two in logic
> before you waste our time with childish bullshit.

I never said that the Amiga/VAX/Mac etc. were the BEST computers in the world - just that they're BETTER than the ST !! My philosophy is that if the machine

is fast, has a good OS and a good (high level) language then it is GOOD. If it doesn't have these attributes then it is BAD (aka DROSS).
From your rabid defensive posting, I can only assume that you are an Atari victim..oops, sorry...owner. This is why I've pointed out what a mistake Atari owners make when they part hard-earned money for what, in effect, is a very large door wedge.

Richard K. Lloyd, **
Computer Science Dept., * JANET : SQRKL@UK.AC.LIV.CSVAX *
Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL *
Merseyside, England, * ARPA : SQRKL%csvax.liv.ac.uk@nss.cs.ucl.ac.uk *
Great (?) Britain. **

"I have VERY strong opinions which are nothing whatsoever to do with the University of Liverpool, so blame ME if I bitch about useless IBM PC clones, even more redundant IBM mainframes and the terrible Atari ST..."

2232. Atari 6.5 Icon memory problem.

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 13:47:22 UTC
From: NETWORK@FRSAC11.BITNET
Message-ID: <8803041517.AA19085@ucbvax.Berkeley.EDU>
Source record: 254182

About Icon 6.5 for the Atari ST:

The release (e) as distributed, was a little tight in heap memory
available, aborting for some programs with a message complaining
about not enough space. (e.g. #309 or #310)

The MCC library for the C compiler is weird about memory management.
To overcome this, at execution time, you can change the heap size by:
iconx %300000 program-name
Where %300000 is an example of the heap memory size you request.

By default this request is 200000, enough to run all the Icon test suite
programs, but not enough for some other.
On a 1040ST, without shell, you can try up to aroud %700000.
This MCC "feature" *cant* be used from Icont, with the -x option.
(The % arg is not passed to iconx, but used by icont, that does not
need it.)

A modified version (f) with a default of 260000 is released,
and sent to:

userczak@ualtamts (bitnet)
listserv@canada01 (the useful prog-a16 server, on bitnet)
hahn_k@dmrhrz11 (earn, europe)
ihnp4!uwmcsd1!lakesys6martin (uucp-us)
ihnp4!ihlpe!orf (uucp-us)
ukc!uk!ac!qmc!maths!gcj (uucp-europe)

Please do all request from your closest site.
(I am myself in France, and cant handle large amount of orders.)

Regards,

Jean-Pierre H. Dumas

network@frsac11 (bitnet)
network%frsac11.bitnet@mitvma.mit.edu (arpanet)
dumas@sumex-aim.stanford.edu (arpanet)

2233. Re: Atari Advertising Idea

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 14:17:20 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2712@ihlpe.ATT.COM>
Source record: 254183

In article <3623@cup.portal.com>, roger_warren_tang@cup.portal.com writes:
>
> Using Debi Thomas as a spokesperson makes much too much sense (as well as
> being too expensive, eaven at bronze medal prices) for Atari to ever do.
>
I don't believe that it would be anywhere as expensive as an actor or top professional sports personality. I think this idea has a lot of merit and I hope Atari considers it seriously.

> This is aside from the misbegotten perception that the computing world is
> too lily white in the eyes of the ad executives to accept a person of color
> as a spokes person (ever wonder why there are no endorsements for the top
> black tennis players?).

Someone must have forgotten to tell the ad executives that Bill Cosby is black (:-)). Actually, I also see Arthur Ash is an ad for an aspirin product even today. I think the main problem with black tennis players is that there isn't anyone with name recognition that the majority of the public will instantly say 'oh, that's (substitute any name you can think of here)'.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

2234. ST at 50Hz

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 14:45:00 UTC
From: MARKS@HDETUD53.BITNET
Message-ID: <8803042134.AA23120@ucbvax.Berkeley.EDU>
Source record: 254184

Distribution-File:
info-atari16@score.stanford.edu

Before I have my American 1040ST sent over here to Holland, I would feel much more confident if I could get some hard information from someone who's done the same thing. Not necessarily to Holland--I guess that all European power is the same 220V, 50 Hz. Have people tried this, and has it been successful? I was told that I only have to convert the voltage; the frequency is supposed to be OK, since I have the monochrome monitor. Any confirmations?

I was told that adaptor/transformers were easy to get in the US. Unfortunately, I assumed they would also be easy to find here. I can't find anyone that has one. Can anyone give me a recommendation on this? Should I just buy a 2:1 transformer and solder something together? Is there any way this could get me in trouble?

Please respond to MARKS@HDETUD53 (BITNET).

Appreciatively,

Roger Marks

2235. samplers for atari

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 17:17:52 UTC
From: R53111AE@AWIUNI11.BITNET
Message-ID: <8803041525.AA19211@ucbvax.Berkeley.EDU>
Source record: 254186

Hello hello, I am new to the system so I may be posing an old question, but could I get some info about good samplers for the Atari computers. Am also interested in any new tips or things for the Steinberg 24 sequenzer (I cannot spell sorry), or any music info for Atari.

Patrick Maun
Hochschule fuer Angewandte Kunst
Vienna Austria

2236. Sending a break from FLASH

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 18:30:26 UTC
From: mdf@trwrb.UUCP
Message-ID: <5541@trwrb.UUCP>
Source record: 254187

How does one send a Break signal to an AT&T DTDM set from within FLASH???

Thanks,
Mark Falleroni
Ogden Engineering Office
TRW Defense Systems
Ogden, Utah

2237. Re: Abaq OS, what is it ?

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 19:10:03 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2254@bath63.ux63.bath.ac.uk>
Source record: 254188

The phrase 'THE AUTHOR OF AMIGADOS' is perhaps a bit strong. However, in essence this is true.

On the other hand, (and, much as I love my ST, and much as I worry about starting another round of flame wars), AmigaDOS is OK, really. (Personally, I prefer GEM/TOS, but that's a totally subjective judgement.)

And, to the people who've been offering to explain multi-tasking to me, GO AWAY! I've been using it since probably well before most of you had cut your second pair of teeth. I'm *still* not convinced it's a good idea in an environment where the tasks are not protected from each other.

Thanks.

2238. Atari ST Developers Kit -- SOLD

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 19:48:45 UTC
From: schwarz-marc@CS.Yale.EDU
Message-ID: <24510@yale-celray.yale.UUCP>
Source record: 254189
Cross-posted to: comp.sys.atari.st,misc.forsale

Both the ST Developers Kit and Megamax 'C' Language
Development System for the ST have been sold to a
party in Framingham, Mass.

Thanks to all who responded.

Marc Schwarz
schwarz-marc@CS.Yale.EDU
schwarz-marc@yalescs.bitnet

2239. problem with Magic Sac + Uniterm ver. 2.0a 20

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 20:15:00 UTC
From: SYSTEM@UVPHYS.BITNET
Message-ID: <8803050005.AA25381@ucbvax.Berkeley.EDU>
Source record: 254190

One of our users reported the following problem when he tried to run
Uniterm ver 2.0a 20 with the Magic Sac connected to his ST:

Configuration: 1040 ST with 20MB SH204 hard drive, Magic Sac+Translator box
the Hard disk has 3 ST and 2 Mac partitions (created with Magic Sac).
When he tried to use Uniterm 2.0a 20 (from floppy) when Uniterm came up it
destroyed the Mac partitions on the hard disk (ST partitions ok).
He recreated his Mac partitions but every time he run Uniterm the partitions
were destroyed.
He then switched back to Uniterm 1.8a20 and everything worked fine.

Does anyone know (Simom??) why Uniterm 2.0a 20 cannot coexist with the
above hardware set up?

Nik Zapantis
UVic, Physics
Victoria, BC
V8W 2Y2
(604) 721-7729

system@uvphys.bitnet

2240. Re: DBs for ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 21:20:40 UTC
From: dale@slovax.UUCP
Message-ID: <2872@slovax.UUCP>
Source record: 254191

> In article <16@erc3bc.UUCP>, wsl@erc3bc.UUCP writes:
> > (2) Is there now (or will be in the near future) a SQL based database
> > available for the ST?
>
> Well, Atari announced a while ago that they would be selling one of
> the BIG Unix-type SQL databases for the ST *running Idris*. Idris, if
> you haven't heard of it, is a "Unix-clone" o.s. I think the database
> was either Ingres or Oracle, both of which are well-regarded products
> in the Unix minicomputer world.

The database slated to run under Idris on the ST was Oracle. I hope to
see it happen, unfortunately Atari has to wake up and start supporting
the developers out there. Idris is a multi-user multi-tasking Unix like
operating system. I really enjoy using it, I work on various Unix systems
at work, and feel right at home working with it. I have been porting some
public domain utilities and games for Unix machines, and find that there
is little or no work to get them running under Idris. The C compiler and
utilities are very nice. My only complaint is that it needs a "csh".
I miss history, and cd ~foo etc. (any one have public domain sources for
a csh like shell).

P.S. I have seen and touched X windows (X10) on the ST!! --stayed tuned--

--
{psivax,ism780}!logico!slovax!dale : {hplsla,uw-beaver}!tikal!slovax!dale
Dale Thomas R & D Associates,3625 Perkins Lane SW,Tacoma,Wa 98499,206-581-1322

2241. MORE on the 16Mhz board

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 22:35:26 UTC
From: keithr@vice.TEK.COM
Message-ID: <2331@vice.TEK.COM>
Source record: 254192

Here is some more info on the 16Mhz board for the ST.
It is a board the that mounts inside the ST. The
installation is said to be more difficult than a memory
upgrade. The replace the cpu with a 68016(?) and
place a switch on the back of the ST to allow you to
switch from 8Mhz to 16Mhz. They are expecting their new
(lastest) board next week. After they do some more testing
they expect to go into production in about a month. They
hope to keep it in the $200 range not including installation.
They're looking into setting up dealers for installing the
board, but are looking into other options as well.

I asked if there is a problem with 150ns memory chips he said
no, but going to 120ns chips would increase the speed, then
only slightly.

PC Ditto is running on it. They haven't found any software
that doesn't run, but who knows how much they've tried.

The person I talked to was named Kevin. He was very helpfully
in answering any questions I had. He said if people send
in a self-stamped addressed envelope they would send back
literature on this and other products, hardware upgrades
such as blitter upgrades, for the ST.

The address is:

MEGABYTE Computers
109 W Bay Area Blvd.
Webster, TX 77593
713-338-2231

(I am no way connected with MC, I don't own any of their stock,
and I am not married to any of their sisters.)

2242. CT.C

Newsgroup: comp.sys.atari.st
Date: 1988-03-04 23:19:43 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3489@watcgl.waterloo.edu>
Source record: 254193

Here is the (Mark Williams) C source for CT, the copier I posted
yesterday. (Documentation was posted yesterday as well).

```
----------------------- Cut here & at bottom --------------------------------
/*
* CT: A file-copying program that maintains time-stamps on the
* destination file(s).
*
* AUTHOR: Jonathan Fischer, August 1987
* (latest version: 2.0, Jan. 1988)
*
* USAGE: ct [-bmnrv] <file1> <file2>
* or ct [-bmnrv] <file1> ... <directory>
* -b: Backup: only copy files newer than the destination files.
* -m: Conserve memory; for MT C-Shell usage.
* -n: No information is to be printed.
* -r: Recursively copy directories and their contents.
* -v: Request user verification when destination file exists.
*
* NOTE: CT now expands wildcards, so it may be called with wildcards
* from the desktop.
*
* CT may require some hacking to compile under anything but
* Mark Williams C.
*/

#include <stdio.h>
#include <time.h>
#include <ctype.h>
#include <osbind.h>

#define YES 1
#define NO 0

#define MAXBUFSIZE 500000 /* For Mega machines, make this as big as */
/* you like. This is typically the most */
/* I'd have free on my ST. */
#define MEMRESERVE 50000 /* Approximate amount of memory that should */
/* be reserved for mallocing. */
#define SMALLBUFSIZE (40000 + MEMRESERVE)

/*
* Variables used by the wildcard routines:
* argv gets expanded (if wildcards exist) into newargv.
*/
#define ARGCLIMIT 2000
```

```
#define ARGCLIMITSTR "2000"
int newargc;
char *newargv[ARGCLIMIT];/* Allow for (hopefully) much more than */
/* enough space. */

typedef struct datimbuf {
unsigned int seconds:5;
unsigned int minutes:6;
unsigned int hours:5;
unsigned int day:5;
unsigned int month:4;
unsigned int year:7;
} DATIMBUF;

typedef struct {
char reserved[21];
char attribute;
DATIMBUF datime;
int losize, hisize;
char fname[14];
} DTABUF;

char *malloc(), *lmalloc(), *rindex(), *strcat(), *strcpy(),
*LowerStr();
void Usage(), Error(), Msg(), GoAway(), Files2Dir(), File2File(),
FindWildcards(), ExpandWildcards(), CopyDir(), ReadRoot();

DATIMBUF finfo;
DTABUF dta;

long _stksize = 15000L; /* Override default 2K stack. */
unsigned long bufsize;

int firstarg; /* First argument (after options). */
int ch; /* Character read from keyboard. */

char *buf; /* I/O buffer. */
char *prgname; /* Program name for error messages. */
char tempbuf[256];
char FromDesktop,
info, verify, recurse, memconserve, backup;

int
main(argc, argv)
int argc;
char **argv;
{
register int loop;

/*
* Most shells pass the program name in argv[0]. But if argv[0] is
* empty, then set the program name to "ct."
*/
```

```
if (*(prgname = argv[0]) == 0) {
prgname = "ct";
/* Assume that ct is being run from the desktop. */
FromDesktop = YES;
} /* if */
else
FromDesktop = NO;

if (argc < 3) {
Usage();
} /* if one or no params */

/*
* Set GEMDOS' dta buffer.
*/
Fsetdta(&dta);

FindWildcards(&argc, &argv);

/* Get any command line options (e.g., "-v"). */
backup = NO;
memconserve = NO;
info = YES;
recurse = NO;
verify = NO;

if (argv[1][0] == '-') {
firstarg = 2;

for (loop = YES; argv[1][loop]; ++loop) {
switch (argv[1][loop]) {
case 'b':
backup = YES;
break;
case 'm':
memconserve = YES;
break;
case 'n':
info = NO;
break;
case 'r':
recurse = YES;
break;
case 'v':
verify = YES;
break;
default:
Usage();
} /* switch */
} /* for */
} /* if */
else
```

```
firstarg = 1;

/* Check for only one file parameter. */
if (argc - firstarg == 1)
Usage();

/*
* If memconserve:
* Allocate a maximum of SMALLBUFSIZE bytes.
*
* else:
* Allocate the largest buffer possible.
*/
bufsize = memconserve ? SMALLBUFSIZE : MAXBUFSIZE;

while (((buf = lmalloc(bufsize)) == NULL) &&
(bufsize -= 2000) > 0)
;
if (buf == NULL)
Error("Out of memory.", NULL);

/*
* Now free the buffer and reallocate one of a size which leaves enough
* room for all the mallocs later in the program. NOTE: this all could
* have been done with a Malloc(-1L), but mixing Malloc and malloc seems
* to be a definite no-no, and I prefer to use malloc over Malloc.
*/
free(buf);
buf = lmalloc(bufsize -= MEMRESERVE);

/*
* Format I:
* Backup one or more files to a destination directory.
*/
if (IsDir(argv[argc-1]))
Files2Dir(argc, argv);

/*
* Format II:
* Copy one file to another.
*/
else if (argc - firstarg == 2)
File2File(argv[firstarg], argv[firstarg+1]);
else
Error(argv[argc-1], " is not a directory.");

GoAway(0);
} /* main() */

void
Usage()
{
Cconws("Usage:\t");
```

```
Cconws(prgname);
Cconws(" [-bmnrv] <file1> <file2>\r\n\t");
Cconws(prgname);
Cconws(" [-bmnrv] <file> ... <directory>\r\n\n\
\t-b: Backup: only copy files newer than the destination files.\r\n\
\t-m: Conserve memory (for MT C-Shell).\r\n");
Cconws("\t-n: No information is to be printed.\r\n\
\t-r: Recursively copy directories and their contents.\r\n\
\t-v: Request user verification when destination file exists.\r\n");

GoAway(1);
} /* Usage() */

void
Error(string1, string2)
char *string1, *string2;
{
Cconws(prgname);
Cconws(":\t");
Cconws(string1);
if (string2 != NULL)
Cconws(string2);
Cconws("\r\n");

GoAway(1);
} /* Error() */

void
Msg(string1, string2)
char *string1, *string2;
{
Cconws(prgname);
Cconws(":\t");
Cconws(string1);
if (string2 != NULL)
Cconws(string2);
Cconws("\r\n");
} /* Msg() */

void
GoAway(code)
int code;
{
if (FromDesktop) {
Cconws("\r\nHit any key to return to desktop...");
Cnecin();
Cconws("\033f");
} /* if */

exit(code);
} /* GoAway() */
```

```
void
File2File(source, dest)
char *source, *dest;
{
unsigned long rcount;
char retry_open;
int sfile, dfile;

retry_open = YES;

/* Open the files. */
retry:
if ((sfile = Fopen(source, 0)) < 0) {
if (IsDir(source)) {
if (recurse) {
CopyDir(source, dest);
return;
} /* if */
else {
Msg(source, " is a directory.");
return;
} /* else */
} /* if */

/*
* If a disk has been swapped, GEMDOS doesn't know about any
* files contained in subdirectories. So in case this is the problem,
* get GEMDOS to read the root directory of the disk in question.
* Then it will know about subdirectories on the new disk.
*/
else if (retry_open) {
retry_open = NO; /* Only want to retry once. */

ReadRoot(source);
goto retry;
} /* if */

Msg("Can't open ", source);
return;
} /* if can't open file. */

/*
* If "-b" is specified, check if the file exists, and if it does
* then only copy over it if the source file is more recent.
*
* If the "-v" option has been specified, then first check if
* the destination file already exists. If so, query whether
* or not to replace it.
*/
if ((verify || backup) && Fsfirst(dest, 0x23) == 0) {
if (backup) {
/* Store the destination timestamp in 'finfo.' */
finfo = dta.datime; /* Structure assignment. */
```

```
Fsfirst(source, 0x23); /* Get info for source file. */

/*
* Compare timestamps of source and dest. If the source isn't
* more recent than the dest, then return.
*/
if (!MoreRecent(dta.datime, finfo))
return;
} /* if */

if (verify)
while (1) {
Cconws("Replace file \"");
Cconws(dest);
Cconws("\"? (Yes/No/All) ");

ch = tolower(Cnecin());
Cconws("\r\033K");

if (ch == 'y')
break;
if (ch == 'n')
return;
if (ch == 'a') {
verify = NO;
break;
} /* if */
} /* while and if*/
} /* if */

/* Open the destination file. */
if ((dfile = Fcreate(dest, 0)) < 0) {
Fclose(sfile);

if (IsDir(dest)) {
Msg(dest, " exists and is a directory.");
return;
} /* if */
/* (Note that there is no need to retry with ReadRoot() here, since */
/* this is performed by IsDir() on the destination file.) */

Msg("Can't open ", dest);
return;
} /* if */

if (info) {
Cconws("Copying ");
Cconws(source);
Cconws(" to ");
Cconws(dest);
Cconws("\r\n");
} /* if */
```

```
/* Now read from the source file and write to the dest file. */
do {
rcount = Fread(sfile, bufsize, buf);
if (rcount < 0) {
Fclose(sfile);
Fclose(dfile);

Msg("Read error on file ", source);
return;
} /* if */

else if (Fwrite(dfile, rcount, buf) < rcount) {
Fclose(sfile);
Fclose(dfile);

/* Since the file wasn't successfully copied, delete it. */
Fdelete(dest);

Msg("Write error on file ", dest);
return;
} /* else if */
} while (rcount == bufsize);

Fclose(dfile);

/* Read the time and date stamp of the source file. */
Fdatime(&finfo, sfile, 0);
Fclose(sfile); /* And close it. */

/*
* Write the stamp to the dest file. Fdatime() only seems
* to work if the file is *Fopened*, rather than *Fcreated*.
* As well, the third parameter value is the opposite of what
* is listed in the "ATARI ST INTERNALS," and elsewhere, I
* believe.
*/
dfile = Fopen(dest, 1);
Fdatime(&finfo, dfile, 1);
Fclose(dfile);
} /* File2File() */

/*
* ReadRoot(fname):
* - Read the root directory of the drive specified in fname. This
* fixes a GEMDOS bug where it won't access files in subdirectories until
* it has specifically looked at the root directory of the new disk.
*/
void
ReadRoot(fname)
char *fname;
{
char dirspec[7];
```

```
if (fname[1] == ':')
dirspec[0] = fname[0];
else
dirspec[0] = Dgetdrv() + 'a';

dirspec[1] = 0;

strcat(dirspec, ":\\*.*");

Fsfirst(dirspec, 0);
} /* ReadRoot() */

/* MoreRecent(time1, time2): true if time1 is more recent than time2. */
int
MoreRecent(time1, time2)
DATIMBUF time1, time2;
{
if (time1.year > time2.year)
return YES;
else if (time1.year < time2.year)
return NO;
if (time1.month > time2.month)
return YES;
else if (time1.month < time2.month)
return NO;
if (time1.day > time2.day)
return YES;
else if (time1.day < time2.day)
return NO;
if (time1.hours > time2.hours)
return YES;
else if (time1.hours < time2.hours)
return NO;
if (time1.minutes > time2.minutes)
return YES;
else if (time1.minutes < time2.minutes)
return NO;
if (time1.seconds > time2.seconds)
return YES;

return NO;
} /* MoreRecent() */

void
Files2Dir(argc, argv)
register int argc;
register char **argv;
{
char *destdir, dname[128];
int loop;

char *basename();

destdir = argv[argc-1];
```

```
for (loop = firstarg; loop < argc-1; ++loop) {
if (destdir[strlen(destdir)-1] != '\\')
File2File(argv[loop],
strcat(strcat(strcpy(dname, destdir), "\\"),
basename(argv[loop])));
else
File2File(argv[loop],
strcat(strcpy(dname, destdir), basename(argv[loop])));
} /* for */
} /* Files2Dir() */

/*
* basename(fullname)
* - extract the filename part of 'fullname', which may contain
* the path as well. Ex: basename("a:\dir1\dir2\filename.ext")
* returns a ptr to "filename.ext".
*/
char *
basename(fullname)
register char *fullname;
{
register char *search;

return (search = rindex(fullname, '\\')) == (char *)NULL ?
fullname : search + 1;
} /* basename() */

/*
* IsDir():
* - returns YES if its parameter is a directory.
*/
int
IsDir(fname)
char *fname;
{
register int stat;
char curpath[256];
int curdrive;

/*
* Simplest way to determine if fname is a directory is to attempt
* to set the current path to fname.
*/
stat = !SwapDirs(&curdrive, curpath, fname);

/*
* Failure may be due to switching disks in a floppy drive. So, do the
* ReadRoot() hack.
*/
if (!stat) {
/* Restore path. */
Dsetdrv(curdrive);
Dsetpath(curpath);
```

```
ReadRoot(fname);
stat = !SwapDirs(&curdrive, curpath, fname);
} /* if */

/* Restore path. */
Dsetdrv(curdrive);
Dsetpath(curpath);

return stat;
} /* IsDir() */

char *
LowerStr(string)
char *string;
{
register char *chpos;

for (chpos = string; *chpos; ++chpos)
*chpos = tolower(*chpos);
;
return string;
} /* LowerStr() */

/*
* CopyDir() is a recursive routine that is called by File2File() when a
* directory file is encountered and "-r" had been specified by the user.
* It builds a list of all of the files in the directory, and then calls
* File2File() for each file. If one of these files is itself a directory,
* then CopyDir() will again be called by File2File(), and so on.
*/
void
CopyDir(sdir, ddir)
char *sdir, *ddir;
{
/*
* Need these variables on stack (as opposed to being static)
* for recursion.
*/
char curpath[256], /* Current system path. */
destfile[256], /* Two buffers for holding */
sourcefile[256];/* full file names. */
int curdrive, stat;

/*
* Note: at first glance, implementing dirfiles as a linked list
* of structures seems a bit ridiculous, but on a hard drive someone
* may have (who knows?) one or two thousand files in one subdirectory,
* and reserving space for at least that many filenames on the stack
* would make the stack huge with just a few levels of recursion
* (well over 100000 bytes of stack for just 4 levels of
* recursion). For most (99.9%, surely) situations, just having
* an array "filenames[250][14]" would be room enough, and wouldn't
* take up too much room on the stack. But this code should be as
```

```
* robust as possible, and I don't want it blown out of the water
* by the odd extreme case.
*/
typedef struct dirlist {
char filename[14];
struct dirlist *next;
}; /* List of file names in dir. */
struct dirlist *dirfiles, *current, *tmpptr;

/*
* First, check for stack overflow (too much recursion). This is an MWC
* trick, and not portable.
*/
if ((long)&stat <= _stksize+32) /* The 32 is arbitrary. */
Error("*** Stack overflow ***", NULL);

if (info) {
Cconws("\033pCopying directory ");
Cconws(sdir);
Cconws(" to ");
Cconws(ddir);
Cconws("\033q\r\n");
} /* if */

/*
* Create the destination directory. (If it already exists, the Dcreate
* will fail.) (Or should I check for bizarre errors?)
*/
stat = Dcreate(ddir);

SwapDirs(&curdrive, curpath, sdir);

/*
* Must build up a complete list of files in the directory before
* doing any copying, since Fsfirst/Fsnext won't work with recursion.
*/
for (dirfiles = NULL, stat = Fsfirst("*.*", 0x33); !stat;
stat = Fsnext()) {
/* Ignore "." and ".." */
if (strcmp(dta.fname, ".") && strcmp(dta.fname, "..")) {
/*
* Allocate a new node in the linked list of file
* names for this directory:
*/
if (dirfiles == NULL) {
/* Allocate the head of the list. */
if ((current = dirfiles =
malloc(sizeof(struct dirlist))) == NULL)
Error("Out of memory.", NULL);
} /* if */
else {
if ((current->next = malloc(sizeof(struct dirlist))) == NULL)
```

```
Error("Out of memory.", NULL);
current = current->next;
} /* if */

current->next = NULL; /* Probably unnecessary. */

strcpy(current->filename, LowerStr(dta.fname));
} /* if */
} /* for */

/*
* Restore the current directory, now that we're done looking at the
* source directory.
*/
Dsetdrv(curdrive);
Dsetpath(curpath);

/* Now copy the files in the directory. */
current = dirfiles;
while (current != NULL) {
File2File(strcat(strcat(strcpy(sourcefile, sdir), "\\"), current),
strcat(strcat(strcpy(destfile, ddir), "\\"), current));

tmpptr = current->next;
free(current);
current = tmpptr;
} /* for */

return;
} /* CopyDir() */

/*
* SwapDirs() saves the current directory, and changes to the specified
* new directory. Returns an error code.
*/
int
SwapDirs(curdrive, curpath, destpath)
int *curdrive;
char *curpath, *destpath;
{
register char *pathpart; /* Points to path part of destpath. */
register int stat;

/* Save the current directory path. */
*curdrive = Dgetdrv();
Dgetpath(curpath, 0);
if (curpath[0] == 0) {
curpath[0] = '\\';
curpath[1] = 0;
} /* if */

/* Set the current directory to the source directory. */
if (destpath[1] == ':') { /* Is a drive specification included? */
```

```
if ((stat = Dsetdrv(_toupper(destpath[0]) - 'A')) < 0)
return stat;
pathpart = destpath + 2;
} /* if */
else
pathpart = destpath;

stat = Dsetpath(pathpart);

return stat;
} /* SwapDirs() */

/*
* FindWildcards():
* - Finds wildcard parameters in "oldargv" (passed by main()), and
* calls ExpandWildcards() to expand them.
*/
void
FindWildcards(oldargc, oldargv)
int *oldargc;
char ***oldargv;
{
register int arg;
register char *chpos;

/*
* Search through arguments and find any wildcard expressions. Since
* MWC hasn't implemented strpbrk(), I'll have to search
* for the wildcard characters in a loop.
* While we're at it, force the argument into lower case.
*/
for (arg = newargc = 1; arg < *oldargc; ++arg) {
LowerStr((*oldargv)[arg]);
for (chpos = (*oldargv)[arg]; *chpos; ++chpos)
if (*chpos == '*' || *chpos == '?' || *chpos == '['
|| *chpos == ']')
break;
if (*chpos)
ExpandWildcards((*oldargv)[arg]);
else {
newargv[newargc++] = (*oldargv)[arg];

if (newargc >= ARGCLIMIT)
Error("Too many file names; limit is ", ARGCLIMITSTR);
} /* else */
} /* for */

/* Now set oldargc and oldargv to newargc and newargv. */
*oldargc = newargc;
*oldargv = newargv;
} /* FindWildcards() */
```

```
void
ExpandWildcards(wildcard)
char *wildcard;
{
int curdrive, stat;
int IncludesPath; /* Flag. */
char curpath[256], *base;

/* Determine if a directory path is contained in the wildcard. */
if (IncludesPath = ((base = basename(wildcard)) != wildcard)) {
*(base-1) = 0; /* Lop off the filename part of the path. */
SwapDirs(&curdrive, curpath, wildcard);
} /* if */

/* Search directory entries for matches with the wildcard expression. */
for (stat = Fsfirst("*.*", 0x33); !stat; stat = Fsnext()) {
/* Ignore "." and ".." */
if (strcmp(dta.fname, ".") && strcmp(dta.fname, "..")) {
if (pnmatch(LowerStr(dta.fname), base, 0)) {
/*
* If the wildcard includes a path spec, then concatenate
* the filename on the end of the path.
*/
if (IncludesPath)
strcat(strcat(strcpy(tempbuf, wildcard), "\\"), dta.fname);
else
strcpy(tempbuf, dta.fname);

if ((newargv[newargc] = malloc(strlen(tempbuf))) == NULL)
Error("Out of memory.", NULL);
strcpy(newargv[newargc++], tempbuf);

if (newargc >= ARGCLIMIT)
Error("Too many file names; limit is ", ARGCLIMITSTR);
} /* if */
} /* if */
} /* for */

/*
* Restore the current directory, now that we're done looking at the
* source directory.
*/
if (IncludesPath) {
Dsetdrv(curdrive);
Dsetpath(curpath);
} /* if */
} /* ExpandWildcards() */
--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
"My computer understands me."
- Old button of mine.
```

2243. Upgrade

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 00:03:01 UTC
From: BUJOLDJ@UDEM.BITNET
Message-ID: <ID9060.D880304.T200301.BUJOLDJ@UDEM>
Source record: 254194

Part 1.
Creator: Jean BUJOLD / CUM/ET

TO: N / RESEAU &
(info-atari16@score.stanford.edu)

Part 2.

I'm new at this so I hope it gets to the atari16 digest.

I own an Atari 520 ST with single drive. I was wondering how much it cost to upgrade it to a 1040 ST and if it is possible to do it by myself. Also I have requested from my local listserv a few atari programs that it has in memory. It send them to me without a problem. However I transfer them to my atari but from there I can't de-arc them. I'm using a arcx program I got with the Start magazine, but it tells me that there is a bad header. How do you get it to work?? Am I using the correct de-arc program? And if not where can I get the right one.

In simple terms, What I'm trying to say is HEEEEELLLLLLPPPPP!

Jean BUJOLD BUJOLDJ@UDEM
Universite de Moncton NetNorth
Moncton, New Brunswick
CANADA " I feel weird not having a little
funny saying here"

2244. freeware for marching band

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 00:48:45 UTC
From: S071768@UMRVMA.BITNET
Message-ID: <8803050720.AA01970@ucbvax.Berkeley.EDU>
Source record: 254195

I have developed a program that i have used for marching band show design.
It runs only on a monochrome st. If their is interest I could post it
to listserv at canada01 or to the atarinet in houston since I am on bitnet.

A little bit about the program:

there are several marching band programs commercially available but none for
the atari. I believe that this program is the easiest of all marching band
programs to use. you can get results quickly. The biggest difference between
it and other programs is that with this one you can design your show on the
computer, not just transfer it to the computer after designing it on paper.
it handles curvilinear shapes using cubic splines and it allows grouping of
shapes into objects. It has a perspective view from any angle but does not
have animation.

I have 10 to 15 pages of documentation describing the features and explaining
their use.

If anyone out there has a need for this program let me know.

Thanks.

Kevin Schneider -- University of missouri - Rolla
Acknowledge-To: <S071768@UMRVMA>

2245. Re: System vars, Linking

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 01:39:01 UTC
From: landon@Apple.COM
Message-ID: <7567@apple.Apple.Com>
Source record: 254196

MadMac 1.0 is capable of generating MWC object files just fine, thank you. (The most recent version I'm aware of is 1.04 -- I just called it "1.0" and more or less done when I left Atari).

The MWC assembler is a horror, and their linker is slow. If you're an assembly-language-only kind of person, MadMac and ALN in the MWC enviroment make a pretty good team. I used Alcyon C and ALN, which wasn't too bad.

The printer variables you discovered in the "atari.s" equates file that's included with MadMac are indeed reality.

-Landon
--

I speak for me.

2246. Gulam, Is there A PC version?

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 04:35:32 UTC
From: stevef@crash.cts.com
Message-ID: <2630@crash.cts.com>
Source record: 254185
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

Does anyone know if an IBM PC compatible version of GULAM is available
It would be really nice to have a consistant environment at home and at
work, and I really like GULAM.

Barring that, does anyone know where I might be able to get my hands
on the C source code for GULAM and I'll port it myself???

Thanx

2247. Is anyone porting the MM File Selector to MWC?

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 08:43:00 UTC
From: lansd@godzilla.ele.toronto.edu
Message-ID: <1988Mar5.034301.22732@jarvis.csri.toronto.edu>
Source record: 254197

Is anyone trying to port the recently posted file selector
code written in Megamax to Mark Williams C? I tried in vain back in
September/October; I got it to finally compile but it never interpreted
mouse events properly - it seemed very tricky to debug. Anyone else
want to give it a try? Its a great file selector, and the author has
given permission to the programming community to do what it wants with
it!

2248. Re: status of minix port to the ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 10:06:07 UTC
From: exodus@uop.edu
Message-ID: <1184@uop.edu>
Source record: 254198
Cross-posted to: comp.sys.atari.st,comp.os.minix

Will it be realtively easy to use pipes with MINIX? Open pipes, etc??

G. Onufer

2249. Re: I want UniTerm 2.0a...WHERE IS IT !

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 13:49:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500041@iuvax>
Source record: 254199

```
uniterm 2.0b is on GENIE.
```

2250. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 14:58:32 UTC
From: farren@gethen.UUCP
Message-ID: <726@gethen.UUCP>
Source record: 254200

In article <345@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
> We know Jack Tramiel can make things move when he really wants to; Putting
>together a prototype 68000 machine in six months is an amazing task.

Yes, it would have been amazing, had it actually happened. When Tramiel took over Atari, though, there were already people working on a 68000 machine, and had been for some time. Those people were, essentially, the only ones that Tramiel kept when he purged the company. While the final ST design might have had significant Tramiel influence (it looks it - it's cheap enough), it's pretty clear that the groundwork had been laid before he ever came on the scene.

--
Michael J. Farren | "INVESTIGATE your point of view, don't just
{ucbvax, uunet, hoptoad}! | dogmatize it! Reflect on it and re-evaluate
unisoft!gethen!farren | it. You may want to change your mind someday."
gethen!farren@lll-winken.llnl.gov ----- Tom Reingold, from alt.flame

2251. Re: IBM PC -> Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 15:02:22 UTC
From: farren@gethen.UUCP
Message-ID: <727@gethen.UUCP>
Source record: 253951
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

in article <919@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) says:
>>
>> Has anyone attempted to use the Atari ST color monitor on a PC
>> using either a CGA or EGA card? Was it successful? Can it be done?
>> If so, where can I get the cables?

You can make it work with a CGA card if you build a TTL - Analog converter,
which isn't too hard. You cannot make it work with ANY other IBM video
card, as the horizontal and vertical sync rates for those video cards
are way off from the standard NTSC values the Atari color monitor uses.

--
Michael J. Farren | "INVESTIGATE your point of view, don't just
{ucbvax, uunet, hoptoad}! | dogmatize it! Reflect on it and re-evaluate
unisoft!gethen!farren | it. You may want to change your mind someday."
gethen!farren@lll-winken.llnl.gov ----- Tom Reingold, from alt.flame

2252. Re: Abaq OS, what is it ?

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 15:10:39 UTC
From: farren@gethen.UUCP
Message-ID: <728@gethen.UUCP>
Source record: 253952

wallman-george@CS.Yale.EDU (Natuerlich!) writes:
>I heard a cruel joke from a friend, that the author of AmigaDOS is
>writing the MS-DOS compatible OS for the Abaq.
>He was kidding of course ? (Wasn't he *PANIC* ?!?)

Nope. The principle programmer for Perihelion is Tim King, the very
same guy that wrote AmigaDOS. You'd better hope he's learned something
since then. (NO :-)

--
Michael J. Farren | "INVESTIGATE your point of view, don't just
{ucbvax, uunet, hoptoad}! | dogmatize it! Reflect on it and re-evaluate
unisoft!gethen!farren | it. You may want to change your mind someday."
gethen!farren@lll-winken.llnl.gov ----- Tom Reingold, from alt.flame

2253. Re: Atari Advertising Idea

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 15:11:38 UTC
From: farren@gethen.UUCP
Message-ID: <729@gethen.UUCP>
Source record: 253953

In article <3623@cup.portal.com> roger_warren_tang@cup.portal.com writes:
> This is aside from the misbegotten perception that the computing world is
>too lily white in the eyes of the ad executives to accept a person of color
>as a spokes person (ever wonder why there are no endorsements for the top
>black tennis players?).

Didn't seem to bother Texas Instruments too much when they got Bill
Cosby as their spokesman.

--
Michael J. Farren | "INVESTIGATE your point of view, don't just
{ucbvax, uunet, hoptoad}! | dogmatize it! Reflect on it and re-evaluate
unisoft!gethen!farren | it. You may want to change your mind someday."
gethen!farren@lll-winken.llnl.gov ----- Tom Reingold, from alt.flame

2254. RAYMOVI Ray Tracing

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 15:35:53 UTC
From: aking@DIP.BBN.COM
Message-ID: <8803051538.AA09311@ucbvax.Berkeley.EDU>
Source record: 253954

Many people have asked me for the sources of PEARL1. They are available in a package now called RAYMOVI. I sent a copy to Turner for posting in Nov87, but never saw anything in UMIX.CC.UMICH.EDU in pub/atari/st, so I don't know what happened. I am currently in a crunch at work which has kept me from reading info-atari for the last 3 months, and will probably through the summer, so if anybody knows that they've been posted and where, or where I could mail them to be posted, please send them to me. I am aking on bfly-vax.bbn.com , and am by no means a network heavy.

2255. Re: RAM expansion chips, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 16:05:42 UTC
From: Harold_Hank_Hagquist@cup.portal.com
Message-ID: <3675@cup.portal.com>
Source record: 253955

You can use 256K chips to go up to 1Meg of total memory. If you want to go any higher you need to go to 1Meg chips. This is because to ST can only access 4 banks of chips. If you want an up grade board, I can get you one. To upgrade to 1Meg (using 256K chips) the board is $250.00. If you want to go to a higher upgrade (2 to 4 Meg.) the bare board is $200.00 plus each chip is $20.00. This means if you want to get the board with 2Meg of memory it will cost you $520.00. This is the price at this time as chip prices are very shakey. The ST power supply will handle the extra chips. The above prices are all US dollar You would also need to pay shipping prices above this.
For more info write me at:
Diamond Electronics
P.O. Box 1270
Niles, MI 49120

My phone # (616) 683-0700

2256. Re: Sending a break from FLASH

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 19:47:53 UTC
From: martin@lakesys.UUCP
Message-ID: <488@lakesys.UUCP>
Source record: 253956

In article <5541@trwrb.UUCP> mdf@trwrb.UUCP (Mark D. Falleroni) writes:
>How does one send a Break signal to an AT&T DTDM set from within FLASH???
>
Shift + Clr/Home can be entered manually, however I haven't found a
way to imbed a break in a DO file. Anyone know how to do that?

Marty Wiedmeyer
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

2257. Re: problem with Magic Sac + Uniterm ver. 2.0a 20

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 19:53:53 UTC
From: dsmall@well.UUCP
Message-ID: <5376@well.UUCP>
Source record: 253957

In the base note, Nik Zapantis asks if there's any known incompatability between Uniterm and the hard disk under Magic Sac.
I don't believe there is; without further details, it's hard to know for certain. The only bugs I know of that have been reported in the hard disk implementation are that a) Finder/Systems above 5.4/3.2 should not be used (possible disk damage report), and b) filenames longer than 21 characters cause problems under an HFS hard disk, and can damage the directory structure.
In short, I would think at first glance the problem isn't Uniterm, but rather a long filename or too recent a Finder/System. However, murphy's law always applies, especially at dP.
Thanks, Dave Small / dP etc / My opinions are my opinions.

2258. Re: Magazine programs

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 19:58:13 UTC
From: rjung@castor.usc.edu
Message-ID: <403@nunki.usc.edu>
Source record: 253958

In article <1237@pasteur.Berkeley.Edu> seitz@cory.Berkeley.EDU.UUCP (Matthew Eric Seitz) writes:
>In article <393@nunki.usc.edu" I wrote:
>" While we're on the subject of type-in magazines...
>" Does anyone know why magazines make a "big deal" (relatively speaking) about
>"how their type-in programs cannot be sent around (on bulletin boards, for
>"instance)?
>
> It is indeed because of copyright. If everyone could freely distribute
>programs from magazines, the incentive to purchase the magazine would be
>reduced. It's really no different from any other kind of software piracy.

Does this mean that the magazine publishers think people buy their publications SOLELY for the type-in programs? I always bought an issue of (fill in your favorite magazine here) for the articles/tutorials in it. Type-in games and programs are merely icing on the cake.

Besides, has any magazine ever persecuted anyone for uploading a type-in program to a BBS, or for distributing copies of a type-in program? Seems like a really minor point to me...

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2259. Uniterm availability on Arpanet

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 20:11:51 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <7781@tut.cis.ohio-state.edu>
Source record: 253959

Is there an internet or uucp site that has Uniterm 2.0 available
for ftp or uucp transfer? I absolutely refuse to pay for the right to
download the latest revisions from genie or compu$erve, so I will be cheap
and find a way to do it for free (to me, anyway.)

--
Andrew Weaver weaver@tut.cis.ohio-state.edu
OSU College of Business soon: weaver@osu-pisa.UUCP

"What's the watermelon do?" "I'll tell you later." -- from Buckaroo Banzai

2260. Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-05 23:31:24 UTC
From: fgd3@jc3b21.UUCP
Message-ID: <326@jc3b21.UUCP>
Source record: 253960
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <845@unmvax.unm.edu>, mike@turing.UNM.EDU (Michael I. Bushnell) writes:
> Anything which is "published" and not marked "Copyright" can be freely
> copied.

This isn't entirely accurate. Publication without a notice that the author claims a copyright in the work releases the work into the public domain SO LONG AS THE PUBLICATION WAS DONE WITH THE COPYRIGHT HOLDER'S CONSENT. I'm sure that's what you meant but there seems to be a lot of confusion about the copyright law and I wouldn't want anyone to think removal of a work's copyright notice followed by publication would put it in the public domain.

--Fabbian Dufoe
350 Ling-A-Mor Terrace South
St. Petersburg, Florida 33705
813-823-2350

UUCP: ...gatech!codas!usfvax2!jc3b21!fgd3

2261. Micro RTX Description (long)

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 00:27:33 UTC
From: david@bdt.UUCP
Message-ID: <169@bdt.UUCP>
Source record: 253968

A BRIEF DESCRIPTION OF MICRO RTX

In response to all the requests for information about Micro RTX,
I began working on a document for eventual posting. Before I
finished it, I realized that it was rapidly becoming a very large
book. I therefore have prepared this summary.

There is a lot to RTX and there is a lot of general Atari ST knowledge
and multitasking operating system knowledge that has to be aquiried
before one can even begin to learn RTX in detail.

This document describes only briefly the Atari ST system architecture
and it barely scratches the surface of RTX and multitasking on the ST.
Unfortunately, it just isn't possible to fully describe it in a net
posting.

INTRODUCTION

RTX is a Real-Time Executive. RTX is accessed with system calls,
like the standard TOS/GEMDOS/BIOS services. It is not a command shell
and it doesn't have any "commands" or user interface intrinsic to the
kernel. It is a system call handler.

Atari ST programs make use of the TOS operating system via "system calls".
The whole TOS operating system has GEM calls (several different types),
GEMDOS calls, BIOS calls, XBIOS calls, and LINE-A (graphics) calls.

After Micro RTX is installed, it intercepts and interprets the GEMDOS,
BIOS, and XBIOS calls for all programs. Micro RTX also implements
several RTX-only calls and GEMDOS extensions.

PROGRAMMING OVERVIEW

Programs can call TOS directly. In C, this is done with the "osbind.h"
macros like Fopen, Dgetdrv, and Rwabs. These macros actually produce code
that cause a software interrupt, or trap, which jumps into the ROM code.
The application can also use library routines provided by the compiler
manufacturer (e.g. fopen, or printf). These library routines then perform
the TOS system calls on behalf of the calling program. For example, the
fopen C library routine will eventually use the Fopen system call to open
a file.

It must be understood that there are important differences between
library routines and system calls. The code that implements a library
routine is contained within the application program (it is linked in).
There is a separate copy of the printf handler linked into every C
program that uses printf. These library routines may also "cook" the

programmer's input arguments (e.g. fopen might treat certain file names as a special case), before they call the actual operating system. It depends on the compiler manufacture's particular idea of "correct" implementation.

In contrast, the code that implements system calls is normally in the TOS ROMs. There is only one Fopen handler; all programs use the same one.

When RTX loads, it replaces the system call handlers with RTX RAM resident versions. Therefore, there are no changes to the application. The only difference is a new system call handler. This is one of the really nice things about RTX. While RTX does add new system calls, it is optional whether a program wants to use them or not.

Programs using only standard TOS calls operate as usual. Programs that require special functions that are only available with the RTX system calls, (e.g. interprocess comminucation, or multi-tasking) can implement only the RTX calls that are needed.

This means that there are far fewer new operating system calls to learn. Only the extended features that were not built into TOS need to be learned; all the features you already know work substantially the same, with only perhaps some new options added.

It also means that standard program development practices can be used to develop RTX applications. The applications can even be developed with compile-time or run-time options, to run with or without RTX installed. Any language capable of producing system calls can be used to develop RTX programs: C, Pascal, Modula, or Assembler.

In C, RTX calls look like regular function calls. In assembler, they are trap instructions (just like the GEMDOS, BIOS, and XBIOS calls).

OVERVIEW OF RTX SYSTEM CALLS

RTX implements two separate types of system calls:

- stand-alone Real-Time services
- TOS compatible services and TOS extensions

Both types of system calls may be used in the same application.

The RTX Real-Time kernel provides Real-Time multitasking services similar to many popular Real-Time systems, such as VRTX, pSOS, etc. These commercial systems sell for thousands of dollars. Micro RTX compares very well with these systems even at its low price. There's no way to give a complete description of what a real-time operating system is, and what one is used for here. For those that know what it is, little more needs to be said; for those that don't know what it is, don't worry about it. For those interested, we have lot's of nice color brochures that describe the real-time properties of Micro RTX for commercial Real-time applications that we'd be happy to send you.

RTX is designed to be easy to use. The calls are simple and general. The calling conventions are consistent and the chance for errors and confusion has been reduced.

The basic philosophy is that a few very general building blocks can be put together lot's of different ways to accomplish lot's of different goals.

This has the drawback that the application developer must have the vision to know how to put the pieces together effectively. When a developer needs function X, and RTX has no X, the developer needs to be able to build X from what RTX does have. It's analogous to UNIX users who know what you can do with pipes and those that don't (so somebody has to write them a shell script that does exactly what they want with no pipes).

Configuration relies on a small number of passive declarations; RTX is mostly self-configuring.

THE PROCESS

A process is an entity in the system. The terms process and program are NOT the same thing. A program is a file that contains code and data that can be loaded into memory and executed. A process is a running entity, or "being" in the system. The code loaded in from one program can become a process when it's executed; a single program may even become several processes when it executes.

In RTX, a process is the atomic unit of CPU execution. While several processes may be "running" in the system, the CPU can only execute one process at any one instant of time. The processes appear to execute at the same time becuase of process switching. A process switch can occur for several reasons. Each process has a state associated with it. The basic states are running, sleeping, and ready-to-run.

With RTX, the running state means the CPU is executing the process. There is only one running process in the system. A sleeping process is one that is waiting for something other than the CPU (e.g a message, or event). A sleeping process consumes no CPU resources until it "wakes up". A ready-to-run process is one that is waiting its turn to use the CPU (it has work to and is ready to become the running process). There may be any number of sleeping and ready-to-run processes.

Each process has several types of memory associated with it. Each type is called a segment. All RTX processes must have all their memory segments resident at all times. A process needs a code (or text) segment and a stack segment. A process may also have a (static) data segment and a (dynamic) heap segment. These segments need not be contiguous.

Any location in memory containing executable 68000 CPU instructions can become an RTX process' text segment. Each process has a parent. A process' parent is the process that created (or spawned) the child.

SCHEDULING

RTX uses two types of CPU scheduling: priority pre-emtive and time-slice.

Each process has a priority associated with it. The RTX kernel uses
a very simple scheduling algroithm. It simply selects the process with
the highest priority from those in the running or ready-to-run states.

When more than one process occupies the same priority level, time-slicing
is used to split up CPU time between the processes. Each process has
a quantum (length of time) associated with it. When this quantum is
used up, RTX schedules the next process. This repeats as long as
several processes are at same priority (and that they are the highest
priority processes that are ready-to-run). This is also sometimes
called "round-robin" scheduling.

PROCESS CREATION

Once a process' memory segments are loaded into memory (at least
the code segment), a new process may be created. Process creation
simply is the way a process is made known to RTX. RTX creates
a stack segment for the process, and places it on the ready-to-run
list. The caller (the process creating the new process) provides
the priority, time-slice, load address, input arguments, and stack-size.
The priority and time-slice quantum may be altered at run-time.

A pid in RTX is actually the 32-bit address of the proces control
block (an internal RTX data structure) for the process.

The Pexec GEMDOS call also performs a process creation indirectly.
A direct call to the RTX p_create service will spawn and run a loaded
process (i.e. it runs a subroutine as a concurrent process). A call
to Pexec loads a GEMDOS formatted executable file, and spawns it as
an RTX process. RTX also provides a Pexec option that allows the caller
to continue processing while the child runs (like fork/exec).

PROCESS CONTROL

The RTX process control system cals are:

p_create - create and execute a new process
p_delete - delete (kill) a process
p_priority - get/set process priority
p_slice - get/set time-slice quantum
p_suspend - suspend (stop) a process
p_resume - resume (re-start) a process
p_lookup - convert process name to a PID
p_info - get the state of a process

In RTX, priorities range from 0 to 255; 255 is used for "real-time"
processes and 0 is reserved for the idle deamon. A process running
at priority 255 never gets time-sliced and will never lose the CPU
until it voluntarilly blocks (waits for something) or lowers its
priority.

INTERPROCESS COMMUNICATION - THE MESSAGE QUEUE

Processes in RTX can communicate by sending messages. The RTX message queue is a many-to-many queue, sort of a named mailbox. The idea is like UNIX creat/open/read/write/close. Each message queue has a name and QID. If a process knows the name of the queue, it can determine the QID (like UNIX open). Messages are 4 long-words (16 bytes) fixed size. The first long word (4 bytes) is reserved for RTX. The remaining 3 long-words (12 bytes) are completely user dependent. The messages may contain data, or pointers to data located elsewhere. Any process may send (write) or request (read) a message from any queue for which it has a QID (like a handle to a file).

Each message queue may be set up as a simple FIFO where waiting processes are queued in the order that they request messages, or it can be set up such that processes are queued in priority order. With a FIFO queue, messages are received (read) in the order that they were sent. With a priority queue, the process with the highest priority that is waiting for a message will receive one first.

RTX message queues can be used for many differnt kinds of interprocess communication/synchronization facilities, including simple FIFO non-interlocked (simple one-way channel), fully inter-locked (using two queues), and semaphores.

An example of many-to-many usage might be a print spool system where several processes make print requests and several printers are available. One incarnation of a print-spool handler exists for each printer (one print process per printer). There is one RTX message queue which is used for print requests. Each print-spool process requests a message from the print request queue. A process wishing to print something sends a message to the print request queue. The first print-spool process that requested a message receives the print request and starts printing the job. If another process makes a print request, the next print-spool process will print it, until all the printers are busy and there are no more print-spool processes waiting for a message, in which case further print requests will be queued on the message queue and printed by the next available print process when it requests a message from the print queue again.

The RTX message queue services are:

q_create - create a message queue
q_delete - delete (close/remove) a message queue
q_send - send (write) a message
q_req - request (read) a message (wait or no-wait)
q_jam - jam a message at the head of the queue
q_lookup - convert queue name to QID (open)
q_info - get the status of a message queue

A maximum wait interval (timeout) option may be specified when requesting messages. In this case the caller is awaken when either a message is available or the wait time has expired.

The q_send and q_jam system calls may be made from interrupt service (ISP) handlers. A special RTX trap is used upon exit from the ISP to force a pre-emtive reschedule (if necessary).

RTX EVENTS

UNIX programmers beware: RTX events are not anything like UNIX signals.

The RTX event system is a many-to-one synchronization facility. Each process has associated with it a set of seven user events and seven system (reserved) events. A process can signal a single or a group of events to another process with a single call and it can wait for the occurance of one or more of its own events.

What event is used for what is completely up to the application developer. RTX places no restrictions on the use of the seven user events. The primary limitation of events is that, unlike messages, events are not queued. Where overrun is impossible or can be handled, the event system does offer the advantage of specifying multiple events.

The event system calls are:

e_signal - signal a group of events
e_wait - wait for one or more events

A process may wait for any of a group of events, in which case it will be awakened when any of the specified events is signaled, or it can wait for all events, in which case it will not be awakened until all the events are signaled. As with messages, a maximum wait interval may be specified to handle timeout situations.

The e_signal system call may be used in ISP routines for real-time pre-emptive applications.

RTX MEMORY MANAGEMENT

RTX uses a first-fit memory allocation algorithm. Memory segments are allocated from system heaps. The RTX kernel splits the first section large enough to meet a users request, returning any remainder back to the free pool. When a segment is released back to RTX, it is merged with its neighboring segments, if one or both of these segments are free.

The RTX memory management calls are:

m_alloc - allocate a memory segment
m_free - free a segment
m_assign - transfer a segment to another process

The GEMDOS Malloc system call uses the RTX m_alloc system call to allocate memory when RTX is installed (this solves some TOS memory management problems).

REAL-TIME PAUSING

RTX provides a call that allows a process to schedule itself at a regular interval, or sleep for a duration of time:

p_pause - pause (sleep) for a specified time interval

The time interval is specified in miliseconds.

TOS GEMDOS AND BIOS EXTENSIONS

As stated elsewhere, the Micro RTX kernel processes all GEMDOS and BIOS system calls. All Device and File I/O system calls are handled by the RTX kernel.

In addition to providing compatibility, RTX also implements several extended GEMDOS and BIOS services. The GEMDOS system calls are:

Pexec - supports "execute concurrently" mode
Popen - Pipes using GEMDOS file handles
Ftype - Determine if handle is file/pipe/device
Flock - File record locking
Fcntrl - GEMDOS-level character device control
Psettpa - control the startup TPA (stack) size
Mquota - limit the Malloc(-1) maximum

The Popen service combined with GEMDOS I/O redirection allows any TOS program using GEMDOS STDIN/STDOUT to be used in pipelines (i.e. the programs do not need to be recompiled to work with pipes).

The Flock call provides file locking for multiuser file access. Any region of a file may be locked (even beyond the end-of-file). When another process attempts to read or write the locked region, the operation will fail, in which case the application may take appropriate actions (i.e. pause and try again). For application developers that wish to implement file record locking in their applications, but do not wish to purchase the Micro RTX Developer's Kit, contact Beckemeyer Development at the address below for details.

The Fcntrl function alters the behavior of character (tty) devices for GEMDOS I/O operations. In the normal case, I/O to terminal devices is "cooked". Using Fcntrl, a program can force NOECHO and/or RAWIO modes.

The BIOS-level RTX extensions are:

d_install - install a custom device driver
d_cntrl - BIOS-level device control

The installable device driver mechanism allows the developer to install or replace BIOS devices. The devices are accessed with the Bconxxx BIOS calls, using the device number field. The standard BIOS devices are:

0 - PRN - Printer
1 - AUX - RS-232 port
2 - CON - System console (screen/keyboard)
3 - MIDI - Midi port

4 - KBD - Intelligent keyboard

From GEMDOS these devices may be opened by name (the standard names work with or without RTX installed). For example:

```
fd = Fopen("aux:", 2);
```

Will return a handle that will read/write charcters using the RS-232 port. Under RTX, devices may be installed with a BIOS number and GEMDOS name. The device may then be accessed just like any other device in the system. For example, say we have installed a driver for our custom high-speed I/O board as BIOS device 10, and GEMDOS name "fio", then:

```
Bconout(10, c);
```

would send a character to the device, and

```
fd = Fopen("fio:", 2);
```

opens the device for read/write, and returns a GEMDOS handle in fd that can be used in any GEMDOS I/O call that uses handles:

```
Fread(fd, count, buf);
```

Reads 'count' bytes (normally using a line editing mechanism but this can be changed by using the Fcntrl call). Likewise:

```
Fwrite(fd, count, buf);
```

writes to the port. The following calls would redirect the standard I/O handles to the special device and then execute a program:

```
Fforce(0, fd);
Fforce(1, fd);
Pexec(0, "shell.prg", tail, env);
```

This would cause the program "shell.prg" to send it's output to the special device and read its input from the special device without recompiling.

A device driver may itself use BIOS calls; so one driver can access another driver to as many levels as needed.

As can be seen, the installable device driver facility is one of the most powerful and flexible features of Micro RTX.

SUMMARY

Micro RTX is the result of more than two years of reasearch and development. This is not a fly-by-night "hack" to standard TOS. It isn't a simple scheduler on top of TOS like some of the systems I have seen are.

When looking at multitasking kernels that work with TOS programs, remember there's more to it than just adding a time-slicer. The regular GEMDOS/BIOS handlers are NOT reentrant. The GEMDOS loader doesn't know how to deal with more than one process family (tree). It holds the running PID in a static variable. The multitasking kernel must

perform all program loading, exec'ing, and memory allocation, otherwise
TOS will get very confused, usually resulting in crashes and/or trashed
files.

MICRO RTX DEVELOPER KIT $250
Includes:
- Master copy of Micro RTX on diskette
- Micro RTX binary license
- Programmer's Manual
- One year warranty including: bug fixes, minor upgrades,
and telephone support

BECKEMEYER DEVELOPMENT TOOLS
478 Santa Clara Ave.
Oakland, CA 94610
(415) 452-1129
BBS: (415) 452-4792 (login as 'bbs')
CIS: 74236,625
BIX: join beckemeyer
UUCP: ...!ihnp4!hoptoad!bdt!david

Disclaimer: I have to be biased or my wife hollers at me!
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2262. Re: MAIL from I04GAS at DHHDESY3

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 02:40:00 UTC
From: joel@hcx1.SSD.HARRIS.COM
Message-ID: <46700004@hcx1>
Source record: 253961

```
/* Written 6:53 am Mar 3, 1988 by I04GAS@DHHDESY3.BITNET.UUCP in hcx1:comp.sys.atari.st */
/* ---------- "MAIL from I04GAS at DHHDESY3" ---------- */

Could anyonetell me the address of programmer from GULAM
We try to adapt it to OS9.
please answer me. I04GAS@DHHDESY3.BITNET
/* End of text from hcx1:comp.sys.atari.st */
```

2263. Re: UniTerm 2.1a wishlist

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 03:24:17 UTC
From: poole@forty2.UUCP
Message-ID: <186@forty2.UUCP>
Source record: 253962

mcvax!ukc!mupsy!liv-cs!sqrkl, Richard K. Lloyd writes >Wishlist for
the next release of UniTerm (2.1a ??) : Please write to me personally
about things like this, I can't promise an answer (I get a hell of a
lot of mail), but I will read it (not that I would normally answer a
letter with such an agressive undertone).

>2) Double width, single height text on colour monitors.

If you want to design 6 fonts, three in a 4x4 cell, and the other half
in a 4*2.5 (:-)) cell, your welcome. Seriously, designing fonts is a
LOT of work and adding more fonts means the program gets larger
(besides I don't have a color monitor to try any color stuff out (not
that it would help, my ST is so old that it's got a GLUE chip that
won't drive a color set properly (not even the joystick port works)).

>3) Faster Tektronix mode.

The vector
drawing is fast enough for 9600 baud, at least I've never had any
trouble with it. I relize the text mode is slow, but somewhere I have
to draw the line, or else I'll end up reimplenting the whole OS.

>4) A one-key NO SCROLL key (none of this ALT-Z stuff) - I currently use
> INSERT to go in and out of the SLE...this acts as a useful NO SCROLL
> key.

If you hold down the <Alternate> key, you've essentially got a one key
NO SCROLL key, anyway in the more recent versions you can actually put
the no-scroll function on any of the programmable keys.

>5) Why does an alert dialog appear if you disable the SLE and then (accident-
> ally or deliberately) press the INSERT key ? This rather makes the 'dis-
> abling' aspect a bit useless...!

No it doesn't, you obviously don't understand why it can be disabled...

>6) Retain the screen display when switching from or to 132 column mode,
> rather than clearing the screen and homing the cursor.

Wrong! No VT1XX, VT2XX or VT3XX compatible terminal works this way,
all clear the screen and home the cursor. The command set of D*C
compatible terminals has no provision for dealing with mixed length
lines (I can think of all kind of perversions you would have to deal
with, if you want to have a terminal with this feature).

>7) Follow this convention for mouse control :
> If there is keyboard input or serial line activity, leave the mouse
> switched off UNLESS the mouse is moved (switch it back on again in that

> case). Use either the standard mouse arrow or an outlined char cell box
> for the mouse because these are easier to use than the I-bar.

Too late, it already works this way in the recent versions.

> If the mouse button is clicked whilst the mouse is on, then the cursor
> should move to the character cell nearest to the mouse pointer. BUT....
> listen to the echo from the host after each cursor arrow code is sent -
> then the cursor can be 'stopped' if it exceeds the selected position
> (as is the case if there is tabs between the original cursor position and
> the destination position selected by the mouse).

And how do you suggest to do this? (It's not so simple as you think it
is...) There are about as many different ways to postition the
cursor, as there are editors, the way it's implemented now, it works
ok with xedit and with edt (without tabs).

Simon Poole
Bitnet: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!poole

2264. Re: Bad placing of Atari ST binarie

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 03:25:00 UTC
From: ferneau@silver.bacs.indiana.edu
Message-ID: <11400012@silver>
Source record: 253963

> < (a reasonable defense of unmoderated postings...)
> maybe it's just my New Yorker paranoia showing... but has it occurred
> to any of those of you who are pushing for the unmoderated group that
> there will be a real problem with Trojan horses getting posted?

> I believe "ferneau" said something about all posted software being
> reasonably well-tested before posting. Who do you propose to take over
> this job in an unmoderated group? If we could trust everyone else out
> there, an unmoderated group might work out.
> But we can't.

Wrong, what "romero" obviously does not realize is that whenever one calls a
bulletin board and downloads programs, the same problem may occur--the
program may be a trojan horse program and trash the hard disk, etc.

The fact that there is a system operator in charge of the bbs does not
stop these occurances. Many sysops do not have the time to test out
every feature of every program which is posted to their board.

I find it hard to believe that someone is going to take the time to
archive, uuencode and upload a trojan horse program to the net.
Maybe it is my trust in people, but I don't think it is going to happen.
I think we can trust the fellow netters out there.

****
ferneau@silver.bacs.indiana.edu * Mark Ferneau
ihnp4!inuxc!iuvax!silver!ferneau *
ferneau@silver.UUCP * 'This Space Intentionally left blank'
****

2265. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 03:26:56 UTC
From: ccs011@vega.ucdavis.edu
Message-ID: <1312@ucdavis.ucdavis.edu>
Source record: 253964
Cross-posted to: comp.lang.pascal,comp.sys.atari.st,comp.sys.amiga

```
>> such crap, go write it on a bathroom wall or tattoo it on your
>OK, you asked for it ...
>
I didn't ask for it. You are certainly entitled to your
opinions, but WHY would you post this to comp.sys.atari.st?
Are you trying to stir up some excitement, or what?
If you guys want to rant and rave about stupid things like this,
why not keep it to yourself? Mail is good for that, you know.

Bill Frazer
```

2266. Re: problem with Magic Sac + Uniterm ver. 2.0a 20

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 03:30:24 UTC
From: poole@forty2.UUCP
Message-ID: <187@forty2.UUCP>
Source record: 253965

Nik Zapantis writes:
>One of our users reported the following problem when he tried to run
>Uniterm ver 2.0a 20 with the Magic Sac connected to his ST:
>
>Configuration: 1040 ST with 20MB SH204 hard drive, Magic Sac+Translator box
>the Hard disk has 3 ST and 2 Mac partitions (created with Magic Sac).
>When he tried to use Uniterm 2.0a 20 (from floppy) when Uniterm came up it
>destroyed the Mac partitions on the hard disk (ST partitions ok).
>He recreated his Mac partitions but every time he run Uniterm the partitions
>were destroyed.
>He then switched back to Uniterm 1.8a20 and everything worked fine.
I find this VERY VERY VERY VERY VERY VERY VERY VERY VERY VERY VERY VERY
VERY VERY VERY VERY VERY VERY VERY VERY VERY VERY VERY VERY VERY hard
to believe, UniTerm DOESN'T start itsself, it's GEMDOS...., UniTerm doesn't
write to ANY disk without human intervention and you really want me to
believe that UniTerm suddenly bypassed GEMDOS and just for pleasure used
a BIOS call to destroy those nasty Mac partitions (and I can assure you
UniTerm uses GEMDOS for all disk operations) (oh yes and changed the
current drive by itsself aswell.......).

Simon Poole

Bitnet: K538915@CZHRZU1A
UUCP: ....mcvax!cernvax!forty2!poole

PS: I know this wasn't very helpful, but computers sometimes do strange
but not THAT strange!

2267. Multi-Bashing

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 04:00:00 UTC
From: TCORAM@UDCVAX.BITNET
Message-ID: <8803060401.AA21207@ucbvax.Berkeley.EDU>
Source record: 253966

Aside from the RTX slant of the Multitasking discussion...what exactly makes
a ST a ST? I mean, is a ST without GEM/GEMDOS/TOS still a ST?
I want multitasking, but I STILL like my ST. I don't want an Amiga....
Lots of Amiga owners seem to be posting the 'AMIGA does this...' type of
messages to this digest. Sure, the AMIGA has a better OS than the ST
(who doesn't? ;-), but a machine is NOT tied to an OS. If you don't like
TOS, through IT away (not your machine). What all my soapboxing is leading
to is this:

Can anybody post reasonable descriptions of OS alternatives to TOS?

Like OS-9, MINIX, etc...??

Which brings me to a few questions:

Just how UNIX compatible is the C compiler for OS-9 with UNIX? They say they
are source compatible in thier ads... Does this mean I can REALLY port C
stuff (forking and all) to OS-9? Or is it just 'file' function compatible
with UNIX (as is most decent C compilers seem to be)?
I am thinking about OS-9 (68 Micro Journal is talking about covering STs now).

I seem to get the feeling that quite a few people out there waiting for MINIX
for the ST (it is coming in late spring) expect more of it than what it will
probally deliver. If it is anything like the implementation on the IBM PC,
then it will not be *THE* multitasking OS for all ST users. MINIX is great
for experimenting and playing with, but it will probally never become the
standard multitasking OS for the ST that everyone is looking for.
MINIX will probally be for hacking (I can't wait to get a copy ;-)...
What do you think?

BTW, this wasn't meant to be a FLAME on anyone or any machine... I work with
AMIGA fanatics, ST fanatics and (ugh) PC fanatics and they weren't offended
or outraged by anything I have said. ;-)
(If I say that I don't want an Amiga, or think that thier OS is unreliable
and buggy, will I be flamed on INFO-ATARI by Amiga owners??????)

____
maroC ddoT	Todd Coram
tcoram@udcvax.bitnet	tentib.xavcdu@maroct
remmargorP	Programmer
retneC retupmoC cimedacA CDU	UDC Academic Computer Center
____

"Put a quarter in the juke; boogie 'till ya puke."

2268. Lattice C vs. Megamax

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 04:24:00 UTC
From: TCORAM@UDCVAX.BITNET
Message-ID: <8803060434.AA21756@ucbvax.Berkeley.EDU>
Source record: 253967

I am looking for some input on C compilers here... I have LATTICE C (not the latest version) and MEGAMAX C. As awful as some people say that LATTICE is on the ST, it has one thing going for it... you can port to it. When I write portable code (hah!) on my PC or VAX/VMS, I can port it easily to LATTICE C. Megamax is hopeless. It just doesn't have enough functions. LATTICE is missing some functions that are available on the PC versions, but it has quite an extensive function library. (Some of the missing things include TIME functions and variations on exec()). Sure, LATTICE is slow and produces HUGE binaries...

The question is this: Is Mark Williams C for the ST comparable to Let's C on the IBM? It has a REAL honest to goodness decent function library! I have seen rave reviews of the compiler in this digest, but how does it really compare with the IBM PC compilers? After years of people drilling portable code design into me, I find that I have trouble porting to the ST. Even if I have machine dependent parts in my code, knowing that my ST compiler can support TIME functions and stuff like temporary-file functions, can really help in porting.

BTW, does any ST compiler support SIGNALS? (like trapping ~C and other interrupts)

____
maroC ddoT	Todd Coram
tcoram@udcvax.bitnet	tentib.xavcdu@maroct
remmargorP	Programmer
retneC retupmoC cimedacA CDU	UDC Academic Computer Center
____

"Put a quarter in the juke; boogie 'till ya puke."

2269. comp.{sources,binaries}.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 08:33:03 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <2225@saturn.ucsc.edu>
Source record: 253969

Looks like I'm the new moderator of comp.sources.atari.st and comp.binaries.atari.st. I don't have the archives yet (I'm expecting a magtape in the mail within a couple of days). The archives will be located at ssyx.ucsc.edu (128.114.133.1), but will not be available for anonymous ftp right away, as we're connected to the net at 9600 baud (we are getting Ethernet within a couple weeks...) Please, don't ftp here until I say everything is all set up -- our net is slow enough already! If some of you just can't wait to get your submissions in, you can mail them to me here; Usenet should know about me soon, so postings to comp.{sources,binaries}.atari.st will go to the right place (namely, my mailbox).

I'll introduce myself more fully once I'm officially installed as the moderator. Hopefully we can get lots of nifty programs flying across the net. Gentle[wo]men, start your compilers!

-Steve

```
+New! Improved! Now 200% Artificial-+-+-----------Steven Grimm------------+
|# # @@@ **** &&&&& $$$$$ % %| | ARPA: koreth@ssyx.ucsc.edu |
|# # @ @ * * & $ % %+-+ UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|### @ @ **** &&&& $ %%%%%| |_____________________________________|
|# # @ @ * * & $ % %+-+"Things are only impossible until |
|# # @@@ * ** &&&&& $ % %| | they're not." - Jean-Luc Picard |
+-----with NutraSour(TM)! No natural colors or preservatives!------------+
```

2270. Re: Magazine programs

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 10:20:55 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <1266@pasteur.Berkeley.Edu>
Source record: 253970

In article <403@nunki.usc.edu" rjung@castor.usc.edu (Robert Jung) writes:
" Does this mean that the magazine publishers think people buy their
"publications SOLELY for the type-in programs? I always bought an issue of
"(fill in your favorite magazine here) for the articles/tutorials in it.
"Type-in games and programs are merely icing on the cake.
"
" Besides, has any magazine ever persecuted anyone for uploading a
"type-in program to a BBS, or for distributing copies of a type-in program?
"Seems like a really minor point to me...
"
"
" --R.J.
" B-)
"
"_____
"Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
" = == =
" Power WithOUT the Price = == =
" ===== == =====
" Just because it's 8-bits doesn't make it obsolete. ==== == ====

Whether people buy a magazine solely for the type-in programs and whether
a magazine has ever persecuted [sic] anyone for pirating their programs
isn't the point. The point is that magazine programs are protected by
copyright just as much as any other program. Frankly, I find the attitude of
this article frightening. I had heard that developer's were dropping the ST
due to rampant piracy, but up until now everyone I knew took software
piracy very seriously. Please, for the sake of fairness to those who produce
the programs, those who purchase legal copies, and for the sake of encouraging
support for our computer, do not tolerate software piracy, no matter how
minor it may appear.

Matthew Seitz

2271. Re: Atari 6.5 Icon memory problem.

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 12:08:30 UTC
From: martin@lakesys.UUCP
Message-ID: <491@lakesys.UUCP>
Source record: 253971

In article <8803041517.AA19085@ucbvax.Berkeley.EDU> NETWORK@FRSAC11.BITNET writes:
>About Icon 6.5 for the Atari ST:
>
[Text deleted}

>
>A modified version (f) with a default of 260000 is released,
>and sent to:
>
[addresses deleted]

>ihnp4!uwmcsd1!lakesys6martin (uucp-us)

There is a typo in my path, it is:

inhp4!uwmcsd1!lakesys!martin (uucp-us)

>Please do all request from your closest site.
>(I am myself in France, and cant handle large amount of orders.)
>
Thanks Jean-Pierre, for the implementation of Icon 6.5 for the ST.

Marty Wiedmeyer
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

2272. Re: Blitter and Assempro ?

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 13:05:44 UTC
From: federico@actisb.UUCP
Message-ID: <190@actisb.UUCP>
Source record: 253972

In article <898@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
>Hi all, well Atari finally sent me my blitter chip(thank you ATARI), [...]

Does this mean that the blitters are finally out? My Mega is still waiting
for one. Would anybody from Atari comment on this and, if they are out,
tell me whether they are being distributed in Europe too.?

--
Federico Heinz
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

2273. Re: Explorer?

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 16:32:00 UTC
From: ferneau@silver.bacs.indiana.edu
Message-ID: <11400013@silver>
Source record: 253973

> Is it just me, or is Atari Explorer late?
>
> --R.J.,
> a David Ahl fan
> B-)

If you are talking about the March/April 1988 issue, I have had
it for a week or so. It reviews Spectrum 512, True Basic, DBSense,
Super Directory, Deskcart, Z-Time, Airball, Test Drive, and Power Print
ST.

It has articles about the transputer, desktop publishing, spacewar, and
a digitizing tablet--ProTablet ST.

--I hope you find it soon!

****
ferneau@silver.bacs.indiana.edu * Mark Ferneau
ihnp4!inuxc!iuvax!silver!ferneau * Indiana University, Bloomington, IN
ferneau@silver.UUCP * 'This Space Intentionally left blank'
****

2274. Re: fsel_input

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 17:07:35 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3951@batcomputer.tn.cornell.edu>
Source record: 253974

[]

Lambert Schomaker posted some ideas on how file selection could be done
in a completely different manner from the "fsel" dialog box.

Another example is the file selector box in the Laser C shell, which is not
at all the standard GEM box. It has a small window with the filenames listed
in it. Directory names have an "open" button next to them, just like they way
they appear in the desktop when one chooses "view in text". Double-clicking
on a directory entry opens the directory. Clicking on a "close" button at the
top left corner of the window closes a directory, returning to it's parent.
If the directory displayed is the root directory of the drive, clicking on
the "close" button displays a directory of drives, like this:

<> A:
<> B:
...

(The <> is supposed to mean the standard "open" button.)
I like this arrangement since the whole thing is compact, and operates
in the same conceptual way the desktop does.

In contrast, two alternative fsel boxes posted recently (under the names
"filefix" and "itembox") add a button for each drive. That's just clutter
in my view. I do like the nice touch of requiring only one click (not a
double-click) on directory names to open them. The PD one of the two
("filefix") is buggy, though: it works fine the first time, bombs on the
second (at least if anything unusual happenned the first time).

My biggest complaints about the GEM fsel box have NOT been addressed by
the posted alternatives. Here is my wish list, if anybody who's into
writing such things wants ideas...

The drive:\directory\subdirectory*.* entry drives me nuts.
For one thing, the "*.*" should be the default, without the need
to type it. Then there's the very limited editing of that string.
If it says "A:*.*" and I just want to change the 'A' to 'B', I have
to press ESC to clear it all, then retype the whole mess. Why can't
I position the cursor anywhere in the string with the mouse, Mac style?
(yeah, I know, Apple's lawyers would get mad...) If the "*.*" was
implicit it wouldn't be so bad.

Then comes the worst part. After laboriously typing in the path, I
ALWAYS, automatically, without any thought, hit RETURN. Which kicks
me out of the fsel box, and I have to start all over again. Why, oh why,
can't RETURN, at that point, be equivalent to clicking inside the directory
list? After all, at that point I already have the fingers on the keyboard!

Other suggestions: can't I be a masochist (?) and simply type the full pathname, including the file name, into ONE text-edit input field, if I so prefer? Why can't the thing remember where I was last time around (the application, really, should do that) (well, "filefix" tries to do that, but if my last attempt involved typing in a nonexistant path, it refuses to let me in at all the next time).

Enough bitching. I'll sign off and return to the UNIX shell... :-)

- Moshe Braner

2275. GNOME 2.0 ready

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 18:24:42 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3952@batcomputer.tn.cornell.edu>
Source record: 253975

[]

Last year I distributed (via snail-mail, on disk) my very own version
of microEMACS, for the Atari ST (and also for UNIX).

I use this editor daily for all of my work, including program editing,
some data files, shell scripts, letters, and word processing (in combination
with YAFIYGI ("you asked for it you got it") style typesetting software, such
as TeX or troff). I am writing this very posting in it. Its strongest
advantage is that I can use it on every system I need to work on. It does
not support GRAPHICAL windows (has text-only output) but it supports the
editing of multiple files in multiple windows. The edited files must
completely reside in RAM, but the editor can use all available RAM.

I have just finished another major revision. It now compiles on UNIX
(I tried BSD 4.3 and Gould UTX 2.0 (?)), the Atari ST (Laser C), and
(new!) *** MS-DOS machines *** (Turbo C 1.5). The latter two versions
make extensive use of the function keys of the respective machines.
The source code is common to all versions, with system-dependent stuff
inside conditional compilation switches. In theory it will also
compile on VMS and CPM, but I havn't tried that.

The nice features of my version include:

1) It's one compact self-contained executable file (about 55K).

2) It has instant built-in help.

3) The function-key support means little use of control-keys is necessary.
(The standard control-key command invocations are retained, though.)

4) Horizontal scrolling for long lines (up to 255 chars).

5) All parameter entry requests (e.g., search patterns, file names,
buffer names...) have intelligent defaults through which one
can scroll with up-down arrows. Each can be screen-edited with
the usual keys (left-right arrows, delete, backspace, etc.).
This makes for very quick respones with minimal typing.

6) Command line option (default ON in UNIX version) to save all keystrokes
in a file (flushed every 256 keystrokes). The file pathname is taken
from an environment variable. This is to recover work after a system
crash.

7) Search patterns can include a '.' wildcard (fits any char), a
"whitespace" wildcard (^W, fits any amount of whitespace, including
none), and '!' that means the next char can be anything BUT what
is in the search pattern.

8) 8-bit extended ASCII supported (in ST and MS-DOS versions): preceding a key with Alt-A sets the 8-th bit. Such chars are displayed in the extended system font. In disk files, 8-bit data are read and written correctly. The help facility includes a built-in table of these chars.

9) The MS-DOS version uses DIRECT screen output (courtesy of Turbo C 1.5), with a command-line option to force BIOS output in non-100% compatible machines. The latter is fast, the first is even faster.

10) Word wrap and paragraph reformatting. Margins can be set from the command line or inside the editor.

11) The number of rows and columns to use is settable from the command line. Useful for slow over-the-modem use and with windowing terminals.

12) In ST and MS-DOS versions: low-level binary block file I/O, MUCH faster than the original microEMACS.

13) In MS-DOS: escape to COMMAND.COM for a shell or for one command. In the latter case, the default-entry facilities create a pseudo-shell with screen-editing of previous commands, intact across separate accesses to this command (Alt-Z).

14) Search for matching brackets, recognising nested (), [], and {}.

And so on.

I have changed the name of the editor to "GNOME" (Generally Not the Original Micro Emacs). This is in compliance with Richard Stallman's request that such things not be called EMACS (he wrote the original, in LISP). Also to identify my version (which, by now, is mostly my code!) from the numerous other versions of "microEMACS" around. The current version is GNOME 2.0.

Since the source code is about 190K, and each executable about 55K, I think that posting it is not a great idea. Any suggestions on how to make it available? (It is copyrighted but I don't mind people using it for free!)

For now, if you want it quick, send $5 to me (to cover my time and expenses) and I'll send a disk in physical mail. Please specify 3.5" (single or double sided, the latter MS-DOS 3.2+ compatible) or 5.25". Sources (in C) will be included (ARCed). Overseas requests: please send several disks instead of money. I would rather not send it e-mail, but I'll put it up for anonymous ftp if somebody can explain how you do that.

- Moshe Braner

PS: Much thanks to Dave Conroy, who wrote the original "microEMACS" (in 1985, I think), and passed it around!

2276. Cobol Lang needed (was Lattice C)

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 19:29:42 UTC
From: rich@lakesys.UUCP
Message-ID: <492@lakesys.UUCP>
Source record: 253976

[]

I know that there was a Cobol lang. out for the ST a while back. Is it still available, and if so, where and how much.

-rich

2277. Re: Magazine programs

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 20:15:47 UTC
From: rjung@castor.usc.edu
Message-ID: <410@nunki.usc.edu>
Source record: 253977

Please, don't get me wrong. I don't support piracy, and I certainly don't subscribe to the "all forms of data must be shared" school of anarchy. It's just that I have this (skewed?) view that an issue of Antic is no different from an issue of Time, and if I can send a photocopy of a Time article to a friend with no problems, then what's the difference with a type-in program...

Like I said, though, I mean no harm.

--R.J.
B-)

P.S. Moot point: The "Please do not distribute copies of our type-in programs" disclaimers in Antic/Analog/etc. are kind of obscure, if you ask me. I never even notices those messages until I was leafing through all of the small print in Antic the other day...

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2278. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 20:29:11 UTC
From: rosenkra@Alliant.COM
Message-ID: <1346@alliant.Alliant.COM>
Source record: 253978
Cross-posted to: comp.lang.pascal,comp.sys.atari.st,comp.sys.amiga

In article <463@csvax.liv.ac.uk> sqrkl@csvax.liv.ac.uk writes:
>In article <12045@brl-adm.ARPA>, JEMCCABE%MTUS5.BITNET@CUNYVM.CUNY.EDU writes:
>
>> Oh come on now... This group is NOT for computer bashing.
[]
>
>OK, you asked for it ...
>
>1) The Atari ST's OS has been ported from an IBM PC and has several features
> removed (no fonts for example) and has had several (hundred ?) bugs
> introduced (40-folder bug, can't rename a folder, can't rename a disk...).
>
>2) The ST has the same sound chip as a Sinclair Spectrum Plus 2 - a prime
> example of Atari ST cost-cutting.
>
>3) 99% of all available software is either a very poor imitation of Macintosh
[]
>
>4) Virtually all the compilers I've seen (and I've seen plenty of them !) for
> the ST have been quite disgraceful.
[]
>
>5) The official ST hard disk is appalling.
[]
>
>6) As mentioned in comp.sys.atari.st, Atari have been caught red-handed
> shipping STs with faulty disk drives that don't sense the write-protect
> notch on a disk correctly...typical of such a cost-cutting company
> (price without the power - or safe disk drives !)
>
>> Calling the ST a "hunk of dross" is uncalled for. The Amiga
>> has nicer features than the ST, ... []
>
>I never said that the Amiga/VAX/Mac etc. were the BEST computers in the world
>just that they're BETTER than the ST !! ..... []
>
>Richard K. Lloyd,

all these points are valid and true....

having been a developer on the ST for almost 2 years, and having battled
to understand this sucker, and having invested both huge amounts of time
and $$$ (3 1040s, 2 HD, 5-6 monitors.....) i have to agree that the ST is
not the "ideal" development machine. the only thing that keeps me going

is the fact that there ad 500k+ machines out there. otherwise i would surely switch my efforts to a more "favorable" host/manufacturer.

i hate reading flames Re: how bad ST is vs how good Amiga is (and visa versa). that's not REALLY the issue. what is important is to whip atari into shape ("i'm mad as hell and am NOT going to take it anymore..."). atari SEEMS to be going after mac II/sun/etc... market but is woefully ill equipped to do so. their org chart is so lean that if Cindy C. is out, the entire dev support structure STOPS TO FUNCTION! i have had tremendous problems with SH204 drives (atari sent me 2 in the past 2 weeks, both bad, and i spent $150 in fed exp charges to get them, and now they are COMPLETELY OUT OF STOCK!!! i was left to contact a local rep to see if he could get one from a local store...that's not MY idea of support, especially for developers).

as a businessman, i have to make a decision: keep on my current masochistic path or switch to a friendlier environment. it's hard to throw away time and $$$ investments (especially time...) but i'm really starting to look at that as a serious option.

atari (or at least most of the people i deal with) means well. but their current posture really is one of a mass market distributor. they will never sell anything to fortune 1000 firms in the $5-10k range w/o support and they desperately need to have support, starting with developers (you know, the ones who make the software that sells the machines).

boycotts are not a solution, either. i, for one, am writing to L. Tramiel with my feelings, as an interested participant in atari success/failure. i suggest we all do this, not as a plea or threat, but rather as a source of information and market sentiment. afterall, the people on this net are more likely to recommend/purchase a $5-10k workstation than the average consumer/hobbyist. if atari sells >20 copies of the ABAQ or whatever to nonprofessionals, i will indeed be suprised.

if you want to further the cause, don't waste time flaming amiga. it is a fine system for what it is, just as STs are fine for what they do. Remember: atari came out with the ST as a low-cost yet powerful machine. you generally get what you pay for. the issue is really how serious are the Tramiels and major stockholders and can they be influenced to react to a few hundred (thousand?) letters from netland. The Tramiels are wealthy; they can always go out and start/buy another company and will always have a market eager to buy their wares. it is our problem to make sure we get what we want. that's how a "free" market works.

-bill

2279. Re: UniTerm 2.1a wishlist/Broken ST problem...

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 20:37:28 UTC
From: rosenkra@Alliant.COM
Message-ID: <1347@alliant.Alliant.COM>
Source record: 253979

add to wish list:

1) make it work from gulaam (my copy of 2.x does not, or is it me?)
works ok from desktop (old ROM, no blitter, 1040, HD)

2) ability to invoke arc or less (or any command for that matter)
(maybe it does now...not being able to invoke from gulaam forced
me back to v1.7b and i haven't really read new docs)

3) would be nice to see file size/dates in fsel dialog (i.e. replace
fsel with something better)

otherwise i use uniterm almost exclusively on ST. it is really nice! all this
from freeware...

-bill

2280. Re: Blitter and Assempro ?

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 20:50:25 UTC
From: wes@obie.UUCP
Message-ID: <95@obie.UUCP>
Source record: 253980

In article <898@aucs.UUCP>, 870646c@aucs.UUCP (barry comer) writes:
Hi all, well Atari finally sent me my blitter chip(thank you ATARI), but there
seems to be a problem with Assempro now. Whenever I try to assemble some
code that accesses the tos.l file it loads and when it comes to the GEM_INIT
command I get box telling me that everything is messed up?????
I reassembled the tos.l file, and got no difference. Can anyone help me out,
I need my assembler!!!!!!!!!!!!!!!!!!!!!!1
later
Barry

Have you tried turning off the blitter from the desktop? Most ST
wordprocessors crash when the blitter is turned on, run OK with it
turned off.

"What's a word processor?"
"Well, you know what a food processor does to food?"
-- The "Shoe" comic strip --
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2281. Re: Multi-Bashing

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 20:52:19 UTC
From: rosenkra@Alliant.COM
Message-ID: <1350@alliant.Alliant.COM>
Source record: 253981

regarding Minix, OS-9, etc. do these OS alternatives still support GEM AES/VDI calls or do they puntaes() (or equiv) during bootup? can i still execute the gulam equiv of "gem mygem.prg" from them? this seems critical (i apologize if i missed a similar discussion).

-bill

2282. Re: System vars, Linking

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 21:58:30 UTC
From: rosenkra@Alliant.COM
Message-ID: <1351@alliant.Alliant.COM>
Source record: 253982

regarding the topic of linking and compilers:

i have been using the original devkit compiler/linker (i.e. Alcyon) for
almost 2 years now. yes, yes i know that mwc:

1) is faster at compiling
2) makes smaller executables
3) documented (:^)

i have had only limited experience with mwc v1.x and (eventhough i used to
live in Chicago not far from mwc hq) i still prefer alcyon (i'm generally
using v4.14). does mwc support bit fields? how about LARGE arrays (>64k)?
i know when i was shopping megamax did not and mwc was not around.

anyway, with the advent of aln (thank you Mr. Pratt...), alcyon is at least
bearable (acutally pretty good, if you know the traps :^). alan released
aln to me generally early when the project i was working on could no longer
be linked with link68 (just tooooo B I G).

my only beef with alcyon (and it is a real annoyance) is with the inability
to redirect compiler msgs to a file (apparently it writes to CON: directly).
this is a major hassle since you have to watch the screen during EVERY compile.

i can only think of 2 ways around this: 1) set up a TSR which monitors
writes to CON: and redirects to a log file ONLY during compiles 2) hack
and slash the c{p,0,1}68.prg files to get them to use stdout.
obviously 2) is a real pain (and probably illegal). has anyone tried 1)
or another alternative? i spoke to alcyon and they have no remedy (i asked
for src to do it myself :^). did they write gemlib? if so this is especially
stupid. does anyone know if mwc now outperforms alcyon (v2.x or new v3.0)?
seems like i remember it was slower in execution than alcyon, my highest
priority.

i generally use a homegrown cc and a (modified) make that (i believe) was
originally posted on the net, gulam the shell of choice (though i wish
it had pipes....).

thanx a priori...

-bill

2283. Re: Symbol table?

Newsgroup: comp.sys.atari.st
Date: 1988-03-06 23:41:52 UTC
From: hmm@laura.UUCP
Message-ID: <225@laura.UUCP>
Source record: 253983

In article <19880303204623.4.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>
> Is there anything that can make use of the symbol
>info in an executable?
Of course, SID (comes with Atari's Dev Kit) does it. I don't like SID too
much, but when you've got no choice, it's better than nothing...
We've used it a lot when we ported Smalltalk-80 to the Atari. We used the
C-compiler on a unix system (to minimize portability hassles) and converted
the binary into the Atari executable format (all on the unix box).
Only the binary was tranferred to the Atari.
>
>Also, when one loads an executable, where in memory does the symbol info
>get loaded? Does the TPA point to it?
nope, it is not loaded when a program is executed normally. Only debuggers
should read it in and make use of it.

Hans-Martin

PS: how many other language systems for the atari produce symbol tables
or have a debugger capable of reading it ?
--
Hans-Martin Mosner | Don't tell Borland about Smalltalk - |
hmm@unido.{uucp,bitnet} | they might invent Turbo Smalltalk ! |

Disclaimer: Turbo Smalltalk may already be a trademark of Borland...

2284. Re: DISKFREE

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 09:47:28 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <3728@cup.portal.com>
Source record: 253984

Just a small warning if you use Zoomracks II. It will not function with Diskfree. With diskfree loaded ZR will not save to disk. This is real nasty as it will read in your file and then after you have worked on it perhaps for hours, you find you can't save to disk. The first try will rename the original file to backup and create a 0 bytes file. The second try eliminates the backup and makes another 0 byte file. If you don't have a backup of the original file, you are &^()* out of luck.

2285. Re: Lattice C vs. Megamax

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 10:08:52 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2265@bath63.ux63.bath.ac.uk>
Source record: 253985

Well, since you say you have Lattice C, but not the latest version, I'd suggest that the first thing to try is getting an upgrade. 3.04 has a greatly expanded library over the earlier ones, runs a bit faster, and produces much faster code. Probably cheaper than a whole nother new C.

2286. src for less (ST) wanted

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 10:11:25 UTC
From: rosenkra@Alliant.COM
Message-ID: <1354@alliant.Alliant.COM>
Source record: 253986

could someone please post or email the source for the ST version of less?
i really do not fancy the idea of porting the un*x version....(i have
executable, so pls do not post that).

thanx a priori

-bill

2287. Why the Atari ST "flame" was posted up...

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 10:13:58 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <478@csvax.liv.ac.uk>
Source record: 253987
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

> I didn't ask for it. You are certainly entitled to your
> opinions, but WHY would you post this to comp.sys.atari.st?
> Are you trying to stir up some excitement, or what?
> If you guys want to rant and rave about stupid things like this,
> why not keep it to yourself? Mail is good for that, you know.

Normally, I would have kept it to myself (and MAILed directly to the
person involved), but I was angry with the person who'd "flamed" me just
because I put a personal opinion at the end of one of my postings.
I don't like being accused of posting "childish bulls**t" and being told
to take a course in logic (???), so I thought other people should see
some extracts from his MAIL to me, along with some 'arguments' he requested
I supply...
Anyway, if you want to see a GOOD machine, forget the Amiga, Macintosh and
Atari ST - buy an Acorn Archimedes...I've been programming in ARM (RISC) code
for a couple of months now and it is BEAUTIFUL (so's the Archimedes - puts
all other machines below a MicroVAX 3500 to shame).

Richard K. Lloyd, **
Computer Science Dept., * JANET : SQRKL@UK.AC.LIV.CSVAX *
Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL *
Merseyside, England, * ARPA : SQRKL%csvax.liv.ac.uk@nss.cs.ucl.ac.uk *
Great (?) Britain. **

"I have VERY strong opinions which are nothing whatsoever to do with the
University of Liverpool, so blame ME if I bitch about useless IBM PC clones,
even more redundant IBM mainframes and the terrible Atari ST..."

2288. Re: Termcap.

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 10:26:32 UTC
From: rosenkra@Alliant.COM
Message-ID: <1355@alliant.Alliant.COM>
Source record: 253988

In article <8803040939.AA14001@ucbvax.Berkeley.EDU> VILJANEN@FINUH.BITNET writes:
>
> Has anyone compiled TERMCAP succesfully? I've tried many times
>with my Megamax, but with not too good results. If someone has a working
>compiled copy, I'd be eternally grateful if that someone could mail me
>a copy to the address below. Thank you in advance...

i have (with alcyon). worms and some other tests i wrote work fine.

i don't recall if any changes were necessary. i usually change SOMETHING
to make it as un*x compatible as possible.

-bill

(sorry, can't send u megamax object)

2289. DESKTOP.INF

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 10:39:07 UTC
From: ralph@lasso.UUCP
Message-ID: <8803071039.AA11095@lasso.laas.fr>
Source record: 253989

Is there any documentation on this file? and it's format? I have a slight idea from seeing multiple versions of DESKTOP.INF but would enjoy something more coherent. Thanks to all in advance, and I'll summarize either to those others you are as misinformed as I, or the net if there's sufficient interest. Please reply to me directly since I don't get the newsgroups (any ;-{).

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

2290. DCFORMAT

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 10:43:55 UTC
From: ralph@lasso.UUCP
Message-ID: <8803071043.AA11101@lasso.laas.fr>
Source record: 253990

Is there any documentation on DCFORMAT? There were some comments concerning Magic Sac on the net. I downloaded DCFMTMON.UUE from ATARINET (UH-INFO). A) There was no READ.ME or like. B) After starting the program, it prints out it's initial screen asking me to double-click -- and HANGS!!
Thanx. Please reply to me directly! I don't get the USENET newsgroups!!

--Ralph

2291. Seagate HDUs to Atari DMA-port

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 11:38:02 UTC
From: L12@DHDURZ1.BITNET
Message-ID: <8803071049.AA00783@ucbvax.Berkeley.EDU>
Source record: 253991

Please, could someone in the U.S. help a dump European ?????
Some time ago I read some information here on the list concerning
a hardware-kit that connects Seagate HARDDISKS to the Atari DMA-port.
Can someone tell me about the company's name, address and prices?
Even suggestions about experiences, usefulness etc. are very appreccciated.

+---->>> please write to my address below, 'cause I do not read this list
very carefully (don't like flaming about multitasking etc...). <<<-------+

thanxalott, ppl *** Wolf-Dieter Batz (L12@DHDURZ1.BITNET)

2292. Re: Magazine programs

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 13:43:05 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1448@water.waterloo.edu>
Source record: 253992

In article <410@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
> ..
> Please, don't get me wrong. I don't support piracy, and I certainly don't
>subscribe to the "all forms of data must be shared" school of anarchy. It's
>just that I have this (skewed?) view that an issue of Antic is no different
>from an issue of Time, and if I can send a photocopy of a Time article to a
>friend with no problems, then what's the difference with a type-in
>program...

Of cource you *can* send a photocopy of a Time article to a friend.
That does not make it right, nor does it guarantee that you will have
"no problems".

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

2293. atari to appletalk quest

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 14:29:00 UTC
From: FORTNEY@FNALB.BITNET
Message-ID: <8803071434.AA04788@ucbvax.Berkeley.EDU>
Source record: 253993

Does anyone know of a way to connect an atari 1040 to an Appletalk
network? Hardware and/or software?
Please email a reply to FORTNEY@FNAL.bitnet.
L. R. Fortney
Physics Dept, Duke Univ.

2294. re: samplers on the atari st

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 15:12:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8803071638.AA06966@ucbvax.Berkeley.EDU>
Source record: 253994

There from time to time are some requests for infos about samplers for the atari st. There is one that plugs into the cartridge port, it is formally made by Hippo, but now has been taken over by someone else. It is around $100. Do not even bother with this. It is noisy, you have about 4 bits of DC noise. And the software could be written better.

If you are serious, you are going to have to get something like a Mirage or ADAP or an Akai, and then get some appropriate library software or write you own. The thing about the ADAP is that you have to dedicate an ST to it, but it gives you CD quality, with 16 bits. Casio also makes a 16 bit machine, and I have heard them in clubs and they sound good. Beyond that, if you have $70K, you can start looking at a Synclavier and with 100 get a Fairlight.

2295. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 15:23:26 UTC
From: exodus@uop.edu
Message-ID: <1220@uop.edu>
Source record: 253995

In article <8803021813.AA21760@ucbvax.Berkeley.EDU>, nfrech@ALMSA-1.ARPA ("Norman R. Frech") writes:
> I am looking for a copy of LaTex to handle the documentation for
> uniterm and would appreciate some info as to where I can get a
> copy.

I'm working on it...(for the ST). There are commercial versions in German available.

If you can run it on a big box such as a VAX or SUN, try contacting the Univ. of Washington. It can be had for $150 copying fee. It IS in the Public Domain.

G. Onufer

2296. Publishing Partner

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 15:31:19 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8803071637.AA06952@ucbvax.Berkeley.EDU>
Source record: 253996

On saturday (03-05-88) publishing partner professional was shown at the ACE meeting here in St. Louis. The head programmer and some PR guy gave the the presentation. The programmer, Darren (I didn't catch his last name) said the program was 90+% finished and he is working on some of the enhance features. He couldn't give a date as to when he would be finished;"depends on how much sleep I need in the next three weeks."

From what I saw of the program it is going to be fantastic. It does all the things you wished publishing partner could have done in the first place plus more.

The upgrade is supposed to be $50 plus $5 for shipping/etc.

Regards, Norm Frech

Norm Frech <nfrech@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-HL, Box 1578, St.Louis, MO 63188-1578
COMMERICAL: (314) 263-5231 AUTOVON: 693-5231

2297. Standardization

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 16:11:53 UTC
From: Sleeple@UMass.BITNET
Message-ID: <880307110110123.AHJN@Mars.UCC.UMass.EDU>
Source record: 253997

Well I am new to the Atari world....so pardon me if I am greatly out
of line. We have all been waiting anxiously waiting for the ROM upgrades
from Atari. Why don't we, as responsible programmers, take this great
moment and standardize! Yes...silly as it may seem, now is probably the
best time to do it. With the new ROMs, may programs will have to be
reworked anyway, so why not standard certain things while we are at it.
Things like:
((Fonts....boy...this would be great
((Postscript driver....in fact...ALL printer drivers....
these are all I can think of off the top of my head....maybe you guys
can think of more.....think of the power this would give the average
user...
Perhaps standardization of programming techniques, ie...rules, that
programmer should stick to in order to keep compatability within different
programs......
I know...I'm just asking for too much....so flame me if you really want..

Damian Roskill SLEEPLE@UMASS

"I didn't hurt it, I killed it, it didn't feel a thing."

2298. Coherent (Unix) for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 16:18:00 UTC
From: rowley@ORVILLE.NAS.NASA.GOV
Message-ID: <8803071618.AA26089@orville.nas.nasa.gov>
Source record: 253998

I talked with Judy at Mark Williams late last week. She said that a port of Coherent to the ST is in the works. I asked if it could run on a stock 1040ST, and the answer was "Yes".

If you have MWC, you may have noticed that some of the include files (signal.h, stat.h, etc.) already have a bunch of stuff for Coherent.

Karl Rowley
rowley@orville.nas.nasa.gov
ames!orville.nas.nasa.gov!rowley

2299. Re: UniTerm 2.1a wishlist

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 16:27:10 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <2866@brspyr1.BRS.Com>
Source record: 253999

From article <186@forty2.UUCP>, by poole@forty2.UUCP (Simon Poole):
> mcvax!ukc!mupsy!liv-cs!sqrkl, Richard K. Lloyd writes >Wishlist for

>>6) Retain the screen display when switching from or to 132 column mode,
>> rather than clearing the screen and homing the cursor.
>
> Wrong! No VT1XX, VT2XX or VT3XX compatible terminal works this way,
> all clear the screen and home the cursor. The command set of D*C
> compatible terminals has no provision for dealing with mixed length
> lines (I can think of all kind of perversions you would have to deal
> with, if you want to have a terminal with this feature).

Sorry Simon, but I use an HDS2200 (VT-220 compatible from Human Designed Systems), that *does* retain the screen on size change.

Actually, it's an option in the setup menus. When enabled, it does this:

Change from 80 to 132 --> extra 52 columns get spaces

Change from 132 to 80 --> lines get truncated at 80 (no wrap)

It seems to work just fine. The software may not deal with it particularly well (editors, etc), but that isn't the terminals problem, nor should it be.

I kind of like the feature, but then again I don't switch screen size all that often.
--
Tim "The Enchanter" Northrup
--------------------------- "She's strange,
tim@brspyr1.BRS.Com or uunet!steinmetz!brspyr1!tim and I like it!"
== -- Cameo

2300. Re: Laser-C verses Megamax-C

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 16:28:33 UTC
From: robert@richp1.UUCP
Message-ID: <126@richp1.UUCP>
Source record: 254000

The editor included with my Megamax-C will NOT allow me to use
control characters in my files. The editor strips them out.
Does any one know if this is also true with the new Laser-C??

--
....
"To open, cut along dotted line." ....:.....................................
: : Robert Miller @ ihnp4!richp1!robert
.....

2301. Re: fsel_input

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 16:47:22 UTC
From: dale@slovax.UUCP
Message-ID: <2877@slovax.UUCP>
Source record: 253851

> My biggest complaints about the GEM fsel box have NOT been addressed by
> the posted alternatives. Here is my wish list, if anybody who's into
> writing such things wants ideas...
>
> The drive:\directory\subdirectory*.* entry drives me nuts.
> For one thing, the "*.*" should be the default, without the need
> to type it. Then there's the very limited editing of that string.
> If it says "A:*.*" and I just want to change the 'A' to 'B', I have
> to press ESC to clear it all, then retype the whole mess. Why can't
> I position the cursor anywhere in the string with the mouse, Mac style?
> (yeah, I know, Apple's lawyers would get mad...) If the "*.*" was
> implicit it wouldn't be so bad.
>

On editing the drive directory line:

You can use the arrow keys to edit the drive directory line. To change the
A to B move the cursor over the A, hit DELETE and type in the B. I do this
all the time. I do agree with you on the other points. Fsel_input is brain dead.
It took me a long time to get myself not to hit return after typing in the
drive spec.

--
{psivax,ism780}!logico!slovax!dale : {hplsla,uw-beaver}!tikal!slovax!dale
Dale Thomas R & D Associates,3625 Perkins Lane SW,Tacoma,Wa 98499,206-581-1322

2302. Re: Computer Mail Order, Inc. looooong shipping delay

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 16:49:06 UTC
From: rjung@sal22.usc.edu
Message-ID: <414@nunki.usc.edu>
Source record: 253852

In article <8803022013.AA23316@ucbvax.Berkeley.EDU> #FJMORA@WMMVS.BITNET writes:
>And some retailers complain that since Atari purchased Federated, they
>dump all the STs they make into the Federated warehouse, and that
>independant retailers just can't have STs. Is that true?

Not from what I've heard. There's a local Atari-only store near L.A.
called Logical Choice, and they've been getting Mega ST's and other hardware
without problems. I've heard, however, that there is a shortage of ST's in
America in general (apparently they're going over to Europe, where everybody
is buying them like hotcakes [can anyone confirm?])...Seems us AmericAtarians
will have to wait awhile...

On a similar vein, Sam Tramiel/Neil Harris admitted on GEnie that they've
been neglecting the US market quite a bit, to focus on overseas sales...

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2303. Re: Computer Mail Order, Inc. looooong shipping delay

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 17:12:02 UTC
From: saj@chinet.UUCP
Message-ID: <3338@chinet.UUCP>
Source record: 253853

In response to the request for people's experiences with Computer Mail Order, here's mine: I've made 2 credit card purchases from them. Last Summer they had a 1040 ST mono in my hands 10 days after the order, and in the Fall, they did even better with a Thomson Ultrascan monitor. There are enough delayed ST availability complaints around that I'd believe that Atari is promising but not shipping to everybody (doesn't sound like something they'd do...)

2304. Re: Bad placing of Atari ST binarie

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 17:26:17 UTC
From: al671@unh.UUCP
Message-ID: <239@unh.UUCP>
Source record: 253854

In article <11400012@silver>, ferneau@silver.bacs.indiana.edu writes:
>
>I find it hard to believe that someone is going to take the time to
>archive, uuencode and upload a trojan horse program to the net.
>Maybe it is my trust in people, but I don't think it is going to happen.
>I think we can trust the fellow netters out there.
>

Oh, I suppose that anyone devious enough to write a virus would not
want to distribute it as far and wide as s/he could? Granted,
BBS sysops (and BITNET moderators) won't catch all buggy/malicious
code, but I'd rather know that someone else has tried a program on
their equipment before I try it on mine.

>***
>ferneau@silver.bacs.indiana.edu * Mark Ferneau
>ihnp4!inuxc!iuvax!silver!ferneau *
>ferneau@silver.UUCP * 'This Space Intentionally left blank'
>***

I sometimes post to rec.humor -- excuse the .signature:

```
/*************************************************************************/
/* What, you wanted something funny? */
/* --- Anthony Lapadula */
/* (That's unh!al671 to you!) */
/*************************************************************************/
```

2305. Re: Micro RTX Description (discussion, predictions)

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 18:09:44 UTC
From: ttims@watdcsu.waterloo.edu
Message-ID: <4518@watdcsu.waterloo.edu>
Source record: 253855

Your RTX system sounds really, really nice. (I wrote my own mini message passing kernel for the Atari, but it has only a small fraction of the power of yours.)

So, considering that it exists, and that it sounds like it's in good taste, technically speaking:

Why isn't Atari licensing it from you and distributing it with all their machines?

It sounds like a better software system than they will ever be able to design and distribute. Are they holding out because they think they can do better? Is their management unable to appreciate the future marketing value of a message passing multitasking operating system (especially in a networked environment)? Are they simply unaware of it? Do they take the point of view (regrettably common) that they can do economically better by producing a poor product for less money?

Would you accept a binary licensing fee of say, 15 dollars (US) per copy for distribution with every Atari ST? If Atari was willing to simply pass this fee onto each consumer by raising the system cost by 15 dollars would this impact hardware sales in a meaningful way? (What would be a more optimal licensing fee?) Consumers, would you pay 15 dollars more for an Atari with RTX built in?

If it was distributed (and became the new Atari operating system standard) would this encourage more sophisticated software development for the machine, and would this increase the market for the hardware (and for the RTX)? Is it possible that RTX could add more reliability to stock TOS?

If your RTX would port nicely to a system with an MMU, I'd say it sounds like it could be the software salvation of TOS and the whole ST line.

I don't think there are any medium term prospects for personal computers that are not addressing the memory protection/multitasking/software reliability problems. The only primitive operating system that will survive will be MSDOS. The workstation manufacturers are showing cheaper and cheaper products that have worlds more functionality and reliability that current personal computers. More and more people are coming to understand the value of these types of machines and (like me) will demand that value in their personal computers.

There will be two choices for decent operating systems: UNIX, and anything else that implements the minimum technical niceties. I'm not saying that UNIX is the best, or even desirable. It exists, and it can be ported and it can work. The biggest obstacle to the popular acceptance of UNIX systems (with windowing) is the high, high cost of the application and system software. There is good application software out there for workstations: it would never

sell in the mass market unless the prices dropped by a factor of 10.

It's in this niche that "other decent operating systems" will fit. With foresight and planning, cheaper operating systems and software could be highly competitive (in terms of price/(functionality+reliability)) with more sophisticated workstations. Apple seems to have no problem understanding this. Foresight and planning means the development of RELIABLE and SECURE hardware and software. I think there is a better chance (technically) that the Atari could evolve into the budget workstation that the Apple. The Atari hardware and software is less crufty and cast-in-concrete than Mac hardware and software. (This is mostly because the software is more loosely organized, and because the hardware is cleaner.)

It think it would be very difficult to produce a Mac which one could leave turned on for large periods of time, and do useful work on, without being worried about memory corruption. I think that with intelligence and taste, TOS (with RTX?) could be made to operate reliably in a memory protected environment.

Reliability and functionality are the two things which sell machines. A user needs *both* to get work done.

Tracy Tims

2306. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 18:10:28 UTC
From: leigh@byuvax.bitnet
Message-ID: <144leigh@byuvax.bitnet>
Source record: 253856

It is time that the Tramiel family leaves Atari and goes off to save another floundering company in need... And let some *real*business* men put things in order...

Chad

2307. alternative operating systems (was Re: Multi-Bashing)

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 18:23:00 UTC
From: wheels@mks.UUCP
Message-ID: <419@mks.UUCP>
Source record: 253857

In article <8803060401.AA21207@ucbvax.Berkeley.EDU>, TCORAM@UDCVAX.BITNET (maroC ddoT) writes:
> what exactly makes a ST a ST? I mean, is a ST without GEM/GEMDOS/TOS
> still a ST?

Well, I suppose that depends on the user. If a person is willing to use a less-well-known operating system, then for them the hardware is the important item. For other users, they want to continue to conform to the standard environment. The Coco 3 is a good example -- OS9 runs on it, but still lots of people use RS-DOS.

> Just how UNIX compatible is the C compiler for OS-9 with UNIX? They say they
> are source compatible in thier ads... Does this mean I can REALLY port C
> stuff (forking and all) to OS-9? Or is it just 'file' function compatible
> with UNIX (as is most decent C compilers seem to be)?

I used the 6809 version of OS9 a while ago. Since they are multi-tasking, they do have techniques to spawn concurrent tasks, but as I recall, their names for these things was different. However, I suspect one could easily put together a Unix compatible library.

> I seem to get the feeling that quite a few people out there waiting for MINIX
> for the ST (it is coming in late spring) expect more of it than what it will
> probally deliver.

Well, of course we won't know until we get it. But, as long as it is fairly Unix compatible and supports the midi and serial ports, I'll be happy.

> MINIX is great
> for experimenting and playing with, but it will probally never become the
> standard multitasking OS for the ST that everyone is looking for.

As I mentioned, OS9 is the multi-tasking system of choice on the Coco, but I think the ST version is too expensive. The $150 personal version doesn't include the C compiler. To get that you have to go to the $600 Professional version. I wish they would offer a lower cost version without Basic09 but with the C compiler.

As for the hacking of Minix, well I suspect one of the first things people will try is to get a windowing front end for it. I hope that we'll be able to make calls to the line A routines in ROM when Minix is booted.
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

2308. Re: MWC and pexec cooking

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 18:49:11 UTC
From: apratt@atari.UUCP
Message-ID: <1007@atari.UUCP>
Source record: 253859

```
From article <2794@dadla.TEK.COM>, by jrb@dadla.TEK.COM (Jim Binkley):
> command = "\\bin\\date.prg";
> args = " 200001322400"; /* note the blank :->... */
> pexec(0,command,args,"PATH=\0");
>
> What happens when we say "PATH=\0"?

What happens is you are explicitly passing the perfectly legitimate
environment consisting of one variable, PATH, which has no value.
The \0 is the null byte ending the PATH value, and C puts another
null after that to terminate the string -- the double null
is the end of the environment.

The environment (as defined by UNIX and used by Atari) consists of
strings separated by nulls, with a second null after the last one
which terminates the whole environment.

Conventionally, the "strings" mentioned here are of the form

name=value

where name (usually all caps) is called an "environment variable" and
value is its value (arbitrary text). For instance,

MAILER=/usr/ucb/Mail

is one environment variable which tells anybody who cares to ask what
program to use to send mail.

The point of the environment is to communicate things to programs
which you don't want to have to say in a config file or on the command
line, like your name, your home directory, what shell you're using,
etc.

Does this answer your question?

==========================================
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
```

2309. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 19:19:59 UTC
From: apratt@atari.UUCP
Message-ID: <1008@atari.UUCP>
Source record: 253860

From article <167@bdt.UUCP>, by david@bdt.UUCP (David Beckemeyer):
> What happens to the stack? How can the
> handler fix-up the stack? A long-jump? But then what happens in
> the above case where now the DTA points to a place that will be used
> again for new stack space.
>
> Open files also remain open when the Pterm is called, so these must
> also be cleaned up.
>
> My point is: don't be mislead into thinking that a Pterm handler is
> nothing more than a simple longjump.

It *is* just a simple longjmp! (Except that it gets executed in Super mode -- but the handler can just consist of a longjmp.) If you have a global pointer (like an extern or your DTA) pointing into your stack, and you do a longjmp, it still points to your stack (or where the stack will someday be). It's up to you not to use those pointers -- in the case where the ^C might occur while the DTA is on the stack, your Pterm-recovery routine should reset the DTA to somewhere else.

On the other hand, since the DTA is only used for Fsfirst/Fsnext, you should explicitly set it before each round of calls. Then you're sure to be safe from DTA fever.

Other globals have always had that problem, though: if you longjmp, you have to be sure you reinitialize them.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2310. Re: Symbol table?

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 19:59:07 UTC
From: holloway@drivax.UUCP
Message-ID: <3157@drivax.UUCP>
Source record: 253861

In article <19880303204623.4.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:

>While fixing the GNU linker so that it'd run on my ST, I had just
>finished the part that writes the symbol table into the executable file,
>when I realized that I couldn't think of anything that would use it once
>I'd written it (!) Is there anything that can make use of the symbol
>info in an executable?

Debuggers can.

>Also, when one loads an executable, where in memory does the symbol info
>get loaded? Does the TPA point to it?

The normal program loader discards it. SID and DDT load programs differently,
and keep the info around.

- Bruce
--
****
* Bruce Holloway - Terminal Netnews Addict uunet!amdahl!drivax!holloway *
* ALBATROSS, ATARI*TROS @ Plink ALBATROSS @ Delphi *
***********Cuzqoirm mluyh, "Ulu! Buyrf xumh megjux ubb nuth juq!"**********

2311. Program needed.

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 20:44:26 UTC
From: Flash@UMass.BITNET
Message-ID: <8803071534122FF.AKEY@Mars.UCC.UMass.EDU>
Source record: 253862

Could someone please be kind enough to net-mail me a copy of the 1stWord to Postcript? I saw a copy on GENIE, but as of previous messages, it is not the latest version.

On my bitnet system we don't have access to interactive bitnet, or I would try to get it myself.

Any help is greatly appreciated.

Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@CUNYVM.CUNY.EDU
R-FLASHMAN on GEnie

2312. Re: Computer Mail Order, Inc. looooong shipping delay

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 20:51:29 UTC
From: mikeh@hplsla.HP.COM
Message-ID: <5440002@hplsla.HP.COM>
Source record: 253863

> One week ago they promised to send it to me "next week, for sure". OK, I'm
> waiting. I will tell you if they actually do it.
> But can anyone tell me if CMO is normally so slow to ship you what
> you paid for? To begin with, has any STist ever gotten anything from them ?

I bought my 1040 ST from CMO, and it was prompt in being sent (everything
was in stock :-), but if you order something that is not in stock, it
can take forever to get it. They don't seem to really know when an
item might be in stock again.

Mike Hall

2313. Re: Abaq OS, what is it ?

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 21:11:04 UTC
From: daveh@cbmvax.UUCP
Message-ID: <3430@cbmvax.UUCP>
Source record: 253864

in article <24297@yale-celray.yale.UUCP>, wallman-george@CS.Yale.EDU (Natuerlich!) says:

> I heard a cruel joke from a friend, that the author of AmigaDOS is
> writing the MS-DOS compatible OS for the Abaq.
> He was kidding of course ? (Wasn't he *PANIC* ?!?)

No panic here. But it is true that the author of the original DOS portions
of the Amiga OS (generally considered in the Amiga community to be the parts
most needing rework, and in fact which have been reworked), Tim King, is the
guy responsible for the Abaq software.

--
Dave Haynie "The B2000 Guy" Commodore-Amiga "The Crew That Never Rests"
{ihnp4|uunet|rutgers}!cbmvax!daveh PLINK: D-DAVE H BIX: hazy
"I can't relax, 'cause I'm a Boinger!"

2314. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 21:17:15 UTC
From: poole@forty2.UUCP
Message-ID: <188@forty2.UUCP>
Source record: 253865

In article <996@atari.UUCP> good@atari.UUCP (Roy Good) writes:
....
>Engineering currently has in development or planned several variations on
>the ST, with features to address different needs, as well as general
>enhancements. And great care is being taken to maintain maximum compatibility
>with the current ST/Mega series. These products are all in addition to the
>"basic ST" you all seem to know and for the most part love.
>
Hmmm, the last such "enhancement" was the infamous blitter (which still
has to arrive anywhere in mass quantities). As I've stated numerous times
before, I don't doubt the qualities of Atari engineering, but Atari still
has to show us that they can get an actual product up and going. And as
always there is the question of software support, will Atari mangement
make an official statement about a bug fixed GEMDOS version as an example?

--
UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

2315. u/l & d/l ST files

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 21:18:05 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8803080945.AA23019@ucbvax.Berkeley.EDU>
Source record: 253866

I was wondering if someone could tell me the addresses of the systems
that file serve ST PD files. I'd prefer listserv but I can also FTP
if need be.

INTERNET: Brian_Holmes%WU@UM.CC.UMICH.EDU
BITNET : BHOLMES@WAYNEST1.BITNET

2316. dBMAN Updates!

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 21:29:15 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8803072349.AA13993@ucbvax.Berkeley.EDU>
Source record: 253867

Where would I send a request for an updated version of dBMAN?
Would I send it to Atari since they bought the rights?

INTERNET: Brian_Holmes%WU@UM.CC.UMICH.EDU
BITNET : BHOLMES@WAYNEST1.BITNET

2317. Re: MORE on the 16Mhz board

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 21:37:20 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Mar7.163720.22573@gpu.utcs.toronto.edu>
Source record: 253868

What kind of REAL speed increase is there? You can't drive any of the
other chips in the atari at 16MHz so is this just the 68000 being
speeded up - like sticking a v20 in an ibm?
Is performance increase gained=$200 ?
/Leonard

2318. Re: Changes/fixes to OS

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 21:38:25 UTC
From: poole@forty2.UUCP
Message-ID: <190@forty2.UUCP>
Source record: 253869

In article <7499@apple.Apple.Com> landon@Apple.COM (Landon Dyer) writes:
>In article <2597@crash.cts.com>, sreeb@pnet01.cts.com (Ed Beers) writes:
......
>> Atari use the $axxx and $fxxx instruction traps. These are reserved in the
>
>Line-A was used because, well, Apple used it, and it was there. Line-F was
>used as an optimization (two-byte JSRs so the AES would fit into ROM), and
>is in no way related to the way the ST is "defined" to the outside world.
....
>> This probably explains why the megas come with a 68000 rather than a 68020.

>Nope. The ST is pretty stuck in the mud with respect to the 68000, but for
>different reasons. Moving to a 68020 will be painful for EVERYONE.

Matter of fact, the german computer magazin c't has published a series
of patches for the ROM's that allow you to run most (they claim 99%)
programs with their 68020 board. They use some of the unused Line-A
"instructions" as replacement for the Line-F trap. The main problem is
that you really don't get so much more speed (they claim about 50%)
for the money (if you can use the 68881 you're naturally lucky).

--
UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

2319. Re: MWC 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 21:54:18 UTC
From: ajw@littlei.UUCP
Message-ID: <236@gandalf.littlei.UUCP>
Source record: 253870

In article <162@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>I personally think it is a good idea for MW to hold off the release if
>they have to. I'd rather have a well-tested version that is 100%
>compatible and bug-free, than get a new version that breaks things
>and needs another update 3-weeks later.
>
>You flame them for being late, and you flame them if it's not perfect
>when it ships. What can one do?

Now that Mr. Beckemeyer (a good guy) has made this extremely valid point about Mark Williams Company (also pretty much good guys), maybe some readers of this group will pause for the odd nanosecond before flaming Atari (hiss the villain!!) for not having shoved "fixes" out of the door while they were still warm on the coding pad.

2320. Laser C question

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 23:21:15 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <2234@saturn.ucsc.edu>
Source record: 253871

I'm porting a program (BB/ST, my bulletin board system)) to Laser C (from Megamax 1.1). All the C stuff compiles without a hitch, but the inline assembly is a bit different. In particular, I need to know how to reference a label defined in an inline assemble segment, from the rest of the program. This code worked on the old compiler:

```
extern foo();

asm {
foo:
clr.l A7
rts
}
```

You could call foo() from another part of the program. That doesn't seem to work in Laser C. My other question is probably closely related; I want to install some trap handlers. The code

```
lea trap1hand(PC), A0
move.l A0, 0x90 ; or whatever address
```

worked in Megamax C; now it says "trap1hand undefined", even if it's defined in the same asm{} block. I've tried taking away the "(PC)", changing it to move.l #trap1hand, 0x90 (which would be the ideal way to do it), and a couple other things, to no avail.

Any help would be appreciated.

2321. Re: Multi-Bashing

Newsgroup: comp.sys.atari.st
Date: 1988-03-07 23:29:59 UTC
From: dale@slovax.UUCP
Message-ID: <2880@slovax.UUCP>
Source record: 253872

> regarding Minix, OS-9, etc. do these OS alternatives still support GEM
> AES/VDI calls or do they puntaes() (or equiv) during bootup? can i still
> execute the gulam equiv of "gem mygem.prg" from them? this seems critical
> (i apologize if i missed a similar discussion).
>
> -bill

Idris supports some of the VDI calls. Any that do line drawing are supported.
The AES is not supported since AES and the Idris kernal contend with one
another. I can not speak for OS-9 and Minix but would assume they can not
provide AES support either.
--
{psivax,ism780}!logico!slovax!dale : {hplsla,uw-beaver}!tikal!slovax!dale
Dale Thomas R & D Associates,3625 Perkins Lane SW,Tacoma,Wa 98499,206-581-1322

2322. RTX question

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 00:11:24 UTC
From: wallman-george@CS.Yale.EDU
Message-ID: <24700@yale-celray.yale.UUCP>
Source record: 253873

A question concerning RTX. Would it possible to create processes within
a GEM application and to redirect stdout towards a selfwritten dev-driver ?
I am thinking of course of something like two or more shells executing
concurrently in two windows.
Should be possible or... ??

Loveletters & Hatemail to : wallman@yalecs (Arpa UUCP Use)
Files to : WALLMANN@CTSTATEU (Bitnet)

"The CPU is from Motorola
The RAM is from Hitachi
The Operating System is from DRI
and the MMU is from Fancy Feast"

2323. Re: Atari Advertising Idea

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 02:39:21 UTC
From: roger_warren_tang@cup.portal.com
Message-ID: <3732@cup.portal.com>
Source record: 253874

Of course, a 40 share on Thursdays can do a LOT of mind changing.....

The truth is, of course, a black has be a bigger star with bigger clout
than an equivalent white. Superstars are superstars; it's the next rung down
that has the problems.

2324. OmniRes ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 03:03:00 UTC
From: JEMCCABE@MTUS5.BITNET
Message-ID: <8803080454.AA18695@ucbvax.Berkeley.EDU>
Source record: 253875

Date: 7 March 1988, 21:52:47 EST
From: Jim McCabe JEMCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: OmniRes ST

I'm considering buying OmniRes ST (a program from E. Arthur Brown Co. that lets any monitor run in any resolution). I remember someone a while posting a little review of it, but can't seem to locate my old digests.

I've got several questions about this product, and would appreciate any response:

a) how good is the color emulation on a monochrome monitor? Especially, on an intricate multicolored background, is it distinguishable as anything other than a mess?
b) how fast is this color emulation? Or, how good is the image in a faster mode?
c) are color register updates performed? (like in Degas's color cycling animation technique)
d) how smooth is the mouse movement when pretending to be a color monitor?

This sounds like an interesting product (not nearly as interesting as the late ST Video Box, unfortunately...)

If anyone else is interested, I could concatenate all the responses into a file and send them out. (That is, if someone answers this! ;)

>>> I do not have anything to do with E. Arthur Brown Co., I'm just curious as a you-know-what.

+----------------------+--------------------+------------------+
Jim McCabe	Bitnet	UUCP
G31 ECH MTU	----------	--------
Houghton, MI 49931	jemccabe @ mtus5	mccabe @ m-net
+----------------------+--------------------+------------------+

2325. Re: Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 05:51:22 UTC
From: hase@netmbx.UUCP
Message-ID: <1489@netmbx.UUCP>
Source record: 253858
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <160@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>My point was that "legal" or not, and regardless of any discussions
>to that effect here or elsewhere: DON'T GET YOUR HOPES UP. The
>authorites showed no desire to help a small software company in Oakland;
>that includes both US and German authorites (police and Fed. agencies).
I almost don't believe that, but... yes, possible.
>
>In other words: you can read and discuss laws and legalities all you want,
>but in the *real world* all this means very little.

THAT ist awfully true.
We all now about piracy, do we?

There was an attempt to stop piracy: if you can't stop it, legalize it.
Make the program shareware (back to the original subject...)

My opinion? Shareware ist a great thing... if anybody pays (like me;
now)...

hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

2326. Re: MX2

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 05:55:30 UTC
From: mh4x+@andrew.cmu.edu
Message-ID: <kWAsnGy00Xo8Ic6ksQ@andrew.cmu.edu>
Source record: 253876

If someone has not posted the sources of the MX2 kernel already (as of 3/2), would some kind soul mail them to me.

(We had a few problems with our feed of this group, so if these were posted after 3/2, please disreguard this message)

Mark Hamill
mh4x@andrew.cmu.edu -Arpa
mhamill@drycas -Bitnet

2327. Gee whiz...

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 06:14:47 UTC
From: landon@Apple.COM
Message-ID: <7590@apple.Apple.Com>
Source record: 253877

Technical content: zero.
If ancient history bores you, please type 'n'. I gotta flame:

>In article <345@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
>> We know Jack Tramiel can make things move when he really wants to; Putting
>>together a prototype 68000 machine in six months is an amazing task.
>
>Yes, it would have been amazing, had it actually happened. When Tramiel
>took over Atari, though, there were already people working on a 68000 machine,
>and had been for some time. Those people were, essentially, the only
>ones that Tramiel kept when he purged the company. While the final ST
>design might have had significant Tramiel influence (it looks it - it's
>cheap enough), it's pretty clear that the groundwork had been laid before
>he ever came on the scene.

In my younger years I would have sprouted bright blue actinic sparks
and gone for an artery. Instead I'll just say that "I was there, and
you were not." We did SO do it in six months. I'm sure it shows.

(At one early point, the ST was going to be a National 16016 or something.
The ST was essentially designed by Tramiel Technologies Ltd (TTL), oh, days
and weeks -- maybe even a whole month -- before KUJ signed the Warner deal).

When the Flying Tramiel Bros. took over the company, I was a mere (mere?)
video-game writer in a management-impoverished (though manager-rich) part
of the 8-bit games group. One fine, black day Leonard Tramiel and John
Feagans strode into the coin-op engineering building, hatchets and hoods
and clipboards in hand. While they were walking down the corridor, a voice
cried out over the announcment system:

"Imperial storm-troopers have entered the base! Imperial
storm-troopers have entered the base!"

We each had a two-minute interview to save our jobs. FTB kept fourteen out
of sixty or so engineers. Very entertaining. I don't think any of us had
much 68000 experience; they were looking for slaves. In some respects the
people who were layed-off were the lucky ones....

-Landon

[Disclaimer: Leonard Tramiel and John Feagans are perfectly nice people who
are NOT storm-troopers and who would NOT do anything nasty to anyone else
with a hatchet, though perhaps with a clipboard... :-)]

--

I speak for me.

2328. Re: Bad placing of Atari ST binarie

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 13:29:59 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1450@water.waterloo.edu>
Source record: 253878

In article <11400012@silver>, ferneau@silver.bacs.indiana.edu writes:
>
>I find it hard to believe that someone is going to take the time to
>archive, uuencode and upload a trojan horse program to the net.

I can not cite particular examples, but I think that such
things have gone around.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

2329. A cure looking for a disease? (I hope)

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 14:13:24 UTC
From: 051332@UOTTAWA.BITNET
Message-ID: <8803081650.AA29358@ucbvax.Berkeley.EDU>
Source record: 253879

A program called VDU_2_0.PRG has been posted to the FILESERVers at CANADA01 and UHUPVM1. It is claimed that it will cure the 'Boot sector' virus and immunize the disk from future infection with this virus.

Does anybody have any information about this virus, its mode of infection, mechanism, symptoms or how wide-spread it may have become?

Please post replies to the net. Most people will be interested. /JT

John Turnbull, NetNorth: 051332@uottawa
30 Somerset Ave, BITNET: 051332@uottawa
Dept. of Biology, ARPAnet: 051332%uottawa.bitnet@wiscvm.wisc.edu
Univ. of Ottawa, UUCP: ...!psuvax1!051332%uottawa.BITNET
Ottawa, Ontario, JANET: 051332%uottawa@rl.earn
CANADA, K1N 6N5. ICBM: 45 25' 33'' N 75 39' 05'' W

2330. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 16:01:15 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <1141@silver.bacs.indiana.edu>
Source record: 253881
Cross-posted to: comp.lang.pascal,comp.sys.atari.st,comp.sys.amiga

[much deleted...]

I think Jim's point is that most of us want to see useful postings
in comp.sys.atari.st about how to make better use of the equipment
that we own rather than someone's opinion that we should have
purchased some other equipment regardless of the faults. Every
system has bugs. I have yet to see the perfect operating system
or perfect hardware.

Holly

--
UUCP: rutgers!indycms.bitnet!ihls400
GEnie: HS
Bitnet: IHLS400@INDYCMS
Arpanet: ihls400%indycms.bitnet@(wherever you like)
Internet: stowe@silver.bacs.indiana.edu
The secret to happiness is how well you cope with Plan B.

2331. Re: UniTerm 2.1a wishlist

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 16:38:48 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <7934@tut.cis.ohio-state.edu>
Source record: 253882

In article <2866@brspyr1.BRS.Com> tim@brspyr1.BRS.Com (Tim Northrup) writes:
>From article <186@forty2.UUCP>, by poole@forty2.UUCP (Simon Poole):
>> mcvax!ukc!mupsy!liv-cs!sqrkl, Richard K. Lloyd writes >Wishlist for
>
>>>6) Retain the screen display when switching from or to 132 column mode,
>>> rather than clearing the screen and homing the cursor.
>>
>> Wrong! No VT1XX, VT2XX or VT3XX compatible terminal works this way,
>> all clear the screen and home the cursor. The command set of D*C
[stuff deleted]
>Sorry Simon, but I use an HDS2200 (VT-220 compatible from Human Designed
>Systems), that *does* retain the screen on size change.
>
>
>I kind of like the feature, but then again I don't switch screen size
>all that often.
>--
>Tim "The Enchanter" Northrup

This "change size without clear screen" feature is also
found on the Wyse wy85 terminal (and, I believe, another vt2xx clone
made bye some company called Draco I believe.) True, it would be a nice
feature to have, but admittedly not one that I'd die without. :-)

I have been following this discussion, and if there is one
thing that I'd like to see (maybe this is in 2.0, I only have 1.8 as of
yet, and am looking for an arpa/uucp/ftp archive for 2.0) is a small
editor, perhaps in a window, that would allow one to edit a small file
while still on-line (without leaving Uniterm.) This is the only feature
of FLASH! that I haven't seen Uniterm sufficiently beat the hell out of.
(As far as I am concerned, I have never seen such a nice term package as,
Uniterm, commerical or otherwise, including Procomm for the PCs, a nice
program in its own right.)

Thanks again for Simon for making the world, at least the world
of ST, a bit of a nicer place.

--
Andrew Weaver weaver@tut.cis.ohio-state.edu
OSU College of Business soon: weaver@osu-pisa.UUCP

"What's the watermelon do?" "I'll tell you later." -- from Buckaroo Banzai

2332. Re: fsel_input

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 16:40:06 UTC
From: federico@actisb.UUCP
Message-ID: <191@actisb.UUCP>
Source record: 253883

In article <3951@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>[]
> [text deleted]
>The drive:\directory\subdirectory*.* entry drives me nuts.
>[...] Then there's the very limited editing of that string.
>If it says "A:*.*" and I just want to change the 'A' to 'B', I have
>to press ESC to clear it all, then retype the whole mess.

You don't need to clear the whole string. You can position your cursor using the arrow keys (cursor back and cursor forward only, since cursor up/down will take you to the next/previous field - or the other way around). The arrow keys are nondestructive and allow you to change the drive spec without killing the whole line. It's not very elegant (as a matter of fact I hate it) but it's possible.

--
Federico Heinz "In Dubio Pro Libido"
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

2333. Re: RAM expansion chips, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 16:49:49 UTC
From: hase@netmbx.UUCP
Message-ID: <1492@netmbx.UUCP>
Source record: 253884

In article <3675@cup.portal.com> Harold_Hank_Hagquist@cup.portal.com writes:
>You can use 256K chips to go up to 1Meg of total memory. If you want to go any
>higher you need to go to 1Meg chips. This is because to ST can only access
>4 banks of chips. If you want an up grade board, I can get you one. To upgrade
Wrong.
If you get a good soldering iron
someone who can handle it
one of each HC00, HC139, HC573
lots of wire
and the german magazine ST Special
you can make an upgrade to 2.5 M with 41256-12 chips (48 of them).
It works. A friend of mine is working on a board for the chips so you don't
need to build stacks of 4 chips..
hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

2334. sign off

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 17:25:14 UTC
From: sutanto@tamvxee.BITNET
Message-ID: <8803081724.AA00214@ucbvax.Berkeley.EDU>
Source record: 253885

PLease remove HAAS@tamvxee from your list. He is not a user over here anymore.
Thank you.

Surja Sutanto
TAMVXEE POstmaster

2335. Re: ST at 50Hz

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 18:03:20 UTC
From: gert@prls.UUCP
Message-ID: <9621@prls.UUCP>
Source record: 253886

Since I don't know how to respond to your BITNET address, I'll
use this expensive method of answering - maybe it'll help others.

Sometime ago I moved my U.S. model 520ST to Europe (Holland).
I sold my color monitor, since I wasn't sure if the 60Hz refresh would
give visible 'wobble' when supplied from a 50Hz net, but figured that
the (70 Hz) monochrome monitor shouldn't care about its power frequency.
In Holland, I acquired a 220 -> 110 Volt transformer (In Holland, you
should ask for a 'VERHUIS TRANSFORMATOR' in an Electronics components
store - 300 Watts or more should do the job).
The safe way to test if things work, before risking your ST, is to
wire the transformer according to the instructions and connect a US
type lightbulb as load. Measure the voltage, which should be around
112-125 Volts (usually, you can use one of several taps to set the
secundary voltage. I managed to get 117 Volts that way - a safe bet).

The ST and monochrome monitor worked perfect from this supply. Also you
can run a European color monitor at 50 HZ from your ST using a so called
ST to SCART cable (and a TV with SCART input). This however requires a
program (or ROM patch) that sets your ST vertical rate to 50Hz. Any home
computer club there can get you one, since Atari forgot this little fact
with an earlier ROM release.

I used this setup for 1 1/2 years without problems (and then moved back).

Hope this helps,

Gert Slavenburg
(UUCP:..!pyramid!prls!gert)

2336. Re: shrink-wrap copying...

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 18:13:53 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2809@gryphon.CTS.COM>
Source record: 253887
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <788@pasteur.Berkeley.Edu> seitz@cory.Berkeley.EDU.UUCP (Matthew Eric Seitz) writes:
>In article <2281@charon.unm.edu> hansb@ariel.unm.edu.UUCP (Hans Bechtel) writes:
>>
>>I know of a store in a big city in New Mexico that after they buy the
>>software to sell, they open up the package, copy it, and pass it to
>>a few of their friends, shrink-wrap it again, and put it back on the
>>
>
>The computer store I have worked at also did something similar to this. We
>would make a copy of software to demonstrate and then reshrink-wrap it.
>The reason is that customer's keep wanting two otherwise mutually exclusive
>things: 1) They want to see something demonstrated before they buy it and 2)
>they want a shrink-wrap fresh copy of software to buy. We couldn't afford to

Well, look. We're about to bring a new product to market. Are you saying
we shouldnt bother shrimk wrapping it, and that the store will do it for
us ?

My, how conveeeeenient.

--
"...(alright Nils, alright)..."
richard@gryphon.CTS.COM
{ihnp4!scgvaxd!cadovax, rutgers!marque, codas!ddsw1} gryphon!richard

2337. Extend you ST's screen into the border...

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 19:04:43 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <485@csvax.liv.ac.uk>
Source record: 253888

EXTENDING THE ST SCREEN INTO THE BORDER

You may have seen programs on the C64 that "removed" the border, at the top and the bottom of screen. This is possible on the ST. It's not really a new discovery as I worked out how to do it during Easter 1987, but recently I've seen a few programs by other people using it, so I thought I'd tell the rest of the world about it.
It is quite a simple procedure to produce this effect. While the last raster line of the normal display area is being displayed set the ST in 60Hz mode. Then wait until the next raster line and put it back into 50Hz mode, simple! The border at the bottom of the screen will "disappear" and the memory following the normal display area will be displayed down there. This really works best on a TV as there is a lot more space below the picture on a TV. I hear all you people in the States saying "but we're already in 60Hz mode", well I know that. I have never used this on a 60Hz display, but maybe doing the opposite will work, ie. into 50Hz on last screen raster line and back to 60Hz on first "border" raster line.
Anyway the two source listings following will demonstrate this. The first is the proper way to do it, as it creates a perfect display into the border. The second uses a bit less processor time, but as you will notice the last 16 pixels of the normal screen are missing from the display. The second is given for people writing programs with not much time to spare (their programs haven't much time to spare that is), where the first method which takes up a whole raster line, will get in the way of other interrupts they have going.
They both use timerb to count the raster lines down the screen. Although they could just interrupt at the last raster line on the normal screen, by setting timer B data register to 199, they interrupt on every raster line to put the colours up, which show that the extra display lines just work like any others and that the HBL on these lines is just like on any other.
Although I only describe how to remove the border at the bottom of the screen, it can also be done at the top of the screen, but the method doesn't work with some televisions that can't handle a 60Hz display.
Other "strange" effects can be produced with the display. Changing screen resolution while the raster scan is in the physical display area can expand the screen's width, but more on this at a later date.

Method 1

This program interrupts on the last raster line inside the normal display, and then waits until the next HBL. When the next HBL comes it puts the ST into 60HZ mode and then delays for a short time until the raster scan is just into the next raster line. Then it puts the ST

```
back into 50Hz mode. This waiting means that the interrupt routine
takes up two raster lines, which can be a problem in some programs,
although this method produces the best display.

raster_line equ $40
global_colour equ $44
local_colour equ $48

clr.l -(sp)
move #32,-(sp) * Into super mode
trap #1 * very messily (who cares?)
lea $70000,sp

move.l a7,a0
lea $fc0000,a1
moveq #-1,d0 * put ROM
move #40000/4-1,d1 * on screen
filllp move.l (a1)+,(a0)+ * for something to look at (?)
dbra d1,filllp

move.b #7,$8201.w * screen to $70000
clr.b $8203.w

move #$2700,sr * take over the system (My favourite!)
clr.b $fa07.w * disable
clr.b $fa09.w * all interrupts
clr.b $fa0b.w * clear all
clr.b $fa0d.w * "pending"
clr.b $fa0f.w * clear all
clr.b $fa11.w * "in service"
move.b #1,$fa13.w * mask timerb
clr.b $fa15.w * mask none
move.b #8,$fa1b.w * timerb into event count mode
move.b #1,$fa21.w * want interrupt on every raster line
move.l #timerb,$120.w * set up timerb handler
move.l #vbl,$70.w * set up vbl handler
stop #$2300 * wait for vbl
clr.b $8260.w * low res (works just as well in medium)

move.b #1,$fa07.w * enable timerb

loop bra.s loop * hang about

vbl clr $8240.w * pallette 0 to black
clr (raster_line).w * reset raster_line
move (global_colour).w,(local_colour).w * this gives
* the scrolling
* effect in the
* border
add #$89,(global_colour).w * increment
and #$777,(global_colour).w * global_colour
rte
```

```
timerb move (local_colour).w,$8240.w * set pallette 0
cmp #198,(raster_line).w * right raster line?
bne.s not
clr.b $fa1b.w * TBCR must be clear to allow next
* instruction to work
clr.b $fa21.w * TBDR=0 ie interrupt on next hbl
move.b #8,$fa1b.w * timerb back into event count mode
wtlp tst.b $fa21.w * wait for next hbl
beq.s wtlp
clr.b $820a.w * into 60Hz mode
move.l $40,$40 * Delay 76 clock periods
move.l $40,$40 * until scan is in border on next
nop * raster line
move.b #2,$820a.w * back to 50Hz mode
clr.b $fa1b.w * TBCR=0 for same reson as last time
move.b #1,$fa21.w * back to counting single lines
move.b #8,$fa1b.w * back to event count mode
not addq #1,(raster_line).w * increment raster_line
add #$89,(local_colour).w * increment
and #$777,(local_colour).w * local_colour
clr.b $fa0f.w * clear interrupt in service bit/byte?
rte * exit
```

Method 2

The second listing, which follows, interrupts on the last raster line of the normal display and immediately puts the ST into 60Hz mode. It then waits a short while until the raster scan has moved from the border into the screen display area and then goes back to 50Hz mode. For some reason (probably due to part of the display line being in 60Hz and part being in 50) the last 16 pixels of the last normal screen display line are completely left off from the display, which leaves the border colour showing through here. If you need the extra speed and can cope with this missing "word" then this is the version for you.

```
raster_line equ $40
global_colour equ $44
local_colour equ $48

clr.l -(sp)
move #32,-(sp) * Into super mode
trap #1 * very messily (who cares?)
lea $70000,sp

move.l a7,a0
moveq #-1,d0
move #40000/4-1,d1 * fill screen so
filllp move.l d0,(a0)+ * missing word shows up
dbra d1,filllp

move.b #7,$8201.w * screen to $70000
clr.b $8203.w
```

```
move #$2700,sr * take over the system (My favourite!)
clr.b $fa07.w * disable
clr.b $fa09.w * all interrupts
clr.b $fa0b.w * clear all
clr.b $fa0d.w * "pending"
clr.b $fa0f.w * clear all
clr.b $fa11.w * "in service"
move.b #1,$fa13.w * mask timerb
clr.b $fa15.w * mask none
move.b #8,$fa1b.w * timerb into event count mode
move.b #1,$fa21.w * want interrupt on every raster line
move.l #timerb,$120.w * set up timerb handler
move.l #vbl,$70.w * set up vbl handler
stop #$2300 * wait for vbl
clr.b $8260.w * low res (works just as well in medium)

move.b #1,$fa07.w * enable timerb

loop bra.s loop * hang about

vbl clr $8240.w * pallette 0 to black
clr (raster_line).w * reset raster_line
move (global_colour).w,(local_colour).w * this gives
* the scrolling
* effect in the
* border
add #$89,(global_colour).w * increment
and #$777,(global_colour).w * global_colour
rte

timerb move (local_colour).w,$8240.w * set pallette 0
cmp #198,(raster_line).w * last (on screen) raster line?
bne.s not198
move.l $40.w,$40.w * short delay, until
move.l $40.w,$40.w * scan is in screen display area
clr.b $820a.w * 60Hz mode
bra.s not199
not198 cmp #199,(raster_line).w * first border raster line?
bne.s not199
move.b #2,$820a.w * back to 50Hz
not199 addq #1,(raster_line).w * increment raster_line
add #$89,(local_colour).w * increment
and #$777,(local_colour).w * local_colour
clr.b $fa0f.w * clear interrupt in service bit (byte?)
rte * exit

******************************************************************************

"...there's no success JANET unpowell@uk.ac.liv.csvax
like failure and UUCP {backbone}!mcvax!ukc!mupsy!liv-cs!unpowell
failure's no ARPA unpowell%csvax.liv.ac.uk@nss.cs.ucl.ac.uk
success at all..."
```

****

2338. Re: Multi-Bashing

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 19:13:04 UTC
From: iwml@eagle.ukc.ac.uk
Message-ID: <4617@eagle.ukc.ac.uk>
Source record: 253889

Expires:

Sender:

Followup-To:

In article <1350@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
>regarding Minix, OS-9, etc. do these OS alternatives still support GEM
>AES/VDI calls or do they puntaes() (or equiv) during bootup? can i still
>execute the gulam equiv of "gem mygem.prg" from them? this seems critical
>(i apologize if i missed a similar discussion).
>
>-bill

If the PC-version of Minix is anything to go by, don't expect to run
any current ST software under ST-Minix. The whole point of Minix is
that it completely replaces the OS in the ROMS. It comes with a c
compiler, but don't expect to find any TOS or GEM calls in there.

Unless ST-Minix is going to radically change from the design decisions
made in the PC-version, don't expect to run any commercial ST software
under it.
Any comment from the authors?

2339. Copyrights and Coercion

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 19:14:43 UTC
From: guest@hyper.UUCP
Message-ID: <1528@hyper.UUCP>
Source record: 253890

I tried to keep myself from posting this, I know it will just encourage them to keep harping on the issue, but I just can't go on silently suffering their non-logical assertions. So ...

The issue is copyright infringement, software piracy, idea theft or whatever else you like to call it. My perspective is not whether such things are currently illegal, but whether there is coercion involved, and just who is invoking the coercion.

"Define your terms!"

Coercion - The initiation of the use of physical force, or the the threat thereof.

Fraud - (I will avoid defining the term fraud, except to say that it is non-passive -- it requires the initiation of some action.)

Theft - The use of coercion or fraud to obtain some value.

Is it possible for someone to violate the copyright law without engaging in coercion or fraud? Yes! In fact that is the most common form of piracy. Is such piracy theft? No! (By my definitions. Not by legal definitions which have nothing to do with logic.)

Is it possible for a copyright holder to enforce his copyright without the use of coercion? No! (In most cases.) Ironically the copyright holder who uses coercion to maintain his asking price is directly obtaining value by that act. The copyright holder is the thief!!!!

Your mission, should you decide to accept it is to show that my premises (definitions) are not robust, or that I erred in their application. (logic)

- John M. Logajan {...!rutgers!} umn-cs!hyper!ns!logajan
- Network System Corp.; 7600 Boone Ave; Brooklyn Park, MN 55428

2340. Buying an ST, need info.

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 19:20:18 UTC
From: ugthomps@sunybcs.uucp
Message-ID: <9135@sunybcs.UUCP>
Source record: 253891

Greetings,

I am about to buy an ATARI 520st and would like to procure some information
about the machine first.

1) Is the blitter being distributed at all with 520st's that are currently out
there and if so, where can I get one?

2) With the new 520st's the drive is internal, akin to and in the same box as
a 1040st. Is it still possible to get a 520st with the drive external,
and hopefully at a cheaper price?

3) There are several mail order houses out there. What are the bad ones,
the ones to stay away from, and the better ones? I would *really* like
to do this mail oder since it would be cheaper than buying locally,
but am mega paranoid about getting an ST that doesn't work.

4) I've heard of and seen the AVATEX 1200 modem before.. It seems to be
a very nice modem that can be had for $79-$95 (mail order to local prlocal prices). Is
there another modem of equal value at a lesser price?

I'm definetly set on an ST but neither do I want to shell out more than
$1000 for a color system with modem.

I've already looked in the local swap sheets :-) Nobody is selling...

- Greg

2341. ST color graphics upgrade in software

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 19:29:32 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2500@tekig5.TEK.COM>
Source record: 253892

Lets do a software upgrade to the ST's graphics. I'm willing to work on a program that will allow more than 16 colors per scan line and release it to the public domain so that it can be used by anyone. Some time ago I wrote a program that loaded the palette registers every scan line based on the line return interrupt. (Horizontal blanking interrupt) It had some problems due to sloppy timing, but it did get the job done. I had hoped that it would leave plenty of free time for other processing, but actually due to saving and restoring the registers it only left a few microseconds per scan line over.

Later I bought ColorBurst (some of you may remember), I was very disapointed. Then I bought Spectrum and I was very impressed. So seeing that spectrum had licked the timing problem I got to thinking again. Wouldn't it be great if I could use Spectrum pictures in my own code! So I need two things, first the file format of Spectrum pictures and second some code to allow more than 16 colors a scan line. Maybe someone out in netland can give us the file format. By the way I highly recommend Spectrum, and in no way would hope to reduce the value of that product. In fact if other programs could use Spectrum pictures I would hope that it would enhance the sales of Spectrum. If any of the Spectrum programmers are out there I would be interested in their input.

Anyway lets get down to business. After seeing Spectrum I knew it could be done so I thought about it some more. Then I wrote a program that ran a very tight loop and just look at the value of the screen pointer and saved the values in an array. Sort of an built in logic analyize. I going to do a better one in assembly, still the data I got back was interesting. There are 60 frames a second and 200 scan lines a frame. There is 2 to 3 milliseconds dead time between frames and each scan line in about 85 microseconds long. On the scan line 60 microseconds is spent during the display of the graphics information and about 25 microseconds is horizontal retrace. The ST already has some code executing during vertical retrace, but about 1.8 milliseconds if free.

Armed with that data I have a plan, and this is where I ask for help, maybe some of you will have better ideas. Remember I plan to release this code to the public domain, which means anyone can use it in any program, even for programs that they plan to sell.

Here is the plan. Since using the horizontal retrace interrupt gained me so little I decide to just use the whole screen time. (I sure this is how spectrum must work). The program would consist of the users program running in the vertical retrace period (about 10% of the time) and the display code running the rest of the time. It may be possible to strip out the current vertical blank code and get more time. Of course you may lose some things like the clock, but so what. During the screen refresh time all interrupts would be turned off and the code would be written so that the number of cycles through the color changer code would equal the number of cycles per scan line. Something like

the following:

User Program
Wait for vertical retrace free time
Set timer for 1.8 milliseconds (could be different than 1.8)
User code

Timer Program
Put ST is supervisor mode
Turn off all interrupts (ori.w #0700,SR)
watch the screen memory pointer until it starts counting
use the first scan line to sync code
for 199 lines
reload color registers as much as possible
Turn on interrupts
Wait for vertical retrace free time
Set time for 1.8 milliseconds
return to user code

There are several ways to do the color register reloading. The one I favor is to wait until the first horizontal retrace and then blast in new vales as fast as possible. Maybe use move multiple during retrace and move (a1)+,(a2)+ during the actual screen refresh to get even timing some one would know where on the line which color registers are valid. This would be simple and means that the file formate would be color register values for 320X199 picture and the pixels values for a 320X199 picture. Another way would be to use move quicks and actually have the program write a the color register changer routine. This is a couple of cycles faster per color change, but the code is much longer, plus the setup time would be longer.

So here are the ideas so far:

movq.l D0,#color data for 2 registers (18 cycles)
move.l D0,(A0)+ a0 points to color registers
etc.

Or just
move.l (A1)+,(A0)+ (20 cycles)
etc.

Also during horizontal retrace to get a full change over

move.m (A1)+,register set (104 cycles)
move.m register set (A0)+

I think there are about 680 cycles to work with, unless my spy program has a bug. Anyway it will be easy to find out.

Anyway any more ideas?

Thanks,
Wayne Knapp

2342. Re: Atari Advertising Idea

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 19:29:51 UTC
From: ugthomps@sunybcs.uucp
Message-ID: <9136@sunybcs.UUCP>
Source record: 253893

Recently on a cabled episode of AIRWOLF they showed a "computer center"
oof sorts in the mountain where they keep airwolf. Lo and behold the
keyboard to this computer center was an ST. Looked like a 1040 too.

Maybe if atari sold more computers to the movie business *wink* *grin*

- greg

2343. Re: DESKTOP.INF some notes

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 20:06:12 UTC
From: achowe@orchid.waterloo.edu
Message-ID: <12346@orchid.waterloo.edu>
Source record: 253894

In article <8803071039.AA11095@lasso.laas.fr> ralph@lasso.UUCP (Ralph P. Sobek) writes:
>Is there any documentation on this file? and it's format? I have a slight
>idea from seeing multiple versions of DESKTOP.INF but would enjoy something
>more coherent. Thanks to all in advance, and I'll summarize either to those
>others you are as misinformed as I, or the net if there's sufficient interest.
>Please reply to me directly since I don't get the newsgroups (any ;-{).
>
>Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or

Being home sick today, I took the time to prepare this file (credits
at the end).
------------------------- CUT HERE ------------------------------
880308

DESKTOP.INF
==========

1) #a - RS-232

digit meaning
1 duplex 0 = full 1 = half
2 baud 0 = 9600 1 = 4800 2 = 1200 3 = 300
(note: this may have more values to provide for the new
control panel which supports all baud rates)
3 parity 0 = none 1 = odd 2 = even
4 data bits 0 = 8 1 = 7 2 = 6 3 = 5
5 protocol 0 = X off, rts/cts off
1 = X on, rts/cts off
2 = X off, rts/cts on
3 = X on, rts/cts on
6 strip bit 0 = on 1 = off
(shouldn't this be called "stop bits 1 or 2"?)

eg. #a062120 - full duplex, 2400 baud, even parity, 7 data bits,
X off and rts/cts on, 1 stop bit

2) #b - Printer

digit meaning
1 type 0 = dot matrix 1 = daisywheel
2 ink 0 = black and white 1 = colour
3 pixel 0 = 1280 1 = 960
4 quality 0 = draft 1 = final
5 port 0 = printer (parallel) 1 = modem (serial)
6 feed 0 = continuous 1 = single sheet

eg. #b000000 - dot matrix, b/w, 1280 pixels, draft, printer,
continuous (not the most interesting eg)

3) #c - Control Panel Settings

The first 48 digits or first 16 sets of RGB triples represent the
colours to set. The fisrt digit in a triple is the RED value, next is
the GREEN and the third is BLUE.

The last seven digits represent the following:

digit meaning
1 mouse button response 0 to 4
2 keyclick 0 = off 1 = on
3 bell 0 = off 1 = on
4 & 5 keyboard response 0 to 46
6 & 7 repeat delay 0 to 21

4) #d - Unknown, probably reserved

5) #E - View and Option Parameters

The first hex value determines how files are arranged in the directory
and if confirmation should be requested before copying and deleting.

bit meaning
7 view as 0 = icon 1 = text
6,5 sort by 00 = name 01 = date 10 = size 11 = type
4 deletions 0 = proceed 1 = confirm
3 copies 0 = proceed 1 = confirm
2,1 unknown

The second hex value is the screen resolution (and from what I can
tell, whether the blitter is on or off).

digit meaning
1 blitter 0 = off 1 = on
2 resolution 1 = low 2 = medium 3 = high

6) #W - Window Info

There are 4 lines, one for each of the four windows that can be
opened from the desktop. For each line, the first two bytes are
the slider bar positions, the next two are the desktop screen
location and the third pair defines the window size.

The next byte is uncertain but this byte will take on a value from
$07 to $0a or 0. Zero would denote a closed window. These values are
most likely window handles.

The text string provids the default pathname for the directory.
Closing and reopening a window will restore the normal diectory.
The '@' is used to mark the end of the string.

7) #M - Drive Icons

The first two bytes are the (x,y) location of the icon and the
third is the type of icon to use.

00 = file drawer
01 = folder
02 = trach can
03 = program
04 = file

The $FF is an $FF which seems to have no purpose in life. After that
follows the drive name and text for the icon (12 letters max). The
second text field is uncertain at the moment.

8) #T - Trash Icon

Similar to drive icons except no drive name is given.

9) #D #F #G #P - File Icons

eg. #F FF 04 @ *.*@
#D FF 01 @ *.*@
#G 03 FF *.APP@ @
#G 03 FF *.PRG@ @
#F 03 04 *.TOS@ @
#P 03 04 *.TTP@ @
#G 03 04 GEMCSH.PRG@ *.SH@

The information for this section may not be accurate this is based on
both observartion and what I've read else where.

"The first #F and #D are said to represent folders and disks; their
"function is uncertian. [..] and they should be left untouched.

#D function most likely stands for DIRECTORY not DISK while the first
#F probably stands for FILE rather than FOLDER. Based on what I say
for the rest of the examples maybe someone can figure out what these
first two lines do.

From what I can tell, the first byte represents what icon should be
used to represent the first file string. The second represents what
icon/type of file is the second file string. The second file string
denotes the type of files attached to the first (ie. installed
applications). Or it denotes what to append to a command line.

#G = GEM executable
#F = executable with no parameters
#P = executable with parameters

eg. #G 03 FF *.APP@ @ - Any file marked with .APP extension is to
be considered as GEM program using a program icon (with no command
line parameter).

eg. #G 03 04 GEMCSH.PRG@ *.SH@ - When any .SH file is opened, execute
GEMCSH.PRG passing the specified file name on the command line.

eg. #F 03 04 *.TOS@ @ - Any file marked .TOS is considered as a character based program. This is the confusing bit. Here a 04 is passed but no second file string is given. All I can assume is that it denotes that the command line not be altered in any way.

So from the above I can only speculate to the following meanings as I have not tried them.

eg. #F FF 04 @ *.*@ - What constitutes a none executable, displayable file.

eg. #F FF 04 @ *.DOC@ - This to me means that I can "show" any file with a .DOC extension.

eg. #D FF 01 @ *.*@ - What files should be listed when a folder is opened.

eg. #D 01 01 GAMES@ *.PRG@ - This means to me that when I open a folder called GAMES, I should only display .PRG files in the directory.

10) Sample DESKTOP.INF

```
#a062120
#b000000
#c7770007000260070055200505552220770557075055507703111103
#d
#E 98 12
#W 00 00 0A 01 15 17 08 A:\*.*@
#W 00 00 20 01 15 17 00 @
#W 00 00 36 01 15 17 00 @
#W 00 00 38 06 15 0D 00 @
#M 00 02 00 FF D RAM DISK@ `@
#M 00 00 00 FF A FLOPPY DISK@ @
#M 00 01 00 FF B FLOPPY DISK@ @
#T 00 03 02 FF TRASH@ @
#F FF 04 @ *.*@
#D FF 01 @ *.*@
#G 03 FF *.APP@ @
#G 03 FF *.PRG@ @
#F 03 04 *.TOS@ @
#P 03 04 *.TTP@ @
#G 03 04 GEMCSH.PRG@ *.SH@
```

Most of the info provided here come from "Compute!'s Atari ST" April 1987, Issue 4, Vol. 2 #2. The bit on file icons comes from my own observations as the article had no answers about #F and #D. Any additions or corrections would be appreciated.

---------- CUT HERE ----------

Anthony C. Howe achowe@trillium.waterloo.edu
achowe@orchid.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2344. Re: fsel_input

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 22:04:09 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <1339@pasteur.Berkeley.Edu>
Source record: 253895

In article <3951@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>[]

>My biggest complaints about the GEM fsel box have NOT been addressed by
>the posted alternatives. Here is my wish list, if anybody who's into
>writing such things wants ideas...

>The drive:\directory\subdirectory*.* entry drives me nuts.
>For one thing, the "*.*" should be the default, without the need
>to type it. Then there's the very limited editing of that string.
>If it says "A:*.*" and I just want to change the 'A' to 'B', I have
>to press ESC to clear it all, then retype the whole mess. Why can't
>I position the cursor anywhere in the string with the mouse, Mac style?
>(yeah, I know, Apple's lawyers would get mad...) If the "*.*" was
>implicit it wouldn't be so bad.

>Then comes the worst part. After laboriously typing in the path, I
>ALWAYS, automatically, without any thought, hit RETURN. Which kicks
>me out of the fsel box, and I have to start all over again. Why, oh why,
>can't RETURN, at that point, be equivalent to clicking inside the directory
>list? After all, at that point I already have the fingers on the keyboard!

>Other suggestions: can't I be a masochist (?) and simply type the full
>pathname, including the file name, into ONE text-edit input field, if I so
>prefer? Why can't the thing remember where I was last time around (the
>application, really, should do that) (well, "filefix" tries to do that, but
>if my last attempt involved typing in a nonexistant path, it refuses to let
>me in at all the next time).

>- Moshe Braner

Okay, I am currently at work on a new fsel_input routine. There
are some things that I've done which I doubt I'll change, like:

This will be a completely new fsel_input. It takes a few more
arguments than the old one, so there's really no way to trap
for the old one and pop up this one. Which means, that you can
use it in your own programs, but existing ones still suffer.

I will include a string for a title (eg. Delete Junk), so you know
what you're doing.

There will be an option to sort the files in several ways, mostly
like the Desktop does.

Re-selecting the drive letter will be handled through two
arrow buttons (up and down through the alphabet).

Aside from that, since I'm not yet done, I'm open to suggestions.
I'll try to work in as much as possible, while keeping it compact.
When I'm done, I'll be glad to release the source. BTW, I am using
Alcyon 4.14, just in case those of you with different C compilers
need to know.

Email me your suggestions, and we'll see what happens...

\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ _/oung
| - Disclaimer: I'm not associated with any of the companies
_| above, in any way except (possibly) as a customer.

2345. Re: Is there a C++ compiler?

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 22:26:27 UTC
From: urmel@cosmo.UUCP
Message-ID: <871@cosmo.UUCP>
Source record: 253896

In article <12332@orchid.waterloo.edu> achowe@orchid.waterloo.edu (CrackerJack) writes:
>
>Does anyone know of a C++ compiler for the ST. Is there one in
>the works? PD or commercial?
>

WE have just a C++ translator in work (commercial) which is based on
the AT&T version 1.2. We are porting the C++ translator to several
machines, including SUN, Motorola Series 8000, UNISYS Series 5000,
386/IX, MS-DOS(tm) and, of course the ATARI ST. :-)

--
Markus Hess
urmel@{focus|cosmo}.UUCP

2346. Re: Wishlist for UniTerm 2.1a (really what's a VT220)

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 22:28:23 UTC
From: poole@forty2.UUCP
Message-ID: <191@forty2.UUCP>
Source record: 253897

From article <2866@brspyr1.BRS.Com> by tim@brspyr1.BRS.Com (Tim Northrup):
>From article <186@forty2.UUCP>, by poole@forty2.UUCP (Simon Poole):
>> mcvax!ukc!mupsy!liv-cs!sqrkl, Richard K. Lloyd writes >Wishlist for
>
>>>6) Retain the screen display when switching from or to 132 column mode,
>>> rather than clearing the screen and homing the cursor.
>>
>> Wrong! No VT1XX, VT2XX or VT3XX compatible terminal works this way,
>> all clear the screen and home the cursor. The command set of D*C
>> compatible terminals has no provision for dealing with mixed length
>> lines (I can think of all kind of perversions you would have to deal
>> with, if you want to have a terminal with this feature).

>Sorry Simon, but I use an HDS2200 (VT-220 compatible from Human Designed
>Systems), that *does* retain the screen on size change.

Which means that it isn't VT-220 compatible. And will miserably fail any
compatibility test.
....
>It seems to work just fine. The software may not deal with it particularly
>well (editors, etc), but that isn't the terminals problem, nor should it
>be.

Oh yes it should be, since the HDS will tell the application, that it's
a VT-220 and the application will expect it (the terminal) to do EXACTLLY
what a VT-220 would do. How do you program an editor if you don't know
what the terminal is going to do? Ok, you say then it should send a response
saying it's a HDS2200 in this and that mode, BUT then it's no longer a VT-220
terminal is it?

BTW the HDS does not work the way the original poster described (the HDS
does NOT have mixed length lines, it just doesn't erase the whole screen
when switching modes).

(I don't really think this discussion belongs in comp.sys.atari.st, that's
why I've refrained from giving a LONG list of situations where everybody
would admit that the HDS is broken)

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

2347. Re: Re: Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-08 22:42:01 UTC
From: keld@diku.dk
Message-ID: <3708@diku.dk>
Source record: 253898
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

In article <160@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:

>My point was that "legal" or not, and regardless of any discussions
>to that effect here or elsewhere: DON'T GET YOUR HOPES UP. The
>authorites showed no desire to help a small software company in Oakland;
>that includes both US and German authorites (police and Fed. agencies).

>Any attempts to bring justice would have meant a law suit in German courts.
>Several US and German copyright lawyers (supposedly some of the top ones
>in the world) advised against doing anything (a strange practice for a
>lawyer with nothing to lose) becuase it would be very costly, and the
>outcome would at best be a court order to stop production, which the
>company could simply ignore anyway since the police had better things
>to do.

I got some more info on the history of international copyright laws.
Apparantly UNESCO is dealing with this, this is the forum that the
Berner Convention is discussed. Software protection has been discussed
here too, and during the 1970-ies they reached a concensus that
software should be protected thru copyright, as a litterary work.
The USA then made the new copyright act in 1980, and some bigger
European countries followed up, notably France and Germany (BRD) in 1985
included software explicitly in the coverage for copyright in their
revisions of copyright laws.

If you had your troubles in Germany before 1985, then it might have
been because German copyright laws did not cover software at
that time. I am no expert on German law, however.

>In other words: you can read and discuss laws and legalities all you want,
>but in the *real world* all this means very little.

I now presume that your experiences is pre-1985, and that German
law did not protect you. That must have been the reason why neither
the police nor your lawyers would help you.

If your product enjoys copyright protection and this is violated,
then this is what I understand the Danish law to be: The offence
is a criminal case, and the state attorney is taking your case,
you will not have to pay any lawyers expenses. The offender can get
sentenced to penalties or in worse cases ordinary imprisonment up
to 3 months. I think your case would be of the worse kind, as it
was for profit. The offended has to go to the police and make an
action on the offence.

Additionally you can claim damages, but this is a civil case.
Having the offender sentenced in the criminal case should make
it easier to get the damages thru in a civil case, though.

I have no experiences of my own on such cases, so your comment on the
real world and slow/uninterested police I cannot offer any real
background for. It is of cause always easier in the books and
and easier if you are near to the offence. It is my impression that
the police takes all criminal offences seriously, especially when
there is much money involved; the courts may be slow though.

I do think though that your German "experience" was caused by lack
of software protection at that time in German laws, and the
situation has improved considerably since then, the conditions for
foreign software producers in Europe are not as bad as you indicate.

Keld Simonsen, U of Copenhagen keld@diku.dk

2348. Re: MX2 source

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 01:36:13 UTC
From: fred@pnet01.cts.com
Message-ID: <2649@crash.cts.com>
Source record: 253880

I will be posting MX2 1.1.0 PD with the complete Modula-2 source. I am still adding things and trying to redo some of the routines to run better. I will post the complete thing on Genie first.

Fred Brooks

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

2349. Re: UniTerm 2.1a wishlist/Broken ST problem...

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 06:11:07 UTC
From: preston@felix.UUCP
Message-ID: <24380@felix.UUCP>
Source record: 253899

From article <1347@alliant.Alliant.COM>, by rosenkra@Alliant.COM (Bill Rosenkranz):

> 1) make it work from gulaam (my copy of 2.x does not, or is it me?)
> works ok from desktop (old ROM, no blitter, 1040, HD)

I have no problem invoking Uniterm from Gulam, or Gulam from within
Uniterm. As a matter of fact, I used Uniterm to dial into work, an
then ran UW from Uniterm. (UW gives me multiple terminal windows).

> 2) ability to invoke arc or less (or any command for that matter)
> (maybe it does now...not being able to invoke from gulaam forced
> me back to v1.7b and i haven't really read new docs)

Again, not a problem.

> 3) would be nice to see file size/dates in fsel dialog (i.e. replace
> fsel with something better)

You're _really_ asking for an improvement in GEM. Simon Poole has
done us all a service by developing Uniterm, for little reward aside
from the personal satisfaction. It just doesn't seem reasonable to
complain about his using a standard part of the GEM user interface in
a standard way.

> otherwise i use uniterm almost exclusively on ST. it is really nice! all this
> from freeware...

I'll bet that if you take another crack at it, you can Uniterm to do
what you want.

--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

2350. Re: Multi-Bashing

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 06:18:29 UTC
From: preston@felix.UUCP
Message-ID: <24381@felix.UUCP>
Source record: 253900

From article <1350@alliant.Alliant.COM>, by rosenkra@Alliant.COM (Bill Rosenkranz):
> regarding Minix, OS-9, etc. do these OS alternatives still support GEM
> AES/VDI calls or do they puntaes() (or equiv) during bootup? can i still
> execute the gulam equiv of "gem mygem.prg" from them? this seems critical
> (i apologize if i missed a similar discussion).

You've brought up a good point that may not have been clear to
everyone reading this topic.

The multi-tasking systems mentioned fall into two groups.

Extensions to GEM (i.e. you can run GEM programs): RTX, MX2 (formerly AMULTI)

Complete operating systems (i.e. no GEM): Minix, OS-9, Idris, ...

--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

2351. Video interrupts: using or disabling

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 06:34:31 UTC
From: saj@chinet.UUCP
Message-ID: <3379@chinet.UUCP>
Source record: 253901

I am curious about the horizontal and vertical blank interrupts. How much code can one safely put in a horizontal blank routine? How many micro seconds does each call of the default vertical blank handler take? There appears to be a flag telling the default vertical blank handler to cut its operation short: what awful thing (if any) would happen if the interrupt threshold was simply set above the vertical blank level? And finally, how do I try playing with these things (I've never done anything with privileged instructions on the 68000, so those interrupt levels and first 1 K of memory flags are new territory). I have Mark Williams C (with their assembler included), a few Abacus books and some 68000 documentation. Use your best judgement about whether to mail or post replies.

2352. Re: Standardization

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 09:00:05 UTC
From: rosenkra@Alliant.COM
Message-ID: <1370@alliant.Alliant.COM>
Source record: 253902

In article <880307110110123.AHJN@Mars.UCC.UMass.EDU> Sleeple@UMass.BITNET writes:
>Well I am new to the Atari world....so pardon me if I am greatly out
>of line. We have all been waiting anxiously waiting for the ROM upgrades
>from Atari. Why don't we, as responsible programmers, take this great
>moment and standardize! Yes...silly as it may seem, now is probably the
>best time to do it. With the new ROMs, may programs will have to be
>reworked anyway, so why not standard certain things while we are at it.
[examples deleted...]
> .....think of the power this would give the average
>user...
>Perhaps standardization of programming techniques, ie...rules, that
>programmer should stick to in order to keep compatability within different
>programs......
>I know...I'm just asking for too much....so flame me if you really want..

to a great extent, or at least a large extent, the manufacturer and OS
designer really should define the standard. Ok, now that im awake and realize
who am im talking about (atari corp./DRI) this is obviously asking far too
much.

first of all, atari has virtually no control over the OS: i don't even
think they have source to much of GEM/TOS/GEMDOS/... it's difficult even
to know the proper NAME of the OS and it's parts, let alone specific
details. atari was not remiss in leaving a fair amount of discression
up to developers and warned continously about using "non standard" or
reserved things (sys variables, etc.). this puts the onus on developers
to make sure versions of the OS do not effect their program's behavior.
this is fine for most programs that do little or no "outside" things
but not the case for programs relying on quasi-documented "features".
what atari could do is realize that certain programming really helps
refine their machine and try to accomodate the developers. they are,
however, really not set up to do that and instead choose to respond with
"ha, i told you so!".

you are naive to think that programmers will magically band together
and standardize the way things are done, especially those of us in it
for the $$$.

i really don't know how further standardization will give you any more
power. for all its problems , GEM ain't too bad.

-bill

2353. Re: Computer Mail Order, Inc. looooong shipping delay

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 09:08:57 UTC
From: rosenkra@Alliant.COM
Message-ID: <1371@alliant.Alliant.COM>
Source record: 253903

In article <3338@chinet.UUCP> saj@chinet.UUCP (Stephen Jacobs) writes:
>
>...There are enough delayed
>ST availability complaints around that I'd believe that Atari is promising
>but not shipping to everybody (doesn't sound like something they'd do...)

with the way atari is clamping down on retailers, and the fact that they
currently have NO SH204 hard drives in stock, i suspect the problems are
with atari and it's primary distribution chain and not the retailers.

-bill

2354. Re: MORE on the 16Mhz board

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 09:25:53 UTC
From: rosenkra@Alliant.COM
Message-ID: <1372@alliant.Alliant.COM>
Source record: 253904

In article <1988Mar7.163720.22573@gpu.utcs.toronto.edu> lharris@gpu.utcs.UUCP (Leonard Harris) writes:
>
>What kind of REAL speed increase is there? You can't drive any of the
>other chips in the atari at 16MHz so is this just the 68000 being
>speeded up - like sticking a v20 in an ibm?
>Is performance increase gained=$200 ?
>/Leonard

MegaByte Computers (Webster TX) just told me yesterday that in general, you can expect 30 to 85% speedup. if the inner loop of a process is primarily calculations and not hits to the OS (like I/O, etc.) you get the higher numbers. they also say you can switch on-the-fly between 8 Mhz (normal) and 16 Mhz, even during a program execution! no reboot needed.

they are planning a board for the mega as well, though expected dates were not known. they plan to also have additional sockets for memory on that board, and perhaps a floating point coprocessor. if all this happens, the mega will turn into a rather formidable machine ($200 delta on the mega is probably worth the performance increase for all megas. you be the judge for ST).

-bill

2355. Re: Microsoft Write GDOS printer support

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 09:36:47 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2272@bath63.ux63.bath.ac.uk>
Source record: 253905

This chain appears to carry the implication that Microsoft Write does *not* come with sufficient information to allow the purchaser to custom-brew a print driver appropriate for <whatever they've got>. Is this true? (If so, it's a major lack, in my (not very) humble opinion.) Comments?

2356. alcyon question

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 09:44:36 UTC
From: rosenkra@Alliant.COM
Message-ID: <1374@alliant.Alliant.COM>
Source record: 253906

does anyone know if it is possible to write inline assembler with alcyon? seems like i've tried all the ways i can think of but none seem to work. it's really not a big deal, just curious....

-bill

2357. Re: MWC 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 10:06:14 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2273@bath63.ux63.bath.ac.uk>
Source record: 253907

In article <236@gandalf.littlei.UUCP> ajw@.UUCP (Waldock) writes:
>Now that Mr. Beckemeyer (a good guy) has made this extremely valid point
>about Mark Williams Company (also pretty much good guys), maybe some
>readers of this group will pause for the odd nanosecond before flaming
>Atari (hiss the villain!!) for not having shoved "fixes" out of the
>door while they were still warm on the coding pad.

David Beckemeyer's point is valid, of course. And, of course, it also applies to Atari. However, we've been hearing from Atari about the things they're going to fix for some time now. Over a year, in some cases. There thus seems to be reasonable cause to suspect that they have fallen, or are in danger of falling, into the mirror-image of this issue. To wit, the 'continual fiddling' syndrome -- I'm sure we all know programmers who suffer from it. (I certainly know some, and indeed I am aware that I personally am prone to it and so have to conciously avoid it.) You know the one, don't you? 'Well, I've fixed bugs A, B, and C, but in the process I realized that D could use a little bit of poking with, so I need another week...' And then, 'Well, while I was poking D, I noticed that E is a bit suboptimal...' And so on. There does come a time when you've got to bite the bullet, freeze a version, and get it out the door -- resigning yourself to the fact that you're NOT going to be able to find and fix everything.

Of course, Mark Williams have a bit of an edge, as they are dealing in software (discs) rather than hardware (ROMs) -- but even so...

2358. Re: fsel_input

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 11:06:35 UTC
From: fireplace@cup.portal.com
Message-ID: <3767@cup.portal.com>
Source record: 253908

In a previous article, braner@batcomputer.tn.cornell.edu writes:

>For one thing, the "*.*" should be the default, without the need to type it.

To my knowledge, if you click on the bar at the top of the directory list
(instead of in the list), it automatically defaults to "*.*". It's one of
those nifty "hidden" features. I could of been dreaming this. 8-)

You mean you really still like the ATARI 8-bit? <----- fireplace@cup.portal.com
<-- sun!portal!cup.portal.com!fireplace

2359. Re: fsel_input

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 11:33:14 UTC
From: fireplace@cup.portal.com
Message-ID: <3768@cup.portal.com>
Source record: 253909

Remember, there is a wonderful replacement file selector called the "Universal File Selector". You simply put in in the AUTO folder and forget about it. It adds a click-on drive selector plus Format, Create Folder, Move, Copy, Rename, Delete, Disk Info, Print Directory, Protect and Unprotect. It is well worth it's outrageous price of $15 - I suggest you check it out.

2360. Migraph postpones PS...

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 13:05:00 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8803092058.AA27373@ucbvax.Berkeley.EDU>
Source record: 253910

Of course not long after asking if anybody had heard about Migraph postponing the PostScript driver for EasyDraw, along comes the first Migraph newsletter in months, called "HEADLINES". In it:
Q: Where are your Postscript and color printer drivers?
A: We are working our buns off at Migraph and there always seems to be some project taking priority over others. All I can say is we all hope to have them available in the first half of 88.
Anyway I'm playing with Axel's excellent MFPS program so I don't know if I'll need Migraph's driver (maybe somebody at Migraph saw MFPS and felt theirs was superfluous). I hadn't known that he had a Unix version of MFPS, and running it on the Vax which has the PS printer makes a lot more sense than doing it on the ST and transferring huge PS files to Vax.

The newsletter might interest non-EasyDraw users. It was produced on the (in)famous Atari laser printer (though of course mass-produced by another process). And, page 6 was produced with the new Deskjet printer. Seeing the two types of output side by side there just isn't a whole lot of difference. Don't know if the mass production improved or degraded the quality of the originals, but they both look very good. Migraph is pushing the Deskjet themselves for $949, including GDOS drivers.
Since Migraph has GDOS drivers for HP Laserjet and now the Deskjet, that would seem to eliminate the only real argument for the Atari laser printer ("GDOS is available for the Atari laser, will any of the cheaper ones have support"). And: "The Deskjet gives you beautiful full-page 300 dpi graphics without needing additional memory (you can hook it up to a 1Mb ST)." Same is true for many of the < $1500 lasers. So I don't see that the Atari laser has a future...
What would be very useful for the bitmapped lasers would be an interface to the ST DMA port so 300 dpi images could be loaded into the printer in a minute or two instead of the 10+ minutes it takes to load the HP Laserjet via the parallel port.

Don Rice
FXDDR@ALASKA.bitnet
"There's nothing wrong with this place that saturation bombing couldn't cure."

2361. Re: UniTerm 2.1a wishlist

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 14:18:29 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <4234@umn-cs.cs.umn.edu>
Source record: 253911

In article <7934@tut.cis.ohio-state.edu> weaver@tut.cis.ohio-state.edu (Andrew Weaver) writes:
>thing that I'd like to see (maybe this is in 2.0, I only have 1.8 as of
>yet, and am looking for an arpa/uucp/ftp archive for 2.0) is a small
>editor, perhaps in a window, that would allow one to edit a small file
>while still on-line (without leaving Uniterm.) This is the only feature

Actually, Uniterm 1.8 has that particular option (if memory serves). You can run your favorite text editor while still conected to a BBS, for example, and then upload the file. I've even used that particular feature to scan through some ARC files for a piece of relevant information I want to upload. In the FILE menu is the option "Run Program". It works quite nicely ... although you will have to set up your buffer space so that you have enough space to run a particular program. On a 1040ST, a system buffer size of 200K is not bad.

In 2.0 you can even set things up so that a single keypress (like F1, etc.) automagically invokes your text editor this way. The Macro capability in Uniterm is becoming very, very useful. You can even set up an equivalent to the DO files of Flash...

-- an enthusiastic (keep it up Simon!) fan

2362. Re: A cure looking for a disease? (I hope)

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 14:30:41 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <4235@umn-cs.cs.umn.edu>
Source record: 253912

In article <8803081650.AA29358@ucbvax.Berkeley.EDU> 051332@UOTTAWA.BITNET (John Turnbull) writes:
>
>A program called VDU_2_0.PRG has been posted to the FILESERVers at
>CANADA01 and UHUPVM1. It is claimed that it will cure the 'Boot sector'
>virus and immunize the disk from future infection with this virus.
>
>Does anybody have any information about this virus, its mode of
>infection, mechanism, symptoms or how wide-spread it may have become?
>

The program is legitimate. There has been a virus located and dissected in Europe. I first heard about it a month ago, when I got the back issues of an informational disk called ST NEWS from Richard Karsmakers from The Netherlands. He was *quite* furious when the virus was discovered.

I haven't personally looked at the program on CANADA01, but I *do* have all copies of ST NEWS relative to the virus, its detection and quashing. If you'd like to see a copy of ST NEWS and read about the whole thing yourself, you can send me a disk and return postage (or two disks for the last two issues). I wrote to ST NEWS and now I [and our local user group, MAST] will be distributing the disk in the U.S.

I can't write much more about the subject, since I haven't paid all that much attention till mid-February. The 'details' are on the disk. The VDU program was, I believe, written in GFA BASIC.

If you want to see the issues discussing the virus, send a disk (or two) and enough postage to get them back to you to:

Dave Meile
Box 13038
Minneapolis, MN 55414

Future (and back) issues will be handled via MAST. Look for an announcement.

-- Dave Meile

2363. Re: DESKTOP.INF some corrections

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 14:57:19 UTC
From: achowe@orchid.waterloo.edu
Message-ID: <12349@orchid.waterloo.edu>
Source record: 253913

>9) #D #F #G #P - File Icons
[...]
>#D function most likely stands for DIRECTORY not DISK while the first
>#F probably stands for FILE rather than FOLDER. Based on what I say
>for the rest of the examples maybe someone can figure out what these
>first two lines do.

I was right about #D for DIRECTORY. But I not sure what useful tricks
you can do with it.

eg. #D 01 01 GAMES@ *.*@ - Seems to allow you only to look at the
GAMES directory, while clicking on any other directory cause a warm
boot.

eg #D 01 04 GAMES@ *.PRG@ - Seems to bomb (2) when you click on a file
in that directory.

>eg. #G 03 04 GEMCSH.PRG@ *.SH@ - When any .SH file is opened, execute
>GEMCSH.PRG passing the specified file name on the command line.

Can be done with TOS and TTP files as well. Also it is possible to
install more than one file for an application. But you can't do this
from the desktop options.

eg. #F 03 04 LV.TOS@ *.C@
#F 03 04 LV.TOS@ *.H@ - Clicking on either a .C or .H file will
execute LV.TOS with the given file.

>So from the above I can only speculate to the following meanings as
>I have not tried them.
>
>eg. #F FF 04 @ *.*@ - What constitutes a none executable, displayable
>file.
>
>eg. #F FF 04 @ *.DOC@ - This to me means that I can "show" any file
>with a .DOC extension.

This one was right. Any other file simply caused a reboot as the system
did not know what to do with it if it was not mark for execution or
display.

>eg. #D FF 01 @ *.*@ - What files should be listed when a folder is
>opened.

Wrong. Still don't know what this spec means.

>eg. #D 01 01 GAMES@ *.PRG@ - This means to me that when I open a
>folder called GAMES, I should only display .PRG files in the directory.

Wrong again.

Anthony C. Howe achowe@trillium.waterloo.edu
achowe@orchid.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2364. Another UniTerm discussion (with apologies...)

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 16:59:20 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <496@csvax.liv.ac.uk>
Source record: 253914

Firstly, Simon, I'm sorry about posting this up to the net, but I'm not convinced that I have access to your UUCP/Bitnet addresses...

Secondly, let me apologise if the original 'wishlist' had 'aggressive undertones' - obviously this is a major personality defect I have that I'll try and fix soon (radical surgery, I hear you cry). Anyway, here's some interesting thoughts for you :

>If you want to design 6 fonts, three in a 4x4 cell, and the other half
>in a 4*2.5 (:-)) cell, your welcome. Seriously, designing fonts is a
>LOT of work and adding more fonts means the program gets larger

Obviously, this is a limitation of the Atari ST. I wrote a font designer program for my Archimedes and designed a complete (256 char, including the digital chars) character set that uses 8 * 10 pixels in about 2 hours. I don't need 6 fonts because I've written ARM routines that support all double height/double width modes on a VT100 (that took about 2 days of coding). I think that 6 fonts is over the top - you should be writing code to expand the original set (so you need only 1 font).

>The vector
>drawing is fast enough for 9600 baud, at least I've never had any

I disagree. TERMINAL/ST version 2.1 has vector drawing at about twice the speed of yours (it was written in this department by a lecturer).

>If you hold down the <Alternate> key, you've essentially got a one key
>NO SCROLL key, anyway in the more recent versions you can actually put

That's funny. I'm running UniTerm V2.0a 020 and the Alternate key doesn't do an awful lot (I haven't reconfigured the keyboard in any way).

>No it doesn't, you obviously don't understand why it can be disabled...

DCL on a VAX/VMS system already has an SLE, so I disabled it...with annoying results if I accidentally hit INSERT (this happens on V2.0a 020 as well).

>Wrong! No VT1XX, VT2XX or VT3XX compatible terminal works this way,
>all clear the screen and home the cursor. The command set of D*C

Again, rather strange. I am using a PT100 (Plessey VT100 compatible) and I can quite easily switch in and out of 132 column mode without a clear screen/home cursor (although the terminal can be configured to do so via the SETUP options).

>compatible terminals has no provision for dealing with mixed length
>lines (I can think of all kind of perversions you would have to deal

Where does this mixed length business fit in ? I've never seen a terminal
that has different screen widths on the same display at the same time !

>> If there is keyboard input or serial line activity, leave the mouse
>> switched off UNLESS the mouse is moved (switch it back on again in that
> case).
>
>Too late, it already works this way in the recent versions.

Again, V2.0a 020 DOES NOT switch the mouse on when it is moved. The I-bar
only appears when you click on the mouse button first.

>And how do you suggest to do this? (It's not so simple as you think it
>is...) There are about as many different ways to postition the
>cursor, as there are editors, the way it's implemented now, it works

I've got the 'intelligent listen-back' cursor movement routines in the
Macintosh VT100 Terminal Emulator I wrote a couple of months ago. I'll
send you either the (Turbo) Pascal source or a 'pseudocode' version of it
if you want. It avoids the nasty skipping past tabs problem that all
move mouse/click/work out diff/send arrow codes systems I've ever seen in
ST and Mac terminal emulators.

By the way, you might have worked out that I'm working on a VT100 terminal
emulator for Acorn's wonderful new Archimedes machine. I bought one about
10 weeks ago and ARM code is an absolute joy to write.

Richard K. Lloyd, **********
Computer Science Dept., * JANET : SQRKL@UK.AC.LIV.CSVAX *
Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL *
Merseyside, England, * ARPA : SQRKL%csvax.liv.ac.uk@nss.cs.ucl.ac.uk *
Great (?) Britain. **********

"I have VERY strong opinions which are nothing whatsoever to do with the
University of Liverpool, so blame ME if I bitch about useless IBM PC clones,
even more redundant IBM mainframes and the terrible Atari ST..."

2365. Re: GNOME 2.0 ready

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 17:13:19 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <3997@batcomputer.tn.cornell.edu>
Source record: 253915

[]

Oops --- I left out my mailing address, in case somebody actually wants
to get GNOME via physical mail. Here it is:

Moshe Braner
69 Ringwood Rd., Freeville, NY 13068 U.S.A.
(607) 347-4573
<braner@tcgould.tn.cornell.edu> (ARPANET)
<braner@crnlcam> (BITNET)

2366. IBM PC emulators, info wanted

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 18:11:45 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2280@bath63.ux63.bath.ac.uk>
Source record: 253916

Yuk. :-(Never thought I'd be asking something like this, but my boss is bigger than me.

Has anyone out there had experience with any of the various IBM emulators, either hardware or software sorts? What I'd like is info about any of availability, approximate cost, speed (as compared, say, with a 'standard' IBM base-model PC), ease and convenience of use (disk swapping? uses up the cartridge/parallel/serial port? etc), and 'goodness' of emulation (i.e. how much stuff will or won't run). (In particular, also, we use a lot of MS Word and Lotus 1-2-3, and kermit. Any of those not work?)

If you're in a position to do comparisons of several sorts, even better. Any information would be appreciated, though, as long as it's based on your own experience. (Re-hashes of magazine reviews are not V interesting -- I've probably read them all, anyway, and trust them about as far as I could spit a PC.)

If there's a reasonable response, I'll summarise to the net. Working mail addresses should be:

whatever you can derive from the header of this; or
Smee at UK.AC.BRISTOL via BITNET.UKACRL ; or
Smee at AUCC.AC.UK via the ARPA gateway at UCL (formerly UCL-CS)

2367. Re: A cure looking for a disease? (I hope)

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 18:43:43 UTC
From: rjung@sal23.usc.edu
Message-ID: <432@nunki.usc.edu>
Source record: 253917

In article <8803081650.AA29358@ucbvax.Berkeley.EDU> 051332@UOTTAWA.BITNET (John Turnbull) writes:
>A program called VDU_2_0.PRG has been posted to the FILESERVers at
>CANADA01 and UHUPVM1. It is claimed that it will cure the 'Boot sector'
>virus and immunize the disk from future infection with this virus.
>
>Does anybody have any information about this virus, its mode of
>infection, mechanism, symptoms or how wide-spread it may have become?
>
>Please post replies to the net. Most people will be interested. /JT

Yes, this is interesting, especially since I find it hard for a virus to proliferate on a microcomputer (since it gets coldstarted quite often, relative to mainframes, where these things are easy).

I'm also interested in what this virus does. Rumor mill in the L.A. area has it that there are at least two viruses running around, but I can't confirm (supposedly one is from Germany, and ST-Express has a program to "find" it). There is also a utility program and a desk accessory that's supposed to "check" your disks for the virus. Whether or not they really work is another matter.

A local ST programmer here says that he's dissected the code, and while he doesn't know exactly what it does (either that, or he's not telling me), it "modifieds the disk I/O buffers in some manner"...Sounds like bad news to me.

Any virus information would be handy. Just what DOES this thing do, anyway?

--R.J.,
sharing information
B-)

P.S. Has anyone else heard the rumor that (one of) the Amiga virus programs is designed to cause "a massive worldwide screw-up" on some prespecified date?

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2368. Connecting an Apple ImageWriter to the Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 18:45:03 UTC
From: Ram-Ashwin@cs.yale.edu
Message-ID: <24809@yale-celray.yale.UUCP>
Source record: 253918
Cross-posted to: comp.sys.atari.st,comp.sys.mac

Does anyone know if one can connect an Apple ImageWriter, the Macintosh dot-matrix printer, to the Atari 1040ST? If so, how does one go about doing this? This is the first time I will be trying to connect any printer to my ST, so I know less than nothing about this. I assume one needs a printer configuration file. Is there a special file for the ImageWriter?

I'd appreciate it if you could E-MAIL your responses to me if possible.

Thanks in advance.

-- Ashwin Ram --

ARPA: Ram-Ashwin@cs.yale.edu
UUCP: {decvax,ucbvax,harvard,cmcl2,...}!yale!Ram-Ashwin
BITNET: Ram@yalecs

2369. Re: A cure looking for a disease? (I hope)

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 18:52:53 UTC
From: rjung@sal23.usc.edu
Message-ID: <433@nunki.usc.edu>
Source record: 253919

In article <4235@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>In article <8803081650.AA29358@ucbvax.Berkeley.EDU> 051332@UOTTAWA.BITNET (John Turnbull) writes:
>>Does anybody have any information about this virus, its mode of
>>infection, mechanism, symptoms or how wide-spread it may have become?
>
>The program is legitimate. There has been a virus located and dissected
>in Europe. I first heard about it a month ago, when I got the back
>issues of an informational disk called ST NEWS from Richard Karsmakers from
>The Netherlands. He was *quite* furious when the virus was discovered.

Can you post a short summary of what is the purpose of the virus (ie,
what was it supposed to do)? There's been a lot of (now confirmed)
talks about the ST virus, but no one I've met can tell me just what it does.

--R.J.
B-)

What kind of a twisted mind would write such a thing?

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2370. More information of software color upgrade

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 19:04:39 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2507@tekig5.TEK.COM>
Source record: 253920

Yesterday I had a couple of misstakes in my posting of how to do a software graphics upgrade on the ST.

Last night I did some more work on a spy program I have to determine the timing of things in the ST. Basically I rewrote the part that was doing the spying into assembly. Then I looked at the screen pointer. Here is what I found. There are 80 increments by 2 spaced 4 cycles apart, then there is a horizontal retrace time of 188 cycles. This means that each scan line takes 508 cycles total or 64.5 microseconds. I believe these figures to be pretty close to true. Using the computer to spy on it's self worked out really well. Much easier than trying to use a logic anailizer or an oscilloscope.

The other misstate was that I didn't realize that the movq only give you 8 bits of data. So now it would that I limited my choices on how to update the color registers. I'm still thinking some combination of movm and move using the address registers will be best. Also I still believe that the only way to sync up the system is have limited colors on the first scan line. Since the update is four cycles per update and nop's are 4 cycles long it may be possible to use a code sequence like the following to get started. (numbers in comments are the cycle count.

interrupts turned off and all registers except for A7 saved, giving
15 registers to work with

```
waitv tst.b $FF8209 # 4 the video counter always starts at zero
beq waitv # 12 wait until not zero
move.b $FF8209,A0 # 28 get the current count
jmp PC@(0,A0) # 42 do a relative jump based on the video addr
nop # video address of 2
nop # video address of 4
nop # video address of 6
nop # video address of 8
nop # video address of 10
nop # video address of 12
nop # video address of 14
nop # video address of 16
nop # video address of 18
nop # video address of 20
nop # video address of 22
nop # video address of 24
nop # video address of 26
nop # video address of 28
nop # video address of 30 260 cycle to hor. retrace
```

- at this point the system should be with in a window of +/- 2 cycles.
which means that as long as we keep a window of 4 pixcel before a color

change we should be safe. Actually since a move (a0)+,(a1)+ takes 20 cycles I think it would be best to wait 24 cycles before using a new color. If one could used a movm to load some registers a move d0,(a1)+ take 14 cycles.

Anyway I'm open to ideas. Some things I toying around with is not changing all the color registers during the scan line. Maybe all at first then only some later. Also all the moves will be long so that all the registers will change is pairs. Anyway I want this to be good and useful so input is welcome.

If you didn't follow the above, in simple terms, changing the color registers in 20 cycles means two new colors every 10 pixels in 320X200 16 color mode.

Thanks,
Wayne Knapp

2371. Atari Forth question

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 19:49:49 UTC
From: leb@maccs.UUCP
Message-ID: <1055@maccs.UUCP>
Source record: 253921
Cross-posted to: comp.sys.atari.st,comp.lang.forth

One of my students is interested in writing some of his own
video games using his Atari ST. I suggested that Forth would
be my choice, but he doesn't know if it is available for the
68000-based ST.

Does anyone out there have a version of Forth (preferably F83)
that will run on the ST ?

Thanks in advance.
...adh
--
seismo!mnetor!{genat,lsuc}!maccs!leb Anthony Hurst
McMaster Dept. of Comp. Sci. & Systems (416)-525-9140 x4030

Will there be cigarettes in heaven?

2372. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 20:46:57 UTC
From: mrapple@uop.edu
Message-ID: <1239@uop.edu>
Source record: 253922
Cross-posted to: comp.lang.pascal,comp.sys.atari.st,comp.sys.amiga

In article <1346@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
> In article <463@csvax.liv.ac.uk> sqrkl@csvax.liv.ac.uk writes:
> >In article <12045@brl-adm.ARPA>, JEMCCABE%MTUS5.BITNET@CUNYVM.CUNY.EDU writes:
> >
> >> Oh come on now... This group is NOT for computer bashing.
> []

I agree. Please keep this out of comp.lang.pascal. Thanks.

Nick Sayer | Packet Radio: N6QQQ @ WA6RDH | CMS: SYSOP@STOKTON%STOCKTON
uucp: ...!sdcsvax!ucbvax!ucdavis!uop!mrapple | Fido: 161/31
Disclaimer: You didn't REALLY believe that, did you?
cat flames > /dev/null

2373. Re: shrink-wrap copying...

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 22:23:38 UTC
From: mdf@tut.cis.ohio-state.edu
Message-ID: <8036@tut.cis.ohio-state.edu>
Source record: 253923
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Gee, this seems to be such a simple issue.

Copying shrink-wrap won't work because it is transparent. The photocopier will just print a blank page...

(This is merely a sarcastic shot at what I see as a silly subject line.)

--
Mark D. Freeman (614) 262-1418
mdf@tut.cis.ohio-state.edu
2440 Medary Avenue ...!cbosgd!osu-cis!tut.cis.ohio-state.edu!mdf
Columbus, OH 43202-3014 Guest account at The Ohio State University

2374. More info on software color upgrade

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 23:27:44 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2508@tekig5.TEK.COM>
Source record: 253924

I found out that I computed the movm timing incorrectly. Now it looks like to me that the fastest way to move memory to memory is the mov.l (An)+,(Am)+ instruction. Does anyone know a faster way? If not, using this instruction will allow for 48 color changes a scan line. I believe that is the same as Spectrum 512. Maybe they couldn't find a faster way either. Anyway the code would look like:

Some in beginning:

```
mov.l color.information.table,A0 # picture color information
mov.l start.color.registers,A1 # ST's color registers
mov.q 199,D0 # 199 lines

sync code # posted earlier
Maybe some code for changing top line colors 16 times 32 colors

newline: mov.l A1,A2 # 4
mov.l A1,A3 # 4 8
mov.l A1,A4 # 4 12
clr.l D1 # 6 18 need to waste 6 cycles

mov.l (A0)+,(A2)+ # 20 38
mov.l (A0)+,(A2)+ # 20 58
mov.l (A0)+,(A2)+ # 20 78
mov.l (A0)+,(A2)+ # 20 98
mov.l (A0)+,(A2)+ # 20 118
mov.l (A0)+,(A2)+ # 20 138
mov.l (A0)+,(A2)+ # 20 158
mov.l (A0)+,(A2)+ # 20 178

mov.l (A0)+,(A3)+ # 20 198
mov.l (A0)+,(A3)+ # 20 218
mov.l (A0)+,(A3)+ # 20 238
mov.l (A0)+,(A3)+ # 20 258
mov.l (A0)+,(A3)+ # 20 278
mov.l (A0)+,(A3)+ # 20 298
mov.l (A0)+,(A3)+ # 20 318
mov.l (A0)+,(A3)+ # 20 338

mov.l (A0)+,(A4)+ # 20 358
mov.l (A0)+,(A4)+ # 20 378
mov.l (A0)+,(A4)+ # 20 398
mov.l (A0)+,(A4)+ # 20 418
mov.l (A0)+,(A4)+ # 20 438
mov.l (A0)+,(A4)+ # 20 458
mov.l (A0)+,(A4)+ # 20 478
```

```
mov.l (A0)+,(A4)+ # 20 498
dbne D0,newline # 10 508 remember 508 cycles per scan line
```

This would give 14 colors per 20 pixels with two new colors every 20 pixels.
I can't think of anything better, but I still open to new ideas.

Another interesting mode any be to use word moves and make a new high res mode.
it not allow as many color changes since one runs out of address registers, but
it may be nice. The inner loop could be made of the following segments.

```
mov.w (A0)+,(A2)+ # 13 13
mov.w (A0)+,(A2)+ # 13 26
mov.w (A0)+,(A2)+ # 13 39
mov.w (A0)+,(A2)+ # 13 42
mov.l A1,A2 # 4 46
```

This would allow for 32 colors per scan line. Only 32 since only part of the
188 cycles during horizontal retrace could be use. Does anyone want this mode,
640 x 200 x 512 colors?

What is a good name for these, any ideas?

Thank you,
Wayne Knapp

2375. Re: 50Hz

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 23:47:04 UTC
From: wallman-george@CS.Yale.EDU
Message-ID: <24835@yale-celray.yale.UUCP>
Source record: 253925

No don't worry about 50Hz, noone I know even with a TV set uses 50Hz.
In fact the CHANGEHZ.PRG is used there to change the frequency TO
60Hz. 50 Hz is unbearable in the long run. Flicker Flicker!.
(There == W.Germany)

Loveletters & Hatemail to : wallman@yalecs (Arpa UUCP Use)
Files to : WALLMANN@CTSTATEU (Bitnet)

"The CPU is from Motorola
The RAM is from Hitachi
The Operating System is from DRI
and the MMU is from Fancy Feast"

2376. Re: Video interrupts: using or disabling

Newsgroup: comp.sys.atari.st
Date: 1988-03-09 23:48:47 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2509@tekig5.TEK.COM>
Source record: 253926

In article <3379@chinet.UUCP>, saj@chinet.UUCP (Stephen Jacobs) writes:
> I am curious about the horizontal and vertical blank interrupts. How much
> code can one safely put in a horizontal blank routine? How many micro

Horizontal blank is hard to use and the interrupt occurs every 64.5 usec.

> seconds does each call of the default vertical blank handler take? There

No idea, but there is time for lots of code during a vertical blank, at
least a millisecond's worth of code.

> appears to be a flag telling the default vertical blank handler to cut its
> operation short: what awful thing (if any) would happen if the interrupt
> threshold was simply set above the vertical blank level? And finally, how

Ugh! You would very quickly get a stack overflow, crash, burn, ugly stuff.

> do I try playing with these things (I've never done anything with privileged
> instructions on the 68000, so those interrupt levels and first 1 K of memory
> flags are new territory). I have Mark Williams C (with their assembler
> included), a few Abacus books and some 68000 documentation. Use your best
> judgement about whether to mail or post replies.

When playing around with the interrupts you will get many surprizes.
Video interrupts can be very trickly. If you only have a small routine I
run just add it to the vertical blank routine. I spent a lot of time playing
with the horizontal interrupts and finally gave up. Just too much overhead
to try and handle a iterrupt every 64.5 usec. Doing stuff with video
interrupt can give great results but it is very easy to burn up most of the
cpu cycles on just the interrupt code. I've had much better luck with using
timers. Also rememger you can get burned on the vertical blank since it can
be 50, 60, or 70hz.

Wayne Knapp

2377. Re: Why the Atari ST "flame" was posted up...

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 00:13:13 UTC
From: exodus@uop.edu
Message-ID: <1244@uop.edu>
Source record: 253927
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <478@csvax.liv.ac.uk>, sqrkl@csvax.liv.ac.uk writes:
> > I didn't ask for it. You are certainly entitled to your
> > opinions, but WHY would you post this to comp.sys.atari.st?
> Anyway, if you want to see a GOOD machine, forget the Amiga, Macintosh and
> Atari ST - buy an Acorn Archimedes...I've been programming in ARM (RISC) code
> for a couple of months now and it is BEAUTIFUL (so's the Archimedes - puts
> all other machines below a MicroVAX 3500 to shame).

I wouldn't worry too much about this guy. He mailed me after I flamed him...
in fact, he is still mailing me. His opions are semi-unusual:

-Anything that resembles a C-Shell is terrible
-If it isn't VMS DCL, it isn't usable
-VMS is the most user-friendly system available (or close to it)
-GnuEmacs isn't a decent editor
-The Acorn is the world's best computer-- [ME: Where is it?]
-Unix commands are too cryptic to be usable
-BASIC (albeit a modern semi-structured BASIC) is the programming language
of choice [ME: Why not use PASCAL?]
-C is a terrible language, see above
-There are no decent compilers for the ST [Ever see MWC 2.0 or above?]
-Only his opinions mean anything

See? No problems here. Obviously not a hacker.

[These opions have been re-worded but contain the same thoughts he expressed
to me. My comments are in brackets containing the word "ME"]

He does claim an Archimedes obtains 4 MIPS for somewhere around 800 pounds
sterling... is that around 1600 dollars? I forgot the exchange rate!!

G.Onufer

2378. Re: A cure looking for a disease? (I hope)

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 00:37:52 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <2018@phoenix.Princeton.EDU>
Source record: 253928

In article <8803081650.AA29358@ucbvax.Berkeley.EDU> 051332@UOTTAWA.BITNET (John Turnbull) writes:
>
>A program called VDU_2_0.PRG has been posted to the FILESERVers at
>CANADA01 and UHUPVM1. It is claimed that it will cure the 'Boot sector'
>virus and immunize the disk from future infection with this virus.
>
>Does anybody have any information about this virus, its mode of
>infection, mechanism, symptoms or how wide-spread it may have become?
>
>Please post replies to the net. Most people will be interested. /JT
>
>John Turnbull, NetNorth: 051332@uottawa

The magazine ST Applications warned of a virus being spread around via "disks from W. Germany". They did not give any information on how the virus is spreading (ie part of a larger program?), but the disk for this issue is supposed to have a virus detecting program on it. No info as to exactly what damage the virus is capable of doing either.

--Patrick Simon mpsimon@phoenix.princeton.edu 3/9/88

2379. Re: Copyrights and Coercion

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 01:18:32 UTC
From: wallman-george@CS.YALE.EDU
Message-ID: <24838@yale-celray.yale.UUCP>
Source record: 253929

Yesterday I went into my local store to get a game. I took it from
the shelf and tried to walk out of the door. "Hold it", said the
owner,"drop the game, or I call the police". I dropped the game.
And of course I immediately went to the cops and told them about the
theft the store owner had committed.

In Logajan terms:
1) Fraud + Theft. I have the value
2) Coercion
3) Theft (I dropped the game, by coercion, owner gets the value back)
What's wrong ? Theft is a 'common sense' word and not a little
Logic 100 Token. It has a meaning in terms of social interaction
that we are all aware off. The Logajan approach is the standard and
wrong AI approach.

That is the try to narrow an elaborate concept into a single rule
(and then with the addition of lots of exception like (OK it is
no theft if the value originally belongs to the owner and if the thief is still on the
premises and so on...)

Aloha aus Samoa

Loveletters & Hatemail to : wallman@yalecs (Arpa UUCP Use)
Files to : WALLMANN@CTSTATEU (Bitnet)

"The CPU is from Motorola
The RAM is from Hitachi
The Operating System is from DRI
and the MMU is from Fancy Feast"

2380. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 01:35:41 UTC
From: NH13@DKAUNI48.BITNET
Message-ID: <8803100043.AA01199@ucbvax.Berkeley.EDU>
Source record: 253930

INFO

2381. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 02:05:59 UTC
From: good@atari.UUCP
Message-ID: <1010@atari.UUCP>
Source record: 253931

In article <188@forty2.UUCP>, poole@forty2.UUCP (Simon Poole) writes:
> ....I don't doubt the qualities of Atari engineering, but Atari still
> has to show us that they can get an actual product up and going. And as
> always there is the question of software support, will Atari mangement
> make an official statement about a bug fixed GEMDOS version as an example?
>

We have recently polled Atari enthusiasts on BIX, Compuserve and GEnie
regarding input on fixes and enhancements for the forthcoming TOS. I
guarantee we won't please everyone, but we'll try. The responses received
have been summarized to about 12 pages. At an average of about 2 lines each,
it runs to around 200 comments. We are very pleased with this level of
response, as it shows a good degree of cooperation from the user base.
In addition, we have solicited, and received, input from all of our
subsidiaries.
We will publish a list of features on all services as soon as we are confident
of the final content of this next release, together with a summary of the
major changes NOT made, with reasons.

In addition, we recently posted to "misc.jobs.offered" on this net, showing
our intent to hire support/test people directly into Development. These
positions were also posted to the other public services.

We are committed to improving support, not just for the ST/Mega line but
also for the forthcoming 68030/UNIX line. I am sure you all understand that
getting support people with the right mentality to provide pro-active
support, and training them in the peculiar architecture and quirks of the
Atari product line, is not an overnight magical happening.

But happen it will.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

2382. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 02:59:17 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8803100259.AA03230@cory.Berkeley.EDU>
Source record: 253932
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

```
:>1) The Atari ST's OS has been ported from an IBM PC and has several features
:> removed (no fonts for example) and has had several (hundred ?) bugs
:> introduced (40-folder bug, can't rename a folder, can't rename a disk...).
:>
:Wrong. Porting is modifying existing code to work on a different computer.
:DRI wrote TOS/GEM/GEMDOS entirely from scratch.

Yah, well they obviously didn't think about it much. They borrowed
a lot (en concept, en theory) from the PC OS. For instance, the disk format.

>Yet, in the same machine, we have a midi interface. Those who are interested
>in good sounding music can add a synthesizer and persue a professional career.
>If this is cost cutting, how come no other machine comes with one built-in?

Oh please, isn't this a bit old? Any idiot knows that all you need
for midi is a serial port, a simple serial->midi adaptor (extremely cheap),
and good software. If I really wanted to, I could hook one up to my
low-speed digital logic probe (6502 @ 2.4Mhz, can transmit and receive on
two 76.8KBaud lines simultaniously at full speed without interruption.
--slow-- MIDI is *simple*).

>>4) Virtually all the compilers I've seen (and I've seen plenty of them !) for
>> the ST have been quite disgraceful. They either have numerous bugs, have
>> a user-hostile interface (such as a cryptic command line) or are extremely
>> slow. This just shows that ST software companies are in the market to make
>> a quick buck off people foolish enough to buy an ST in the first place.
>>
>
>Yawn. OSS Pascal, MWC Ver. 3.0, Laser C? What goes for "good" these days?

As he said ... disgraceful. Still better than the compilers I
see on the IBM PC (in C at least...)

>
>>6) As mentioned in comp.sys.atari.st, Atari have been caught red-handed
>> shipping STs with faulty disk drives that don't sense the write-protect
>> notch on a disk correctly...typical of such a cost-cutting company
>> (price without the power - or safe disk drives !)
>>
>
>Commodore is perfect by comparison, Hmmm? One local mall store, Games 'N
>Gadgets, had over 50% of it's Amiga 500's come back after Christmas. The
>problem? Dead unit, green screen with spots. Sound familiar? No electronics
>supplier is perfect. Even IBM has problems.
```

I would agree that the original message casts the wrong light on
Atari. I was under the imprerssion that they attempted to correct it as
soon as they found out about it.

But I'll tell you something Atari, in its infinite wisdom DID do.
Early on (in the first year), they attempted to discredit the Amiga with
outright lies... on PURPOSE. They used disgraceful methods and frankly,
I think that blew it for them. It also backfired in a big way.

>The preceding was written with nobody's consent.

Ditto.

>> sqrkl@csvax.liv.ac.uk

> S. Chilcote
> src@xanth.UUCP

-Matt Dillon
dillon@ucbvax.berkeley.edu
..!ihnp4!ucbvax!dillon

2383. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 04:09:44 UTC
From: c60c-6bh@web1d.berkeley.edu
Message-ID: <7569@agate.BERKELEY.EDU>
Source record: 253933
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

----------Line Eater Quiche ----------

Let's just face it .....

the Amiga is 'The Right Thing'

the Atari isn't

unless you own one, in which case, everyman learns
to love his executioner given time.

This is done with my consent, my opinion, my arogance 8^)

why be so serious ?? why not just wait till the desktop Cray comes out,
and then discuss which is superior.

In the final analysis ... the world still turns.

In other words it doesn't matter !

good bye good life. <zzapp>

+----- Disclaimer : ----------+
I would never hurt one of God's creatures ... EXCEPT FOR FUN!

2384. Re: Blitter and Assempro ?

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 04:17:29 UTC
From: Jinfu@cup.portal.com
Message-ID: <3784@cup.portal.com>
Source record: 253934

wes@obie.UUCP writes:
>
>Have you tried turning off the blitter from the desktop? Most ST
>wordprocessors crash when the blitter is turned on, run OK with it
>turned off.
>
Do you have experience with this or you just heard from somewhere? I
haven't encountered any crashes with BliTTER on with all kind of programs
(not just word processor) except few games (not crash but just too fast
to play).

Don't spread rumors unless you know what you talk about.

/* flame off */

Jinfu Chen (has BLiTTER since last Nov.)

2385. Re: dBMAN Updates!

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 04:41:42 UTC
From: david@bdt.UUCP
Message-ID: <173@bdt.UUCP>
Source record: 253935

In article <8803072349.AA13993@ucbvax.Berkeley.EDU> BHOLMES@WAYNEST1.BITNET (Brian Holmes) writes:
>Where would I send a request for an updated version of dBMAN?
>Would I send it to Atari since they bought the rights?

My understanding is that Versoft bought (or otherwise) got the rights
back from Atari. The number I have for Versasoft is: (408) 723-9044.

I recently helped them get a multi-user version working with MT C-Shell.
I think it is now available directly from them.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2386. Re: RTX question

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 04:48:33 UTC
From: david@bdt.UUCP
Message-ID: <174@bdt.UUCP>
Source record: 253936

In article <24700@yale-celray.yale.UUCP> wallman-george@CS.Yale.EDU (Natuerlich!) writes:
>A question concerning RTX. Would it possible to create processes within
>a GEM application and to redirect stdout towards a selfwritten dev-driver ?
>I am thinking of course of something like two or more shells executing
>concurrently in two windows.
>Should be possible or... ??

This is indeed possible. That's exactly how VSH Manager works.

There are other ways to use GEM and RTX with multitasking too.
You can use messages to create the illusion of multi-tasking GEM.
Your GEM graphics applications can use a remote-call-procedure
technique to send GEM requests to a server that processes the
requests and takes care of necessary GEM process sensitive stuff.

Sorry about all the flapping, but I hope this gives some people
some ideas.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2387. Re: Gee whiz...

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 05:08:42 UTC
From: david@bdt.UUCP
Message-ID: <175@bdt.UUCP>
Source record: 253937

In article <7590@apple.Apple.Com> landon@Apple.COM (Landon Dyer) writes:
>We each had a two-minute interview to save our jobs. FTB kept fourteen out
>of sixty or so engineers. Very entertaining. I don't think any of us had
>much 68000 experience; they were looking for slaves. In some respects the
>people who were layed-off were the lucky ones....

They gave you two whole minutes? What did you say to keep your job.
Couldn't you think of anything that would have gotten you fired? I
bet you could think of a few things now, huh?

When this is all through, I think I'll write a book. I can see it now:
"I was a respected computer professional, with a promising
career, until I got involved with ... THEM ... (letterman
screach sounds go here)"
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2388. RAM chips

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 14:27:22 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <880310-105218-1986@Xerox>
Source record: 253938

Two items relating to supplies of RAM chips (extracted from other DLs):

Item 1

>>>>>

What happened is the US government enacted legislation that artificially depressed the US market for RAM chips. The Japanese found themselves in a huge overproduction situation and stopped filling the pipelines. Now that demand has risen again (though not to the level it was before the trade bill), the pipelines are empty, and prices have skyrocketed. You guys in England suffer just as badly as us guys in the US, it just takes longer. The chip manufacturers, meanwhile, are making as much money and getting as much US currency as they would have if the legislation had never gone into effect, but they don't have to ship as much product to do so.

I have a 4 Meg board on my Amiga. The RAM alone is now worth about twice what I paid for the whole board last year.

-- Peter da Silva `-_-' ...!hoptoad!academ!uhnix1!sugar!peter
-- Disclaimer: These U aren't mere opinions... these are *values*.

<<<<<

Item 2

>>>>>

1) The Japanes
price got down to pennies a chip.
2) The Americans got priced out of business, so they shut down their chip manufacturing lines -

Then screamed to their congressmen to "protect" them.

3) The congressmen went to the president and begged "Stop the Japs"
4) The US made it illegal for the Japanese to sell reasonably priced chips in the US.
5) The Japanese quit shipping.
6) The Americans didn't start building.

voila - no chips.

Incidentally, there are still some available from mail order houses for $4.50 to $5.00 each for the 256/150 chips.

PS- I have about 8MB of 256k-150ns chips at home. If your's is a personal problem, I will sell 8 of the 256K chips for $30.

Jim McLeod
8*223-5052

<<<<<

2389. Re: Laser C bug reports/notes

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 15:24:08 UTC
From: michel@megamax.UUCP
Message-ID: <1302@megamax.UUCP>
Source record: 253939

In article <2747@druhi.ATT.COM> lbl@druhi.ATT.COM (LocklearLB) writes:
>In article <1988Feb29.101120.12013@mntgfx.mentor.com>, dclemans@mntgfx.UUCP writes:
>> It looks like the compiler now has only 8 significant characters, vs. 10 characters in V1.
>Barry Locklear

The compiler has 255 significant characters. The linker had a bug in it that printed out only 8 characters but that has since been fixed. Both the symbol namer and the disassembler print as many characters out as there are.

Michel@megamax

2390. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 16:18:45 UTC
From: tw@cscosl.ncsu.edu
Message-ID: <1582@ncsuvx.ncsu.edu>
Source record: 253940
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <8803100259.AA03230@cory.Berkeley.EDU> dillon@CORY.BERKELEY.EDU (Matt Dillon) writes:

<some deleted stuff>

>>Yet, in the same machine, we have a midi interface. Those who are interested
>>in good sounding music can add a synthesizer and persue a professional career.
>>If this is cost cutting, how come no other machine comes with one built-in?
>
> Oh please, isn't this a bit old? Any idiot knows that all you need
>for midi is a serial port, a simple serial->midi adaptor (extremely cheap),
>and good software. If I really wanted to, I could hook one up to my
>low-speed digital logic probe (6502 @ 2.4Mhz, can transmit and receive on
>two 76.8KBaud lines simultaniously at full speed without interruption.
>--slow-- MIDI is *simple*).

Well, that's was just the point wasn't it? On the ST you don't have to do
all this! And besides, since you're talking about re-hashing "old news":
ISN'T THAT what you're doing?

< Lot's of deleted OLD news >

I don't mean to perpetuate this seemingly endless Atari/Commodore War. As
a matter of fact, I don't think there are many people in this news-group
who would. But why do Amiga owners insist on cross-posting their
"insulting" (for lack of a better word) messages? I don't mind hearing a
bit of CONSTRUCTIVE criticism every now and then, but that's definitely not
the sort that has been arriving lately. If you can only repeat criticisms
that have been "fought over" in previous 'scrimmages', why don't you keep
them local to your news-group? I'm sure your fellow readers will love you
for it!

Please don't bother responding to this "flame" with yet another. I plan
to just skip this message subject in the future.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2391. Re: Atari Forth question

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 16:22:41 UTC
From: 870646c@aucs.UUCP
Message-ID: <933@aucs.UUCP>
Source record: 253941
Cross-posted to: comp.sys.atari.st,comp.lang.forth

There are several versions of forth for the ST. The best most likly being Mach 2(not harm intended to other vendors) it comes with full gem support and is most likly the fast of all the forths. The only problem is that it is not still being sold as far as I know at this time, I hope that I am wrong. There is a PD version of forth by a MR. Bradley, it is a very good version of the lang. and supports the famous LINE-A commands, you should be able to pick it up somewhere, and if not it could be posted to you at so time in the future.
later
Barry

P.S. Love that blitter chip!

2392. Re: UniTerm 2.1a wishlist

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 16:29:34 UTC
From: hase@netmbx.UUCP
Message-ID: <1499@netmbx.UUCP>
Source record: 253942

In article <2866@brspyr1.BRS.Com> tim@brspyr1.BRS.Com (Tim Northrup) writes:
>From article <186@forty2.UUCP>, by poole@forty2.UUCP (Simon Poole):
>> mcvax!ukc!mupsy!liv-cs!sqrkl, Richard K. Lloyd writes >Wishlist for
>
>>>6) Retain the screen display when switching from or to 132 column mode,
>>> rather than clearing the screen and homing the cursor.
>>
>> Wrong! No VT1XX, VT2XX or VT3XX compatible terminal works this way,
>> all clear the screen and home the cursor.

I'm using a Plessey VT220-kompatible Terminal that does the trick.

On switching to 132 columnns you get spaces to the right,
and on switching to 80 columnns the lines get truncated

hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

2393. looking bad.....

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 16:47:33 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1012@usl-pc.UUCP>
Source record: 253943

Did anyone see the editor's note on the inside front cover of Compute! ST ?

It was awful, of course Compute has never been a big ST supporter.

2394. Re: MORE on the 16Mhz board

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 17:15:35 UTC
From: rjung@castor.usc.edu
Message-ID: <443@nunki.usc.edu>
Source record: 253944

Just an idea on MegaByte's proposed 16MHz chip/board/whatever:

How about Atari signing the product up, and making it part of the
Mega's/ST's? Sure would make it a little easier to sell ST's to "real" users
("Look, if you think it's too slow, you can toggle the speed switch on the
back and double your speed")

But then again, I'm a crazy dreamer B-)

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2395. Re: Atari Forth question

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 17:24:46 UTC
From: mj@myrias.UUCP
Message-ID: <569@myrias.UUCP>
Source record: 253945
Cross-posted to: comp.sys.atari.st,comp.lang.forth

Anthony Hurst asks:
>>Does anyone out there have a version of Forth (preferably F83)
>>that will run on the ST ?

Forth on ST was available practically from a day one. All
implementations, which I am aware of, are F83 with 32-bit wide stack
(so no F83 in a strict sense). There is 4xForth, a product of
Dragon Group. Very fast an very "traditional" in feel (you know -
block screens, an editor with a heavy brain damage and the like).
Some swear by it. I strongly dislike its indiosyncratic nature.
A while ago Mach-Forth was advertised in Forth Dimensions
(the same language for Amiga, Mac and ST). I have never seen a copy,
but I heard some enthusiastic opinions about it. Rumors had that it
is no longer available. I do not know if this is a true or not.
My personal preference is Forthmacs, by Mitch Bradley. It is
a stream files based Forth, which uses a version of microEmacs for
its editor. It is very similar in look, feel and code to a Unix
version of Forth which was quite recently posted to the net. No big
wonder - the author is the same person. A "core" part of it -
executables, lots of code, some rudimentary documentation, around
350Kbytes of software, was released by the author into the public
and one may had it for an asking. Extensions (fuller documentation,
GEM-interface, source with metacompiler, floating point, other goodies)
are for sale for registered users. The author is on the net
(...sun!wmb).

Michal Jeagermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
...ihnp4!alberta!myrias!mj

2396. Translations of German articles.

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 18:02:16 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <1399@pasteur.Berkeley.Edu>
Source record: 253946

From what I read on the net and in magazines, it sounds like the real slick ST hacks are coming from Germany (volume wise). What about English translations of selected German articles? If there are none, is there a market for such a volume? Is anyone out there competent and willing to translate?

John

John Kawakami / c60b-at@buddy.berkeley.edu
model american / cc-28@cory.berkeley.edu
numbered account / ----* -O^O-

2397. Re: fsel_input

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 18:58:50 UTC
From: martin@lakesys.UUCP
Message-ID: <497@lakesys.UUCP>
Source record: 253947

In article <3768@cup.portal.com> fireplace@cup.portal.com writes:
>Remember, there is a wonderful replacement file selector called the "Universal
>File Selector". You simply put in in the AUTO folder and forget about it. It
>adds a click-on drive selector plus Format, Create Folder, Move, Copy, Rename,
>Delete, Disk Info, Print Directory, Protect and Unprotect. It is well worth
>it's outrageous price of $15 - I suggest you check it out.

I recommend it too from what I've seen of the demo which was posted here. The
only thing that I'd like to see added is user definable masks of showing
*.PRG, or *.C or *.DOC files, instead of typing the blasted things in. Other
than that, it's a fine job.
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

2398. Re: Micro RTX Description (discussion, predictions)

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 20:39:56 UTC
From: hase@netmbx.UUCP
Message-ID: <1504@netmbx.UUCP>
Source record: 253948

In article <4518@watdcsu.waterloo.edu> ttims@watdcsu.waterloo.edu (Tracy Tims) writes:
>Your RTX system sounds really, really nice. (I wrote my own mini message

It is, I think. David: is MTCShell based on RTX in some way?
A friend of mine is using MTC Shell and likes it.
> Why isn't Atari licensing it from you and distributing it
> with all their machines?
I don't know. I would like it.
I would really like it if it would be komfortable.
Komforteble is something when you can switch it off.

>
>It sounds like a better software system than they will ever be able to design
>and distribute. Are they holding out because they think they can do better?
I think, they could do better; But software development is expensive in
both, time and money.
Support of software is even more expensive.

Right?
hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

2399. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 21:10:23 UTC
From: c60c-6bh@web1d.berkeley.edu
Message-ID: <7581@agate.BERKELEY.EDU>
Source record: 253949
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Sorry, I had not realized this would be posted to

the atari group. As you can tell my previous message was

mostly just emotional clap trap, which was the reason I wrote

it. I meant it to be just another meaningless addition to an

allready tired, and disgusting subject.

And I really don't like the Atari, and I really do like the Amiga,

but that's just my personal opinion, and it shouldn't bother or

interfere with anyone-elses life.

---------- And I still wouldn't hurt one of God's cretures ----
----------Except for FUN, of course..----------

2400. Re: Why the Atari ST "flame" was posted up...

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 21:58:33 UTC
From: ewhac@well.UUCP
Message-ID: <5412@well.UUCP>
Source record: 253950
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <1244@uop.edu> exodus@uop.edu (G.Onufer) writes:
>In article <478@csvax.liv.ac.uk>, sqrkl@csvax.liv.ac.uk writes:
>> > I didn't ask for it. You are certainly entitled to your
>> > opinions, but WHY would you post this to comp.sys.atari.st?
>> Anyway, if you want to see a GOOD machine, forget the Amiga, Macintosh and
>> Atari ST - buy an Acorn Archimedes...I've been programming in ARM (RISC) code
>> for a couple of months now and it is BEAUTIFUL (so's the Archimedes - puts
>> all other machines below a MicroVAX 3500 to shame).
>
>I wouldn't worry too much about this guy. He mailed me after I flamed him...
>in fact, he is still mailing me. His opions are semi-unusual:
>
>[Handwave, Handwave...]
>-The Acorn is the world's best computer-- [ME: Where is it?]
>
>He does claim an Archimedes obtains 4 MIPS for somewhere around 800 pounds
>sterling... is that around 1600 dollars? I forgot the exchange rate!!
>
He is right about the Acorn system; the ARM chip kicks major a**.

Don't believe it? Dave Needle (ex C-A hardware tech, and a damn
good one, too) created an Acorn RISC-based prototype system while he worked
for another well-known company after he left C-A. It was an 8MHz system,
and had it emulating their low-end system's software, and running their
graphics kernel flawlessly. The ARM system he designed outperformed
every system this company made, including the MAC-II. It was also cheap
(according to Dave, you can get the ARM chip for $10, quantity one).

Said company refused to manufacture it, claiming that it would never
work. Never mind that Dave and others in his crew had a fully functional
prototype, running all the software that the software division said would
never work.

Dave got fed up because of this, and now works for Epyx, designing
who-knows-what.

If the Archimedes ever makes it to the States, I'm gonna take a good
look at it. If Dave's any expert (and he is), it should be one very
impressive system.

DISCLAIMER: Stories relating to this mythical vaporsystem were related to me
by Dave Needle. I make no claims as to their accuracy. He may have been
making it all up (not unlikely; he claims to be from Jupiter, and does so
with a straight face).

_-_-_-

2401. Re: Micro RTX

Newsgroup: comp.sys.atari.st
Date: 1988-03-10 23:36:34 UTC
From: gert@prls.UUCP
Message-ID: <9695@prls.UUCP>
Source record: 253801

Some remarks/questions intended for the RTX discussion :

1) I enjoyed the RTX description by David Beckemeyer. As an active
hobbyist programmer that writes a lot of utilities/tools,
small programs and an occasional large program, I would LOVE TO
HAVE IT as a standard environment. It will make a lot of usefull
things a lot easier to do.

Anyone is welcome to (the source of) my small or medium programs.
They usually go in the public domain. Remember the first RAMdisk ?
Or, less well distributed, the Modula-2 'WINDOWS' package to simplify
GEM style programming.

2) However, I am also an opportunistic individual. Whenever I embark
on a large program, I want to be able to ultimately sell it in the
hope of financing future Atari expansions (or whatever else is
still there 2 years from now when the dust settles).
WHAT IS NOT CLEAR TO ME IS :
How can I write a (large) program under RTX and still benefit from
the large customer base out there, if RTX has to be bought by
everyone of those customers separately ? Or did I misunderstand that
point, David ?

If so, some suggestions to David (Beckemeyer) :

a) Put the RTX binary, together with some nifty small programs, in the
public domain (you need the programs - most users will not see
the usefulness of a kernel by itself). This will ensure rapid
spreading and make it an attractive target for me as developper.
Now you make your money by charging me a fee for the tools & documen-
tation needed to produce RTX applications (your $250 - a bit low)
and a (per copy) fee on any program that I sell to run under RTX.

b) Let's force Atari's hand :
I have an EPROM programmer. Let's get together and sell a set of
CMOS EPROM's for the ST's that allows current GEM programs to run
but also contains RTX - and in the meantime solves the known bugs
in the Atari ROM's. Distribute them for almost cost (6 * $8 + postage)
and the world will beat a path to your door to standardize to RTX.
Now make money by selling REAL developers kits, publishing RTX books
and RTX applications.
You may even have your own EPROM programmer...
How long do you think it will take before Atari will knock on your
door for the right to directly put the ROM's in that the public
demands ?

Let me know in case you want to use my EPROM programmer...

Gert Slavenburg

2402. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 01:15:50 UTC
From: leigh@byuvax.bitnet
Message-ID: <148leigh@byuvax.bitnet>
Source record: 253802

Now is the time for someone with good management to come in and buy Atari
so that the Tramiel family can go off and save another company in trouble...

Chad

2403. need MX2

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 01:49:47 UTC
From: UD138985@NDSUVM1.BITNET
Message-ID: <654UD138985@NDSUVM1>
Source record: 253803

I recently posted a request for a copy of the MX2 operating system. I even received one reply from a person that said that if I responded to him (I don't know who it was, be apparently he knew who I was) he would send me the files. So far, no MX2 and it has been a while since my request. Would some kind person uuencode them and send them to me?

Thanks in advance for any replies.

Bob.

Bitnet: UD138985 at NDSUVM1

2404. Re: MORE on the 16Mhz board

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 02:03:12 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3816@cup.portal.com>
Source record: 253804

Does the fast board handle Spectrum 512 and the Magic Sac?

2405. Tek codes needed for Uniterm....

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 02:30:34 UTC
From: lansd@csri.toronto.edu
Message-ID: <8803110230.AA01924@hoskin.csri.toronto.edu>
Source record: 253805

I added a few simple lines of code to my graphics package to output what I hope are Tektronix compatible escape sequences to draw lines. The intention was that I could then work on my package from home using Uniterm (Ver 1.8, 20).

I couldn't find a Tektronix manual anywhere so I scavenged the codes from Gnuplot's term.c program. But after compiling the code and trying it remotely using Uniterm nothing worked. Uniterm went into graphics mode and I could see the cursor blinking rapidly, but no lines! I then went off looking for docs for Uniterm on local BBSs but had no luck finding them. So here I am (last resort!).

Could someone point out if the following escape sequences are correct for Uniterm (The gnuplot code was for Tek4040 compatible terminals):

```
printf("\033\014"); /* Clear screen */
.
.
somewhere else...
.
.
/* Draw line from (x1, y1) to (x2, y2) */
if (cur_device == TEK) {
printf("%c", '\035');
printf("%c", 0x20 | ((y1 >> 5) & 0x1f));
printf("%c", 0x60 | (y1 & 0x1f));
printf("%c", 0x20 | ((x1 >> 5) & 0x1f));
printf("%c", 0x60 | (x1 & 0x1f));
printf("%c", 0x20 | ((y2 >> 5) & 0x1f));
printf("%c", 0x60 | (y2 & 0x1f));
printf("%c", 0x20 | ((x2 >> 5) & 0x1f));
printf("%c", 0x60 | (x2 & 0x1f));
return;
}
```

One assumption my package makes (via a user command) is that the range of co-ordinates for Uniterm's Tek emulator is from (0,0) to (639, 399) while in monochrome.

2406. Assembly Source from Executables

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 02:31:44 UTC
From: pchris@sim.Berkeley.EDU
Message-ID: <1419@pasteur.Berkeley.Edu>
Source record: 253806

Hi,

A common problem I've come up against is trying to generate 68000
assembly source code (Motorola format, or any format that can be assembled)
from an ST program (.PRG, .TOS, .TTP). Often, I have a PD or shareware
program that has a feature I don't like (or doesn't have a feature I like).
If I had the assembly source, I could alter it easily. Does anybody know of
a program that will generate assembly source code (that can be assembled) from
an executeable file?

Thanks,

Chris Perleberg
pchris@sim.berkeley.edu

2407. Re: Atari no-support?You bet!

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 02:57:23 UTC
From: mem@zinn.UUCP
Message-ID: <213@zinn.UUCP>
Source record: 253807

In article <156@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
> With all this flaming, I have to give Atari some credit. Their direct
> developer support isn't that bad (only $300 for a dev. kit).

I assume this is sarcasm. I bought my 1040ST almost two years ago, naively thinking that it would come with documentation about the system that I was buying, or at least with a way to get such documentation. Little did I know that the price was to become a registered developer. I just can not understand the policy of having to buy into a club just to get data on the equipment that I purchase. I also did not understand having to pay for a compiler that I didn't want, just to get the documentation.

And I might have even gone for it. But I asked Atari if being a registered developer meant anything other than paying for documentation. I asked explicitly if it meant availability of new things sooner, or advance announcements, or product discounts. The answer was no. So what was the point?

I can understand charging for documentation. I even understand that it is now available by itself. But I don't understand the above-mentioned attitudes.

-mm-
--
Mark E. Mallett PO Box 4188/ Manchester NH/ 03103
Bus. Phone: 603 645 5069 Home: 603 424 8129
uucp: mem@zinn.UUCP (...decvax!elrond!zinn!mem or ...sii!zinn!mem)
BIX: mmallett

2408. Re: UniTerm 2.1a wishlist/Broken ST problem...

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 03:28:43 UTC
From: martin@lakesys.UUCP
Message-ID: <499@lakesys.UUCP>
Source record: 253808

In article <24380@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>From article <1347@alliant.Alliant.COM>, by rosenkra@Alliant.COM (Bill Rosenkranz):
>
>As a matter of fact, I used Uniterm to dial into work, an
>then ran UW from Uniterm. (UW gives me multiple terminal windows).

Preston,

What is UW? It sounds intrigueing (sp?) Is UW PD? I'd like to request
a copy, if it is.

Marty Wiedmeyer

--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

2409. business sales office

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 03:38:36 UTC
From: malman@VAX.BBN.COM
Message-ID: <8803111314.AA13731@ucbvax.Berkeley.EDU>
Source record: 253809

Group,
I have read about the new 68030 boxes Atari is expected to sell! Can someone supply me the Atari phone number for serious business inquiries .. NOT consumer info (PLEASE:-), etc, type phone numbers.

Atari 68030 / Unix boxes might be useful if they ever come to life and have useful pro level software available ("developer" level is not acceptable). Pro level examples: lisp (Common or maybe Lucid, Symbolics enviroment preferred), pro quality C (BSD quality) and Fortran (F77) compilers. The current tools appear to be "for the masses", and are not viable pro quality. I am interested in quotes for $3-5K, DISKLESS, Unix boxes with at least 1.5-3 VAX drystone MIPs. Full TCP/IP support, runs NFS, 4.2 or 4.3 BSD kernel is also required. As I said, they have got to be pro level stuff - or I'm not going to be interested.

Does Atari have or plan to have such a machine? If so, what do they plan to use as a disk file server?

HP, Sun (I already have Sun based systems installed), Apollo and DEC have pro systems that (mostly meet) my specs .. is Atari going into the pro market enough to warrent my interest?

Only professional level responses requested.

/joel [DDN Internet ONLY: malman@bbn.com]

2410. Almost forgot ... My phone number

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 03:42:19 UTC
From: malman@VAX.BBN.COM
Message-ID: <8803111515.AA15246@ucbvax.Berkeley.EDU>
Source record: 253810

```
If you don't have DDN Internet access, you can use Ma Bell to reach
me ... 7am-4pm EASTERN time +1 617-873-3512

/joel
```

2411. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 04:55:08 UTC
From: Usenet_News_Of_221/162@isishq.UUCP
Message-ID: <32.2237BAE1@isishq.UUCP>
Source record: 253811

From: dillon@CORY.BERKELEY.EDU (Matt Dillon)
Date: 10 Mar 88 02:59:17 GMT
Message-ID: <8803100259.AA03230@cory.Berkeley.EDU>
Newsgroups: comp.sys.atari.st,comp.sys.amiga

:>1) The Atari ST's OS has been ported from an IBM PC and has several features
:> removed (no fonts for example) and has had several (hundred ?) bugs
:> introduced (40-folder bug, can't rename a folder, can't rename a disk...).
:>
:Wrong. Porting is modifying existing code to work on a different computer.
:DRI wrote TOS/GEM/GEMDOS entirely from scratch.

Yah, well they obviously didn't think about it much. They borrowed
a lot (en concept, en theory) from the PC OS. For instance, the disk format.

>Yet, in the same machine, we have a midi interface. Those who are interested
>in good sounding music can add a synthesizer and persue a professional career.
>If this is cost cutting, how come no other machine comes with one built-in?

Oh please, isn't this a bit old? Any idiot knows that all you need
for midi is a serial port, a simple serial->midi adaptor (extremely cheap),
and good software. If I really wanted to, I could hook one up to my
low-speed digital logic probe (6502 @ 2.4Mhz, can transmit and receive on
two 76.8KBaud lines simultaniously at full speed without interruption.
--slow-- MIDI is *simple*).

>>4) Virtually all the compilers I've seen (and I've seen plenty of them !) for
>> the ST have been quite disgraceful. They either have numerous bugs, have
>> a user-hostile interface (such as a cryptic command line) or are extremely
>> slow. This just shows that ST software companies are in the market to make
>> a quick buck off people foolish enough to buy an ST in the first place.
>>
>
>Yawn. OSS Pascal, MWC Ver. 3.0, Laser C? What goes for "good" these days?

As he said ... disgraceful. Still better than the compilers I
see on the IBM PC (in C at least...)

>
>>6) As mentioned in comp.sys.atari.st, Atari have been caught red-handed
>> shipping STs with faulty disk drives that don't sense the write-protect
>> notch on a disk correctly...typical of such a cost-cutting compan

--- ConfMail V3.31
* Origin: The Waterloo Window: watmath!isis!171![userid] (1:221/171)
SEEN-BY: 221/0 162 171 171

2412. Re: Blitter and Assempro ?

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 06:25:26 UTC
From: dag@chinet.UUCP
Message-ID: <3521@chinet.UUCP>
Source record: 253812

In article <3784@cup.portal.com> Jinfu@cup.portal.com writes:
>wes@obie.UUCP writes:
>>
>>Have you tried turning off the blitter from the desktop? Most ST
>>wordprocessors crash when the blitter is turned on, run OK with it
>>turned off.
>>
>Do you have experience with this or you just heard from somewhere? I
>haven't encountered any crashes with BliTTER on with all kind of programs
>(not just word processor) except few games (not crash but just too fast
>to play).
>
>Don't spread rumors unless you know what you talk about.
>
>/* flame off */
>
>
>Jinfu Chen (has BLiTTER since last Nov.)

There is a problem with a bunch of programs that did
not provide the entire required global arrays for the
VDI. With the old line-A VDI stuff, much of these
arrays were left unused. With the blitter, much more
of these array space is used.

Also, there are several differences in UNDOCUMENTED
AES calls. Several applications used a function to
return information about the menu/alert buffer
(size and address) which stopped working in the
blitter ROMs. When my application broke on the
new ROMs, I called Atari, and they told me that this
particular call was from an early version of GEM, and
was never documented or supported on the ST. In this
case, they were right. The Sybex GEM programming book
lists this function, but the DRI and Abucus docs do not.

Some word processors and games used undocumented locations
in low memory which were used by the old ROMs to hold pointers
to routines and buffers, and many of these have moved in the
new ROMs.

A few programs (mostly games) put buffers at the top of
RAM, above the screen memory, and would occassionally fetch
a word or byte from the location one past the top of memory.
On a machine with < 4 meg. of RAM, this is not a problem.

The MMU (or is it the GLUE) generates a buss error when a
user-mode program accesses in the range above 4meg and below
the ROM. Not the fault of the Blitter or the new ROMs at all.

Lots and lots of programs do not follow the rules, and do
not work on the Mega.

The above is from direct experience. I develop products that
are sold for the ST, and sell well. I don't just fiddle around.
I do this full time!

Daniel A. Glasser
Disclaimer: Mark Williams Co.
I speak for myself, nobody 1430 W. Wrightwood Ave.
at MWC has approved what I Chicago, IL 60614
post, including myself.
--
Daniel A. Glasser dag@chinet.UUCP
One of those things that goes "BUMP!!! (ouch!)" in the night.
...!att-ih!chinet!dag | ...!ihnp4!mwc!dag | ...!ihnp4!mwc!gorgon!dag

2413. Re: More info on software color upgrade

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 06:42:52 UTC
From: rokicki@polya.STANFORD.EDU
Message-ID: <2137@polya.STANFORD.EDU>
Source record: 253813

```
Try movem. As in:

movem.l (a0)+,a2-a5/d0-d7
movem.l a2-a5/d0-d7,(a1)
add.w #48,a1

Much faster than

move.l (a0)+,(a1)+

repeated 12 times.

-tom
```

2414. Re: A cure looking for a disease? (I hope)

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 10:17:12 UTC
From: Usenet_News_Of_221/162@isishq.UUCP
Message-ID: <33.2238C61C@isishq.UUCP>
Source record: 253814

From: rjung@sal23.usc.edu (Robert Jung)
Date: 9 Mar 88 18:43:43 GMT
Organization: University of Sout

--- ConfMail V3.31
* Origin: The Waterloo Window: watmath!isis!171![userid] (1:221/171)
SEEN-BY: 221/0 162 171 171

2415. Re: Atari Forth question

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 10:18:44 UTC
From: billk@crash.cts.com
Message-ID: <2657@crash.cts.com>
Source record: 253815
Cross-posted to: comp.sys.atari.st,comp.lang.forth

I have Creative Solutions' Multi-Forth for the ST. I am currently
developing a commercial application in Multi-Forth. It supports
local multitasking and provides an easy interface to all of the GEM
routines. I recommend it highly.

--
--
Bill Kelly, {ihnp4, hplabs!hp-sdd, sdcsvax}!crash!billk
DevWare, Inc.
"We sell no disk before its time."

2416. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 10:27:56 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2284@bath63.ux63.bath.ac.uk>
Source record: 253816

In article <7569@agate.BERKELEY.EDU> c60c-6bh@web1d.berkeley.edu.UUCP (Hurley (Ahhz)) writes:
>
[Bunch of non-info deleted]

On the other hand, ST owners are nicer people.

(Subjective judgement, based on informal counts of the number of nasty things said by apparent Amiga owners in comp.sys.atari.st, as compared to the number of nasty things said by apparent ST owners in comp.sys.amiga.)

:-)

Cheers, Paul

2417. Crossposting

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 11:47:34 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2285@bath63.ux63.bath.ac.uk>
Source record: 253817

I'm sure this has been said before, but, another plea for thought.

An awful lot of stuff gets crossposted to both of comp.sys.amiga and comp.sys.atari.st. In fact, my impression is that it's a more frequent crossposting set than any other pair of comp.sys'es. Very little of it is really of *general* interest to owners of both machines; and such chains almost invariably degenerate into pure noise. (Don't know why we don't get along with each other, but there you go.)

Don't know about the rest of you, but I read the newsgroups for the signal; and it is both annoying and inconvenient when the signal to noise ratio drops off.

People (like me) who are actually interested in both machines as individual machines will read both newsgroups anyway, so you're not going to miss anyone who cares what's going on by not crossposting -- and you'll probably enhance the average information content by resisting the impulse.

It would probably also help if, when putting in a followup, you check to see if the original was crossposted, and think carefully about whether the chain has gotten to a point where that should be broken. (I'm guilty of being lazy here; will be more careful in future.)

Come on folks, let's help each other out; increase the percentage of useful information, and cut out the noise.

Cheers, Paul

2418. Re: Re: Re: Copyright notices (was: Shareware? Hah!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 11:48:49 UTC
From: dug@turing.ac.uk
Message-ID: <21@tivax.turing.ac.uk>
Source record: 253818
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

Hi there

Has anyone tried using MacinTalk v1.31 (Mac II compatible) with
LightSpeed Pascal (or C) on a Mac II ?

I get various weird and wonderful problems.

I have a program that used to work perfectly with the old macintalk
driver, it now only manages to speak on the first call to MacInTalk(),
all subsequent calls put up the watch cursor for a short while but no
speech gets uttered. It looks like it is processing the phonemes but
not actually managing to speak.

Another problem is caused by the code below:

The code below sometimes gives a "Bus Error Exception" or just fails to
say anything when run from within LS Pascal.

Finally (not related to MacinTalk), does anyone find their Mac II screen
goes completely haywire (rather like a hardware fault) but this always
seems to happen when I am either debugging in LS Pascal or running a
stand-alone program generated by LS Pascal. It is only the screen that
starts to go, the mac is still running. I can quit LS Pascal and return
to the finder.

```
PROGRAM say;
{$I-}
USES
SpeechIntf; {Macintalk interface}

VAR
instr : str255;
theSpeech : SpeechHandle; {handle to speech globals}
SErr : SpeechErr;
output : Handle; {handle to phonetic string}
theMode : F0Mode;

PROCEDURE SayIt;

BEGIN
instr := 'Hello everybody';
{$R-}
SErr := Reader(theSpeech, pointer(ORD4(@instr) + 1),
ORD(instr[0]), output);
{$R+}
SErr := MacinTalk(theSpeech, output); {say it.}
```

```
END; {SayIt}

PROCEDURE MyExit;

BEGIN
SpeechOff(theSpeech); {close the speech driver.}
DisposHandle(output); {release the output handle}
END; {MyExit}

BEGIN { main program starts here }

SErr := SpeechOn('', theSpeech); {Open the speech driver}
IF SErr <> 0 THEN
WriteLn('Error opening Macintalk: ', SErr)
ELSE
BEGIN
theMode := Natural;
SpeechPitch(theSpeech, 0, theMode);
output := NewHandle(0);
SayIt;
MyExit;
END;
END.
```

^^

Douglas A. Scoular "The big print giveth
E-mail: dug@turing.ac.uk and the small print taketh away"

2419. GEM internals

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 15:35:40 UTC
From: rich@tcom.stc.co.uk
Message-ID: <594@stc-f.tcom.stc.co.uk>
Source record: 253819

Here's just a couple of quick questions:

Does anyone know how to set the PATH= variable at boot time, such that
the desktop can use it. I don't want to use a Shell to do this.
ie. Say i write a resident program which contains my correctly
formatted enviroment, what do i change system pointers etc. to make
my enviroment the default one.

Also what does GEM do to the desktop when it runs TOS and TTP programs,
does it
i). just close the desktop (wind_close)
ii). disable the mouse (graf_mouse)
iii). then enter text mode (??)

if this is all it does, is it easy to undo and get the desktop back?

Thanks in advance Richard
--
==
Richard Williamson | Any comments and opinions are mine and do not
STC New Southgate | reflect those of STC or anyone else.
LONDON UK | <rich@Tcom.STC.co.UK>

2420. Re: IBM PC -> Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 17:00:03 UTC
From: tj@gpu.utcs.toronto.edu
Message-ID: <1988Mar11.120003.17262@gpu.utcs.toronto.edu>
Source record: 253820
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

This may be old news but a friend of mine here in Toronto makes a board
(real tiny little sucker... cheap)
that will make an analog rgb work with std rgb.
tj

2421. RE: Translations of German articles.

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 18:08:18 UTC
From: leigh@byuvax.bitnet
Message-ID: <150leigh@byuvax.bitnet>
Source record: 253821

After the end of the current semester I could take a little time to translate some articles if I could get copies of them. I have studied German quite extensively and spent ~22 months living there amongst the people.

End of April I would be willing to take a look.

Chad

2422. Re: Video interrupts: using or disabling

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 18:09:32 UTC
From: apratt@atari.UUCP
Message-ID: <1012@atari.UUCP>
Source record: 253822

From article <2509@tekig5.TEK.COM>, by wayneck@tekig5.TEK.COM (Wayne Knapp):
> In article <3379@chinet.UUCP>, saj@chinet.UUCP (Stephen Jacobs) writes:
>> I am curious about the horizontal and vertical blank interrupts. How much
>> code can one safely put in a horizontal blank routine?

>> appears to be a flag telling the default vertical blank handler to cut its
>> operation short: what awful thing (if any) would happen if the interrupt
>> threshold was simply set above the vertical blank level?

> Just too much overhead
> to try and handle a iterrupt every 64.5 usec.
> Wayne Knapp

If you disable vblank (i.e. run at IPL 7), the mouse and blinking cursor
will stop, and the floppy motor won't shut off if it's on. That's
about all -- no great bloody crashes. I run this way when remote
debugging sometimes and it works fine.

Oh, but if you move the mouse at IPL 7, the keyboard packet handler will
get out of sync and you may not be able to recover. Sorry.

You can stop the vblank handler by setting the variable 'vblsem' to 0
(it's address 0x452 word). I believe that there is still a counter
running, and when you unblock vblsem the vblank routines get hit as
many times as there were blocked vblanks. Not sure about that.

When the ST was running at IPL 0, and the Hblank routine was just RTE,
we saw 25% performance degradation as compared with running at IPL 3 (no
Hblanks). On the other hand, NEO and Spectrum do stuff at Hblank...
It's not impossible, just hard.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2423. BITNET guru urgently needed

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 18:14:11 UTC
From: mj@myrias.UUCP
Message-ID: <570@myrias.UUCP>
Source record: 253823

(I have tried many times to get help by private e-mail. No dice.
Sorry to bother everybody, but an answer can be of wider interest.)

Is somebody out there who can tell me how to reach UHUPVM1 (Houston)
from BITNET account. Repeat, I am talking here about BITNET, not uucp.
As you can guess, I was trying, in vain, to reach Houston public server.
So far UHUPVM1, from my point of view, is the closest thing to black
hole you can get. All my attempts to get any kind of responsse from
UH-INFO, even 'syntax error' message, brought nothing, absolute zero,
zilch. Total silence. The same happened with my pleas for help
mailed, over BITNET, to UACE0.

An attempt to use uucp to mail a private message to 'uace0' was,
in comparison, more successful. At least it was bounced by uhnix1
(this will be University of Houston node, I guess) with a note that
they do not know who an addressee may be. So, as you can see, I am stuck.

A hint in Mike's Vederman signature, which says, "Tell UH-INFO..."
is no good for me , since Amdahl machine, to which I have an access
for BITNET connections, does not accept anything even remotely resembling
a syntax above. It lets me send a message to UH-INFO@UHUPVM1, but
that is it. At least that means that the address above is recognized
as a valid one. I tried different lines inside this message, but results
are invariably the same - a complete lack of any kind of reponse.

Does that mean, by any chance, that to get something from that server
one has to be on BITNET and also work under VM? University here is using,
for their operating system, something called MTS - if you ever heard about
it. If this is really the case, and if there are more people around
affected by the same problem, then I have a modest proposal.
Is it possible to arrange a bulk exchange of materials between
UH-INFO@UHUPVM1 and LISTSERV at CANADA01? The other server seems to
be much more coopeartive. At least from my point of view. :-).
But a common subset of programs, between these two servers, is rather small.
It is extremely frustrating to be told about all of this "publicly"
available files which are nowhere to be found. Uniterm 2.20
(and documentation) comes to mind first, but not only.

Michal Jaegermann
uucp: ...alberta!myrias!mj
BITNET: CZAK@UALTAMTS

2424. Re: Mouse Addresses...

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 18:21:54 UTC
From: apratt@atari.UUCP
Message-ID: <1013@atari.UUCP>
Source record: 253824

```
From article <4484@garfield.UUCP>, by avp@garfield.UUCP (Anthony Paul):
> Back in October, the addresses went by for the mouse,
> [deleted] - x pos
> [deleted] - y pos
> [deleted] - buttons.
>
> My problem, the article said these don't work on the mega.
> Anyone know what they are on the Mega?

These variables are in fixed locations relative to the Line-A base you
get in A0 when you use Line-A init ($A000).

MOUSE_BT equ -596
M_HID_CT equ -598
GCURY equ -600
GCURX equ -602

dc.w $a000
move.w MOUSE_BT(a0),d0 ; mouse bits (bit 0 is left button)
move.w M_HID_CT(a0),d1 ; mouse hide depth (0=visible)
move.w GCURY(a0),d2 ; mouse pointer Y
move.w GCURX(a0),d3 ; mouse pointer X

These variables are read-only -- unpredictable things will happen if
you write to them. The exception is the hide depth of the mouse.
If you want to show the mouse, do stuff, then restore it to the previous
depth, do this:

dc.w $a000 ; get line-A base to a0
move.l a0,save_base ; save this for later
move.w M_HID_CT(a0),d7 ; get old depth
beq.s already_shown ; already visible
move.w #1,M_HID_CT(a0) ; set new depth of 1
dc.w $a009 ; show mouse

already_shown:
... do stuff ...

tst.w d7 ; was it shown before?
beq.s all_done ; yes - no need to do anything
dc.w $a00a ; hide it
move.l save_base,a0 ; get line-A base again
move.w d7,M_HID_CT(a0) ; set depth to old value
all_done:
rts
```

```
.bss
save_base: ds.l 1
```

The point here is that you can change the depth from one nonzero value
to another nonzero value safely, especially if you restore it later.
But remember if you don't restore it that AES will get out of sync.

==========

Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2425. Re: alcyon question

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 18:32:05 UTC
From: apratt@atari.UUCP
Message-ID: <1014@atari.UUCP>
Source record: 253825

```
From article <1374@alliant.Alliant.COM>,
by rosenkra@Alliant.COM (Bill Rosenkranz):
> does anyone know if it is possible to write inline assembler with
> alcyon? seems like i've tried all the ways i can think of but none
> seem to work. it's really not a big deal, just curious....
>
> -bill

Yes: say asm("foo") where foo is an as68-compatible line of assembly code.
For instance...

#include <osbind.h>

main()
{
long oldssp = Super(0L);
asm("move.l #$0,$420"); /* set _memvalid to 0 (invalid) */
asm("move.l $4f2,a0"); /* a0 -> system header */
asm("move.l 2(a0),a0"); /* 2(a0) is reset vector */
asm("jmp (a0)");
}

will cause a COLD system reset (as opposed to the normal warm one).
Equivalent C code is left as an exercise to the reader -- this is just
an example. (JMPing indirect through 4 would work, but JMPing directly
to FC0000 or FC0030 wouldn't be right because new STs might have ROM
starting at a different location.)

==========================================
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
```

2426. Copyrights and Coercion

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 18:59:53 UTC
From: guest@hyper.UUCP
Message-ID: <1542@hyper.UUCP>
Source record: 253826

Logajan says:
>> Coercion - The initiation of the use of physical force, or the
>> the threat thereof.
>> Fraud - (I will avoid defining the term fraud, except to say
>> that it is non-passive -- it requires the initiation
>> Theft - The use of coercion or fraud to obtain some value.
>> ... The copyright holder is the thief!!!!

wallman-george@cs.yale says:
> Yesterday I went into my local store to get a game. I took it from
> the shelf and tried to walk out of the door. "Hold it", said the
> owner,"drop the game, or I call the police". I dropped the game.
> And of course I immediately went to the cops and told them about the
> theft the store owner had committed.

wallman-george@cs.yale's counter-example is much more interesting than
his analysis of it. He essentially concludes that 'common-sense'
dictates definitions for concepts like 'theft' which we ought leave
undisturbed. I don't find that a very enlightened world view, frankly.

His counter-example is good in that it does indeed address a rather
enormous hole in my definition of theft. Something was left out due to
my pre-occupation with the normal modes of software piracy. My definition
was good as far as it went, it just didn't go far enough to cover all
that we intuitively feel it should. It wasn't general enought.

I was thinking about how to fix it, but what I was coming up with sounded
too ad hoc-ish. (Something Mr. Wallman complained about.) Then I recalled
something I was thinking about four years ago -- a more general theory
of rational human interaction. Only now did I realize the broad power of
this new theory. It's an Occam's razor of human interaction, against
which all inter-human conduct can be compared. To wit:

The General Theory of Reciprocity:
Anyone who initiates action X toward another cannot then rationally
object to the application of equivalent action X toward himself.

Let's try a few examples:

1) Anyone who initiates the use of force against another cannot object
to the use of force against himself. (Justification of self-defense.)

2) Anyone who initiates the use of fraud ...

3) Anyone who initiates the taking of property from another cannot object
to the taking of property from himself. (Wallman's case -- disproved!)

4) Anyone who initiates the copying of software from another cannot object to the copying of his software. (Logajan's case -- proved!)

I like this new theory. I think I'll call it Logajan's Theory, or how about Logajan's Rule ... err wait ... how about:

Logajan's Golden Rule ... Yeah! That's the ticket!

- John M. Logajan {...!rutgers!} umn-cs!hyper!ns!logajan
- Network System Corp.; 7600 Boone Ave; Brooklyn Park, MN 55428

2427. Re: ETRNL2 and new roms

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 19:24:46 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <703@viper.Lynx.MN.Org>
Source record: 253827

In article <310@brambo.UUCP> sid@brambo.UUCP (Sid Van den Heede) writes:
>Is this what happens when the ESCape key is hit from the desktop,
>causing the display of folders to be updated? Does the desktop-
>handling software do a mediach?

No Sid... Escape just re-reads the directory...

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

2428. Re: DISKFREE

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 20:49:32 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <704@viper.Lynx.MN.Org>
Source record: 253828

In article <3728@cup.portal.com> Dave_Ninjajr_Flory@cup.portal.com writes:
>Just a small warning if you use Zoomracks II. It will not function with
>Diskfree. With diskfree loaded ZR will not save to disk. This is real
>nasty as it will read in your file and then after you have worked on it
>perhaps for hours, you find you can't save to disk. The first try will
>rename the original file to backup and create a 0 bytes file. The second
>try eliminates the backup and makes another 0 byte file. If you don't
>have a backup of the original file, you are &^()* out of luck.

This sounds supiciously familiar, but in my case, I found the
problem when trying to do a ymodem-batch download using Flash 1.52.
Unfortunately, I was doing the transfer using a Un*x utility that
would remove the files from the sending machine when my machine
signaled correct reception. I ended up with 5 files, all 0 bytes
long and no way to recover... Since I've used Flash 1.52 for batch
file transfers in the past with no problems, this seemed very odd.

Then I went back to Flash 1.51 and it worked fine. My assumption
at that time was that my in-use copy of Flash had taken some non-fatal
damage and the 1.51 version was ok... Now it's starting to look like
there's a bug in DiskFree... but how DiskFree would have such a fatal
effect on renaming a file from Zoomracks is beyond me...

One other possibility is that TOS may be cheating when it trys to
allocate new sectors. I could see TOS checking some secret counter
(possibly one that's suppost to be set by the system diskfree) and
saying "nope, no more room" if some special value was found...

I know several very knowledgable people at Atari read this
newsgroup. Perhaps we could get a little high level debugging
help with such a useful utility?? If it is a TOS/BIOS level
problem, there's no way anyone but Atari can confirm it.

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

2429. Atari TOS

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 21:35:11 UTC
From: good@atari.UUCP
Message-ID: <1015@atari.UUCP>
Source record: 253829

We are in the process of finalizing the next version of TOS for the ST and Mega series. It already includes many significant improvements and bug fixes, a list of which will be posted when the product is ready for Beta. We have already solicited and received input for fixes and enhancements from our international subsidiaries, and also via GEnie, Bix and Compuserve, resulting in well over 200 items.
The readers of this category are invited to submit their own requests at this time. Please keep them brief and sensible - we are not requesting flames, just the fuel [:-)]. If you can, please categorize each input as being related to GEMDOS (BIOS/XBIOS/filesystem etc), VDI, AES or DeskTop.
We cannot guarantee, or even hope, to satisfy everyone, but input will be taken into consideration, and some suggestions which do not make it into this release will certainly be considered for a future release.
To avoid overloading this category, please email your input directly to me.
Thank you.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

2430. Re: Laser-C verses Megamax-C

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 21:51:53 UTC
From: michel@megamax.UUCP
Message-ID: <1305@megamax.UUCP>
Source record: 253830

Sorry, the editor in Laser C does not allow you to add control characters into the text.

Michel@megamax

2431. Re: UniTerm 2.1a wishlist/Broken ST problem...

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 22:07:59 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1460@water.waterloo.edu>
Source record: 253831

In article <24380@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>
>
> [...] Simon Poole has
>done us all a service by developing Uniterm,

I agree.
Let's hear a round of applause for developers
of free software everywhere.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

2432. Re: Laser C question

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 22:10:47 UTC
From: michel@megamax.UUCP
Message-ID: <1306@megamax.UUCP>
Source record: 253832

```
There are a few ways of getting the address of a label.
1.
extern foo()

asm {
lea foo,A0
}

This does work. (I just tried it out)

asm {
label1:
nop
lea label1(PC),A0
lea label1.L,A0
}

This also works.

asm {
lea label2(PC),A0
label2:
rts
}

Michel@megamax
```

2433. More colors per screen.

Newsgroup: comp.sys.atari.st
Date: 1988-03-11 23:21:02 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <45160@sun.uucp>
Source record: 253833

In article <2508@tekig5.TEK.COM> wayneck@tekig5.TEK.COM (Wayne Knapp) writes:
> I found out that I computed the movm timing incorrectly...

I have been following this exposition quite closely, (way to go Wayne) partly because video is sort of a hobby of mine and partly because it reminds me of programming 8 bit machines where one had to go through such gyrations as touching every row address to keep the DRAMs refreshed or not using instructions with an odd number of clocks because it would throw off the video timing. So the stuff about changing color palletes on the fly are fun to watch. However, (and you knew this was coming didn't you?) you will notice that as Wayne's algorithims get ever more complex they use up more and more of the available CPU cycles! One goal is to have something that your program can call to display a picture, but your program won't be able to do anything while it is being displayed. :-(.

A couple of solutions have come to mind, one would be to buy a second ST and have it display the images while the main one did the rendering. The other would be to add a different frame buffer logic to the motherboard and then work on poking GEM into using it correctly. Maybe the EGA chip set that Atari is using in the Atari-PC could be used here. Spectrum 512 is an impressive program, is there anything like Spectrum Paint? Something that would allow designing these multicolor images?

On a less statisfactory note, consider the following tidbits of information. Atari pushes the ABAQ as the answer to small workstations and then figures its price will be very high because the cost of getting the Transputer chips. Inmos, manufacturer of the Transputer had been (and still was at the time) for sale at damn near firesale prices. The holding company was not sure they could survive as an independent semiconductor company. Atari *didn't* buy them, although they probably could have, I never even heard that they were even trying. Now for a company that could really use some in house semiconductor fab capability, this looked like an ideal match. Hell, Inmos could have made blitters as well! So, from the outside looking in (always a tough position) it looks like Atari threw the ABAQ up as a weather ballon to see how many people would send them $100 and thus check the feasibility of marketing it. And the results of that test were "not enough" so they didn't bother assuring their supply of Transputers. (Inmos could as easily go out of business and leave them high and dry). Ah well, I have now moved my expections for the ABAQ from late '88 to early '92. I wonder why they don't use the ARM chip if they don't mind going with a different architecture.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

2434. Clearing out used software!

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 00:09:27 UTC
From: 870646c@aucs.UUCP
Message-ID: <938@aucs.UUCP>
Source record: 253834

Hi all, well it is time to clear out some software that I am not using, I have the following for sale, all packages include up to date upgrades, and are orginal disks and packaging, and funds are in Canadian funds, you pay shipping:

1. Timelink $25.00
2. GST-C Ver. 1.3 $30.00(updated by Antic recently)
3. Backup $15.00(Michtron hard disk back-up)
4. Balance of Power $25.00
5. Michtron BBS $25.00
6. Genesis $50.00(Antic's 3D molecular modeler)

If you are intereted in any of these packages, send me a reply msg. or even better call me at 1-902-542-2312 weeknights.

That's it for now folks.

Later
Barry

2435. ST hard disk prices..:-(

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 00:31:42 UTC
From: deep@ole.UUCP
Message-ID: <409@ole.UUCP>
Source record: 253835

Why oh why does Atari charge an arm and a leg for their hard
disk drives ~600-800 when I can get a 20MB hard disk for an AT
for less than $300? I like the ST but would I shell out that
much for a hard disk (which incidentally I think is a must)? No way.
I almost feel like now considering the AT which I can now pick up
for < $1K, almost the same price as a 1040ST.

grumble, grumble,

Pradeep
(I had to tell someone...)

uw-beaver!tikal!ole!deep

2436. Re: Translation of german articles

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 01:36:21 UTC
From: poole@forty2.UUCP
Message-ID: <192@forty2.UUCP>
Source record: 253836

c60b-at@buddy.Berkeley.EDU (John Kawakami -0^0-) writes:
>From what I read on the net and in magazines, it sounds like the real
>slick ST hacks are coming from Germany (volume wise). What about
>English translations of selected German articles? If there are none,
>is there a market for such a volume? Is anyone out there competent
>and willing to translate?

Two problems would have to be solved (besides getting somebody to pay
for the work): sheer volume and the publication rights.

I would estimate that the monthly volume would be something like
20 to 30 pages of text (which is quite a lot to translate), from
four to five magazines which would have to agree to translation
and publication.

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

2437. Re: UniTerm 2.1a wishlist

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 01:47:56 UTC
From: poole@forty2.UUCP
Message-ID: <193@forty2.UUCP>
Source record: 253837

rosenkra@alliant.UUCP (Bill Rosenkranz) writes
>add to wish list:
(what about Concentrix supporting longer login names :-))
> 1) make it work from gulaam (my copy of 2.x does not, or is it me?)
> works ok from desktop (old ROM, no blitter, 1040, HD)
Must be you, are you starting it with the 'gem' command.
> 2) ability to invoke arc or less (or any command for that matter)
> (maybe it does now...not being able to invoke from gulaam forced
> me back to v1.7b and i haven't really read new docs)
You can start any program from UniTerm (as long as it doesn't use to much
memory), caveat: some shells seem to confuse Malloc, which in turn messes
up memory allocation in UniTerm.

> 3) would be nice to see file size/dates in fsel dialog (i.e. replace
> fsel with something better)
I would think this to be nice too, it's just that I don't want to subject
the users of UniTerm to Yet-Another-File-Selector and would rather wait for
Atari to provide a better one (if they would at least use the one in PC-GEM).
>otherwise i use uniterm almost exclusively on ST. it is really nice! all this
>from freeware...
Thanks!
BTW what about a deal: Alliant stops carrying out their feud with Apollo
(in which both companies don't make a very good impression) at our cost
and I send you the most recent UniTerm version (only half :-)).

(one guess to what forty2 is)
--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

2438. Re: Atari no-support

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 01:54:26 UTC
From: poole@forty2.UUCP
Message-ID: <194@forty2.UUCP>
Source record: 253838

In article <1010@atari.UUCP>, good@atari.UUCP (Roy Good)
>In article <188@forty2.UUCP>, poole@forty2.UUCP (Simon Poole) writes:
>> ..... will Atari mangement
>> make an official statement about a bug fixed GEMDOS version as an example?

>..... The responses received
>have been summarized to about 12 pages. At an average of about 2 lines each,
>it runs to around 200 comments. We are very pleased with this level of
>response, as it shows a good degree of cooperation from the user base.
>In addition, we have solicited, and received, input from all of our
>subsidiaries.
>We will publish a list of features on all services as soon as we are confident
>of the final content of this next release, together with a summary of the
>major changes NOT made, with reasons.

I'm sure that most people would be content with having the bugs fixed
which are already present, before Atari starts adding new ones. As the
situation present itsself now, this does not look any different than
the repeated promises (you know: "We're working on it") we have heard
over the last two to three years, without having a single GEMDOS bug
actually fixed (and that over various 'TOS in RAM' versions and two
ROM versions). When will Atari stop stalling and actually do something?

--
UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

2439. Re: Atari: no-support (a different aspect)

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 02:01:45 UTC
From: poole@forty2.UUCP
Message-ID: <195@forty2.UUCP>
Source record: 253839

In article <1010@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
>In article <188@forty2.UUCP>, poole@forty2.UUCP (Simon Poole) writes:
.....
>We have recently polled Atari enthusiasts on BIX, Compuserve and GEnie
>regarding input on fixes and enhancements for the forthcoming TOS. I
>guarantee we won't please everyone, but we'll try. The responses received
>have been summarized to about 12 pages. At an average of about 2 lines each,
>it runs to around 200 comments. We are very pleased with this level of
>response, as it shows a good degree of cooperation from the user base.
>In addition, we have solicited, and received, input from all of our
>subsidiaries.
^^^^^^^^^^^^ you don't really think they asked anybody?
>We will publish a list of features on all services as soon as we are confident>of the
final content of this next release, together with a summary of the
>major changes NOT made, with reasons.
....
>We are committed to improving support, not just for the ST/Mega line but
>also for the forthcoming 68030/UNIX line. I am sure you all understand that
>getting support people with the right mentality to provide pro-active
>support, and training them in the peculiar architecture and quirks of the
>Atari product line, is not an overnight magical happening.
....
>But happen it will.

Getting up on the soap box......

WHY WHY WHY WHY WHY WHY WHY WHY WHY WHY WHY WHY WHY WHY WHY WHY WHY WHY
does Atari continue to insult or ignore the people which enabled Atari to
survive this long and which are the largest part of the ST user and
developer community, the europeans!

Ignore: see Roy Good's article, when did Atari ask how we like
GEMDOS, how we (dis)like the non-english language support
(example: the hardwired use of the <Alternate> key), what
bugs we want fixed, what features we would like? And the
continuing non-support of developers here has been
discussed more than once (that's why asking the subsideries
is no good).

Insult: a large part of the early ST buyers here got essentialy broken
or sub spec machines (missing signals on the monitor socket,
broken joystick ports, sup spec DMA, GLUE and MMU chips), when
did we get a $95 upgrade offer (as offered to US customers)?
And then the people which Atari appointed as managers of the
local Atari subsidiaries, like Atari Germany which can't tell

a computer from a toaster.......

I'm sure one day Atari will get the deserved returns for this, but for
now the european ST-users are the cows that can be milked to the last
drop (and finance $60'000'000 deals).

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

2440. Midwest Mini-fileserver

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 02:59:46 UTC
From: martin@lakesys.UUCP
Message-ID: <501@lakesys.UUCP>
Source record: 253840

Here on lakesys we will be beginning a Mini-fileserver for ST PD files.
We have a number of files ready to go and more can always be added. For the
list of ST files available send netmail to netlib@lakesys.UUCP, with the
message 'send index from archives.atari'

The general index for netlib follows:

===== general Lake Systems archives index =====

Welcome to netlib, a system for distribution of software by
electronic mail. This index is the reply you'll get to:

mail lakesys!netlib
send index

To examine the full index for any library send a request of the form:

send index from archives.atari

You may include several requests in a single piece of mail, but put
each on a separate line.

Send the requests to "lakesys!netlib" even though replies appear to be
coming from "lakesys!netlibd". You'll be talking to a program, so
don't expect it to understand much English.

------- quick summary of contents ---------

achives.atari General Atari ST archives

Please mail any suggestions, reports of problems, or complaints to:

lakesys!netlib-request

Suggestions for additions of ST files to archives.atari to:

martin@lakesys

--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

2441. Re: ST hard disk prices..:-(

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 05:22:10 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <8185@tut.cis.ohio-state.edu>
Source record: 253841

In article <409@ole.UUCP> deep@ole.UUCP (Pradeep Chilka) writes:
>Why oh why does Atari charge an arm and a leg for their hard
>disk drives ~600-800 when I can get a 20MB hard disk for an AT
>for less than $300?

True, Atari in its collective infinite wisdom charges way too
much for its drives. However, there _are_ alternatives. Take it from
one who found out! You can be saved from Atari's collective greed by
finding your favorite 20Mb (or 30Mb or higher) hard drive mechanism, some
available for under $250 retail via mail order or even less used, and
purchasing the Berkeley Microsystems BMS-100 ASCI to SCSI converter
board. This, along with a SCSI to ST506 converter board, allows you
to attach industry standard hard drive mechanisms to your ST. I think
the BMS-100 board is around $125 by itself, or $250 with the SCSI to
ST506 board. I mention that these are available separately because
there are cheaper SCSI-to-ST506 converter boards. (<$100 from what I
have heard.)

The point is, if you can find a decently priced mechanism, from
$200 to $300, you can come up with a hard drive for less than what Atari
charges. Of course, you also need a power supply and a smidgen of
technological prowess (or just plain bravado :-) and you can have a cheapo
hard drive.

The hitch here is finding a reasonable drive. You can hunt
around: if there are computer repair places near where you are, they
may be able to point you to a good source.

I bought the boards and hooked them to a 20Mb MiniScribe drive, and
I have had no problems with it.

Disclaimer: I don't work or have any financial affiliation with BMS,
other than being a satisfied customer. ('Course, I won't
refuse any compensation offered as a result of my... oh,
who am I kidding anyway?)

--
Andrew Weaver weaver@tut.cis.ohio-state.edu
OSU College of Business soon: weaver@osu-pisa.UUCP

"What's the watermelon do?" "I'll tell you later." -- from Buckaroo Banzai

2442. New moderator of comp.sys.[binaries, sources].st

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 05:27:45 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <8186@tut.cis.ohio-state.edu>
Source record: 253842

No, not me, I dinna want to be the new moderator, but to
Steven Koreth (is that right?) or anyone else who ends up as such...

It'd be kinda nice if you'd keep up the nice documentation process
that Jim Turner started up, that is - telling what kind of file it is,
what resolution it runs under, a paragraph or so of description, help
files included in the archive (or, perhaps, in a seperate header posting.)

thanks,
andy.

--
Andrew Weaver weaver@tut.cis.ohio-state.edu
OSU College of Business soon: weaver@osu-pisa.UUCP

"What's the watermelon do?" "I'll tell you later." -- from Buckaroo Banzai

2443. tex/dvi/SUPRA

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 05:29:49 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1038@sbcs.sunysb.edu>
Source record: 253843

Q: I just got dvi2st (PD dvi previewer on the mono ST). From the readme file, I gather that I can preview on the ST a remote dvi file (located on a VAX/UNIX). Can someone tell me how to do that? I managed to preview the given dvi file if the file and the fonts are on the ST, but how can I preview a remote file without downloading it? I think the server.c file has something to do with this? Help !!

I ordered the SUPRA 20Meg HardDrive in mid-late Jan from Software Discounters of America, and finally received one last week (there was a nation-wide back-order). Everything on the drive appears to work fine, except it gives an error when I tried a low-level format. I called SUPRA, and they advised me to send it back. Send it back I did last Friday. And guess what? Six and a half days later, I received a replacement from SUPRA. And that's East Coast -> West Coast -> East Coast. I'm impressed by the turnaround time.

Does anyone know why the SUPRA drive spins down whenever I run the PARKING program? All other computers I've seen park the drive head without spinning down? Are there any auto-parking programs for the SUPRA 20Meg? What's the norm for parking on the SUPRA 20 Meg ?

Many Thanks in advance.

(my fortune cookie prediction: Atari will not push ABAQ, but will push the M68030/Unix machine instead.)
--
.., the Gods won't mind. CSNET:lean@sbcs.csnet
Gordon Merrick. ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

2444. Re: Multi-Bashing

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 06:56:48 UTC
From: wes@wsccs.UUCP
Message-ID: <299@wsccs.UUCP>
Source record: 253844

In article <1350@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
> regarding Minix, OS-9, etc. do these OS alternatives still support GEM
> AES/VDI calls or do they puntaes() (or equiv) during bootup?

I can't speak for OS-9, but Minix won't. Hopefully never. Perhaps a port of X-windows, which is the industry standard (hehe) windowing system for Unix (and VAX/VMS, too) could be done? X isn't the fastest system in the world, but it does have some nice features.

--
/\ - " Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2445. Re: System vars, Linking

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 07:07:29 UTC
From: wes@wsccs.UUCP
Message-ID: <300@wsccs.UUCP>
Source record: 253845

In article <1351@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
> does mwc support bit fields? how about LARGE arrays (>64k)?

Yes, MWC supports bit fields, and Yes, MWC supports LARGE arrays.
The compiler occasionally complains about large arrays, but it
generates the code just fine. You can turn off the complaints with
a command-line option.

I have a Mega 2 at work; I use a 1 meg ram disk, and have an SH204.
I put the library directory (which includes the C compiler passes),
the temp directory, AND the include directory on the ram disk, and
keep the source files on the hard disk. This system is not only
workable, it is a joy to work with. Now, for a nice slick integrated
development environment - something like a GEM-based version of make
and cscope pounded together.
--
/\ - " Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2446. Re: alternative operating systems (was Re: Multi-Bashing)

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 07:26:35 UTC
From: wes@wsccs.UUCP
Message-ID: <301@wsccs.UUCP>
Source record: 253846

In article <419@mks.UUCP>, wheels@mks.UUCP (Gerry Wheeler) writes:
% In article <8803060401.AA21207@ucbvax.Berkeley.EDU>, TCORAM@UDCVAX.BITNET (maroC ddoT) writes:
%% Just how UNIX compatible is the C compiler for OS-9 with UNIX? They say they
%% are source compatible in thier ads... Does this mean I can REALLY port C
%% stuff (forking and all) to OS-9? Or is it just 'file' function compatible
%% with UNIX (as is most decent C compilers seem to be)?
%
% I used the 6809 version of OS9 a while ago. Since they are multi-tasking,
% they do have techniques to spawn concurrent tasks, but as I recall, their
% names for these things was different. However, I suspect one could easily
% put together a Unix compatible library.

I haven't throughly wrung out the Minix C library, but it seems pretty
complete. This was for the PC version, the ST should contain the same
routines. You can flush out a library quite a bit by grabbing routines
of the net; I saw a 'getopt' go by in comp.os.minix a couple of weeks ago.

%% I seem to get the feeling that quite a few people out there waiting for MINIX
%% for the ST (it is coming in late spring) expect more of it than what it will
%% probally deliver.
%
% Well, of course we won't know until we get it. But, as long as it is fairly
% Unix compatible and supports the midi and serial ports, I'll be happy.

I've been "playing" with the PC version of Minix for about 9 months now.
Minix supports the same set of system calls as the V7 documentation we have
for an ancient PDP-11 version here at WSC. The PC compiler is limited to
64K instruction space, 64K data space, which means you must pay attention
to size limitations. The 68K compiler suffers no such limitations. Porting
code that runs on Unix *version 7* should be straightforward.

The pat answer to your serial and midi port question is, "You have the
source." A device driver for the MIDI port should be pretty trivial, also
a good exercise in writing a simple device driver.

An interesting side-effect of the way the Minix kernel is written:
The different pieces of the kernel communicate with each other via message
passing. The Minix file system is basically just a task running at the
kernel level that accepts and handles requests to read/write disk-type
devices. With this in mind, it should be pretty straight forward to
develop a network for Minix using the MIDI ports. BTW, the MIDI hardware
on the ST can be driven at 500 Kbps without modification. I don't know
what the interrupt overhead would be at that kind of speed, though :-).

%% MINIX is great
%% for experimenting and playing with, but it will probally never become the
%% standard multitasking OS for the ST that everyone is looking for.
%
% As I mentioned, OS9 is the multi-tasking system of choice on the Coco, but
% I think the ST version is too expensive. The $150 personal version doesn't
% include the C compiler. To get that you have to go to the $600 Professional
% version. I wish they would offer a lower cost version without Basic09 but
% with the C compiler.

Minix is *not* a supported system; it was intended for learning about how operating systems work. Of course, this was true of Unix for the first 7 or 8 years of it's existence, and it's far from a commercial failure now. Unix is not the be-all, end-all of operating systems, but it is a good general-purpose time sharing system. I think Minix could become a good, general-purpose multi-tasking system for the Atari ST, Amiga, and perhaps the Mac, if the 68K/Minix community wants to make it so. We'll see. I'm not going to stake my life or livelihood on it, but I am planning to invest a fair amount of my spare time into it.

% As for the hacking of Minix, well I suspect one of the first things people
% will try is to get a windowing front end for it. I hope that we'll be able
% to make calls to the line A routines in ROM when Minix is booted.

I hope this is so, too. It would be especially nice if we could have windowing system AND binary compatibility for Minix on the ST, Amiga, and perhaps even the Mac. THAT might be a system developers would be interested in, imagine the market potential!
--
/\ - " Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2447. Re: shrink-wrap copying...

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 16:34:55 UTC
From: bobmon@iucs.cs.indiana.edu
Message-ID: <6882@iuvax.cs.indiana.edu>
Source record: 253849
Cross-posted to: comp.sys.amiga,comp.sys.misc,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

>Copying shrink-wrap won't work because it is transparent. The
>photocopier will just print a blank page...

A GOOD copier will reproduce a blank page...

In a similar vein, ask your Kodak Copier Sales Rep for a copy of the instruction sheet for making Two-Sided Transparencies. Not only quite funny, it's also technically accurate.

~-~-~-~-~ "Have you hugged ME today?"
RAMontante
Computer Science Dept. might be --> bobmon@iucs.cs.indiana.edu
Indiana University or maybe --> montante@silver.BACS.indiana.edu

2448. Re: Standardization

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 17:00:56 UTC
From: hase@netmbx.UUCP
Message-ID: <1509@netmbx.UUCP>
Source record: 253755

In article <1370@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
>
>first of all, atari has virtually no control over the OS: i don't even
>think they have source to much of GEM/TOS/GEMDOS/... it's difficult even
>to know the proper NAME of the OS and it's parts, let alone specific
>details.
I think they have (al last Alan Pratt said he had the sources..).
Names! Whats important about names?

> atari was not remiss in leaving a fair amount of discression
>up to developers and warned continously about using "non standard" or
>reserved things (sys variables, etc.).

Right. And the lack of *good* documentation is the difference to Mama
Blue. They made an open system, documented it and money came.
I believe, it was not only the appaerance of three magical letters (and
the bucks behind them).

>you are naive to think that programmers will magically band together
>and standardize the way things are done, especially those of us in it
>for the $$$.

Why not?
If Atari does nothing about it?
If we all talk about the bugs and 'hidden features', tell the comunity
about worarounds etc?
>
>i really don't know how further standardization will give you any more
>power. for all its problems , GEM ain't too bad.
My employer 'forced' me to do some work on a MAC II; I dislike GEM more
and more....
hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

2449. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 17:29:29 UTC
From: uace0@uhnix2.UUCP
Message-ID: <509@uhnix2.UUCP>
Source record: 253850

```
Me too! I would like the Dumas uuXXcode for SYSV.
-Mike Vederman
--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE
```

2450. Re: Mouse Addresses...

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 17:56:03 UTC
From: uace0@uhnix2.UUCP
Message-ID: <511@uhnix2.UUCP>
Source record: 253751

In article <4484@garfield.UUCP> avp@garfield.UUCP (Anthony Paul) writes:
>Back in October, the addresses went by for the mouse,
>0x26E0 - x pos
>0x26E2 - y pos
>0x26E6 - buttons.
>
>My problem, the article said these don't work on the mega.
>Anyone know what they are on the Mega?
>
>Thanks
>
>Anthony Paul

The locations for the new ROM mouse x, y, and button are as follows:

x - (HEX) 2740
y - (HEX) 2742 (both are words)
button - (HEX) 2746

Hope this helps.

-Mike

Refer to an article recently posted which gives the line-a negative offsets
for more stable memory locations of these parameters.
--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

2451. Phong shading demo for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 18:19:57 UTC
From: wheels@mks.UUCP
Message-ID: <422@mks.UUCP>
Source record: 253752
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

```
/*
* The following software is modeled very closely after the program that
* appeared in the math coprocessor section of the March '88 Byte magazine.
* To compile this with Mark Williams C, use the command:
*
* cc -f -o ball.tos ball.c -lm
*
* The -f option supplies the floating point version of printf(), and the
* -lm option includes the math library.
*
* A Turbo C version of this program was posted recently. I started with
* that source (saved me some typing -- thanks Bill), and changed it as
* necessary for the ST's graphics.
*
* Here are some brief test results from the Turbo C version and from the
* ST:
*
* Machine Without coprocessor With coprocessor
* mm:ss mm:ss
* --------- ------------------ -----------------
* ATT 6300,
* V30, 8bit EGA 59:37 3:08
*
* Epson Equity III
* 8 MHz 37:36 N/A
*
* IBM PS/2 mod 80
* EGA emulation 16:25 1:02
* VGA, but same # of pixels 0:48
*
* Atari ST
* low res mode 13:54 N/A
*
* Atari ST
* low res (bug fixed) 14:11 N/A
*
*
* The first three of the above machines were running the 80186/80286 code
* generated by TC, ver 1.5. Note that the different mapping of the bit
* planes of VGA permitted a more efficient driver to be written, apparently
* because of not needing to keep tinkering with the bit plane select
* register as in EGA.
*
```

```
* The Atari ST version was compiled using the Mark Williams C compiler.
* This is a bit of an apples and oranges comparison, because the ST has
* fewer pixels on the screen in low res mode than the others tested. (The
* ST's screen is 320 by 200 by 4 bits.) The putpixel routine is part of
* MWC's line A support. Things might be quicker if a custom routine were
* written instead of using the line A interrupts in the ST.
*
* By the way, if anyone knows, can they tell me how to read the current
* contents of the ST's colour palette? If I could do that, I could restore
* it at the end of the program.
*
* Also by the way, there is a bug in the original listing and in the
* Turbo C version that went around. When finding the nearest vertex to
* the point being drawn, in order to decide what colour to use, the loop
* should read "for (i=0, p=0; i<12; ++i)". The original had "i<11". This
* affects the timing results, since there is now one more calculation to
* do for each pixel, so I have included the ST's times with and without
* the bug. (The bug didn't affect the original display, because the vertex
* being omitted was the one away from the viewer. I noticed it when I
* changed the code to rotate the ball to a different view.)
*/

#include <math.h>
#include <stdio.h>
#include <time.h>
#include <osbind.h>
#include <xbios.h>
#include <linea.h>

clock_t start, stop;
float pi;
int colors[] = { 3, 6, 10, 13, 6, 3, 10, 13, 6, 3, 13, 10 },
d[] = { 320, 200 },
palette[] = { 0x000, 0x003, 0x005, 0x007, 0x030, 0x050, 0x070,
0x000, 0x300, 0x500, 0x700, 0x330, 0x550, 0x770,
0x000, 0x777 },
i, k, x, y, x_min, x_max, y_min, y_max;
unsigned short random;

main() {
float a, b, c, l0, l1, l2, ln, ln1, n0, n1, n2, p, q, r=99,
s, t, v[12][3];
int old_rez;

/*
* Initialise palette and resolution, and line A routines.
*/

old_rez = Getrez();
/* get old palette? */
Setscreen((char *)-1, (char *)-1, 0);
Setpallete(palette);
```

```
linea0();

/* Start timing. */
start = clock();

/* Pixel aspect ratio */
a= 1.2; /* (d[0] / 4) / (d[1] / 3) */

/* Screen center coordinates */
b=0.5*(d[0]-1);
c=0.5*(d[1]-1);

/* Unit length light source vector */
l0=-1/sqrt(3.);
l1=l0;
l2=-l0;

/* Ratio of circumference to diameter of circle */
pi=4*atan(1.);

/* A dozen vertices evenly spread over a unit sphere. */
v[0][0]=0;
v[0][1]=0;
v[0][2]=1;
s=sqrt(5.);
for (i=1; i<11; i++) {
p = pi * i / 5;
v[i][0]=2*cos(p)/s;
v[i][1]=2*sin(p)/s;
v[i][2]=(1.-i%2*2)/s;
}
v[11][0]=0;
v[11][1]=0;
v[11][2]=-1;

/* Loop to Phong shade every pixel */
y_max=c+r;
y_min=2*c-y_max;
for (y=y_min;y<y_max;y++) {
s=y-c;
n1=s/r;
ln1=l1*n1;
s=r*r-s*s;
x_max=b+a*sqrt(s);
x_min=2*b-x_max;
for (x=x_min;x<x_max;x++) {
t=(x-b)/a;
n0=t/r;
t=sqrt(s-t*t);
n2=t/r;
/* compute dot product & clamp to positive value */
ln=l0*n0+ln1+l2*n2;
```

```
if (ln<0)
ln=0;
/* cos(e.r)**27 */
t=ln*n2;
t+=t-l2;
t*=t*t;
t*=t*t;
t*=t*t;
/* nearest vertex to normal yields max dot prod. get that color */
for (i=0,p=0;i<12;i++)
if (p<(q=n0*v[i][0]+n1*v[i][1]+n2*v[i][2])) {
p=q;
k=colors[i];
}
/* Aggregate ambient, diffuse & specular int. & do dither. */
i=k-2.5+2.5*ln+t+(random=37*random+1)/65536.;
/* clamp values outside range of 3 color levels to blk or wht */
if (i<k-2)
i=0;
else if (i>k)
i=15;
putpixel(x,y,i);
}
}
/* Finish timing. */
stop = clock();

/* restore old screen parameters */
Setscreen((char *)-1, (char *)-1, old_rez);

/* Print timing results. */
printf("Time = %3.2f seconds\n", ((double)(stop-start))/CLK_TCK);
}
```

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

2452. Re: need MX2

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 18:36:20 UTC
From: fred@pnet01.cts.com
Message-ID: <2668@crash.cts.com>
Source record: 253848

I wrote MX2 and will send you a copy by mail If you mail me a DS disk and postage to send it back to you. You will also receive the source.

Mail to Fred Brooks
4145 44ST #5
San Diego Ca, 92105

Later.................FGB

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

2453. Berkeley Micro Systems clock info

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 18:40:44 UTC
From: meulenbr@cst.UUCP
Message-ID: <140@cst.UUCP>
Source record: 253753

Hi!
Can someone supply me with info (and/or a piece of code) on how to read
(and perhaps write) the clock on the BMS 1000 controller???
I want to access to clock on a different operating system....
Anyone any info? Berkeley on the net????

Thanks!
--
Frans Meulenbroeks
Centre for Software Technology
...!mcvax!philmds!prle!cst!meulenbr or ...!uunet!prlb2!cst!meulenbr
or perhaps meulenbr@cst.prl.philips.nl

2454. Re: BITNET guru urgently needed

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 19:56:09 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2669@crash.cts.com>
Source record: 253847

I have the same question regarding usenet. What are these servers? How do I find out whats on them? How do I retrieve files?

I'm sure there are other new users with the same questions so consider posting to the net.

thanx ed beers

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

2455. Analog (again)

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 20:39:16 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Mar.12.15.39.14.1988.28108@topaz.rutgers.edu>
Source record: 253754
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

++++++++++++++

Seems to me I read a post here back around the middle of January explaining that Analog had been bought out by a bigger company and that we could expect a March issue to be out by the middle or end of February. It's now the middle of March. Anybody hear anything recently about Analog's L-O-N-G absence, and when, if ever, I can expect a new issue to arrive in my mailbox???

-Ray

wilmott@topaz.rutgers.edu

2456. Re: fsel_input

Newsgroup: comp.sys.atari.st
Date: 1988-03-12 22:00:49 UTC
From: vxp6840@ritcv.UUCP
Message-ID: <254@ritcv.UUCP>
Source record: 253756

In article <2877@slovax.UUCP> you write:
>> My biggest complaints about the GEM fsel box have NOT been addressed by
>> the posted alternatives. Here is my wish list, if anybody who's into
>> writing such things wants ideas...
>>
>> The drive:\directory\subdirectory*.* entry drives me nuts.
>> For one thing, the "*.*" should be the default, without the need
>> to type it. Then there's the very limited editing of that string.
>> If it says "A:*.*" and I just want to change the 'A' to 'B', I have
>> to press ESC to clear it all, then retype the whole mess. Why can't
>> I position the cursor anywhere in the string with the mouse, Mac style?
>> (yeah, I know, Apple's lawyers would get mad...) If the "*.*" was
>> implicit it wouldn't be so bad.
>>
>
>On editing the drive directory line:
>
>You can use the arrow keys to edit the drive directory line. To change the
>A to B move the cursor over the A, hit DELETE and type in the B. I do this
>all the time. I do agree with you on the other points. Fsel_input is brain dead.
>It took me a long time to get myself not to hit return after typing in the
>drive spec.
>
>--
>{psivax,ism780}!logico!slovax!dale : {hplsla,uw-beaver}!tikal!slovax!dale
>Dale Thomas R & D Associates,3625 Perkins Lane SW,Tacoma,Wa 98499,206-581-1322

Also, if you want to change from drive A: to drive C:, simply press escape
type c: then point your mouse at the bar over the filenames (you know:
===== *.* =====) and press the left mouse button. This will change the
default to drive C:, change the drive ID to C:*.* and do a re-directory!

It works and is faster than retyping C:*.* everytime.

-Vitas P.- ...!rochester!ritcv!vxp6840

2457. Re: Translations of German articles.

Newsgroup: comp.sys.atari.st
Date: 1988-03-13 00:22:59 UTC
From: hase@netmbx.UUCP
Message-ID: <1511@netmbx.UUCP>
Source record: 253757

In article <1399@pasteur.Berkeley.Edu> c60b-at@buddy.Berkeley.EDU (John Kawakami -0^0-) writes:
>From what I read on the net and in magazines, it sounds like the real
>slick ST hacks are coming from Germany (volume wise).

Thank you, in the name of all the non-netting german hackers.
(most of them don't even now about the net..)
> What about
>English translations of selected German articles? If there are none,
>is there a market for such a volume? Is anyone out there competent
>and willing to translate?

Willig: yes. Competent: Hmmm (speaking of me).

I do not see any market.
We had some kind of a try: a couple of idealistic youn people (including me) tried to translate some stuff from american magazines.
All we got was a big "booo, german magazines do better!".
Could it be the same reversing the direction?

If I would know a little more english..

Maybe I can find someone in the Berlin american community who understands my mothers language.
hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

2458. Re: looking bad.....

Newsgroup: comp.sys.atari.st
Date: 1988-03-13 02:50:18 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <2056@phoenix.Princeton.EDU>
Source record: 253758

In article <1012@usl-pc.UUCP> jpdres13@usl-pc.UUCP (John Joubert) writes:
>---------
>
>Did anyone see the editor's note on the inside front cover of Compute! ST ?

What did it say?

2459. Re: looking bad.....

Newsgroup: comp.sys.atari.st
Date: 1988-03-13 06:48:19 UTC
From: saj@chinet.UUCP
Message-ID: <3555@chinet.UUCP>
Source record: 253759

In article <1012@usl-pc.UUCP>, jpdres13@usl-pc.UUCP (John Joubert) writes:
> ---------
>
>
> Did anyone see the editor's note on the inside front cover of Compute! ST ?
>
> It was awful, of course Compute has never been a big ST supporter.

What it said to me was that the ST is at a crossroad: either it's going to be pushed ahead, or it's going to be pushed aside. And Compute shouldn't be written off: their ST books are a major contribution. Very simply, the ST was introduced as a great hacker machine. It still isn't so bad, but it would be nice to see the boxes on the shelves that would give it a future.

2460. Re: ST hard disk prices..:-(

Newsgroup: comp.sys.atari.st
Date: 1988-03-13 07:09:39 UTC
From: edrury@percival.UUCP
Message-ID: <1156@percival.UUCP>
Source record: 253760

In article <409@ole.UUCP> deep@ole.UUCP (Pradeep Chilka) writes:
>Why oh why does Atari charge an arm and a leg for their hard
>disk drives ~600-800 when I can get a 20MB hard disk for an AT
>for less than $300? I like the ST but would I shell out that
>much for a hard disk (which incidentally I think is a must)? No way.
>I almost feel like now considering the AT which I can now pick up
>for < $1K, almost the same price as a 1040ST.
>
>grumble, grumble,
>
>Pradeep
>(I had to tell someone...)
>
>uw-beaver!tikal!ole!deep

Can you get a 20 meg *stand alone* HD for your AT at <$300 including case, power supply, fan, contoller board and cable? That is a good deal of the price difference I would think. Sure , if you needed just the mechanism you could get a 40 to 60 meg 28 MS miniscribe. You can get an interface to use such drives with your ST, but I think you would pay a couple hundred just for the face and still need a controller power supply and a case. Many have gone this way and gotten 40-60 fast hard disks for about the same as an SH204. But then you need software (which is also included in the SH204). The Atari HD situation really isn't any worse than the Amiga one.......

****
* ..!{ucbvax,ihnp4,seismo}!tektronix!reed!percival!edrury *
* *
****
*You may have heard that a dean is to faculty as a hydrant is to a dog. *
* -- Alfred Kahn *
****

2461. digitized sound on st

Newsgroup: comp.sys.atari.st
Date: 1988-03-13 10:04:18 UTC
From: rosenkra@Alliant.COM
Message-ID: <1411@alliant.Alliant.COM>
Source record: 253761

could anyone out there tell me how to playback digitized sound samples on the ST?

i have tried taking say 8-bit linear digitized audio samples (00 - ff amplitudes) and piping them to the sound chip directly to the 4-bit d/a level register on the chip (using a table lookup to get as close to the 4-bit companded output of the chip as possible) but the results are very noisy and always sound like hisses (even plain sine waves). i know programs like STSPEAK.TOS and the various playback programs on bbs's can get reasonably decent sound. are they using some undocumented features i don't know about? atari was no help (jfeagans and some h/w guys did not know how to do it...).

please reply via email or by voice at 617/486-1408.
your input is greatly appreciated....

-bill

2462. Re: fsel_input

Newsgroup: comp.sys.atari.st
Date: 1988-03-13 20:27:29 UTC
From: federico@actisb.UUCP
Message-ID: <194@actisb.UUCP>
Source record: 253762

As a first excercise in GEM programming, and since it has been brought up recently in this newsgroup, I decided to take a hack at yet-another-fsel--replacement. Not that the world is starving for one (I have FILEFIX and I like it a lot), but it seemed a nice way to learn to use buttons, sliders, etc.

Of course, I decided to make the thing as a function (I'm doing it in C) first, then see how to tie it to the AES call. I started to work on the support code (which should better work unchanged when I go memory-resident), when I noticed the memory allocation problem. However I do it, I need to keep a list of all matching files in memory in order to sort it, go forward and backward through it, etc. I could reserve some static amount of memory and hope the user will never overflow it, but it seems a waste to me. I tried to determine whether FILEFIX goes this way by creating a directory with about 250 files, and it didn't overflow. It behaved somewhat funny (the "elevator" started to appear in very strange places), but it didn't crash. I suppose 250 is above any sensible heuristic amount one would want to statically allocate, so I assume that FILEFIX allocates memory dynamically.

There again, I've repeatedly read in the net that Malloc is buggy, and that a certain amount of Malloc/Mfree calls per process fully messes up the system. Since such an add-on belongs to the caller process but cannot use the same memory pool, I must make at least one Malloc call per dialog and a later Mfree for it. This means that if the user calls my file selector often enough, he might crash the machine.

Now tell me, how is it done? I had expected the user interface to be the "difficult" part (because I'm new to it). But, as usual, the environment bugs are taking the lion's share of my programming effort.

By the way, would the author of FILEFIX contact me? I've got a bug report to do (and a few questions to ask).

--
Federico Heinz "In Dubio Pro Libido"
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

2463. Re: Video interrupts: using or disabling

Newsgroup: comp.sys.atari.st
Date: 1988-03-13 22:01:56 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <17457@watmath.waterloo.edu>
Source record: 253763

In article <1012@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> If you disable vblank (i.e. run at IPL 7), the mouse and blinking cursor
> will stop, and the floppy motor won't shut off if it's on. That's
> about all -- no great bloody crashes. I run this way when remote
> debugging sometimes and it works fine.

You CAN trash a disk if you change floppies (assuming the motor
isn't stuck running) because media change won't be recognized with
vblank disabled.

2464. Re: business sales office

Newsgroup: comp.sys.atari.st
Date: 1988-03-13 22:11:08 UTC
From: exodus@uop.edu
Message-ID: <1272@uop.edu>
Source record: 253764

Well, these boxes supposedly are only going to run PURE System V Unix
out of the box....maybe BSD from somewhere else!!

2465. The nature of competition

Newsgroup: comp.sys.atari.st
Date: 1988-03-13 22:20:37 UTC
From: mgardi@watdcsu.waterloo.edu
Message-ID: <4536@watdcsu.waterloo.edu>
Source record: 253765

A quote recently flashed by on the broadcast news channel today:

"If you are not your own competition, someone else surely will."

To whom do we owe this gem ? (sorry) None other than our own Jack Tramiel.

Well Atari, I think it's time to take your own advice... When the ST
came out, I was truely impressed. Never before had such a powerful machine
been available to the 'masses'. The ST had a lot of promise, and still
could have promise with the proper approach by Atari. I think the new
hardware such as the 68030 box and the ABAQ are great... BUT support
what you already have. I have always been an atari supporter, but I
refuse to invest any more time or effort in a machine and company for
which there is no support.

The ST is still an impressive machine. Come on Atari, whip up some
enthusiasm for the ST, bring out the blitter, a new set of ROMS,
give GDOS to the masses, advertise and help support small developers.
I know all of these have associated costs, but

If you are not your own competition, someone else surely will.

Climbing down from my soapbox,

David Rowley
A disheartened atari developer

2466. Re: tex/dvi/SUPRA (ABAQ-MC68030/Unix)

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 01:56:11 UTC
From: fred@pnet01.cts.com
Message-ID: <2672@crash.cts.com>
Source record: 253766

I hope they will push the Unix machine. If they join the 68000 ABI then all software written for other Unix machines will run on the ATARI with out and mods. Not just source compatability but BINARY. It's the wave.

Fred

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

2467. Re: UniTerm 2.1a wishlist/Broken ST problem...

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 06:07:46 UTC
From: preston@felix.UUCP
Message-ID: <24872@felix.UUCP>
Source record: 253767

From article <499@lakesys.UUCP>, by martin@lakesys.UUCP (Martin Wiedmeyer):

> What is UW? It sounds intriguing. Is UW PD? I'd like to request
> a copy, if it is.

UW gives you multiple simultaneous terminal windows through a single serial connection. It makes low baud rate (2400-baud in my case) connections much more useful.

The host side of UW is availible in source form for BSD Unix. The original UW client ran on the Macintosh.

The version I have was derived from sources posted to this newsgroup some time ago. The original version worked, but was buggy. I re-wrote most of it, fixed some errors in the state machine, added cursor key support, and optimized screen updates. The current version I've been using for several months without problem.

It doesn't have any extra features (i.e. no dialer, macros, file transfer, etc.). It emulates an adm31 terminal, up to 7 of them. It uses a 7x13 monochrome font, so that I can see more than one window at a time. It only works on a monochrome display, although it could be adapted to color.

I hadn't bothered posting, as someone else had claimed to have a much fancier version of UW that they were going to post shortly. That was months ago...

If there is enough interest, I'll put together a posting.

Anything else you want to know?

--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister
--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

2468. problems with UUCP for the ST and IDRIS ??

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 13:14:00 UTC
From: I04GAS@DHHDESY3.BITNET
Message-ID: <8803141253.AA25453@ucbvax.Berkeley.EDU>
Source record: 253768

Had anybody compiled the source for UUCP from the Listservers
at canada01 and houston without any problems ???
We found a lot of syntac errors and some missing header files.
Is it possible to get the compiled version.
We've tried to get some information about IDRIS for the ST
but here (germany) no one could tell us something about it
(price,how to get it,how it works). ??????

2469. LEVEE - bug with LVRC=

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 14:56:01 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17465@watmath.waterloo.edu>
Source record: 253769

I was trying to use the LVRC environment variable with LV the other day (using BDT csh) and LV just ignored the varaible.

Has anyone else had this problem?

- Ant

2470. Re: Uniterm macros.

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 17:52:00 UTC
From: VILJANEN@FINUH.BITNET
Message-ID: <8803141756.AA00855@ucbvax.Berkeley.EDU>
Source record: 253770

About the Uniterm macros. A line

> %SEND('cory')

should be

%SEND('cory') %SEND(10) %SEND(13)

because you need to send CR/LF after you send something like username or password. Otherwise the copmputer in the other end doesn't process it. %ECHO just prints CR/LF to your screen, but it doesn't SEND anything via the modem.

"""

____
Lea 'LadyBug' Viljanen \ / . University of Helsinki, Finland
VILJANEN@FINUHA.BITNET \/ |_ Dept. of Computer Science

'Small is beautiful'
"""

2471. Re: atari to appletalk quest

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 18:02:44 UTC
From: uace0@uhnix2.UUCP
Message-ID: <512@uhnix2.UUCP>
Source record: 253771

In article <8803071434.AA04788@ucbvax.Berkeley.EDU> FORTNEY@FNALB.BITNET writes:
>
> Does anyone know of a way to connect an atari 1040 to an Appletalk
>network? Hardware and/or software?
> Please email a reply to FORTNEY@FNAL.bitnet.
>L. R. Fortney
>Physics Dept, Duke Univ.

Unfortunately, this cannot be done with the ST as it stands without external
hardware (probably thru the DMA port). The reason for this is that the
AppleTalk network uses a baud rate far greater than the ST can produce.

- Mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

2472. Re: Analog (again)

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 18:22:05 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <5221@uwmcsd1.UUCP>
Source record: 253772
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <Mar.12.15.39.14.1988.28108@topaz.rutgers.edu> wilmott@topaz.rutgers.edu (Ray Wilmott) writes:
>
>Seems to me I read a post here back around the middle of January
>explaining that Analog had been bought out by a bigger company and
>that we could expect a March issue to be out by the middle or end
>of February. It's now the middle of March. Anybody hear anything
>recently about Analog's L-O-N-G absence, and when, if ever, I can
>expect a new issue to arrive in my mailbox???
>
> -Ray

ANALOG is back. I just looked in my mail box and here it is!

On page 4 is a editoral by Lee Pappas and it just repeats the things
he said in the interview that was posted to this group. It starts off with:

"Hey, long time, no see."

The editorial never mentions who bought ANALOG just say "under new ownership."
But on the bottom of page 1: "ANALOG Computing is published monthly by
L.F.P. Inc."

It is 96 pages long and is now printed on a glossy paper. But it still isn't
bound, just the usual ANALOG staple.

It features a Action! game, a machine language game (they are printing the
source code for machine language games again) and a few BASIC programs.
They are still running the video games section for Atari, Sega and
Nintendo. There is a article by Matthew Ratcliff called "Then and now"
and it is only about the 8-bits. History is given and the future is
guessed at. For those who don't know, Matt is a EXPERT on the 8-bits.

So ANALOG is back, everyone should be getting their issues soon.
Tom Johnson
john1233@csd4.milw.wisc.edu

2473. Questions

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 18:30:32 UTC
From: #JMKLAS@WMMVS.BITNET
Message-ID: <8803141839.AA01568@ucbvax.Berkeley.EDU>
Source record: 253773

I have a question (several, actually):

What, exactly, is IDRIS? Is is commercially available? How much is it? What are its features?

Also, what is the ABAQ, and what is the Transputer?

I'm obviously lost... Can anybody explain?

Thanks in advance,
John (#JMKLAS@WMMVS)

2474. IO questions

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 18:37:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880314183759.3.JRD@GRACKLE.SCRC.Symbolics.COM>
Source record: 253774

I'm looking for hints on the 'right' way to do character output to the screen. (the real goal is to figure out what stuff wants to go in my C library). I've tried Bconout and Cconout, but both have their problems. Cconout observes Xon/Xoff, but is confused by things that redirect file handle 1 (0?, 2?), such as Gulam. Bconout takes a dev, thus avoiding the redirected handle problem, but doesn't observe Xon/Xoff, or control-C. Neither of those behaviours is acceptable. I've also considered doing Fwrite's, scanning the buffer for newlines on TTY devices, but that seems like a fairly excessive amount of work; there ought to be an easier way. I guess it's also possible to build my own Xon/Xoff handler, but, again, it seems like there ought to be an easier way. Anybody got any hints on how this is done elsewhere?

On a related topic, what's a good way to discover whether a handle is actually connected to a disk file, as opposed to the screen? The MUN stuff does Fdatime at the handle, checking for error status as an indication that you've got a terminal device as opposed to a file device. That sort of works, but it's unbelievably slow, and has the extra disadvantage that the error return is really the result of an address fault internal to the OS. That works ok as long as you don't have a debugger loaded, but if you do, you bomb into the debugger in high memory with an illegal address trap. I can think of things I'd rather do...

Thanks in advance for any info.

2475. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 18:40:34 UTC
From: david@bdt.UUCP
Message-ID: <176@bdt.UUCP>
Source record: 253775

In article <1008@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>It *is* just a simple longjmp! (Except that it gets executed in Super
>mode -- but the handler can just consist of a longjmp.) If you have a...

If the Pterm handler consists of just a longjmp, doesn't that mean that the supervisor stack is permanently shrinking, and that the program thereafter runs in supervisor mode, even if it was started in user mode? Wouldn't that mean that a lot (maybe not so many) ^C's would use up all the supervisor stack?

Also what about open files? SOmebody has to take care of them don't they? If the program re-opens the same files, things could get messy (one problem is the great duplicate file name thing).

>Other globals have always had that problem, though: if you longjmp,
>you have to be sure you reinitialize them.

This statement alone (along with others in your message) suggest that the Pterm handler is more than just a longjmp. I still contend that the Pterm handler must "clean up whatever needs cleaning up, and then longjmp". The list of "whatever needs cleaning up" is where things can get complicated (potentially).
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2476. Character sets

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 18:45:00 UTC
From: MOLCS@UNO.BITNET
Message-ID: <8803141851.AA01747@ucbvax.Berkeley.EDU>
Source record: 253776

For Atari Programers,

I have a few questions about loading and using alternate character sets on the Atari 1040 ST... I cannot seem to find docs on replacing the Atari built-in character sets with a user writen character set. Does anyone know the format and locations of the Atari Characetr sets. Is there a pointer that points to the character set? If so, can I redirect it to my own character set?

On another note, I do have the GDOS that came with Degas Elite. How can I use GDOS to load and use my own character sets in my own programs? BTW, I am using the TDI Modula-2 v. 3.xx.

Michael O. Lott
MOLCS@UNO

2477. Re: Micro RTX Description (discussion, predictions)

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 19:38:31 UTC
From: david@bdt.UUCP
Message-ID: <177@bdt.UUCP>
Source record: 253786

In article <4518@watdcsu.waterloo.edu> ttims@watdcsu.waterloo.edu (Tracy Tims) writes:
>Your RTX system sounds really, really nice. (I wrote my own mini message
>passing kernel for the Atari, but it has only a small fraction of the power
>of yours.)
>
>So, considering that it exists, and that it sounds like it's in good taste,
>technically speaking:
>
> Why isn't Atari licensing it from you and distributing it
> with all their machines?

Good question. I'm sorry but I don't have the answer. It seems to make
perfectly goo dbusiness sense to me.

>Would you accept a binary licensing fee of say, 15 dollars (US) per copy for
>distribution with every Atari ST? If Atari was willing to simply pass this
>fee onto each consumer by raising the system cost by 15 dollars would this
>impact hardware sales in a meaningful way? (What would be a more optimal
>licensing fee?) Consumers, would you pay 15 dollars more for an Atari with
>RTX built in?

Guess what. The offical published binary re-distribution fee for Micro RTX
is even less - just $10 per copy! This is supposed to be per-product, but
theoretically (and legitimately) Atari could develop a simple application
that used RTX (hello world for that matter) and distribute it with every ST
for just $10 per copy royalty!

>If it was distributed (and became the new Atari operating system standard)
>would this encourage more sophisticated software development for the machine,
>and would this increase the market for the hardware (and for the RTX)? Is
>it possible that RTX could add more reliability to stock TOS?

Well we have developed large multi-user business applications based on RTX.
These systems run multi-user 24 hrs. a day. The internal architecture of
these systems is pretty sophisticated: several communicating processes,
network and file-system servers, multiplexing device drivers, protocol
drivers, hundreds of files open simultaneousaly (try that with plain old
TOS!). Once the software is debugged, they simply don't crash, even with
hundreds of messages flying around between CPUs, and lot's of disk activity.
It is possible to crash a system that has no hardware protection if you try;
but it is also possible to develop highly robust, reliable, sophisticated
software applications with RTX. I know becuase I have done it! It works.
Anybody that says that it cannot be done is either inept or lying.

With regular TOS we can't even run our system single-user, becuase TOS
has problems handling the number of files, and has memory allocation problems.

When we run under RTX the problems go away. RTX can, of course, present new problems to programs that were poorly designed. For example, sometimes programs "over-ride" TOS to overcome bugs, and these types of programs may have problems with RTX. But with RTX the system calls work, and there's more of them, so you can produce "clean" reliable applications.

--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2478. Re: DISKFREE

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 19:50:00 UTC
From: apratt@atari.UUCP
Message-ID: <1016@atari.UUCP>
Source record: 253777

From article <704@viper.Lynx.MN.Org>, by john@viper.Lynx.MN.Org (John Stanley):
> I know several very knowledgable people at Atari read this
> newsgroup. Perhaps we could get a little high level debugging
> help with such a useful utility?? If it is a TOS/BIOS level
> problem, there's no way anyone but Atari can confirm it.

I forget if I actually responded to the original article -- I think I did.

Part of the problem with DISKFREE is that it circumvents GEMDOS's
internal FAT buffers. There are up to two of these, meaning two sectors
of the FAT can be out of date with respect to the data on the media.
This will only happen when there are open files on the media which have
been extended by GEMDOS writes.

But this still doesn't explain the wholesale zero-length file problems,
because at most this could account for DISKFREE overestimating by 1MB.

If DISKFREE causes a media change somehow, that would do it -- because
created, unclosed files get closed with zero length and the handles
become invalid (reads and writes return EIHNDL). If your term program
is dumb enough not to check the return code from the write, and DISKFREE
causes media change on the device, this could be the problem.

Failing that, I just don't know. I do know, as a "knowledgeable person
at Atari," that this kind of extra-curricular stuff at the GEMDOS level
is dangerous: the only place I would want a disk utility (a cache, for
instance) is at the RWABS level, which has a well-understood interface
with the rest of the system.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2479. Re: Analog (again)

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 19:53:52 UTC
From: njd@ihlpm.ATT.COM
Message-ID: <1753@ihlpm.ATT.COM>
Source record: 253778
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

>
> Seems to me I read a post here back around the middle of January
> explaining that Analog had been bought out by a bigger company and
> that we could expect a March issue to be out by the middle or end
> of February. It's now the middle of March. Anybody hear anything
> recently about Analog's L-O-N-G absence, and when, if ever, I can
> expect a new issue to arrive in my mailbox???

I have good news! ANALOG is mailing the April issues! How do I know?
I just received mine this past Saturday (3/12)!

Yes, ANALOG has been bought by a bigger company, L.F.P. Inc, which
(I guess many people know now) is, I have read on Delphi, owned by
Larry Flynt of Hustler fame ("infame?"). The content looks to be
about the same, although the mag. seems to have shrunk a bit;
there seem to be at least one fewer regular columns. But given the
problems that the ANALOG staff has had, I'm willing to give them a
while to get things back to normal. To me at least, it looks very
much the same. There seems to be the usual complement of type-in
programs, including part 2 (the compiler) of "The Wizard" text-
adventure construction package. Also, there is the 1st in a
series of 3 articles (in the "Bits and Pieces" series of h/w articles)
about connecting one 8-bit to another, to use as a printer buffer
(I guess old 8-bits are cheaper than printer buffers?), but it's a
very general look at Atari SIO etc.

The arrival of this "long-awaited" issue made my day!

Nick DiMasi
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

2480. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 19:56:39 UTC
From: david@bdt.UUCP
Message-ID: <178@bdt.UUCP>
Source record: 253787

In article <144leigh@byuvax.bitnet> leigh@byuvax.bitnet writes:
>It is time that the Tramiel family leaves Atari and goes off to save
>another floundering company in need... And let some *real*business* men
>put things in order...

Hmmm... sounds like an excellent idea.

By the way, isn't Atari a real corporation, or do the Mr. T's own all
the stock? Don't the share-holders have any say, save the two
obvious options:

1) sell the stock for which they paid $12 for $4 (or current price)
2) hold on to it and watch it dwindle away to nothing

Disclaimer: I'm not a lawyer, and you couldn't get me to buy Atari stock
for any price (unless I get enough to fire the T's and S.H.).
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2481. Re: More info on software color upgrade

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 23:05:20 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2531@tekig5.TEK.COM>
Source record: 253779

In article <2137@polya.STANFORD.EDU>, rokicki@polya.STANFORD.EDU (Tomas G. Rokicki) writes:

> Try movem. As in:
>
> movem.l (a0)+,a2-a5/d0-d7
> movem.l a2-a5/d0-d7,(a1)
> add.w #48,a1
>
> Much faster than
>
> move.l (a0)+,(a1)+
>
> repeated 12 times.
>
> -tom

Maybe I'm confused and not counting cycles correctly, if so show me where I going wrong. But it looks like the move multiple sequence is only 6 cycles faster than the 12 move.1 (a0)+,(a1)+. The advantange of the move.l is that you get a more even color change than the movem gives. That is every color change is exactly 20 cycles apart. Here is what I believe the timings are.

```
movem.l (a0)+,a2-a5/d0-d7 # 8 + 8 * 12 = 104
movem.l a2-a5/d0-d7,(a1) #12 + 8 * 12 = 108
add.w #48,a1 # 22
----
234
```

Where as 12 move.l (a0)+,(a1)+ gives 12 * 20 or 240 cycles. Is this correct or am I goofed up. Thanks for your help.

Wayne Knapp

2482. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-14 23:25:26 UTC
From: jsp@sp7040.UUCP
Message-ID: <293@sp7040.UUCP>
Source record: 253780
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <7569@agate.BERKELEY.EDU>, c60c-6bh@web1d.berkeley.edu (Hurley (Ahhz)) writes:
>
> Let's just face it .....
>
> the Amiga is 'The Right Thing'
>
> the Atari isn't
>
> unless you own one, in which case, everyman learns
> to love his executioner given time.
>

I can't help but wonder about this guy. The last message seems to
have been nothing but a mess to say that the Amiga is better than the Atari.
So much bandwidth across the country for so little.

Having used both (however it's the Atari I own), I have found them to
be more alike than different. They both have bugs, they both have a 68000 and
they both have an operating system that is a piece of **** (capitalized,
underlined, highlighted, boldened, etc.). I am hoping for more with Minix.

However, would somebody please strangle this p*ss ant and get him off
the net. For an institution that did so much with UNIX, I find this routine
dump by BOZO the clown to be offensive. Maybe a little moderation by somebody
there would be a good idea.

-- Johnnie --

My opinions are my own. However, I only get this attitude when some DORK
thinks he knows it all.

2483. Re: ABAQ-MC68030/Unix

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 00:43:00 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <1533@pasteur.Berkeley.Edu>
Source record: 253782

In article <2672@crash.cts.com> fred@pnet01.cts.com (Fred Brooks) writes:
>I hope they will push the Unix machine. If they join the 68000 ABI then all
>software written for other Unix machines will run on the ATARI with out and
>mods. Not just source compatability but BINARY. It's the wave.
>Fred
>UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
>ARPA: crash!pnet01!fred@nosc.mil
>INET: fred@pnet01.cts.com

THAT would just be too logical for Atari to take up.
And what's this I hear about NO SOURCE COMPATABILITY WITH UNIX on
the ABAQ?? If the machine's so hot, it should have a superset of
the standard unix function library. Without "instant" systems that
are upgradeable, atari will not win customers. Nowadays, people
expect a machine to come with software, especially $2000+ systems.

John Kawakami / c60b-at@buddy.berkeley.edu
model american / cc-28@cory.berkeley.edu
numbered account / ----* -O^O-

2484. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 00:53:26 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <2064@phoenix.Princeton.EDU>
Source record: 253783

FLAME ON

In article <148leigh@byuvax.bitnet> leigh@byuvax.bitnet writes:
>Now is the time for someone with good management to come in and buy Atari
>so that the Tramiel family can go off and save another company in trouble...
>
>Chad

This is an absolutely inane statement to make. If you are not satisfied with your Atari computer, you should sell it and buy a different one, or else learn to live with it. How do you expect users to have any hope of Atari listening to us if we go on attacking them at the highest levels? The "why haven't you fixed this bug yet (these zillion bugs yet!)?" approach to applying pressure to Atari might have some chance of success, the "I don't like the management/ownership and your mother dresses you funny" approach is sure to bring out the "business is war, and you are obviously on the wrong side" attitude in any company.

FLAME OFF

--Patrick Simon mpsimon@phoenix.princeton.edu 3/14/88

disclaimer: my very own opinion. Ain't nobody responsible.

2485. Re: ST hard disk prices..:-(

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 01:51:58 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <45465@sun.uucp>
Source record: 253784

I'm not trying to pick on anyone here, but lets look at the numbers shall we?

In article <8185@tut.cis.ohio-state.edu> (Andrew Weaver) writes:
->In article <409@ole.UUCP> deep@ole.UUCP (Pradeep Chilka) writes:
->>Why oh why does Atari charge an arm and a leg for their hard
->>disk drives ~600-800 when I can get a 20MB hard disk for an AT
->>for less than $300?

Ok, our target is $600. What we need is a drive, controller, SCSI->ST506 interface, powersupply, Box and cables.

-> ...However, there _are_ alternatives. Take it from
->one who found out! You can be saved from Atari's collective greed by
->finding your favorite 20Mb (or 30Mb or higher) hard drive mechanism, some
->available for under $250 retail via mail order or even less used, and
->purchasing the Berkeley Microsystems BMS-100 ASCI to SCSI converter
->board. This, along with a SCSI to ST506 converter board, allows you
->to attach industry standard hard drive mechanisms to your ST. I think
->the BMS-100 board is around $125 by itself, or $250 with the SCSI to
->ST506 board. I mention that these are available separately because
->there are cheaper SCSI-to-ST506 converter boards. (<$100 from what I
->have heard.)

Actually finding a SCSI->ST506 less than $100 is tough, SASI->ST506 it's possible but you don't want SASI you want SCSI.

-> The point is, if you can find a decently priced mechanism, from
->$200 to $300, you can come up with a hard drive for less than what Atari
->charges. Of course, you also need a power supply and a smidgen of
->technological prowess (or just plain bravado :-) and you can have a cheapo
->hard drive.

But wait a minute, let's see what we have
20Meg Drive $250
BMS Controller $250 (all PC drives are ST506)
Power Supply $25
Case $25 (or buy a PC clone case with supply for $40)
Cable/Connectors $15 (you crimp them together)
============
Total $565. Holy Shit Batman I'm saving a measly $35!

No, the answer to the original question which was "Why are PC drives so much cheaper" is that all you get when you get a PC drive is the mechanism. You don't get a power supply and a box and a special controller. Atari drive suppliers have to supply a complete system. A better comparison is with

Macintosh drives, which also have to supply a case and supply etc.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

2486. Oh where, oh where, has Info_atari16 gone?

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 02:14:39 UTC
From: Flash@UMass.BITNET
Message-ID: <8803142113316F7.AWFY@Mars.UCC.UMass.EDU>
Source record: 253785

Once again, I have stopped receiving Info-Atari16 here at UMass, I distribute it here, so lots of lonely atarians are missing it. Could somebody please check into this?

Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@CUNYVM.CUNY.EDU
R-FLASHMAN on GEnie

2487. Re: Atari: no-support (a different aspect)

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 04:41:27 UTC
From: hase@netmbx.UUCP
Message-ID: <1529@netmbx.UUCP>
Source record: 253781

In article <195@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:
> And then the people which Atari appointed as managers of the
> local Atari subsidiaries, like Atari Germany which can't tell
> a computer from a toaster.......
True.
Awfully true.

But some of the so called 'magazines' on the german market are doing
their best to make Atari look like a company producing only vaporware.
They listen to the latest rumors and wishes and dreams of some
ignorants, add the term 'announcement directly from ATARI' and give it
to print.
>
>I'm sure one day Atari will get the deserved returns for this, but for
>now the european ST-users are the cows that can be milked to the last
>drop (and finance $60'000'000 deals).
They already get the returns: nobody believes in the power of the ST.
The ST is selling only in the department stores shops no professional
would seek for...
hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

2488. Re: BITNET guru urgently needed

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 06:39:28 UTC
From: gpm@dukempd.UUCP
Message-ID: <621@dukempd.UUCP>
Source record: 253789

In article <570@myrias.UUCP> mj@myrias.UUCP (Michal Jaegermann) writes:
>As you can guess, I was trying, in vain, to reach Houston public server.
>So far UHUPVM1, from my point of view, is the closest thing to black
>hole you can get.

I'll second that. Good luck trying to find out how to get to Houston. I have asked the same question twice over the past 2 months and have gotten no responce.

(deleted description of the failed tries to access Houston)

>If others are affected by the same problem, then I have a modest proposal.
>Is it possible to arrange a bulk exchange of materials between
>UH-INFO@UHUPVM1 and LISTSERV at CANADA01? The other server seems to
>be much more coopeartive. At least from my point of view. :-).
>
> Michal Jaegermann

Again, I have suggested this within the past month, and was met with stony silence on the idea. I think this exchange, while cumbersome at first, is a good idea. I'm happy to see someone else bring it up. Michal Jaegermann and I can't be the only people in the world who can't get to Houston. How many have this deficiency? Speak up! If the need proves to be widespread, then at the very least the writers might send copies of their useful work to BOTH Houston and Canada.
Also, let's not forget the other, smaller servers.
server@uk.ac.bradford.eleceng.marvin is out there in england, but can't mail back to me and so is probably inaccessible to many others as well. In addition I just read of a new server netlib@lakesys. These and any others should also be included in the file swapping.
Let's work toward full software accessibility!
--
Guy Metcalfe
Duke University Dept. of Physics gpm@dukempd.uucp
& Center for Nonlinear Studies mcnc!duke!dukempd!gpm
Durham, N.C. 27706 despot@tucc.bitnet

2489. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 07:00:42 UTC
From: rjung@castor.usc.edu
Message-ID: <486@nunki.usc.edu>
Source record: 253790

In article <2064@phoenix.Princeton.EDU> mpsimon@phoenix.Princeton.EDU (M. Patrick Simon) writes:
> If you have problems
>with your Atari computer, you should sell it and buy a different one, or
>else learn to live with it.

Right. If you don't like the machine, don't use it. I *love* mine.

> How do you expect users to have any hope of
>Atari listening to us if we go on attacking them at the highest levels?
>The "why haven't you fixed this bug yet (these zillion bugs yet!)?" approach
>to applying pressure to Atari might have some chance of success, the "I don't
>like the management/ownership and your mother dresses you funny" approach
>is sure to bring out the "business is war, and you are obviously on the
>wrong side" attitude in any company.

(Taking the opportunity to write for a change, and not get swamped about hardware tricks:)

To tell the truth, I've never really found a bug in the ST that drove me nuts (Heck, about the worst bug I've run across is in fsel(), where you change the drive to B: and you get "[OK]" on the pathname line...No big deal)...However, management-flaming is another thing.

I don't believe in mindlessly flaming just for the sake of flaming. But when something goes wrong, SOMEbody has to speak out -- Why not us, the users? My only real gripes right now with Atari is an overall lack of credibility; Not between me and the company, but between Atari and the rest of the industry. I want to see Atari/the ST/the Mega/the Abaq/the 8-bits survive, and when I see something that's "stupid" (to me), such as taking x months to release a piece of hardware, I get a little depressed...

But random flaming ("Oh, Atari will never get anywhere, the NAME is bad!") is out...

--R.J.
B-)

>disclaimer: my very own opinion. Ain't nobody responsible.
Bully for you!

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2490. Re: Why the Atari ST "flame" was posted up...

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 12:02:59 UTC
From: csan@its63b.ed.ac.uk
Message-ID: <1074@its63b.ed.ac.uk>
Source record: 253791

>
> If the Archimedes ever makes it to the States, I'm gonna take a good
>look at it. If Dave's any expert (and he is), it should be one very
>impressive system.
>

The Acorn Archimedes is well worth a look at. It is said to be the fastest
micro ever produced and having seen it, I am inclined to agree.
As a demonstration, Acorn include a GEM-like desktop which runs faster than
GEM on the Atari and best of all, include the source because it was written
in BASIC (yuk). Its a fantastic machine.

By the way, I still love my Atari!

--Andie.

Andie Ness . Department of Computer Science ,Edinburgh University.
ARPA: csan%ed.itspna@nss.cs.ucl.ac.uk UUCP: ...!uunet!mcvax!ukc!itspna!csan
an%ed.lfcs@nss.cs.ucl.ac.uk
JANET: csan@uk.ac.ed.itspna
an@uk.ac.ed.lfcs

% These are my own views and any resemblance to any coherent reasoning is
% probably a typo.

2491. UH-INFO dead?

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 12:18:26 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1461@water.waterloo.edu>
Source record: 253792

Last evening I tried sending a message to UH-INFO@UHUPVM1.bitnet
(UH-INFO at UHUPVM1)
and the message was returned to me, along with some cryptic
notations. Part of this response included this curious line:

554 Mail to UH-INFO is not allowed.

Does this mean that some administrator at the University of Houston
has closed down the file server?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

2492. wrong newsgroup (was: Copyrights and Coercion)

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 12:23:55 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1462@water.waterloo.edu>
Source record: 253793

```
In article <1542@hyper.UUCP> guest@hyper.UUCP (guest) writes:
>
>Logajan says:
>>> Coercion - The initiation of the use of physical force, or the

Please continue this discussion in some other news group, or by mail.
--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey
```

2493. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 13:01:36 UTC
From: ONM29@DMSWWU1A.BITNET
Message-ID: <8803151301.AA18393@ucbvax.Berkeley.EDU>
Source record: 253794

```
INFO
```

2494. Calling J. Sonander or C. Allen re FILEFIX.ACC

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 14:16:12 UTC
From: 051332@UOTTAWA.BITNET
Message-ID: <8803151425.AA19620@ucbvax.Berkeley.EDU>
Source record: 253795

Regarding the PD program FILEFIX.ACC recently posted on ATARINET:
I love it -- I want to have its children...

(For those of you that have not seen this GEM, its a replacement
File Selector box that is installed from a desk accessory.
It manages to replace the normal - buggy - File Selector generated
by a fsel_input() call with a much more versatile version, similar to
the demonstration program FSEL.PRG posted some time back. For those
of you with a monochrome system, it is a 'must have'.)

On the subject of children, what attributes would I like?

1) Well, it is such a good program, there ought to be a colour version.

2) It would be nice if it would automatically install the new File
Selector without the user needing to go to the desk option, and
firing it up manually; ala ROCP.ACC. You don't really expect that
people will want to return to the old File Selector box after using
yours.

3) The default filename extensions are a little C-ish, could they be
changed to something a little more generic like .PRG, .TTP, .TOS, or
for users of communications packages .UUE, .ARC, .PRG. As long as
they are three character filename extensions, the user can jump in
with a disk editor and modify them to their own needs. I used Simon
Poole's DLII.PRG to change the .BSC to .DO(blank), and the new
version managed to find all the FLASH .DO files on my disk. A user
cannot easily change a one character default filename extension to
a multiple character extension.

Thank you again for this program, and I hope that you may be able to
incorporate some of these changes in any future revision. /JT

John Turnbull, NetNorth: 051332@uottawa
30 Somerset Ave, BITNET: 051332@uottawa
Dept. of Biology, ARPAnet: 051332%uottawa.bitnet@wiscvm.wisc.edu
Univ. of Ottawa, UUCP: ...!psuvax1!051332%uottawa.BITNET
Ottawa, Ontario, JANET: 051332%uottawa@rl.earn
CANADA, K1N 6N5. ICBM: 45 25' 33'' N 75 39' 05'' W

2495. memory upgrades

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 14:29:36 UTC
From: njm@bentley.UUCP
Message-ID: <1085@bentley.UUCP>
Source record: 253796

I need to increase the amount of memory on my 520st (512k -> 1meg).

Does anybody have any reccommendations of packages they liked or
disliked?? How about horror stories or things to be carful of ??

Any response at all would be greatly appreciated.

THNX Naim Mowatt

2496. Re: Saving the color pallette

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 14:48:12 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2095@ttidca.TTI.COM>
Source record: 253797
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

```
In article <422@mks.UUCP> wheels@mks.UUCP (Gerry Wheeler) writes:
>
>/*
[...deleted...]
> * By the way, if anyone knows, can they tell me how to read the current
> * contents of the ST's colour palette? If I could do that, I could restore
> * it at the end of the program.
[...deleted...]
> */
>

Be glad to. I wish everyone would save and restore the pallette. Here's
the necessary code in C (this is in MWC, but it is quite standard), and
then in GFA BASIC.

These routines use the Setcolor(color,-1) mode to read the pallette without
changing it. You can then change it to your heart's content, and restore
it at exit. If your program sets the pallette only once, you can change it
and save the old colors at the same time by replacing the -1 in the Setcolor
call with the new color you wish to use. Setcolor always returns the old
color RGB value, whether you change it or not. Any negative value for the
RGB component will read the old color, but not change it.

The standard syntax for Setcolor is

old_col = Setcolor(color,rgb);

where
int old_col is the old RGB color values
int color is the color number
int rgb is the new color value

Thanks, Gerry, for a nice job on the program.

/*************************************************************************/
/* Sample code to save and restore desktop colors */
/*************************************************************************/

#include <stdio.h>
#include <osbind.h>

#define LOWREZ 0 /* sixteen colors */
#define MEDREZ 1 /* four colors */

int rez; /* system resolution */
int d_col[16]; /* save pallette here */
```

```
main()
{
save_col(); /* save desktop colors */

Setcolor(0,4); /* background blue */
if(rez == LOWREZ) /* if low resolution */
Setcolor(15,0x777); /* text white */
else if(rez == MEDREZ) /* if medium resolution */
Setcolor(3,0x777); /* text white */

printf("\033E"); /* clear screen */
printf("Hello, world!\n"); /* <==Your program here */
printf("Press RETURN.\n"); /* issue prompt */
getchar(); /* get a keypress */
rest_col(); /* restore desktop colors */
} /* end main */

/*************************************************************************/
/* Save desktop colors */
/*************************************************************************/
save_col()
{
register int i; /* local counter */

rez = Getrez(); /* get system resolution */

if(rez == LOWREZ) /* if in low resolution */
{
for(i = 0; i < 16; i++) /* there are 16 colors */
d_col[i] = Setcolor(i,-1); /* save them */
} /* end low resolution */
else if(rez == MEDREZ) /* if in medium resolution */
{
for(i = 0; i < 4; i++) /* there are 4 colors */
d_col[i] = Setcolor(i,-1); /* save them */
} /* end medium resolution */
} /* not needed for monochrome */

/*************************************************************************/
/* Restore desktop colors */
/*************************************************************************/
rest_col()
{
register int i; /* local counter */

if(rez == LOWREZ) /* if in low resolution */
{
for(i = 0; i < 16; i++) /* there are 16 colors */
Setcolor(i,d_col[i]); /* restore them */
} /* end low resolution */
else if(rez == MEDREZ) /* if in medium resolution */
{
for(i = 0; i < 4; i++) /* there are 4 colors */
```

```
Setcolor(i,d_col[i]); /* restore them */
} /* end medium resolution */
} /* not needed for monochrome */
```

And, in GFA BASIC (since no one seems to restore colors in GFA):

```
Rem :
Rem : Sample code to save and restore desktop colors
Rem :
Gosub Save_col
Setcolor 0,0,0,4
If Rez%=1
Setcolor 3,7,7,7
Endif
If Rez%=0
Setcolor 15,7,7,7
Endif
Hidem
Print "Hello, World!"
Input "Press RETURN. ",A$
Gosub Rest_col
End
Procedure Save_col
Rez%=Xbios(4)
Rem Low resolution
If Rez%=0
Dim D_col(15)
For I%=0 To 15
D_col(I%)=Xbios(7,I%,-1)
Next I%
Endif
Rem Medium resolution
If Rez%=1
Dim D_col(3)
For I%=0 To 3
D_col(I%)=Xbios(7,I%,-1)
Next I%
Endif
Return
Procedure Rest_col
If Rez%=0
Rem Low resolution
For I%=0 To 15
Setcolor I%,D_col(I%)
Next I%
Endif
If Rez%=1
Rem Medium resolution
For I%=0 To 3
Setcolor I%,D_col(I%)
Next I%
```

```
Endif
Return
```

```
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside
```

2497. Re: fsel_input

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 15:36:08 UTC
From: uace0@uhnix2.UUCP
Message-ID: <513@uhnix2.UUCP>
Source record: 253798

If your new fsel_input routine keeps the same first parameter, and all other parameters are extraneous extras, then you can make it compatible with the current system call. Just make sure you check for legit parameter passing.

- Mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

2498. Re: tex/dvi/SUPRA

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 15:52:25 UTC
From: Ram-Ashwin@cs.yale.edu
Message-ID: <25159@yale-celray.yale.UUCP>
Source record: 253799

In article <1038@sbcs.sunysb.edu>, lean@sbcs (Lean L. Loh) writes:
>
> Q: I just got dvi2st (PD dvi previewer on the mono ST). From the readme file,
> I gather that I can preview on the ST a remote dvi file (located on a
> VAX/UNIX).

Where is this program available? Does it work as advertised (i.e., can you really preview a remote file on a Unix machine from your ST without downloading it)? If so, I'd appreciate a pointer to the program.

Thanks in advance.

-- Ashwin Ram --

ARPA: Ram-Ashwin@cs.yale.edu
UUCP: {decvax,ucbvax,harvard,cmcl2,...}!yale!Ram-Ashwin
BITNET: Ram@yalecs

2499. ST-Log, Analog

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 16:19:33 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1029@usl-pc.UUCP>
Source record: 253800

I just received my new ST-Log in the mail yesterday, dated April 1988!
The last one that I had received was in Sept. 1987. This was a long wait, but
the rumors were true, the magazine was bought out by Flint Publications.

The magazine had some good articles, and a real nice program that
allows you to edit/replace your working desktop mouse. The magazine also
had its regular feature tutorials on C, Assembly Language, and GFA basic.


```
--------------------------------------------------------------------------
John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/
--------------------------------------------------------------------------
```

2500. Reach out and Grep someone.

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 17:15:09 UTC
From: bba@mtgzz.UUCP
Message-ID: <3742@mtgzz.UUCP>
Source record: 253701
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

Hi,

I recently bought the Aztec C compiler (3.6a) for the Amiga from a local dealer. In order to gain familiarity with the system, I ported James Wood's Super Kanji Egrep from Comp.sources.unix. This is an 8 bit compatible grep, fgrep and egrep. The fgrep uses Boyer Moore skip tables to get sublinear string matching speed. Grep and Egrep use Henry Spencers regular expression library to create an NFA which is ok for grep, but lacking for egrep. The original unix code would hand off the pattern to the unix ?grep as appropriate in situations where this version is inadequate.

Anyhow, does anyone want this? I don't want to send this to the moderator if its something that is widely available. Also, this port is pretty simple -- anyone with the sources could do it.

Less than 5 'I WANTS' and I'll send it by mail. More than 10, and I'll send it to the moderator. Anything in between depends on my mood and what they're serving for lunch in the cafeteria.

I'm also sending this to comp.sys.atari.st because the sources are fairly vanilla and should port quite easily. Requires essentially stdio, malloc and stat. Let me know if you ST folks want it.

Regards,

Binayak Banerjee
{ihnp4,allegra}!mtgzz!bba
bba@mtgzz.ATT.COM

2501. Re: A cure looking for a disease? (I hope)

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 18:07:15 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <531@csvax.liv.ac.uk>
Source record: 253702

In article <8803081650.AA29358@ucbvax.Berkeley.EDU> 051332@UOTTAWA.BITNET (John Turnbull) writes:
>
>A program called VDU_2_0.PRG has been posted to the FILESERVers at
>CANADA01 and UHUPVM1. It is claimed that it will cure the 'Boot sector'
>virus and immunize the disk from future infection with this virus.
>
>Does anybody have any information about this virus, its mode of
>infection, mechanism, symptoms or how wide-spread it may have become?
>
>Please post replies to the net. Most people will be interested. /JT
>
>John Turnbull, NetNorth: 051332@uottawa

I've seen an ST virus, I don't if we're all talking about one or
many viruses here.
The way it worked was by altering the MEDIACH vector (I think),
location $472, to point to itself. Then whenever a disk is swapped, and
TOS calls the media change handler, the virus is executed. The virus then
calls the normal media change handler (and the BIOS parameter block is read
from the disk), the virus then wrote itself onto the new disk.
The virus did do a little bit of checking on the newly inserted
disk before it read itself in. If the new disk already had a virus on it
with a higher generation number (yes it keeps a count of how many times
it has reproduced) it would read this new version into memory and make it
the "resident" virus. It also some other checks on the boot sector of the
new disk, which I'm not quite sure about. It seemed to be checking the boot
sector for a particular program and if it found it, it would execute it.
I'm not sure, but it could be waiting for a second virus to come along which
would maybe cause it to become malicious....

****

"...there's no success JANET unpowell@uk.ac.lis.csvax
like failure and UUCP {backbone}!mcvax!ukc!mupsy!lis-cs!unpowell
failure's no success ARPA unpowell%csvax.lis.ac.uk@nss.cs.ucl.ac.uk
at all..." B.Dylan

****

2502. Re: RAM chips

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 18:20:24 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2444@ihuxy.ATT.COM>
Source record: 253703

In article <880310-105218-1986@Xerox> "chaz_heritage.WGC1RX"@XEROX.COM writes:

Actually he forwarded some info about DRAM prices

>1) The Japanes
> price got down to pennies a chip.

>2) The Americans got priced out of business, so they shut down their chip
> manufacturing lines -

> Then screamed to their congressmen to "protect" them.

I was under the impression that
certain Japanese manufactors
were "dumping" DRAMs at below cost,
in an attemp to push the the
border-line American companies over
the edge.

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

2503. Re: Video interrupts: using or disabling

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 18:44:19 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <532@csvax.liv.ac.uk>
Source record: 253704

In article <3379@chinet.UUCP>, saj@chinet.UUCP (Stephen Jacobs) writes:
> I am curious about the horizontal and vertical blank interrupts. How much
> code can one safely put in a horizontal blank routine? How many micro
> seconds does each call of the default vertical blank handler take? There
> appears to be a flag telling the default vertical blank handler to cut its
> operation short: what awful thing (if any) would happen if the interrupt
> threshold was simply set above the vertical blank level? And finally, how
> do I try playing with these things (I've never done anything with privileged
> instructions on the 68000, so those interrupt levels and first 1 K of memory
> flags are new territory). I have Mark Williams C (with their assembler
> included), a few Abacus books and some 68000 documentation. Use your best
> judgement about whether to mail or post replies.

Better using Timer B (the MFP timer that counts line returns). This
gives much better results than the priority 2 HBL, because it has priority
6, and also has higher priority than keyboard interrupts etc.
Even though it has higher priority than keyboard you may still have
to disable keyboard interrupts as there are about 50 clock periods taken
up with the imterrupt acknowledge. During this time no other interrupts
can be processed. This isn't much of a problem eith normal interrupts, but
with graphics this can create some awful flicker.

****

"...there's no success JANET unpowell@uk.ac.lis.csvax
like failure and UUCP {backbone}!mcvax!ukc!mupsy!lis-cs!unpowell
failure's no success ARPA unpowell%csvax.lis.ac.uk@nss.cs.ucl.ac.uk
at all..." B.Dylan

****

2504. Re: More info on software color upgrade

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 19:26:00 UTC
From: johnm@trsvax.UUCP
Message-ID: <226500007@trsvax>
Source record: 253705

I for one would very much like to see a 640 x 200 x 512 mode even if only 32 colors are available per scan line. The doubled resolution would be more than noticable in what it would do for pictures.

2505. LISP Interpreter ???

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 20:33:36 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17499@watmath.waterloo.edu>
Source record: 253706

Does anyone know of a LISP for the ST either commercial or PD.
A simple implementation will do. Only need it for study purposes
ie. doing CS assignments.

--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2506. Re: DISKFREE

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 20:39:00 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <933@xn.LL.MIT.EDU>
Source record: 253707

I have got to comment on the following from Allan Pratt discussing
Tim Purves' DISKFREE TSR program:

Failing that, I just don't know. I do know, as a "knowledgeable person
at Atari," that this kind of extra-curricular stuff at the GEMDOS level
is dangerous: the only place I would want a disk utility (a cache, for
instance) is at the RWABS level, which has a well-understood interface
with the rest of the system.

DISKFREE is probably the most useful utility outside of a disk cache
that exists for the ST. Why in hell, a system that was announced with
a hard disk takes so f*(&ing long to check disk space is without excuse.
We wont even mention the delay in first writing to a new file.

Atari has known of this problem since early 1985 and in 3 years has
yet to fix it (or almost any other bug for that matter). Any you
wonder why support for the ST is dying?????

Matthew R. Singer
Commnet Systems

2507. Laser C bug

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 21:42:00 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4057@batcomputer.tn.cornell.edu>
Source record: 253708

[]

The Laser C preprocessor will not take a logical OR, as in:

```
#define AtST 1
#define MSDOS 0
...
#if (AtST || MSDOS) /* does not work! */
```

The solution is to write:

```
#if (AtST | MSDOS) /* this does work */
```

Note that the replacement of logical OR with a bit-wise OR is safe,
but one CANNOT generally replace "&&" with "&". For example:
(2 && 4) == 1, but (2 & 4) == 0.

I consider this a bug since in "C: A Reference Manual" by Harbison & Steele
(highly recommended, look for 2nd edition!) it says explicitly that "||"
is OK in the constant expression for #if.

- Moshe Braner

PS: Havn't received the Laser C manual yet. I sent the defective Laser C
system disk I got back to Megamax, and they sent me a replacement already.

2508. UW for ST (was Re: UniTerm 2.1a wishlist/Broken ST problem...)

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 22:07:01 UTC
From: rosenkra@Alliant.COM
Message-ID: <1432@alliant.Alliant.COM>
Source record: 253709

---

i've had src for unix side of uw for some time but cannot locate ST side (easily). could you please post this version? source and all...

thanx

-bill

2509. Re: Micro RTX Description (discussion, predictions)

Newsgroup: comp.sys.atari.st
Date: 1988-03-15 22:19:18 UTC
From: rosenkra@Alliant.COM
Message-ID: <1433@alliant.Alliant.COM>
Source record: 253710

---

why couldn't atari add RTX to what they are already planning to do (which sounds to me like a reasonably radical change to the roms [radical for atari, anyway])? just how serious is atari in actually soliciting their user's input in s/w upgrades? though incorporating rtx would probably be non-trivial, it certainly would be nice and guess what? no more amiga multitasking flames!

email request to atari.

-bill

(amiga readers: please don't flame out. i like your machine, too. this issue is dead)

2510. TW/DataManager ST vs. BaseTwo vs. SuperBase vs. dBMan vs. your fave

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 02:01:01 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1988Mar15.210101.19184@gpu.utcs.toronto.edu>
Source record: 253711

OK Folks. I've decided I need a data base manager. The bills for my thesis need to be sorted out so that I can present them to my supervisor. I figure I can classify my wall board heaters by wattage. And I really do need to figure out how much I spend on kites during February (This is Canada remember).

My wife thinks its another one of my shennagan's. I almost believe her, but then I see an ad for the latest in ST data base managers. Organize your life. Never succumb to paper lists again. This software is packed with features! Supports a monitor, left/right cursor movements, does automatic linefeeds in a report! You name it! And then that gleam comes into my eye. They glaze over. I feel the poetry of Moliere like when he so eruditely discussed "vapours of the brain" in the play "A Doctor Inspite of Himself". Suddenly, I am ready to exchange money for any package.

Please someone. Anyone. Help me out. What's the low down on data base managers for the ST? I guess I need something with some analytical capabil-ities. I read a book on REFLEX for the IBM. This sounded like a neat product. Is there something out there like this for the ST?

adTHANKSvance

pavneet arora
parora@utgpu

2511. UW for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 02:56:41 UTC
From: martin@lakesys.UUCP
Message-ID: <504@lakesys.UUCP>
Source record: 253712

In article <24872@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>UW gives you multiple simultaneous terminal windows through a single
>serial connection. It makes low baud rate (2400-baud in my case)
>connections much more useful.
>
[Interesting description deleted]

>If there is enough interest, I'll put together a posting.
>
>Anything else you want to know?

Would you please send me a copy? I'd be happy to make it available to
all through netlib.

Marty Wiedmeyer
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

2512. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 04:50:13 UTC
From: med@druhi.ATT.COM
Message-ID: <2783@druhi.ATT.COM>
Source record: 253713

***** Severe flames ahead, beware *****

In article <2064@phoenix.Princeton.EDU>, mpsimon@phoenix.Princeton.EDU (M. Patrick Simon) writes:
> The "why haven't you fixed this bug yet (these zillion bugs yet!)?" approach
> to applying pressure to Atari might have some chance of success, the "I don't

It sure does seem to me like the 40-folder bug, the fsel bug(s), the (*enter your favorite bug here*) bugs have been around long enough to prove *BEYOND A DOUBT* that this approach does not work with the current management at Atari. I used to think that a few of the lower level folks at Atari were somewhat responsible for this (I know, Alan, I'm not saying release the fixes before they are tested, BUT, you shouldn't taunt us with such things if you don't really mean it ;-)), but now, after having an ST for 2+ years, I'm convinced that the management of Atari, for better or worse, is the MAIN reason that a number of these bugs haven't been fixed. As long as they can sell the machine, AT A PROFIT, without being forced by their users to fix these bugs, they will continue to do so (I think this is the first law of business: Screw the consumer until they scream...).

> like the management/ownership and your mother dresses you funny" approach
> is sure to bring out the "business is war, and you are obviously on the
> wrong side" attitude in any company.

After reading the above discussion, it should be clear that I really don't like this approach, but I'm willing to consider it since the other approaches to date have not worked. I think that until Jack and his brothers figure out that "we've had enough of this sh*t and aren't going to pay for it any more", he will not fix ANYTHING. And if "your mother dresses you funny" abuse gets them started in *any* direction, at least its movement...

Needless to say, for me, he can keep his ABAQ (*If he is ever able to deliver them, RE: ATARI PC*).

Myron Drapal
ihnp4!druhi!med

P.S. If I thought I could unload this stuff for anywhere near what I had in it...

2513. Re: BITNET guru urgently needed

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 05:19:20 UTC
From: martin@lakesys.UUCP
Message-ID: <505@lakesys.UUCP>
Source record: 253714

In article <621@dukempd.UUCP> gpm@dukempd.UUCP (Guy Metcalfe) writes:
>I'll second that. Good luck trying to find out how to get to Houston. I have
>asked the same question twice over the past 2 months and have gotten no
>responce.
>

I too have had no luck in recent requests to UACE. In the last post of files available there was some mention of not being able to service anyone whose system is not connected to BITNET... :-(. About six months ago I did get some files I requested, however.

>>Is it possible to arrange a bulk exchange of materials between
>>UH-INFO@UHUPVM1 and LISTSERV at CANADA01? The other server seems to
>>be much more coopeartive. At least from my point of view. :-).

I have never gotten any sort of answer from LISTSERV to numerous requests of mine.

> Also, let's not forget the other, smaller servers.
>server@uk.ac.bradford.eleceng.marvin is out there in england, but can't mail
>back to me and so is probably inaccessible to many others as well.

I haven't gotten an answer from this server either.

>addition I just read of a new server netlib@lakesys. These and any others
>should also be included in the file swapping.

We here at lakesys' netlib will be happy to process requests for the files we have. If authors would like to send us their work, we'll make it available. Hopefully being accessable via UUCP will enable us to reach numerous sites.

To get our index, send the following to netlib@lakesys.UUCP:

send index from archives.atari

a subject is not needed on your message.

> Let's work toward full software accessibility!

I absolutely agree!

Marty Wiedmeyer
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

2514. Uniterm macros (again)

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 06:13:37 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <1580@pasteur.Berkeley.Edu>
Source record: 253715

Thanks to everyone who helped out with my macro problem last time. I got
that one working. Here is a new one I can't figure out.

It is meant for retrying pc pursuit until the city I want is free.
It seem to get stuck after the get on line 10

```
%WAIT (30)
%SEND (13)
%SEND (13)
%GET ('=', 5)
%SEND ('D1')
%SEND (13)
%GET ('@', 5)
%SEND ('C D/CASFA/12,PCP22851,DFTH9583')
%SEND (13)
%GET ('CONNECT') %JUMP (12)
%JUMP (8)
%DIAL (643 6557)
%MACRO ('CORY.MAC')
%MACRO ('CORY.MAC')
```

thanks,
James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

2515. Re: TW/DataManager ST vs. BaseTwo vs. SuperBase vs. dBMan vs. your fave

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 07:35:53 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3601@watcgl.waterloo.edu>
Source record: 253716

In article <1988Mar15.210101.19184@gpu.utcs.toronto.edu> parora@gpu.utcs.toronto.edu (Pavneet Arora) writes:
>... And then that gleam comes into my
>eye. They glaze over. I feel the poetry of Moliere like when he so eruditely
>discussed "vapours of the brain" in the play "A Doctor Inspite of Himself".
>Suddenly, I am ready to exchange money for any package.

I laughed and laughed when I read this. Pavneet, while I wouldn't quite use the same words, you've described exactly what comes over me from time to time. I _love_ buying software. I think it's just a chronic love of spending money, though. But by gum if I don't have over $1000 worth of software now... it's getting crazy. And it's a telling comment on the ST that it's this software alone that's keeping me from selling my ST and buying an Amoeba. I know I'd never get close to what I paid for all of it.

>Please someone. Anyone. Help me out. What's the low down on data base
>managers for the ST? I guess I need something with some analytical capabil-
>ities.

I own dBMAN (pretty much a dBASE III+ clone now with version 4, apparently), although I don't use it nearly as much as I'd like (like for instance, I really want to get all of the Usenet message summary files into a database -- what a wealth of information that is). It's pretty good, and very powerful, with its programmability. Not quite as "user friendly" (I apologise for using the uf-word) as most of the more GEM-oriented dBs out there, but they do have a GEM interface now.

Well, not much else I can say, since I really haven't used it in a while. In fact, I've barely used version 3, which I've had for 4 months or so. Version 2 was terribly buggy, version 3 isn't. Anyone out there have version 4?
--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
"My computer understands me."
- Old button of mine.

2516. Re: Gee whiz...

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 08:59:12 UTC
From: farren@gethen.UUCP
Message-ID: <802@gethen.UUCP>
Source record: 253717

In article <7590@apple.Apple.Com> landon@Apple.COM (Landon Dyer) writes:

[in response to my posting which said "they didn't do it in 6 months"]

>In my younger years I would have sprouted bright blue actinic sparks
>and gone for an artery. Instead I'll just say that "I was there, and
>you were not." We did SO do it in six months. I'm sure it shows.

I thank you, my arteries thank you. My apologies for spreading mis-
information - I was just passing on what I had been hearing from some
ex-Atari employees at the time. I wasn't there, you were, so I defer
to your greater knowledge.

Actually, it doesn't show all that much. For only six months, you
guys did a great job!

--
Michael J. Farren | "INVESTIGATE your point of view, don't just
{ucbvax, uunet, hoptoad}! | dogmatize it! Reflect on it and re-evaluate
unisoft!gethen!farren | it. You may want to change your mind someday."
gethen!farren@lll-winken.llnl.gov ----- Tom Reingold, from alt.flame

2517. Re: Books to learn by?

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 10:25:21 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2324@bath63.ux63.bath.ac.uk>
Source record: 253718

The Abacus book on disk drives is OK, at least the bits about flopsies, ramdisks, and the flopsy controller. Don't have a hard disk, so can't comment on that. The introductions to GEM and to the VDI, and Tricks and Tips, were all riddled with errors (in the first printings, which I wasted money on in my innocence and desperation to get some documentation) and I've heard no claims that they've improved with later printings so I would avoid them.

The Sybex book is good, and takes care to point out which bits are specific to ST or PC GEM (for the most part they're the same, bar the missing bit on the ST known as GDOS).

I also recommend (as I did a week or so ago) a new-ish book (Sept 87) - 'Atari ST Application Programming', by Pollack and Weber (Datatech Publications), published in the US and Canada by Bantam Computer Books as part of their 'Programming Performance Library'. ISBN 0-553-34397-1, should be about $25 US, $30 Canadian. (Was about 23 pounds sterling in the UK.) I still haven't finished working my way through it, but so far it is OK. That info should be enough to let you get a book shop to order it if you can't find it lying about.

Cheers, Paul

2518. Re: MORE on the 16Mhz board

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 10:48:31 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2325@bath63.ux63.bath.ac.uk>
Source record: 253719

It appears from Motorola's info that the 68000 can't hit memory more often
than every 4th clock cycle, so the memory stuff should still go OK with a
faster CPU. The video and DMA run independently anyway, so shouldn't care
-- assuming that they up the clock to the processor only, and leave it as
it is for everybody else.

2519. Re: Why the Atari ST "flame" was posted up...

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 11:01:44 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2326@bath63.ux63.bath.ac.uk>
Source record: 253720

Our experience (University of Bristol, but this is **NOT** an official University statement) is that the Archie indeed runs like a bat out of hell if you program it in BBC (interpreted) BASIC, or of course in assembler; but that it slows right down (painfully) if you try any other (of the very few available) high-level languages. Given that it is said to be specifically designed and tuned for Beeb BASIC, that seems reasonable.

And (personal opinion here) like all recent Acorn products, it is desperately overpriced. It's not at all clear which niche of the market they think they are going for. I have a feeling they may fall into a crack.

2520. Test message

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 15:18:00 UTC
From: Brunelle.Multics@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880316151816.933213@HIS-PHOENIX-MULTICS.ARPA>
Source record: 253721

```
This is a test.
```

2521. Who's listning

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 15:35:00 UTC
From: U00177@HASARA5.BITNET
Message-ID: <8803162333.AA02103@ucbvax.Berkeley.EDU>
Source record: 253722

Since march 10 nothing came through the network.
No Bulletins nothing about Atari. Do we have a message
eater (big brother of the line-eater?), stumbling around
the network lines?
Wim Schaasberg

2522. Re: RAM chips

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 16:04:25 UTC
From: govett@avsd.UUCP
Message-ID: <38@avsd.UUCP>
Source record: 253723

> In article <880310-105218-1986@Xerox> "chaz_heritage.WGC1RX"@XEROX.COM writes:
>
> Actually he forwarded some info about DRAM prices
>
> >1) The Japanes
> > price got down to pennies a chip.
>
> >2) The Americans got priced out of business, so they shut down their chip
> > manufacturing lines -
>
> > Then screamed to their congressmen to "protect" them.
>
> I was under the impression that
> certain Japanese manufactors
> were "dumping" DRAMs at below cost,
> in an attemp to push the the
> border-line American companies over
> the edge.
>
>
The Japanese got the price down so low because every vertically integrated
Japanese company kept adding DRAM capacity until there was overcapacity,
and then sold chips below cost (i.e., dumped them) to gain market share.
Because they are vertically integrated, they could absorb the losses better
than, say, Micron Technology which depends on DRAMs.

(Incidentally, the Japanese had those profits because previous dumping
had wiped out the US consumer electronics industry.)

See how it works?

2523. Re: wrong newsgroup (was: Copyrights and Coercion)

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 16:07:48 UTC
From: guest@hyper.UUCP
Message-ID: <1696@hyper.UUCP>
Source record: 253724

In article <1462@water.waterloo.edu>, ljdickey@water.waterloo.edu (Lee Dickey) writes:
> >Logajan says:
> >>> Coercion - The initiation of the use of physical force, or the
>
> Please continue this discussion in some other news group, or by mail.
> L. J. Dickey, Faculty of Mathematics, University of Waterloo.

Since Mr. Dickey is absolutely silent about any of the other
several dozen commentators on the subject of copyrights, I
am forced to conclude that he really means:

"Quit posting anything to this group that I disagree with."

If Mr. Dickey is of the opinion that no discussion of copyrights
belongs in this group, he should have said so. His failure
to do so reveals his true motiviations, I suggest.

- John M. Logajan {...!rutgers!} umn-cs!hyper!ns!logajan
- Network System Corp.; 7600 Boone Ave; Brooklyn Park, MN 55428

2524. UniTerm bugs !!!

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 17:37:31 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <541@csvax.liv.ac.uk>
Source record: 253725

I know this should be e-mailed directly to Simon Poole, but I'm not sure that
I have access to the appropriate network...

Here's some more 'bugs' I've found in UniTerm 2.0a 020 :

Please note, I'm using a colour system, so the following may not apply to
a mono system. Therefore, no "flames" please if these bugs don't appear on your
mono ST...

1) The E-test (ESC # 8) is extremely suspect. It fills the screen with E's,
but fails to reset the line attributes or home the cursor to 1,1. Hence,
if the cursor was on a double-width, double-height line, any text printed
AFTER the E-test will still have the same attributes (instead of being
single-height, single-width as it should be).

2) It appears that no ESC [value v (where value = 0,1,2,3,4 or 5) escape
sequences (they modify the cursor attributes) have been supported. This
is unusual, because it can be configured from the 'Terminal 1' menu option.

3) Not all double-height/double width modes have been implemented. This may
not apply when running in mono though.

4) Downwards scrolling on a colour monitor is annoying if you haven't carefully
twiddled the Control Panel colour settings. From what I can tell, the 3
bit-planes are getting scrolled independently which can cause multi-coloured
flickering.

5) The cursor does not expand to double-width when it is on a line with a
double-width attribute.

6) ESC # 9 is not supported. This fills the screen with a character assortment
(in which the character attributes vary from line to line).

7) The VT52 entry sequence ESC > doesn't appear to be supported. The terminal
type must be changed inside the 'Terminal 1' dialog.

8) Move the cursor to a line with some (varied) text on it. Enter LOCAL mode
and type ESC # 3 (double-width, double-height, top half). Instead of
redrawing the line in the new attributes, the character from the first
column of the line is duplicated 40 times !!!! I believe this is OK on
a mono system, though.

I know some of these points may seem like nit-picking to you, but I'm just
trying to highlight some of the missing features/bug-fixes that would be
useful in UniTerm 2.1a (I assume this is the next major release number).

Richard K. Lloyd, **********
Computer Science Dept., * JANET : SQRKL@UK.AC.LIV.CSVAX *

Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL *
Merseyside, England, * ARPA : SQRKL%csvax.liv.ac.uk@nss.cs.ucl.ac.uk *
Great (?) Britain. **********

"I have VERY strong opinions which are nothing whatsoever to do with the
University of Liverpool, so blame ME if I bitch about useless IBM PC clones,
even more redundant IBM mainframes and the terrible Atari ST..."

2525. Re: fsel_input, FILEFIX.ACC bug, and Malloc

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 18:19:47 UTC
From: apratt@atari.UUCP
Message-ID: <1017@atari.UUCP>
Source record: 253726

From article <194@actisb.UUCP>, by federico@actisb.UUCP (Federico Heinz):

> [Malloc question]

For something like a file selector, which will be allocated, do its thing, then be freed, you should use Malloc(-1L) to find out how much memory is available, allocate all but (perhaps) 8K of it, then free that when you're done. This kind of Malloc-then-free will not screw up the allocator. What crashes your system is when you allocate a bunch of blocks, then free them IN A DIFFERENT ORDER so they don't coalesce nicely.

(Well, for that matter, allocating a bunch of blocks can get you in trouble on its own...)

The reason I say Malloc(-1L) minus 8K is that you still want to have room for AES to do its thing, and I'm not sure when AES does its allocation. It could be that it doesn't do any more after your initial app_init and do_menu calls.

THERE IS A BUG IN THE NEW-FILE-SELECTOR ACCESSORY which was posted here. The bug is that it doesn't handle trap #2 when D0=0. This is the old CP/M-68K way to terminate a process, and the current AES correctly handles it. What you should do when you get trap #2 with D0=0 is Pterm0().

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2526. Re: LISP Interpreter ???

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 18:42:51 UTC
From: rjung@sal1.usc.edu
Message-ID: <500@nunki.usc.edu>
Source record: 253727

In article <17499@watmath.waterloo.edu> achowe@watmsg.UUCP (CrackerJack) writes:
>Does anyone know of a LISP for the ST either commercial or PD.
>A simple implementation will do. Only need it for study purposes
>ie. doing CS assignments.

The only PD LISP interpreter I know of is XLISP, which you can get in the public domain. Antic offers it in their "ST PD library", and if you order it from them, it's $12 (shipping/handling/etc.). If you have a friend who has it, maybe you can just get a copy from him/er (is this legal?)

Like anything PD, it has no docs and no warranties. You throw the die and take your chances. I can't say whether this is any good or not (I haven't gotten it -- yet!), but this might be of interest to your query.

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2527. Re: tex/dvi/SUPRA (ABAQ-MC68030/Unix)

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 19:16:56 UTC
From: david@bdt.UUCP
Message-ID: <179@bdt.UUCP>
Source record: 253733

In article <2672@crash.cts.com> fred@pnet01.cts.com (Fred Brooks) writes:
>I hope they will push the Unix machine. If they join the 68000 ABI then all
>software written for other Unix machines will run on the ATARI with out and
>mods. Not just source compatability but BINARY. It's the wave.

Ahh, we're all complaining that they can't support a simple no MMU, 68000
box running a single-user/single-tasking OS. But you still want them pursue
a new machine?

Do you think they will find a much more complex, multi-user/multi-tasking system
easier to support? Who are we kidding? Take a look at comp.unix.microport
to see what happens when Unix isn't supportted. And then, look how much time,
manpower, and effort Apple is putting into the Mac II and Unix.

I can see it now. The high school student slave that takes tech. support
questions: "You say mkfs got a panic? What's mkfs? Did you make sure
the joystick was plugged in?"
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2528. in need of a BITNET guru

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 21:09:54 UTC
From: gpm@dukempd.UUCP
Message-ID: <623@dukempd.UUCP>
Source record: 253728

Could the person who answered my question on possibly contacting the Houston file server please resend your note. I accidently erased the message before I could try out the script. I'm a bumbler; what more can I say. I ask your indulgence and thank you for your trouble.

--

Guy Metcalfe
Duke University Dept. of Physics gpm@dukempd.uucp
& Center for Nonlinear Studies mcnc!duke!dukempd!gpm
Durham, N.C. 27706 despot@tucc.bitnet

2529. requests for Uniterm 2.1

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 21:26:03 UTC
From: long@sask.UUCP
Message-ID: <1063@sask.UUCP>
Source record: 253729

For some reason, Uniterm 2.0B has more problems with its RS 232
buffer locking up than I experienced with Uniterm 1.7B.

The symptoms are the ST being unable to send anything to the modem
while the modem is still able to send to the ST. (eg, turning the
modem on/off results in the modem prompt '>' appearing onscreen,
but nothing the ST sends is echoed back).

This usually seems to happen during kermit downloads...

Therefore, what I would like is some way of clearing the buffer
(there was a program, FLUSHIT or something) to do this, even worked
sometimes...) Basically, I would like this function built in to
Uniterm... How many others have this problem? It used to be very
rare with 1.7B (about once every 2 weeks), with 2.0B it happens
twice a day.

Thanks Simon, I appreciate the product.

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-

2530. Re: BITNET guru urgently needed

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 21:50:40 UTC
From: pgydow@sunybcs.uucp
Message-ID: <9362@sunybcs.UUCP>
Source record: 253730

I have had no trouble reaching all of the bitnet sites from here
(I cheated I used bitnet)
If people send me requests for files I will forward them in either
direction....note if you send a request please be patient
I only send files at nite and bitnet has a habit of going down
at night....Johnn Dooley

2531. Publishing Partner Pro- Yea or Nay?

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 21:58:00 UTC
From: schwager@uiucdcsm.cs.uiuc.edu
Message-ID: <7500003@uiucdcsm>
Source record: 253731

Greetings!
I would like to know if anyone has opinions about Publishing Partner Professional. I hear it was available on the Atari ST prior to being made available on the Amiga, my current machine (If you really feel the need you could flame me... I won't read much of it, though). How does it compare to the typical Macintosh desktop publisher? I've got PageSetter right now, but there are some things that it's missing like scaleable fonts and kerning. So I seek your wisdom- is it worth $200? Maybe $100? How about the $50 they're asking from me, provided I send my original PageSetter disk? Thanks for any help.

Also, please send replies via email since I don't read this newsgroup. If you can't reach me (dubious, but possible), post a reply in comp.sys.amiga.
-Mike Schwager schwager@m.cs.uiuc.edu
-- {ihnp4,convex,pur-ee}!uiucdcs!schwager schwager%uiuc@csnet-relay.arpa
University of Illinois, Dept. of Computer Science

2532. Copyright notice on the ST. (was: Copyright notices)

Newsgroup: comp.sys.atari.st
Date: 1988-03-16 22:43:13 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1464@water.waterloo.edu>
Source record: 253732

In article <2069@polya.STANFORD.EDU> rwilson@polya.UUCP (Randy Wilson) writes:
>It may not be standard ASCII, but on the Mac, option-g gives a copyright
>sign in most fonts. Wouldn't this do the job?
>
>Randy Wilson

I notice that the "C in a circle" pops up everytime I start GULAM.
It looks convincing to me. No need for a debatable (c) here.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

2533. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 02:26:20 UTC
From: orc@pell.UUCP
Message-ID: <356@stag.UUCP>
Source record: 253734

About LVRC variable problems with various shells....

When I ported Levee to the ST (late 1985...), I didn't have access to any other shells or anything, and there wasn't any getenv() available for the machine or for alcyon C. So I wrote one, using the prototype environment in the bios listing as the form to make the environment like. The prototype environment is 'VAR='{null}'VALUE'{null}.... And certain shells/libraries (dlibs, JSH, MWC-shell, and apparently the BDT shell) produce an environment of the form 'VAR=VALUE'{null}. So, Levee will just laugh at those environment variables.

But that is likely to change, because I've found some situations where my old environment readers will fail. (running nested teeny-shells under STadel while a copy of Turbodos is sitting in the background makes my environment reader very unhappy, for example. And let's not talk about Amulti and my environment reader, shall we?) So, in the grand tradition of all shareware programmers, I'm gonna STEAL* a getenv()/putenv() from dlibs and stuff it into the Levee and the teeny-shell and all that. (and maybe I'll even put in a workaround for the GEM console-input-overrun bug while I'm at it - MUMBLE!)

But for right now... Well, (shrug), I guess you'll haveta suffer; or use the teeny-shell.

-orc
-david parsons
-orc@pell.UUCP
-orc@pell (6123779239)
-etc.

2534. Re: alternative operating systems (was Re: Multi-Bashing)

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 03:21:54 UTC
From: david@bdt.UUCP
Message-ID: <180@bdt.UUCP>
Source record: 253735

In article <301@wsccs.UUCP> wes@wsccs.UUCP (Barnacle Wes) writes:
>The different pieces of the kernel communicate with each other via message
>passing. The Minix file system is basically just a task running at the
>kernel level that accepts and handles requests to read/write disk-type
>devices. With this in mind, it should be pretty straight forward to
>develop a network for Minix using the MIDI ports. BTW, the MIDI hardware
>on the ST can be driven at 500 Kbps without modification. I don't know
>what the interrupt overhead would be at that kind of speed, though :-).

I like the idea of the above, but why do I remember that the MIDI
port was hardwired to a timer that gives you 31.5 Kbit/sec (or whatever
MIDI is, I forget exactly).

And it as also been my experience that MIDI cannot even rrun reliably
contiuously at 31.5 Kbps becuase the ISP runs at low level (I think 1),
below every thing else. So I doubt that it would be anywhere near
reliable enough at 500 kps!
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2535. For Sale:UCSD Pascal

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 03:33:00 UTC
From: sale5312@fredonia.UUCP
Message-ID: <899@fredonia.UUCP>
Source record: 253736
Cross-posted to: comp.sys.atari.st,comp.lang.pascal

[watch out for the Line Eater!!!!!!]

Like it says above,I have UCSD Pascal by TDI Software,inc. for sale.
NEVER used; I got it as a gift and its only been opened once.
The first person to give $25 has it.

please respond through the mailer system,or call

(716) 366 8522 4:00-11:00pm,EST.

Marty Saletta,Dunkirk NY.

2536. Re: RAM chips

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 04:36:09 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2694@crash.cts.com>
Source record: 253737

"Dumping" is an accounting point of view. The memory chip business is VERY capital intensive but, once yields are under control, the incremental price of producing chips is very low. So the cost looks something like this:

Price of factory distributed over chips made 2.00
Labor, materials, power, etc 1.00
Marketing, distributers, etc .50

____
3.50

So, according to our government, if you sell them for 2.50 you are selling them below your "cost" and therefore dumping. From the vendors point of view, he has already bought the factory so his cost (in the short term market point of view) is 1.50 so he makes 1.00 on each one he sells.

It wasn't a plot to put the US companies out of business, we and they just built too many factorys and the equilibrium between marginal cost and demand ended up below the level everyone needed to make a long term profit.

The numbers are just off the top of my head but I have lots of faith in the reasoning.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

2537. Re: UniTerm 2.1a wishlist/Broken ST problem...

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 04:48:06 UTC
From: trb@stag.UUCP
Message-ID: <357@stag.UUCP>
Source record: 253738

In article <24872@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>From article <499@lakesys.UUCP>, by martin@lakesys.UUCP (Martin Wiedmeyer):
>
>I hadn't bothered posting, as someone else had claimed to have a much
>fancier version of UW that they were going to post shortly. That was
>months ago...
>
>If there is enough interest, I'll put together a posting.

Please, Please post it. I think the guy that had the fancy one was
from Lachman, but I wasn't able to track that version down. I finally
got rid of my Mac, so really miss UW...

-Todd Burkey

2538. Msg of Thursday, 17 March 1988 02:07-EST

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 07:08:01 UTC
From: COMSAT@MC.LCS.MIT.EDU
Message-ID: <391015.880317@MC.LCS.MIT.EDU>
Source record: 253739

FAILED: TETHER at MITLNS.MIT.EDU; Funny reply from foreign host after sending message.
Last reply was: {554 Unable to deliver mail to given recipient(s)}
Failed message follows:

Received: from OZ.AI.MIT.EDU by MC.LCS.MIT.EDU via Chaosnet; 17 MAR 88 00:43:08 EST
Received: from XX.LCS.MIT.EDU by OZ.AI.MIT.EDU with Chaos/SMTP; Thu 17 Mar 88 00:40:22-EST
Received: from Score.Stanford.EDU by XX.LCS.MIT.EDU with TCP/SMTP; Thu 17 Mar 88
00:44:22-EST
Date: Wed 16 Mar 88 20:40:09 PST
Subject: Info-Atari16 Digest V88 #120
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Wednesday, March 16, 1988 Volume 88 : Issue 120

This weeks Editor: Bill Westfield

Today's Topics:

Re: Computer Mail Order, Inc. looooong shipping delay
Re: UniTerm 2.1a wishlist
Re: MX2
Re: Atari Advertising Idea
Laser C question
src for less (ST) wanted
Re: Micro RTX Description (discussion, predictions)
Re: Termcap.
Re: MWC 3.0
UUPC for the ST
Packaging Microsoft Write
Buying an ST, need info.

Date: 7 Mar 88 16:49:06 GMT
From: nunki.usc.edu!sal22.usc.edu!rjung@oberon.usc.edu (Robert Jung)
Subject: Re: Computer Mail Order, Inc. looooong shipping delay
To: info-atari16@score.stanford.edu

In article <8803022013.AA23316@ucbvax.Berkeley.EDU> #FJMORA@WMMVS.BITNET writes:
>And some retailers complain that since Atari purchased Federated, they
>dump all the STs they make into the Federated warehouse, and that

>independant retailers just can't have STs. Is that true?

Not from what I've heard. There's a local Atari-only store near L.A.
called Logical Choice, and they've been getting Mega ST's and other hardware
without problems. I've heard, however, that there is a shortage of ST's in
America in general (apparently they're going over to Europe, where everybody
is buying them like hotcakes [can anyone confirm?])...Seems us AmericAtarians
will have to wait awhile...

On a similar vein, Sam Tramiel/Neil Harris admitted on GEnie that they've
been neglecting the US market quite a bit, to focus on overseas sales...

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

Date: 8 Mar 88 16:38:48 GMT
From: weaver@TUT.CIS.OHIO-STATE.EDU (Andrew Weaver)
Subject: Re: UniTerm 2.1a wishlist
To: info-atari16@score.stanford.edu

In article <2866@brspyr1.BRS.Com> tim@brspyr1.BRS.Com (Tim Northrup) writes:
>From article <186@forty2.UUCP>, by poole@forty2.UUCP (Simon Poole):
>> mcvax!ukc!mupsy!liv-cs!sqrkl, Richard K. Lloyd writes >Wishlist for
>
>>>6) Retain the screen display when switching from or to 132 column mode,
>>> rather than clearing the screen and homing the cursor.
>>
>> Wrong! No VT1XX, VT2XX or VT3XX compatible terminal works this way,
>> all clear the screen and home the cursor. The command set of D*C
[stuff deleted]
>Sorry Simon, but I use an HDS2200 (VT-220 compatible from Human Designed
>Systems), that *does* retain the screen on size change.
>
>
>I kind of like the feature, but then again I don't switch screen size
>all that often.
>--
>Tim "The Enchanter" Northrup

This "change size without clear screen" feature is also
found on the Wyse wy85 terminal (and, I believe, another vt2xx clone
made bye some company called Draco I believe.) True, it would be a nice
feature to have, but admittedly not one that I'd die without. :-)

I have been following this discussion, and if there is one
thing that I'd like to see (maybe this is in 2.0, I only have 1.8 as of
yet, and am looking for an arpa/uucp/ftp archive for 2.0) is a small
editor, perhaps in a window, that would allow one to edit a small file
while still on-line (without leaving Uniterm.) This is the only feature
of FLASH! that I haven't seen Uniterm sufficiently beat the hell out of.
(As far as I am concerned, I have never seen such a nice term package as,
Uniterm, commerical or otherwise, including Procomm for the PCs, a nice
program in its own right.)

Thanks again for Simon for making the world, at least the world
of ST, a bit of a nicer place.

--
Andrew Weaver weaver@tut.cis.ohio-state.edu
OSU College of Business soon: weaver@osu-pisa.UUCP

"What's the watermelon do?" "I'll tell you later." -- from Buckaroo Banzai

----

Date: 8 Mar 88 05:55:30 GMT
From: mh4x+@andrew.cmu.edu (Mark Edward Hamill)
Subject: Re: MX2
To: info-atari16@score.stanford.edu

If someone has not posted the sources of the MX2 kernel already
(as of 3/2), would some kind soul mail them to me.

(We had a few problems with our feed of this group, so if these
were posted after 3/2, please disreguard this message)

Mark Hamill
mh4x@andrew.cmu.edu -Arpa
mhamill@drycas -Bitnet

Date: 8 Mar 88 02:39:21 GMT
From: portal!cup.portal.com!roger_warren_tang@uunet.uu.net
Subject: Re: Atari Advertising Idea
To: info-atari16@score.stanford.edu

Of course, a 40 share on Thursdays can do a LOT of mind changing.....

The truth is, of course, a black has be a bigger star with bigger clout
than an equivalent white. Superstars are superstars; it's the next rung down
that has the problems.

Date: 7 Mar 88 23:21:15 GMT
From: agate!saturn!ssyx.ucsc.edu!koreth@ucbvax.Berkeley.EDU (Steven Grimm)
Subject: Laser C question
To: info-atari16@score.stanford.edu

I'm porting a program (BB/ST, my bulletin board system)) to Laser C (from Megamax 1.1). All the C stuff compiles without a hitch, but the inline assembly is a bit different. In particular, I need to know how to reference a label defined in an inline assemble segment, from the rest of the program. This code worked on the old compiler:

```
extern foo();

asm {
foo:
clr.l A7
rts
}
```

You could call foo() from another part of the program. That doesn't seem to work in Laser C. My other question is probably closely related; I want to install some trap handlers. The code

```
lea trap1hand(PC), A0
move.l A0, 0x90 ; or whatever address
```

worked in Megamax C; now it says "trap1hand undefined", even if it's defined in the same asm{} block. I've tried taking away the "(PC)", changing it to move.l #trap1hand, 0x90 (which would be the ideal way to do it), and a couple other things, to no avail.

Any help would be appreciated.

Date: 7 Mar 88 10:11:25 GMT
From: linus!alliant!rosenkra@husc6.harvard.edu (Bill Rosenkranz)
Subject: src for less (ST) wanted
To: info-atari16@score.stanford.edu

could someone please post or email the source for the ST version of less? i really do not fancy the idea of porting the un*x version....(i have executable, so pls do not post that).

thanx a priori

-bill

Date: 7 Mar 88 18:09:44 GMT
From: uflorida!codas!burl!clyde!watmath!watdcsu!ttims@gatech.edu (Tracy Tims)
Subject: Re: Micro RTX Description (discussion, predictions)
To: info-atari16@score.stanford.edu

Your RTX system sounds really, really nice. (I wrote my own mini message passing kernel for the Atari, but it has only a small fraction of the power of yours.)

So, considering that it exists, and that it sounds like it's in good taste, technically speaking:

Why isn't Atari licensing it from you and distributing it
with all their machines?

It sounds like a better software system than they will ever be able to design
and distribute. Are they holding out because they think they can do better?
Is their management unable to appreciate the future marketing value of a
message passing multitasking operating system (especially in a networked
environment)? Are they simply unaware of it? Do they take the point of view
(regrettably common) that they can do economically better by producing a poor
product for less money?

Would you accept a binary licensing fee of say, 15 dollars (US) per copy for
distribution with every Atari ST? If Atari was willing to simply pass this
fee onto each consumer by raising the system cost by 15 dollars would this
impact hardware sales in a meaningful way? (What would be a more optimal
licensing fee?) Consumers, would you pay 15 dollars more for an Atari with
RTX built in?

If it was distributed (and became the new Atari operating system standard)
would this encourage more sophisticated software development for the machine,
and would this increase the market for the hardware (and for the RTX)? Is
it possible that RTX could add more reliability to stock TOS?

If your RTX would port nicely to a system with an MMU, I'd say it sounds like
it could be the software salvation of TOS and the whole ST line.

I don't think there are any medium term prospects for personal computers that
are not addressing the memory protection/multitasking/software reliability
problems. The only primitive operating system that will survive will be MSDOS.
The workstation manufacturers are showing cheaper and cheaper products that
have worlds more functionality and reliability that current personal computers.
More and more people are coming to understand the value of these types of
machines and (like me) will demand that value in their personal computers.

There will be two choices for decent operating systems: UNIX, and anything
else that implements the minimum technical niceties. I'm not saying that UNIX
is the best, or even desirable. It exists, and it can be ported and it can
work. The biggest obstacle to the popular acceptance of UNIX systems (with
windowing) is the high, high cost of the application and system software.
There is good application software out there for workstations: it would never
sell in the mass market unless the prices dropped by a factor of 10.

It's in this niche that "other decent operating systems" will fit. With
foresight and planning, cheaper operating systems and software could be
highly competitive (in terms of price/(functionality+reliability)) with
more sophisticated workstations. Apple seems to have no problem understanding
this. Foresight and planning means the development of RELIABLE and SECURE
hardware and software. I think there is a better chance (technically) that
the Atari could evolve into the budget workstation that the Apple. The
Atari hardware and software is less crufty and cast-in-concrete than Mac
hardware and software. (This is mostly because the software is more loosely
organized, and because the hardware is cleaner.)

It think it would be very difficult to produce a Mac which one could leave turned on for large periods of time, and do useful work on, without being worried about memory corruption. I think that with intelligence and taste, TOS (with RTX?) could be made to operate reliably in a memory protected environment.

Reliability and functionality are the two things which sell machines. A user needs *both* to get work done.

Tracy Tims

Date: 7 Mar 88 10:26:32 GMT
From: linus!alliant!rosenkra@husc6.harvard.edu (Bill Rosenkranz)
Subject: Re: Termcap.
To: info-atari16@score.stanford.edu

In article <8803040939.AA14001@ucbvax.Berkeley.EDU> VILJANEN@FINUH.BITNET writes:
>
> Has anyone compiled TERMCAP succesfully? I've tried many times
>with my Megamax, but with not too good results. If someone has a working
>compiled copy, I'd be eternally grateful if that someone could mail me
>a copy to the address below. Thank you in advance...

i have (with alcyon). worms and some other tests i wrote work fine.

i don't recall if any changes were necessary. i usually change SOMETHING
to make it as un*x compatible as possible.

-bill

(sorry, can't send u megamax object)

Date: 7 Mar 88 21:54:18 GMT
From: littlei!ajw@uunet.uu.net (ajw)
Subject: Re: MWC 3.0
To: info-atari16@score.stanford.edu

In article <162@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>I personally think it is a good idea for MW to hold off the release if
>they have to. I'd rather have a well-tested version that is 100%
>compatible and bug-free, than get a new version that breaks things
>and needs another update 3-weeks later.
>
>You flame them for being late, and you flame them if it's not perfect
>when it ships. What can one do?

Now that Mr. Beckemeyer (a good guy) has made this extremely valid point
about Mark Williams Company (also pretty much good guys), maybe some
readers of this group will pause for the odd nanosecond before flaming
Atari (hiss the villain!!) for not having shoved "fixes" out of the
door while they were still warm on the coding pad.

Date: 8 Mar 88 01:01:50 GMT
From: amdahl!drivax!holloway@AMES.ARC.NASA.GOV (Bruce Holloway)
Subject: UUPC for the ST
To: info-atari16@score.stanford.edu

I'll be losing this account soon, and really need UUPC so I can keep in
contact with the net.

1] Is anyone out there willing to send me the sources or objects to
UUPC for the ST?

2] Does UUPC handle news and mail?

Thanks,
Bruce
--
****
* Bruce Holloway - Terminal Netnews Addict uunet!amdahl!drivax!holloway *
* ALBATROSS, ATARI*TROS @ Plink ALBATROSS @ Delphi *
************Cuzqoirm mluyh, "Ulu! Buyrf xumh megjux ubb nuth juq!"*************

Date: 8 Mar 88 17:09:52 GMT
From: nunki.usc.edu!castor.usc.edu!rjung@oberon.usc.edu (Robert Jung)
Subject: Packaging Microsoft Write
To: info-atari16@score.stanford.edu

I was talking on the phone with a dealer at the local Federated store the
other night, chatting about software. The discussion turned to Microsoft
Write, and specifically its high ($140) price:

Me : "$140?!?"
Him : "Well, I think Atari is deliberately pricing it high, to keep you
from buying it separately. I think we have a package special
where you get Microsoft write FOR FREE when you buy a 1040."

Anybody know if this is right? Is this just a mistake on my friend, or is
this some sort of (potentially terrific) promotional scheme we haven't heard
about? And if so, why isn't Atari PUSHING it???

Fearful of software over $40,
--R.J.
B-)

Summary of the ST/Atari: It's a great machine, with a heluvalotta potential,
all it needs is the right marketing and a few tweaks.

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

Date: 8 Mar 88 19:20:18 GMT
From: sunybcs!ugthomps@AMES.ARC.NASA.GOV (Gregory Thompson)
Subject: Buying an ST, need info.
To: info-atari16@score.stanford.edu

Greetings,

I am about to buy an ATARI 520st and would like to procure some information
about the machine first.

1) Is the blitter being distributed at all with 520st's that are currently out
there and if so, where can I get one?

2) With the new 520st's the drive is internal, akin to and in the same box as
a 1040st. Is it still possible to get a 520st with the drive external,
and hopefully at a cheaper price?

3) There are several mail order houses out there. What are the bad ones,
the ones to stay away from, and the better ones? I would *really* like
to do this mail oder since it would be cheaper than buying locally,
but am mega paranoid about getting an ST that doesn't work.

4) I've heard of and seen the AVATEX 1200 modem before.. It seems to be
a very nice modem that can be had for $79-$95 (mail order to local prlocal prices). Is
there another modem of equal value at a lesser price?

I'm definetly set on an ST but neither do I want to shell out more than
$1000 for a color system with modem.

I've already looked in the local swap sheets :-) Nobody is selling...

- Greg

End of Info-Atari16 Digest
****

2539. Msg of Thursday, 17 March 1988 02:14-EST

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 07:14:52 UTC
From: COMSAT@MC.LCS.MIT.EDU
Message-ID: <391022.880317@MC.LCS.MIT.EDU>
Source record: 253740

FAILED: TETHER at MITLNS.MIT.EDU; Funny reply from foreign host after sending message.
Last reply was: {554 Unable to deliver mail to given recipient(s)}
Failed message follows:

Received: from OZ.AI.MIT.EDU by MC.LCS.MIT.EDU via Chaosnet; 17 MAR 88 01:36:59 EST
Received: from XX.LCS.MIT.EDU by OZ.AI.MIT.EDU with Chaos/SMTP; Thu 17 Mar 88 01:34:08-EST
Received: from Score.Stanford.EDU by XX.LCS.MIT.EDU with TCP/SMTP; Thu 17 Mar 88
01:37:59-EST
Date: Wed 16 Mar 88 20:41:31 PST
Subject: Info-Atari16 Digest V88 #121
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Wednesday, March 16, 1988 Volume 88 : Issue 121

This weeks Editor: Bill Westfield

Today's Topics:

Gee whiz...
Re: Atari Advertising Idea
Re: Atari no-support?
Re: Changes/fixes to OS
Re: fsel_input
Re: Lattice C vs. Megamax
Why the Atari ST "flame" was posted up...
Re: WARNING ! Atari ST owners look away now....
Re: Re: Copyright notices (was: Shareware? Hah!)
Copyrights and Coercion
ST color graphics upgrade in software

Date: 8 Mar 88 06:14:47 GMT
From: voder!apple!landon@ucbvax.Berkeley.EDU (Landon Dyer)
Subject: Gee whiz...
To: info-atari16@score.stanford.edu

Technical content: zero.
If ancient history bores you, please type 'n'. I gotta flame:

>In article <345@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
>> We know Jack Tramiel can make things move when he really wants to; Putting

>>together a prototype 68000 machine in six months is an amazing task.
>
>Yes, it would have been amazing, had it actually happened. When Tramiel
>took over Atari, though, there were already people working on a 68000 machine,
>and had been for some time. Those people were, essentially, the only
>ones that Tramiel kept when he purged the company. While the final ST
>design might have had significant Tramiel influence (it looks it - it's
>cheap enough), it's pretty clear that the groundwork had been laid before
>he ever came on the scene.

In my younger years I would have sprouted bright blue actinic sparks
and gone for an artery. Instead I'll just say that "I was there, and
you were not." We did SO do it in six months. I'm sure it shows.

(At one early point, the ST was going to be a National 16016 or something.
The ST was essentially designed by Tramiel Technologies Ltd (TTL), oh, days
and weeks -- maybe even a whole month -- before KUJ signed the Warner deal).

When the Flying Tramiel Bros. took over the company, I was a mere (mere?)
video-game writer in a management-impoverished (though manager-rich) part
of the 8-bit games group. One fine, black day Leonard Tramiel and John
Feagans strode into the coin-op engineering building, hatchets and hoods
and clipboards in hand. While they were walking down the corridor, a voice
cried out over the announcment system:

"Imperial storm-troopers have entered the base! Imperial
storm-troopers have entered the base!"

We each had a two-minute interview to save our jobs. FTB kept fourteen out
of sixty or so engineers. Very entertaining. I don't think any of us had
much 68000 experience; they were looking for slaves. In some respects the
people who were layed-off were the lucky ones....

-Landon

[Disclaimer: Leonard Tramiel and John Feagans are perfectly nice people who
are NOT storm-troopers and who would NOT do anything nasty to anyone else
with a hatchet, though perhaps with a clipboard... :-)]

--

I speak for me.

Date: 8 Mar 88 19:29:51 GMT
From: sunybcs!ugthomps@AMES.ARC.NASA.GOV (Gregory Thompson)
Subject: Re: Atari Advertising Idea
To: info-atari16@score.stanford.edu

Recently on a cabled episode of AIRWOLF they showed a "computer center"
oof sorts in the mountain where they keep airwolf. Lo and behold the
keyboard to this computer center was an ST. Looked like a 1040 too.

Maybe if atari sold more computers to the movie business *wink* *grin*

- greg

Date: 7 Mar 88 21:17:15 GMT
From: mcvax!cernvax!ethz!forty2!poole@uunet.uu.net (Simon Poole)
Subject: Re: Atari no-support?
To: info-atari16@score.stanford.edu

In article <996@atari.UUCP> good@atari.UUCP (Roy Good) writes:
....
>Engineering currently has in development or planned several variations on
>the ST, with features to address different needs, as well as general
>enhancements. And great care is being taken to maintain maximum compatibility
>with the current ST/Mega series. These products are all in addition to the
>"basic ST" you all seem to know and for the most part love.
>
Hmmm, the last such "enhancement" was the infamous blitter (which still
has to arrive anywhere in mass quantities). As I've stated numerous times
before, I don't doubt the qualities of Atari engineering, but Atari still
has to show us that they can get an actual product up and going. And as
always there is the question of software support, will Atari mangement
make an official statement about a bug fixed GEMDOS version as an example?

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

Date: 7 Mar 88 21:38:25 GMT
From: mcvax!cernvax!ethz!forty2!poole@uunet.uu.net (Simon Poole)
Subject: Re: Changes/fixes to OS
To: info-atari16@score.stanford.edu

In article <7499@apple.Apple.Com> landon@Apple.COM (Landon Dyer) writes:
>In article <2597@crash.cts.com>, sreeb@pnet01.cts.com (Ed Beers) writes:
......
>> Atari use the $axxx and $fxxx instruction traps. These are reserved in the
>
>Line-A was used because, well, Apple used it, and it was there. Line-F was
>used as an optimization (two-byte JSRs so the AES would fit into ROM), and
>is in no way related to the way the ST is "defined" to the outside world.
....
>> This probably explains why the megas come with a 68000 rather than a 68020.

>Nope. The ST is pretty stuck in the mud with respect to the 68000, but for
>different reasons. Moving to a 68020 will be painful for EVERYONE.

Matter of fact, the german computer magazin c't has published a series
of patches for the ROM's that allow you to run most (they claim 99%)

programs with their 68020 board. They use some of the unused Line-A
"instructions" as replacement for the Line-F trap. The main problem is
that you really don't get so much more speed (they claim about 50%)
for the money (if you can use the 68881 you're naturally lucky).

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

Date: 8 Mar 88 22:04:09 GMT
From: pasteur!zooey.Berkeley.EDU!c162-br@ucbvax.Berkeley.EDU (Warner Young)
Subject: Re: fsel_input
To: info-atari16@score.stanford.edu

In article <3951@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner)
writes:
>[]

>My biggest complaints about the GEM fsel box have NOT been addressed by
>the posted alternatives. Here is my wish list, if anybody who's into
>writing such things wants ideas...

>The drive:\directory\subdirectory*.* entry drives me nuts.
>For one thing, the "*.*" should be the default, without the need
>to type it. Then there's the very limited editing of that string.
>If it says "A:*.*" and I just want to change the 'A' to 'B', I have
>to press ESC to clear it all, then retype the whole mess. Why can't
>I position the cursor anywhere in the string with the mouse, Mac style?
>(yeah, I know, Apple's lawyers would get mad...) If the "*.*" was
>implicit it wouldn't be so bad.

>Then comes the worst part. After laboriously typing in the path, I
>ALWAYS, automatically, without any thought, hit RETURN. Which kicks
>me out of the fsel box, and I have to start all over again. Why, oh why,
>can't RETURN, at that point, be equivalent to clicking inside the directory
>list? After all, at that point I already have the fingers on the keyboard!

>Other suggestions: can't I be a masochist (?) and simply type the full
>pathname, including the file name, into ONE text-edit input field, if I so
>prefer? Why can't the thing remember where I was last time around (the
>application, really, should do that) (well, "filefix" tries to do that, but
>if my last attempt involved typing in a nonexistant path, it refuses to let
>me in at all the next time).

>- Moshe Braner

Okay, I am currently at work on a new fsel_input routine. There
are some things that I've done which I doubt I'll change, like:

This will be a completely new fsel_input. It takes a few more
arguments than the old one, so there's really no way to trap

for the old one and pop up this one. Which means, that you can
use it in your own programs, but existing ones still suffer.

I will include a string for a title (eg. Delete Junk), so you know
what you're doing.

There will be an option to sort the files in several ways, mostly
like the Desktop does.

Re-selecting the drive letter will be handled through two
arrow buttons (up and down through the alphabet).

Aside from that, since I'm not yet done, I'm open to suggestions.
I'll try to work in as much as possible, while keeping it compact.
When I'm done, I'll be glad to release the source. BTW, I am using
Alcyon 4.14, just in case those of you with different C compilers
need to know.

Email me your suggestions, and we'll see what happens...

\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ _/oung
| - Disclaimer: I'm not associated with any of the companies
_| above, in any way except (possibly) as a customer.

Date: 7 Mar 88 10:08:52 GMT
From: mcvax!ukc!dcl-cs!bath63!pes@uunet.uu.net (Smee)
Subject: Re: Lattice C vs. Megamax
To: info-atari16@score.stanford.edu

Well, since you say you have Lattice C, but not the latest version, I'd
suggest that the first thing to try is getting an upgrade. 3.04 has a
greatly expanded library over the earlier ones, runs a bit faster, and
produces much faster code. Probably cheaper than a whole nother new C.

Date: 7 Mar 88 10:13:58 GMT
From: mcvax!ukc!mupsy!liv-cs!sqrkl@uunet.uu.net
Subject: Why the Atari ST "flame" was posted up...
To: info-atari16@score.stanford.edu

> I didn't ask for it. You are certainly entitled to your
> opinions, but WHY would you post this to comp.sys.atari.st?
> Are you trying to stir up some excitement, or what?
> If you guys want to rant and rave about stupid things like this,
> why not keep it to yourself? Mail is good for that, you know.

Normally, I would have kept it to myself (and MAILed directly to the
person involved), but I was angry with the person who'd "flamed" me just
because I put a personal opinion at the end of one of my postings.

I don't like being accused of posting "childish bulls**t" and being told
to take a course in logic (???), so I thought other people should see
some extracts from his MAIL to me, along with some 'arguments' he requested
I supply...
Anyway, if you want to see a GOOD machine, forget the Amiga, Macintosh and
Atari ST - buy an Acorn Archimedes...I've been programming in ARM (RISC) code
for a couple of months now and it is BEAUTIFUL (so's the Archimedes - puts
all other machines below a MicroVAX 3500 to shame).

Richard K. Lloyd, **
Computer Science Dept., * JANET : SQRKL@UK.AC.LIV.CSVAX *
Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL *
Merseyside, England, * ARPA : SQRKL%csvax.liv.ac.uk@nss.cs.ucl.ac.uk *
Great (?) Britain. **

"I have VERY strong opinions which are nothing whatsoever to do with the
University of Liverpool, so blame ME if I bitch about useless IBM PC clones,
even more redundant IBM mainframes and the terrible Atari ST..."

Date: 8 Mar 88 16:01:15 GMT
From: silver!stowe@iuvax.cs.indiana.edu (holly)
Subject: Re: WARNING ! Atari ST owners look away now....
To: info-atari16@score.stanford.edu

[much deleted...]

I think Jim's point is that most of us want to see useful postings
in comp.sys.atari.st about how to make better use of the equipment
that we own rather than someone's opinion that we should have
purchased some other equipment regardless of the faults. Every
system has bugs. I have yet to see the perfect operating system
or perfect hardware.

Holly

--
UUCP: rutgers!indycms.bitnet!ihls400
GEnie: HS
Bitnet: IHLS400@INDYCMS
Arpanet: ihls400%indycms.bitnet@(wherever you like)
Internet: stowe@silver.bacs.indiana.edu
The secret to happiness is how well you cope with Plan B.

Date: 8 Mar 88 05:51:22 GMT
From: mcvax!unido!tub!tmpmbx!netmbx!hase@uunet.uu.net (Hartmut Semken)
Subject: Re: Re: Copyright notices (was: Shareware? Hah!)
To: info-atari16@score.stanford.edu

In article <160@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>

>My point was that "legal" or not, and regardless of any discussions
>to that effect here or elsewhere: DON'T GET YOUR HOPES UP. The
>authorites showed no desire to help a small software company in Oakland;
>that includes both US and German authorites (police and Fed. agencies).
I almost don't believe that, but... yes, possible.
>
>In other words: you can read and discuss laws and legalities all you want,
>but in the *real world* all this means very little.

THAT ist awfully true.
We all now about piracy, do we?

There was an attempt to stop piracy: if you can't stop it, legalize it.
Make the program shareware (back to the original subject...)

My opinion? Shareware ist a great thing... if anybody pays (like me;
now)...

hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

Date: 8 Mar 88 19:14:43 GMT
From: hyper!guest@umn-cs.arpa (guest)
Subject: Copyrights and Coercion
To: info-atari16@score.stanford.edu

I tried to keep myself from posting this, I know it will just encourage
them to keep harping on the issue, but I just can't go on silently
suffering their non-logical assertions. So ...

The issue is copyright infringement, software piracy, idea theft or
whatever else you like to call it. My perspective is not whether
such things are currently illegal, but whether there is coercion
involved, and just who is invoking the coercion.

"Define your terms!"

Coercion - The initiation of the use of physical force, or the
the threat thereof.

Fraud - (I will avoid defining the term fraud, except to say
that it is non-passive -- it requires the initiation
of some action.)

Theft - The use of coercion or fraud to obtain some value.

Is it possible for someone to violate the copyright law without engaging
in coercion or fraud? Yes! In fact that is the most common form of
piracy. Is such piracy theft? No! (By my definitions. Not by legal

definitions which have nothing to do with logic.)

Is it possible for a copyright holder to enforce his copyright without the use of coercion? No! (In most cases.) Ironically the copyright holder who uses coercion to maintain his asking price is directly obtaining value by that act. The copyright holder is the thief!!!!

Your mission, should you decide to accept it is to show that my premises (definitions) are not robust, or that I erred in their application. (logic)

- John M. Logajan {...!rutgers!} umn-cs!hyper!ns!logajan
- Network System Corp.; 7600 Boone Ave; Brooklyn Park, MN 55428

Date: 8 Mar 88 19:29:32 GMT
From: tektronix!tekig!tekig5!wayneck@ucbvax.Berkeley.EDU (Wayne Knapp)
Subject: ST color graphics upgrade in software
To: info-atari16@score.stanford.edu

Lets do a software upgrade to the ST's graphics. I'm willing to work on a program that will allow more than 16 colors per scan line and release it to the public domain so that it can be used by anyone. Some time ago I wrote a program that loaded the palette registers every scan line based on the line return interrupt. (Horizontal blanking interrupt) It had some problems due to sloppy timing, but it did get the job done. I had hoped that it would leave plenty of free time for other processing, but actually due to saving and restoring the registers it only left a few microseconds per scan line over.

Later I bought ColorBurst (some of you may remember), I was very disapointed. Then I bought Spectrum and I was very impressed. So seeing that spectrum had licked the timing problem I got to thinking again. Wouldn't it be great if I could use Spectrum pictures in my own code! So I need two things, first the file format of Spectrum pictures and second some code to allow more than 16 colors a scan line. Maybe someone out in netland can give us the file format. By the way I highly recommend Spectrum, and in no way would hope to reduce the value of that product. In fact if other programs could use Spectrum pictures I would hope that it would enhance the sales of Spectrum. If any of the Spectrum programmers are out there I would be interested in their input.

Anyway lets get down to business. After seeing Spectrum I knew it could be done so I thought about it some more. Then I wrote a program that ran a very tight loop and just look at the value of the screen pointer and saved the values in an array. Sort of an built in logic analyize. I going to do a better one in assembly, still the data I got back was interesting. There are 60 frames a second and 200 scan lines a frame. There is 2 to 3 milliseconds dead time between frames and each scan line in about 85 microseconds long. On the scan line 60 microseconds is spent during the display of the graphics information and about 25 microseconds is horizontal retrace. The ST already has some code executing during vertical retrace, but about 1.8 milliseconds if free.

Armed with that data I have a plan, and this is where I ask for help, maybe some of you will have better ideas. Remember I plan to release this code to

the public domain, which means anyone can use it in any program, even for programs that they plan to sell.

Here is the plan. Since using the horizontal retrace interrupt gained me so little I decide to just use the whole screen time. (I sure this is how spectrum must work). The program would consist of the users program running in the vertical retrace period (about 10% of the time) and the display code running the rest of the time. It may be possible to strip out the current vertical blank code and get more time. Of course you may lose some things like the clock, but so what. During the screen refresh time all interrupts would be turned off and the code would be written so that the number of cycles through the color changer code would equal the number of cycles per scan line. Something like the following:

User Program
Wait for vertical retrace free time
Set timer for 1.8 milliseconds (could be different than 1.8)
User code

Timer Program
Put ST is supervisor mode
Turn off all interrupts (ori.w #0700,SR)
watch the screen memory pointer until it starts counting
use the first scan line to sync code
for 199 lines
reload color registers as much as possible
Turn on interrupts
Wait for vertical retrace free time
Set time for 1.8 milliseconds
return to user code

There are several ways to do the color register reloading. The one I favor is to wait until the first horizontal retrace and then blast in new vales as fast as possible. Maybe use move multiple during retrace and move (a1)+,(a2)+ during the actual screen refresh to get even timing some one would know where on the line which color registers are valid. This would be simple and means that the file formate would be color register values for 320X199 picture and the pixels values for a 320X199 picture. Another way would be to use move quicks and actually have the program write a the color register changer routine. This is a couple of cycles faster per color change, but the code is much longer, plus the setup time would be longer.

So here are the ideas so far:

movq.l D0,#color data for 2 registers (18 cycles)
move.l D0,(A0)+ a0 points to color registers
etc.

Or just
move.l (A1)+,(A0)+ (20 cycles)
etc.

Also during horizontal retrace to get a full change over

move.m (A1)+,register set (104 cycles)
move.m register set (A0)+

I think there are about 680 cycles to work with, unless my spy program has
a bug. Anyway it will be easy to find out.

Anyway any more ideas?

Thanks,
Wayne Knapp

End of Info-Atari16 Digest
****

2540. Msg of Thursday, 17 March 1988 02:19-EST

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 07:20:29 UTC
From: COMSAT@MC.LCS.MIT.EDU
Message-ID: <391030.880317@MC.LCS.MIT.EDU>
Source record: 253741

FAILED: TETHER at MITLNS.MIT.EDU; Funny reply from foreign host after sending message.
Last reply was: {554 Unable to deliver mail to given recipient(s)}
Failed message follows:

Received: from OZ.AI.MIT.EDU by MC.LCS.MIT.EDU via Chaosnet; 17 MAR 88 02:19:38 EST
Received: from XX.LCS.MIT.EDU by OZ.AI.MIT.EDU with Chaos/SMTP; Thu 17 Mar 88 02:16:49-EST
Received: from Score.Stanford.EDU by XX.LCS.MIT.EDU with TCP/SMTP; Thu 17 Mar 88
02:20:39-EST
Date: Wed 16 Mar 88 20:42:56 PST
Subject: Info-Atari16 Digest V88 #122
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Wednesday, March 16, 1988 Volume 88 : Issue 122

This weeks Editor: Bill Westfield

Today's Topics:

Re: shrink-wrap copying...
Re: Magazine programs (was Re: I need help!)
Re: Magazine programs (was Re: I need help!)
MORE on the 16Mhz board
Re: DBs for ST
Re: Blitter and Assempro ?
Re: IBM PC -> Atari ST
Re: Three questions.
Re: UniTerm 2.1a wishlist
Re: A cure looking for a disease? (I hope)
Migraph postpones PS...

Date: 8 Mar 88 18:13:53 GMT
From: trwrb!cadovax!gryphon!richard@ucbvax.Berkeley.EDU (Richard Sexton)
Subject: Re: shrink-wrap copying...
To: info-atari16@score.stanford.edu

In article <788@pasteur.Berkeley.Edu> seitz@cory.Berkeley.EDU.UUCP (Matthew Eric Seitz)
writes:
>In article <2281@charon.unm.edu> hansb@ariel.unm.edu.UUCP (Hans Bechtel) writes:
>>

>>I know of a store in a big city in New Mexico that after they buy the
>>software to sell, they open up the package, copy it, and pass it to
>>a few of their friends, shrink-wrap it again, and put it back on the
>>
>
>The computer store I have worked at also did something similar to this. We
>would make a copy of software to demonstrate and then reshrink-wrap it.
>The reason is that customer's keep wanting two otherwise mutually exclusive
>things: 1) They want to see something demonstrated before they buy it and 2)
>they want a shrink-wrap fresh copy of software to buy. We couldn't afford to

Well, look. We're about to bring a new product to market. Are you saying
we shouldnt bother shrimk wrapping it, and that the store will do it for
us ?

My, how conveeeeenient.

--
"...(alright Nils, alright)..."
richard@gryphon.CTS.COM
{ihnp4!scgvaxd!cadovax, rutgers!marque, codas!ddsw1} gryphon!richard

----

Date: 4 Mar 88 22:17:02 GMT
From: cscosl!tw@ncsuvx.ncsu.edu (Thomas Wolf)
Subject: Re: Magazine programs (was Re: I need help!)
To: info-atari16@score.stanford.edu

In article <393@nunki.usc.edu> rjung@sal21.usc.edu (Robert Jung) writes:
>In article <1200@pasteur.Berkeley.Edu> seitz@cory.Berkeley.EDU.UUCP (Matthew Eric Seitz)
writes:
[some deleted stuff]
>> Unless I'm mistaken, this program is copyrighted by STart and should
>>not be available on a BBS. If you want the program, you should look into
>>buying the back issue from STart. It is an excellent program.
>
> While we're on the subject of type-in magazines...

STart is not a 'type-in' magazine. I believe the program that was commented
on resided on a disk that came with that particular STart issue.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

Date: 5 Mar 88 00:28:49 GMT
From: pasteur!cory.Berkeley.EDU!seitz@ucbvax.Berkeley.EDU (Matthew Eric Seitz)
Subject: Re: Magazine programs (was Re: I need help!)
To: info-atari16@score.stanford.edu

In article <393@nunki.usc.edu" rjung@sal21.usc.edu (Robert Jung) writes:
" While we're on the subject of type-in magazines...
"
" Does anyone know why magazines make a "big deal" (relatively speaking) about
"how their type-in programs cannot be sent around (on bulletin boards, for
"instance)?
"[...]
" Is this just a side-effect of the copyright laws, or are the publishers
"just a bit overprotectionist of their stuff? Geez, and I think of all the
"cute ML games I used to download for my Atari 800...
"
"
" --R.J.
" B-)
"
"I sure wouldn't mind if AROGUE got sent around...
"--
"Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
" = == =
" Power WithOUT the Price = == =
" ===== == =====
" Just because it's 8-bits doesn't make it obsolete. ==== == ====

It is indeed because of copyright. If everyone could freely distribute
programs from magazines, the incentive to purchase the magazine would be
reduced. It's really no different from any other kind of software piracy.

Matthew Seitz

Date: 4 Mar 88 22:35:26 GMT
From: tektronix!tekcae!vice!keithr@ucbvax.Berkeley.EDU (Keith Rast)
Subject: MORE on the 16Mhz board
To: info-atari16@score.stanford.edu

Here is some more info on the 16Mhz board for the ST.
It is a board the that mounts inside the ST. The
installation is said to be more difficult than a memory
upgrade. The replace the cpu with a 68016(?) and
place a switch on the back of the ST to allow you to
switch from 8Mhz to 16Mhz. They are expecting their new
(lastest) board next week. After they do some more testing
they expect to go into production in about a month. They
hope to keep it in the $200 range not including installation.
They're looking into setting up dealers for installing the
board, but are looking into other options as well.

I asked if there is a problem with 150ns memory chips he said
no, but going to 120ns chips would increase the speed, then
only slightly.

PC Ditto is running on it. They haven't found any software
that doesn't run, but who knows how much they've tried.

The person I talked to was named Kevin. He was very helpfully
in answering any questions I had. He said if people send
in a self-stamped addressed envelope they would send back
literature on this and other products, hardware upgrades
such as blitter upgrades, for the ST.

The address is:

MEGABYTE Computers
109 W Bay Area Blvd.
Webster, TX 77593
713-338-2231

(I am no way connected with MC, I don't own any of their stock,
and I am not married to any of their sisters.)

Date: 4 Mar 88 21:20:40 GMT
From: tikal!slovax!dale@beaver.cs.washington.edu (Dale L. Thomas)
Subject: Re: DBs for ST
To: info-atari16@score.stanford.edu

> In article <16@erc3bc.UUCP>, wsl@erc3bc.UUCP writes:
> > (2) Is there now (or will be in the near future) a SQL based database
> > available for the ST?
>
> Well, Atari announced a while ago that they would be selling one of
> the BIG Unix-type SQL databases for the ST *running Idris*. Idris, if
> you haven't heard of it, is a "Unix-clone" o.s. I think the database
> was either Ingres or Oracle, both of which are well-regarded products
> in the Unix minicomputer world.

The database slated to run under Idris on the ST was Oracle. I hope to
see it happen, unfortunately Atari has to wake up and start supporting
the developers out there. Idris is a multi-user multi-tasking Unix like
operating system. I really enjoy using it, I work on various Unix systems
at work, and feel right at home working with it. I have been porting some
public domain utilities and games for Unix machines, and find that there
is little or no work to get them running under Idris. The C compiler and
utilities are very nice. My only complaint is that it needs a "csh".
I miss history, and cd ~foo etc. (any one have public domain sources for
a csh like shell).

P.S. I have seen and touched X windows (X10) on the ST!! --stayed tuned--

--
{psivax,ism780}!logico!slovax!dale : {hplsla,uw-beaver}!tikal!slovax!dale
Dale Thomas R & D Associates,3625 Perkins Lane SW,Tacoma,Wa 98499,206-581-1322

Date: 6 Mar 88 20:50:25 GMT
From: uplherc!sp7040!obie!wes@gr.utah.edu (Barnacle Wes)
Subject: Re: Blitter and Assempro ?
To: info-atari16@score.stanford.edu

In article <898@aucs.UUCP>, 870646c@aucs.UUCP (barry comer) writes:
Hi all, well Atari finally sent me my blitter chip(thank you ATARI), but there
seems to be a problem with Assempro now. Whenever I try to assemble some
code that accesses the tos.l file it loads and when it comes to the GEM_INIT
command I get box telling me that everything is messed up?????
I reassembled the tos.l file, and got no difference. Can anyone help me out,
I need my assembler!!!!!!!!!!!!!!!!!!!!!!1
later
Barry

Have you tried turning off the blitter from the desktop? Most ST
wordprocessors crash when the blitter is turned on, run OK with it
turned off.

"What's a word processor?"
"Well, you know what a food processor does to food?"
-- The "Shoe" comic strip --
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

Date: 3 Mar 88 03:24:09 GMT
From: uplherc!sp7040!obie!wes@gr.utah.edu (Barnacle Wes)
Subject: Re: IBM PC -> Atari ST
To: info-atari16@score.stanford.edu

In article <919@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
> Has anyone attempted to use the Atari ST color monitor on a PC
> using either a CGA or EGA card? Was it successful? Can it be done?
> If so, where can I get the cables?

Nope, can't be done, at least not without some thrashing about with
the hardware. The ST uses an Analog RGB interface, this means the
computer tells the monitor how much of each color to use by putting
out different voltages on each of the three color lines.

The PC CGA adapter uses an RGBI interface; the I stands for intensity
(I think). The RGB values are always the same, the I dictates one of
two intensities or color sets.

The EGA adapter uses RGBII. As you can guess, this is similar to RGBI
but carries 4 bits of Intensity data by using two lines.

The big thing about "multi-sync" monitors is that they can be driven
from Analog RGB, RGBI, or RGBII type interfaces, and at varying

vertical sync rates.

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

Date: 3 Mar 88 03:06:31 GMT
From: uplherc!sp7040!obie!wes@gr.utah.edu (Barnacle Wes)
Subject: Re: Three questions.
To: info-atari16@score.stanford.edu

In article <1988Feb22.221218.13780@jarvis.csri.toronto.edu>, juancho@dgp.toronto.edu (John Buchanan) writes:
>
> I have three questions that people out there might have
> answers to.
>
> 1) [....] The
> problem is that other mark william tools seem to be able to run
> shell commands with out the SHELL variable being set, and if the
> environment variable is set then a new copy of the shell is started up
> for each cc in a make.

I can't say for sure, but I think the tools are probably exec'ing the programs they call directly, rather than using system(). MWC provides two library functions to make this somewhat easier, look up access() and path() in the Lexicon.

> 2) How does a typical mwc tool know that it has been called
> from a shell. When ever I use a tool it seems to assume that the
> program was run from the desktop and I have to press return.

I think there is an environment variable called CAMEFROM they are checking. Usual entries are desktop and msh, or something like that. The tools probably assume the worst (desktop) if they don't see anything.

> 3) How reliable are the malloc() and free() functions
> provided with MWC.

I haven't had any problems with them in 2.1.7, but I am (now) very careful to free() objects in the reverse order I malloc() them. As it turns out, this isn't that much of a limitation - I (NOW) always free blocks in the same routine that malloc()'s them. I've been stung by other compilers on other systems when I didn't do this.

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!

/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

Date: 9 Mar 88 14:18:29 GMT
From: davidli@UMN-CS.ARPA (Dave Meile)
Subject: Re: UniTerm 2.1a wishlist
To: info-atari16@score.stanford.edu

In article <7934@tut.cis.ohio-state.edu> weaver@tut.cis.ohio-state.edu (Andrew Weaver) writes:
>thing that I'd like to see (maybe this is in 2.0, I only have 1.8 as of
>yet, and am looking for an arpa/uucp/ftp archive for 2.0) is a small
>editor, perhaps in a window, that would allow one to edit a small file
>while still on-line (without leaving Uniterm.) This is the only feature

Actually, Uniterm 1.8 has that particular option (if memory serves). You can run your favorite text editor while still conected to a BBS, for example, and then upload the file. I've even used that particular feature to scan through some ARC files for a piece of relevant information I want to upload. In the FILE menu is the option "Run Program". It works quite nicely ... although you will have to set up your buffer space so that you have enough space to run a particular program. On a 1040ST, a system buffer size of 200K is not bad.

In 2.0 you can even set things up so that a single keypress (like F1, etc.) automagically invokes your text editor this way. The Macro capability in Uniterm is becoming very, very useful. You can even set up an equivalent to the DO files of Flash...

-- an enthusiastic (keep it up Simon!) fan

Date: 9 Mar 88 14:30:41 GMT
From: davidli@umn-cs.arpa (Dave Meile)
Subject: Re: A cure looking for a disease? (I hope)
To: info-atari16@score.stanford.edu

In article <8803081650.AA29358@ucbvax.Berkeley.EDU> 051332@UOTTAWA.BITNET (John Turnbull) writes:
>
>A program called VDU_2_0.PRG has been posted to the FILESERVers at
>CANADA01 and UHUPVM1. It is claimed that it will cure the 'Boot sector'
>virus and immunize the disk from future infection with this virus.
>
>Does anybody have any information about this virus, its mode of
>infection, mechanism, symptoms or how wide-spread it may have become?
>

The program is legitimate. There has been a virus located and dissected in Europe. I first heard about it a month ago, when I got the back

issues of an informational disk called ST NEWS from Richard Karsmakers from The Netherlands. He was *quite* furious when the virus was discovered.

I haven't personally looked at the program on CANADA01, but I *do* have all copies of ST NEWS relative to the virus, its detection and quashing. If you'd like to see a copy of ST NEWS and read about the whole thing yourself, you can send me a disk and return postage (or two disks for the last two issues). I wrote to ST NEWS and now I [and our local user group, MAST] will be distributing the disk in the U.S.

I can't write much more about the subject, since I haven't paid all that much attention till mid-February. The 'details' are on the disk. The VDU program was, I believe, written in GFA BASIC.

If you want to see the issues discussing the virus, send a disk (or two) and enough postage to get them back to you to:

Dave Meile
Box 13038
Minneapolis, MN 55414

Future (and back) issues will be handled via MAST. Look for an announcement.

-- Dave Meile

Date: Wed, 9 Mar 88 09:05 AST
From: <FXDDR%ALASKA.BITNET@forsythe.stanford.edu>
Subject: Migraph postpones PS...
To: info-atari16@score.stanford.edu
X-Original-To: info-atari16@score.stanford.edu, FXDDR

Of course not long after asking if anybody had heard about Migraph postponing the PostScript driver for EasyDraw, along comes the first Migraph newsletter in months, called "HEADLINES". In it:
Q: Where are your Postscript and color printer drivers?
A: We are working our buns off at Migraph and there always seems to be some project taking priority over others. All I can say is we all hope to have them available in the first half of 88.
Anyway I'm playing with Axel's excellent MFPS program so I don't know if I'll need Migraph's driver (maybe somebody at Migraph saw MFPS and felt theirs was superfluous). I hadn't known that he had a Unix version of MFPS, and running it on the Vax which has the PS printer makes a lot more sense than doing it on the ST and transferring huge PS files to Vax.

The newsletter might interest non-EasyDraw users. It was produced on the (in)famous Atari laser printer (though of course mass-produced by another process). And, page 6 was produced with the new Deskjet printer. Seeing the two types of output side by side there just isn't a whole lot of difference. Don't know if the mass production improved or degraded the quality of the originals, but they both look very good. Migraph is pushing the Deskjet themselves for $949, including GDOS drivers.

Since Migraph has GDOS drivers for HP Laserjet and now the Deskjet, that would seem to eliminate the only real argument for the Atari laser printer ("GDOS is available for the Atari laser, will any of the cheaper ones have support"). And: "The Deskjet gives you beautiful full-page 300 dpi graphics without needing additional memory (you can hook it up to a 1Mb ST)." Same is true for many of the < $1500 lasers. So I don't see that the Atari laser has a future...
What would be very useful for the bitmapped lasers would be an interface to the ST DMA port so 300 dpi images could be loaded into the printer in a minute or two instead of the 10+ minutes it takes to load the HP Laserjet via the parallel port.

Don Rice
FXDDR@ALASKA.bitnet
"There's nothing wrong with this place that saturation bombing couldn't cure."

End of Info-Atari16 Digest
****

2541. missing list

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 07:40:41 UTC
From: TNPHHBU@HDETUD1.BITNET
Message-ID: <8803171115.AA04448@ucbvax.Berkeley.EDU>
Source record: 253742

Date: 17 March 1988, 08:37:30 MET
From: Hans Buurman +31 (15) 783538 TNPHHBU at HDETUD1
To: INFO-ATARI16 at SCORE

Dear people,

we haven't received any digest here for about two weeks. What's happening
in the States ? This is not the only list failing at the moment. Could
anyone out there please tell me if he is still receiving ?

Hans

2542. GEMSTART

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 08:28:17 UTC
From: Flash@UMass.BITNET
Message-ID: <8803170326412D8.ARXO@Mars.UCC.UMass.EDU>
Source record: 253743

I have this public domain program called GEMSTART that will autoboot any GEM program of my choice. I have a small problem though, it only work with the old roms.

Is there a version of GEMSTART that works with the new MEGA/Blitter roms? There was one that came over the net a little ago, but it did not work with either the old or new roms. (It claimed to work with both)

Hopefully someone can help me here...

Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@CUNYVM.CUNY.EDU
R-FLASHMAN on GEnie

2543. Re: Copyrights and Coercion

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 10:26:07 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2330@bath63.ux63.bath.ac.uk>
Source record: 253744

Logajan (apparently) says...
>
>The General Theory of Reciprocity:
> Anyone who initiates action X toward another cannot then rationally
> object to the application of equivalent action X toward himself.
>
> Logajan's Golden Rule ... Yeah! That's the ticket!
>
>- John M. Logajan {...!rutgers!} umn-cs!hyper!ns!logajan
>- Network System Corp.; 7600 Boone Ave; Brooklyn Park, MN 55428

Careful John. Someone suggested that nearly 2000 years ago, and got nailed to a tree basically for saying how great it would be to be nice to people for a change. (To paraphrase Douglas Adams -- HHGG part 2). :-)

(No, I'm not super religious, but I can accept the bible as an interesting story; maybe even as metaphorically expressed history. Either way, this guy sounds like he was a pretty good dude, to me. Shame that not everyone who professes actual faith is likewise.

Anyway, this looks dangerously like getting metaphysical -- I suppose if anyone wants to challenge this one on religious grounds, they should e-mail me, or move it to net.religion.)

Cheers, Paul

2544. prologs for the atari

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 12:26:43 UTC
From: TNPHHBU@HDETUD1.BITNET
Message-ID: <8803171246.AA05888@ucbvax.Berkeley.EDU>
Source record: 253745

Date: 17 March 1988, 13:24:56 MET
From: Hans Buurman +31 (15) 783538 TNPHHBU at HDETUD1
To: INFO-ATARI16 at SCORE

Hello everybody,

I have been asking for a prolog for the atari in the European part
of the prolog digest list on BITNET (PROLOG at FINHUTC). I got the
following reply from: Hubert Hofbauer <K311770@AEARN>

>
Subject: Atari ST Prolog
Comments: cc: Andreas Krall <tuvie!vipvax!andi.UUCP@CERNVAX>,
Eva Kuehn <tuvie!vipvax!eva.UUCP@CERNVAX>
To: hans buurman <TNPHHBU@HDETUD1>

Hans Buurman asks for a non-toy Prolog for the Atari. I know of a new Prolog
implementation by Eva Kuehn and Andreas Krall at the Technical University
of Vienna. It is call VIP - Vienna Integrated Prolog. The high speed inter-
preter (12klips on an Atari, 50 klips on a 16MHz 68020) implements a super-
set of DEC-10 Prolog with module concept. It is available for GEM-DOS (Atari)
MS-DOS, and Unix. For more information see
Andreas Krall: "Implementation of a High-Speed Prolog Interpreter",
Proceedings of the SIGPLAN'87 Symposium on Interpreters and Interpretive
Techniques, St.Paul, Minnesota, June 24-26 1987
published as SIGPLAN Notice Vol 22 No 7, July 1987.

You can contact Eva Kuehn and Andreas Krall at
TU-Wien
Argentinierstr. 8
A-1040 Wien
Austria

Their UUCP addresses are
tuvie!vipvax!eva
tuvie!vipvax!andi

Greetings,
Hubert Hofbauer

<

I thought I'd better send it to the list. I will inquire in Vienna.
By the way, I am receiving the atari list again (after two weeks).

Hans

Should I have shown an opinion above, it is my own.

2545. Auto Reply from Watch_Mail

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 15:00:00 UTC
From: minow@thundr.DEC.COM
Message-ID: <8803171159.AA15982@decwrl.dec.com>
Source record: 253746

This is an automatic reply from a mail-watch daemon. I'm on vacation returning March 20. You and I are also testing a new version of the mail-watcher daemon. My apologies if it doesn't work correctly. Hopefully, this is the only message you'll get.

Martin.

Here is a cookie for you to contemplate while awaiting my return:

The value of knowledge lies not in its accumulation, but in its utilization.

2546. DISTOMWC.PRG doesn't work?

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 15:41:07 UTC
From: federico@actisb.UUCP
Message-ID: <195@actisb.UUCP>
Source record: 253747

I tried yesterday to use the recently posted DISTOMWC.PRG program on my Mega ST 2. UUDECODE and ARC didn't complain about anything, so I think there were no transmission errors. Nevertheless, all I get after double-clicking on the program is an alert box with the text "VDI function error". Has anybody gotten the program to run? If yes, with which configuration?

--
Federico Heinz "In Dubio Pro Libido"
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

2547. Re: Uniterm macros (again)

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 16:23:00 UTC
From: weber_w@apollo.uucp
Message-ID: <3ae8cc4b.10b48@apollo.uucp>
Source record: 253748

In article <1580@pasteur.Berkeley.Edu> landay@cory.Berkeley.EDU (James A. Landay) writes:
>It is meant for retrying pc pursuit until the city I want is free.
>It seem to get stuck after the get on line 10
>
>
>%GET ('=', 5)
>..lines deleted
>%GET ('@', 5)
>..lines deleted
>%GET ('CONNECT') %JUMP (12)

1) I didn't think that the timeout time in GET() was optional - I thought it HAD to be there.

2) I thought I saw a msg from Simon indicating that the DIALER would consume the "connect" message for whatever string is in the "connect message" field of the dialer. You do not mention how you invoke this macro, but I wonder if this comes into play.

...walt...
--
Walt Weber PHONE: (617) 256-6600 x7004
Apollo Computer GENIE: W.WEBER
Chelmsford, People's Republic of Massachusetts

2548. More about extra coloursUP

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 16:32:34 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <547@csvax.liv.ac.uk>
Source record: 253749

I have recently been following the news items by Wayne Knapp, which are about the writing of a routine (that will be made public domain) to allow 512 color pictures to be displayed. He has been requesting ideas form people about the fastest way to update the pallette registers. There have been a couple of "followups" to this, a couple coming from himself (I liked Wayne's routine for getting in sync with the display, quite neat). From what I have gathered, it seems that there will be a long list of words in memory which will be shoved into the pallette registers as fast as possible.
It has been suggested using the move multiple register instruction. Quite true, this is the fastest way of moving memory about on the ST. eg

```
lea $8240.w,a0
lea colorlist,a1
movem.l (a1)+,d0-d7 ;repeat these two instructions
movem.l d0-d7,(a0) ;as many times as possible
...
```

This will move a block of 16 words from memory into the 16 pallette registers. Although this is the fastest way to update the pallette registers, it has a problem. There is a delay while the registers are being reloaded. This will create problems for a program that has to update the "colorlist" (as I shall call it), because after all this colorlist must at some time be created by some program. It would make it much simpler to alter this colorlist if the pallette registers were being updated at a regular pace. But then again he may be looking for the fastest way and not the simplest way.
Now that I have attracted your attention, with the above (interesting?) item, I would like to mention something else (not quite as interesing?), the absolute short addressing mode. This fantastic little addressing mode seems to be quite neglected by nearly every ST programmer I have known. I don't know why, even the TOS programmers didn't use it. Instead of having a 32 bit field to specify the address, (as in absolute long), absolute short uses a sign extended 16 bit field, which means that instructions using this addressing mode are shorter and, of course, faster! This allows access to the last 32K of memory (the input/output locations) and the first 32K of memory (the exception vectors etc.) at increased speed. Your wish to use either absolute long or absolute short is communicated to the assembler by terminating the address with a ".L" or ".W", respectively. Absolute long is usually the default, so if you

want absolute short you must specify it, by adding the ".W". Have a look at the following instructions, their patterns in memory and their execution times:-

move.l $40,d0 2039 0000 0040 20 clock periods
move.b $ffff8260,d0 1039 ffff 8260 16 clock periods

You can see that the second word in both of the patterns is really redundant. If the above two instructions are converted to absolute short...

move.l $40.w,d0 2038 0040 16 clock periods
move.b $8260.w,d0 1038 8260 12 clock periods

A word is saved in each instruction, as are four clock periods. So you can see, when you are accessing the first or last 32K of memory it is much more efficiemt to use absolute short. NB When using symbols with absolute short, you must usually place the symbol name in brackets eg

screen_resolution equ $8260

move.b (screen_resolution).w,d0 1038 8260

Another few time and space saving instructions that I regularly use, and lots of other people seem to be ignorant of are:-

1. When clearing all 32 bits of a data register use

moveq #0,d0 4 clock periods and not
clr.l d0 6 clock periods

2. The fastest way to clear all 32 bits of an address register is

sub.l a0,a0 8 clock periods

Although it is possible to clear an address register with

lea 0.w,a0 8 clock periods

in just the same time, the former takes up only 1 word in memory, while the later takes 2.

3. When adding to an address register, use

lea <16 bit displacement>(a0),a0 8 clock periods
ie
lea 29000(a0),a0
lea -346(a0),a0

whenever possible. Although this method only allows a 16 bit number to be added to the address register (values in the range -32768 to +32767), it is considerably faster than the equivalent

```
add.l #29000,a0 16 clock periods
sub.l #346,a0 16 clock periods

Remember that the 16 bit value added is sign extended to 32
bits before the addition is performed, and so the upper word
of the address register will be updated (this is why I
compared it to "add.l" and "sub.l" and not "add.w"), eg

a0 before | Instruction | length (words) | a0 after
----------+-----------------------+----------------+----------
$6fff0 | lea $200(a0),a0 | 2 | $701f0
$6fff0 | add.w #$200,a0 | 2 | $601f0
$6fff0 | add.l #$200,a0 | 3 | $701f0

As you can see the load effective address is much more
versatile than the add.

I hope the above information proves useful, to you. If you
have any comments or find any inaccuracies in the above I'd be
glad to hear from you.

Mark Powell

*******************************************************************************

"...there's no success JANET unpowell@uk.ac.lis.csvax
like failure and UUCP {backbone}!mcvax!ukc!mupsy!lis-cs!unpowell
failure's no success ARPA unpowell%csvax.lis.ac.uk@nss.cs.ucl.ac.uk
at all..." B.Dylan

*******************************************************************************
```

2549. Re: More info on software color upgrade

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 16:52:52 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <548@csvax.liv.ac.uk>
Source record: 253750

In article <2531@tekig5.TEK.COM>, wayneck@tekig5.TEK.COM (Wayne Knapp) writes:
> In article <2137@polya.STANFORD.EDU>, rokicki@polya.STANFORD.EDU (Tomas G. Rokicki) writes:
>> Try movem. As in:
>>
>> movem.l (a0)+,a2-a5/d0-d7
>> movem.l a2-a5/d0-d7,(a1)
>> add.w #48,a1
>>
>> Much faster than
>>
>> move.l (a0)+,(a1)+
>>
>> repeated 12 times.
>>
>> -tom
>
> Maybe I'm confused and not counting cycles correctly, if so show me where
> I going wrong. But it looks like the move multiple sequence is only 6 cycles
> faster than the 12 move.1 (a0)+,(a1)+. The advantange of the move.l is that
> you get a more even color change than the movem gives. That is every color
> change is exactly 20 cycles apart. Here is what I believe the timings are.
>
> movem.l (a0)+,a2-a5/d0-d7 # 8 + 8 * 12 = 104
> movem.l a2-a5/d0-d7,(a1) #12 + 8 * 12 = 108
> add.w #48,a1 # 22
> ----
> 234
>
> Where as 12 move.l (a0)+,(a1)+ gives 12 * 20 or 240 cycles. Is this correct
> or am I goofed up. Thanks for your help.
>
> Wayne Knapp
>

For the purpose of moving colours into the pallette registers, surely,
both of the above routines aren't much use. The pallette registers occupy
16 words starting at address $ff8240. So therefore you should be moving
these "new" colours in 16 word blocks? And not 12*2=24 words as you seem
to be doing.
To move colours in 16 word blocks, move multiple could be the best
bet, because the "move.l (a0)+,(a1)+" has the added problem of restoring
a1 to point back to pallette 0. eg

```
lea colorlist,a0
lea $8240.w,a1
movem.l (a0)+,d0-d7 * get 16 words
movem.l d0-d7,(a1) * put 16 words into pallette registers
... etc ...
```

As you can see this doesn't affect a1, and so it always points to pallette 0 ($ff8240). The equivalent with "move.l (a0)+,(a1)+" needs a1 resetting back to pallette 0 when it has gone through 16 words.

```
lea colorlist,a0
lea $8240.w,a2
move.l a2,a1
move.l (a0)+,(a1)+ * move 16 words
move.l (a0)+,(a1)+ * from "colorlist" to pallette's
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l a2,a1
move.l (a0)+,(a1)+
... etc ...
```

Of course when a1 gets to the end of the pallette's you could then go backwards (change to "move.l (a0)+,-(a1)") for then next 16 words and then change back to "move.l (a0)+,(a1)+", and so on. This would produce a move even pallette change than the above, where there is a "gap" between pallette's 15 and 0.

Mark Powell, Liverpool University, Merseyside, England.

****

"...there's no success JANET unpowell@uk.ac.lis.csvax
like failure and UUCP {backbone}!mcvax!ukc!mupsy!lis-cs!unpowell
failure's no success ARPA unpowell%csvax.lis.ac.uk@nss.cs.ucl.ac.uk
at all..." B.Dylan

****

2550. Re: Test message

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 16:56:07 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <1197@silver.bacs.indiana.edu>
Source record: 253651

In article <880316151816.933213@HIS-PHOENIX-MULTICS.ARPA>
Brunelle.Multics@HIS-PHOENIX-MULTICS.ARPA (HVN 862-4784) writes:
>This is a test.

D-

2551. Re: Multi-Bashing

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 17:30:44 UTC
From: dale@slovax.UUCP
Message-ID: <2940@slovax.UUCP>
Source record: 253652

> In article <1350@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
> > regarding Minix, OS-9, etc. do these OS alternatives still support GEM
> > AES/VDI calls or do they puntaes() (or equiv) during bootup?
>
> I can't speak for OS-9, but Minix won't. Hopefully never. Perhaps a port
> of X-windows, which is the industry standard (hehe) windowing system for
> Unix (and VAX/VMS, too) could be done? X isn't the fastest system in the
> world, but it does have some nice features.
>
> --
> /\ - " Against Stupidity, - {backbones}!
> /\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
> / \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
> / U i n T e c h \ - Schiller - obie!wes

I know for a fact that X windows runs under Idris on the ST. I have seen
and played with it! Hopefully it will be available soon. I don't think
OS-9 or Minix can support X, you need BSD sockets. The Idris kernel had
sockets written for it to support X. Also Idris supports VDI and LineA
calls, but not AES. Check it out!
--
{psivax,ism780}!logico!slovax!dale : {hplsla,uw-beaver}!tikal!slovax!dale
Dale Thomas R & D Associates,3625 Perkins Lane SW,Tacoma,Wa 98499,206-581-1322

2552. Re: LISP Interpreter ???

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 17:37:15 UTC
From: dale@slovax.UUCP
Message-ID: <2941@slovax.UUCP>
Source record: 253653

> Does anyone know of a LISP for the ST either commercial or PD.
> A simple implementation will do. Only need it for study purposes
> ie. doing CS assignments.
>
>
> --
> Anthony C. Howe achowe@watmsg.waterloo.edu
>
> "The definition of flying: throwing yourself at the ground and missing."
> - Douglas Adam's "Life, the Universe and Everything"

Xlisp is available for the ST and is PD. It was posted to the net a long
time ago. The latest version is available on CompuServe. I think its
version 2.0. Also Metacompco sells a version of Lisp for the ST.
--
{psivax,ism780}!logico!slovax!dale : {hplsla,uw-beaver}!tikal!slovax!dale
Dale Thomas R & D Associates,3625 Perkins Lane SW,Tacoma,Wa 98499,206-581-1322

2553. Re: pirating, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 18:40:37 UTC
From: brianb@bucsb.UUCP
Message-ID: <1513@bucsb.UUCP>
Source record: 253654
Cross-posted to: alt.flame,comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.atari.8bit,comp.sys.atari.st

******* FLAME ALERT *******

I hope what you were saying was a joke, if it was you can take this
followup in fun. If you really meant what you said be ready for some
heat.

I will take the issue's presented by this being, one a time
with a summary at the end.

In article <800@nuchat.UUCP> phillip@nuchat.UUCP (Phillip Keen) writes:
>
>I've been noticing talk about pirated software lately over the net. Well,
>I think it shouldn't exist, but it's something we've had for a very long time.
>Well, I know it's very easy to pirate software. With computers that can do
>multi-processing or multi-tasking it's very easy to do it because someone can
>load up something that is playing music and then load up a copy program and
>copy illegal programs. Anyways, what I think stores should do, is not let
>the lookers use the computers themselves, unless the store owners and salesmen
>know that person very very good. This would prevent much of the pirating that
>is going on right now.

You would expect people to go into a store and spent their money
on software without being able to try it themselves. The only reason I
use computer stores is the fact that I can try the software out, otherwise
I would use mail order. Most salepersons are not knowledgeable in all the
packages that the store carries and they are not going to provide you with
a sufficient demonstration. When I am making a purchase decision on software
weather it is a game or an application, I expect to be able to sit down and
use this software, to see if I like it. I want to get an idea how long it
take for commands to execute, how easy it is for me to use and to try some of
the features that I am particularly interested in. I would never buy from a
store that says, "You can't try it out, but I will show it to you". Maybe you
would spent $300 without being able to try out a peice of software, but I
most certainly would not.

> I also think they should have signs on their doors
>or something saying "We will take up your disks that you bring in here unless
>you've got a receipt from us with you." Therefore, people would hopefully
>not bring in their disks.

First, why are people bringing the disks into the store in the first
place, I don't think any store owner is stupid enough to not realize that
someone is sitting there copying the software. If a person is bringing
disks to the store, they probably are bringing them so they can test out
the compatability of their data on the new software, and where those disk

were purchased should have no bearing on the right to use them. I don't know where you shop for software, but people just don't open up the boxes and start using the machines, store have their own open copies which they let people use with supervision(not usually to stop them from stealing the software, but to make the sale, WHAT AN INTERESTING CONCEPT).

> About pirating over the modem. Well, that is a
>case that we the users don't have any control over, and if we did, because
>we don't know who's pirating everyone would have to take the consequences. I
>hope that it's something that won't keep us good guys (like me) who don't
>pirate out of BBSes if the government or anyone makes a law or a rule saying
>that we cannot use our modems.

We do have control over this area, if you are on a BBS and you see a copyrighted piece of software on it, call the publisher and inform them. If you think it might be by mistake, leave a note to the sysop and inform him that you think some programs on his system are there illegally. The way to combat this area of piracy is to report the crime when you see it. The software companies and the government are going after these pirate BBS's and will be grateful for your cooperation. I am the sysop of a Bulletin Board and I am very careful to check what is uploaded to my system is public domain, I also do not allow dicussion of piracy on my system.

> I think one way that we could get the pirating
>issue to go over is by not allowing anyone below age 35 buy a modem. The
>reason I say such a high age is I know some people between 20 and 35 that
>still pirate. See, most of the piraters out there are kids between the
>ages of 15 to 20. Anyways, thanks for the attention, and I just wanted to
>give my little soapbox on pirating. Phillip Keen

Okay moron, that's it, where do you get off saying that people under 35 pirate more than those over, if it is true, it is most likely due to the fact that more people under 35 use personal computers and you would probably find that the same percentage of users in each age group pirate. You claim that most of the pirates are between the ages of 15 and 20, while the number of people in this group who steal software is probably large, the value of what they steal is relatively low(mostly games that retail for around $40 and have no value after about a year). Where the middle age business person is taking home thousands of dollars worth of software from his workplace to use on his home machine, who is the bigger thief here. I know the retail value does not apply here, but the kid is committing a misdemenor when he steals Zork(n1), but Mr. Executive is a felon when he takes home a copy of 1-2-3(n2). They are both stealing, but all you ever hear small minded people like you talk about are those teenagers. I am 22 and I don't steal software (although I probably am capable of it), where would you classify me sir.
As for the feasiblilty of your idea, it is also absurd. Would you make it illegal for anyone under 35 to own a modem or just purchase one, would you make people register their modems like handguns(whach out BOB, I think he has a smartmodem ???). How would you keep people under 35 from using modems, DATA POLICE. It is just so ridiculus !!!!

Your foolish system would not allow students to have modem so they could access school computers or on-line data services. You would be resticting the rights of people under 35 to get the information that is available on these services.

As for your little soapbox, I hope you slip and fall off !!!

I think that I have said enough for now, I anticipate that others will also be nailing your small brian to a wall, so If I missed anything hold on.

(n1) Zork is a trademark of Infocom Inc.
(n2) 1-2-3 is a trademark if Lotus Development corp.

PLEASE DIRECT ALL FUTURE COMMENT TO alt.flame

All opinions expressed above are my own and no other entity need take responsibilty for them.

Brian Bresnahan
brianb@bucsb.bu.edu or
engf0ic@BOSTONU.BITNET

2554. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 18:46:04 UTC
From: DMIHOCKA@WATDCS.BITNET
Message-ID: <8803180139.AA04570@ucbvax.Berkeley.EDU>
Source record: 253655

RE: 512 COLOR DISPLAYS.
512 Color Displays

To Wayne Knapp:

The methods you describe are pretty well what Spectrum uses. During the vertical blank, it waits until the first scan line, then just starts blasting into the color registers for about 13 ms, then exits the VB. This leaves the user process a couple of ms before the next VB.
Writing the Spectrum display routine is rather easy. I wrote a slideshow program in Megamax C that displayed Spectrum files, and other slideshow programs are now starting to incorporate that feature too. All I did was disassemble the Spectrum slideshow. The code is a lot simpler than you might imagine. Just look for the MOVE.L (An)+,(An)+ instructions (about 24 in a row) and that's the main loop of the display routine.
The file format was released about 4 months ago on various places like Compuserve and such (both the SPC and SPU formats). With a slight modification to the Spectrum display routine, I was even able to get medium rez displays (i.e. 640x200 in 512 colors) and even split screen resolution changes within the same Spectrum picture (see my slideshow and you'll see what I mean).
You're on the right track. I suggest you download the file format off Compuserve or GEnie, then disassemble the Spectrum slideshow program and in a couple of hours you'll be done (writing it in C sped up development time quite a bit).
About releasing the code P/D. I don't know about that. If Antic had wished the display routine to become P/D, I'm sure they would have published an article in START or something. They have only published the file format, _not_ the display routine. I'd check with them if I were you. I don't know what Antic's attitude is abot people using it in their programs. They certainly haven't complained about the other slideshow programs and I plan to use the routine (my modified 640x200 routine) in the title page of an upcoming program that I'll be releasing shareware.
Would anyone care to comment of whether or not using a Spectrum-like display routine is a copyright infringement?

- Darek

CIS: 73657,2714
Delphi: DAREKM
GEnie: DAREKM
BIX: darek

2555. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 19:15:47 UTC
From: apratt@atari.UUCP
Message-ID: <1018@atari.UUCP>
Source record: 253656

From article <176@bdt.UUCP>, by david@bdt.UUCP (David Beckemeyer):
> In article <1008@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>It *is* just a simple longjmp! (Except that it gets executed in Super
>>mode -- but the handler can just consist of a longjmp.) If you have a...
>
> If the Pterm handler consists of just a longjmp, doesn't that mean that the
> supervisor stack is permanently shrinking, and that the program thereafter
> runs in supervisor mode, even if it was started in user mode? Wouldn't
> that mean that a lot (maybe not so many) ^C's would use up all the supervisor
> stack?

You misunderstand me. By "Pterm handler" I meant the thing YOU might
install to catch bombs, Pterm's, and ^C's yourself. *Of course* Pterm
is more complicated than that in Gemdos: it has to free your memory,
close your files, and so on.

If you want to execute some procedure (like removing your vblank routine)
when you get ^C, bombs, or Pterm, you should install the address of that
procedure as the terminate vector. When Pterm gets hit (for any of these
reasons), your handler will get called (via jsr, in super mode), and
when it returns, the Pterm continues and terminates the process. This
is what Sid does when it says "Bye!" -- that's the terminate handler
talking.

If you are a shell and you want to return to your command prompt when
the user hits ^C, you have to be a little more clever: you make the
terminate vector point to a routine which does a go-to-user-mode-and-longjmp
operation. The target of the longjmp is responsible for recovering from
the problem. Simply put, it could look like this:

```
#include <osbind.h>
#include <longjmp.h>
jmp_buf err_buf;

long old_terminate_value;

main_loop()
{
char cmdbuf[258];
int terminate_handler();

old_terminate_value = Setexc(0x102,terminate_handler);

if (setjmp(err_buf)) {
/* this code is target of longjmp */
Cconws("*Break*\r\n");
}
```

```
/* normal flow and longjmp both end up here */

cmdbuf[0] = 255;
while (1) {
Cconws(prompt_string);
Cconrs(cmdbuf);
cmdbuf[cmdbuf[1]+2] = 0; /* null-terminate the string */
do_cmdline(&cmdbuf[2]);
}
}

terminate_handler()
{
longjmp(err_buf,-1);
}

exit_command()
{
Setexc(0x102,old_terminate_value);
Pterm(0);
}
```

The above fragments assume that setjmp saves the SR of the caller and restores it for the longjmp... This is a nontrivial thing to do because you can't just use RTE from user mode.

The exit_command fragment is here to show that you have to UN-install the vector before you Pterm, because otherwise it'll just get hit again.

Does this make anything more clear?

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2556. Msg of Thursday, 17 March 1988 14:22-EST

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 19:23:08 UTC
From: COMSAT@MC.LCS.MIT.EDU
Message-ID: <391264.880317@MC.LCS.MIT.EDU>
Source record: 253657

FAILED: TETHER at MITLNS.MIT.EDU; Funny reply from foreign host after sending message.
Last reply was: {554 Unable to deliver mail to given recipient(s)}
Failed message follows:

Received: from OZ.AI.MIT.EDU by MC.LCS.MIT.EDU via Chaosnet; 17 MAR 88 14:22:02 EST
Received: from XX.LCS.MIT.EDU by OZ.AI.MIT.EDU with Chaos/SMTP; Thu 17 Mar 88 14:02:33-EST
Received: from Score.Stanford.EDU by XX.LCS.MIT.EDU with TCP/SMTP; Thu 17 Mar 88
13:41:51-EST
Date: Thu 17 Mar 88 10:03:04 PST
Subject: Info-Atari16 Digest V88 #123
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Thursday, March 17, 1988 Volume 88 : Issue 123

This weeks Editor: Bill Westfield

Today's Topics:

Re: GNOME 2.0 ready
Re: RAM expansion chips, etc.
Re: fsel_input
Re: MX2 source
Video interrupts: using or disabling
Re: WARNING ! Atari ST owners look away now....
Connecting an Apple ImageWriter to the Atari 1040ST
Re: shrink-wrap copying...
Re: WARNING ! Atari ST owners look away now....
Re: Is there a C++ compiler?
Re: Wishlist for UniTerm 2.1a (really what's a VT220)
Re: 50Hz
Re: Copyrights and Coercion

Date: 9 Mar 88 17:13:19 GMT
From: braner@tcgould.tn.cornell.edu (braner)
Subject: Re: GNOME 2.0 ready
To: info-atari16@score.stanford.edu

[]

Oops --- I left out my mailing address, in case somebody actually wants
to get GNOME via physical mail. Here it is:

Moshe Braner
69 Ringwood Rd., Freeville, NY 13068 U.S.A.
(607) 347-4573
<braner@tcgould.tn.cornell.edu> (ARPANET)
<braner@crnlcam> (BITNET)

From: NH13%DKAUNI48.BITNET@forsythe.stanford.edu
Date: 03/09/88 11:34:51 CET
To: INFO-ATARI16@score.stanford.edu

INFO

Date: 8 Mar 88 16:49:49 GMT
From: mcvax!unido!tub!tmpmbx!netmbx!hase@uunet.uu.net (Hartmut Semken)
Subject: Re: RAM expansion chips, etc.
To: info-atari16@score.stanford.edu

In article <3675@cup.portal.com> Harold_Hank_Hagquist@cup.portal.com writes:
>You can use 256K chips to go up to 1Meg of total memory. If you want to go any
>higher you need to go to 1Meg chips. This is because to ST can only access
>4 banks of chips. If you want an up grade board, I can get you one. To upgrade
Wrong.
If you get a good soldering iron
someone who can handle it
one of each HC00, HC139, HC573
lots of wire
and the german magazine ST Special
you can make an upgrade to 2.5 M with 41256-12 chips (48 of them).
It works. A friend of mine is working on a board for the chips so you don't
need to build stacks of 4 chips..
hase
--
Hartmut Semken, Berlin (West) (*east of West-Germany :-)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

Date: 8 Mar 88 16:40:06 GMT
From: mcvax!unido!tub!actisb!federico@uunet.uu.net (Federico Heinz)
Subject: Re: fsel_input
To: info-atari16@score.stanford.edu

In article <3951@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner)
writes:
>[]
> [text deleted]

>The drive:\directory\subdirectory*.* entry drives me nuts.
>[...] Then there's the very limited editing of that string.
>If it says "A:*.*" and I just want to change the 'A' to 'B', I have
>to press ESC to clear it all, then retype the whole mess.

You don't need to clear the whole string. You can position your cursor using the arrow keys (cursor back and cursor forward only, since cursor up/down will take you to the next/previous field - or the other way around). The arrow keys are nondestructive and allow you to change the drive spec without killing the whole line. It's not very elegant (as a matter of fact I hate it) but it's possible.

--
Federico Heinz "In Dubio Pro Libido"
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

Date: 9 Mar 88 01:36:13 GMT
From: hubcap!ncrcae!ncr-sd!crash!pnet01!fred@gatech.edu (Fred Brooks)
Subject: Re: MX2 source
To: info-atari16@score.stanford.edu

I will be posting MX2 1.1.0 PD with the complete Modula-2 source. I am still adding things and trying to redo some of the routines to run better. I will post the complete thing on Genie first.

Fred Brooks

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

Date: 9 Mar 88 06:34:31 GMT
From: ptsfa!pacbell!att-ih!chinet!saj@tis.llnl.gov (Stephen Jacobs)
Subject: Video interrupts: using or disabling
To: info-atari16@score.stanford.edu

I am curious about the horizontal and vertical blank interrupts. How much code can one safely put in a horizontal blank routine? How many micro seconds does each call of the default vertical blank handler take? There appears to be a flag telling the default vertical blank handler to cut its operation short: what awful thing (if any) would happen if the interrupt threshold was simply set above the vertical blank level? And finally, how do I try playing with these things (I've never done anything with privileged instructions on the 68000, so those interrupt levels and first 1 K of memory flags are new territory). I have Mark Williams C (with their assembler included), a few Abacus books and some 68000 documentation. Use your best judgement about whether to mail or post replies.

Date: 7 Mar 88 18:10:28 GMT
From: leigh@byuvax.bitnet
Subject: Re: WARNING ! Atari ST owners look away now....
To: info-atari16@score.stanford.edu

It is time that the Tramiel family leaves Atari and goes off to save another floundering company in need... And let some *real*business* men put things in order...

Chad

Date: 9 Mar 88 18:45:03 GMT
From: Ram-Ashwin@yale-zoo.arpa (Ashwin Ram)
Subject: Connecting an Apple ImageWriter to the Atari 1040ST
To: info-atari16@score.stanford.edu

Does anyone know if one can connect an Apple ImageWriter, the Macintosh dot-matrix printer, to the Atari 1040ST? If so, how does one go about doing this? This is the first time I will be trying to connect any printer to my ST, so I know less than nothing about this. I assume one needs a printer configuration file. Is there a special file for the ImageWriter?

I'd appreciate it if you could E-MAIL your responses to me if possible.

Thanks in advance.

-- Ashwin Ram --

ARPA: Ram-Ashwin@cs.yale.edu
UUCP: {decvax,ucbvax,harvard,cmcl2,...}!yale!Ram-Ashwin
BITNET: Ram@yalecs

Date: 9 Mar 88 22:23:38 GMT
From: mdf@TUT.CIS.OHIO-STATE.EDU (Mark D. Freeman)
Subject: Re: shrink-wrap copying...
To: info-atari16@score.stanford.edu

Gee, this seems to be such a simple issue.

Copying shrink-wrap won't work because it is transparent. The photocopier will just print a blank page...

(This is merely a sarcastic shot at what I see as a silly subject line.)
--
Mark D. Freeman (614) 262-1418
mdf@tut.cis.ohio-state.edu
2440 Medary Avenue ...!cbosgd!osu-cis!tut.cis.ohio-state.edu!mdf
Columbus, OH 43202-3014 Guest account at The Ohio State University

---

Date: 8 Mar 88 23:31:27 GMT
From: xanth!src@mcnc.org (Scott R. Chilcote)
Subject: Re: WARNING ! Atari ST owners look away now....
To: info-atari16@score.stanford.edu

In article <463@csvax.liv.ac.uk> sqrkl@csvax.liv.ac.uk writes:
>
>OK, you asked for it ...
>
>1) The Atari ST's OS has been ported from an IBM PC and has several features
> removed (no fonts for example) and has had several (hundred ?) bugs
> introduced (40-folder bug, can't rename a folder, can't rename a disk...).
>
Wrong. Porting is modifying existing code to work on a different computer.
DRI wrote TOS/GEM/GEMDOS entirely from scratch.

The only item here that qualifies as a BUG is the 40 folder limit. While it
has required people to use fixes, the new release of GEMDOS will take care of
the problem. In fact, PD utilities take care of all of these things.

>2) The ST has the same sound chip as a Snclair Spectrum Plus 2 - a prime
> example of Atari ST cost-cutting.
>
Whatever that is --- ^^^^^^^^^ ^^^^^^^^ ^^^^ ^

Yet, in the same machine, we have a midi interface. Those who are interested
in good sounding music can add a synthesizer and persue a professional career.
If this is cost cutting, how come no other machine comes with one built-in?

--Granted, we'd like nice sound without enhancements, but nothing to cut your
head off over.

>3) 99% of all available software is either a very poor imitation of Macintosh
> software (First Word Plus, Publishing Partner, Fleet Street Editor etc.) or
> just a poorly-written arcade game...
>

Rather than being an argument, this is irrational caterwauling. I defy you to
come up with similar descriptions for Zoomracks, GFA Basic, Dungeon Master, or
Time Bandits. While there are several below-standard programs for the ST, as
well as any other machine, at least developers have been willing to write for
it...

>4) Virtually all the compilers I've seen (and I've seen plenty of them !) for
> the ST have been quite disgraceful. They either have numerous bugs, have
> a user-hostile interface (such as a cryptic command line) or are extremely
> slow. This just shows that ST software companies are in the market to make
> a quick buck off people foolish enough to buy an ST in the first place.
>

Yawn. OSS Pascal, MWC Ver. 3.0, Laser C? What goes for "good" these days?

>5) The official ST hard disk is appalling. A friend of mine was so disgruntled
> that he ripped out the Atari mechanism and replaced it with a faster hard
> disk mechanism.
>

No prospective ST owner is forced to buy an SH-204. Much better are available elsewhere. What kind of problem did he have? Last I heard, there was a standard PC-compatible 3 1/2" drive unit inside--probably like the one he replaced it with!

>6) As mentioned in comp.sys.atari.st, Atari have been caught red-handed
> shipping STs with faulty disk drives that don't sense the write-protect
> notch on a disk correctly...typical of such a cost-cutting company
> (price without the power - or safe disk drives !)
>

Commodore is perfect by comparison, Hmmm? One local mall store, Games 'N Gadgets, had over 50% of it's Amiga 500's come back after Christmas. The problem? Dead unit, green screen with spots. Sound familiar? No electronics supplier is perfect. Even IBM has problems.

>I never said that the Amiga/VAX/Mac etc. were the BEST computers in the world -
>My philosophy is that if the machine
>is fast, has a good OS and a good (high level) language then it is GOOD.
>

There, I knew you'd apologize. That's a good bloke. Now remember, the next time you have one of these attacks, take a few deep breaths. As a reward, we'll get Joe Isuzu to return the queen's hat!

:-) :-) :-)

The preceding was written with nobody's consent.

S. Chilcote
src@xanth.UUCP

Date: 8 Mar 88 22:26:27 GMT
From: mcvax!unido!cosmo!urmel@uunet.uu.net (Markus Hess)
Subject: Re: Is there a C++ compiler?
To: info-atari16@score.stanford.edu

In article <12332@orchid.waterloo.edu> achowe@orchid.waterloo.edu (CrackerJack) writes:
>
>Does anyone know of a C++ compiler for the ST. Is there one in
>the works? PD or commercial?
>

WE have just a C++ translator in work (commercial) which is based on the AT&T version 1.2. We are porting the C++ translator to several machines, including SUN, Motorola Series 8000, UNISYS Series 5000, 386/IX, MS-DOS(tm) and, of course the ATARI ST. :-)

--
Markus Hess
urmel@{focus|cosmo}.UUCP

Date: 8 Mar 88 22:28:23 GMT
From: mcvax!cernvax!ethz!forty2!poole@uunet.uu.net (Simon Poole)
Subject: Re: Wishlist for UniTerm 2.1a (really what's a VT220)
To: info-atari16@score.stanford.edu

From article <2866@brspyr1.BRS.Com> by tim@brspyr1.BRS.Com (Tim Northrup):
>From article <186@forty2.UUCP>, by poole@forty2.UUCP (Simon Poole):
>> mcvax!ukc!mupsy!liv-cs!sqrkl, Richard K. Lloyd writes >Wishlist for
>
>>>6) Retain the screen display when switching from or to 132 column mode,
>>> rather than clearing the screen and homing the cursor.
>>
>> Wrong! No VT1XX, VT2XX or VT3XX compatible terminal works this way,
>> all clear the screen and home the cursor. The command set of D*C
>> compatible terminals has no provision for dealing with mixed length
>> lines (I can think of all kind of perversions you would have to deal
>> with, if you want to have a terminal with this feature).

>Sorry Simon, but I use an HDS2200 (VT-220 compatible from Human Designed
>Systems), that *does* retain the screen on size change.

Which means that it isn't VT-220 compatible. And will miserably fail any
compatibility test.
....
>It seems to work just fine. The software may not deal with it particularly
>well (editors, etc), but that isn't the terminals problem, nor should it
>be.

Oh yes it should be, since the HDS will tell the application, that it's
a VT-220 and the application will expect it (the terminal) to do EXACTLLY
what a VT-220 would do. How do you program an editor if you don't know
what the terminal is going to do? Ok, you say then it should send a response
saying it's a HDS2200 in this and that mode, BUT then it's no longer a VT-220
terminal is it?

BTW the HDS does not work the way the original poster described (the HDS
does NOT have mixed length lines, it just doesn't erase the whole screen
when switching modes).

(I don't really think this discussion belongs in comp.sys.atari.st, that's
why I've refrained from giving a LONG list of situations where everybody
would admit that the HDS is broken)

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

Date: 9 Mar 88 23:47:04 GMT
From: wallman-george@yale-zoo.arpa (Natuerlich!)
Subject: Re: 50Hz
To: info-atari16@score.stanford.edu

No don't worry about 50Hz, noone I know even with a TV set uses 50Hz.
In fact the CHANGEHZ.PRG is used there to change the frequency TO
60Hz. 50 Hz is unbearable in the long run. Flicker Flicker!.
(There == W.Germany)

Loveletters & Hatemail to : wallman@yalecs (Arpa UUCP Use)
Files to : WALLMANN@CTSTATEU (Bitnet)

"The CPU is from Motorola
The RAM is from Hitachi
The Operating System is from DRI
and the MMU is from Fancy Feast"

Date: 10 Mar 88 01:18:32 GMT
From: wallman-george@yale-zoo.arpa (Natuerlich!)
Subject: Re: Copyrights and Coercion
To: info-atari16@score.stanford.edu

Yesterday I went into my local store to get a game. I took it from
the shelf and tried to walk out of the door. "Hold it", said the
owner,"drop the game, or I call the police". I dropped the game.
And of course I immediately went to the cops and told them about the
theft the store owner had committed.

In Logajan terms:
1) Fraud + Theft. I have the value
2) Coercion
3) Theft (I dropped the game, by coercion, owner gets the value back)
What's wrong ? Theft is a 'common sense' word and not a little
Logic 100 Token. It has a meaning in terms of social interaction
that we are all aware off. The Logajan approach is the standard and
wrong AI approach.

That is the try to narrow an elaborate concept into a single rule
(and then with the addition of lots of exception like (OK it is
no theft if the value originally belongs to the owner and if the thief is still on the
premises and so on...)

Aloha aus Samoa

Loveletters & Hatemail to : wallman@yalecs (Arpa UUCP Use)
Files to : WALLMANN@CTSTATEU (Bitnet)

"The CPU is from Motorola
The RAM is from Hitachi

The Operating System is from DRI
and the MMU is from Fancy Feast"

End of Info-Atari16 Digest
****

2557. Re: LISP Interpreter ???

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 19:26:06 UTC
From: apratt@atari.UUCP
Message-ID: <1019@atari.UUCP>
Source record: 253658

From article <17499@watmath.waterloo.edu>,
by achowe@watmsg.waterloo.edu (CrackerJack):
> Does anyone know of a LISP for the ST either commercial or PD.
> A simple implementation will do. Only need it for study purposes
> ie. doing CS assignments.

I have the source to Xlisp version something -- not very recent. It's at home in an ARC file, but it's really big. The executable alone is big, too. I got it off a BBS in early 1986 -- you might ask BBS operators around you if they have it in their offline storage. It's pretty interesting, but lacked some things I needed for real use. With source, I could add them, but I just haven't been motivated. Too hard to get into somebody else's head to understand the implementation, for one thing.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2558. Msg of Thursday, 17 March 1988 14:35-EST

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 19:36:11 UTC
From: COMSAT@MC.LCS.MIT.EDU
Message-ID: <391273.880317@MC.LCS.MIT.EDU>
Source record: 253659

FAILED: TETHER at MITLNS.MIT.EDU; Funny reply from foreign host after sending message.
Last reply was: {554 Unable to deliver mail to given recipient(s)}
Failed message follows:

Received: from OZ.AI.MIT.EDU by MC.LCS.MIT.EDU via Chaosnet; 17 MAR 88 14:35:31 EST
Received: from XX.LCS.MIT.EDU by OZ.AI.MIT.EDU with Chaos/SMTP; Thu 17 Mar 88 14:32:39-EST
Received: from Score.Stanford.EDU by XX.LCS.MIT.EDU with TCP/SMTP; Thu 17 Mar 88
14:34:08-EST
Date: Thu 17 Mar 88 10:11:20 PST
Subject: Info-Atari16 Digest V88 #124
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Thursday, March 17, 1988 Volume 88 : Issue 124

This weeks Editor: Bill Westfield

Today's Topics:

Re: WARNING ! Atari ST owners look away now....
Re: WARNING ! Atari ST owners look away now....
Re: Why the Atari ST "flame" was posted up...
Re: Bad placing of Atari ST binarie
Re: Computer Mail Order, Inc. looooong shipping delay
Re: Magazine programs (was Re: I need help!)
Re: status of minix port to the ST
alcyon question
Sending a break from FLASH
Re: Standardization
Explorer?
Re: Changes/fixes to OS
Re: Abaq OS, what is it ?

Date: 9 Mar 88 20:46:57 GMT
From: uop!mrapple@ucdavis.ucdavis.edu (Nick Sayer)
Subject: Re: WARNING ! Atari ST owners look away now....
To: info-atari16@score.stanford.edu

In article <1346@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
> In article <463@csvax.liv.ac.uk> sqrkl@csvax.liv.ac.uk writes:

> >In article <12045@brl-adm.ARPA>, JEMCCABE%MTUS5.BITNET@CUNYVM.CUNY.EDU writes:
> >
> >> Oh come on now... This group is NOT for computer bashing.
> []

I agree. Please keep this out of comp.lang.pascal. Thanks.

Nick Sayer | Packet Radio: N6QQQ @ WA6RDH | CMS: SYSOP@STOKTON%STOCKTON
uucp: ...!sdcsvax!ucbvax!ucdavis!uop!mrapple | Fido: 161/31
Disclaimer: You didn't REALLY believe that, did you?
cat flames > /dev/null

Date: 10 Mar 88 04:09:44 GMT
From: agate!web1d.berkeley.edu!c60c-6bh@ucbvax.Berkeley.EDU (Hurley (Ahhz))
Subject: Re: WARNING ! Atari ST owners look away now....
To: info-atari16@score.stanford.edu

----------Line Eater Quiche ----------

Let's just face it .....

the Amiga is 'The Right Thing'

the Atari isn't

unless you own one, in which case, everyman learns
to love his executioner given time.

This is done with my consent, my opinion, my arogance 8^)

why be so serious ?? why not just wait till the desktop Cray comes out,
and then discuss which is superior.

In the final analysis ... the world still turns.

In other words it doesn't matter !

good bye good life. <zzapp>

+----- Disclaimer : ----------+
I would never hurt one of God's creatures ... EXCEPT FOR FUN!

Date: 10 Mar 88 00:13:13 GMT
From: uop!exodus@ucdavis.ucdavis.edu (G.Onufer)
Subject: Re: Why the Atari ST "flame" was posted up...
To: info-atari16@score.stanford.edu

In article <478@csvax.liv.ac.uk>, sqrkl@csvax.liv.ac.uk writes:
> > I didn't ask for it. You are certainly entitled to your
> > opinions, but WHY would you post this to comp.sys.atari.st?
> Anyway, if you want to see a GOOD machine, forget the Amiga, Macintosh and

> Atari ST - buy an Acorn Archimedes...I've been programming in ARM (RISC) code
> for a couple of months now and it is BEAUTIFUL (so's the Archimedes - puts
> all other machines below a MicroVAX 3500 to shame).

I wouldn't worry too much about this guy. He mailed me after I flamed him...
in fact, he is still mailing me. His opions are semi-unusual:

-Anything that resembles a C-Shell is terrible
-If it isn't VMS DCL, it isn't usable
-VMS is the most user-friendly system available (or close to it)
-GnuEmacs isn't a decent editor
-The Acorn is the world's best computer-- [ME: Where is it?]
-Unix commands are too cryptic to be usable
-BASIC (albeit a modern semi-structured BASIC) is the programming language
of choice [ME: Why not use PASCAL?]
-C is a terrible language, see above
-There are no decent compilers for the ST [Ever see MWC 2.0 or above?]
-Only his opinions mean anything

See? No problems here. Obviously not a hacker.

[These opions have been re-worded but contain the same thoughts he expressed
to me. My comments are in brackets containing the word "ME"]

He does claim an Archimedes obtains 4 MIPS for somewhere around 800 pounds
sterling... is that around 1600 dollars? I forgot the exchange rate!!

G.Onufer

Date: 8 Mar 88 13:29:59 GMT
From: pacbell!att-ih!att-cb!clyde!watmath!water!ljdickey@AMES.ARC.NASA.GOV (Lee Dickey)
Subject: Re: Bad placing of Atari ST binarie
To: info-atari16@score.stanford.edu

In article <11400012@silver>, ferneau@silver.bacs.indiana.edu writes:
>
>I find it hard to believe that someone is going to take the time to
>archive, uuencode and upload a trojan horse program to the net.

I can not cite particular examples, but I think that such
things have gone around.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

Date: 9 Mar 88 09:08:57 GMT
From: linus!alliant!rosenkra@husc6.harvard.edu (Bill Rosenkranz)

Subject: Re: Computer Mail Order, Inc. looooong shipping delay
To: info-atari16@score.stanford.edu

In article <3338@chinet.UUCP> saj@chinet.UUCP (Stephen Jacobs) writes:
>
>...There are enough delayed
>ST availability complaints around that I'd believe that Atari is promising
>but not shipping to everybody (doesn't sound like something they'd do...)

with the way atari is clamping down on retailers, and the fact that they
currently have NO SH204 hard drives in stock, i suspect the problems are
with atari and it's primary distribution chain and not the retailers.

-bill

Date: 5 Mar 88 03:24:36 GMT
From: phoenix!mpsimon@princeton.edu (M. Patrick Simon)
Subject: Re: Magazine programs (was Re: I need help!)
To: info-atari16@score.stanford.edu

In article <393@nunki.usc.edu> rjung@sal21.usc.edu (Robert Jung) writes:
>In article <1200@pasteur.Berkeley.Edu> seitz@cory.Berkeley.EDU.UUCP (Matthew Eric Seitz)
writes:
>>In article <3548@cup.portal.com> Harold_Hank_Hagquist@cup.portal.com writes:
>>>You can get the math formula program you want on the ELF BBS (219)2888722
...
>> Unless I'm mistaken, this program is copyrighted by STart and should
>>not be available on a BBS. If you want the program, you should look into
>>buying the back issue from STart. It is an excellent program.
>
> While we're on the subject of type-in magazines...
>

We were not on the subject of type-in magazines. The program in question
came in binary and source versions on the disk included with the magazine.
The source was not printed in the magazine itself, so the only way to
get the program was to buy the copyrighted disk, which should not have
been copied to a BBS for downloading.

>____
>Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
> = == =
> Power WithOUT the Price = == =
> ===== == =====
> Just because it's 8-bits doesn't make it obsolete. ==== == ====

--Patrick Simon mpsimon@phoenix.princeton.edu
3/4/88

Q. Will piracy kill the Atari St?

---
disclaimer: not even an original notion here.

Dole-Bush in 88!

Date: 5 Mar 88 10:06:07 GMT
From: uop!exodus@ucdavis.ucdavis.edu (G.Onufer)
Subject: Re: status of minix port to the ST
To: info-atari16@score.stanford.edu

Will it be realtively easy to use pipes with MINIX? Open pipes, etc??

G. Onufer

Date: 9 Mar 88 09:44:36 GMT
From: linus!alliant!rosenkra@husc6.harvard.edu (Bill Rosenkranz)
Subject: alcyon question
To: info-atari16@score.stanford.edu

does anyone know if it is possible to write inline assembler with
alcyon? seems like i've tried all the ways i can think of but none
seem to work. it's really not a big deal, just curious....

-bill

Date: 4 Mar 88 18:30:26 GMT
From: trwrb!mdf@ucbvax.Berkeley.EDU (Mark D. Falleroni)
Subject: Sending a break from FLASH
To: info-atari16@score.stanford.edu

How does one send a Break signal to an AT&T DTDM set from within FLASH???

Thanks,
Mark Falleroni
Ogden Engineering Office
TRW Defense Systems
Ogden, Utah

Date: 9 Mar 88 09:00:05 GMT
From: linus!alliant!rosenkra@husc6.harvard.edu (Bill Rosenkranz)
Subject: Re: Standardization
To: info-atari16@score.stanford.edu

In article <880307110110123.AHJN@Mars.UCC.UMass.EDU> Sleeple@UMass.BITNET writes:
>Well I am new to the Atari world....so pardon me if I am greatly out
>of line. We have all been waiting anxiously waiting for the ROM upgrades
>from Atari. Why don't we, as responsible programmers, take this great
>moment and standardize! Yes...silly as it may seem, now is probably the

>best time to do it. With the new ROMs, may programs will have to be
>reworked anyway, so why not standard certain things while we are at it.
[examples deleted...]
> .....think of the power this would give the average
>user...
>Perhaps standardization of programming techniques, ie...rules, that
>programmer should stick to in order to keep compatability within different
>programs......
>I know...I'm just asking for too much....so flame me if you really want..

to a great extent, or at least a large extent, the manufacturer and OS
designer really should define the standard. Ok, now that im awake and realize
who am im talking about (atari corp./DRI) this is obviously asking far too
much.

first of all, atari has virtually no control over the OS: i don't even
think they have source to much of GEM/TOS/GEMDOS/... it's difficult even
to know the proper NAME of the OS and it's parts, let alone specific
details. atari was not remiss in leaving a fair amount of discression
up to developers and warned continously about using "non standard" or
reserved things (sys variables, etc.). this puts the onus on developers
to make sure versions of the OS do not effect their program's behavior.
this is fine for most programs that do little or no "outside" things
but not the case for programs relying on quasi-documented "features".
what atari could do is realize that certain programming really helps
refine their machine and try to accomodate the developers. they are,
however, really not set up to do that and instead choose to respond with
"ha, i told you so!".

you are naive to think that programmers will magically band together
and standardize the way things are done, especially those of us in it
for the $$$.

i really don't know how further standardization will give you any more
power. for all its problems , GEM ain't too bad.

-bill

Date: 4 Mar 88 17:19:45 GMT
From: nunki.usc.edu!sal21.usc.edu!rjung@oberon.usc.edu (Robert Jung)
Subject: Explorer?
To: info-atari16@score.stanford.edu

Is it just me, or is Atari Explorer late?

--R.J.,
a David Ahl fan
B-)

Date: 3 Mar 88 14:10:32 GMT
From: necntc!linus!philabs!sbcs!bnl!drs@AMES.ARC.NASA.GOV (David R. Stampf)
Subject: Re: Changes/fixes to OS
To: info-atari16@score.stanford.edu

In article <1720@ssc-vax.UUCP> benoni@ssc-vax.UUCP (Charles L Ditzel) writes:
>In article <1115@pasteur.Berkeley.Edu>, c60b-at@buddy.Berkeley.EDU (John Kawakami -0^0-) writes:
>> calls. I think we need more adherence to the "rules". But we
>> also need clearer rules and bug free functions (or at least docu-
>> mented bugs). Of all the 'new' machines, the ST has the worst and
>> most difficult to find manuals.
>Ok...the question of the day...
>If we have such a hard time getting bugs fixed like the 40 folder
>problem now, what will happen when Atari releases the 68030 Unix(/Idris ?)
>machine AND THE Abaq system? :-)

Must be a newcommer - You are not going to see 68030 machines nor (I bet) an Abaq out of atari any time soon. (Soon in a Geologic sense). See the past history of PC clones, hardware upgrades, (Face it folks - the Mega is a 1040 in a new box - period), documentation and the like. Anything with a 68030 or a Transputer will put them in the same price range as the big boys and Atari will be crushed - they just have no concept of support and quality.

They should have stuck to the game market - that seems to be the direction that the ST is heading in anyway. Have you seen one of their Blessed Retailers lately - all games and very little else of substance. Even the cheerleading magazines are looking a little grey around the gills lately.

< dave

Date: 3 Mar 88 13:58:32 GMT
From: necntc!linus!philabs!sbcs!bnl!drs@AMES.ARC.NASA.GOV (David R. Stampf)
Subject: Re: Abaq OS, what is it ?
To: info-atari16@score.stanford.edu

In article <438@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
>In article <24297@yale-celray.yale.UUCP> wallman-george@CS.Yale.EDU (Natuerlich!) writes:
>>Excuse a question, I am not uptodate at all.
>> Will the Abaq run UNIX ? Which one ?
>>
>
>The OS for the ABAQ (if that's what it will be called: there are rumours that
>there is a Belgian company selling a games computer of the same name -))
>will be HELIOS. This OS is being written by a british company called
>Perihelion. HELIOS is based on UNIX and on the distributed operating system
>Amoeba developed by A.S. Tanenbaum (you know: the one that did MINIX). Amoeba
>is a capability based distributed operating system, and HELIOS is too.
>
>HELIOS is being written in C and transputer assembler NOT IN OCCAM. Most of
>the system calls of UNIX (V7 and some BSD) are equivalent, though more system

>calls are available to take advantage of the transputer architecture. Those
>system services include spawning processes on remote processors and inter
>process communication (IPC) using a message passing system. UNIX pipes are
>also (I think) implemented on top of the IPC, so pipes can be stretched
>across different computing nodes.
>
>More info can be had from Perihelion or Atari UK (I don't have the addresses
>right now).
>
>
>Gert Poletiek
>

I sent in my $100 to Perihelion to become a registered developer last year and so far have received only one thin manual - supposedly a system calls manual. I was so impressed with how close it was to unix that I kicked myself in the butt 12 times, saved up my pennies for a few months and went out and bought a Mac last week. The people who developed it may have had Unix at the back of their minds, but they certainly didn't set a goal for themselves of being source code compatable - in the way that MINIX is (with V7).

With Ataris track record for getting things out the door (I'm still waiting for the official Docs, blitter upgrade, rom fixes, PC add on box, a reasonable laser printer) and the way the workstation market looks today - strict unix compliance, competative prices and the dominance of a hand full of companies - I just don't see the world jumping over to the people who brought you pong. Nor do I see the major software houses jumping to support a computer which cannot provide a simple secure computer system - There is no hardware support for protecting memory space - the manual says something like - support for multi-tasking is an interesting exercise - Shudder.

Anyway, anyone who believes that perihelion will be a force in the workstation market any time this century, is welcome to contact me. Maybe we can transfer my developer status.

By the way - it was sooooooo nice to be able to walk into a bookstore and pick up $100 worth of books that told me everything that I want to know about the Mac. If I only could have done that a year ago for the ST (as was promised by Neil).

< dave

End of Info-Atari16 Digest
****

2559. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 19:58:52 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8803172307.AA02203@ucbvax.Berkeley.EDU>
Source record: 253660

I have tried for quite some time to get into the 8-bit sig. Can you help me out? Thanks....

2560. Re: Atari overseas sales

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 20:03:40 UTC
From: #FJMORA@WMMVS.BITNET
Message-ID: <8803180010.AA03198@ucbvax.Berkeley.EDU>
Source record: 253661

In Info-Atari16 Digest V88 #120, rjung@castor.usc.edu (robert Jung)
writes:
>
>In article <8803022013.AA23316@ucbvax.Berkeley.EDU> #FJMORA@WMMVS.BITNET
>writes:
>>And some retailers complain that since Atari purchased Federated, they
>>dump all the STs they make into the Federated warehouse, and that
>>independant retailers just can't have STs. Is that true?
>
> Not from what I've heard. There's a local Atari-only store near L.A.
>called Logical Choice, and they've been getting Mega ST's and other hardware
>without problems. I've heard, however, that there is a shortage of ST's in
>America in general (apparently they're going over to Europe, where everybody
>is buying them like hotcakes [can anyone confirm?])...Seems us AmericAtarians
>will have to wait awhile...
>
> On a similar vein, Sam Tramiel/Neil Harris admitted on GEnie that they've
>been neglecting the US market quite a bit, to focus on overseas sales...
>
>
> --R.J.

I am a French student and I found Atari France customer support very nice.
In fact, most of the maintainance is done by retailers. But Atari DOES support
you in this country. Sure, the retailers are complaining -- but it is about
the commercial policy (i.e. big distributors first). So STs are selling fast.
And the 520 is very popular as a video game machine because you don't have
to buy a color monitor, not even a RF modulator: you can directly plug your
ST into a standard French TV set, because all sets have a "Peritel" interface
accepting RGB, sync and sound signals.

I know that the situation in Germany is quite good too. The Germans were
Commodore fans since a long time and most developers and retailers followed
Tramiel and switched to Atari. They are very technicaly minded, and the German
ST-Magazin is probably the best I know in the world. BTW, German developers
gave us the GFA line, the Abacus books and a lot of amazing tools.

I read that in The Nederlands, the ST is used nation-wide for the education.
So guess what they sell in this country.

Thus, the ST is very popular in Europe, and the support is good overseas.
But it doesn't give Atari USA the right to neglect the US market.

I'm still waiting for my 1040 ST (ordered 1/21/88) from Computer Mail
Order, Inc. They told me this Monday (3/14) that they didn't get any ST from
Atari since last December. The answers of CMO customers are piling up. I will

summarize soon. Please give me your opinion if you ever had a contact with CMO.

Regards,

Frederic Mora
The College of William and Mary
Dept. of Computer Science
Williamsburg, VA. 23185
USA

```
**************************************************************************
* *
* "Was uns nicht vertoetet, verstaerkt uns." *
* Friedrich Nietzsche *
* What does not kill us makes us stronger *
* *
**************************************************************************
```

2561. Msg of Thursday, 17 March 1988 15:39-EST

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 20:39:54 UTC
From: COMSAT@MC.LCS.MIT.EDU
Message-ID: <391309.880317@MC.LCS.MIT.EDU>
Source record: 253662

FAILED: TETHER at MITLNS.MIT.EDU; Funny reply from foreign host after sending message.
Last reply was: {554 Unable to deliver mail to given recipient(s)}
Failed message follows:

Received: from OZ.AI.MIT.EDU by MC.LCS.MIT.EDU via Chaosnet; 17 MAR 88 15:38:34 EST
Received: from XX.LCS.MIT.EDU by OZ.AI.MIT.EDU with Chaos/SMTP; Thu 17 Mar 88 15:35:34-EST
Received: from Score.Stanford.EDU by XX.LCS.MIT.EDU with TCP/SMTP; Thu 17 Mar 88
15:38:43-EST
Date: Thu 17 Mar 88 10:18:01 PST
Subject: Info-Atari16 Digest V88 #125
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Thursday, March 17, 1988 Volume 88 : Issue 125

This weeks Editor: Bill Westfield

Today's Topics:

RAM chips
Mouse Addresses...
Re: MORE on the 16Mhz board
Re: Laser C bug reports/notes
Re: Laser-C verses Megamax-C
Re: WARNING ! Atari ST owners look away now....
business sales office
Almost forgot ... My phone number
Re: DESKTOP.INF some notes
More info on software color upgrade

Date: 10 Mar 88 06:27:22 PST (Thursday)
Subject: RAM chips
From: "chaz_heritage.WGC1RX"@Xerox.COM
To: Info-Atari16@Score.Stanford.EDU

Two items relating to supplies of RAM chips (extracted from other DLs):

Item 1

>>>>>

What happened is the US government enacted legislation that artificially depressed the US market for RAM chips. The Japanese found themselves in a huge overproduction situation and stopped filling the pipelines. Now that demand has risen again (though not to the level it was before the trade bill), the pipelines are empty, and prices have skyrocketed. You guys in England suffer just as badly as us guys in the US, it just takes longer. The chip manufacturers, meanwhile, are making as much money and getting as much US currency as they would have if the legislation had never gone into effect, but they don't have to ship as much product to do so.

I have a 4 Meg board on my Amiga. The RAM alone is now worth about twice what I paid for the whole board last year.

-- Peter da Silva `-_-' ...!hoptoad!academ!uhnix1!sugar!peter
-- Disclaimer: These U aren't mere opinions... these are *values*.

<<<<<

Item 2

>>>>>

1) The Japanes
price got down to pennies a chip.
2) The Americans got priced out of business, so they shut down their chip manufacturing lines -

Then screamed to their congressmen to "protect" them.

3) The congressmen went to the president and begged "Stop the Japs"
4) The US made it illegal for the Japanese to sell reasonably priced chips in the US.
5) The Japanese quit shipping.
6) The Americans didn't start building.

voila - no chips.

Incidentally, there are still some available from mail order houses for $4.50 to $5.00 each for the 256/150 chips.

PS- I have about 8MB of 256k-150ns chips at home. If your's is a personal problem, I will sell 8 of the 256K chips for $30.

Jim McLeod
8*223-5052

Date: 15 Feb 88 16:50:27 GMT
From: dalcs!garfield!avp@uunet.uu.net (Anthony Paul)
Subject: Mouse Addresses...
To: info-atari16@score.stanford.edu

Back in October, the addresses went by for the mouse,
0x26E0 - x pos
0x26E2 - y pos

0x26E6 - buttons.

My problem, the article said these don't work on the mega.
Anyone know what they are on the Mega?

Thanks

Anthony Paul

avp@garfield.UUCP
avp@garfield.mun.cdn

P.S.

Anyone have the pinout of the Mega's expansion port?

Date: 9 Mar 88 09:25:53 GMT
From: linus!alliant!rosenkra@husc6.harvard.edu (Bill Rosenkranz)
Subject: Re: MORE on the 16Mhz board
To: info-atari16@score.stanford.edu

In article <1988Mar7.163720.22573@gpu.utcs.toronto.edu> lharris@gpu.utcs.UUCP (Leonard Harris) writes:
>
>What kind of REAL speed increase is there? You can't drive any of the
>other chips in the atari at 16MHz so is this just the 68000 being
>speeded up - like sticking a v20 in an ibm?
>Is performance increase gained=$200 ?
>/Leonard

MegaByte Computers (Webster TX) just told me yesterday that in general, you can expect 30 to 85% speedup. if the inner loop of a process is primarily calculations and not hits to the OS (like I/O, etc.) you get the higher numbers. they also say you can switch on-the-fly between 8 Mhz (normal) and 16 Mhz, even during a program execution! no reboot needed.

they are planning a board for the mega as well, though expected dates were not known. they plan to also have additional sockets for memory on that board, and perhaps a floating point coprocessor. if all this happens, the mega will turn into a rather formidable machine ($200 delta on the mega is probably worth the performance increase for all megas. you be the judge for ST).

-bill

Date: 10 Mar 88 15:24:08 GMT
From: killer!pollux!megamax!michel@eddie.mit.edu (Michel Rynderman)
Subject: Re: Laser C bug reports/notes
To: info-atari16@score.stanford.edu

In article <2747@druhi.ATT.COM> lbl@druhi.ATT.COM (LocklearLB) writes:
>In article <1988Feb29.101120.12013@mntgfx.mentor.com>, dclemans@mntgfx.UUCP writes:
>> It looks like the compiler now has only 8 significant characters, vs. 10 characters in V1.
>Barry Locklear

The compiler has 255 significant characters. The linker had a bug in it that printed out only 8 characters but that has since been fixed. Both the symbol namer and the disassembler print as many characters out as there are.

Michel@megamax

Date: 7 Mar 88 16:28:33 GMT
From: pacbell!att-ih!cuuxb!ltuxa!ll1a!spl1!richp1!robert@AMES.ARC.NASA.GOV (Robert Miller)
Subject: Re: Laser-C verses Megamax-C
To: info-atari16@score.stanford.edu

The editor included with my Megamax-C will NOT allow me to use
control characters in my files. The editor strips them out.
Does any one know if this is also true with the new Laser-C??

--
.....
"To open, cut along dotted line." ....:.....
: : Robert Miller @ ihnp4!richp1!robert
.....

Date: 10 Mar 88 21:10:23 GMT
From: agate!web1d.berkeley.edu!c60c-6bh@ucbvax.Berkeley.EDU (Hurley (Ahhz))
Subject: Re: WARNING ! Atari ST owners look away now....
To: info-atari16@score.stanford.edu

Sorry, I had not realized this would be posted to

the atari group. As you can tell my previous message was

mostly just emotional clap trap, which was the reason I wrote

it. I meant it to be just another meaningless addition to an

allready tired, and disgusting subject.

And I really don't like the Atari, and I really do like the Amiga,

but that's just my personal opinion, and it shouldn't bother or

interfere with anyone-elses life.

---------- And I still wouldn't hurt one of God's cretures ----
----------Except for FUN, of course..----------

Date: Thu, 10 Mar 88 22:38:36 EST
From: Joel Malman <malman@VAX.BBN.COM>
To: info-atari16@SCORE.STANFORD.EDU
Subject: business sales office

Group,
I have read about the new 68030 boxes Atari is expected to sell! Can someone supply me the Atari phone number for serious business inquiries .. NOT consumer info (PLEASE:-), etc, type phone numbers.

Atari 68030 / Unix boxes might be useful if they ever come to life and have useful pro level software available ("developer" level is not acceptable). Pro level examples: lisp (Common or maybe Lucid, Symbolics enviroment preferred), pro quality C (BSD quality) and Fortran (F77) compilers. The current tools appear to be "for the masses", and are not viable pro quality. I am interested in quotes for $3-5K, DISKLESS, Unix boxes with at least 1.5-3 VAX drystone MIPs. Full TCP/IP support, runs NFS, 4.2 or 4.3 BSD kernel is also required. As I said, they have got to be pro level stuff - or I'm not going to be interested.

Does Atari have or plan to have such a machine? If so, what do they plan to use as a disk file server?

HP, Sun (I already have Sun based systems installed), Apollo and DEC have pro systems that (mostly meet) my specs .. is Atari going into the pro market enough to warrent my interest?

Only professional level responses requested.

/joel [DDN Internet ONLY: malman@bbn.com]

Date: Thu, 10 Mar 88 22:42:19 EST
From: Joel Malman <malman@VAX.BBN.COM>
To: info-atari16@SCORE.STANFORD.EDU
Subject: Almost forgot ... My phone number

If you don't have DDN Internet access, you can use Ma Bell to reach me ... 7am-4pm EASTERN time +1 617-873-3512

/joel

Date: 8 Mar 88 20:06:12 GMT
From: uflorida!codas!burl!clyde!watmath!orchid!achowe@gatech.edu (CrackerJack)
Subject: Re: DESKTOP.INF some notes
To: info-atari16@score.stanford.edu

In article <8803071039.AA11095@lasso.laas.fr> ralph@lasso.UUCP (Ralph P. Sobek) writes:
>Is there any documentation on this file? and it's format? I have a slight
>idea from seeing multiple versions of DESKTOP.INF but would enjoy something
>more coherent. Thanks to all in advance, and I'll summarize either to those
>others you are as misinformed as I, or the net if there's sufficient interest.

>Please reply to me directly since I don't get the newsgroups (any ;-{).
>
>Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or

Being home sick today, I took the time to prepare this file (credits
at the end).
------------------------ CUT HERE ------------------------------
880308

DESKTOP.INF
==========

1) #a - RS-232

digit meaning
1 duplex 0 = full 1 = half
2 baud 0 = 9600 1 = 4800 2 = 1200 3 = 300
(note: this may have more values to provide for the new
control panel which supports all baud rates)
3 parity 0 = none 1 = odd 2 = even
4 data bits 0 = 8 1 = 7 2 = 6 3 = 5
5 protocol 0 = X off, rts/cts off
1 = X on, rts/cts off
2 = X off, rts/cts on
3 = X on, rts/cts on
6 strip bit 0 = on 1 = off
(shouldn't this be called "stop bits 1 or 2"?)

eg. #a062120 - full duplex, 2400 baud, even parity, 7 data bits,
X off and rts/cts on, 1 stop bit

2) #b - Printer

digit meaning
1 type 0 = dot matrix 1 = daisywheel
2 ink 0 = black and white 1 = colour
3 pixel 0 = 1280 1 = 960
4 quality 0 = draft 1 = final
5 port 0 = printer (parallel) 1 = modem (serial)
6 feed 0 = continuous 1 = single sheet

eg. #b000000 - dot matrix, b/w, 1280 pixels, draft, printer,
continuous (not the most interesting eg)

3) #c - Control Panel Settings

The first 48 digits or first 16 sets of RGB triples represent the
colours to set. The fisrt digit in a triple is the RED value, next is
the GREEN and the third is BLUE.

The last seven digits represent the following:

digit meaning
1 mouse button response 0 to 4

2 keyclick 0 = off 1 = on
3 bell 0 = off 1 = on
4 & 5 keyboard response 0 to 46
6 & 7 repeat delay 0 to 21

4) #d - Unknown, probably reserved

5) #E - View and Option Parameters

The first hex value determines how files are arranged in the directory
and if confirmation should be requested before copying and deleting.

bit meaning
7 view as 0 = icon 1 = text
6,5 sort by 00 = name 01 = date 10 = size 11 = type
4 deletions 0 = proceed 1 = confirm
3 copies 0 = proceed 1 = confirm
2,1 unknown

The second hex value is the screen resolution (and from what I can
tell, whether the blitter is on or off).

digit meaning
1 blitter 0 = off 1 = on
2 resolution 1 = low 2 = medium 3 = high

6) #W - Window Info

There are 4 lines, one for each of the four windows that can be
opened from the desktop. For each line, the first two bytes are
the slider bar positions, the next two are the desktop screen
location and the third pair defines the window size.

The next byte is uncertain but this byte will take on a value from
$07 to $0a or 0. Zero would denote a closed window. These values are
most likely window handles.

The text string provids the default pathname for the directory.
Closing and reopening a window will restore the normal diectory.
The '@' is used to mark the end of the string.

7) #M - Drive Icons

The first two bytes are the (x,y) location of the icon and the
third is the type of icon to use.

00 = file drawer
01 = folder
02 = trach can
03 = program
04 = file

The $FF is an $FF which seems to have no purpose in life. After that
follows the drive name and text for the icon (12 letters max). The
second text field is uncertain at the moment.

8) #T - Trash Icon

Similar to drive icons except no drive name is given.

9) #D #F #G #P - File Icons

eg. #F FF 04 @ *.*@
#D FF 01 @ *.*@
#G 03 FF *.APP@ @
#G 03 FF *.PRG@ @
#F 03 04 *.TOS@ @
#P 03 04 *.TTP@ @
#G 03 04 GEMCSH.PRG@ *.SH@

The information for this section may not be accurate this is based on both observartion and what I've read else where.

"The first #F and #D are said to represent folders and disks; their "function is uncertian. [..] and they should be left untouched.

#D function most likely stands for DIRECTORY not DISK while the first #F probably stands for FILE rather than FOLDER. Based on what I say for the rest of the examples maybe someone can figure out what these first two lines do.

From what I can tell, the first byte represents what icon should be used to represent the first file string. The second represents what icon/type of file is the second file string. The second file string denotes the type of files attached to the first (ie. installed applications). Or it denotes what to append to a command line.

#G = GEM executable
#F = executable with no parameters
#P = executable with parameters

eg. #G 03 FF *.APP@ @ - Any file marked with .APP extension is to be considered as GEM program using a program icon (with no command line parameter).

eg. #G 03 04 GEMCSH.PRG@ *.SH@ - When any .SH file is opened, execute GEMCSH.PRG passing the specified file name on the command line.

eg. #F 03 04 *.TOS@ @ - Any file marked .TOS is considered as a character based program. This is the confusing bit. Here a 04 is passed but no second file string is given. All I can assume is that it denotes that the command line not be altered in any way.

So from the above I can only speculate to the following meanings as I have not tried them.

eg. #F FF 04 @ *.*@ - What constitutes a none executable, displayable file.

eg. #F FF 04 @ *.DOC@ - This to me means that I can "show" any file with a .DOC extension.

eg. #D FF 01 @ *.*@ - What files should be listed when a folder is
opened.

eg. #D 01 01 GAMES@ *.PRG@ - This means to me that when I open a
folder called GAMES, I should only display .PRG files in the directory.

10) Sample DESKTOP.INF

```
#a062120
#b000000
#c777000700026007005520050555222077055707505550770311110 3
#d
#E 98 12
#W 00 00 0A 01 15 17 08 A:\*.*@
#W 00 00 20 01 15 17 00 @
#W 00 00 36 01 15 17 00 @
#W 00 00 38 06 15 0D 00 @
#M 00 02 00 FF D RAM DISK@ `@
#M 00 00 00 FF A FLOPPY DISK@ @
#M 00 01 00 FF B FLOPPY DISK@ @
#T 00 03 02 FF TRASH@ @
#F FF 04 @ *.*@
#D FF 01 @ *.*@
#G 03 FF *.APP@ @
#G 03 FF *.PRG@ @
#F 03 04 *.TOS@ @
#P 03 04 *.TTP@ @
#G 03 04 GEMCSH.PRG@ *.SH@
```

Most of the info provided here come from "Compute!'s Atari ST"
April 1987, Issue 4, Vol. 2 #2. The bit on file icons comes from my
own observations as the article had no answers about #F and #D.
Any additions or corrections would be appreciated.

---------- CUT HERE ----------
Anthony C. Howe achowe@trillium.waterloo.edu
achowe@orchid.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

Date: 9 Mar 88 23:27:44 GMT
From: tektronix!tekig!tekig5!wayneck@ucbvax.Berkeley.EDU (Wayne Knapp)
Subject: More info on software color upgrade
To: info-atari16@score.stanford.edu

I found out that I computed the movm timing incorrectly. Now it looks like to
me that the fastest way to move memory to memory is the mov.l (An)+,(Am)+
instruction. Does anyone know a faster way? If not, using this instruction
will allow for 48 color changes a scan line. I believe that is the same as
Spectrum 512. Maybe they couldn't find a faster way either. Anyway the code

would look like:

Some in beginning:

```
mov.l color.information.table,A0 # picture color information
mov.l start.color.registers,A1 # ST's color registers
mov.q 199,D0 # 199 lines

sync code # posted earlier
Maybe some code for changing top line colors 16 times 32 colors

newline: mov.l A1,A2 # 4
mov.l A1,A3 # 4 8
mov.l A1,A4 # 4 12
clr.l D1 # 6 18 need to waste 6 cycles

mov.l (A0)+,(A2)+ # 20 38
mov.l (A0)+,(A2)+ # 20 58
mov.l (A0)+,(A2)+ # 20 78
mov.l (A0)+,(A2)+ # 20 98
mov.l (A0)+,(A2)+ # 20 118
mov.l (A0)+,(A2)+ # 20 138
mov.l (A0)+,(A2)+ # 20 158
mov.l (A0)+,(A2)+ # 20 178

mov.l (A0)+,(A3)+ # 20 198
mov.l (A0)+,(A3)+ # 20 218
mov.l (A0)+,(A3)+ # 20 238
mov.l (A0)+,(A3)+ # 20 258
mov.l (A0)+,(A3)+ # 20 278
mov.l (A0)+,(A3)+ # 20 298
mov.l (A0)+,(A3)+ # 20 318
mov.l (A0)+,(A3)+ # 20 338

mov.l (A0)+,(A4)+ # 20 358
mov.l (A0)+,(A4)+ # 20 378
mov.l (A0)+,(A4)+ # 20 398
mov.l (A0)+,(A4)+ # 20 418
mov.l (A0)+,(A4)+ # 20 438
mov.l (A0)+,(A4)+ # 20 458
mov.l (A0)+,(A4)+ # 20 478
mov.l (A0)+,(A4)+ # 20 498
dbne D0,newline # 10 508 remember 508 cycles per scan line

This would give 14 colors per 20 pixels with two new colors every 20 pixels.
I can't think of anything better, but I still open to new ideas.

Another interesting mode any be to use word moves and make a new high res mode.
it not allow as many color changes since one runs out of address registers, but
it may be nice. The inner loop could be made of the following segments.

mov.w (A0)+,(A2)+ # 13 13
mov.w (A0)+,(A2)+ # 13 26
```

```
mov.w (A0)+,(A2)+ # 13 39
mov.w (A0)+,(A2)+ # 13 42
mov.l A1,A2 # 4 46
```

This would allow for 32 colors per scan line. Only 32 since only part of the 188 cycles during horizontal retrace could be use. Does anyone want this mode, 640 x 200 x 512 colors?

What is a good name for these, any ideas?

Thank you,
Wayne Knapp

End of Info-Atari16 Digest
****

2562. Re: LEVEE - bug with LVRC=

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 21:26:34 UTC
From: david@bdt.UUCP
Message-ID: <181@bdt.UUCP>
Source record: 253663

In article <17465@watmath.waterloo.edu> achowe@watmsg.UUCP (CrackerJack) writes:
>
>I was trying to use the LVRC environment variable with LV the
>other day (using BDT csh) and LV just ignored the varaible.
>
>Has anyone else had this problem?

It might depend on the version of Micro C-Shell and which form of
env. variables LV understands. If you have a csh version less than
2.70, and LV doesn't see LVRC doesn't work, then LV uses newer env.
strings, and you should upgrade your Micro C-Shell.

If you have 2.70 or higher csh then LV uses the old style env. and
you will have to use a filter to convert the env. before running LV.

By the way, you are using the setenv command right (not set)?
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2563. Re: atari to appletalk quest

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 21:34:59 UTC
From: david@bdt.UUCP
Message-ID: <182@bdt.UUCP>
Source record: 253664

In article <8803071434.AA04788@ucbvax.Berkeley.EDU> FORTNEY@FNALB.BITNET writes:
>
> Does anyone know of a way to connect an atari 1040 to an Appletalk
>network? Hardware and/or software?

I hate to spread rumors but... I hear that Supra has designed a prototype
of a board that plugs into the HD DMA port and implements AppleTalk. If
enough people hound them about it, they might see fit to introduce it
as a product.

Disclaimer: I am in no way affiliated with Supra Corp.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2564. Re: Standardization

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 21:42:30 UTC
From: dmb@TIS.COM
Message-ID: <8803172142.AA00829@TIS.COM>
Source record: 253665

Personally I think that the lack of standardization is the one thing that has kept the ST from being major competition with the Mac. Atari is very much at fault for this ("ha, I told you so" really doesn't cut it), expecially considering that they were really pushing this thing as a "more serious" or "business" machine. But this isn't just more complaining about the state of atari's management, etc. etc.

Frankly, ST software as a group is a terrible mess. I certainly am not criticizing the programmers for this (I am one and proud too), and I am not saying the software runs poorly. The problem is that, from the beginning we have not known a damn thing about how the various OS componens work GEM, TOS, AES, Bios, etc. Much of the information has been discovered through playing around -- hacking -- and has been passed through bulletin boards and interest groups. Remember the "fine" Developer's Package? It was incomplete, really unclear (and ambigous), and worse, frequently incorrect. That started developers off on the wrong foot in the first place. The Abacus books helped but they were vague and occasionaly wrong too. Rember the article in STart about message passing between desk accessories (they used DEGAS as an example)? That's exactly the kind of thing developers should have known about and supported all along.

The point of all this raving is that, since everyone knew very little about the machine and its OS initially, and since Atari never set forth any standards to speak of, every developer found his own way of doing things. The result: Incredible lack of portability and compatibility between applications.

This may sound like whining, but think about this: It is currently impossible to write a "Juggler" program that works on all ST software (by "Juggler" I mean a program that allows you to have more than one program in memory and to switch between them). In fact, it's impossible to write one that works on much software at all (Michtron's attempt only works with straight GEM applications -- forget NeoChrome, Spetrum 512, and all those other programs with hardware hacks (like HBL's etc.))

This is because there is no standard way of doing anything. No one told developers that they shouldn't use HBL's. No one said not to mess with the mouse handler. Everyone did these things (and who can blame them), but by doing so any hope of upward compatibilty and portability was tossed out the window.

Compaare this situation to the Mac. That machine has evolved so much, and all the software still works. (Examples: The new multifinder which does "fer real" multitasking on EXISTING applications, the 68020 upgrades which cause no problems, upward compatability with the new Mac II's)

The ideal: A really good toolbox (like the Mac's) which would give programmers good routines so they wouldn't have to hack their own in gross, nonportable 68000 asm. I've been working on an ST animation program for over a year, and I just recently looked at the mac toolbox (so I'm not just some MacJunkie trying to sell you on my machine -- I don't even own

one). But wow. If we'd been blessed with a system like QuickDraw, you bet this machine would have blown the mac and amiga out of the water.
So I think standardization is essential. It's probably too late for the ST (at least the GEM ST -- there's still hope for a new OS), but maybe Atari will eventually learn not to throw things on the market without good documentation. Hardware is useless without software and software is useless without documentation.
:-(
Dave Baggett
dmb@tis.com

2565. Wayne Knapp's color ideas

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 22:22:06 UTC
From: dmb@TIS.COM
Message-ID: <8803172222.AA01063@TIS.COM>
Source record: 253666

It seems to me that the moveq technique you mentioned will get you the fastest code by far. I may be confused, but here's what I think you were talking about:
1) Get the desired screen image (load from disk or whatever).
2) Write code which will create the 68000 instructions to moveq the palette data for each scan line section.
3) To display the picture with the correct colors, jump into the created instructions.

This will take a lot more work and will be harder to debug, but if you really want the maximum number of colors/line this seems to me to be the thing to do. I used this approach in some digital sampler software I wrote for the Hippo audio box. move's and movem's just didn't cut it at 8 to 12 cycles a pop.
This also takes lots of memory, but that's one thing we aren't short on.
Dave Baggett
arpa: dmb@tis.com

2566. Re: wrong newsgroup (was: Copyrights and Coercion)

Newsgroup: comp.sys.atari.st
Date: 1988-03-17 22:32:59 UTC
From: wallman-george@CS.YALE.EDU
Message-ID: <25303@yale-celray.yale.UUCP>
Source record: 253667

*** REAL-FLAME-NOT-FOR-THE-FAINT-OF-HEART ***

Mr. Logajan non-cherished logic-mogul writes about Mr. Dickey's
posting requesting removal of this discussion from comp.sys.atari.st:
> Since Mr. Dickey is absolutely silent about any of the other
> several dozen commentators on the subject of copyrights, I
> am forced to conclude that he really means [something-deleted]
Even worse the little hypocrite (Mr. Dickey) posts stuff about
copyrights himself in comp.sys.atari.st.

Mr. Logajan himself, creator of the Coercion discussion has with some
really brain-damaged ideas tried to prove a point and failed and tried
again and failed again (see following). I proclaim the discussion about
Copyrights and Coercion hereby OVER. As any substance to it has been
ELIMINATED.
Thank you for tuning in to this discussion and Good Bye.

Personal to Mr. Logajan: Please try comeback tries first to the
loveletters and hatemail address down there, before corrupting innocent
minds with this cruft. Thank you.
*** END-OF-FLAME ***

Mr. Logajan wrote ...
> The General Theory of Reciprocity:
> Anyone who initiates action X toward another cannot then rationally
> object to the application of equivalent action X toward himself.
>
[deleted]
>4) Anyone who initiates the copying of software from another cannot object
> to the copying of his software. (Logajan's case -- proved!)

(Copying in itself is not illegal and doesn't help us with the discussion
about software & copyrights. Rephrase this..)
Anyone who initiates the illegal copying of software from another cannot
object to the illegal copying of his software.
This says : "That a pirate shouldn't be pissed of if his (copyprotected)
software is copyied illegally from someone else"

Now , what does that have to do with Copyrights in the MAJORITY of cases ?
Nil Zippo Nothing.

Loveletters & Hatemail to : wallman@yalecs (Arpa UUCP Use)
Files to : WALLMANN@CTSTATEU (Bitnet)

An Atari commercial : "The CPU is from Motorola
The RAM is from Hitachi
The Operating System is from DRI
and the MMU is from Fancy Feast"

2567. Re: Uniterm bugs (just one really....)

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 00:22:27 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8803180032.AA03559@ucbvax.Berkeley.EDU>
Source record: 253668

SIGH, this is slowly (ha ha it already is)geting stupid.....(and Richard,
it's only backfiring on you, so why don't you stop?)
Richard K. Lloyd writes:
>I know this should be e-mailed directly to Simon Poole, but I'm not sure that
>I have access to the appropriate network...
What about trying....

>1) The E-test (ESC # 8) is extremely suspect. It fills the screen with E's,
It's also eexxttrreemmeellyy important ....
> but fails to reset the line attributes or home the cursor to 1,1. Hence,
\at last a bug!/ (has been fixed...)
> if the cursor was on a double-width, double-height line, any text printed
> AFTER the E-test will still have the same attributes (instead of being
> single-height, single-width as it should be).
^^^^^^^^^^^^^ funny enough none of the
D*C manuals actually specify what it 'should be'

>2) It appears that no ESC [value v (where value = 0,1,2,3,4 or 5) escape
> sequences (they modify the cursor attributes) have been supported. This
> is unusual, because it can be configured from the 'Terminal 1' menu option.
This not at all unusual, I suggest you get a D*C VT100, VT2XX or VT3XX manual
and read it, you will notice the total absence of any ESC [value v command
(and VT3XX's CAN change the cursor type).

>3) Not all double-height/double width modes have been implemented. This may
> not apply when running in mono though.
What about news, not history... exactlly ONE mode has not been implemented
double width chars on the color monitor (and in the 49 line mono mode).
Why are you telling us stuff that is on the first page of the UniTerm manual?

>4) Downwards scrolling on a colour monitor is annoying if you haven't carefully
> twiddled the Control Panel colour settings. From what I can tell, the 3
> bit-planes are getting scrolled independently which can cause multi-coloured
> flickering.
This is a problem with the VDI (report this bug to ATARI), but it doesn't
apply to versions higher than 2.0b 007 anyway (the reverse scroll is now an
assembler routine).

>5) The cursor does not expand to double-width when it is on a line with a
> double-width attribute.
Right...

>6) ESC # 9 is not supported. This fills the screen with a character assortment
> (in which the character attributes vary from line to line).
Once again, get the appropriate manuals and RTFM.

>7) The VT52 entry sequence ESC > doesn't appear to be supported. The terminal
> type must be changed inside the 'Terminal 1' dialog.
ESC > just happens to change the keypad to numeric mode (if you are in
VT100 mode), to get from VT100 mode to VT52 mode, the correct sequence is
ESC [?2l
to get back to VT100 mode
ESC <
What about getting your facts straight first? And once again RTFM.....

>8) Move the cursor to a line with some (varied) text on it. Enter LOCAL mode
> and type ESC # 3 (double-width, double-height, top half). Instead of
> redrawing the line in the new attributes, the character from the first
> column of the line is duplicated 40 times !!!! I believe this is OK on
> a mono system, though.
I happen to believe it works on a color screen too (you know, I do test
UniTerm now and then), I just checked (in 49 line mode on a mono set,
which is the same as color in respect to DH/DW chars) and it works!
Can anybody else confirm Richards experience?

Richard, you somehow disappoint me, you tried so hard but you actually
missed THE obvious bug in V2.0a, the VT52 keypad and arrow keys don't
work (this has naturally been fixed in 2.0b).

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
Bitnet: K538915@CZHRZU1A

2568. Atari fights back ! (so should you!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 00:53:28 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Mar17.195328.12277@gpu.utcs.toronto.edu>
Source record: 253669
Cross-posted to: sci.electronics,comp.sys.atari.st,comp.misc

This appeared in the Toronto Star yesterday:
"...Atari Corp. accused an Idaho semiconductor company of "exploiting" a shortage of computer memory chips to get a higher price....
Atari's lawsuit in federal District Court in San Jose charges that Micron Technology Inc. of Boise breached its contract and violated antitrust laws when it canceled a telephone order for 3 million DRAM chips. Micron later tried to offer an unspecified number of chips to Atari at a much higer price, AAtari said. ..."
Sound familiar? Have you tried to get 256K rams recently. In toronto, quoted prices (for micron) are $8.00 with 6-8 week delivery. Places with stock want over $12.00 and usually demand a certified cheque within 2 hours of the order. (we're talking minimum 2K pieces.) I was paying $2.50 each 1 year ago.
Since Japan stopped shipping (note: not dumping) ram to north america, the US manufactures have been gouging the public. I believe the only US DRAM manufactures of note are Motorola and Micron Tech. Neither can meet demand - Last time I spoke to someone at micron they told me they are on allocation and can't fill any "small" orders.
Wasn't it these same companies that forced congress to stop japanese DRAM imports saying it would cripple the US high teck markets? So to "save" these two companies from financial ruin, all technology that uses DRAMs is being held ransom by the US semiconductor industry.
Fight back!! There is no reason 256K x 1 rams should cost <$3.00 There isn't even an american company that makes 1 Megabit DRAMS (don't ask what they cost).
Unix et al. can't run on 64K Z80 systems. The 80386's, 68030's, t800's etc. need lots of memory to be useful and American firms will get left behind in building systems if only the Japanese have access to DRAM's.

Enough said. Canada is pretty impotent when it comes to things like this so its up to you in the US to put pressure on washington to change things.
I hope this happens soon!
/leonard

2569. Re: requests for Uniterm 2.1

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 01:01:05 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8803191253.AA14763@ucbvax.Berkeley.EDU>
Source record: 253670

From mcvax!uunet!ncc!alberta!sask!long (Warren Long) writes:
>For some reason, Uniterm 2.0B has more problems with its RS 232
>buffer locking up than I experienced with Uniterm 1.7B.
The code for serial line output is exactly the same, the bug has really
got nothing to do with UniTerm, it is a problem with the BIOS. BUT it
should never happen if you have flow-control turned off (I suspect
you did that with 1.7b), the last time I had a lockup (at 300, 1200
or 9600 baud) is more than one and a half years ago (I accidently
forgot to turn flow-control off).

>>Therefore, what I would like is some way of clearing the buffer
>(there was a program, FLUSHIT or something) to do this, even worked
>sometimes...) Basically, I would like this function built in to
>Uniterm...
If Alan Pratt makes the XOn/Off flags above the RS232 iorec 'official'
yes, otherwise no.

>Thanks Simon, I appreciate the product.
Thanks

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
Bitnet: K538915@CZHRZU1A

2570. Subject: Re: UniTerm discussion

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 01:07:07 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8803180218.AA05207@ucbvax.Berkeley.EDU>
Source record: 253671

In article <496@csvax.liv.ac.uk> sqrkl@csvax.liv.ac.uk (Richard k. Lloyd) writes
>Firstly, Simon, I'm sorry about posting this up to the net, but I'm
>not convinced that I have access to your UUCP/Bitnet addresses...
You do, just try....
.....
>>If you want to design 6 fonts, three in a 4x4 cell, and the other half
>>in a 4*2.5 (:-)) cell, your welcome. Seriously, designing fonts is a
>>LOT of work and adding more fonts means the program gets larger
>Obviously, this is a limitation of the Atari ST. I wrote a font designer
>program for my Archimedes and designed a complete (256 char, including
>the digital chars) character set that uses 8 * 10 pixels in about 2 hours.
>I don't need 6 fonts because I've written ARM routines that support all
>double height/double width modes on a VT100 (that took about 2 days of
>coding). I think that 6 fonts is over the top - you should be writing
>code to expand the original set (so you need only 1 font).

You're jumping to conclusions again....the scheme I use in UniTerm is:

HiRes:

```
Font(w*h)| 8*8 | 8*16 | 16*16 | 16*32 | 5*8 | 5*16 | 10*16 | 10*32 |
---------|-----------------------------------------------------------|
Normal | N8*8 | N8*16 | N8*8 | N8*16 | N5*8 | N5*16 | N5*8 | N5*16 |
Special | S8*8 | S8*16 | S8*8 | S8*16 | S5*8 | S5*16 | S5*8 | S5*16 |
Intern. | I8*8 | I8*16 | I8*8 | I8*16 | I5*8 | I5*16 | I5*8 | I5*16 |
```

The 8 pixel high fonts are used for the 49 line mode, the double height/
width fonts are generated by from the smaller fonts, each of the character
sets are a full 128 characters. Transforming the 5 pixel wide fonts into
8 pixel wide fonts justs looks too ugly.

MedRes:

```
Font(w*h)| 8*8 | 16*8 | 16*16 | 5*8 | 10*8 | 10*16 |
---------|---------------------------------------|
Normal | N8*8 | ? | N8*8 | N5*8 | ? | N5*8 |
Special | S8*8 | ? | S8*8 | S5*8 | ? | S5*8 |
Intern. | I8*8 | ? | I8*8 | I5*8 | ? | I5*8 |
```

Since the trick with magnifying the font can't be done here, 3 16*8 fonts
and 3 16*5 fonts would have to made, something that I haven't done mainly
because of the additional ~10 kB memory (and size of the executable) this
would use.

[Just a remark on the side for the benefit of anybody still reading this,
a number of people have asked me why their 'font-changers' don't effect the
font UniTerm uses as 'Normal' font, UniTerm gets the address of the two

system fonts it uses via the line-a variables, if the 'font-changer'
changes these values everything should be ok. If the 'font-changer'
changes the fonts the BIOS uses, you're out of luck, since UniTerm doesn't
use the BIOS for character output]

>>The vector
>>drawing is fast enough for 9600 baud, at least I've never had any

>I disagree. TERMINAL/ST version 2.1 has vector drawing at about twice the
>speed of yours (it was written in this department by a lecturer).

Richard, when you measure something, you say how you mesured it and what
you mesured. As an example: are you comparing drawing speeds using the
playback function or the zoom mode or just simply with vectors being
sent by a host computer?

Anyway there was an error in the code that made the vector drawing in
playback mode and while receiving from the RS232 port slower than
necessary (but still > 2000 byte/s, that's why I didn't notice it),
the new cursor postition was calculated after every received byte,
instead of after each complete vector.
(BTW I didn't claim it can't be done faster, just that it's not so slow
that it is something that would have to be improved tomorrow)

>>If you hold down the <Alternate> key, you've essentially got a one key
>>NO SCROLL key, anyway in the more recent versions you can actually put

>That's funny. I'm running UniTerm V2.0a 020 and the Alternate key doesn't
>do an awful lot (I haven't reconfigured the keyboard in any way).

You naturally still have to toggle it on/off with <Z>.....

>DCL on a VAX/VMS system already has an SLE, so I disabled it...with annoying
>results if I accidentally hit INSERT (this happens on V2.0a 020 as well).

..........and I didn't say that it doesn't happen with V2.0a 020, did I?

>>Wrong! No VT1XX, VT2XX or VT3XX compatible terminal works this way,
>>all clear the screen and home the cursor. The command set of D*C

>Again, rather strange. I am using a PT100 (Plessey VT100 compatible) and
>I can quite easily switch in and out of 132 column mode without a clear
>screen/home cursor (although the terminal can be configured to do so via
>the SETUP options).

With other words it isn't VT100 compatible, is it?

>Where does this mixed length business fit in ? I've never seen a terminal
>that has different screen widths on the same display at the same time !

May I quote your original letter:
|6) Retain the screen display when switching from or to 132 column mode, rather
| than clearing the screen and homing the cursor.

and now the Oxford Dictionary:

retain .....keep in place, hold fixed.....

Sorry, but you didn't say 'adjust' or 'truncate', you said 'retain', and
if you 'retain' a 132 column line it stays a 132 column line.

As I've said before truncating or adjusting the display is trivial, even
if not standard and I might implement it if there's enough demand.

>Again, V2.0a 020 DOES NOT switch the mouse on when it is moved. The I-bar
>only appears when you click on the mouse button first.

...... I never said it did, did I?

Richard, it might be worth getting used to the fact that you don't always
have the latest version of a program and that people don't just fall over
dead because the grand majestro wants something.

>I've got the 'intelligent listen-back' cursor movement routines in the
>Macintosh VT100 Terminal Emulator I wrote a couple of months ago. I'll
>send you either the (Turbo) Pascal source or a 'pseudocode' version of it
>if you want. It avoids the nasty skipping past tabs problem that all
>move mouse/click/work out diff/send arrow codes systems I've ever seen in
>ST and Mac terminal emulators.

The problem is that the 'skipping over tab problem' isn't the only problem...

>By the way, you might have worked out that I'm working on a VT100 terminal
>emulator for Acorn's wonderful new Archimedes machine. I bought one about
>10 weeks ago and ARM code is an absolute joy to write.

How nice to have enough money for things like that (I can't even afford
a printer for my ST).

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

2571. Re: ftp sites wanted

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 01:16:14 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2699@crash.cts.com>
Source record: 253687

And also for us newcomers, whats ftp? how do I use it?

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

2572. Re: Video tape titles with the ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 01:24:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880318012450.494487@HIS-PHOENIX-MULTICS.ARPA>
Source record: 253672

Randy Marks asks

>Has anybody used their ST for creating video tape titles? If so, I'd
>like to hear how you did it. >-What software you use to create the
title?

I used NeoChrome, until I purchased Cyberpaint, now I can animate my
text! You must use somewhat big well defined letters, because the
picture is a little blurry (next to the smallest text in Neo without any
special features-outline, bold etc, should show up ok).

>-Did you transfer the image directly via video connectors? Or did you
> simply record the image displayed on the monitor using the >
camcorder?

I hooked my 1040 up with video cables. I tride using a comcorder to
take a picture of a Macintosh screen one time as you mentioned, but it
didn't work well. When you get the camcorder zoomed in close enough to
the screen so you don't get the edges of the monitor, the picture gets
wavy. This is the exact way I hooked it up:

```
_________ [computer ] [_________]rf
output-------------------->[game/switch box]---->VCR
```

The game/switch box converts the output from your computer to an output
like a TV antenna so you can hook it to your television. Plug that
output into the back of your VCR where you would normally connect your
antenna (usually with a coaxial cable). So make sure you have the
switch box, a cable to go from the box to the computer (a standard audio
cable) and a coaxial cable to go from your switch box to your VCR. Some
cheaper switch boxes only allow you to use the flat antenna cable which
you would use in place of the coaxial cable. As I said you can use a
standard audio cable to go from computer to switch box, which is true (I
was using a VCR dubbing cable) however, make sure that you have a good
quality cable or you may get snow (I did get snow with my VCR dubbing
cable, so I took a cable out of an old 2600, it works great).

If you have any more questions, just E-mail me. Aric Friesen

"Exterminate! Exterminate!"

```
/~\-*
###--<
/***\
/*****\
```

2573. Re: Laser C bug

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 02:22:43 UTC
From: root@cca.ucsf.edu
Message-ID: <1198@ucsfcca.ucsf.edu>
Source record: 253673

In article <4057@batcomputer.tn.cornell.edu>, braner@batcomputer.tn.cornell.edu (braner) writes:

>
> The Laser C preprocessor will not take a logical OR, as in:
>
> #if (AtST || MSDOS) /* does not work! */
>
> I consider this a bug since in "C: A Reference Manual" by Harbison & Steele
> (highly recommended, look for 2nd edition!) it says explicitly that "||"
> is OK in the constant expression for #if.
>

Sorry, Moshe, Harbison & Steele may be a fine book but it is not a standard document. Short of the ANSI standard getting final approval the only real C standards are K & R and the extensions in the AT&T Unix release compilers (and these certainly rank below K & R).

OK, see K & R, p. 211 for the definition of `constant expressions' which are required by the preprocessor definition (p. 208). The list of allowed operators does _not_ include the logical operators && and ||.

Thos

Thos Sumner (thos@cca.ucsf.edu) BITNET: thos@ucsfcca
(The I.G.) (...ucbvax!ucsfcgl!cca.ucsf!thos)

OS|2 -- an Operating System for puppets.

#include <disclaimer.std>

2574. Re: Standardization

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 03:55:33 UTC
From: wallman-george@CS.YALE.EDU
Message-ID: <25319@yale-celray.yale.UUCP>
Source record: 253674

I don't know whether standardization is the real problem. Everyone
I believe is aware of the fact that that if you do certain things
to a system that you don't accomplish with system calls, changing
resolutions, reading the keyboard, time etc you lose compatibility some-
where along the line. BUT unfortunately that seems to be neccessary
on the ST to get somewhat decent programs running. The OS is slow,
clumsy and incomplete in many parts (DRI Code : GEM & GEMDOS), so
you have to work around, add your own stuff to get programs that
run smoothly (or at all).

(Funny that the stuff written in machine language BIOS and Line A
seems to be more bugfree and complete, than the C-written part.)

In all other aspects I agree with Mr. Bagget.

Loveletters & Hatemail to : wallman@yalecs
Files to : WALLMANN@CTSTATEU (Bitnet)

2575. Re: LISP Interpreter ???

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 05:27:05 UTC
From: martin@lakesys.UUCP
Message-ID: <507@lakesys.UUCP>
Source record: 253675

In article <2941@slovax.UUCP> dale@slovax.UUCP (Dale L. Thomas) writes:
>
>Xlisp is available for the ST and is PD. It was posted to the net a long
>time ago. The latest version is available on CompuServe. I think its
>version 2.0. Also Metacompco sells a version of Lisp for the ST.

A version of Xlisp is now available on netlib@lakesys.UUCP, a mini-fileserver.

To get the index send the following to netlib@lakesys.UUCP:

send index from archives.atari

If *anyone* has trouble getting the index or files which are requested, please
mail martin@lakesys.UUCP! We'd like to be able to reach as many folks as
possible. If we don't know of problems, we can't straighten them out...

Marty Wiedmeyer
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

2576. carrying case

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 06:25:01 UTC
From: Consult@UMass.BITNET
Message-ID: <880318012301371.BADK@Mars.UCC.UMass.EDU>
Source record: 253676

A quick question:
Does anyone know of a carrying case for an ST set up? Say, a 1040 and
a monochrome monitor. Any information would be greatly appreciated.
Damian Roskill
Consult@Umass or Sleepe@Umass.....
Or just reply in here....

2577. function ssbrk

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 09:23:09 UTC
From: kuntz@imag.UUCP
Message-ID: <2690@imag.UUCP>
Source record: 253677

I've tried the memory allocation function of XBIOS, during the execution
of Boot-sector.
What are the parameters which give the adress of the beginning and the end of
the block?
Anothers questions: How TOS recognize this allocation ?
Has ATARI already announced the 2Mo floppy disk in the USA

Thank you in advance.
--
Gilles KUNTZ kuntz@imag.imag.fr kuntz@imag.UUCP
Laboratoire ARTEMIS {uunet.uu.netImcvax}!imag!kuntz
BP 53X
F-38041 GRENOBLE Cedex

2578. Re: Uniterm macros.

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 09:27:46 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <727@viper.Lynx.MN.Org>
Source record: 253678

In article <8803141756.AA00855@ucbvax.Berkeley.EDU> VILJANEN@FINUH.BITNET writes:
>
>About the Uniterm macros. A line
>
>> %SEND('cory')
>
>should be
>
>%SEND('cory') %SEND(10) %SEND(13)
>
>because you need to send CR/LF after you send something like username or
>password.

No no no... Perhaps things are a bit differnt in Finland, but here
in the US, we don't send CRLF at when we hit the return key, we just
send CR...

it "should" be:

%SEND('cory') %SEND(13)

Your version (CRLF) would only be useful if you were using uniterm
as a host system instead of a terminal. If this was the original
question, I apologise, but even then it should be 13 before the 10 as
the standard is CRLF, not LFCR...

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

2579. 1st Word to Postscript Program

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 10:35:33 UTC
From: root@MARVIN.EENG.BRAD.AC.UK
Message-ID: <8803181035.AA02930@marvin.eleceng.bradford.ac.uk>
Source record: 253679

I understand there is a 1st Word to Postscript conversion program floating about out there. I'd be most grateful if someone could offer to send me a copy.

Thanks in advance, Andrew G. Minter

2580. Re: Atari fights back ! (so should you!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 13:09:17 UTC
From: john@ektools.UUCP
Message-ID: <1127@ektools.UUCP>
Source record: 253680
Cross-posted to: sci.electronics,comp.sys.atari.st,comp.misc

In article <1988Mar17.195328.12277@gpu.utcs.toronto.edu> lharris@gpu.utcs.toronto.edu (Leonard Harris) writes:
>
>Sound familiar? Have you tried to get 256K rams recently. In toronto, quoted
>prices (for micron) are $8.00 with 6-8 week delivery. Places with stock want
>over $12.00 and usually demand a certified cheque within 2 hours of the order.
>(we're talking minimum 2K pieces.) I was paying $2.50 each 1 year ago.
>Since Japan stopped shipping (note: not dumping) ram to north america, the
????????????
>US manufactures have been gouging the public. I believe the only US
>DRAM manufactures of note are Motorola and Micron Tech. Neither can meet demand
> ...
>Wasn't it these same companies that forced congress to stop japanese DRAM
>imports saying it would cripple the US high teck markets? So to "save"
>these two companies from financial ruin, all technology that uses DRAMs
>is being held ransom by the US semiconductor industry.
> ...
>Enough said. Canada is pretty impotent when it comes to things like this so
>its up to you in the US to put pressure on washington to change things.
>I hope this happens soon!

This makes no sense at all to me. Canada is an independent nation,
and the US Congress has no authority to impose trade restrictions
on all of "North America",

If there are bucks to be made, you can bet the Japanese will be there.
Unless the Canadian government has imposed import restrictions of
their own (to protect the Canadian DRAM industry :-)), I think the
cause (and solution) to your problem will be found either with the
Canadian government or with your Canadian electronics suppliers.

If the paths of supply for all of your Canadian industries come
through U.S. distributers, this looks like a golden opportunity for
some enterprising Canadian to scrounge some capital, import
some Japanese chips, and make some big bucks. This could result in
a real competitive advantage for Canadian computer makers.

Don't blame Uncle Sam for this one.
--
John Hall, Supervisor: Software Tools Group, Product Software Engineering
EASTMAN KODAK COMPANY, 901 Elmgrove Rd., Rochester, NY 14650, 716 726-9345
UUCP: {allegra, rutgers}!rochester!kodak!ektools!john
ARPA: kodak!ektools!john@rochester.ARPA

2581. d&d questions

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 13:16:00 UTC
From: INFIPA7@HENUT5.BITNET
Message-ID: <8803190101.AA03103@ucbvax.Berkeley.EDU>
Source record: 253681

Hi all there in netland!

I'am looking for D&D type of games for the Atari ST. I already know
hack and Larn but i was wondering if there were more games in this field.

Please email to me personally if you have source or objects (or know on which
fileservers they exist).

Many thanks in advance,

Sietze Roorda,
P.O. Box 1175
7500 BD Enschede
Holland.

EARN: INFIPA7@HENTHT5

2582. Cart port question

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 13:34:02 UTC
From: PICHER@MAINE.BITNET
Message-ID: <8803182357.AA02023@ucbvax.Berkeley.EDU>
Source record: 253682

Could somebody please tell/show me how a write to the cartridge
port is accomplished? Why must we go through contortions to do anything?
Geez....
thanks in advance,
Mike

-- /----------------------^
** ******* Michael W. Picher ! Robotics/Vision Lab !
*** *** ** Bitnet: PICHER@MAINE ! Barrows Hall !
************* COS30204@MECAN1 ! University of Maine !
** *** ** Genie : M.PICHER ! Orono, Maine 04469 !
** ** ** Maine Decnet: ROBOTS::PICHER ! Phone: (207) 581-2248 !
VISION::PICHER ^----------------------/

2583. Re: shell variables and LEVEE + wish list

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 15:13:52 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17631@watmath.waterloo.edu>
Source record: 253683

> When I ported Levee to the ST (late 1985...), I didn't have access to any
>other shells or anything, and there wasn't any getenv() available for the
>machine or for alcyon C.

How about the AES call SHEL_ENVRN (but then that would require GEM).
I know Alcyon has a binding for it.

int shel_envrn (char** value, char* env_str_value);

shel_envrn - should always return 1
value - the address of a char* to be returned, which will
be the byte following the '=' in the environment
string.
env_str_value - environment value to search for ('=' will be
included).

Also I've had comment from ljdickey@water.waterloo.edu that

cw - removes trailing blanks
x - does not move back one. (I like it as is - Ant)

Wish list:

:<m,n>m# - move lines m - n after line #
:<m,n>t# - copy lines m - n after line #
set number - prefix line with line numbers
lvrc.inf - how about a lvrc file for GEM instead of the
environment variable. I like to have this
program on disks that don't have a shell handy.

This program is a gem!! I'm going make my shareware contribution
as soon as I start my work term.

- Ant
--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2584. Re: Laser C bug

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 15:39:08 UTC
From: michel@megamax.UUCP
Message-ID: <1314@megamax.UUCP>
Source record: 253684

In article 7698 Moshe Braner writes:
>>The Laser C preprocessor will not take a logical OR, as in:
>>#if (AtST || MSDOS)

According to K & R || and && are not part of a constant expression that can be used in the preprocessor. (see page 211).

Michel@megamax

2585. New MIDI software

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 16:19:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8803182016.AA21130@ucbvax.Berkeley.EDU>
Source record: 253685

Check out the Hybrid Arts BBS. They have a demo of the ST version of M!,
an algorithm composition aid. Like most demoware, you cannot save, and
after about 10 minutes, it checks out, altho the music still plays, you
just cannot enter more parameters in. M! was previously only available on
the Mac, so they have made an ST version. The MIDI software on the
Atari has really come around of late... For all those mental misfits
who have been ragging about the availability of nothing but games,
the ST has loads of extremely professional quality MIDI software,
it has pretty much caught up with the MAC... The Amiga was never known
for MIDI capability

2586. Megamax C development system forsale

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 16:28:08 UTC
From: m204help@cca.CCA.COM
Message-ID: <25698@cca.CCA.COM>
Source record: 253686

```
FOR SALE:

MEGAMAX 'C' DEVELOPMENT SYSTEM.
INCLUDES COMPILER, UTILITIES, LIBRARY SYSTEM, IN LINE ASSEMBLER.
I HAVE SOLD MY ST.
$100.00
SERIOUS INQUIRIES ONLY.
(617)492-8860 X332 DAYS
(617)491-6324 EVES

KEITH HEDGER
```

2587. Re: tex/dvi/SUPRA

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 16:53:24 UTC
From: avy@yugas.UUCP
Message-ID: <777@yugas.UUCP>
Source record: 253688

In article <25159@yale-celray.yale.UUCP>, Ram-Ashwin@cs.yale.edu (Ashwin Ram) writes:
>
> In article <1038@sbcs.sunysb.edu>, lean@sbcs (Lean L. Loh) writes:
> >
> >Q: I just got dvi2st (PD dvi previewer on the mono ST). From the readme file,
> > I gather that I can preview on the ST a remote dvi file (located on a
> > VAX/UNIX).
>
> Where is this program available? Does it work as advertised (i.e., can you
> really preview a remote file on a Unix machine from your ST without
> downloading it)?

It is true!
DVIST (and please use this name for it) version 3.0 has a built
in client software to interface with a Unix or OS-9/68000 server across an
8 bit serial interface. We normally use UniTerm to connect to our host
computer at 9600 baud and go through the Edit-TeX cycle to produce a
printable .DVI file. Then from UniTerm we can invoke the DVIST.TTP program with
the following parameters (assuming the foo.dvi is your TeX.dvi file file)

r:foo -fd:\fonts,a:\fonts,r:/usr/st/fonts

DVIST will recognize the drive prefix 'r:' as being a remote drive,
therefore it will start the unix (or OS-9/68000) server and access foo.dvi
using random access file I/O as needed (there is no need to download the
entire DVI file). In addition, the .PK fonts files may be read across the link
or from the ST's mass storage devices. In the above example when a font file
is not found on the ST's RAM disk (drive D: folder \fonts) it will search in
drive A:\fonts. If still not found it will access the font file on the server.
This approach enable users to have the fonts stored locally while
processing TeX file remotely.

When processing is done the server will automatically terminate the server
program so that when the user re-enters terminal mode he/she will see the
host's prompt.

If there there is sufficient demand I will repost the dvist driver.
--
Avygdor Moise, York University. (C.R.E.S.S.), Petrie Bldg. Rm 340,
4700 Keele St., North York, Ontario, Canada. M3J 1P3
UUCP: ...!nexus!yugas!avy Tel:1 416 736-5359
BITNET: "yugas!avy@.yunexus.bitnet"

2588. X (was Re: Multi-Bashing)

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 16:55:33 UTC
From: jejones@mcrware.UUCP
Message-ID: <615@mcrware.UUCP>
Source record: 253689

In article <2940@slovax.UUCP>, dale@slovax.UUCP (Dale L. Thomas) writes:
> I don't think
> OS-9 or Minix can support X, you need BSD sockets.

OS-9/68000 got sockets so it could do Ethernet stuff, so *that* shouldn't be a problem any more.

James Jones

[This posting dusted with lemon-freshened DISCLAIMO to free it of any opinion of any organization save a bunch of cells that go under the name of James Jones.]

2589. Re: LISP Interpreter ???

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 17:17:03 UTC
From: saj@chinet.UUCP
Message-ID: <3773@chinet.UUCP>
Source record: 253690

Just a little addendum to the suggestion of XLISP as a learning tool for LISP. The author is Dave Betz, of Byte Magazine. He distributes it if necessary, too. Both source and executables are pretty widely available; I have compiled an IBM PC version on the ST with no difficulty. A source of programs that may not pop into everyone's mind is people with DECUS symposium tapes: XLISP source has been in several times (PC and VAX, same code--talk about portability!).

2590. Half screen

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 17:39:16 UTC
From: 870646c@aucs.UUCP
Message-ID: <970@aucs.UUCP>
Source record: 253691

I was wondering if anyone knows how to have the screen scroll only half of it's
width, I know that some results can be had by setting the screen address to
a number that is not on a 256 byte boundary. If you have any code that does
this could you please pass it on!
thanx
Barry

2591. hard drives for odd-ball computers

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 18:13:55 UTC
From: thomas@amc-vlsi.UUCP
Message-ID: <440@amc-vlsi.UUCP>
Source record: 253692
Cross-posted to: comp.sys.amiga,comp.sys.apollo,comp.sys.apple,comp.sys.atari.st

Is there a reasonably priced hard drive for your home
computer?

If the price for 20M is over $900 or if there is not a hard
drive available for your computer please leave me a note with the
make of the computer, current price of a 20M drive and whether or
not it has a floppy drive controller installed. Don't just stop
there but tell me whether you would like a 20M hard drive for
$600.

Thanx in advance.
Thomas rozek
Alberta Microelectronic Centre
#200, 1620-29 St. NW, Calgary, Alberta, Canada T2N 4L7
UUCP: ...{alberta,ubc-vision,utai}!calgary!amc-vlsi!earl

2592. Wayne Knapp's Software Color Mod

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 18:35:16 UTC
From: dmb@TIS.COM
Message-ID: <8803181835.AA05409@TIS.COM>
Source record: 253693

I thought about this some more last night and I'm pretty sure you can't get more than 3 palette changes per scan line. I played around with two other approaches:
1) Make the whole screen color 0 and just change that palette entry as fast as you can. Of course, this is only worthwile if you can change it 200 times a line (which you can't).
2) Do a similar thing with two colors and use a single move.l (20) instruction to set the first two palette entries as fast as possible. Turns out you can get about 45 of these in a line (not enough since you need 100).
There really isn't much flexibility, given that you only have 508 cycles to play with, so I think Wayne's approach is the best. Too bad there isn't a fast move immediate on the 68000; that would help.
I can think of an entirely different appoach to getting more colors on the screen, which I'm sure others have mentioned. I have tried this with good results (under some cicumstances -- keep reading). With enough effort, I think this can work nicely (maybe not as nicely as Wayne's idea, though...). Here goes:
Page flip between two screens 60 times/second. This causes really bad flicker if the colors of the alternated pixels are too different, but looks ok with some color combinations.
e.g., alternating red (700) with white (777) does NOT give you pink (it gives you a headache), but alternating red (700) with darker red (500) gives you a pretty stable color blend.
If we could determine which combinations looked acceptable, we could create a new palette of colors which contained them, giving (theoretically) 16x16 = 256 colors on the screen at once, with each pixel individualy set-able (no color band foolishness).
Add to this the standard HBL palette change, and you get each of 256 colors per scan line, with a theoretical limit of 512x512 = 262,144 colors on the screen at once. The acutal number would be a lot smaller, since many combinations look like hell (besides, we don't have that many pixels).
Plusses: Each pixel can be set to a certain color (no bands).
Does not require all processing time.
Minuses: Tough to find out which colors look good alternated.
Large regions of colors flicker more than small ones.

I noticed that it looks a lot better with the contrast turned down some.
"Alert Box: Please turn the contrast down on your monitor or your eyeballs will be turned to jell-o. [OK] [Cancel]"
Something else to look into: There maybe other hardware registers that control the video out that we don't entirely understand that may be useful to us. Looking in the Abacus books, I noticed a few crytic comments about

one or two of the registers. I'm sure someone knows what they all do (as descibred), but has anyone messed with all of them to see what really happens when you fiddle with them?
Last thing: I couldn't get the screen base to change in mid-screen by changing the hardware screen base register. Is this just incompetence on my part, or is this really impossible? If you can change the screen base after each line, it might be possible to do some kind of interlacing and reduce the filcker caused by the page flipping idea above. Ideas, anyone?

Dave Baggett
arpa: dmb@tis.com

2593. 1040 ST-FM

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 19:00:28 UTC
From: rowley@ORVILLE.NAS.NASA.GOV
Message-ID: <8803181900.AA02503@orville.nas.nasa.gov>
Source record: 253694

My 1040 ST-F is labeled 1040 ST-FM on the bottom of the case. Does this mean that it has an RF modulator? I purchased it in July 1986.

There was talk a while ago about some 1040 ST's that were manufactured with RF modulators. How can these systems be differentiated from a stock 1040ST?

Karl Rowley
rowley@orville.nas.nasa.gov
ames!orville.nas.nasa.gov!rowley

2594. X*PRESS X*Change (Looong, but very interesting!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 19:57:06 UTC
From: csrobe@ICASE.ARPA
Message-ID: <8803181957.AA13355@work15.icase>
Source record: 253695

This came across on info-futures yesterday and I found it extremely
fascinating. Since it is (or will be) applicable to Atari and its
users, I felt justified in cross-posting it.
-c

Date: 11 Mar 88 15:45:43 GMT
From: phri!dasys1!patth%nyu.edu@bu-cs.bu.edu (Patt Haring)
Organization: The Big Electric Cat

Welcome to NETWEAVER
The interactive, intersystem
newsletter of the
Electronic Networking Association

"Our purpose is to promote electronic networking in ways that
enrich individuals, enhance organizations, and build global
communities."

ENA NETWEAVER Volume 4, Number 2, Article 4 (February 1988)

HOW TO PICK UP SOMEONE NEW WITH THE SAME OLD LINE
By Sue Gunn and Linda Bryant Nicholson

OFFERING ALTERNATIVES
****

In the last issue of Netweaver, concerns were brought forth
as to the possibility that once electronic communications becomes
the predominant means of information delivery, important information
will become less and less available to people without the technical
and financial resources to access them, thereby "exacerbating the
gap between the ordinary citizen and business and between the haves
and the have-nots in society."

X*PRESS X*Change, the premier computer information service
on cable, is already offering a free, easily-accessible alternative
to the other, more costly information services available today.

Information is delivered 24 hours a day, seven days a
week, not to television sets, but to home personal computers.

It's like having a new channel on your home computer - a
whole new way of delivering information to computers inexpensively
and instantaneously.

Stories right off the wires are available for you to read selectively through a special software program which sorts information by category. And, as quickly as you read and discard stories, your computer captures new ones. It's a continuous stream of knowledge.

WHAT'S AVAILABLE
****

X*PRESS X*Change provides access to Standard and Poor's Ticker III stock market quotes, business and financial news, and national and international news. Some of the wire services carried on X*PRESS X*Change include: Associated Press; Canadian Press; Gannett/USA Today; Cable News Network; TASS, the official news agency of the Soviet Union; The Opec News Agency/OPECNA; Kyodo, Japan; the Central News Agency of the Republic of China, Taiwan; Deutsche Presse-Agentur of West Germany; Agence France Presse; and Xinhua of the People's Republic of China.

In addition to securities and news, X*PRESS X*Change provides continuously updated sports scores and features, national and international weather reports, computer news from Best of Bix and Microbytes, and an opportunity to discuss the issues of the day through ongoing computer discussions in the Information X*Change category.

WHAT IS X*PRESS X*CHANGE?
****

X*PRESS X*Change is a service of X*PRESS Information Services, Ltd., a partnership of McGraw Hill, Inc. and Tele-Communications, Inc., the largest multiple system cable operator in the country, and is now available nationwide to more than 3.8 million homes in 347 communities.

And, the X*Change-In-The-Schools Program provides every school with two free X*Change kits for use in their PC lab or library. For the first time, schools can access a vast information resource absolutely free. In the past, information services have only been available through costly telephone hookups.

HOW DOES IT WORK?
****

All that is needed to access the service is basic cable, a compatible computer and an installation kit. The only charge is for the initial installation kit, which includes a decoder, cable and software package. The current suggested retail price is $125.00. Then it costs you nothing extra per month, because it is part of your basic cable package.

X*Change operates on IBM PC, XT, AT and 100 percent compatibles, Apple IIc and IIe, and Macintosh computers. An Atari version is currently in the testing stages. All personal computers

must have a serial port in order to operate with X*Change.

All of the X*PRESS Executive and X*Change software is developed by outside interests. Over 100 software developers have requested documentation of the X*PRESS information feed for the purpose of developing software.

Millions of words in a vast range of categories are received from approximately 30 information providers daily at X*PRESS Information Services, Ltd. The data is uplinked along with the digital audio signal of CNN (Galaxy I, transponder 7) using General Instruments Videocipher/Infocipher 1500P technologies. It is also transmitted on the Cinemax transponder of Galaxy I. With the addition of a low-cost GI interface and Wegener modulator card, a cable system is set to send the X*PRESS signal downline.

FILE TRANSFER - IT'S NEW!
****

A new feature of the X*Change software is called File Transfer. This feature allows X*PRESS to send complete databases of information to customers at special scheduled times. Complete software, freeware or shareware which could interface with the X*PRESS feed could also be downloaded through File Transfer, as well as new versions of the X*Change software.

Examples of information that might be sent are stock charting data, job listings, lottery statistics or even specialized sports data, such as racing information.

INFORMATION X*CHANGE CONFERENCING
****

Mary Gardiner Jones and Nancy Chasen also noted in the last issue of Netweaver, "The time has come for non-profit organizations to explore the new telecommunications technologies to expedite their work and enhance their communications and non-profit capabilities."

Well, once again, X*PRESS X*Change is helping to lead the way. Efforts are currently underway to encourage non-profit organizations to participate in the Information X*Change conferencing categories by helping to generate topics, provide moderators and offer advice and information.

In return, we are offering these organizations an opportunity to distribute information at little or no telecommunications costs through Information X*Change. In this way, organizations can increase public awareness and set the agenda on issues of importance.

The organization's members would be able to access the X*PRESS X*Change two-way conferencing platform from anywhere in the nation, and share information on topics of importance to the

organization and, therefore, to the rest of society. Excerpts from these discussions will be ported from the two-way platform and broadcast in the X*PRESS X*Change feed, allowing subscribers to read the ported information free of charge, without paying access fees or telecommunications charges.

Information X*Change categories include Religion, Sex and Politics, World Around Us, Inside Your Head, Teen Talk and Computers and You.

X*PRESS is eager to discuss possible conferencing topics with any non-profit organization.

In the Inside Your Head category of Information X*Change, a popular psychotherapist from Parker, Colorado, will soon begin moderating a conference on family stress. Questions, problems and situations presented by subscribers will be addressed by the psychotherapist via the two-way conferencing platform. Again, activity within the conference is ported onto the feed to allow subscribers to read the responses free of charge. Subscribers can participate via the two-way platform, the X*PRESS X*Change electronic mailbox, a toll-free telephone line or in writing.

Our goal is to offer similar conferences moderated by professionals who can offer subscribers advice and information which is not readily available to people who do not have the financial resources to pay for it.

CABLE AND COMPUTERS - A NATURAL MARRIAGE
****

Cable, because it is so cost effective, because it is already in place as a national distribution network, is the inevitable partner to computer information services.

Cable is at a strategic crossroads. It has the opportunity to grow and develop a national information network on cable, or lose that opportunity. X*PRESS is dedicated to enhancing the investment already made by cable in wiring the nation, establishing an information network, and becoming a significant player in the home information age.

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author's note:
For more information, contact Linda Bryant Nicholson at 303-721-5130 or at 5970 Greenwood Plaza Blvd. Suite 156, Englewood, CO. 80111.

+--+
|Chip Roberson ARPANET: csrobe@icase.arpa |
|1105 London Company Way BITNET: $csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|
+--+

"One world is enough, for all of us..." - The Police.

2595. accessory and RAM resident stuff

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 19:58:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8803190107.AA03238@ucbvax.Berkeley.EDU>
Source record: 253696

Is there any definitive book on what you can or can't do when writing desk accessories? There is a little bit in the MWC Version 2.00 docs, and they have an example, along with acskel.c from the developer's kit. But I would like to know how far you can deviate from those basic skelatins. For instance, I would like to be able to use string writting functions in which you can do a newline and the text will scroll up without having to rewrite each line. That pretty much precludes the use of windows, which seems to be the structural backbone of desk accessories.

Also, if I were to replace the MIDI drivers, are there any thoughts on how I can handle the hey don't disappear with the program that loads the routines and revectors the interrupt handles.

Any help is appreciated, Jeff Beer UUCJEFF@ECNCDC.BITNET

2596. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 20:11:37 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Mar18.121140.3659@mntgfx.mentor.com>
Source record: 253697

Well, since everybody else is getting in to this...

My sources tell me that it isn't that Atari isn't trying to fix existing bugs; they really are. It's just that the philosphy of Tramiel's sons (not Jack Tramiel; he apparently has little to do with the day to day running of Atari) is that exactly one small product development and support team is needed regardless of how many products are being developed or are out on the market.

Thus as the number of "products" goes, the interval between product releases and updates of current products gets longer and longer.

One anecdote: I know someone who visited Atari headquarters a while ago (more than a year) to talk about some joint product development and marketing. He was told that he wouldn't be able to talk to Landon Dyer and Allen Pratt on this trip because they were on a tight schedule trying to get the Atari PC BIOS done.

dgc

2597. pc-ditto

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 21:29:07 UTC
From: bev2@ihlpg.ATT.COM
Message-ID: <5046@ihlpg.ATT.COM>
Source record: 253698

Please help. One of the reasons we bought pc-ditto (and a 5-1/4" drive) was to play some of the IBM games we already own such as Kings Quest I and the Hobbit. The Hobbit is advertised by pc-ditto as being one of the games you can play on the ST. It is a game where you boot the computer with the disk in the drive. (Not a DOS disk). Well, we have not been able to figure out how to do this using pc-ditto. Has anyone solved this problem and would you care to share the solution with us?

Thanks in advance to everyone who helps!

Bev Law
ihlpg!bev2

2598. LAKESYS (was: BITNET guru urgently needed)

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 21:49:07 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1471@water.waterloo.edu>
Source record: 253699

In article <505@lakesys.UUCP> martin@lakesys.UUCP (Martin Wiedmeyer) writes:
>In article <621@dukempd.UUCP> gpm@dukempd.UUCP (Guy Metcalfe) writes:
>>I'll second that. Good luck trying to find out how to get to Houston. ...
...
>I have never gotten any sort of answer from LISTSERV [at Canada01]
> to numerous requests of mine. ...

It seems that you can *send* mail to the server at Canada01, but
they still do not respond to users at sites other than BITNET sites.
(Not even a "sorry".)

I am glad to see that the LAKESYS server has been set up
"netlib@lakesys.UUCP". I sent them the message

send index from archives.atari

and got back a nice index.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

2599. Re: UniTerm 2.1a wishlist/Broken ST problem...

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 21:54:29 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1472@water.waterloo.edu>
Source record: 253700

In article <357@stag.UUCP> trb@stag.UUCP (Todd Burkey) writes:
>In article <24872@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>>From article <499@lakesys.UUCP>, by martin@lakesys.UUCP (Martin Wiedmeyer):
>>
>>I hadn't bothered posting, as someone else had claimed to have a much
>>fancier version of UW that they were going to post shortly. That was
>>months ago...
>>
>>If there is enough interest, I'll put together a posting.
>
>Please, Please post it. I think the guy that had the fancy one was
>from Lachman, but I wasn't able to track that version down. I finally
>got rid of my Mac, so really miss UW...

I agree. Please post.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

2600. Re: pirating, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-03-18 23:41:07 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2399@bsu-cs.UUCP>
Source record: 253601
Cross-posted to: comp.sys.ibm.pc,comp.sys.apple,comp.sys.amiga,comp.sys.atari.8bit,comp.sys.atari.st

In article <1513@bucsb.UUCP>, brianb@bucsb.UUCP (Brian Bresnahan) writes:
> ******* FLAME ALERT *******
.
.
.
>
> > I also think they should have signs on their doors
> >or something saying "We will take up your disks that you bring in here unless
> >you've got a receipt from us with you." Therefore, people would hopefully
> >not bring in their disks.
>
> First, why are people bringing the disks into the store in the first
> place, I don't think any store owner is stupid enough to not realize that
> someone is sitting there copying the software.

They may not be STUPID, per se (although the general level of knowledge dis-
played in most computer stores {and there are a lot of them} that I've visited
over, oh, the last ten-fifteen years, doesn't really deny the possibility),
but most computer-store employees that I've ever seen are either ABSENT or
OVERWORKED when customers are in the store. I have RARELY if EVER seen a store
employee stand by a person who brings in their own disks, inserts them into
a computer on display, and does whatever he damn well pleases. In short, copy-
ing CAN and DOES go on in stores -- I've seen it.

> If a person is bringing
> disks to the store, they probably are bringing them so they can test out
> the compatability of their data on the new software, and where those disk

Maybe SOME of them, even MOST of them, are, but there is a definite non-zero
percentage of users who just walk in and copy stuff, and can get away with it
because the clerk or attendant or whatever is too uninformed (I still refuse
to say STUPID) to know what's going on. The original comment about "...unless
it is someone the store owners know very very well..." is RIDICULOUS -- half
the time, THOSE "very very well"-known people are the very ones doing the
copying, under the auspices (or at least the deliberately blind eye) of the
store owners, with whom they are in cahoots.

If you don't want a 60-plus-line lecture on my theory behind all this type
of thing, hit 'n' now.

If you haven't hit 'n' now, sit back for some theorizin'. I think this is
what it all boils down to. Comments/flames about content (to heck with SIZE,
yeah, I noticed it's big) welcome.

In the lifetime of any system, service, utility, etc., an "evolutionary process" occurs. A system (BBS, information service, Welfare, Social Security) starts out providing a good service, at an affordable price, to a small group of clients/customers/users, who enjoy a good bit of elbow room because the system has a LOT of RESOURCES, and FEW USERS. This lasts a while, but sooner or later the balance shifts. Users tell their friends how great the system is, the friends become new users, and soon there are MANY USERS and FEW RESOURCES. By simple mathematics, each individual user must now get a smaller piece of the pie. Resources themselves deteriorate, partly due to natural "wear and tear," and partly due to abuse from those users who, seeing a system with lots of extra capacity in the early days, don't worry about drawing conservatively on those resources for the sake of their lasting longer in the future. (Example: how long does a new city bus last before graffiti appears on seat backs, seat cushions are torn/slashed, etc., in addition to just plain loosening of bolts from road vibration? Or, how long can MCI or SPRINT keep up a particular LD access number and set of codes, before the "SmartModem" hackers break 'em and start using them for "free" phone service?) Managers gradually (or not so gradually) implement more and more measures (registration, licensing, proof-of-identity, security codes, secret passwords, etc. etc.) in an effort to counteract the abuses, but then the abusers just try harder, or work up new methods of abuse, and the process simply escalates. Of course, as a side effect, the service provided to legitimate users declines in quality, prices rise, and NOBODY's happy. The old-timers who were "there at the beginning" complain bitterly that "things were better in the old days," but nobody can really DO anything.

And so it is with pirating, whether by disk copy, modem transfer, or secret meeting in back alley. 'Way back when next to nobody had computers, there was probably (I wasn't there :-)) next to no piracy because there wasn't much TO pirate. Who'd take home a card deck of JCL statements, huh? But out in the wide world, human nature was what it's always been; as soon as there were computers and software, that segment of the population who tape LPs from their friends, rather than buying them, print fake IDs to get into bars a few years early, sneak onto buses, etc., extended their activities to copying/pirating software, and presto! - here we are today, with the Federal government feeling the need to intervene.

I personally am of the opinion that this is all "human nature," and therefore unavoidable. There doesn't seem to be any solution, even for the individual; does one wash one's hands of it, or try to fight it, or ignore it and fend for oneself in the cold cruel world? Whatever you do, you'll spend a lot of time angry, and there'll be a lot of people against you. On the other hand, there'll also be a lot of people who AGREE with you, and you can derive some comfort from sitting around b*tching to each other. Personally, I plan to do a little of all of these!

This should generate some interesting feedback; flame away!

Chris Chiesa
Senior, CS Dept.
Ball State University
Muncie, IN

--
<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><> Chris Chiesa <><><><><>
<> {ihpn4|seismo}!{iuvax|pur-ee}!bsu-cs!cfchiesa <>
<> cfchiesa@bsu-cs.UUCP <>
<><><><><><><><><><><><><><><><><><><>

2601. Re: tex/dvi/SUPRA (ABAQ-MC68030/Unix)

Newsgroup: comp.sys.atari.st
Date: 1988-03-19 00:37:19 UTC
From: fred@pnet01.cts.com
Message-ID: <2701@crash.cts.com>
Source record: 253788

All I want is a cheap box. I think ATARI CAN give us a cheap "3,000" 68030 machine. If they stick to the ABI then software and support shouldn't be as much as a problem. Info can be had just like IBM pc clones.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

2602. Re: More info on software color upgrade

Newsgroup: comp.sys.atari.st
Date: 1988-03-19 05:12:46 UTC
From: long@sask.UUCP
Message-ID: <1067@sask.UUCP>
Source record: 253603

While 512 colours is indeed a marvelous improvement over 16, what
I really need is some way to show digitized images with more than
eight grey levels. (8 is pretty crude).
Has anybody given any thought to producing 256 grey levels??
Any hints on how to do it?? Is it possible??

Warren (long@sask)

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-

2603. Re: Ultima V

Newsgroup: comp.sys.atari.st
Date: 1988-03-19 12:20:19 UTC
From: arthur@pnet02.cts.com
Message-ID: <2943@gryphon.CTS.COM>
Source record: 253604
Cross-posted to: rec.games.misc,comp.sys.atari.8bit,comp.sys.atari.st

james@bigtex.uucp (James Van Artsdalen) writes:
>IN article <2743@ihlpe.ATT.COM>, kimes@ihlpe.ATT.COM (Kit Kimes) wrote:
>> Someone locally called the company (Origin?) and was told that the
>> Atari 8bit version should be out this summer and the Atari ST version
>> should be out sometime in the fall. They also said that it is the
>> last software they will port to the Atari 8bit (boo!).
>
>It is not guaranteed that there will be an 8bit Atari version. Someone did
>take a contract on the project, but there is not much hope that it can be
>done. There is not enough memory and especially not enough disk space.

If it can be done on an Apple II, it can be done on the Atari 8-bit (at least
on the XL/XE). The only reason for not porting Apple II or Commodore games to
the Atari is that there are (now) fewer Ataris.

Arthur L. Rubin
4519 Richard Drive
Los Angeles, CA 90032-1227

Phone: (213)221-5033 (home w/o answering machine)
Phone: (213)221-1962 (home)

MCI Mail: ARUBIN 216-5888
Telex (WUI/MCI): 6502165888 "6502165888 MCI"

CompuServe: 70707,453

DELPHI: RUNNINGTRTLE

UUCP: [ihnp4 hplabs!hp-sdd sdcsvax nosc] !crash!gryphon!pnet02!arthur
ARPA: crash!gryphon!pnet02!arthur@nosc
INET: arthur@pnet02.cts.com

2604. MWC rdy ramdisk utility

Newsgroup: comp.sys.atari.st
Date: 1988-03-19 14:34:53 UTC
From: btb@ncoast.UUCP
Message-ID: <7524@ncoast.UUCP>
Source record: 253605

does anybody know just how the rdy ramdisk works?
i keep running into this problem that if i warm boot the system with
a disk that has accessories (or the IB Drive res.prg), the MWC ramdisk
disappears..., but it doesn't get destroyed, because if I reboot
with a disk that has no desk accessories it comes back, most of the time.

it really gets frustrating if i want to use the IB Drive 5.25" drive
and use msh from the ramdisk to work on the files on the 5.25...

... i load up the ramdisk, and then go to warm boot with the res.prg
(which is supposed to set the speed of the 5.25" drive so that TOS will
be able to read it ok), and the ramdisk disappears..., so

... i warm boot with a disk with nothing on it, and the ramdisk returns,
but it won't read and write the 5.25" IB Drive...

I hope that some of you are familiar with this problem, and have solved it.
(Strangely, there have been times when I have been able to run the ramdisk
and the IB Drive, but I can't remember how I did it, or reproduce it.)

--
Brad Banko
Columbus, Ohio
(formerly ...!decvax!cwruecmp!ncoast!btb)
btb%ncoast@mandrill.cwru.edu

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

2605. Re: Atari no-support?/In defense of Atari

Newsgroup: comp.sys.atari.st
Date: 1988-03-19 16:05:54 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <3967@cup.portal.com>
Source record: 253606

Remember that Atari didn't write GEM for the 68000, DRI did. If you program professionally you will realize the difficulty of simply picking up someone elses code and trying to "fix all the little bugs". If it is/was as simple as you make out, why don't you write a patch that goes in the auto folder and fixes all these bugs?
I think Atari was delayed by DRI and figuring out who owned what and who could modify what, etc. They have been working on the various portions of GEM for a while, but it required a rewrite (I disassembled GEMDOS, so I know why it is taking time) to fix everything - and they want that to become solid before they release it.
One problem is that TOS isn't very bad. If there bugs were severe (and everyone has a version of the 40 folder patch or should), then they would have to move. Right now you have only minor annoyances. From what I have hear about the Mac and Amiga, some of their releases were much worse - so they HAD to fix them. The 11/85 ROMs are quite usable.
(before I get flamed - the Amiga is currently MORE stable than TOS, but they have had major revisions. The Mac is stable until they increment the system or finder version and several things won't run until they refix it - How many system/finder combinations will work with EVERY program?).
It looks as if the next release of TOS will fix all the little complaints you have and be very stable for a while. I do wish they would add RTX right in though.
Atari isn't perfect - and perhaps TOS rewrite has been put off a little too long, but that is not the major problem I have with Atari.

2606. Relational database, do I want it?

Newsgroup: comp.sys.atari.st
Date: 1988-03-19 18:51:22 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <1671@pasteur.Berkeley.Edu>
Source record: 253607

Recently, I've come across a need for a database program of some
sort, but I'm not sure which, if any, of the currently available db programs
for the ST will do the trick.

What I want is to have one file, where each record is a string of
chars (ex. a magazine title), and to have these sorted. Then, for each of
these titles, I want all the volumes associated with it as a separate file,
but accessible from the title.

So, if my first file, TITLE.DAT looks something like

ANALOG
Antic
BYTE
STart <-- and I have my cursor here
STlog
TV Guide

I want to be able to hit RETURN or whatever, and access the next file,
START.DAT, which would then be:

Volume: I Date: Summer 1987
Contents: Brief summary of this issue

and be able to progress through a sorted list of these issues.

Is there a database program that will do this? I've been told that what
I need is a relational database, but the same person who told me this could
not say if DB Man would do the trick.

Thanks

\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ _/oung
| - Disclaimer: I'm not associated with any of the companies
_| above, in any way except (possibly) as a customer.

2607. Re: WARNING ! Atari ST owners look away now....

Newsgroup: comp.sys.atari.st
Date: 1988-03-19 20:44:56 UTC
From: c60c-6bh@web1d.berkeley.edu
Message-ID: <7822@agate.BERKELEY.EDU>
Source record: 253608
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

/.. l f ../

The only reason I am posting this to both groups is to put this to an end. That and the fact that I can't seem to reach the previous poster through email.

For those who don't wish to look up old, boring articles. I wrote a rather stupid letter, saying that the amiga is great, and that the atari isn't. That was about it. Read on McDuff.

This here is from the 'Dork' who 'knows it all.'
I just wanted to explain to you a couple of things. First off, I really didn't mean that letter to get out on the net, and most definately not to the Atari people. I was, and for that matter still am new to the net, and basically my posting was a mistake.. ok ? I hit the wrong key, everybody makes a mistake. I found out about my mistake the next day when I had read what I wrote on the net. I immediately posted a retraction, which was not coherent, but managed to keep most people off my back.

Second, it was a joke. I admit, maybe not a funny one, but still a joke. (I wasn't going to post it because I had forgot to insert lot's of smiley faces, and thought that most people would take it seriously even with the 8^)) The letter, basically said nothing, which was what I think most of the previous letters, and current letters on the subject say. In short in was a sarcastic poke. (mind you a failed poke, but a poke none the less)

So, I am not a 'Dork,' or a 'know it all.' Simply a human who made a mistake. I am sure we all make those ?

As for the entire question over which is 'better,' I will say that I like my Amiga better, just as you like your Atari better. I still say that given time everyman learns to love his executioner, and that goes in both cases doesn't it. Each machine has it's flaws but still we can, and do overlook them.

The 'Dork'

Disclaimer STANDARD_DISCLAIMER

2608. Word Perfect (The Facts)

Newsgroup: comp.sys.atari.st
Date: 1988-03-19 22:04:00 UTC
From: rich@lakesys.UUCP
Message-ID: <522@lakesys.UUCP>
Source record: 253602
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

[] A line eater born every day.....

After reading the message posted in another newsgroup, and in turn posting the message to this newsgroup, I went and took the sunject to the rest of the excecutive board of Mil*Atari Ltd. (Milwaukee Area Atari Users Group), at which time we set out to get the confirmation\denial direct from Word Perfect Corp.

The following is the direct --> Offical <-- response from Word Perfects perfects person in charge of marketing for the Atari computers, as well as the OFFICIAL response from the TOP of the corporation.

The response brings great releif after the previous message, and also shows exactly what a well run corporation should be like. I would hope (as well as others) that other corporations would follow suite to WP's policy.

Apoligies to any that had near cardiac arrest from the first message. The following should dispell and destroy any possibe WRONG rumors to abound.

Word Perfects response follows......

Category 18, Topic 16
Message 15 Thu Mar 17, 1988

I've spent the last two hours reading the messages on this thread regarding our impending departure from the Atari market, and I would like to clarify our position.

First of all, we have not announced that we are withdrawing from the Atari market and have no current plans to do so. We DO have some concerns but they are not limited exclusively to the Atari market. Recent events in the Atari market have simply focused our attention, once again, on these concerns.

We have long held the philosophy that copy protection is an unacceptable solution to the piracy problems. We believe that most people are honest and we feel that it is inappropriate to penalize them for the actions of the smaller group of dishonest people. I too have felt the frustration of having a copy-protected disk become "unreadable," not to mention the inconvenience to hard disk owners. The decision to make this a corporate policy was made several years ago when we were contemplating what we should do about the piracy problems in the IBM PC market.

We have had a number of problems with our release for the Atari machines. It WAS released too early and there WERE a lot of bugs. As soon as we

realized what we had done, we immediately took what steps we could to alleviate the situation. Our programmers focused all of their attention on the bugs and worked nights and weekends to find and fix the problems. We promised free updates to all registered users (and we wouldn't exclude those who didn't send in their cards as long as they can show proof of purchase) as soon as we feel that the version is clean. We provide toll-free support to help our customers through any difficulties they might encounter and to help us identify problems with our software. This is nothing different from what we do in any of our markets if we find problems and I feel it is indicative of our commitment to the Atari market. I wouldn't want to approach it any differently.

Another serious consideration for us has been the suggested list price. We are faced with a dilemma here. WordPerfect on the IBM PC has a suggested list of $495. WordPerfect on the Atari has virtually the same set of features and the same amount of power; yet, we set the price for the Atari at $395 reflecting the fact that products on the Atari sell typically for much less money. We have always given good margins to our distributors and felt that the market would make its own adjustments. For example, WP on IBM PCs can be purchased through mail order outlets for as little as $199. We set the suggested list for the Atari version at $395 feeling that the "street price" would probably settle in at around $190, based on what had happened in the PC market. This is still pricey but we were after the high end of the market and we felt that the features justified it.

Perhaps the high price has hurt our sales levels but, if anything, the volume expectations for Atari sales would dictate a higher price. We ship approximately 50,000 IBM PC WP units per month. We knew from the outset that the Atari market was not nearly that large but we felt that the Atari was a natural extension of our policy to support a broad platform of machines and that it could be a viable market for us. We still believe that.

Someone suggested that we drop our price and eliminate toll-free support to cut our costs. That may appear to make sense in this market but it is inconsistent with our way of doing business. I personally do not feel that reducing our level of service would help us in this or any other market.

Finally, what are we doing about piracy? Our legal people pursue pirates at every possible opportunity. Obviously, we are forced to focus on the bigger offenders, but we do what we can. We are also active in organizations such as the Software Publishers Association whose charter is to stop piracy. The fact of the matter is that we simply can't go after each and every case, so we need the help of people like you. For the most part, I like what I've read tonight. I see a high level of concern among the people in this forum about the piracy issues and the reputation of Atari users. I'm not convinced that Atari users are any worse than any other kind of user and many of your messages reinforce my confidence. However, we can't simply let the issue drop. I feel that it

is mostly a matter of education. There are many people who do not understand the problem. When educated, they generally choose to do the right thing.

To reiterate, we have no current plans to "pull out of" the Atari market. If, at some future date, we were to make the decision to abandon the Atari or any other market, it would not be based solely on the fact that we had found our software on 3 BBS systems. The main consideration would be "can we do our style of business in this market and be profitable?" Of course, piracy is one factor that can seriously affect profitability.

Due to a prior commitment, I will be unable to join in the CO tomorrow night but I will be very interested in seeing a log "after the fact." I hope that this information has helped.

By way of information, we expect to release a "clean" version for the Atari next week. Registered users will receive an update automatically. If you have purchased WordPerfect and did not send in your card, give us a call and we'll take care you.

Dan Lunt, Vice President of Marketing, WordPerfect Corporation*s

Category 18, Topic 16
Message 20 Thu Mar 17, 1988
JR.WILSON [WPCorp] at 12:30 EST

I started to reply to this topic about three times yesterday, but every time deceided to wait for the official reply that I knew would be coming.

Now that it's here, and you know the scoop from the top, I'll let you know my feelings. Since Atari WP represents the sum total of the last two years of my life, along with the rest of our programming and testing departments, I would hate to see it pulled for _any_ reason. We still have big plans in store for the ST, and intend to see them through if at all possible.

Atari has been working on an anti-piracy campagin over the past weeks which, I believe, can go a long way to help the reputation of Atari owners. Education is the key, both within our ranks (_none_ of us can condone stealing software; don't look the other way, but address the issue!) and without, where preconceived notions of Ataris and their owners stifle the ability of the system(s). The reputation won't change if we aren't willing to put forth the effort to see it happen.

Finally, I want to thank everyone here on GEnie for helping us get rid of the bugs and making WordPerfect a better product for everyone. Next time, we should have enough experience to prevent a buggy product from hitting the market.
Jeffrey R. Wilson
Manager, Atari Development
WordPerfect Corporation

Now *before anyones thinks of flaming me, be advised that we (Mil-Atari) set up a new topic on GEnie, just to get the facts. If you wuold still prefer to flame, please send hate mail etc. via elm, so we don't waste time\effort within the newsgroup!

Now that the TRUTH is out, we get on to better things...

-rich
UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich
--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

2609. Re: Standardization

Newsgroup: comp.sys.atari.st
Date: 1988-03-19 23:14:47 UTC
From: david@bdt.UUCP
Message-ID: <187@bdt.UUCP>
Source record: 253609

In article <8803172142.AA00829@TIS.COM> dmb@TIS.COM (David M. Baggett) writes:
> Personally I think that the lack of standardization is the one thing that
>has kept the ST from being major competition with the Mac. Atari is very
>much at fault for this ("ha, I told you so" really doesn't cut it), expecially
>considering that they were really pushing this thing as a "more serious" or
>"business" machine. But this isn't just more complaining about the state of
>atari's management, etc. etc.
[some deleted]
> This may sound like whining, but think about this: It is currently
>impossible to write a "Juggler" program that works on all ST software (by
>"Juggler" I mean a program that allows you to have more than one program
>in memory and to switch between them). In fact, it's impossible to write
>one that works on much software at all (Michtron's attempt only works with
>straight GEM applications -- forget NeoChrome, Spetrum 512, and all those
>other programs with hardware hacks (like HBL's etc.))
> This is because there is no standard way of doing anything. No one told
>developers that they shouldn't use HBL's. No one said not to mess with the
>mouse handler. Everyone did these things (and who can blame them), but by
>doing so any hope of upward compatibilty and portability was tossed out the
>window.
[more deleted .. but you get the point]

I agree wholeheartedly. I find it even more amazing that it was
Atari policy (offical or otherwise, I don't know) to actually PREVENT
information from being released to developers. I and several other
developers have attempted to gain information regarding standards, and
have even proposed standards to Atari. No response, Yes, No, or otherwise.

I can remember official developer support personnel stating things like:
"Well we don't plan on making standards for that. If you have a good way
to do it, do it that way, and maybe propose it to us." Well I did that,
but it didn't do me any good. Nothing ever became an offical "standard".
I don't even know, has Atari ever anounced an offical way to do anything?
(This doesn't include Alan Pratt, who has given excellent advice here.)

With respect to Multitasking, it's even worse that the problems one
finds using ST applications with a simple switcher. The GEM standards
are at least minimally documented, and the damned applications don't
even adhere to them (all those programs that wipe out the Desk Acc.
windows etc. are examples). Where there is even less documentation,
things are far worse.

Not only do we need standards, but we need "recommended" work-arounds
that have some likelyhood of working with future enhacements, such
as multitasking (which is here now). I think the effort that Mark

Williams Co. and myself (BDT) have put in is the only way it will happen.
Atari will NWEVER do it. The developers now know more about the ST then
Atari could ever tell us (many long sessions with a 68000 ICE and single
stepping through the ROMS!). We don't really need them to make a
good system out of the ST.

We need to form some sort of a developer association with developers
agreeing to support each other and working together to provide mutual
compatibility. It worked for MWC and BDT, I think it can work on a
larger scale.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2610. Mark Johnson C Problem

Newsgroup: comp.sys.atari.st
Date: 1988-03-20 01:26:00 UTC
From: MWF8191@TAMVENUS.BITNET
Message-ID: <8803200247.AA26920@ucbvax.Berkeley.EDU>
Source record: 253610

While using Mark Johnson's C complier I ran into a problem. When I assemble a program that has any input form external sorces I get this error
GETC UNDEFINED. I searched the file LIB.C and GETC is used but never defined. All I need is the code that I must add to LIB.C to define GETC.

Thanks for your help.

Mark Fischer
BITNet: mwf8191@tamvenus

2611. Msg of Sunday, 20 March 1988 04:13-EST

Newsgroup: comp.sys.atari.st
Date: 1988-03-20 09:14:27 UTC
From: COMSAT@MC.LCS.MIT.EDU
Message-ID: <392482.880320@MC.LCS.MIT.EDU>
Source record: 253611

FAILED: TETHER at MITLNS.MIT.EDU; Funny reply from foreign host after sending message.
Last reply was: {554 Unable to deliver mail to given recipient(s)}
Failed message follows:

Received: from OZ.AI.MIT.EDU by MC.LCS.MIT.EDU via Chaosnet; 20 MAR 88 03:47:13 EST
Received: from XX.LCS.MIT.EDU by OZ.AI.MIT.EDU with Chaos/SMTP; Sun 20 Mar 88 03:46:19-EST
Received: from Score.Stanford.EDU by XX.LCS.MIT.EDU with TCP/SMTP; Sun 20 Mar 88
03:47:11-EST
Date: Sat 19 Mar 88 23:45:23 PST
Subject: Info-Atari16 Digest V88 #126
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Saturday, March 19, 1988 Volume 88 : Issue 126

This weeks Editor: Bill Westfield

Today's Topics:

Re: fsel_input
Re: fsel_input
Atari Forth question
Re: Video interrupts: using or disabling
More information of software color upgrade
Re: A cure looking for a disease? (I hope)
Re: DESKTOP.INF some corrections
Re: More info on software color upgrade
micro-RTX price
Re: UniTerm 2.1a wishlist/Broken ST problem...
Re: A cure looking for a disease? (I hope)
Clearing out used software!

Date: 9 Mar 88 11:06:35 GMT
From: portal!cup.portal.com!fireplace@uunet.uu.net
Subject: Re: fsel_input
To: info-atari16@score.stanford.edu

In a previous article, braner@batcomputer.tn.cornell.edu writes:

>For one thing, the "*.*" should be the default, without the need to type it.

To my knowledge, if you click on the bar at the top of the directory list (instead of in the list), it automatically defaults to "*.*". It's one of those nifty "hidden" features. I could of been dreaming this. 8-)

You mean you really still like the ATARI 8-bit? <----- fireplace@cup.portal.com <---------- sun!portal!cup.portal.com!fireplace

---

Date: 9 Mar 88 11:33:14 GMT
From: portal!cup.portal.com!fireplace@uunet.uu.net
Subject: Re: fsel_input
To: info-atari16@score.stanford.edu

Remember, there is a wonderful replacement file selector called the "Universal File Selector". You simply put in in the AUTO folder and forget about it. It adds a click-on drive selector plus Format, Create Folder, Move, Copy, Rename, Delete, Disk Info, Print Directory, Protect and Unprotect. It is well worth it's outrageous price of $15 - I suggest you check it out.

Date: 9 Mar 88 19:49:49 GMT
From: pacbell!att-ih!alberta!mnetor!utzoo!yunexus!maccs!leb@AMES.ARC.NASA.GOV (Anthony Hurst)
Subject: Atari Forth question
To: info-atari16@score.stanford.edu

One of my students is interested in writing some of his own video games using his Atari ST. I suggested that Forth would be my choice, but he doesn't know if it is available for the 68000-based ST.

Does anyone out there have a version of Forth (preferably F83) that will run on the ST ?

Thanks in advance.
...adh
--
seismo!mnetor!{genat,lsuc}!maccs!leb Anthony Hurst
McMaster Dept. of Comp. Sci. & Systems (416)-525-9140 x4030

Will there be cigarettes in heaven?

Date: 9 Mar 88 23:48:47 GMT
From: tektronix!tekig!tekig5!wayneck@ucbvax.Berkeley.EDU (Wayne Knapp)
Subject: Re: Video interrupts: using or disabling
To: info-atari16@score.stanford.edu

In article <3379@chinet.UUCP>, saj@chinet.UUCP (Stephen Jacobs) writes:
> I am curious about the horizontal and vertical blank interrupts. How much
> code can one safely put in a horizontal blank routine? How many micro

Horizontal blank is hard to use and the interrupt occurs every 64.5 usec.

> seconds does each call of the default vertical blank handler take? There

No idea, but there is time for lots of code during a vertical blank, at
least a millisecond's worth of code.

> appears to be a flag telling the default vertical blank handler to cut its
> operation short: what awful thing (if any) would happen if the interrupt
> threshold was simply set above the vertical blank level? And finally, how

Ugh! You would very quickly get a stack overflow, crash, burn, ugly stuff.

> do I try playing with these things (I've never done anything with privileged
> instructions on the 68000, so those interrupt levels and first 1 K of memory
> flags are new territory). I have Mark Williams C (with their assembler
> included), a few Abacus books and some 68000 documentation. Use your best
> judgement about whether to mail or post replies.

When playing around with the interrupts you will get many surprizes.
Video interrupts can be very trickly. If you only have a small routine I
run just add it to the vertical blank routine. I spent a lot of time playing
with the horizontal interrupts and finally gave up. Just too much overhead
to try and handle a iterrupt every 64.5 usec. Doing stuff with video
interrupt can give great results but it is very easy to burn up most of the
cpu cycles on just the interrupt code. I've had much better luck with using
timers. Also rememger you can get burned on the vertical blank since it can
be 50, 60, or 70hz.

Wayne Knapp

Date: 9 Mar 88 19:04:39 GMT
From: tektronix!tekig!tekig5!wayneck@ucbvax.Berkeley.EDU (Wayne Knapp)
Subject: More information of software color upgrade
To: info-atari16@score.stanford.edu

Yesterday I had a couple of misstakes in my posting of how to do a software
graphics upgrade on the ST.

Last night I did some more work on a spy program I have to determine the
timing of things in the ST. Basically I rewrote the part that was doing the
spying into assembly. Then I looked at the screen pointer. Here is what I
found. There are 80 increments by 2 spaced 4 cycles apart, then there is a
horizontal retrace time of 188 cycles. This means that each scan line takes
508 cycles total or 64.5 microseconds. I believe these figures to be pretty
close to true. Using the computer to spy on it's self worked out really well.
Much easier than trying to use a logic anailizer or an oscilloscope.

The other misstate was that I didn't realize that the movq only give you 8 bits
of data. So now it would that I limited my choices on how to update the color
registers. I'm still thinking some combination of movm and move using the
address registers will be best. Also I still believe that the only way to
sync up the system is have limited colors on the first scan line. Since the
update is four cycles per update and nop's are 4 cycles long it may be possible
to use a code sequence like the following to get started. (numbers in comments

are the cycle count.

interrupts turned off and all registers except for A7 saved, giving
15 registers to work with

```
waitv tst.b $FF8209 # 4 the video counter always starts at zero
beq waitv # 12 wait until not zero
move.b $FF8209,A0 # 28 get the current count
jmp PC@(0,A0) # 42 do a relative jump based on the video addr
nop # video address of 2
nop # video address of 4
nop # video address of 6
nop # video address of 8
nop # video address of 10
nop # video address of 12
nop # video address of 14
nop # video address of 16
nop # video address of 18
nop # video address of 20
nop # video address of 22
nop # video address of 24
nop # video address of 26
nop # video address of 28
nop # video address of 30 260 cycle to hor. retrace
```

- at this point the system should be with in a window of +/- 2 cycles.
which means that as long as we keep a window of 4 pixcel before a color
change we should be safe. Actually since a move (a0)+,(a1)+ takes 20 cycles
I think it would be best to wait 24 cycles before using a new color. If one
could used a movm to load some registers a move d0,(a1)+ take 14 cycles.

Anyway I'm open to ideas. Some things I toying around with is not changing
all the color registers during the scan line. Maybe all at first then only
some later. Also all the moves will be long so that all the registers will
change is pairs. Anyway I want this to be good and useful so input is welcome.

If you didn't follow the above, in simple terms, changing the color
registers in 20 cycles means two new colors every 10 pixels in 320X200 16 color
mode.

Thanks,
Wayne Knapp

Date: 10 Mar 88 00:37:52 GMT
From: phoenix!mpsimon@princeton.edu (M. Patrick Simon)
Subject: Re: A cure looking for a disease? (I hope)
To: info-atari16@score.stanford.edu

In article <8803081650.AA29358@ucbvax.Berkeley.EDU> 051332@UOTTAWA.BITNET (John Turnbull)
writes:
>

>A program called VDU_2_0.PRG has been posted to the FILESERVers at
>CANADA01 and UHUPVM1. It is claimed that it will cure the 'Boot sector'
>virus and immunize the disk from future infection with this virus.
>
>Does anybody have any information about this virus, its mode of
>infection, mechanism, symptoms or how wide-spread it may have become?
>
>Please post replies to the net. Most people will be interested. /JT
>
>John Turnbull, NetNorth: 051332@uottawa

The magazine ST Applications warned of a virus being spread around via
"disks from W. Germany". They did not give any information on how the
virus is spreading (ie part of a larger program?), but the disk for
this issue is supposed to have a virus detecting program on it. No
info as to exactly what damage the virus is capable of doing either.

--Patrick Simon mpsimon@phoenix.princeton.edu 3/9/88

Date: 9 Mar 88 14:57:19 GMT
From: mnetor!utzoo!utgpu!water!watmath!orchid!achowe@uunet.uu.net (CrackerJack)
Subject: Re: DESKTOP.INF some corrections
To: info-atari16@score.stanford.edu

>9) #D #F #G #P - File Icons
[...]
>#D function most likely stands for DIRECTORY not DISK while the first
>#F probably stands for FILE rather than FOLDER. Based on what I say
>for the rest of the examples maybe someone can figure out what these
>first two lines do.

I was right about #D for DIRECTORY. But I not sure what useful tricks
you can do with it.

eg. #D 01 01 GAMES@ *.*@ - Seems to allow you only to look at the
GAMES directory, while clicking on any other directory cause a warm
boot.

eg #D 01 04 GAMES@ *.PRG@ - Seems to bomb (2) when you click on a file
in that directory.

>eg. #G 03 04 GEMCSH.PRG@ *.SH@ - When any .SH file is opened, execute
>GEMCSH.PRG passing the specified file name on the command line.

Can be done with TOS and TTP files as well. Also it is possible to
install more than one file for an application. But you can't do this
from the desktop options.

eg. #F 03 04 LV.TOS@ *.C@
#F 03 04 LV.TOS@ *.H@ - Clicking on either a .C or .H file will
execute LV.TOS with the given file.

>So from the above I can only speculate to the following meanings as
>I have not tried them.
>
>eg. #F FF 04 @ *.*@ - What constitutes a none executable, displayable
>file.
>
>eg. #F FF 04 @ *.DOC@ - This to me means that I can "show" any file
>with a .DOC extension.

This one was right. Any other file simply caused a reboot as the system
did not know what to do with it if it was not mark for execution or
display.

>eg. #D FF 01 @ *.*@ - What files should be listed when a folder is
>opened.

Wrong. Still don't know what this spec means.

>eg. #D 01 01 GAMES@ *.PRG@ - This means to me that when I open a
>folder called GAMES, I should only display .PRG files in the directory.

Wrong again.

Anthony C. Howe achowe@trillium.waterloo.edu
achowe@orchid.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

Date: 11 Mar 88 06:42:52 GMT
From: polya!rokicki@labrea.stanford.edu (Tomas G. Rokicki)
Subject: Re: More info on software color upgrade
To: info-atari16@score.stanford.edu

Try movem. As in:

```
movem.l (a0)+,a2-a5/d0-d7
movem.l a2-a5/d0-d7,(a1)
add.w #48,a1
```

Much faster than

```
move.l (a0)+,(a1)+
```

repeated 12 times.

-tom

Date: 10 Mar 88 04:15:55 GMT
From: cscosl!tw@ncsuvx.ncsu.edu (Thomas Wolf)
Subject: micro-RTX price
To: info-atari16@score.stanford.edu

Could someone enlighten me as to what the current price for Micro-RTX is?
Also, is it automatically included when you buy MT-CShell? If yes, what's
a good price on MT-Cshell?

I know, I know, I should just read a d*&n magazine ad and find out for myself,
but with my luck I would either look up the wrong product OR choose the
mail-order place with the most outrageous prices :-)

If anyone can help me with any of these quetions, please send me e-mail (David,
what are the "official" prices on these products? :-)

Thanks again for any information.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

Date: 11 Mar 88 22:07:59 GMT
From: dalcs!water!ljdickey@uunet.uu.net (Lee Dickey)
Subject: Re: UniTerm 2.1a wishlist/Broken ST problem...
To: info-atari16@score.stanford.edu

In article <24380@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>
>
> [...] Simon Poole has
>done us all a service by developing Uniterm,

I agree.
Let's hear a round of applause for developers
of free software everywhere.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

Date: 9 Mar 88 18:52:53 GMT
From: nunki.usc.edu!sal23.usc.edu!rjung@oberon.usc.edu (Robert Jung)
Subject: Re: A cure looking for a disease? (I hope)
To: info-atari16@score.stanford.edu

In article <4235@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>In article <8803081650.AA29358@ucbvax.Berkeley.EDU> 051332@UOTTAWA.BITNET (John Turnbull)
writes:
>>Does anybody have any information about this virus, its mode of
>>infection, mechanism, symptoms or how wide-spread it may have become?
>
>The program is legitimate. There has been a virus located and dissected
>in Europe. I first heard about it a month ago, when I got the back

>issues of an informational disk called ST NEWS from Richard Karsmakers from
>The Netherlands. He was *quite* furious when the virus was discovered.

Can you post a short summary of what is the purpose of the virus (ie,
what was it supposed to do)? There's been a lot of (now confirmed)
talks about the ST virus, but no one I've met can tell me just what it does.

--R.J.
B-)

What kind of a twisted mind would write such a thing?

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

Date: 12 Mar 88 00:09:27 GMT
From: dalcs!aucs!870646c@uunet.uu.net (barry comer)
Subject: Clearing out used software!
To: info-atari16@score.stanford.edu

Hi all, well it is time to clear out some software that I am not
using, I have the following for sale, all packages include up to
date upgrades, and are orginal disks and packaging, and funds are
in Canadian funds, you pay shipping:

1. Timelink $25.00
2. GST-C Ver. 1.3 $30.00(updated by Antic recently)
3. Backup $15.00(Michtron hard disk back-up)
4. Balance of Power $25.00
5. Michtron BBS $25.00
6. Genesis $50.00(Antic's 3D molecular modeler)

If you are intereted in any of these packages, send me a reply msg.
or even better call me at 1-902-542-2312 weeknights.

That's it for now folks.

Later
Barry

End of Info-Atari16 Digest
****

2612. Msg of Sunday, 20 March 1988 04:38-EST

Newsgroup: comp.sys.atari.st
Date: 1988-03-20 09:39:28 UTC
From: COMSAT@MC.LCS.MIT.EDU
Message-ID: <392488.880320@MC.LCS.MIT.EDU>
Source record: 253612

FAILED: TETHER at MITLNS.MIT.EDU; Funny reply from foreign host after sending message.
Last reply was: {554 Unable to deliver mail to given recipient(s)}
Failed message follows:

Received: from OZ.AI.MIT.EDU by MC.LCS.MIT.EDU via Chaosnet; 20 MAR 88 04:38:45 EST
Received: from XX.LCS.MIT.EDU by OZ.AI.MIT.EDU with Chaos/SMTP; Sun 20 Mar 88 04:37:51-EST
Received: from Score.Stanford.EDU by XX.LCS.MIT.EDU with TCP/SMTP; Sun 20 Mar 88
04:38:24-EST
Date: Sat 19 Mar 88 23:46:13 PST
Subject: Info-Atari16 Digest V88 #127
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Saturday, March 19, 1988 Volume 88 : Issue 127

This weeks Editor: Bill Westfield

Today's Topics:

Re: A cure looking for a disease? (I hope)
Re: alcyon question
Atari TOS
Re: Video interrupts: using or disabling
Re: Mouse Addresses...
Re: WARNING ! Atari ST owners look away now....
Re: New version of Turtle?
Re: Re: Re: Copyright notices (was: Shareware? Hah!)
Re: Re: Problems w/uue files at ATARINET (UH-INFO@UHUPVM1.BITNET)
Re: Blitter and Assempro ?

Date: 9 Mar 88 18:43:43 GMT
From: nunki.usc.edu!sal23.usc.edu!rjung@oberon.usc.edu (Robert Jung)
Subject: Re: A cure looking for a disease? (I hope)
To: info-atari16@score.stanford.edu

In article <8803081650.AA29358@ucbvax.Berkeley.EDU> 051332@UOTTAWA.BITNET (John Turnbull)
writes:
>A program called VDU_2_0.PRG has been posted to the FILESERVers at
>CANADA01 and UHUPVM1. It is claimed that it will cure the 'Boot sector'
>virus and immunize the disk from future infection with this virus.

>
>Does anybody have any information about this virus, its mode of
>infection, mechanism, symptoms or how wide-spread it may have become?
>
>Please post replies to the net. Most people will be interested. /JT

Yes, this is interesting, especially since I find it hard for a virus to
proliferate on a microcomputer (since it gets coldstarted quite often,
relative to mainframes, where these things are easy).

I'm also interested in what this virus does. Rumor mill in the L.A.
area has it that there are at least two viruses running around, but I
can't confirm (supposedly one is from Germany, and ST-Express has a program
to "find" it). There is also a utility program and a desk accessory
that's supposed to "check" your disks for the virus. Whether or not they
really work is another matter.

A local ST programmer here says that he's dissected the code, and while
he doesn't know exactly what it does (either that, or he's not telling me),
it "modifieds the disk I/O buffers in some manner"...Sounds like bad news
to me.

Any virus information would be handy. Just what DOES this thing do, anyway?

--R.J.,
sharing information
B-)

P.S. Has anyone else heard the rumor that (one of) the Amiga virus programs
is designed to cause "a massive worldwide screw-up" on some prespecified date?

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

Date: 11 Mar 88 18:32:05 GMT
From: portal!atari!apratt@uunet.uu.net (Allan Pratt)
Subject: Re: alcyon question
To: info-atari16@score.stanford.edu

From article <1374@alliant.Alliant.COM>,
by rosenkra@Alliant.COM (Bill Rosenkranz):
> does anyone know if it is possible to write inline assembler with
> alcyon? seems like i've tried all the ways i can think of but none
> seem to work. it's really not a big deal, just curious....
>
> -bill

Yes: say asm("foo") where foo is an as68-compatible line of assembly code.
For instance...

```
#include <osbind.h>

main()
{
long oldssp = Super(0L);
asm("move.l #$0,$420"); /* set _memvalid to 0 (invalid) */
asm("move.l $4f2,a0"); /* a0 -> system header */
asm("move.l 2(a0),a0"); /* 2(a0) is reset vector */
asm("jmp (a0)");
}
```

will cause a COLD system reset (as opposed to the normal warm one).
Equivalent C code is left as an exercise to the reader -- this is just
an example. (JMPing indirect through 4 would work, but JMPing directly
to FC0000 or FC0030 wouldn't be right because new STs might have ROM
starting at a different location.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

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Date: 11 Mar 88 21:35:11 GMT
From: portal!atari!good@uunet.uu.net (Roy Good)
Subject: Atari TOS
To: info-atari16@score.stanford.edu

We are in the process of finalizing the next version of TOS for the ST and
Mega series. It already includes many significant improvements and bug
fixes, a list of which will be posted when the product is ready for Beta.
We have already solicited and received input for fixes and enhancements
from our international subsidiaries, and also via GEnie, Bix and Compuserve,
resulting in well over 200 items.
The readers of this category are invited to submit their own requests at this
time. Please keep them brief and sensible - we are not requesting flames,
just the fuel [:-)]. If you can, please categorize each input as being
related to GEMDOS (BIOS/XBIOS/filesystem etc), VDI, AES or DeskTop.
We cannot guarantee, or even hope, to satisfy everyone, but input will be
taken into consideration, and some suggestions which do not make it into
this release will certainly be considered for a future release.
To avoid overloading this category, please email your input directly to me.
Thank you.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

Date: 11 Mar 88 18:09:32 GMT
From: portal!atari!apratt@uunet.uu.net (Allan Pratt)
Subject: Re: Video interrupts: using or disabling
To: info-atari16@score.stanford.edu

From article <2509@tekig5.TEK.COM>, by wayneck@tekig5.TEK.COM (Wayne Knapp):
> In article <3379@chinet.UUCP>, saj@chinet.UUCP (Stephen Jacobs) writes:
>> I am curious about the horizontal and vertical blank interrupts. How much
>> code can one safely put in a horizontal blank routine?

>> appears to be a flag telling the default vertical blank handler to cut its
>> operation short: what awful thing (if any) would happen if the interrupt
>> threshold was simply set above the vertical blank level?

> Just too much overhead
> to try and handle a iterrupt every 64.5 usec.
> Wayne Knapp

If you disable vblank (i.e. run at IPL 7), the mouse and blinking cursor
will stop, and the floppy motor won't shut off if it's on. That's
about all -- no great bloody crashes. I run this way when remote
debugging sometimes and it works fine.

Oh, but if you move the mouse at IPL 7, the keyboard packet handler will
get out of sync and you may not be able to recover. Sorry.

You can stop the vblank handler by setting the variable 'vblsem' to 0
(it's address 0x452 word). I believe that there is still a counter
running, and when you unblock vblsem the vblank routines get hit as
many times as there were blocked vblanks. Not sure about that.

When the ST was running at IPL 0, and the Hblank routine was just RTE,
we saw 25% performance degradation as compared with running at IPL 3 (no
Hblanks). On the other hand, NEO and Spectrum do stuff at Hblank...
It's not impossible, just hard.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

---

Date: 11 Mar 88 18:21:54 GMT
From: portal!atari!apratt@uunet.uu.net (Allan Pratt)
Subject: Re: Mouse Addresses...
To: info-atari16@score.stanford.edu

From article <4484@garfield.UUCP>, by avp@garfield.UUCP (Anthony Paul):
> Back in October, the addresses went by for the mouse,
> [deleted] - x pos
> [deleted] - y pos
> [deleted] - buttons.
>
> My problem, the article said these don't work on the mega.
> Anyone know what they are on the Mega?

These variables are in fixed locations relative to the Line-A base you
get in A0 when you use Line-A init ($A000).

```
MOUSE_BT equ -596
M_HID_CT equ -598
GCURY equ -600
GCURX equ -602

dc.w $a000
move.w MOUSE_BT(a0),d0 ; mouse bits (bit 0 is left button)
move.w M_HID_CT(a0),d1 ; mouse hide depth (0=visible)
move.w GCURY(a0),d2 ; mouse pointer Y
move.w GCURX(a0),d3 ; mouse pointer X
```

These variables are read-only -- unpredictable things will happen if
you write to them. The exception is the hide depth of the mouse.
If you want to show the mouse, do stuff, then restore it to the previous
depth, do this:

```
dc.w $a000 ; get line-A base to a0
move.l a0,save_base ; save this for later
move.w M_HID_CT(a0),d7 ; get old depth
beq.s already_shown ; already visible
move.w #1,M_HID_CT(a0) ; set new depth of 1
dc.w $a009 ; show mouse

already_shown:
... do stuff ...

tst.w d7 ; was it shown before?
beq.s all_done ; yes - no need to do anything
dc.w $a00a ; hide it
move.l save_base,a0 ; get line-A base again
move.w d7,M_HID_CT(a0) ; set depth to old value
all_done:
rts

.bss
save_base: ds.l 1
```

The point here is that you can change the depth from one nonzero value
to another nonzero value safely, especially if you restore it later.
But remember if you don't restore it that AES will get out of sync.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

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Date: 11 Mar 88 04:55:08 GMT
From: mnetor!utzoo!utgpu!water!watmath!isishq!Usenet_News_Of_221/162@uunet.uu.net (Usenet
News Of 221/162)
Subject: Re: WARNING ! Atari ST owners look away now....
To: info-atari16@score.stanford.edu

From: dillon@CORY.BERKELEY.EDU (Matt Dillon)
Date: 10 Mar 88 02:59:17 GMT
Message-ID: <8803100259.AA03230@cory.Berkeley.EDU>
Newsgroups: comp.sys.atari.st,comp.sys.amiga

:>1) The Atari ST's OS has been ported from an IBM PC and has several features
:> removed (no fonts for example) and has had several (hundred ?) bugs
:> introduced (40-folder bug, can't rename a folder, can't rename a disk...).
:>
:Wrong. Porting is modifying existing code to work on a different computer.
:DRI wrote TOS/GEM/GEMDOS entirely from scratch.

Yah, well they obviously didn't think about it much. They borrowed
a lot (en concept, en theory) from the PC OS. For instance, the disk format.

>Yet, in the same machine, we have a midi interface. Those who are interested
>in good sounding music can add a synthesizer and persue a professional career.
>If this is cost cutting, how come no other machine comes with one built-in?

Oh please, isn't this a bit old? Any idiot knows that all you need
for midi is a serial port, a simple serial->midi adaptor (extremely cheap),
and good software. If I really wanted to, I could hook one up to my
low-speed digital logic probe (6502 @ 2.4Mhz, can transmit and receive on
two 76.8KBaud lines simultaniously at full speed without interruption.
--slow-- MIDI is *simple*).

>>4) Virtually all the compilers I've seen (and I've seen plenty of them !) for
>> the ST have been quite disgraceful. They either have numerous bugs, have
>> a user-hostile interface (such as a cryptic command line) or are extremely
>> slow. This just shows that ST software companies are in the market to make
>> a quick buck off people foolish enough to buy an ST in the first place.
>>
>
>Yawn. OSS Pascal, MWC Ver. 3.0, Laser C? What goes for "good" these days?

As he said ... disgraceful. Still better than the compilers I
see on the IBM PC (in C at least...)

>
>>6) As mentioned in comp.sys.atari.st, Atari have been caught red-handed
>> shipping STs with faulty disk drives that don't sense the write-protect
>> notch on a disk correctly...typical of such a cost-cutting compan

--- ConfMail V3.31
* Origin: The Waterloo Window: watmath!isis!171![userid] (1:221/171)
SEEN-BY: 221/0 162 171 171

Date: 4 Mar 88 09:17:54 GMT
From: mcvax!diku!jesper@uunet.uu.net (Jesper L. Lauritsen)
Subject: Re: New version of Turtle?
To: info-atari16@score.stanford.edu

In article <19880301154715.3.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>Does anyone have a version of Turtle newer than 2.15? George Woodside
>(the author) tells me there's a 2.16 which fixes the bug that's stopping
>me from doing backups. He said it's floating around Genie, Compuserve,
>maybe some other places, but I haven't seen any mention of it here. If
>anyone has a copy, could you forward it to me or post it to the list?
Please post it.
Thanks in advance

Jesper L.Lauritsen, U of Copenhagen, jesper@diku.UUCP or ibtjll@dkuccc11.BITNET

Date: 8 Mar 88 22:42:01 GMT
From: mcvax!diku!keld@uunet.uu.net (Keld J|rn Simonsen)
Subject: Re: Re: Re: Copyright notices (was: Shareware? Hah!)
To: info-atari16@score.stanford.edu

In article <160@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:

>My point was that "legal" or not, and regardless of any discussions
>to that effect here or elsewhere: DON'T GET YOUR HOPES UP. The
>authorites showed no desire to help a small software company in Oakland;
>that includes both US and German authorites (police and Fed. agencies).

>Any attempts to bring justice would have meant a law suit in German courts.
>Several US and German copyright lawyers (supposedly some of the top ones
>in the world) advised against doing anything (a strange practice for a
>lawyer with nothing to lose) becuase it would be very costly, and the
>outcome would at best be a court order to stop production, which the
>company could simply ignore anyway since the police had better things
>to do.

I got some more info on the history of international copyright laws.
Apparantly UNESCO is dealing with this, this is the forum that the
Berner Convention is discussed. Software protection has been discussed
here too, and during the 1970-ies they reached a concensus that
software should be protected thru copyright, as a litterary work.
The USA then made the new copyright act in 1980, and some bigger
European countries followed up, notably France and Germany (BRD) in 1985
included software explicitly in the coverage for copyright in their
revisions of copyright laws.

If you had your troubles in Germany before 1985, then it might have
been because German copyright laws did not cover software at
that time. I am no expert on German law, however.

>In other words: you can read and discuss laws and legalities all you want,
>but in the *real world* all this means very little.

I now presume that your experiences is pre-1985, and that German
law did not protect you. That must have been the reason why neither
the police nor your lawyers would help you.

If your product enjoys copyright protection and this is violated,
then this is what I understand the Danish law to be: The offence
is a criminal case, and the state attorney is taking your case,
you will not have to pay any lawyers expenses. The offender can get
sentenced to penalties or in worse cases ordinary imprisonment up
to 3 months. I think your case would be of the worse kind, as it
was for profit. The offended has to go to the police and make an
action on the offence.

Additionally you can claim damages, but this is a civil case.
Having the offender sentenced in the criminal case should make
it easier to get the damages thru in a civil case, though.

I have no experiences of my own on such cases, so your comment on the
real world and slow/uninterested police I cannot offer any real
background for. It is of cause always easier in the books and
and easier if you are near to the offence. It is my impression that
the police takes all criminal offences seriously, especially when
there is much money involved; the courts may be slow though.

I do think though that your German "experience" was caused by lack
of software protection at that time in German laws, and the
situation has improved considerably since then, the conditions for
foreign software producers in Europe are not as bad as you indicate.

Keld Simonsen, U of Copenhagen keld@diku.dk

Date: 4 Mar 88 09:41:47 GMT
From: mcvax!diku!jesper@uunet.uu.net (Jesper L. Lauritsen)
Subject: Re: Re: Problems w/uue files at ATARINET (UH-INFO@UHUPVM1.BITNET)
To: info-atari16@score.stanford.edu

In article <500@uhnix2.UUCP> uace0@uhnix2.UUCP (Michael B. Vederman) writes:
>The problem is REALLY brain-damaged gateways that do BAD translations of
>characters. If you have gotten UUX UUE from ATARINET, this takes care of
>almost all problems. The problem is definitely not ATARINET!
Sure isn't, I have got lots of programs from ATARINET - thanks to UACE.
I do however have to fix all files before I uudecode. The problem is that
our local VM system uses the Danish version of the EBCDIC character set,
and the conversion from US EBCDIC is not done very well. I sugest that
you try to download one of the newer files encoded with the newest version
of uuencode. These files contain a table of the characters used. If you are
in luck you may be able to deduce from that table what characters to
change. It would defenitly be a help i all files was decod with the
newest decoder.

Jesper L.Lauritsen, U of Copenhagen, jesper@diku.UUCP or ibtjll@dkuccc11.BITNET

Date: 10 Mar 88 04:17:29 GMT
From: portal!cup.portal.com!Jinfu@uunet.uu.net
Subject: Re: Blitter and Assempro ?
To: info-atari16@score.stanford.edu

wes@obie.UUCP writes:
>
>Have you tried turning off the blitter from the desktop? Most ST
>wordprocessors crash when the blitter is turned on, run OK with it
>turned off.
>
Do you have experience with this or you just heard from somewhere? I
haven't encountered any crashes with BliTTER on with all kind of programs
(not just word processor) except few games (not crash but just too fast
to play).

Don't spread rumors unless you know what you talk about.

/* flame off */

Jinfu Chen (has BLiTTER since last Nov.)

End of Info-Atari16 Digest
****

2613. Msg of Sunday, 20 March 1988 05:31-EST

Newsgroup: comp.sys.atari.st
Date: 1988-03-20 10:31:44 UTC
From: COMSAT@MC.LCS.MIT.EDU
Message-ID: <392497.880320@MC.LCS.MIT.EDU>
Source record: 253613

FAILED: TETHER at MITLNS.MIT.EDU; Funny reply from foreign host after sending message.
Last reply was: {554 Unable to deliver mail to given recipient(s)}
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Received: from XX.LCS.MIT.EDU by OZ.AI.MIT.EDU with Chaos/SMTP; Sun 20 Mar 88 05:30:00-EST
Received: from Score.Stanford.EDU by XX.LCS.MIT.EDU with TCP/SMTP; Sun 20 Mar 88
05:31:01-EST
Date: Sat 19 Mar 88 23:47:00 PST
Subject: Info-Atari16 Digest V88 #128
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Saturday, March 19, 1988 Volume 88 : Issue 128

This weeks Editor: Bill Westfield

Today's Topics:

Re: Atari no-support?
The EST?
Re: MORE on the 16Mhz board
Translations of German articles.
Re: WARNING ! Atari ST owners look away now....
Re: Ultima V
Re: Packaging Microsoft Write
Re: Atari Forth question
Re: fsel_input
Analog (again)
Re: fsel_input
Assembly Source from Executables
Re: Multi-Bashing

Date: 10 Mar 88 02:05:59 GMT
From: portal!atari!good@uunet.uu.net (Roy Good)
Subject: Re: Atari no-support?
To: info-atari16@score.stanford.edu

In article <188@forty2.UUCP>, poole@forty2.UUCP (Simon Poole) writes:
> ....I don't doubt the qualities of Atari engineering, but Atari still

> has to show us that they can get an actual product up and going. And as
> always there is the question of software support, will Atari mangement
> make an official statement about a bug fixed GEMDOS version as an example?
>

We have recently polled Atari enthusiasts on BIX, Compuserve and GEnie
regarding input on fixes and enhancements for the forthcoming TOS. I
guarantee we won't please everyone, but we'll try. The responses received
have been summarized to about 12 pages. At an average of about 2 lines each,
it runs to around 200 comments. We are very pleased with this level of
response, as it shows a good degree of cooperation from the user base.
In addition, we have solicited, and received, input from all of our
subsidiaries.
We will publish a list of features on all services as soon as we are confident
of the final content of this next release, together with a summary of the
major changes NOT made, with reasons.

In addition, we recently posted to "misc.jobs.offered" on this net, showing
our intent to hire support/test people directly into Development. These
positions were also posted to the other public services.

We are committed to improving support, not just for the ST/Mega line but
also for the forthcoming 68030/UNIX line. I am sure you all understand that
getting support people with the right mentality to provide pro-active
support, and training them in the peculiar architecture and quirks of the
Atari product line, is not an overnight magical happening.

But happen it will.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

Date: 10 Mar 88 17:20:54 GMT
From: nunki.usc.edu!castor.usc.edu!rjung@oberon.usc.edu (Robert Jung)
Subject: The EST?
To: info-atari16@score.stanford.edu

Maybe I'm out of it, but does anyone have any information about Atari's
(supposedly) upcoming 32-bit machine, the EST? (Or is this just an earlier
name for the Abaq?)

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====

Just because it's 8-bits doesn't make it obsolete. ==== == ====

Date: 10 Mar 88 17:15:35 GMT
From: nunki.usc.edu!castor.usc.edu!rjung@oberon.usc.edu (Robert Jung)
Subject: Re: MORE on the 16Mhz board
To: info-atari16@score.stanford.edu

Just an idea on MegaByte's proposed 16MHz chip/board/whatever:

How about Atari signing the product up, and making it part of the
Mega's/ST's? Sure would make it a little easier to sell ST's to "real" users
("Look, if you think it's too slow, you can toggle the speed switch on the
back and double your speed")

But then again, I'm a crazy dreamer B-)

--R.J.
B-)
_____
Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

Date: 10 Mar 88 18:02:16 GMT
From: pasteur!buddy.Berkeley.EDU!c60b-at@ucbvax.Berkeley.EDU (John Kawakami -0^0-)
Subject: Translations of German articles.
To: info-atari16@score.stanford.edu

From what I read on the net and in magazines, it sounds like the real
slick ST hacks are coming from Germany (volume wise). What about
English translations of selected German articles? If there are none,
is there a market for such a volume? Is anyone out there competent
and willing to translate?

John

John Kawakami / c60b-at@buddy.berkeley.edu
model american / cc-28@cory.berkeley.edu
numbered account / ----* -0^0-

Date: 10 Mar 88 16:18:45 GMT
From: cscosl!tw@ncsuvx.ncsu.edu (Thomas Wolf)
Subject: Re: WARNING ! Atari ST owners look away now....
To: info-atari16@score.stanford.edu

In article <8803100259.AA03230@cory.Berkeley.EDU> dillon@CORY.BERKELEY.EDU (Matt Dillon)
writes:

<some deleted stuff>

>>Yet, in the same machine, we have a midi interface. Those who are interested
>>in good sounding music can add a synthesizer and persue a professional career.
>>If this is cost cutting, how come no other machine comes with one built-in?
>
> Oh please, isn't this a bit old? Any idiot knows that all you need
>for midi is a serial port, a simple serial->midi adaptor (extremely cheap),
>and good software. If I really wanted to, I could hook one up to my
>low-speed digital logic probe (6502 @ 2.4Mhz, can transmit and receive on
>two 76.8KBaud lines simultaniously at full speed without interruption.
>--slow-- MIDI is *simple*).

Well, that's was just the point wasn't it? On the ST you don't have to do
all this! And besides, since you're talking about re-hashing "old news":
ISN'T THAT what you're doing?

< Lot's of deleted OLD news >

I don't mean to perpetuate this seemingly endless Atari/Commodore War. As
a matter of fact, I don't think there are many people in this news-group
who would. But why do Amiga owners insist on cross-posting their
"insulting" (for lack of a better word) messages? I don't mind hearing a
bit of CONSTRUCTIVE criticism every now and then, but that's definitely not
the sort that has been arriving lately. If you can only repeat criticisms
that have been "fought over" in previous 'scrimmages', why don't you keep
them local to your news-group? I'm sure your fellow readers will love you
for it!

Please don't bother responding to this "flame" with yet another. I plan
to just skip this message subject in the future.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

Date: 10 Mar 88 15:26:22 GMT
From: ihnp4!ihlpe!kimes@ucbvax.Berkeley.EDU (Kit Kimes)
Subject: Re: Ultima V
To: info-atari16@score.stanford.edu

In article <907@bigtex.uucp>, james@bigtex.uucp (James Van Artsdalen) writes:
> IN article <2612@crash.cts.com>, mkao@crash.CTS.COM (Mike Kao) wrote:
> > Does anyone have any concrete info on when this will finally be released?
>
> The first units were shipped to the distributor on Feb. 29th.
> --
Someone locally called the company (Origin?) and was told that the
Atari 8bit version should be out this summer and the Atari ST version
should be out sometime in the fall. They also said that it is the
last software they will port to the Atari 8bit (boo!).

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

Date: 10 Mar 88 17:02:37 GMT
From: ihnp4!ihlpe!kimes@ucbvax.Berkeley.EDU (Kit Kimes)
Subject: Re: Packaging Microsoft Write
To: info-atari16@score.stanford.edu

In article <424@nunki.usc.edu>, rjung@castor.usc.edu (Robert Jung) writes:
>
> Anybody know if this is right? Is this just a mistake on my friend, or is
> this some sort of (potentially terrific) promotional scheme we haven't heard
> about? And if so, why isn't Atari PUSHING it???
>
Atari isn't pushing the ST in America period. When they get enough that
they can have them in stock and meet demand that would be generated by a
reasonable advertising push, they might have a promotional scheme. It would
make sense (and be kind of a reward for all the patient waiting we are
doing :-)).

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

Date: 10 Mar 88 17:24:46 GMT
From: pacbell!att-ih!alberta!myrias!mj@AMES.ARC.NASA.GOV (Michal Jaegermann)
Subject: Re: Atari Forth question
To: info-atari16@score.stanford.edu

Anthony Hurst asks:
>>Does anyone out there have a version of Forth (preferably F83)
>>that will run on the ST ?

Forth on ST was available practically from a day one. All
implementations, which I am aware of, are F83 with 32-bit wide stack
(so no F83 in a strict sense). There is 4xForth, a product of
Dragon Group. Very fast an very "traditional" in feel (you know -
block screens, an editor with a heavy brain damage and the like).
Some swear by it. I strongly dislike its indiosyncratic nature.
A while ago Mach-Forth was advertised in Forth Dimensions
(the same language for Amiga, Mac and ST). I have never seen a copy,
but I heard some enthusiastic opinions about it. Rumors had that it
is no longer available. I do not know if this is a true or not.
My personal preference is Forthmacs, by Mitch Bradley. It is
a stream files based Forth, which uses a version of microEmacs for
its editor. It is very similar in look, feel and code to a Unix
version of Forth which was quite recently posted to the net. No big
wonder - the author is the same person. A "core" part of it -
executables, lots of code, some rudimentary documentation, around

350Kbytes of software, was released by the author into the public
and one may had it for an asking. Extensions (fuller documentation,
GEM-interface, source with metacompiler, floating point, other goodies)
are for sale for registered users. The author is on the net
(...sun!wmb).

Michal Jeagermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
...ihnp4!alberta!myrias!mj

Date: 10 Mar 88 18:58:50 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Re: fsel_input
To: info-atari16@score.stanford.edu

In article <3768@cup.portal.com> fireplace@cup.portal.com writes:
>Remember, there is a wonderful replacement file selector called the "Universal
>File Selector". You simply put in in the AUTO folder and forget about it. It
>adds a click-on drive selector plus Format, Create Folder, Move, Copy, Rename,
>Delete, Disk Info, Print Directory, Protect and Unprotect. It is well worth
>it's outrageous price of $15 - I suggest you check it out.

I recommend it too from what I've seen of the demo which was posted here. The
only thing that I'd like to see added is user definable masks of showing
*.PRG, or *.C or *.DOC files, instead of typing the blasted things in. Other
than that, it's a fine job.
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

Date: 12 Mar 88 20:39:16 GMT
From: wilmott@topaz.rutgers.edu (Ray Wilmott)
Subject: Analog (again)
To: info-atari16@score.stanford.edu

++++++++++++++

Seems to me I read a post here back around the middle of January
explaining that Analog had been bought out by a bigger company and
that we could expect a March issue to be out by the middle or end
of February. It's now the middle of March. Anybody hear anything
recently about Analog's L-O-N-G absence, and when, if ever, I can
expect a new issue to arrive in my mailbox???

-Ray

wilmott@topaz.rutgers.edu

Date: 12 Mar 88 22:00:49 GMT
From: rochester!ritcv!vxp6840@cu-arpa.cs.cornell.edu (-Vitas P.-)
Subject: Re: fsel_input
To: info-atari16@score.stanford.edu

In article <2877@slovax.UUCP> you write:
>> My biggest complaints about the GEM fsel box have NOT been addressed by
>> the posted alternatives. Here is my wish list, if anybody who's into
>> writing such things wants ideas...
>>
>> The drive:\directory\subdirectory*.* entry drives me nuts.
>> For one thing, the "*.*" should be the default, without the need
>> to type it. Then there's the very limited editing of that string.
>> If it says "A:*.*" and I just want to change the 'A' to 'B', I have
>> to press ESC to clear it all, then retype the whole mess. Why can't
>> I position the cursor anywhere in the string with the mouse, Mac style?
>> (yeah, I know, Apple's lawyers would get mad...) If the "*.*" was
>> implicit it wouldn't be so bad.
>>
>
>On editing the drive directory line:
>
>You can use the arrow keys to edit the drive directory line. To change the
>A to B move the cursor over the A, hit DELETE and type in the B. I do this
>all the time. I do agree with you on the other points. Fsel_input is brain dead.
>It took me a long time to get myself not to hit return after typing in the
>drive spec.
>
>--
>{psivax,ism780}!logico!slovax!dale : {hplsla,uw-beaver}!tikal!slovax!dale
>Dale Thomas R & D Associates,3625 Perkins Lane SW,Tacoma,Wa 98499,206-581-1322

Also, if you want to change from drive A: to drive C:, simply press escape
type c: then point your mouse at the bar over the filenames (you know:
===== *.* =====) and press the left mouse button. This will change the
default to drive C:, change the drive ID to C:*.* and do a re-directory!

It works and is faster than retyping C:*.* everytime.

-Vitas P.- ...!rochester!ritcv!vxp6840

Date: 11 Mar 88 02:31:44 GMT
From: pasteur!sim.Berkeley.EDU!pchris@ucbvax.Berkeley.EDU (Chris Perleberg)
Subject: Assembly Source from Executables
To: info-atari16@score.stanford.edu

Hi,

A common problem I've come up against is trying to generate 68000
assembly source code (Motorola format, or any format that can be assembled)

from an ST program (.PRG, .TOS, .TTP). Often, I have a PD or shareware
program that has a feature I don't like (or doesn't have a feature I like).
If I had the assembly source, I could alter it easily. Does anybody know of
a program that will generate assembly source code (that can be assembled) from
an executeable file?

Thanks,

Chris Perleberg
pchris@sim.berkeley.edu

Date: 8 Mar 88 19:13:04 GMT
From: eagle!iwml@ucbvax.Berkeley.EDU (Lambert)
Subject: Re: Multi-Bashing
To: info-atari16@score.stanford.edu

In article <1350@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
>regarding Minix, OS-9, etc. do these OS alternatives still support GEM
>AES/VDI calls or do they puntaes() (or equiv) during bootup? can i still
>execute the gulam equiv of "gem mygem.prg" from them? this seems critical
>(i apologize if i missed a similar discussion).
>
>-bill

If the PC-version of Minix is anything to go by, don't expect to run
any current ST software under ST-Minix. The whole point of Minix is
that it completely replaces the OS in the ROMS. It comes with a c
compiler, but don't expect to find any TOS or GEM calls in there.

Unless ST-Minix is going to radically change from the design decisions
made in the PC-version, don't expect to run any commercial ST software
under it.
Any comment from the authors?

End of Info-Atari16 Digest
****

2614. Re: Atari fights back ! (so should you!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-20 10:54:19 UTC
From: john@bby-bc.UUCP
Message-ID: <263@bby-bc.UUCP>
Source record: 253614
Cross-posted to: sci.electronics,comp.sys.atari.st,comp.misc

In article <1127@ektools.UUCP>, john@ektools.UUCP (John H. Hall) writes:
.
.
> >Since Japan stopped shipping (note: not dumping) ram to north america, the
> ?????????????
> >US manufactures have been gouging the public. I believe the only US
> >DRAM manufactures of note are Motorola and Micron Tech. Neither can meet demand
> > ...
> >Wasn't it these same companies that forced congress to stop japanese DRAM
> >imports saying it would cripple the US high teck markets? So to "save"
> >these two companies from financial ruin, all technology that uses DRAMs
> >is being held ransom by the US semiconductor industry.
> > ...
> >Enough said. Canada is pretty impotent when it comes to things like this so
> >its up to you in the US to put pressure on washington to change things.
> >I hope this happens soon!
>
> This makes no sense at all to me. Canada is an independent nation,
> and the US Congress has no authority to impose trade restrictions
> on all of "North America",

As I recall what they (Congress) did was to tell the Japanese that if they
wanted to keep selling stuff to the US then they had better start charging
more to all their customers (not just the US). Wanting to keep the US
market the Japanese went along. So while Congress may not have the legal
authority to impose trade restrictions between Japan and other countries
they certainly have the muscle to do so.

Also keep in mind the rising yen - again partly due to US pressure - which
makes everything from Japan more expensive.

.
.
.
> Don't blame Uncle Sam for this one.
> --
Why not?

2615. Re: tex/dvi/SUPRA

Newsgroup: comp.sys.atari.st
Date: 1988-03-20 15:45:05 UTC
From: martin@lakesys.UUCP
Message-ID: <525@lakesys.UUCP>
Source record: 253615

In article <777@yugas.UUCP> avy@yugas.UUCP (Avy MOISE) writes:
>
>If there there is sufficient demand I will repost the dvist driver.
>--
Yes, please do post the DVIST driver!

Marty Wiedmeyer
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

2616. Re: carrying case

Newsgroup: comp.sys.atari.st
Date: 1988-03-20 15:51:03 UTC
From: trb@stag.UUCP
Message-ID: <359@stag.UUCP>
Source record: 253616

In article <880318012301371.BADK@Mars.UCC.UMass.EDU> Consult@UMass.BITNET writes:
>A quick question:
>Does anyone know of a carrying case for an ST set up? Say, a 1040 and
>a monochrome monitor. Any information would be greatly appreciated.
A quick Answer:
I use a Mac Case for the monitor and an Imagewriter/epson carrying
case for my 520ST, drives, powersupplies, mouse, joystick,
etc...both the monitor and computer fit perfectly (and you can
easily carry all that at once.)
-Todd Burkey
trb@stag.UUCP

2617. Re: Atari fights back ! (so should you!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-20 18:09:20 UTC
From: brad@looking.UUCP
Message-ID: <1494@looking.UUCP>
Source record: 253617
Cross-posted to: sci.electronics,comp.sys.atari.st,comp.misc

In article <1127@ektools.UUCP> john@ektools.UUCP (John H. Hall) writes:
>If the paths of supply for all of your Canadian industries come
>through U.S. distributers, this looks like a golden opportunity for
>some enterprising Canadian to scrounge some capital, import
>some Japanese chips, and make some big bucks. This could result in
>a real competitive advantage for Canadian computer makers.
>
>Don't blame Uncle Sam for this one.

I've always wondered about why somebody doesn't do this as well, but you've
just inadvertently explained it.

If I were to import RAM from Japan (fairly long lead times on this sort of
thing), I would expect board manufacturers and computer makers to be
my biggest customers.

Unfortunately they couldn't buy those chips, because when they went to
export their product to the USA, they would get stopped by Uncle Sam,
who would say, "Hey! Dumped Japanese chips!"

So it seems that the end user isn't a big enough market for somebody
to set this up. Even NEC of Canada hasn't done it.
--
Brad Templeton, Looking Glass Software Ltd. - Waterloo, Ontario 519/884-7473

2618. Virus

Newsgroup: comp.sys.atari.st
Date: 1988-03-20 22:27:52 UTC
From: 870646c@aucs.UUCP
Message-ID: <980@aucs.UUCP>
Source record: 253618

With all the viruses that are going around on the other machines I am
wondering if there is a prg. for the ST that will detect a virus and report
it to the user. Also has there been any news of viruses on any of the ST disks.
later
Barry

2619. Atari Disk formats

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 00:13:21 UTC
From: csrobe@ICASE.ARPA
Message-ID: <8803210013.AA22627@icase.arpa>
Source record: 253619

I would like some help sorting out the available disk formats. I've used Twister and given the explanation in the STart article, I have a lot of confidence in it. Recently, I tried using DCformat (especially for its intelligent copy (I only have one disk drive while my HD is being repaired, again :-( )). The most significant thing about DCformat is that it allows you to format 82 tracks per disk. I also remember some people saying that certain drives won't let the r/w head go that far -- I think mine is one.

Would some kind soul take the time to explain DCformat (especially when are the options (sectors per track, tracks, side, etc) active). If I am doing a disk copy, do these options have any effect?

Also, I know have disks that have total storage of:

815,600
805,179
695,891

and I'm think I have seen 82x,xxx or something like that. Is there a utility that I can use to determine how a disk is formated.

Thanks,
-chip
+---+
|Chip Roberson ARPANET: csrobe@icase.arpa |
|1105 London Company Way BITNET: $csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|
+---+
"One world is enough, for all of us..." - The Police.

2620. Csd question & CT info.

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 01:13:42 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3649@watcgl.waterloo.edu>
Source record: 253620
Cross-posted to: sci.electronics,comp.sys.atari.st,comp.misc

[]
First: to the MWC person who's been following the net: will the C Source Debugger work with the MT C-Shell??? I noticed you mentioning that you wished you could make db.prg work under the MT Csh, but didn't have the time. I certainly hope that MWC has given you (or whoever) the time to do it with Csd, since I intend to make the MT Csh my default environment, now that I finally have a hard drive. Thankfully, MWC and BDT(*) have been cooperating impressively in the past, so I have high hopes that it's at least possible.

(*) That's Mark Williams Company and Beckemeyer Development Tools, respectively, for those new to the net.

Oh well, I suppose Csd will be showing up at my door in the next couple of weeks (I hope I hope), so I'll find out firsthand.
==========
Second: I changed two things in CT recently, and I'll send the new .uue files to the 'netlib' (lakesys!netlib@uunet) server, rather than posting them here. The changes were:
(1) '-v' was not working, thanks to a very minor change I'd made and forgot to test. (I.e., I did a tolower(Cnecin()) when I should have done a tolower((int)Cnecin())). It now works.
(2) the disk-swapped-so-read-root-directory fix mentioned in the docs was not being performed in the wildcard expansion routines, so the problem would still crop up. This has been fixed.

2621. An Idea That I had

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 02:03:20 UTC
From: juancho@dgp.toronto.edu
Message-ID: <8803210203.AA26500@explorer.dgp.toronto.edu>
Source record: 253621

It seems that We have spent a lot of time flaming atari lately.
I am interested in compiling a list of responses to the following two
questions about the st.

1) What is the smartest thing that atari has ever done?

2) (This is the one that you'll love) What is the stupidest thing
that atari has ever done.

Please answer the first question before you answer the second question.
I will try to compile some kind of list .

```
=====================================================================
| Typical conversation on comp.[atari|amiga|mac].* |
=====================================================================
My watch is better than yours. It has multitasking, windows and
plays Old macdonald has a farm. I will not listen to reason, of
course your watch is not as good as mine, in fact you are
silly for having bought it. Sell it and buy my kind.
o /
====X================================================================
o \
```

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
(416) 978-6619 University of Toronto
juancho@dgp.toronto.edu
juancho@toronto.CSNET
{allegra,cornell,decvax,ihnp4,linus,utzoo}!utdgp!juancho

--

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
University of Toronto
(416) 978-6619 Toronto, Ontario M5S 1A4

2622. secrets of FLASH?

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 03:31:49 UTC
From: miken@hcr.UUCP
Message-ID: <3171@hcr.UUCP>
Source record: 253622

i've got FLASH and just recently got my hands on the source for umodem,
which although for 4.2|ver7|sys3 seems to compile without complaints on
sysV, so now i can upload/download via xmodem right?
wrong. both sides just sit there waiting until one of them times out.
is there some secret code that must be entered from the keyboard, some
magic word to be intoned? some small animal to be sacrificed? if not,
is there a real copy of xmodem for unix that'll work with the xmodem
one gets using FLASH ? if not, okay, i'm not fussy, i'll take KERMIT,
er, that is if some entity out there could direct me to a version that'll
run on the ST...

oh BY THE WAY, my mouse died, and after fruitless attempts to revive it
i took it into a local atari dealer. that was a month ago. went in there
yesterday and the dealer presents it to me with a replacement charge of
$45!!!!
to understate the case, i was not amused. the chap at the store said he'd
seen a lot of dead mice showing up lately, and that he didn't make a cent
off of getting them replaced. atari bills him $X, he bills me $X (+ tax).
--

Mike Nemeth "etch out a future of your own design,
...utzoo!hcr!miken well tailored to your needs" - T. Dolby

2623. v01INF1: Introduction to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 03:35:03 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <2447@saturn.ucsc.edu>
Source record: 253623
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@ssyx.ucsc.edu (Steven Grimm)
Posting-number: Volume 1, Info 1
Archive-name: intro

This is the first of two introductory articles about comp.sources.atari.st.
This one describes how to submit source to the newsgroup, where the
archive sites are, and how to contact them. The companion articles lists
all previously-published sources.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm

--------------------

Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to
atari-sources@ssyx.ucsc.edu. If you are on a UUCP-only site, you can send
them to ucbvax!ssyx!atari-sources.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, source
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

Please inform me of any special system requirements, and what development
environment was used, so that I can properly test your submission.

--------------------

Subject: The structure of comp.sources.atari.st articles

Each posting in comp.sources.atari.st is called an "issue"; there are
roughly 100 issues to a volume. The division is arbitrary and may vary.
There are two types of articles in comp.sources.atari.st: sources and
"information postings." They can be distinguished by the subject line:

Subject: v01INF3: Index for Volume 1 and other info

This first word in the title identifies this as the third info posting of
volume one. Similarly, the subject line shown below:

Subject: v01i081: Public Domain Resource Construction Set
```

identifies this as the 81st source article in Volume 1. Large sources are broken up into smaller pieces, and have subject lines that look like this:

Subject: v01i082: VMS clone in ST-BASIC, Part03/08

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: MWC, Megamax, 1meg, high

This means that the program compiles with Mark Williams or Megamax C, requires at least one meg of RAM and only runs in high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

Alcyon - Alcyon C (included with Atari developer's kit)
MWC - Mark Williams C
Megamax - Megamax C
Laser - Laser C
Lattice - Lattice C
OSI - OSI Personal Pascal
BASIC - ST BASIC (this is not a joke!)
uuencode - program is uuencoded (uudecode required to unpack)
arc - program is archived (arc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: david@bdt.UUCP (David Beckmeyer)
Posting-number: Volume 1, Issue 80
Archive-name: micro-rtx

The "Submitted by" is the author of the program. If you have comments about the sources published in comp.sources.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this source in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Please try to use this name when requesting that sources be mailed to you. Also, note that the "part number" given in the title, and the archive name given in the auxiliary header need not be identical.

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames.

Subject: Reporting and tracking bugs and patches to postings

Most of the time, bugs and updates will be posted to comp.sys.atari.st.
Sometimes, "official" updates from the author will be posted submitted to
comp.sources.atari.st so that they are archived with the sources.

Since there is no easy way to apply source code patches on the ST, changes
to a program often result in a whole new version being posted.

To report bugs, contact the person listed in the Submitted-to header.
Often there is a contact address in a README file, too. I do not maintain
the sources I moderate, so don't send your bug reports to me.

Subject: Accessing the archives

At this time, there is only one site known to be keeping an archive
of comp.sources.atari.st. If you are making an archive available to
the public, or would like to, please contact me.

Subject: Listing of archive sites in no particular order

1. Site killer has a full archive available for anonymous UUCP. For
information on accessing it, send mail to Bill Wisner:
{ames,codas,ihnp4,mit-eddie}!killer!wisner.

+New! Improved! Now 200% Artificial-+-+-----------Steven Grimm------------+
|# # @@@ **** &&&&& $$$$$ % %| | ARPA: koreth@ssyx.ucsc.edu |
|# # @ @ * * & $ % %+-+ UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|### @ @ **** &&&& $ %%%%%| |_____________________________________|
|# # @ @ * * & $ % %+-+"Things are only impossible until |
|# # @@@ * ** &&&&& $ % %| | they're not." - Jean-Luc Picard |
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

2624. v01INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 03:46:03 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <2448@saturn.ucsc.edu>
Source record: 253624
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@ssyx.UCSC.EDU (Steven Grimm)
Posting-number: Volume 1, Info 1
Archive-name: intro

This is the first of two introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup, where the
archive sites are, and how to contact them.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm

--------------------

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@ssyx.ucsc.edu. If you are on a UUCP-only site, you can send
them to ucbvax!ssyx!atari-binaries.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, software
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

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Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are
roughly 100 issues to a volume. The division is arbitrary and may vary.
There are two types of articles in comp.binaries.atari.st: binaries and
"information postings." They can be distinguished by the subject line:

Subject: v01INF3: Index for Volume 1 and other info

This first word in the title identifies this as the third info posting of
volume one. Similarly, the subject line shown below:

Subject: v01i081: Fix for forty-folder bug

identifies this as the 81st binary article in Volume 1. Large programs are
broken up into smaller pieces, and have subject lines that look like
this:
```

Subject: v01i082: Dungeon Master II, dungeon exploration game, Part03/08

Certain information about the system configuration required to use the
program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in
medium or high resolution. Following is a list of keywords; new ones may
be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: neil@atari.UUCP (Neil Harris)
Posting-number: Volume 1, Issue 80
Archive-name: new-desktop

The "Submitted by" is the author of the program. If you have comments about
the binaries published in comp.binaries.atari.st this is the person to contact.
When possible, this address is in domain form, otherwise it is a UUCP bang
path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes
sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large
postings will have names that look like this:

Archive-name: desktop/part01

Please try to use this name when requesting that binaries be mailed to you.
Also, note that the "part number" given in the title, and the archive name
given in the auxiliary header need not be identical.

Since most archive sites run UNIX, articles are given UNIX-style filenames
rather than ST-style filenames.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When
large changes are made to a program, the entire thing will be reposted
to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header.
Often there is a contact address in a README file, too. I do not maintain
the programs I moderate, so don't send your bug reports to me.

Subject: Accessing the archives

At this time, there is only one site known to be keeping an archive of comp.binaries.atari.st. If you are making an archive available to the public, or would like to, please contact me.

Subject: Listing of archive sites in no particular order

1. Site killer has a full archive available for anonymous UUCP. For information on accessing it, send mail to Bill Wisner: {ames,codas,ihnp4,mit-eddie}!killer!wisner.

2625. Sources/binaries newsgroups

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 04:11:26 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <2450@saturn.ucsc.edu>
Source record: 253625

Well, I'm now the official moderator of comp.sources.atari.st and comp.binaries.atari.st. The introductory articles for both newsgroups should have preceded this one.

As I don't yet have a copy of Jim Turner's pending programs, please resubmit articles that were waiting to be posted by him. I'll try to process them as quickly as possible. Submission instructions are included in the introductory articles.

Many thanks to Bill Wisner for his invaluable aid and advice; I would have been lost without it.

-Steve

2626. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 04:27:40 UTC
From: rogue@well.UUCP
Message-ID: <5492@well.UUCP>
Source record: 253626
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

I've received several pieces of mail indicating that the original posting of this message arrived in garbled form (or not at all) in various parts of the net. Because it concerns an important issue in which there appears to be a great deal of interest, I am reposting the article in its entirety, with all known errors corrected. Please forgive any inconvenience the extra copy may cause.

Sincerely,
Brett Glass (well!rogue)

Apple has entered a legal challenge which, if successful, could have dire effects on future development of user interfaces for personal computers.

I've keyboarded the complete text of the complaint filed by Apple Computer on March 17, 1988 in the U.S. District Court in San Jose. If you take as dim a view as I do of Apple's action, you may want to make your opinion known by penning a letter to:

Mr. John Sculley
Chairman of the Board
Apple Computer, Inc.
20525 Mariani Avenue
Cupertino, California 95041
(408) 996-1010

If there is sufficient interest, I am also willing to help coordinate the development of an "Amicus Curiae" ("Friend of the Court") brief opposing Apple's claims. For more information on this effort, please contact me (L. Brett Glass) at one of the following electronic addresses:

Usenet: {ihnp4 | uunet}!lll-winken!well!rogue
BIX: glass
CompuServe and MCI: CIS [72267,3673]

And now, the text....

Jack E. Brown
BROWN & BAIN, P.A.
Post Office Box 400
222 North Central Avenue

Phoenix, Arizona 85001
(602)257-8777

Lois W. Abraham
Chris R. Ottenweller
Martin L. Lagod
Jeffrey D. Steinhardt
BROWN & BAIN
600 Hansen Way, Suite 100
Palo Alto, California 94306
(415)856-9411

Attorneys for Plaintiff

UNITED STATES DISTRICT COURT

NORTHERN DISTRICT OF CALIFORNIA

APPLE COMPUTER, INC.,)
a California corporation,)
) No.
Plaintiff,)
) COMPLAINT FOR COPYRIGHT
v.) INFRINGEMENT AND UNFAIR
) COMPETITION
MICROSOFT CORPORATION, a Delaware)
corporation, and) JURY TRIAL DEMANDED
HEWLETT-PACKARD COMPANY,)
a California corporation,)
)
Defendants.)
)
_____)

Plaintiff Apple Computer, Inc. ("Apple"), by its undersigned attorneys, complains of defendants and alleges as follows:

NATURE OF THE ACTION

1. This is an action arising out of defendants' infringement of Apple's copyrighted audiovisual works and the computer programs embodying those audiovisual works.

JURISDICTION AND VENUE

2. The Court has jurisdiction over the subject matter of this action pursuant to 28 U.S.C. $$ 1331 and 1338 and the doctrine of pendant jurisdiction.

3. Venue is proper in this court pursuant to 28 U.S.C. $ 1391(b) and (c) and $ 1400.

THE PARTIES

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4. Plaintiff Apple Computer, Inc. is a corporation organized and existing under the laws of the State of California with its principal place of business in Cupertino, California. Apple is engaged in the business of designing, developing and marketing computer hardware and software products, including the Macintosh computer. Apple is recognized as a worldwide leader in the design, manufacturing and distribution of innovative personal computer systems.

5. Defendant Microsoft Corporation ("Microsoft") is a corporation organized and existing under the laws of the State of Delaware with its principal place of business in Redmond, Washington. Microsoft is engaged in the business of developing, marketing and publishing computer programs. Microsoft is qualified to do business and is doing business in this judicial district.

6. Defendant Hewlett-Packard Company ("Hewlett-Packard") is a corporation organized and existing under the laws of the State of California with its principal place of business in Palo Alto, California. Hewlett-Packard is engaged in the business of designing, manufacturing and marketing hardware and software products which compete with Apple's products. Hewlett-Packard resides, transacts business and may be found in this judicial district.

COUNT I

(Copyright Infringement)

7. Plaintiff repeats and incorporates herein the allegations set forth in paragraphs 1 through 6 above.

8. Since its introduction in 1984, the Macintosh personal computer has achieved great commercial success and acceptance in the United States and throughout the world. A major reason for that success is the innovative audiovisual display developed by Apple which makes the Macintosh unique and distinctive and, in computer parlance, extremely "user friendly."

9. The Macintosh computer programs generate a series of fanciful visual displays and images appearing on the computer screen, whereby the user, by using a cursor control device (i.e., "mouse"), can communicate with the computer. Apple has expended millions of dollars and years of creative effort in the development of artistic, aesthetically pleasing visual displays and graphic images that enhance the value and commercial appeal of Apple's products. The development started with Apple's work on the Lisa computer and continued through the extensive development efforts on the Macintosh. As a result of this major investment,

the distinctive expression represented by the visual displays and graphic images generated by the Macintosh computer programs is widely recognized as a hallmark of the Macintosh computer system.

10. The visual displays and images generated by the Macintosh computer programs are protected audiovisual works under the Copyright Act. Apple is the owner of the following copyrighted audiovisual works, each of which substantially consists of material wholly original with Apple and is copyrightable subject matter under the Copyright Act:

(a) Lisa, Reg. No. PA 336 104, effective May 1, 1987 (Exhibit A).

(b) Macintosh Finder, Reg. No. PA 336 105, effective May 1, 1987, a derivative work based on Lisa (Exhibit B).

(c) LisaDraw, Reg. No. PA 336 103, effective May 1, 1987 (Exhibit C).

(d) MacDraw, Reg. No. PA 336 102, effective May 1, 1987, a derivative work based on LisaDraw (Exhibit D).

(e) MacPaint, Reg. No. PA 336 107, effective May 1, 1987 (Exhibit E).

(f) Lisa Project, Reg. No. PA 336 106, effective May 1, 1987 (Exhibit F).

(g) Mac Project, Reg. No. PA 336 101, effective May 1, 1987 (Exhibit G).

Further, the computer programs that embody the audiovisual works are protected literary works under the Copyright Act. Apple is the owner of the following computer programs, each of which substantially consists of material wholly original with Apple and is copyrightable subject matter under the Copyright Act:

(h) Macintosh Finder 1.0, Reg. No. TX 2 130 713, effective August 25, 1987 (Exhibit H).

(i) MacDraw 1.7, Reg. No. TX 2 130 712, effective August 25, 1987 (Exhibit I).

(j) MacPaint 1.0, Reg. No. TX 2 130 711, effective August 25, 1987 (Exhibit J).

(k) MacProject 1.0, Reg. No. TX 2 130 714, effective August 25, 1987 (Exhibit K).

(l) Macintosh ROM, Reg. No. TX 2 130 714, effective September 12, 1985 and supplemental registration,

Reg. No. TX 2 043 375, effective April 14, 1987
(Exhibit L).

(m) Macintosh Plus ROM, Reg. No. TX 1 862 601, effective
August 5, 1986 (Exhibit M).

Collectively the above works are referred to herein as the "works in suit" or the Macintosh audiovisual works."

11. At all times, Apple has been and is the sole owner of all rights, title and interest in the works in suit. For each work Apple has complied in all respects with the Copyright Act and all other laws of the United States governing copyrights, and has received Certificates of Registration from the Register of Copyrights.

12. Hewlett-Packard sought a license from Apple for the Macintosh audiovisual works which, on information and belief, Hewlett-Packard intended to use in connection with computer programs that would generate visual displays and images. Apple declined to grant a license to its Macintosh audiovisual works. Plaintiff is informed and believes, and on that basis alleges, that nonetheless Hewlett-Packard has developed a computer program called "New Wave" which embodies and generates a copy of the Macintosh audiovisual works. New Wave must be used in conjunction with a computer program sold and distributed by Microsoft known as "Windows 2.03." On information and belief, Hewlett-Packard is licensed by Microsoft for the use of Windows 2.03 in connection with New Wave. As used herein, the term "New Wave" includes any and all visual displays and images generated by Windows 2.03 when operating in conjunction with New Wave. The term "Windows 2.03" is used herein to include all versions or revisions of that product.

13. The visual displays and images generated by New Wave are illegal and infringing copies of the Macintosh audiovisual works and are unauthorized derivative works. Attached hereto are photographs comparing various visual displays and images generated by the Macintosh computer programs (Exhibit N1, N3, N5, N7, and N9) and screen displays generated by New Wave (Exhibit N2, N4, N6, N8, and N10). The similarity between New Wave and the Macintosh visual displays and images is so great that even the Hewlett-Packard product manager for New Wave in touting the product has conceded publicly that New Wave is "similar to the Macintosh." On information and belief, Hewlett-Packard had access to the Macintosh audiovisual works. Hewlett-Packard's copying and adaptation of the Macintosh audiovisual works in New Wave infringe Apple's exclusive rights under the Copyright Act.

14. The visual displays and images generated by Windows 2.03 are themselves illegal and infringing copies of the Macintosh audiovisual works and are unauthorized derivative

works. Throughout its development of Windows 2.03, Microsoft had access to the Macintosh audiovisual works. Microsoft's distribution and sale of Windows 2.03 and its copying and adaptation of the Macintosh audiovisual works exceed limited license rights granted to Microsoft by Apple and infringe Apple's exclusive rights under the Copyright Act.

15. Defendants' copying and adaptation of the Macintosh audiovisual works in New Wave and Windows 2.03 are unauthorized by Apple and constitute willful infringement of the exclusive rights reserved to Apple under the Copyright Act. By reason of defendants' acts of infringement, Apple has suffered and will continue to suffer, unless defendants' infringement is enjoined, irreparable injury that cannot be adequately be remedied at law. Because of such willful infringement, Apple is entitled to an award of its attorneys fees pursuant to 17 U.S.C. $ 505.

COUNT II

(Contributory Infringement)

16. Plaintiff repeats and incorporates herein the allegations set forth in paragraphs 1 through 15 above.

17. On information and belief, Microsoft has aided and assisted Hewlett-Packard in using Windows 2.03 in conjunction with New Wave. On information and belief, Microsoft has facilitated, by purporting to grant license rights, and has involved itself in the development of New Wave. By such conduct Microsoft has and is continuing to contributorily infringe the Macintosh audiovisual works.

18. By reason of Microsoft's acts of contributory infringement, Apple has suffered and will continue to suffer, unless Microsoft's conduct is enjoined, irreparable injury that cannot be adequately remedied at law.

COUNT III

(Unfair Competition)

19. Plaintiff repeats and incorporates herein the allegations set forth in paragraphs 1 through 18 above.

20. The acts committed by defendants as alleged above constitute unfair competition and unfair business practices in violation of California Business and Professions Code $ 17200 et seq. and common law.

21. Because of defendants' acts of unfair competition, plaintiff has suffered and will continue to suffer damages in an

amount to be determined at trial.

WHEREFORE, plaintiff prays for judgment as follows:

1. Enjoining defendants, their officers, agents, servants and employees and those persons in active concert or participation with them, from infringing or contributorily infringing the works in suit in any manner, directly or indirectly;

2. Enjoining defendants, their officers, agents, servants and employees and those persons in active concert or participation with them, from copying, selling, marketing, distributing, or placing in interstate commerce their products known as New Wave and Windows 2.03, or any version, revision or modification thereof or any derivative work based thereon;

3. Entering judgment in favor of plaintiff and against defendants declaring that defendants are infringing and have infringed the works in suit and that defendant Microsoft has and is contributorily infringing the works in suit;

4. Ordering defendants to account for all gains, profits and advantage derived from their infringement of plaintiff's copyrights;

5. Entering judgment in favor of plaintiff and against defendants jointly and severally in an amount equal to the damages sustained by the plaintiff and the profits earned by defendants from the infringements alleged herein pursuant to 17 U.S.C. $ 504(b);

6. Entering judgment in favor of plaintiff and against defendants jointly and severally for statutory damages in the amount of $50,000 per infringement pursuant to 17 U.S.C. $ 504(c);

7. Entering judgment in favor of plaintiff and against defendants jointly and severally in an amount equal to plaintiff's costs, including attorney's fees, pursuant to 17 U.S.C. $504(c);

7 [sic]. Entering judgment in favor of plaintiff and against defendants jointly and severally ordering the impoundment and destruction of all computer programs known as New Wave and Windows 2.03, or any version, revision or modification thereof or any derivative work based thereon;

8. Entering judgment in favor of plaintiff and against defendants jointly and severally for all damages sustained by plaintiff as a result of defendants' acts of unfair competition;

9. Ordering such other relief as is just and equitable in the circumstances.

March 17, 1988

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By: <Martin L. Lagod>

Attorneys for Plaintiff
Apple Computer, Inc.

JURY DEMAND

Apple hereby demands a jury trial of all its claims against defendants.

By: <Martin L. Lagod>

Attorneys for Plaintiff
Apple Computer, Inc.

2627. Virus!

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 04:32:28 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8803210451.AA22169@ucbvax.Berkeley.EDU>
Source record: 253627

I recently have been having frequent disk crashing problems which seem to be on the boot sector. I have a system disk which I always boot from. Recently, this disk has crashed 20-30 times within the last 5 months. I find this a bit unusual since none of my other disks have crashed, and I have changed this disk 2 times since this problem first occured. I use the backup of this disk to fix the crash. This problem started occuring when I used SUPERBOOT 2.3. I even created a totally new startup disk from scratch, but the crash problem still persists. Not just a single file goes bad, but I can no longer boot from this disk. Has anyone had a similer problem? Does this look like a Virus?

Internet : Brian_Holmes%WU@UM.CC.UMICH.EDU
Bitnet : BHOLMES@WAYNEST1.BITNET

2628. UUDECODE programs

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 04:49:19 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8803210458.AA22236@ucbvax.Berkeley.EDU>
Source record: 253628

Will the file UUDECODE.BAS on CANADA01 decode all the files at this site? I looked at a couple of the files and they seem to be in different UUENCODE formats. Will an IBM-PC UUDECODE program work on these files?

Internet : Brian_Holmes%WU@UM.CC.UMICH.EDU
Bitnet : BHOLMES@WAYNEST1.BITNET

2629. Query

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 08:39:00 UTC
From: KRAALING@HWALHW50.BITNET
Message-ID: <8803210842.AA25730@ucbvax.Berkeley.EDU>
Source record: 253629

Dear ???,

I don't know who is at the other end of this line, but I do know that my INFO-Atari16 mails come from here. My problem is that I would like to ask the INFO-Atari16 newsgroup for the telephone number of Absoft Coorporation.

Could you, at the other end of the line tell me how I can mail my request to the newsgroup properly ?

Regards,

Daniel van Kraalingen

2630. Virus-- suggestion!

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 11:07:25 UTC
From: exodus@uop.edu
Message-ID: <1288@uop.edu>
Source record: 253630

Okay, think about this one for a while:

What if someone wrote a 'friendly' virus. One that fixed the bugs in the
Operating System. One that multiplied so everyone's bugs were fixed.
Free, fast, effective.

Joking? maybe...

exodus@uop.edu

2631. Re: DISTOMWC.PRG doesn't work?

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 14:28:45 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17672@watmath.waterloo.edu>
Source record: 253631

```
>I tried yesterday to use the recently posted DISTOMWC.PRG program
>on my Mega ST 2. UUDECODE and ARC didn't complain about anything,
>so I think there were no transmission errors. Nevertheless, all I
>get after double-clicking on the program is an alert box with the
>text "VDI function error". Has anybody gotten the program to run?
>If yes, with which configuration?

I managed to get it to work on my Mega 2 with blitter on.

--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"
```

2632. using AFD and FUI for prog-a16 @ canada01.bitnet

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 14:33:48 UTC
From: csrobe@ICASE.ARPA
Message-ID: <8803211433.AA15795@work15.icase>
Source record: 253632

Has anyone had any success using Automatic File Distribution (AFD) or File Update Information (FUI) with the files at canada01? I would like to start using Uniterm (since it seems it has finally surpased FLASH by leaps and bounds) and given the prolific nature of Simon I would like to be automatically informed when a new version is posted to the canada01 archives.

The listserver @ canada01 can automatically send you updates when a file is 'updated' in the prog-a16 archive, or it can just send you mail telling you that the file has been updated. However, I have noticed that some people just create a new entry in the library whenever a new version arrives and that undermines this process (since you must sign-up for particular 'prog-a16 xx-xxxxx').

If we can get some consistency in our submissions to these archives we can expedite the distributions of these wonderful tools into the ST Community. [How much mail have you seen from people asking about the latest version of Uniterm? "Is it out?", "What is the latest version number?", "Where can I get it?", ...]

For more information on this listserver function, get Document Number U01-006-B-0 (or some later version) by sending the one line message "Info AFD" to listserv@canada01.bitnet.

cheers,
-chip

+---+
|Chip Roberson ARPANET: csrobe@icase.arpa |
|1105 London Company Way BITNET: $csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|
+---+
"One world is enough, for all of us..." - The Police.

2633. GEMDOS Rom upgrades

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 14:51:26 UTC
From: rich@tcom.stc.co.uk
Message-ID: <597@stc-f.tcom.stc.co.uk>
Source record: 253633

Does anyone know if there is a later ROM set for the old 520ST,
this machine has 6 32K roms. (the 11/85 are too buggy)

Richard.
--
==========
Richard Williamson | Any comments and opinions are mine and do not
STC New Southgate | reflect those of STC or anyone else.
LONDON UK | <rich@Tcom.STC.co.UK>

2634. Re: LEVEE - bug with LVRC=

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 14:52:49 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17673@watmath.waterloo.edu>
Source record: 253634

>>I was trying to use the LVRC environment variable with LV the
>>other day (using BDT csh) and LV just ignored the varaible.
>>
>>Has anyone else had this problem?
>
>It might depend on the version of Micro C-Shell and which form of
>env. variables LV understands. If you have a csh version less than
>2.70, and LV doesn't see LVRC doesn't work, then LV uses newer env.
>strings, and you should upgrade your Micro C-Shell.
>
>If you have 2.70 or higher csh then LV uses the old style env. and
>you will have to use a filter to convert the env. before running LV.

>By the way, you are using the setenv command right (not set)?

I used setenv and I have BDT csh v2.70. The author of LV did comment
that he read the environment variables in some other format to that
of msh and csh. As for using a filter, I'll wait for an update.

By the way, has there been updates to csh since v2.70, ANSITerm and
Make? I haven't received any more literature since the last update.

--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2635. Re: LISP Interpreter - thanx (was: LISP Interperter ???)

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 15:10:29 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17674@watmath.waterloo.edu>
Source record: 253635

Wow!! Thanks guys for all your help. I've had a flood of personal
mail and I now have XLISP v1.7 and XPROLOG v1.2 (i think). Anyway
if any of you can direct me to *new and improved* XLISP or XPROLOG
please keep writing me.

Thanx again everyone. This is the way this group should work.
Positive help and suggestions.

As a side comment. I've just gotten over a mean cold and the
negative wave about Atari is getting on my nerves, even Computes! ST
mag #10 in the editoral has struck a match. I don't like this.
I can't be depressed with exams in 2/3 weeks. How about we get on
and make do with the situation at hand and write some A grade programs
that will give this machine the respect it deserves.

--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2636. Disk formats (continued)

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 15:30:33 UTC
From: csrobe@ICASE.ARPA
Message-ID: <8803211530.AA15981@work15.icase>
Source record: 253636

I decided to do some quick computation to determine what I should be getting
when I format with TOS, Twister, and DCformat. Here is what I got:

```
PGM sect. siz sects/track tracks sides TOTAL
-------- --------- ----------- ------ ----- -------
TOS 512 9 80 2 737,280
Twister 512 10 80 2 819,200
DCformat 512 9 82 2 755,712
DCformat 512 10 82 2 839,680
```

(*) DCformat also offers the 9/80 and 10/80 sector/track combinations.

If memory serves me correctly, TOS usually reports something on the order
of 736,xxx bytes availble for use, so I assume some of the storage is going
to overhead. What about totals that I gave in my earlier message that I
received from "Show Info..."? Why are they so odd (almost literally)?

Thanks,
-chip


```
+-------------------------------------------------------------------------+
|Chip Roberson ARPANET: csrobe@icase.arpa |
|1105 London Company Way BITNET: $csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|
+-------------------------------------------------------------------------+
```


"One world is enough, for all of us..." - The Police.

2637. "I'm a Mountie, and I'm ok..."

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 15:41:59 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17677@watmath.waterloo.edu>
Source record: 253637

:-(I've finally submit to passing comment on pirates.

Well, we here at UW have just had a RCMP scare and/or raid. All the rumors are not in. Apparently rumor had it that the RCMP raided Guelph, Mac, Western for illegal software on all campus buildings including residences. UW expected to be hit next. I've never seen a rumor/fact spread so fast. And the next 2/3 days everyone with or without a computer hid every piece of software they had (even if it was legal, no knowing what the RCMP might do :) Some even packed up their machines and took them to friends homes off campus.

Another rumor said that since UW is so computer orientated we should have been hit first but that some big multi-national companies ate some Trinidad Hot Sauce and breathed really hard in order not to disturb the "natural order of things".

Well. The end affect was that piracy ran and hide. *fast*. Just to be safe. But it will return I'm certain. I don't see what any debate here will do because I doubt if government legal bodies bother to monitor the sentiment of the people behind the industry on their own turf in netland. So can we let this debate on copyright die and block out the cross postings some how? This is a development / tech group. Take the moral issues to rec.humor or talk.weird or where ever else and lets us do what we do best - write software.

D O N ' T P A N I C

(in nice friendly letters on the cover, why do you think Total Peril Perspective Sunglasses were designed :)

--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2638. ghostly pings!

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 16:10:51 UTC
From: F026@CPC865.UEA.AC.UK
Message-ID: <8803211648.AA02462@ucbvax.Berkeley.EDU>
Source record: 253638

I have an Atari 2-Mb Mega-ST which I mainly use as a terminal to a VAX via Simon Poole's 'Uniterm'. As I'm in an office with other people I usually keep the volume control on zero. Occasionally I start to hear a faint click when I press a key & a 'ting' when I hit the editor's buffer end.
Of course, I can turn off key-click & bell from the control panel, but it is intriguing (worrying, even!) that the sound system has a 'mind of its own'.
Anyone else come across this or know what it's up to, or have I just got a quirky ST?

_____
Mike Salmon | JANET: m.salmon@uea.cpc865
Climatic Research Unit | BITNET: m.salmon%cpc865.uea.ac.uk@ukacrl
University of East Anglia | BIX: msalmon
__Norwich, England_____|_____
"Oh dear, I think you'll find Reality is on the blink again"
_____(and this is, indeed, what we find)_____

2639. Re: accessory and RAM resident stuff

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 16:19:06 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17681@watmath.waterloo.edu>
Source record: 253639

>Is there any definitive book on what you can or can't do when writing
>desk accessories? There is a little bit in the MWC Version 2.00 docs,
>and they have an example, along with acskel.c from the developer's kit.
>But I would like to know how far you can deviate from those basic
>skelatins. For instance, I would like to be able to use string writting
>functions in which you can do a newline and the text will scroll up without
>having to rewrite each line. That pretty much precludes the use of windows,
>which seems to be the structural backbone of desk accessories.

Well, as an on going exercise, I've writing my own shell program that
comes in two forms - as a .PRG and a .ACC. I had the idea to do the
ACC version too because it was the only why at the time I could think
to autoload a GEM program. I soon found out the following problems
with ACC programs...

o You can NOT execute a GEM program using Pexec from an ACC.
It seems that windows, desktop and menu resources just go NUTS.
Maybe there is a way but it won't be standard.

o You can NOT hide the menu bar from a ACC because you can't find
the root of the object tree with all the resources. This means if
you use a text screen and just try and do a form_dail () to redraw
the desktop on exit you'll find that the menu bar is missing BUT
active. Of course if when you exit from a PRG the whole desktop
is restored - no problem. Grrrr!

+ To solve this problem I took the example of the VT52 emulator which
is an ACC that handled text mode and screen rewrite just fine.
How could Atari get away with it and not tell anyone? Well I spent
about 7 hrs one night using SID to trace through the emulator ACC
to find the method (this was before DISTOMWC.PRG). I've had plenty
of practice using ZSID and DDT from my CP/M days doing this sort of
learn without source. It was a pain (especially at 03.00 in the morn)
but I found out that the emulator cheated. It saved the contents of
video RAM that held the menu bar some where else to be later restored.
Grrr Woof!!! Will I bagged the code and now it is part of my
ACCSTART.S and other .S goodies I use.

Well I now have the ACC shell on some disks where a shell is handy.
It still is very simple lacking a full cp command. But if your like
me you hate to exit a PRG to do cp, df, mf or ls commands.

For the rest of you who are interested and saying where is it now
that I've spilt the beans. You'll have to wait till I finish
implementing the basics like - cp, fgrep, 10 line history, stty,
set, setenv, and everything else. When I think I've done enough

I'll pass around the ACC and PRG. I have some .S stuff I wrote
that people might like which I'll passout on request.

--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2640. Re: Word Perfect (The Facts)

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 16:31:34 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17682@watmath.waterloo.edu>
Source record: 253640

Is there a net address I can send bug reports on the Jan'88
release of WP too?

--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2641. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 17:51:42 UTC
From: rjung@sal6.usc.edu
Message-ID: <535@nunki.usc.edu>
Source record: 253641
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

(No flames or anything, but...)

I think this is another sign of Apple's "anything with a mouse and a window is OURS" attitude going too far.

I hope the courts throw this **STUPID** case out of the courts, and establish the fact that a USER-INTERFACE shouldn't be copyrighted.

--R.J.
B-)

P.S. Gosh, if I had thought of this sooner, I could have copyrighted the use of a KEYBOARD, and put hundreds of people out of work waaay back in the beginning of computer-history...

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2642. Dead mice (was Re: secrets of FLASH?)

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 17:54:51 UTC
From: rjung@sal6.usc.edu
Message-ID: <536@nunki.usc.edu>
Source record: 253642

In article <3171@hcr.UUCP> miken@hcr.UUCP (Mike Nemeth) writes:
>oh BY THE WAY, my mouse died, and after fruitless attempts to revive it
>i took it into a local atari dealer. that was a month ago. went in there
>yesterday and the dealer presents it to me with a replacement charge of
>$45!!!!
>to understate the case, i was not amused. the chap at the store said he'd
>seen a lot of dead mice showing up lately, and that he didn't make a cent
>off of getting them replaced. atari bills him $X, he bills me $X (+ tax).

You too? My mouse keeled over last night (well, it works, it just won't go to the right)...I'm going to hunt for replacements today. I sure hope it doesn't take a month to replace (I love my point-n-click)...

$45?!?!?...

Anybody from Atari care to comment?

--R.J.
B-)

P.S. On the other hand, there is a lot of electronic doodads in the mouse (including a chip, of all things)...Maybe the cost is justified(?)...

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2643. Re: An Idea That I had

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 18:00:27 UTC
From: rjung@sal6.usc.edu
Message-ID: <537@nunki.usc.edu>
Source record: 253643

I didn't know whether to reply by e-mail or the net, and since I hate
having my mail bounced (Editing the mailer line? Whuzzat?), I might as well
send it here...

In article <8803210203.AA26500@explorer.dgp.toronto.edu> juancho@dgp.toronto.edu (John
Buchanan) writes:
> It seems that We have spent a lot of time flaming atari lately.
>I am interested in compiling a list of responses to the following two
>questions about the st.
>
>1) What is the smartest thing that atari has ever done?

Releasing the ST. A versatile machine, with a LOT of potential.

>2) (This is the one that you'll love) What is the stupidest thing
> that atari has ever done.

Their continuing record of "announce something today, release it nine
months from now" is my pet peeve. Blows credibility, makes us all look a tad
silly, and gives lots of brilliant ideas to Apple/IBM/everyone else. If
you're going to do something, do it *NOW*.

>Please answer the first question before you answer the second question.
>I will try to compile some kind of list .

Maybe you can add it to Roy Good's 200+ comments/2 lines-a-comment list B-)

--R.J.
B-)

P.S. I'd just also like to throw in the following line:

Let's give Atari *SOME* credit. Considering that Atari Corp. has been only
around for TWO years, they've done quite a bit. A chain of electronics
store, a (semi?)solid computer line, some fairly nice profit levels, and
more stability than two years ago, is a LOT to accomplish. Admittedly, not
everything has been perfect, but hopefully things will change (the attentiveness
of people like Roy Good and Alan Pratt to listen to our net.criticisms
is nice... B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2644. Re: Atari fights back ! (so should you!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 18:27:54 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Mar21.132754.27397@gpu.utcs.toronto.edu>
Source record: 253644
Cross-posted to: sci.electronics,comp.sys.atari.st,comp.misc

From what I understand, the trade restrictions imposed by congress affect
Canada for the following reason. Japan has cut down on the number of
export permits for DRAMS in response to the US
trade restrictions. This applies to Canada as well as their perception
of Canada is probably that of a large US state.
/leonard

2645. Re: hard drives for odd-ball computers

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 19:06:46 UTC
From: mrapple@uop.edu
Message-ID: <1289@uop.edu>
Source record: 253645
Cross-posted to: comp.sys.amiga,comp.sys.apollo,comp.sys.apple,comp.sys.atari.st

Look, all this discussion about piracy is perfectly valid, but
it does not have much to do with the individual computers that
are SUPPOSED to be talked about in the individual groups you
are all crossposting too. Please discuss this elsewhere. As
a reader of comp.sys.apple (not comp.piracy), I have heard
enough. Thanks. Slam the door on your way out.

Nick Sayer | Packet Radio: N6QQQ @ WA6RDH | CMS: SYSOP@STOKTON%STOCKTON
uucp: ...!sdcsvax!ucbvax!ucdavis!uop!mrapple | Fido: 161/31
Disclaimer: You didn't REALLY believe that, did you?
cat flames > /dev/null

2646. Re: <Control> C and autostarting GEM programs

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 19:15:29 UTC
From: david@bdt.UUCP
Message-ID: <189@bdt.UUCP>
Source record: 253646

In article <1018@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>You misunderstand me. By "Pterm handler" I meant the thing YOU might
>install to catch bombs, Pterm's, and ^C's yourself. *Of course* Pterm
>is more complicated than that in Gemdos: it has to free your memory,
>close your files, and so on.

No you misunderstand me. I know exactly what a Pterm handler is.
I posted my original message not to help you, Allan, (I know you
know what they should do), but to help others.

Somebody originally stated that the Pterm (^C 0x102 vector) could
just be a longjmp. And all I was trying to say was that it was a little
bit more than this, and gave a definition of "clean up and then longjmp".

Then you posted an excellent example of a Pterm/^C handler that demonstrates
how you do exactly that (clean up and then longjmp). Where "clean up"
depends on the application, and may be "null" in the degenerate case.

The whole thing became a much longer discussion that it ever should have been.
It's my fault for saying something, and not doing what you did and just give
a good example. But to try and make my point one more time. All I'm trying
to say is that there *are* cases, depending on the state of the application,
where a simple longjmp, and no "clean up" (whether handled by the Pterm handler
itself, or its target) will result in an upset system.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2647. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 19:19:15 UTC
From: robert@sri-spam.istc.sri.com
Message-ID: <11830@sri-spam.istc.sri.com>
Source record: 253647
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <1457@ur-tut.UUCP> aptr@tut.cc.rochester.edu.UUCP (The Wumpus) writes:
+
+The person responsible for developing the Mac enviorment came from
+Xerox PARC. Apple decided (or rather Jobbs decided) to hire him
+because they had tried to write a system on their own and had really
+botched it. My father was at PARC (Palo Alto Research Center) the day
+Jobbs hired the guy (I can not think of his name). Jobbs came in in
+the morning and in the afternoon, the guy walked out with Jobbs, never
+to work for Xerox again. Apparently, Jobbs made an offer the guy
+couldn't refuse.
+
+Any one want to see Xerox sue the pants off of Apple?

If Apple wins its' suit, and Xerox then sues Apple, it will
be doubly ironic since Apple will have spent the money to
develop a precedent which Xerox could then use to its' advantage.
--

Robert Allen, robert@spam.istc.sri.com
415-859-2143 (work phone, days)

2648. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 19:34:24 UTC
From: david@bdt.UUCP
Message-ID: <190@bdt.UUCP>
Source record: 253648

In article <71@lzaz.ATT.COM> bds@lzaz.ATT.COM (BRUCE SZABLAK) writes:
>It's clear to me anyway, that Atari's management has lost faith in the
>ST line's ability to compete in the long term with the IBM clone market.
>That would explain their reluctance to spend the money to finish the job
>they started: provide documentation, software, firmware, and hardware
>inhancements.

I would take this one step farther and say that it is clear to me, that Atari's management has no faith in Atari Corp.'s ability to compete in the long term with the entire US computer market, especially the business market.

They can't compete now with even the real IBM PS-2 market, leave alone the low-end clones. IBM has a better VAR program, is more cost effective (from a business stand-point), and you get the name with it! You would have to be a stubborn fool (like me) to use the Atari name on a business product, when you could have IBM at the same cost (and far less in the long run).

If somebody wants an Atari-based multiuser system, we'll sell it. But when they look at a our IBM PS-2, or Compaq 386 based system for about the same price, guess which one they chose?

I'm not saying that the PS-2 is a better machine (I still hate that damned intel chip)... but you gotta sell'em what they want to buy (and if it's easier, why not?).
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2649. Re: pirating, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 19:50:52 UTC
From: brianb@bucsb.UUCP
Message-ID: <1528@bucsb.UUCP>
Source record: 253649
Cross-posted to: comp.sys.ibm.pc,comp.sys.apple,comp.sys.amiga,comp.sys.atari.8bit,comp.sys.atari.st

(NOTE: I have received mail from people indicating that my last posting
appeared in the news several times, I would like to track this problem
down, if this happened at your site, please send me a message.

Thank you,
brianb@bucsb.bu.edu)

In article <2399@bsu-cs.UUCP> cfchiesa@bsu-cs.UUCP (Christopher Chiesa) writes:
>>In article <1513@bucsb.UUCP>, brianb@bucsb.UUCP (Brian Bresnahan) writes:

>>> I also think they should have signs on their doors
>>>or something saying"We will take up your disks that you bring in here unless
>>>you've got a receipt from us with you." Therefore, people would hopefully
>>>not bring in their disks.
>>
>> First, why are people bringing the disks into the store in the first
>> place, I don't think any store owner is stupid enough to not realize that
>> someone is sitting there copying the software.
>
>They may not be STUPID, per se (although the general level of knowledge dis-
>played in most computer stores {and there are a lot of them} that I've visited
>over, oh, the last ten-fifteen years, doesn't really deny the possibility),
>but most computer-store employees that I've ever seen are either ABSENT or
>OVERWORKED when customers are in the store. I have RARELY if EVER seen a store
>employee stand by a person who brings in their own disks, inserts them into
>a computer on display, and does whatever he damn well pleases. In short, copy-
>ing CAN and DOES go on in stores -- I've seen it.
>
I think you may be missing my point here, if the store employees are for the
most part absent, then they would not be around to enfore the policy of not
bringing disks. The proposed (although silly) policy would not work unless
carefully enforced, so in the stores you are speaking of they probably would
not even know if you brought in disks. So it really does not matter.
>> If a person is bringing
>> disks to the store, they probably are bringing them so they can test out
>> the compatability of their data on the new software, and where those disk
>
>Maybe SOME of them, even MOST of them, are, but there is a definite non-zero
>percentage of users who just walk in and copy stuff, and can get away with it
>because the clerk or attendant or whatever is too uninformed (I still refuse
>to say STUPID) to know what's going on. The original comment about "...unless
>it is someone the store owners know very very well..." is RIDICULOUS -- half
>the time, THOSE "very very well"-known people are the very ones doing the
>copying, under the auspices (or at least the deliberately blind eye) of the

>store owners, with whom they are in cahoots.
>
The deliberately blind eye is a completly different matter, we all probably know of stores that have more copies of XYZ than they ever bought and may even let friends copy, but the policies propoesed by the original poster will not affect this. This was the key part of my argument, all of his ideas were totally ineffective and would do more to hurt non-pirates than those who are stealing the software.

[NON DEBATED POINTS DELETED]
>
>And so it is with pirating, whether by disk copy, modem transfer, or secret
>meeting in back alley. 'Way back when next to nobody had computers, there was
>probably (I wasn't there :-)) next to no piracy because there wasn't much TO
>pirate. Who'd take home a card deck of JCL statements, huh? But out in the
>wide world, human nature was what it's always been; as soon as there were
>computers and software, that segment of the population who tape LPs from their
>friends, rather than buying them, print fake IDs to get into bars a few years
>early, sneak onto buses, etc., extended their activities to copying/pirating
>software, and presto! -here we are today, with the Federal government feeling
>the need to intervene.
>
The problem I see with a defeatist attitude like this is that if it becomes to prevalent, the federal government may be forced to step in and take action that non of will like. We must try to police ourselves somewhat so that we can aviod things like modem registration and federally issued ids for our hardware. The software publishing lobby is growing more powerful all the time. The major publishers can kill a new machine by saying that they will not publish for it. Excessive theft cuases the pubishers to rethink the plans for conversion of software and coming out with new packages. I agree than many companies charge to much for their products, but the answer is not to steal the product(Your use of it just increases its popularity), but to use another lower priced product. This will send a stronger message to the companies, when lower priced software sells well.

>I personally am of the opinion that this is all "human nature," and therefore
>unavoidable. There doesn't seem to be any solution, even for the individual;
>does one wash one's hands of it, or try to fight it, or ignore it and fend for
>oneself in the cold cruel world? Whatever you do, you'll spend a lot of time
>angry, and there'll be a lot of people against you.On the other hand, there'll
>also be a lot of people who AGREE with you, and you can derive some comfort
>from sitting around b*tching to each other. Personally, I plan to do a little
>of all of these!
While I agree the there will always be a portion of the market that will always steal the software, not matter what price it is. I feel that a reduction in price along with a better attitude by the publishers, could do a great deal to reduce piracy.
>
>This should generate some interesting feedback; flame away!
>
>Chris Chiesa

>Senior, CS Dept.
>Ball State University
>Muncie, IN
>

Brian Bresnahan
brianb@bucsb.bu.edu
engf0ic@BOSTONU.BITNET

2650. PLEASE CHANGE MY SUBSCRIPTION ADDRESS

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 19:51:00 UTC
From: UMES3559@UMES.BITNET
Message-ID: <8803212004.AA06181@ucbvax.Berkeley.EDU>
Source record: 253650

PLEASE CHANGE MY SUBSCIPTION ADDRESS FROM UMES3559@UMES (BITNET) TO
UMES4290@UMES. THANK YOU.

CHARLES PIAZZA

2651. Re: IO questions

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 20:01:28 UTC
From: david@bdt.UUCP
Message-ID: <191@bdt.UUCP>
Source record: 253551

In article <19880314183759.3.JRD@GRACKLE.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>I'm looking for hints on the 'right' way to do character output to the
>screen. (the real goal is to figure out what stuff wants to go in my C
>library). I've tried Bconout and Cconout, but both have their problems.
>Cconout observes Xon/Xoff, but is confused by things that redirect file
>handle 1 (0?, 2?), such as Gulam. Bconout takes a dev, thus avoiding
>the redirected handle problem, but doesn't observe Xon/Xoff, or
>control-C. Neither of those behaviours is acceptable. I've also
>considered doing Fwrite's, scanning the buffer for newlines on TTY
>devices, but that seems like a fairly excessive amount of work; there
>ought to be an easier way. I guess it's also possible to build my own
>Xon/Xoff handler, but, again, it seems like there ought to be an easier
>way. Anybody got any hints on how this is done elsewhere?

The Fwrite call using handle 1 (STDOUT) is my recomendation. Why do you
need to scan for new-lines? Cconout has a bug that causes it to not
work correctly with redirection (Fforce). Fwrite does not have this
bug. If you use Bconout() then your program will never work with redirection.

>On a related topic, what's a good way to discover whether a handle is
>actually connected to a disk file, as opposed to the screen?

If you can seek the handle it is a file. If you can't seek, all you know
is that you can't seek, and it probably is a device and the output was not
redirected (but it could be a pipe with RTX). But you don't know that
the output is the screen, because somebody might be using your program
from a terminal or (with RTX) on a custom installed device. You should
try to avoid making assumtions here, especially if you want your program
to be usable with multiuser systems like MT C-Shell. Fwrite() should
work OK in all the cases anyway, so you shouldn't really have to worry.

If RTX is running, there is a better way with the Ftype() system call
which tells you whether the handle points to a file, device, or pipe.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2652. 262144 colour palette

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 20:05:59 UTC
From: XBR3D815@DDATHD21.BITNET
Message-ID: <8803212243.AA08634@ucbvax.Berkeley.EDU>
Source record: 253552

According to the newest issue of the german magazine "68000er" from Markt&Technik Verlag there is a hardware solution to display 256 colours simultanously out of 262144. They take a second ST (cheap 260ST) as a slave and mix the RGB-signals. The second ST is synchonized by the master so they get a picture without flicker. Has anybody out there tried this before and made some experiences with coupling two ST's? It seems quite interesting.

Werner

2653. Re: pirating, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 20:12:32 UTC
From: brianb@bucsb.UUCP
Message-ID: <1529@bucsb.UUCP>
Source record: 253553
Cross-posted to: comp.sys.ibm.pc,comp.sys.apple,comp.sys.amiga,comp.sys.atari.8bit,comp.sys.atari.st

In article <521@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
>
>
> Seeing as how there is a lot of traffic on the topic (again) of pirating,
>I might as well jump into the fray...
>
>* PIRATING BY MODEM/BBS: I always thought a simple idea would be to have
> sysops regester their boards with a federal agency. That way, if
> anything sneaky does go on, it'd be easier to prosecute. Of course,
> if you don't regester your BBS, that's punishable too... (Get rid
> of those "underground" BBS's).
>
That would have the effect of killing most BBS's, if you start
registering systems, then you have to have a board to regulate them and
then there would be fees, waiting periods, lots of silly rules(like how
many lines your message screen can be etc.) With the pressure of
regulation, that would drive most of the part-time boards and many
others out of operation. I am a sysop, I don't allow anything to do
with piracy on my system, but If i had to go trough a pile of red tape
to keep it running I would probably shut it down.

>
>
>* DISK-COPY SOFTWARE: Why don't we just make programs like DiskCopy II,
> the DiskCloners, etc., etc., etc., **ILLEGAL**? Admittedly, there's
> a need for the user to make backups of his stuff, but if the company
> sends you a backup disk when you send in your warranty card...
>
This may be possible, but there would probably be a big fight to get the
law passed, since making copies of software for yourself would also have
to be made illegal by this process.(ie give these products no legitimate
purpose, then you could work to outlaw them). Also this would not stop
things, because underground copying programs would start to circulate.

>
> --R.J.
> B-)
>
>
>____
>Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
> = == =
> Power WithOUT the Price = == =
> ===== == =====

> Just because it's 8-bits doesn't make it obsolete. ==== == ====

_____-
Brian Bresnahan
brianb@bucsb.bu.edu
engf0ic@BOSTONU.BITNET

2654. Re: X (was Re: Multi-Bashing)

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 20:21:44 UTC
From: avy@yugas.UUCP
Message-ID: <778@yugas.UUCP>
Source record: 253554

In article <615@mcrware.UUCP>, jejones@mcrware.UUCP (James Jones) writes:
> In article <2940@slovax.UUCP>, dale@slovax.UUCP (Dale L. Thomas) writes:
> > I don't think
> > OS-9 or Minix can support X, you need BSD sockets.
>
> OS-9/68000 got sockets so it could do Ethernet stuff, so *that* shouldn't be a
> problem any more.
>
> James Jones

Does it imply that OS-9/68000 now supports X-Windows ?
If so, does OS-9/68000 support VDI ?
If so, can we port GEM applications (or VDI based applications) to OS-9/68000 ?

If the answer to any of the above questions is YES, how does a poor
OS-9/68000 user like me acquire X-Windows, VDI and GEM for OS-9/68000 ?

Avygdor Moise
--
Avygdor Moise, York University. (C.R.E.S.S.), Petrie Bldg. Rm 340,
4700 Keele St., North York, Ontario, Canada. M3J 1P3
UUCP: ...!nexus!yugas!avy Tel:1 416 736-5359
BITNET: "yugas!avy@.yunexus.bitnet"

2655. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 20:41:41 UTC
From: jcc@ut-emx.UUCP
Message-ID: <1293@ut-emx.UUCP>
Source record: 253555
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <1457@ur-tut.UUCP>, aptr@ur-tut (The Wumpus) writes:
> Apple is either getting cockey or just plain stupid. Do they really
> think they can take on both HP and Microsoft?
[other stuff deleted]

We were discussing this thing at work and one important word came up:
CLARIS. Could it be that Apple is re-claiming its alleged right to
the windowing interface so Claris can get that much more hold on the
marketplace?

As for specifics, we got pretty cooky after this, but some of the things
we mused over was Claris writing its own "Windows" and New Wave, and
telling Microsoft to go jump in a lake with its "Word."

--chris

Disclaimer:
Nothing we said was rumor or fact, just a bunch of silliness.
Any damages you might incur from the above is your own fault.

2656. INFO-A16 missing digests

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 20:51:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8803212201.AA08003@ucbvax.Berkeley.EDU>
Source record: 253556

Are INFO-A16 88-00111 to INFO-A16 88-00119 going to appear in the
@LISTSERV@CANADA01? Right now it just has 110, then skips to 120.

I am looking for some info I want to save, having deleted my original
already. I also don't know if I got them all in the first place,
there was a period of about 10 day where I didnt receive any INFO-A16s,
then got a load, then another week passed without getting any. I might
have missed some in the 1st place....

Jeff Beer, UUCJEFF@ECNCDC.BITNET

2657. More on Egrep

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 21:10:29 UTC
From: bba@mtgzz.UUCP
Message-ID: <3758@mtgzz.UUCP>
Source record: 253557
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

Hi,

Enough! I have received ~ 30 requests for James Wood's Egrep. I am cleaning it up and sending it to the moderators of Comp.{sources,binaries}.amiga. Some comments on the letters I received.

a. I received 1 letter from an identifiable ST user. This doesn't justify a posting to the atari groups. Atari people who want this will have to keep an eye on the amiga source groups.

b. One person asked me if they could send me a diskette instead. YES -- provided you send a self addressed STAMPED mailer along with it. My post office is about 5 miles away, and I'll keep the diskette unless I can just copy it and drop it in the mailbox. Do this only if you cannot receive them through the amiga moderated newsgroups. I have a 1 drive Amiga 500, and I'm not set up for massive disk copying. Nor do I have the facilities for making disks for other machines.

c. Quite a few people suggested that I send it to Fred Fish. I'm not going to do that. The reason is that I am did not write this -- and I am not particularly proud of the port. I just transferred it over, and banged on it till it worked. I would prefer that one of the Amiga wizards made it suitably amiga-ized before we allow it out into the non usenet community. It should also be back ported to unix with all the amiga modifications conditionally compiled out -- and have regression tests run on it.

By the way, I am in the processing of porting GNU awk (gawk) the right way. I have ported it to SysV (suitably conditionalized), and am working on getting it past lint -hp before downloading it to the Amiga. Send me mail if you're interested.

One last comment. I'm certainly not doing this for money. If you drop a line, take the time to say a few words more than "I'd like a copy". Everyone needs ego strokes -- especially if there is nothing else in it for them.

Regards,

Binayak Banerjee
{ihnp4,allegra}!mtgzz!bba
bba@mtgzz.ATT.COM

PS. There seem to be versions of egrep already extant. In order to clear up any confusion as to the nature of what I'll be posting.. I am appending a note regarding greps in general and Boyer Moore in particular.

==========

Some ramblings on grep.

This note is intended to clear up some smoke about the various versions of grep... including the ames!jaw version which I have ported to the Amiga.

In the beginning there was grep. Here the regular expression is traslated to an NFA (Non Deterministic Finite Automaton), which is interpreted on the fly. This is the way that regular expressions are usually implemented in text editors.

Then there came egrep. Here the regular expression is parsed and translated into a DFA (Deterministic Finite Automaton) which is executed. The trouble is that the startup time is greater (due to the translation required). Also, some regular expressions cause the dfa to grow exponentially.

Fgrep (An oxymoron, since it stands for "Fixed Grep") turns its strings into a 'Trie'. This is another form of a finite state machine -- but it can't handle closures, Kleene star, etc. Fgrep is the slowest of the three. It's strength is that it can handle multiple strings.

Boyer & Moore (who are also noted for a Theorem Prover in AI) came up with another scheme for fixed string matches. Consider matching the string AMIGA against some input...

```
........AMOEBA...
AMIGA
54321
```

Now, the numbers below denote the amount that would have to be skipped if a mismatch occurred at that position. Since the mismatch occurs at the I, we can skip 3 positions before retrying the match. In practice, we would build a 'skip table' (My terminology) that looked like this:

```
A: 1 (Why?)
M: 4
I: 3
G: 2
```

We would then perform a character by character comparison of the pattern and the input. When a mismatch occurs -- we look up the character mismatched in the skip table and advance the input by that many characters. Some things intuitively obvious are that this is sublinear (since we don't have to look at every character), and that (in general) the longer the pattern, the better the performance.

Via some simple extensions/devices, we can perform anchored matches (to the beginning/end of a line) and case independant matching. We can also superimpose several words in the skip table. The performance of this superimposed BM is worse than with an ordinary BM, but is still sub-linear. In fact it approaches linearity asymptotically.

The James Wood Egrep:

This is composed of a Boyer Moore string matcher plus an egrep compatible NFA, courtesy of Henry Spencer (Remember that the real egrep is a DFA). The input pattern(s) are analyzed. There are 3 possible cases:

a. No regular expressions. Here the pattern match is done by Boyer Moore only.

b. Regular expressions + fixed strings (eg. Boyer.*Moore). Here the input lines are first run through the BM matcher. The lines that match are then matched via regex (The NFA).

c. Regular expressions only. These are handed off via an exec to the real egrep.

What I have done is to modify the sources so that all matching is done via the NFA, rather than by execing a system egrep. This has some pretty severe implications as far as performance is concerned for patterns such as: '^[^a-z]', etc.

One last note concerns fgrep. Recall that fgrep shines when there are many words to search for. This version finesses it by performing a superimposed BM when the number of words is less than 7, forking off a Unix fgrep to handle other cases. Since there is no Unix fgrep on the Amiga, this version will fail under those conditions.

2658. Re: Standardization

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 21:15:36 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2460@ihuxy.ATT.COM>
Source record: 253558

In article <187@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>In article <8803172142.AA00829@TIS.COM> dmb@TIS.COM (David M. Baggett) writes:
>> Personally I think that the lack of standardization is the one thing that
>>has kept the ST from being major competition with the Mac. Atari is very
...
>I agree wholeheartedly. I find it even more amazing that it was
>Atari policy (offical or otherwise, I don't know) to actually PREVENT
>information from being released to developers. I and several other
>developers have attempted to gain information regarding standards, and
>have even proposed standards to Atari. No response, Yes, No, or otherwise.
>
...
>We need to form some sort of a developer association with developers
>agreeing to support each other and working together to provide mutual
>compatibility. It worked for MWC and BDT, I think it can work on a
>larger scale.
>--

David Beckemeyer has a good idea hear, but I don't think it will work
unless the "association" supports all new software, from the ROMs up.
Otherwise it would just become a collection point for bugs that don't
get fixed. If the end user had a choice of who's ROMs he wants, he
could tell Atari (thru his local dealer) that he would like a ST, but
keep the ROMs and yes I do expect a monetary credit for them.

If major players in the software publishing world put a sticker on the
package that read, "Requires Color Monitor and ROMs by BDT", people
are going to want the "ROMs by BDT".

In general publishers that use a supported OS are going to provide
better products. Can anyone tell me why companies like SubLogic have
had products like "Jet" on the comming soon list for over a year?
Or why Generic Software has not bothered to port many of there PC
products to the ST, or for that matter release a new version of
"First CADD", the only real (bugs included) thing they do for the ST?

Given the current "TOS",.. ah forget it.

Mr. Beckemeyer, put your stuff into ROMs and make them available, hey
I'll even give you a great promotional slogan;

"When it comes to ROMs for your ST, if they arn't BDT, TOS them back"

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

2659. Re: accessory and RAM resident stuff

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 21:25:16 UTC
From: apratt@atari.UUCP
Message-ID: <1021@atari.UUCP>
Source record: 253559

From article <8803190107.AA03238@ucbvax.Berkeley.EDU>,
by UUCJEFF@ECNCDC.BITNET:

> For instance, [in an accessory] I would like to be able to use string
> writing functions in which you can do a newline and the text will scroll
> up without having to rewrite each line. That pretty much precludes the
> use of windows, which seems to be the structural backbone of desk
> accessories.

You can do it -- but you have to take over the screen. The VT52 emulator
is a perfectly legal desk accessory. When you open it, it clears the
screen and uses the alpha text output functions of the BIOS. When you
hit UNDO to leave it, it clears the screen again and sends the desktop
a redraw message so it'll all get redrawn. (At least, that's what I
think it does.)

As long as you don't do any event calls, your accessory will be the
only process running. All the processor sharing in the AES between
the DA's and the mainline task are done through the event manager.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2660. More programming questions

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 21:45:32 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <1718@pasteur.Berkeley.Edu>
Source record: 253560

Hello again, Netlanders,

This time I bring you not a review, but some questions.

1) Word Perfect is working pretty well, but for one thing: the
<Insert Date> function also inserts the wrong date, and WP apparently does
not use the GEMDOS clock for its date. So, easy, right? I just set the
keyboard clock, right? Well, I tried that, and it keeps giving me wierd
results. So, can anyone give me a code fragment to set the keyboard
clock? Perhaps a short routine to set it, given the time and/or date?

2) Anyone who has used DRI's Resource Construction Set v2 has seen those
little pop-up menus it uses on the Tools section. Can anyone tell me how this
is done? Are those things just normal menus, hand-arranged to work on a
different part of the screen? What?

3) Also, can someone tell me how to do GEM calls in assembly? I
am using MadMAC.

4) Would some kind soul send me the new Atari linker, ALN? I had it,
but accidentally trashed it before backing it up.

Thanks.

\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ _/oung
| - Disclaimer: I'm not associated with any of the companies
_| above, in any way except (possibly) as a customer.

2661. Missing Issues

Newsgroup: comp.sys.atari.st
Date: 1988-03-21 23:46:30 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8803220342.AA13038@ucbvax.Berkeley.EDU>
Source record: 253561

I am new to the net, so this question may be really stupid, and I just don't know it....

Why does it appear that issues of the mailings aren't successive? I may get V88 #132, then V88 #128, then V88 #129, then V88 #127, then V88 #133, etc....

Why aren't they in order? Can I expect to get all the issues, even if they aren't in order, or are some numbers skipped? Any answers will be appreciated.

Frank Murphy
Computer User Consultant - Office of Information and Technology
University of Alaksa, Anchorage

(and a sysop of Alaska's largest Atari BBS. The Public Domain BBS 60+ megs! 907/338-5005

2662. Re: secrets of FLASH?

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 01:36:19 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <1722@pasteur.Berkeley.Edu>
Source record: 253562

In article <3171@hcr.UUCP> miken@hcr.UUCP (Mike Nemeth) writes:
>to understate the case, i was not amused. the chap at the store said he'd
>seen a lot of dead mice showing up lately, and that he didn't make a cent
>off of getting them replaced. atari bills him $X, he bills me $X (+ tax).

Could it be the dreaded TAIWAN mouse?!? As far as I can tell from the postings on the net, the Taiwan mouse is made of cheaper components than the Japan mouse. I have a Japan mouse, and the guts are mostly chip-type capacitors and tiny resistors. If you need a new mouse, hunt down one made in Japan.

In a related vein, anyone know how to hook up an optical mouse to the ST (or any other machine other than IBMacintosh). The mice are about $75 and are _much_ nicer than mice with balls;-) Should be a pretty simple effort (if you're an EE).

John Kawakami / c60b-at@buddy.berkeley.edu
It wouldn't take me long /cc-28@cory.berkeley.edu
To tell you how to find ti / ----* -O^O-

2663. Re: Atari fights back ! (so should you!)

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 02:24:05 UTC
From: peter@gen1.UUCP
Message-ID: <337@gen1.UUCP>
Source record: 253563
Cross-posted to: sci.electronics,comp.sys.atari.st,comp.misc

In article <1127@ektools.UUCP> john@ektools.UUCP (John H. Hall) writes:
>In article <1988Mar17.195328.12277@gpu.utcs.toronto.edu> lharris@gpu.utcs.toronto.edu (Leonard Harris) writes:
>>
>>Sound familiar? Have you tried to get 256K rams recently. In toronto, quoted
>>prices (for micron) are $8.00 with 6-8 week delivery. Places with stock want
>>over $12.00 and usually demand a certified cheque within 2 hours of the order.
>>(we're talking minimum 2K pieces.) I was paying $2.50 each 1 year ago.
>>Since Japan stopped shipping (note: not dumping) ram to north america, the
> ????????????
>>US manufactures have been gouging the public. I believe the only US
>>DRAM manufactures of note are Motorola and Micron Tech. Neither can meet ...
>> ...
>>Wasn't it these same companies that forced congress to stop japanese DRAM
>>imports saying it would cripple the US high teck markets? So to "save"
>>these two companies from financial ruin, all technology that uses DRAMs
>>is being held ransom by the US semiconductor industry.
>> ...
>>Enough said. Canada is pretty impotent when it comes to things like this so
>>its up to you in the US to put pressure on washington to change things.
>>I hope this happens soon!
>
>This makes no sense at all to me. Canada is an independent nation,
>and the US Congress has no authority to impose trade restrictions
>on all of "North America",
>
>
>Don't blame Uncle Sam for this one.
>--

Well, lets look at what is ACTUALLY going on here. Not too long ago, several highly influential corporate and government groups in the U.S. became convinced that Japanese semiconductor companies were dumping thier ware, amung them DRAMs, at below cost. Massive tarrifs were threatened. The Japanese government, fearing a terrible trade war, agreed to "recomend" production and export qoutas to certain countries. Namely, the U.S., Canada, and most of Europe. The chip makers given the choice of selling $2.00 256k drams or $25 1M drams chose to use thier allocation on the more profitable parts.

And there you have it. Soaring dram prices, shortages, and the U.S. dictating world wide dram availability. The japanese? well I can almost here them laughing, all the way to the bank.

ps. the Europeans were furious! And I don't think they're going to take it any more, but then they have Siemens, already in production of 256k and 1M devices. As for us crazy canooks? We're S.O.L.

pps. T.I. is the "other" US dram vendor, Motorola imports dies from the "J" country.

I have no affiliation with any company mentioned, I just wish I had stockpiled 256k drams 6 months ago :-)

--
Peter Camilleri UUCP: ...!mnetor!yunexus!gen1!peter
...utzoo!/

2664. Re: pirating, etc. (** FLAME ON **)

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 04:20:21 UTC
From: bilbo@pnet02.cts.com
Message-ID: <2965@gryphon.CTS.COM>
Source record: 253564
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att

kuehn@boulder.Colorado.EDU (Jeffery A. Kuehn) writes:
>
>Can we drop the subject of pirating? Just for a month or so? PLEASE!

It was dropped! I thought this was the month to discuss it? So, what do you
want to discuss? :-)

Bill

UUCP: {ihnp4!scgvaxd!cadovax rutgers!marque}!gryphon!pnet02!bilbo
INET: bilbo@pnet02.cts.com

2665. Problem with rodent control

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 04:31:44 UTC
From: saj@chinet.UUCP
Message-ID: <3899@chinet.UUCP>
Source record: 253565

I have a program that consists, in part, of an outer, non-critical loop which uses a mouse-button push to tell it to start an inner, time-critical loop. The inner loop tracks the mouse position constantly and looks for button-pushes using vq_mouse(). The outer loop uses evnt_multi() to wait for the button-push. Sometimes the result of the inner loop is to go back to the start of the outer loop, where eventually it's supposed to wait for the button again. My problem is that even if I wait with vq_mouse for the button to be up again, and a few ms more with evnt_timer, control goes right through the evnt_multi. Is this akin to the difficulty of mixing buffered and un-buffered IO? Is this even real? (I've clobbered my own program before, with enev more unusual results). If this is real, is there a way around it? (And if I've f-ed up again, never mind)

2666. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 08:09:09 UTC
From: info-atari16-request@SCORE.STANFORD.EDU
Message-ID: <8803220809.AA16968@ucbvax.Berkeley.EDU>
Source record: 253566

```
From:
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Received: from USENET by ucbvax.Berkeley.EDU with netnews
for info-atari16@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Mar 88 01:36:19 GMT
From: pasteur!buddy.Berkeley.EDU!c60b-at@ucbvax.berkeley.edu (John Kawakami -0^0-)
Organization: University of California, Berkeley
Subject: Re: secrets of FLASH?
Message-ID: <1722@pasteur.Berkeley.Edu>
References: <3171@hcr.UUCP>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

In article <3171@hcr.UUCP> miken@hcr.UUCP (Mike Nemeth) writes:
>to understate the case, i was not amused. the chap at the store said he'd
>seen a lot of dead mice showing up lately, and that he didn't make a cent
>off of getting them replaced. atari bills him $X, he bills me $X (+ tax).

Could it be the dreaded TAIWAN mouse?!? As far as I can tell from the
postings on the net, the Taiwan mouse is made of cheaper components than
the Japan mouse. I have a Japan mouse, and the guts are mostly chip-
type capacitors and tiny resistors. If you need a new mouse, hunt down
one made in Japan.

In a related vein, anyone know how to hook up an optical mouse to the
ST (or any other machine other than IBMacintosh). The mice are about
$75 and are _much_ nicer than mice with balls;-) Should be a pretty
simple effort (if you're an EE).

John Kawakami / c60b-at@buddy.berkeley.edu
It wouldn't take me long /cc-28@cory.berkeley.edu
To tell you how to find ti / ----* -O^O-
```

2667. Line A mouse vars & GEM diskcopy

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 09:14:20 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1750@brahma.cs.hw.ac.uk>
Source record: 253567

I tried reading the mouse using the Line-A offsets posted here recently and they really work but there is a catch, the mouse position can only be read if the program is a .prg not a .tos or .ttp. Shame. Is there some other locations that can be used instead?

Because of the plethora of ram disks and fast disk copiers I have used since I got my ST, I found out only last night that if you drag the Drive A icon on to the Drive B icon GEM will ignore what the boot sector says and always copy 9 sectors per track. The copy even has the same boot sector with a different serial number. I think this is poor and inflexible. I rather liked the possibilty of doing dual drive backups this way but since I DCFORMAT my disks 80T & 10SPT I will have to use DC to copy them as well. I am lucky I noticed this or GEM would make a mockery of my backups.

"I think all right thinking people in this country are sick and tired of being told that ordinary decent people are fed up in this country with being sick and tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

2668. Hannover Faire

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 11:05:45 UTC
From: federico@actisb.UUCP
Message-ID: <196@actisb.UUCP>
Source record: 253568

I'm just back from the Hannover Faire (in fact I've slept a couple of hours, the trip from Berlin on bus is MURDER), where I took a looong look at the Atari stand.
There were some hardware novelties for the ST: an MS-DOS expansion board, a big display, an LCD screen... The MS-DOS board is called SUPERCHARGER, and consists of an 8086 system complete with 1MB RAM. It connects to the ST through the DMA port, and uses the ST's keyboard, floppy and screen (emulating CGA even in monochrome mode). They didn't have a production unit there, just a couple of prototypes that didn't pass the DMA bus through, but one of the developers (who was sitting there) said that the units that get shipped will do it (and recognize the HD too). Price is about DM 700, shipping should start in a couple of months (Real Soon Now??).
The big screen looked also like a prototype (you know... cables scattered around, recently soldered open cable plugs...). It looked great too. I don't quite remember the figures, and am stupid enough as to forget the brochure at home, but it was far over 1K x 1K pixels, 66Hz, and a very nice steady picture. It connects to the Mega's expansion bus, and seems to be able to work together with the normal monitor (the machine I saw seemed to be driving both simultaneously, but in computer shows you never know). They listed some software that can use it (not more that 5 titles), and announced that they're working on a GEM driver.
I also saw the Transputer machine. I didn't quite understand the setup, all the Transputer boxes seemed to need a Mega at the side (maybe as a front-end? sounds presumptuous). Unfortunately, all I can report about this machine is that it can display a photo of a bra-less blondine (it can display it even twice, side-by-side, with a color ball bouncing back and forth between both pictures!!!). Jokes aside, the graphics are astounding, but then all the graphics displays in the Faire were incredible (and about 80% of them were busy displaying this very same blondine and travelling a "magnifiyng glass" though her breasts. No kidding! At least Atari didn't have the magnifying glass). Aside from that (and some ray-tracing animation demos, but we all know that's not real time), I didn't see software, neither good or bad, for this machine.
On ST software, there was RTX, ray-tracing, tons of Desktop Publishing stuff (I've given up trying to understand what DTP really is, I just beleive in it), database, CAD, games, SmallTalk, music, and then some. One sub-booth caught my eye with a ballpen-written chart announcing Turbo-C for the AtariST. They promise PC-Turbo-C compatibility, no limits on program or data size (arrays must be <= 32767 elements), and full GEM/TOS integration. The price seemed right (around the DM 200), and the benchmarks were impressing, for what they're worth. It seemed to be quite a new product, but has anyone out there used it? If yes, would you care to comment?
Of course there were the PCompatibles, but I won't bore you. I did not, repeat NOT, see the 68030 box, nor was anybody willing to talk to me about it (but

then I don't look like someone who's going to spend thousands of dollars. I think I need a haircut and a new suit). The only trace of it's existence was a job offer pasted on the wall in the darkest corner of the booth, very well concealed from view, asking for unix wizards for a 68030 product.
All in all, the whole Faire was pretty boring. Everything was either bigger or smaller or faster or more colorfull, but I didn't see anything strikingly new. On the plus side of the ST department, I liked to see that the first products using the Mega expansion bus are getting out, and that there's plenty of good hackers doing marvels with the machine.

DISCLAIMER: I can report only on what I saw, and I may have missed a lot. I have tried to be accurate, but my biases are clear (I love my Mega despite all). Half the words in this article are probably TM by somebody. This are my very own dear opinions, not anybody else's, and on second thought I'm starting to doubt them too. By the way, don't get too irritated by the hopefully ironical writing style. It's not meant to hurt anybody, it's just a bad habit of a bad writer trying to express himself in the wrong language (my mother-language is Spanish).

--
Federico Heinz "In Dubio Pro Libido"
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

2669. Re: Virus-- suggestion!

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 12:45:58 UTC
From: atoenne@laura.UUCP
Message-ID: <254@laura.UUCP>
Source record: 253569

In article <1288@uop.edu> exodus@uop.edu (EXODUS) writes:
>Okay, think about this one for a while:
>
>What if someone wrote a 'friendly' virus. One that fixed the bugs in the
>Operating System. One that multiplied so everyone's bugs were fixed.
>Free, fast, effective.

Hmm? A friendly virus! :-)
Every program that installs on my machine without my knowledge is
U N F R I E N D L Y !

Imagine I got a program that depends on those bugs or tries to fix
those bugs by himself.
This won't work anymore!

A friend of mine uses a disk encryption program. He caught a virus and
cannot decrypt his disks anymore. Even when that virus was meant to be
friendly and helpfull, my friend doesn't think so.

Andreas Toenne

BWT. someone offered a virus construction kit and a killer for those
viruses at the CBit fair in Hannover, W-Germany.
Has anyone more information about this virus kit?

2670. Re: Atari no-support?/In defense of Atari

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 13:15:58 UTC
From: juancho@dgp.toronto.edu
Message-ID: <8803221315.AA07536@caboto.dgp.toronto.edu>
Source record: 253570

In article <3967@cup.portal.com> Thomas_E_Zerucha@cup.portal.com writes:
>
>Remember that Atari didn't write GEM for the 68000, DRI did. If you program
>professionally you will realize the difficulty of simply picking up someone
>elses code and trying to "fix all the little bugs". If it is/was as simple
>as you make out, why don't you write a patch that goes in the auto folder
>and fixes all these bugs?
No Source code. Gone are the days that systems are written and
debugged in Machine Language. (At least I thought that they were)
```
=========================================================================
| Typical conversation on comp.[atari|amiga|mac].* |
=========================================================================
```
My watch is better than yours. It has multitasking, windows and
plays Old macdonald has a farm. I will not listen to reason, of
course your watch is not as good as mine, in fact you are
silly for having bought it. Sell it and buy my kind.
```
o /
====X=====================================================================
o \
```
John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
(416) 978-6619 University of Toronto
juancho@dgp.toronto.edu
juancho@toronto.CSNET
{allegra,cornell,decvax,ihnp4,linus,utzoo}!utdgp!juancho

2671. Lisp/Prolog for the 1040

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 14:21:00 UTC
From: brantly.henr@XEROX.COM
Message-ID: <880322-062155-1500@Xerox>
Source record: 253571

There was a good review on Cambridge Lisp for the Atari in the Feb. 1987 issue of AI EXPERT (pgs. 67 - 70). The mag did a good job of describing it's strong & weak points, with comparisions of benchmarks, Atari vs Amiga. (Unfortunately the Amiga (with 512k) was 2X faster running Cambridge Lisp than the Atari (with 1meg)).

I recently inquired of a dealer about Cambridge Lisp by Metacompco and was told that it was unavailable from the distributor. Upon attempting to call Metacompco directly, I discovered that their 800 & regular phone#'s have been disconnected.

Is this another company that has "bit the dust"??

Xlisp is the only other Lisp that I am aware of that runs on the Atari, however STart mag (Spring 88) has a good review of 2 Prologs that are now available; MProlog (LogicWare 416-672-0300, $199.00, "HEFTY-HEFTY") & XPro (Rational Visions 602-846-0371, $39.95, "wimpy-wimpy")

Dennis.....
Xerox R&D
Rochester,NY

"17 degrees yesterday, 55 tomorrow! Must be Spring in Rochester!!!"

2672. Re: Standardization

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 14:31:23 UTC
From: bds@lzaz.ATT.COM
Message-ID: <77@lzaz.ATT.COM>
Source record: 253572

In article <2460@ihuxy.ATT.COM>, rnss@ihuxy.ATT.COM (Ron Schreiner) writes:
> If major players in the software publishing world put a sticker on the
> package that read, "Requires Color Monitor and ROMs by BDT", people
> are going to want the "ROMs by BDT".

I don't think this will fly for two reasons, the first is that an
outside source OS will be vulnerable to hardware changes (revisions) in
the ST. The second reason follows:

> In general publishers that use a supported OS are going to provide
> better products. Can anyone tell me why companies like SubLogic have
> had products like "Jet" on the coming soon list for over a year?
> Or why Generic Software has not bothered to port many of there PC
> products to the ST, or for that matter release a new version of
> "First CADD", the only real (bugs included) thing they do for the ST?

I have a friend who develops PC software for a major publisher.
When he asked if the publisher had any interest in doing ST software the
response was that there is not enough potential market to
for it to be worth while (especially considering the risk involved).

Thus reason two: If there isn't enough money to be made porting PC software,
is there going to be enough potential customers to warrant the cost of
a new, incompatible OS? Especially as the potential market is an
established base of ST's whose owners don't want to shell out big $$ for
it? I don't think Atari is going to refund the $25 for the ROMS I bought
2 years ago...;-)

Let's face it developers: the ST is a niche market providing
opportunities for small companies. The PC market is much tougher nut to
crack. Also, at the profit margins Atari is getting for the ST's
(they're STILL cheaper than equivalently equipped PCs!),
and also its potential for continuing sales in the near term (I fully
expect that a 68030 running UNIX to capture people's imaginations in 1990)
make further (costly) development efforts on Atari's part unlikely.

2673. shar - Is there a shell arc / de-arc

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 14:45:46 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17714@watmath.waterloo.edu>
Source record: 253573

Is there a equivalent program to 'shar' for the ST that
archieves and de-archieves this particular format?

--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2674. The Atari ST `virus'

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 15:26:48 UTC
From: john@minster.york.ac.uk
Message-ID: <575047608.20751@minster.york.ac.uk>
Source record: 253574

I'm posting this for someone who does not have Usenet access.

THE ATARI ST VIRUS
==========

This weekend I received a number of pd software disks from a computer store.
I found that three of these contained the 'ST Virus' that has been
mentioned on the net recently. I did not however discover this until it
had trashed one disk and infected a very large number of disks.
I have since disassembled the virus and worked out exactly what it
does and I am posting a summary of what I found here.

What The Virus Does
==========

When the ST is reset or switched on, it reads some information from track 0
sector 0 of the disk in drive A. It is possible to set up that sector so
that the ST will execute its contents. The virus program is written into
this sector so that it is loaded whenever the ST is booted on the offending
disk.
Once loaded into memory the virus locates itself at the end of the
system disk buffer (address contained at 0x4c2 I think) and attaches itself
to the bios getbpb() function.

Every time getbpb() is called, the virus is activated. It tests the
disk to see if it contains the virus. If it doesn't then the virus is
written out to the boot sector and a counter is initialised.
If the disk does contain the virus then the counter is incremented.
Once the counter reaches a certain value, random data is written across the
root directory & fat tables for the disk thus making it unusable. The virus
then removes itself from the boot sector of the damaged disk (destroys the
evidence??).

NOTES
=====

Once the virus is installed in the ST it will copy itself to EVERY non write
protected disk that you use - EVEN IF YOU ONLY DO A DIRECTORY - or open a
window to it from the desktop.

The virus CANNOT copy itself to a write-protected disk.

I *think* (but am not certain) that it survives a reset.

The current virus does not affect hard disks (it uses the flopwr() call).
However, if you are using an auto-boot hard disk such as Supra, and the disk

in drive A contains the virus, THE FLOPPY BOOT SECTOR IS EXECUTED BEFORE THE HARD DISK BOOT SECTOR and consequently the virus will still be loaded and transferred to every floppy that you use.

THE CURE
========

To test for the virus, look at sector 0 of a floppy with a disk editor.
If the boot sector is executable then it will contain 60 hex as its first byte. Note that a number of games have executable boot sectors as part of their loading. However if this is the case then they should not load when infected by the virus.

If people are worried about this & haven't been able to get the other killer (I have not seen it yet) then I will post the source/object for a simple virus detector/killer that I have written.

OTHER VIRUSES
=============

It would appear that this virus is not the end of the story. I have heard that there is a new virus around. This one is almost impossible to detect as for each disk inserted, it scans for any *.prg and appends itself to the text segment in some way. Thus it is very difficult to tell whether or not the virus is actually on a disk.....

FINALLY
=======

Use those write-protect tabs!
Check all new disks!
Hopefully we can get rid of this virus totally before it damages something important.

Chris Allen.

==
If you want any information, etc etc mail me at:

Janet: CJA1@uk.ac.york.vaxa
uucp: ...!uunet!mcvax!ukc!minster!CJA1@VAXA
arpa: CJA1%vaxa.york.ac.uk@mss.cs.ucl.ac.uk

==

2675. RTX, questions

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 15:45:15 UTC
From: 870646c@aucs.UUCP
Message-ID: <995@aucs.UUCP>
Source record: 253575

I am considering buying the RTX program, but I need to know somethings first.
If these questions seem kind of on the beginner level that is because they are!
Is it possible to say run BB/ST or Michtrons BBS in the background while using
a GEM based program in the foreground? Also will it work with Laser C(I know
that Laser C runs stuff in the background itself)? Also how much of a lose in
speed is there by running one of these prgs. in the background?
later
Barry(all answers will be a help)

P.S. Also could anyone please pass on any likes or dislikes about RTX.

2676. Re: pirating, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 16:20:32 UTC
From: arthur@pnet02.cts.com
Message-ID: <2969@gryphon.CTS.COM>
Source record: 253576
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att

kudla@pawl20.pawl.rpi.edu (Robert J. Kudla) writes:
>...Also, like an audio recording, any
>computer-based record cannot be used as evidence in a court of law.

This is news to me. Can any lawyers confirm or deny. It seems to me that, if discovered, a copy of a computer program could be prosecuted for copyright violation if the owner cannot produce an "offical" copy.
Arthur L. Rubin

4519 Richard Drive
Los Angeles, CA 90032-1227

Phone: (213)221-5033 (home w/o answering machine)
Phone: (213)221-1962 (home)

MCI Mail: ARUBIN 216-5888
Telex (WUI/MCI): 6502165888 "6502165888 MCI"

CompuServe: 70707,453

DELPHI: RUNNINGTRTLE

UUCP: [ihnp4 hplabs!hp-sdd sdcsvax nosc] !crash!gryphon!pnet02!arthur
ARPA: crash!gryphon!pnet02!arthur@nosc
INET: arthur@pnet02.cts.com
Arthur L. Rubin
4519 Richard Drive
Los Angeles, CA 90032-1227

Phone: (213)221-5033 (home w/o answering machine)
Phone: (213)221-1962 (home)

MCI Mail: ARUBIN 216-5888
Telex (WUI/MCI): 6502165888 "6502165888 MCI"

CompuServe: 70707,453

DELPHI: RUNNINGTRTLE

UUCP: [ihnp4 hplabs!hp-sdd sdcsvax nosc] !crash!gryphon!pnet02!arthur
ARPA: crash!gryphon!pnet02!arthur@nosc
INET: arthur@pnet02.cts.com

2677. DISTOMWC.PRG problem (was Re: DISTOMWC.PRG doesn't work?)

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 16:22:08 UTC
From: dag@chinet.UUCP
Message-ID: <3916@chinet.UUCP>
Source record: 253577

DISTOMWC.PRG, posted here a little while ago, works fine for me with
the exception of the ".ascii" lines in the data file. The problem that
I've found is that if the preceeding line of disassembly is longer
than the line with the ".ascii" on it, the closing quote is followed
by the remainder of the preceeding line on it. I suspect that it
is a simple problem of forgetting to add the nul character to the
buffer after building the string.

Also, when absolute short addresses are used in some instructions, the syntax
generated by DISTOMWC.PRG is addr:s. This is correct, but for some reason,
MWC's AS.PRG (as shipped in 2.1.7) does not seem to recognize it. Since
I maintain this program at MWC, I will be sure that this is fixed in
release 3.0 (coming soon to a mailbox/store near you!).

There are a few tricks that I would like to try and add to DISTOMWC.PRG,
including reading MWC symbol tables and use of .blkb directives in .bssd
and .long/.word directives in more places in .shrd. Are the sources
available? If so, please reply to me via E-mail to one of the addresses
in my .signature file. Thanks...

Daniel A. Glasser
Not speaking (in this case) for MWC
--
Daniel A. Glasser dag@chinet.UUCP
One of those things that goes "BUMP!!! (ouch!)" in the night.
...!att-ih!chinet!dag | ...!ihnp4!mwc!dag | ...!ihnp4!mwc!gorgon!dag

2678. Re: accessory and RAM resident stuff

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 16:35:16 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Mar22.083520.3539@mntgfx.mentor.com>
Source record: 253578

You can do "vt52" style graphics in a desk accessory; look at the terminal emulator desk accessory from Atari.

The only thing that you have to do "special" is to arrange to get the screen restored when the desk accessory exits. "form_dial(3,<x,y,w,h for full screen>)" will get most things redrawn; you might have to manually save and restore the part of screen memory that holds the menu bar.

dgc

2679. Re: fsel_input

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 16:43:10 UTC
From: wes@obie.UUCP
Message-ID: <82@obie.UUCP>
Source record: 253579

In article <194@actisb.UUCP>, federico@actisb.UUCP (Federico Heinz) writes:
> There again, I've repeatedly read in the net that Malloc is buggy, and that
> a certain amount of Malloc/Mfree calls per process fully messes up the
> system.

Yah, that's a little bit of brain damage GEMDOS inherited from
MeSS-DOS: the Malloc/Mfree system uses "memory handles" to store
information on the Malloc'd blocks, and there seem to be about 20
handles per process (makes sense, that's how many file handles there
are). There were ways of getting around this in MS-DOS, but GEMDOS
does not seem to use exactly the same scheme, and the work-arounds
don't work.

The usual way to get around this is to write your own malloc/free
routines. The start-up file checks to see how much memory is
available (use Malloc(-1L)) and divides it into 20 chunks. When you
call malloc, it looks to see how much is available, if not enough, it
calls Malloc to get another 1/20th of available memory, and allocates
it out of that.

If you use MWC, this is already done for you. Of course, that makes
your fsel_input MWC specific. You win a few, you loose a dozen.

Wes
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2680. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 16:47:45 UTC
From: ekwok@cadev4.intel.com
Message-ID: <1897@mipos3.intel.com>
Source record: 253580
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

If I understand the Apple suit correctly, it is based on some copyrights that Apple registered. There is, of course, the gratuitous unfair competition charge. Apparently, to win, Apple must demonstrate that their copyrights are valid (my understanding is that copyrights are not valid until challenged and upheld by a court. I can be wrong, obviously.) The unfair competition charge will also fail if it can be shown that people will confuse the Microsoft and HP products with the Mac. Hardly a likely event, I think. From the picture I saw on newspapers, the HP product looks more like the generic "window" stuff on microvaxes, apollos and suns, than it is like the macintosh.

I am sure HP, Microsoft will hire the best legal help money can procure. Xerox, of course, will take on the rest of the computer industry after this. (Bravo!)

P.S. How much did Xerox close today? ;-)

2681. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 16:56:00 UTC
From: mjy@sdti.UUCP
Message-ID: <249@sdti.UUCP>
Source record: 253581
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <5492@well.UUCP> rogue@well.UUCP (L. Brett Glass) writes:
> 12. Hewlett-Packard sought a license from Apple.... Apple
>declined to grant a license to its Macintosh audiovisual works.
>Plaintiff is informed and believes, and on that basis alleges,
>that nonetheless Hewlett-Packard has developed a computer program...
>
> 13.... The similarity between New Wave and the
>Macintosh visual displays and images is so great that even the
>Hewlett-Packard product manager for New Wave in touting the
>product has conceded publicly that New Wave is "similar to the
>Macintosh."

Although it is certainly undesireable from a user's viewpoint, I'm not sure I agree that Apple's lawsuit is frivolous and without merit.

First of all, even though the initial technology on which the Macintosh user interface is based was developed by Xerox, Apple has certainly added much to it. In fact, they've added enough to be granted multiple copyrights.

Second, HP must have felt that the copyrights were valid, because they requested a license from Apple. Then they went ahead and violated the copyright after a license was denied. They then publicly described the product as conforming to the copyrighted 'look and feel'. I'm not a lawyer or judge, but if I saw this kind of blatant disregard for a copyright, I'd be inclined to award damages.

I think the real issue here is whether or not the copyrights are valid. I have a philosophical problem with copyrighting 'look and feel'. But even given that the copyrights were granted, why didn't Apple grant HP a license? Probably because they wanted to charge a royalty, which HP refused to pay. What good is a copyright/patent if you can't profit from it?

If I were HP, I'd be concerned about this suit. If I were Bill Gates, though, I wouldn't worry too much. Microsoft is a defendant mainly because NewWave requires Windows to run. Without knowing the content of the "secret" agreement between Apple and Microsoft, I doubt that a court would find that Windows violates any copyrights. My reason for feeling this way is that it isn't windowing itself that is copyrighted, but the icon/graphical interface. Windows doesn't enforce that interface, it merely enables a user to create and maniplate windows. It's what the user (like HP) does with that capability that keeps the lawyers in business.

With all of that said, I think Apple is doing this for two reasons: 1) to delay the release of the OS/2 Presentation Manager (just like IBM is using legal threats to delay 3rd party release of Microchannel clones), and 2) as a test case. Not many companies are likely to want to give royalties to Apple. If Apple wins this suit, I'd be willing to bet that Apple will happily grant licenses to anyone who wants them, for a modest royalty. I'll bet HP would even get one! :-)

HP's strategy, on the other hand, had better be to get the court to invalidate Apple's copyrights.

I'd be willing to bet that this suit will be settled out of court, with Apple granting a license to HP, and HP paying a one-time license fee to Apple (no royalties).

--

Mike Young - Software Development Technologies, Inc., Sudbury MA 01776
UUCP : {decvax,harvard,linus,mit-eddie}!necntc!necis!mrst!sdti!mjy
Internet : mjy%sdti.uucp@harvard.harvard.edu Tel: +1 617 443 5779

2682. Laser C upgrade

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 16:56:05 UTC
From: joe@logi-dc.UUCP
Message-ID: <152@logi-dc.UUCP>
Source record: 253582

I have the Megamax C and am considering purchasing the LASER upgrade.
The problem is that I have a 520 ST with 512 K. Having read one piece
of news on the Net that my machine will not support LASER, I'm a bit worried.
Can anyone out there either confirm or deny that a 512 K machine is not enough
to run LASER?

I sent this question out a while back and got no answers. I have seen postings
from Megamax personnel out there. Could any of you give an answer? Thanx for
answers and patience.

Joe Dzikiewicz
joe@logi-dc

2683. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 18:01:10 UTC
From: timothym@tekigm2.TEK.COM
Message-ID: <2703@tekigm2.TEK.COM>
Source record: 253583
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <1293@ut-emx.UUCP> jcc@ut-emx.UUCP (J. Chris Cooley) writes:
>We were discussing this thing at work and one important word came up:
>CLARIS.........

Huh?

What is CLARIS? I've not heard or seen the term before. Could some kind soul enlighten me, please!

Thanks, in advance....

--
Tim Margeson (206)253-5240
PO Box 3500 d/s C1-937 @@ 'Who said that?'
Vancouver, WA. 98668
{amd..hplabs}cae780!tektronix!tekigm2!timothym (this changes daily)

2684. Re: GNOME ready

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 18:54:43 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4115@batcomputer.tn.cornell.edu>
Source record: 253584

[]

The current version (2.1) of GNOME is now available for anonymous
ftp at <tcgould.tn.cornell.edu>. Look for the subdirectory "gnome".
(The source (110K ARCed) and some docs are up, I'll upload the ST and the
MS-DOS executables (55K each) tonight.)

If you cannot (or rather not) ftp you can still send $5 to me and I'll
send you the whole thing on a disk (please specify 3.5" or 5.25", ST or
MS-DOS format). (If you are on a UNIX machine, ftp is easy. Look up the
man page!)

Reminder: GNOME is my (heavily worked on) version of microEMACS, and it
compiles on the ST, MS-DOS, various flavors of UNIX, and (in theory) VMS.

- Moshe Braner

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<braner@crnlcam> (bitnet)

2685. What is look&feel? (was Apple Challenges HP...) LONG

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 19:26:45 UTC
From: darryl@ism780c.UUCP
Message-ID: <9499@ism780c.UUCP>
Source record: 253585
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

This article is a paper I wrote for a non-computer-related undergraduate class I took a year ago. Disclaimer: I am not a lawyer, but I did go down to the LA County Law Library to investigate this stuff. I believe that the facts are correct. The opinions are mine alone.

Copyright Protection
and the Look & Feel of Computer Systems

1 Introduction

In this paper I have chosen to explore the current state of the copyright law and case history as it applies to computer programs and systems. More specifically, I want to investigate a particular kind of copyright protection that was originally applied to audiovisual works but is increasingly becoming associated with computer systems: the so-called Look and Feel copyright.

2 Initial Clipping

I have been aware of this kind of copyright protection since it was reported in the computer industry press about a year and a half ago, when Apple Computer, Inc. (Apple) used this kind of argument to force a competitor, Digital Research, Inc. (DRI), to change a product that they had brought onto the market.

The situation began when DRI announced a new product for the IBM PC line of computers, Graphic Environment Manager or GEM, in January of 1985. GEM is a computer program that manages the computer screen in a flexible way, allowing multiple, independent displays to overlap on the screen. It also allows the computer user to select any one of the displays to appear in front of the others. DRI also made two programs available for sale, GEMPaint and GEMDraw, that took advantage of the capabilities of the GEM system.

I was able to locate the initial report of the settlement in ComputerWorld, a weekly computer industry newspaper, in their October 7, 1985 issue. They also reported that DRI had changed their product to avoid a suit by Apple, a few months later in the November 25th issue.

According to the ComputerWorld article, "In question were GEM Desktop, GEMPaint and GEMDraw, which Apple said mimic the Macintosh interface, MacPaint and MacDraw. Apple claimed GEM as a whole was 'substantially similar' to its Macintosh interface."

3 Overview of the Problem

This settlement provoked many heated debates in the computer industry. Apple, as we will see later, has long used vigorous enforcement the copyright laws as a means to keep their products distinct in the highly competitive retail marketplace. This has not always endeared them to the professional community, who have felt that this kind of protection tends to stifle rather than enhance creative development.

The ComputerWorld article concludes with a comment about how the Macintosh interface is composed of elements originally invented by Xerox Corp. A Xerox spokesman is quoted as saying "'We never felt it necessary to go after anyone' that had similar features." The unstated opinion is that perhaps Xerox should be suing Apple for copyright violation.

It was perceived that Apple had purposefully picked a weak target so that they would be able to set a precedent and prevent more competitors from entering their market niche. (DRI had lost money the previous 2 quarters and IBM had just announced that they were not, after all, going to pick up GEM and sell it as a supported product.) The Look and Feel of the action of a computer program had never been argued in court. Previous Look and Feel claims have not left a clear test for violation; in fact, it has been stated that the rules must, by the nature of the problem, be left vague, and must be tried on a case by case basis.

If a case such as this were to be tried and decided in the plaintiff's favor, it would not be clear that new programs could be implemented using ideas from past programs without obtaining rights to them first. Already there are rumors that Apple has begun to explore the possibility that 3rd party software vendors that implement programs on the Macintosh according to Apple's published interface guidelines and then make the same programs available on other computers may be in copyright violation. The mere mention of this notion has inflamed many software developers.

This issue has attracted my interest because I am both a software purchaser and developer on the Macintosh computer. If Apple were to pursue this concept, I might be required to pay royalties back to them for any program I were to write. This kind of protection might allow them to indirectly control not only the price of software I buy, but even which companies might be allowed to produce software for their machines.

4 Research and Review

A. Applicable Laws

The current federal and international copyright law has no specific bearing on Look and Feel copyrights directly applicable to computer systems; these laws are indicative of previous thought on the subject. In past years computer systems were used exclusively for large, industrial and economic purposes. In the last 10 years a revolution has occurred in the computer industry; personal computers

have appeared and become commonplace objects. They are now routinely used for entertainment and personal record keeping.

i. Declaration of Independence

With the words "Congress shall have power... To promote the progress of science and useful arts, by securing for limited times to authors and inventors the exclusive right to their respective writings and discoveries," our founding fathers created the basis for copyright protection.

ii. 1909 and 1976 Copyright Acts

That clause allows congress to make copyright law; it did so in 1909. This provided for the copyright of registered works. It also allowed individual states to provide their own, more extensive, copyright protections. In particular, many states provided protection for unregistered works.

The 1976 copyright act [17 USC sec. 101] changed many aspects of copyright protection. After the law became effective in 1978, the dual system of copyrights was abolished. The federal system was made easier to use and recognized unregistered copyrights for up to 5 years from publication. It also specifically covered copyrighting computer programs.

Other aspects of the copyright law allow graphical and audiovisual works to be copyrighted. The 1909 act had such provisions and they had been liberally interpreted; see Universal v. Lloyd below.

iii. Copyright Act Amendments

The copyright act of 1976 was amended in 1980. [17 USC sec. 117] was changed to allow archival copies of software to be made by the user.

(As an aside, it also formally permits the user of a copyrighted program to actually use that program in a computer, by allowing him to make a copy of the work in the computer's memory! A program purchased on a disk must be copied into the computer's main memory before the computer can actually follow the instructions contained within it; previously it could be argued that the copy on disk would have to be destroyed while a copy existed in the computer's main memory.)

In 1984, the act was further amended to include semiconductor chips under its protection. The phrasing of the description of a computer program was changed to protect micro-code that might be built into such chips.

iv. International Copyright Convention

Another factor that helped bring about the 1976 copyright law was to move U.S. law into agreement with the then-recently approved international copyright agreement, administered by the World Intellectual Property Organization (WIPO), which afforded authors

protection in all of the signatory countries.

In 1983 WIPO issued a treaty that covered both computer programs and semiconductor chips, that closely mirrored U. S. law.

B. Law Review

i. American Jurisprudence

Nearly one third of volume 18 of American Jurisprudence, 2nd Edition is dedicated to copyright law. Of particular interest are sec. 50 and sec. 51 on computer programs, sec. 53 and sec. 54 on games and video games, and sec. 207 on substantial similarity.

The Copyright Office began to allow programs to be copyrighted as books as early as 1964, even though patents were then considered to provide more protection. In Gottschalk v. Benson [409 US 63], the U. S. Supreme Court ruled that copyrights and not patents were appropriate for programs. The copyright act of 1976 defines them as "literary works."

As a result of Apple v. Franklin (see below), computer "operating systems" are also protected. An operating system is a program which provides a consistent set of services to all other programs that may run on the computer. Even if its actions are not observable by the user, an operating system is copyrightable.

There are many other sticky issues involving computer programs, many of which relate to the distinctions that may be distinguished between the form of the program as viewed by a person and the translation(s) that take place before the program can be executed within the computer. In general, these distinctions have been ruled to be unimportant.

Games in and of themselves are not copyrightable on the grounds that a game concept is a business idea. Portions of a game may, however, qualify for protection as artistic works.

A video game may qualify for copyright as an audiovisual work (see Williams v. Artic below). For purposes of copyright, an audiovisual work is "a series of related images." Part of the argument in Williams is whether this phrase requires the images to be in a fixed sequence; if so, a video game could not be copyrighted. The courts have interpreted this phrase as meaning a set of images displayed as a unit.

Finally, in artistic works, no infringement of copyright may be inferred unless the defendant's work is similar to that of the plaintiff. The total "concept and feel" must be substantially the same, not just a general impression of similarity. Although the general idea of both works must be similar, this alone is not enough to prove infringement. If so, then a further test is whether they are expressed in similar fashion. This depends upon the responses of ordinary, reasonable persons.

In general, if an ordinary observer would recognize that a copy had been made, it satisfies the tests. It does not matter if minor or inconsequential changes have been made (see Universal v. Lloyd below). Substantial similarity cannot be described because it is necessarily vague; the trier must decide.

ii. BNA's Patent, Trademark & Copyright Journal

From the October 23, 1986 issue of the BNA's Patent, Trademark & Copyright Journal comes the report of a decision in a case between Broderbund and Unison. Broderbund sells a program for Apple computers called Print Shop, with which the user may create greeting cards on his computer. Unison expressed an interest in selling the program on IBM and other machines, and pursued negotiations with Broderbund. When it became apparent that Unison would not be able to license the name, they ordered that the already half complete copy be changed so as not to violate Broderbund's copyright. However, the input format and the menu sequence and displays, already finished, were not changed. Broderbund has just won an injunction against Unison for violation of their copyright, using a Look and Feel argument.

This decision flies in the face of an earlier decision, Synercom Technology, Inc. v. University Computer Corp. [199 USPQ 537] of 1978, where the judge had ruled that input formats were not copyrightable. Instead, the decision is based on the more recent Whelan Assoc. v. Jaslow Dental Laboratories, Inc. [230 USPQ 481] of 1986, which held that a program's sequence and overall structure were copyrightable.

C. Professional Journals

In addition to the original article on which I based my investigation, ComputerWorld had a follow-up article in their November 25, 1985 edition. This described the release of a new version of DRI's products.

The April 13, 1987 issue of Electronic Engineering Times has a brief blurb about the current state of two Look and Feel suits. Lotus Development Corp. has just been sued by SAPC, Inc., who allege that Lotus' 1-2-3 spreadsheet program "appropriates the 'Look and Feel' of VisiCalc," SAPC's spreadsheet program. Lotus is already in the midst of suing Mosaic Software and Paperback Software for infringement on 1-2-3's look and feel.

D. Popular Magazines

The news of DRI's settlement with Apple was reported in Fortune in their November 11, 1985 issue. They said that more than 100,000 units had already been shipped by the time Apple forced DRI to stop.

The May 1987 issue of MacUser magazine has an editorial, "Copping A Feel" by John Dvorak, discussing the current state of copyright protection in the personal computer community. In it he discusses the above mentioned cases involving Lotus and Broderbund. His conclusion is that if the copy is sufficiently enhanced such that an appropriately

familiar user would not confuse it with the original, then there is no infringement. He gives an example of a clone of a popular word processing program that has avoided trouble by imperfectly copying the original.

E. Books

i. Software Protection and Marketing

This two volume book is subtitled Computer Programs and Data Bases; Video Games and Motion Pictures. Each chapter, and in some cases each section, is written by a different author. Some of the chapters are in the form of slide-show notes.

In particular, the first chapter, "Copyright and Computers" by Arthur J. Levine, provides a great deal of background information on the history of copyright law as it applies to computers. It includes relevant portions of the 1976 copyright act, WIPO memoranda, the report of the National Commission on New Technological Uses of Copyrighted Works (CONTU), and the cases Midway v. Artic and Apple v. Formula International, Inc. (which covers specifically the copyrightability of computer "operating programs.")

Chapter 4 is "Video Game Litigation and the 1976 Copyright Act: The Ideas of Games, The Expression of Aliens and the Underlying Computer Software" by Henry W. Jones III. The Atari v. Phillips case (see below) and several other similar cases are discussed. Many problems with copyrighting video games are mentioned; in particular, since the game plays differently each time, defendants often charge that the work has not been "fixed in a tangible medium," nor has it been properly registered.

F. Cases

i. Universal Pictures Co., Inc., et al. v. Harold Lloyd Corp.
73 USPQ 317, May 12, 1947

This case exemplifies how an audiovisual work can infringe on the copyright of another. Harold Lloyd Corp. produced a slapstick comedy, Movie Crazy, containing a scene known as "The Magician's Coat Sequence" (wherein the star accidentally gets a magician's coat by mistake and many unexpected things happen.) Later, Universal produced So's Your Uncle containing nearly the same schtick. The circumstances surrounding the two scenes are different, and there are no actors in common in the two movies. However, the same writer did work on both, and was charged as a defendant. The scene corresponded to 20% of the length of Universal's movie, and thus formed a significant part of the whole. Although there were some minor variations in the two routines, the court held that they were not significant enough to mask the infringement.

ii. Atari, Inc. et al. v. North American Phillips Consumer Electronics Corp. et al.

214 USPQ 33, March 2, 1982

Atari, along with Midway Manufacturing, owned the rights to the Pac-Man video game. Phillips produced a game called K. C. Munchkin, which was similar but distinct. Both games involve a maze where the player controls a "gobbler" that "eats" dots and avoids "ghost monsters," except after eating a "power capsule" that allows the player to munch monsters. However, Phillips' game has a deadend in the maze and there are relatively few dots in the maze (as compared with over 200 in Pac-Man's fully lined maze). The dots are always moving, faster as there are fewer left, until the last one moves faster than the gobbler and must be caught by strategy.

Evidence in the trial showed that Phillips had begun work on a game that was similar in idea to Atari's. After much of the work was complete, Phillips discovered that they would be unable to license the Pac-Man name, and so made more changes in the game and selected the very different name, specifically to avoid confusion. An internal memorandum expressly forbade reference to Pac-Man in advertising.

However, a Chicago retail outlet did describe the game as "a Pac-Man type game" in their advertising. The wording was carefully examined by the court; they felt that even slight variations would have been valid comparative advertising, but that this specific wording showed that an ordinary observer would confuse the two. In particular, Atari presented evidence that the salespeople at two stores called K. C. Munchkin "like Pac-Man" and "Odyssey's Pac-Man" (Odyssey being the game line promoted by Phillips).

iii. Midway Mfg. Co. v. Artic International, Inc.
218 USPQ 791, April 11, 1983

Midway, as described above, owned the rights to the arcade version of Pac-Man and another game, Galaxian. Artic was a manufacturer of printed circuit boards. Artic produced a set of boards that played nearly the identical games when inserted into arcade machines. The defendant claimed that the games were not copyrightable as audiovisual works because the sequence of images displayed were not fixed; that the images that Midway was attempting to copyright were not fixed in the pc boards that were the heart of their games; and that the copyright registration, which included a videotape of a sample game, was not complete. They further argued that the player of the game was performing a role of authorship that was like writing or painting.

The court disagreed--the images in a video game do constitute an audiovisual work. Congress intended the courts interpret the definitions of the 1976 copyright act flexibly so that it would not be forced to amend the act every few years to keep pace with the changing technology. The court also likened the images in the games to that shown on a television, that the viewer might change the channels displayed.

iv. Apple Computer, Inc. v. Franklin Computer Corp.
219 USPQ 113, August 30, 1983

Franklin manufactured a computer essentially identical to Apple's Apple II computer. They admitted to copying 14 of Apple's programs, designated as operating system programs by the court. Apple sued for copyright infringement and immediate injunctive relief. The circuit court denied the injunction, questioning the copyrightability of operating systems programs. Apple appealed to the district court, obtaining a reversal. Thus all computer programs are copyrightable.

5 Observations

Copyright protections vary according the medium in which the work is expressed. This might seem to parallel the differences in press freedoms according to medium. In part this is the case, due to the natural restrictions of each media.

In general, the two areas of the copyright law, literary and audiovisual works, are becoming blurred by the computer. This is a result of the way computers are programmed and what they are coming to be programmed to do. Traditionally, computer programs are written out in a structured manner, using a two dimensional form, just as a manuscript might be. But as computers and the display screens they sport have become more sophisticated, the computers are being programmed to produce aurally and visually interactive systems.

Companies are advertising their new computer systems as including the "desktop metaphor" or having an "iconic interface." What these terms really mean is that the user no longer is required to type commands to the computer, but rather is allowed to use a graphical interface and a pointing device such as a joy stick or a mouse to control computer operations. Often the basic functions of handling icons and translating mouse movements to position changes of a cursor on the screen are implemented in the operating systems supplied, or available as an option, from the computer manufacturer. Some current examples of these kind of systems include Apple's Macintosh, Commodore Business System's Amiga, Microsoft's MS-Windows, and of course, DRI's GEM.

Although the operations on the screen are, in a sense defined by the controlling program, as in the video games cases noted above, the activities available to a user are far more varied. Because 3rd party vendors want to make use of similar interfaces so that users will not be forced to learn a different interface for each program, they attempt to use the same on screen operations provided by the operating systems.

These same developers want to have as big a market as possible, and if their products are successful on one machine, they will naturally want to implement the same program on other machines. If they use the interfacing tools (for that is what an operating system provides) provided by the original machine's manufacturer, is it copyright infringement to move the program and reimplement the interface on

another machine?

So, the problems here boil down to: what part of the computer interface qualifies for copyright as an audiovisual work? How liberally will the courts interpret the audiovisual aspects of a computer system as these desktop metaphor machines proliferate? If, as the Broderbund case seems to imply, the individual parts of a program interface can be copyrighted, who owns all of those pieces?

Visual aspects are not the only ones at issue. Already the Apple, Commodore, and Atari computer systems can be connected to various electronic music instruments. They can also record and play back arbitrary sounds through digitization equipment. An additional area that will probably soon be breached is the use of the computer as music making and reproducing machine. This is yet another large and different portion of copyright law.

I personally feel that the Broderbund decision, or at least a wide interpretation of same, represents a mistake. Previously, audiovisual works were considered as a whole. An affirmative copyright infringement decision previously required that it be apparent that the infringing work would not stand on its own without the copied portions. Notice the wording in Universal v. Lloyd, above, were the court noted the fraction of So's Your Uncle that was stolen from Movie Crazy.

Even assuming that we draw the line at this point, this hardly clears the air. Many programs do little other than taking input and rearranging it slightly to produce their output (for example, word processors merely display the typed input in a more pleasing form, and many of the simpler ones, known as text editors, do very little other than act as electronic typewriters.) If, as is the case on the Macintosh, the majority of the work is produced as a result of the operating system's programs, does this give the manufacturer a copyright claim? Although this may sound as if I am stretching the point, I do not believe that it is so. From my experience, most programs on the Macintosh in fact follow a structure laid out (and I believe, copyrighted) by Apple in order to take full advantage of the interface tools provided. The Jaslow decision seems to support the notion that Apple may hold copyrights on any program that uses their structure and sequence.

When I first read about the Macintosh, I felt that its single best point was the existence of a published set of standards for creating a user interface. This was new and unique in the personal computer industry. It resulted in a machine with a multitude of capability that was (relatively) easy to use and, more important, uniform from program to program. After researching this subject, I am afraid it may also be its worst point!

6 Bibliography

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Article I, section 8, clause 8. Declaration of Independence of the United States of America.

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Goldberg, Morton David, editor. Software Protection and Marketing: Computer Programs and Data Bases; Video Games and Motion Pictures, 2 volumes. Practising Law Institute, 1983.

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U. S. Patents Quarterly, volumes 73 (April-June 1947), 214 (January-March 1982), 218 (April-June 1983), and 219 (July-September 1983). Bureau of National Affairs, Washington, D. C.
--
Copyright (c) 1988 Darryl Richman INTERACTIVE Systems Corporation
"Curiouser and curiouser" An Eastman Kodak Company
The views expressed above are ...!cca!ima!ism780c!darryl
those of the author. ...!sdcrdcf!

2686. Housten file server

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 19:43:11 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8803230043.AA01033@ucbvax.Berkeley.EDU>
Source record: 253586

I am having problems making contact with

UH-INFO%UHUPVM1.BITNET

Here is the output I get.

>Batch SMTP transaction log follows:
>
>220 UHUPVM1.BITNET Columbia MAILER X1.24 BSMTP service ready.
>050 HELO CUNYVM.BITNET
>250 UHUPVM1.BITNET Hello CUNYVM.BITNET
>050 TICK 2299
>250 2299 ... that's the ticket.
>050 MAIL FROM:<nfrech@ALMSA-1.ARPA>
>250 <nfrech@ALMSA-1.ARPA>... sender OK.
>050 RCPT TO:<UH-INFO@UHUPVM1>
>250 <UH-INFO@UHUPVM1>... recipient OK.
>050 DATA
>354 Start mail input. End with <crlf>.<crlf>
>554-Mail not delivered to some or all recipients:
>554 Mail to UH-INFO is not allowed.
>050 QUIT
>221 UHUPVM1.BITNET Columbia MAILER BSMTP service done.

Original message follows:

Received: from CUNYVM.BITNET by UHUPVM1.BITNET (Mailer X1.24) with BSMTP id
6299; Mon, 21 Mar 88 13:43:39 CST
Received: from CUNYVM by CUNYVM.BITNET (Mailer X1.25) with BSMTP id 2299; Mon,
21 Mar 88 14:34:41 EST
Received: from ALMSA-1 by CUNYVM.CUNY.EDU ; Mon, 21 Mar 88 14:34:04 EST
Received: from almsal by ALMSA-1.ARPA id ac03658; 21 Mar 88 11:07 CST
Date: Mon, 21 Mar 88 10:42:19 CST
From: "Norman R. Frech" <nfrech@ALMSA-1.ARPA>
To: UH-INFO%UHUPVM1.BITNET@CUNYVM.CUNY.EDU

LIST

----- End of forwarded messages

Any suggestions would be appreciated.

Norm Frech

Norm Frech <nfrech@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-HL, Box 1578, St.Louis, MO 63188-1578

COMMERICAL: (314) 263-5231 AUTOVON: 693-5231

"I don't want to seem like a heavy bread head, but ..."
Neal, The Young Ones.

2687. Samplers for Atari

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 21:59:18 UTC
From: R53111AE@AWIUNI11.BITNET
Message-ID: <8803221836.AA25576@ucbvax.Berkeley.EDU>
Source record: 253587

Well here are some more sampler questions. Has anyone heard any info
about the sampler for the Atari from Hybrid Arts, what I have heard about
it is this: That it is a 16-bit stereo rackmount sampler, it uses the memory
and screen on the Atari (ie. Sample editing made easier), that it plays samples
from other machines (Akai S900??) and is cheap, I have also heard that it
doesn't work; but I guess they are working on it. One draw back is that you can
't use the Steinberg 24 at the same time, but another company (??) has come out
with a chip, or box, or something that allows you to use the two simultaniousl
y. So great... If anyone out there has any further info or corrections let me k
now. I am also interested in making contacts with people who are into making
electronic/experimental music.

-Personally I just like noise.-P.L. Impact
Patrick Maun,Hochschule fuer Angewandte Kunst, Vienna Austria

2688. Re: secrets of FLASH?

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 22:02:51 UTC
From: greg@bilbo
Message-ID: <182@snjsn1.SJ.ATE.SLB.COM>
Source record: 253588

In article <3171@hcr.UUCP> miken@hcr.UUCP (Mike Nemeth) writes:
>i've got FLASH and just recently got my hands on the source for umodem,
>which although for 4.2|ver7|sys3 seems to compile without complaints on
>sysV, so now i can upload/download via xmodem right?
>wrong. both sides just sit there waiting until one of them times out.
>is there some secret code that must be entered from the keyboard, some
>magic word to be intoned? some small animal to be sacrificed? if not,

No. The receiving end initiates the command by sending a control
character, which one evades my memory and I don't have the spec
on-line. Just make sure one end knows it is sending (the umodem flag
is "-sb" for "send binary" or "-st" for "send text, nyet?) and the
other is set up to receive. If both ends think they're receivers,
neither will initiate the transfer and will eventually time out.

I use FLASH! version 1. something-or-other with umodem; it works fine.

>is there a real copy of xmodem for unix that'll work with the xmodem
>one gets using FLASH ? if not, okay, i'm not fussy, i'll take KERMIT,
>er, that is if some entity out there could direct me to a version that'll
>run on the ST...

By the way, Antic also sells a FLASH! accessory that provides Kermit,
as well as a sort of mini-bbs. Except it isn't REALLY a BBS, but it
is useful for, say, dialing up your Atari while at work...

Cheers,

-Greg {decwrl!spar!snjsn1!blfca1!greg}

The opinions expressed herein are solely the responsibility of the
author.

-Greg {decwrl!spar!snjsn1!blfca1!greg}

The opinions expressed herein are solely the responsibility of the
author.

2689. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-22 22:17:29 UTC
From: phils@tekigm2.TEK.COM
Message-ID: <2706@tekigm2.TEK.COM>
Source record: 253589
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <535@nunki.usc.edu> rjung@sal6.usc.edu (Robert Jung) writes:
> [deleted stuff about apple's suit against microsoft]
>
>P.S. Gosh, if I had thought of this sooner, I could have copyrighted the use
>of a KEYBOARD, and put hundreds of people out of work waaay back in the
>beginning of computer-history...
>____
>Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
> = == =
> Power WithOUT the Price = == =
> ===== == =====
> Just because it's 8-bits doesn't make it obsolete. ==== == ====

Don't laugh. As I recall, either RCA or GE has a patent on the use of CRTs
for display of alpahnumeric characters generated as a scanned dot matrix.
Sound familiar? Like in (virtually) every terminal and computer in
existence.

8-<

Phil

--

Phil Staub "I do NOT approve. I merely said I UNDERSTAND."
tektronix!tekigm2!phils - Spock
phils@tekigm2.TEK.COM

2690. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 00:05:16 UTC
From: rap@ardent.UUCP
Message-ID: <332@ardent.UUCP>
Source record: 253590
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <1293@ut-emx.UUCP>, jcc@ut-emx.UUCP (J. Chris Cooley) writes:
>
> In article <1457@ur-tut.UUCP>, aptr@ur-tut (The Wumpus) writes:
> > Apple is either getting cockey or just plain stupid. Do they really
> > think they can take on both HP and Microsoft?
> [other stuff deleted]

And then Apple can go after and and all of its developers who have had
the audacity to take programs that made them some money running on
Macs, and ported them to other environments hoping to make a few
extra bucks on their original development efforts (perhaps reusing
a goodly portion of the source code, some algorithms, and, heaven-forbid,
the explicit-expression of the user-interface that made their program
popular in the first place).

This may be just the beginning. Users gonna lose a lot because of stifling
of creativity, I think - unless maybe it forces the next-generation of
user-interface upon us, just to get around a legal roadblock. Interesting.

Re the New Wave, it would seem that Apple might have instituted the
lawsuit to give it time to catch up - the New Wave is a significant
advance in software integration WITH OR WITHOUT WINDOWS. Go look at
the specs for what the "system" is supposed to do for integrating
applications - I was impressed with the ideas they've come up with.

Disclaimer: I worked as a consultant to HP 2 years ago, producing the
first draft of the programmers' guide to interfacing to New Wave. Now
that the program has been announced (and shipped?) I can see why someone
might want to slow them down since these same features (kinda a fancy
interprocess/interprogram communication) have not come out in other
systems in that 2 years time. Hope HP has copyrighted/patented the
idea - be a terrible thing if someone else did it too, without giving
HP (more than just) a few bucks for coming up with it.

Rob Peck ...ihnp4!hplabs!ardent!rap

(everyone saw it coming... this wasn't REALLY a surprize, was it?)

2691. Hard disk drives for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 00:17:21 UTC
From: jeffers.Wbst@XEROX.COM
Message-ID: <880322-161915-2761@Xerox>
Source record: 253591

With all this complaining about the price of hard drives I'm surprised there isn't
more interest in the german magazine article describing how to hack an ibm drive onto the dma port. I for one am extremely interested in getting a translation and
a schematic. If anyone can supply me with enough info to build one at a reasonable
price please send me mail. If anyone else is interested please send me mail and maybe we can split the cost of translation.

Bill jeffers.wbst@Xerox.COM

2692. sink or swim

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 00:19:02 UTC
From: Consult@UMass.BITNET
Message-ID: <88032219051620D.AFQC@Mars.UCC.UMass.EDU>
Source record: 253592

While I did not see the editorial in Compute, I agree with it's basic message. Let's use the Macintosh as a comparsion to the ST.
About 3 or 4 years ago apple introduced the mac. Everyone said "Gee, it sure is neat, but it can't possiblely do anything."
True, the machine had it's share of problems. Starting before last summer, however, that reaaaly started to change. I'm not saying the mac wasn't flying before that time, but rather, that the sales really started to jump. I was selling macs at that time. The Key: advertising!
I looked in a recent music mag (Music Technology) and found comparable ads for macs and ataris. The mac's was slick, with good photography. The atari ad was pretty lame. It showed three screens (colour I think) that were poorly photographed and lame programs that are long outdated! They were: Hybrid Arts CZ editor, Dr. T's copyist (looked really lame) and Softsynth from digidesign and, oh I forgot, Midisoft Studio from Passport. Only Softsynth is a new program, and all the photographs look like they were taken on a colour monitor. Now most of these programs look ten times better in mono! So why not photograph them the way they look best.
This is an example, perhaps not the best one, of Atari's mistakes in advestising. If they correct this kind of thing their sales could only go up.
The other problem atari has is more basic: support. The atari support is pretty lame right now. As an example, I wrote a letter to Allan Pratt with some questions, and although I know he's a busy guy, I thought he might at least respond. I guess, (I'll take that back) that that is asking too much. Granted. Ok, but how about some books on the ST?

The mac took about 4 years to get off the ground. The ST is in it's 3rd (?) year. If they are planning on surviving (actually I know they will survive because of european ST sales) then they better get working....

The clock is running...

Damian Roskill

All opinions expressed here are my own...so naaaah!

2693. Levee request - skip if you don't have it

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 00:55:32 UTC
From: randy@sun1.nlm.nih.gov
Message-ID: <6482@nlm-mcs.arpa>
Source record: 253593

Sorry to have to post this to the net, but my copy of the lv_exe.arc file
was corrupted. Could someone out there send me one. Thanks.

Randy Huntzinger
randy@vax2.nlm.nih.gov
or
randy@sun1.nlm.nih.gov

2694. STARTGEM.PRG

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 01:18:13 UTC
From: Flash@UMass.BITNET
Message-ID: <8803222015568F5.AFWS@Mars.UCC.UMass.EDU>
Source record: 253594

I have a small problem. I am trying to find a version of STARGEM that works with the new BLITTER ROMS that Atari has for the MEGAS. The older one of course wont work, since the location in the roms that it uses has been moved.

My previous request resulted in a responce from a MEGA2 owner who sent me a copy that crashed with 4 bombs at bootup, so it didnt work.

(Yes, I know how to UUDECODE, and I checked the file closely) Does anybody have any STARTGEM working that works on new roms, or idealy on both sets of roms?

ANY help is greatly appreciated.

Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@CUNYVM.CUNY.EDU
R-FLASHMAN on GEnie

2695. Microsoft word support for Epson printers

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 01:20:48 UTC
From: rowley@orville.nas.nasa.gov
Message-ID: <376@amelia.nas.nasa.gov>
Source record: 253595

In a recent posting I stated that Microsoft Write from Atari does not include GDOS support for Epson FX-80 printers. It seemed too dumb to be true.

Well it is true, but there is a solution besides buying Easy Draw. At B and C Computervision last weekend I saw some diskettes from Atari labeled "GDOS Fonts and Device Driver". There was one disk for the Epson FX-80 printers, and one for a Star printer. The disks were priced at $5 each, a price not a soul could object to. It was true, and it was good.

Also, I picked up a copy of FONTZ! More on this later ....

Karl Rowley
rowley@orville.nas.nasa.gov
ames!orville.nas.nasa.gov!rowley

"Any views expressed are my own."

2696. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 01:58:07 UTC
From: Jinfu@cup.portal.com
Message-ID: <4041@cup.portal.com>
Source record: 253596
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

I have a good idea for Ford to make some extra money, sue all
the car makers for 'look and like' if a product has four
wheels and a steering wheel.

Jinfu@cup.portal.com

Seriously, I am writing a letter to Apple and threatens them
none of business purchase under my influerence will not have
any connection with Apple.

2697. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 03:09:08 UTC
From: stevewa@upvax.UUCP
Message-ID: <336@upvax.UUCP>
Source record: 253597
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <2703@tekigm2.TEK.COM> timothym@tekigm2.UUCP (Timothy D Margeson) writes:
>In article <1293@ut-emx.UUCP> jcc@ut-emx.UUCP (J. Chris Cooley) writes:
>>We were discussing this thing at work and one important word came up:
>>CLARIS.........
>
>Huh?
>
>What is CLARIS? I've not heard or seen the term before. Could some kind soul
>enlighten me, please!

Isn't Claris the name of the new company being set up to handle the software rights for all future Mac releases? And isn't Claris owned by employees or management of Apple? (past or present) If so, doesn't it look like the REAL reason for this suit is to give Claris a wide-open shot at a new market, namely all non-Macintosh users interested in a "point and click" interface?

Sounds like Apple is less interested in their own rights, and more interested in bigger profits (as though they don't make enough on their own vastly overpriced hardware!)...

Steve Ward
stevewa@upvax.UUCP
!tektronix!upvax!stevewa

2698. Re: More programming questions

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 03:24:10 UTC
From: rosenkra@Alliant.COM
Message-ID: <1472@alliant.Alliant.COM>
Source record: 253598

In article <1718@pasteur.Berkeley.Edu> c162-br@zooey.Berkeley.EDU (Warner Young) writes:

2) Anyone who has used DRI's Resource Construction Set v2 has seen those
little pop-up menus it uses on the Tools section. Can anyone tell me how this
is done? Are those things just normal menus, hand-arranged to work on a
different part of the screen? What?

those popups are probably just dialogs with "touch sensitive" areas (i.e
when a mouse moves out of one area and into another, it redraws the leaving
box normal and the new box selected...simple. i've used this myself with
reasonable success (imitating sun NeWS/suntools on st). doing this amounts
to writing a specialized version of form_do. when i get this done, i will
post it to the net for everybody to use.

3) Also, can someone tell me how to do GEM calls in assembly? I
am using MadMAC.

by GEM if you mean AES/VDI, i believe you can do this via trap 2 but
you need to get the calling conventions right. you can also make
calls to (assuming you are using atari dev kit, alcyon, etc) AESBIND
and VDIBIND routines just as you would from C

4) Would some kind soul send me the new Atari linker, ALN? I had it,
but accidentally trashed it before backing it up.

you can get aln on compu$erv or genie in the developers sections. it
is more than likely NOT public domain and should not be distributed
on the net without atari's permission.

-bill

2699. Optic mice (was : Re: secrets of FLASH?)

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 03:44:27 UTC
From: rjung@castor.usc.edu
Message-ID: <550@nunki.usc.edu>
Source record: 253599

In article <1722@pasteur.Berkeley.Edu> c60b-at@buddy.Berkeley.EDU.UUCP (John Kawakami -0^0-) writes:
>
>In a related vein, anyone know how to hook up an optical mouse to the
>ST (or any other machine other than IBMacintosh). The mice are about
>$75 and are _much_ nicer than mice with balls;-) Should be a pretty
>simple effort (if you're an EE).

Well, all the details escape me right now, but it *can* be done. I saw somebody selling an optical mouse hookup for the Atari ST's at the latest Glendale Atari Faire (version 2.0, ACENET -- home-town pride!)...

If you're really interested, I can try and dig up the dealer/maker/whatever.

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2700. Re: secrets of FLASH?

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 03:46:26 UTC
From: david@bdt.UUCP
Message-ID: <193@bdt.UUCP>
Source record: 253600

I run stock umodem on System V, and it seems to work. I don't use FLASH
though. It could be that one side is using Xmodem-CRC and not the other.
If there is a way to tell FLASH to switch on/off Xmodem-CRC mode v.s plain
old Xmodem, you might try that.

If you can't find kermit anywhere else for the ST, I have a few versions
on my BBS at (415) 452-4792 (1200 baud; type 'bbs' at the first login prompt).
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2701. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 03:56:31 UTC
From: rosenkra@Alliant.COM
Message-ID: <1473@alliant.Alliant.COM>
Source record: 253501
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

---

apple has no way of claiming they invented (and own) window/mouse-type computing environments. it seems to me that apollo was selling just that circa 1980. sun has suntools and NeWS. MIT/DEC/IBM/... have X. what's going on here? i'm sure if MS does it's homework, they can trace this stuff way back to the 60's and 70's, long before apple even existed. this suit is like trying to copyright the english language! but it does give apple LOTS of free press ("say anything you want about us as long as you spell our name right").

what a foolish waste of court time...

-bill

2702. O.S.S. Personal Pascal Bug Info Wanted

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 04:59:08 UTC
From: #JMKLAS@WMMVS.BITNET
Message-ID: <8803230546.AA06093@ucbvax.Berkeley.EDU>
Source record: 253502

I've been considering purchasing O.S.S. Personal Pascal of late, and remember seeing a message in one of the atari-16 digests (msg from O.S.S., I believe) that described all known bugs in the new version. I seem to have lost that particular issue of the digest, and was wondering if anyone could send me a copy, or any more recent information regarding problems with the package. I'd hate to buy and then be sorry... Thanks in advance,

<John Klassa>
#JMKLAS@WMMVS.bitnet

2703. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 05:10:12 UTC
From: richard@gryphon.CTS.COM
Message-ID: <2973@gryphon.CTS.COM>
Source record: 253503
Cross-posted to:
misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga,talk.rumors

I drive through El Segundo from time to time, which is where the original Xerox Star user interface was written.

So I'm in this bar, hanging around the ferns, and I hear one Xerox muckety muck bald headed threepiece pinstripe type say to another that they have had a team of lawyers prepare a possible defense against an Apple look and feel lawsuit.

--
..who come from long lines of soldiers, | richard@gryphon.CTS.COM
whose destiny was fulfilled, | ihnp4!scgvaxd!cadovax!gryphon!richard
in the words of the warriors will, | rutgers!marque!gryphon!richard
and protocol. | codas!ddsw1!gryphon!richard

2704. dead mice

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 05:33:30 UTC
From: StMac@cup.portal.com
Message-ID: <4052@cup.portal.com>
Source record: 253504

re: a reliable replacement for mice....

I use a trackball - not hard to do...just get a joystick extension cable from
your friendly neighborhood Radio Shack (make sure it has all 9 wires) and
a DB-9 connector.....a little time with a soldering iron and BINGO!....
only takes up about a 3x3 or 4x4 square on the ol' desktop.

sun!portal!cup.portal.com!Stephen_Macuch (StMac)

2705. Uniterm 2.0a bug

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 07:16:13 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <1774@pasteur.Berkeley.Edu>
Source record: 253505

Not being able to reach Simon Poole by email, I'm afraid I have to post this publicly. Every time I try to "Run Program..." from the Uniterm screen, it goes for a while and then returns with a TOS error #39. What's wrong? I'm running this on 512K 520 ST. Do I not have enough memory?

Answers appreciated.

- Warner

2706. Re: Standardization

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 14:40:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100053@datacube>
Source record: 253506

Say, I don't suppose that any of you other developers have received some stuff from Atari recently, then.

Two days ago, I got some docs from Atari. They are:

S.A.L.A.D. (Still Another Line-A Document), and
(Unititled) a specification for the Mega expansion slots.

SALAD looks to be quite a nice document. It contains synopses of all the Line-A functions, each with an example of its use, and cautions where appropriate.

I haven't completely read through the description of the Mega-slots, but I did glance at it. It of course has pin-outs of the connector, part numbers for the mating connector, talk about what address ranges are safe for folks developing hardware add-ons (there is a specific caution to those who put memory on an expansion card), etc.

Also, there was a newsletter for developers enclosed that was supposedly written with Microsoft Word on a Mega-4, and printed on the Atari laser printer.

Hopefully this is a sign of more good things to come...

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

2707. Re: Virus-- suggestion!

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 15:08:09 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4132@batcomputer.tn.cornell.edu>
Source record: 253507

[]

Another suggestion: could somebody make a dump of the boot sectors of
a standard SS floppy, a DS one, standard HD setup, etc? These dumps could
be compared with what's on a disk that is suspected of having been hit
by a virus. One could even write a program that has these dumps embedded,
compares with what's on the disk, reports about differences, and,
upon request, replaces what's on the disk with the standard.

Is this a good idea or am I completely ignorant as to how viruses work?

Of course such a program would be also helpful in fixing up damaged disks
and in removing utilities (like HDB) that will not remove themselves and
are incompatible with others (e.g. HDB and the Supra HD boot SW).

Note that this would only help with viruses that modify the boot sector.
There are probably others, e.g. accessories that modify system variables
in RAM, or whatever. Other fixes would be needed for those.

- Moshe Braner

PS: GNOME is up for FTP at <tcgould.tn.cornell.edu>, in the directory
/usr/spool/ftp/pub/gnome. You may start out at .../ftp or even .../pub
when you connect as anonymous. See the "readme" file there.

2708. Turtle v 2.17

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 15:15:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880323151557.9.JRD@MOA.SCRC.Symbolics.COM>
Source record: 253508

I just got Turtle version 2.17 from George Woodside, and it does indeed fix the size-remaining-in-ramdisk bug. Unfortunately I lost track of who all else requested an updated copy. Would the folks that asked me to send them the update please message me again? I promise not to lose you this time. :-}

2709. Info Requested

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 15:28:09 UTC
From: bersamin@td2cad.intel.com
Message-ID: <764@td2cad.intel.com>
Source record: 253509
Cross-posted to: comp.sys.atari.st,comp.misc

Hello out there in Computer Land. I need some info and I was hoping some informed soul could clue me in. A friend asked me but I didn't know. I don't know what the legalities are but does anyone know how to read (dump) the code from an Atari 800XL ROM cartridge??? Sure would appreciate the help.

Thanx

2710. Re: Lisp/Prolog for the 1040

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 15:43:06 UTC
From: sandra@utah-cs.UUCP
Message-ID: <5364@utah-cs.UUCP>
Source record: 253510

In article <880322-062155-1500@Xerox>, brantly.henr@XEROX.COM writes:
> There was a good review on Cambridge Lisp for the Atari in the Feb. 1987 issue
> of AI EXPERT (pgs. 67 - 70). The mag did a good job of describing it's strong &
> weak points, with comparisions of benchmarks, Atari vs Amiga. (Unfortunately the
> Amiga (with 512k) was 2X faster running Cambridge Lisp than the Atari (with
> 1meg)).

It's been a while since I read this review, but I seem to remember the discrepancy being more like 20X, and the reason for it is that the person who did the timing was comparing *compiled* Lisp on the Amiga to *interpreted* Lisp on the ST. And yes, Lisp interpreters are typically at least 20 times slower than compiled Lisp, and Cambridge Lisp does offer a compiler for the ST.

-Sandra Loosemore
sandra@cs.utah.edu

2711. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 16:14:45 UTC
From: govett@avsd.UUCP
Message-ID: <54@avsd.UUCP>
Source record: 253511

> In article <71@lzaz.ATT.COM> bds@lzaz.ATT.COM (BRUCE SZABLAK) writes:
> >It's clear to me anyway, that Atari's management has lost faith in the
> >ST line's ability to compete in the long term with the IBM clone market.
> >That would explain their reluctance to spend the money to finish the job
> >they started: provide documentation, software, firmware, and hardware
> >inhancements.
>
> I would take this one step farther and say that it is clear to me, that
> Atari's management has no faith in Atari Corp.'s ability to compete in
> the long term with the entire US computer market, especially the business
> market.
>

At the Hannover Fair last week, one of the Flying Tramiel Brothers said that, since iratA gets 60% of its (16-bit ?) revenues from Deutschland, the US market would suck hind tit, not to put too fine a point on it.

The grafitti is on the wall. Time to dump the boat anchor while you can still get a decent price for it. Don't count on Two-Tongue Jack to ever support the ST in the US. All he'll ever provide is crumbs to keep the peasants quiet.

2712. smalltalk for the st?

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 17:40:59 UTC
From: miken@hcrvx1.UUCP
Message-ID: <1593@hcrvx1.UUCP>
Source record: 253512

i should think that the ST, with bitmapped screen and drawing/windowing primitives, would be a natural for something like Smalltalk/V, certainly as good if not better then a PC would be (flames to /dev/null). does anyone know of a version of smalltalk that runs on the ST? i have Little Smalltalk running here at work and could/would port it if there isn't a version already running on an ST out there somewhere, but i'd rather not reinvent the wheel.

2713. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 17:54:42 UTC
From: bill@sigma.UUCP
Message-ID: <1584@sigma.UUCP>
Source record: 253513
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <2706@tekigm2.TEK.COM> phils@tekigm2.UUCP (Philip E Staub) writes:
>>P.S. Gosh, if I had thought of this sooner, I could have copyrighted the use
>>of a KEYBOARD, and put hundreds of people out of work waaay back in the
>>beginning of computer-history...
>Don't laugh. As I recall, either RCA or GE has a patent on the use of CRTs
>for display of alpahnumeric characters generated as a scanned dot matrix.
>Sound familiar? Like in (virtually) every terminal and computer in
>existence.

This is true. I seem to recall it was Sylvania, but in any case, a logic analyzer company I worked for years ago was notified that we were infringing on this patent. They offered to license us for the nominal fee of something like $10 per unit (~$10k machine). Too small to fight, really.

What this would have given them, besides pocket change, is an accurate knowledge of our sales figures, something our competitors would dearly have love to have.

As I recall, that patent was under litigation, and the company took a "wait and see" stance. I've no idea if the case has been resolved.. and my old company no longer exists.

Patents can be useful for all sorts of things, if you have the right ones.
--
William Swan {ihnp4,decvax,allegra,...}!uw-beaver!tikal!sigma!bill

2714. MegaByte board??

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 18:16:17 UTC
From: 870646c@aucs.UUCP
Message-ID: <1000@aucs.UUCP>
Source record: 253514

What ever happened to the 68016 board for the ST by MegaByte. There was
alot of news about a moth ago, and then nothing. If anyone has any news about
the board could they please pass it on. Please include any benchmarks if
possible
later
Barry

2715. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 18:26:14 UTC
From: pfeifer@vax1.acs.udel.EDU
Message-ID: <873@udccvax1.acs.udel.EDU>
Source record: 253515
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

Claris is the subsitiary of Apple that is in charge of the application software - they have just released new versions of MacPaint, MacDraw, MacWrite, etc.

Mark

2716. Advertising (was Re: sink or swim)

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 18:50:28 UTC
From: rjung@sal3.usc.edu
Message-ID: <557@nunki.usc.edu>
Source record: 253516

In article <88032219051620D.AFQC@Mars.UCC.UMass.EDU> Consult@UMass.BITNET writes:
>...that [Mac] sales really started
>to jump. I was selling macs at that time. The Key: advertising!

Didn't Uncle Jack say so himself relatively recently? I could'a sworn I read somewhere that the man said (I think it was _Atari Explorer) "In America, people want what their neighbors have. In Europe, people want the best deal" (In regards to ST popularity in Europe and not America).

>This is an example, perhaps not the best one, of Atari's mistakes in
>advestising. If they correct this kind of thing their sales could only
>go up.

I doubt Atari doesn't know already the power of ads in computer sales. Who can forget all those Commodore 64 ads when Jack was there? What about the kid who went to college without a C-64 and came back an oiverweight dropout? Sure, it was implausable, but YOU REMEMBERED it.

The fact that atari isn't advertising a lot in America right now is probably *not* due to "ignorance", but of circumstance...In this light, the official excuse (is that word too harsh?) that Atari Corp. is just waiting for more ST's to become avaliable may be plausible (advertising without stock is a waste of money, you must admit)...

>The other problem atari has is more basic: support. The atari support is
>pretty lame right now. As an example, I wrote a letter to Allan Pratt
>with some questions, and although I know he's a busy guy, I thought he
>might at least respond. I guess, (I'll take that back) that that is asking
>too much. Granted. Ok, but how about some books on the ST?

Alan Pratt's non-replyance can't really be a barometer of anything (I think). How much technical expertise does the Atari customer service line give? As for books, that is *so* true...But who would write them?

(Hey, maybe Atari will just compile all of the net.messages here, and put that into a book! Now *there's* an idea... B-)

>The clock is running...

For 2 1/2 years, it ain't that bad.

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =

===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2717. A semi-conductor cartel?

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 19:46:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8803240050.AA25115@ucbvax.Berkeley.EDU>
Source record: 253517

Isn't this what is really happening? The U.S. and Japan are forming
a de facto semiconductor cartel, and both countries are cleaning up.

2718. Re: pirating, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-03-23 21:22:21 UTC
From: zgel05@apctrc.UUCP
Message-ID: <464@apctrc.UUCP>
Source record: 253518
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att

In article <2969@gryphon.CTS.COM> arthur@pnet02.cts.com (Arthur L. Rubin) writes:
>kudla@pawl20.pawl.rpi.edu (Robert J. Kudla) writes:
>>...Also, like an audio recording, any
>>computer-based record cannot be used as evidence in a court of law.
>This is news to me. Can any lawyers confirm or deny. It seems to me that, if

Last year, in mod.risks, several reports about an individual in England being prosecuted for planting a "time-bomb" in a software system indicated the judge had ruled inadmissable a number of computer records because they had not been properly stored away. This implies that had the police there properly locked up the evidence (backup tapes in this instance) to insure against their being altered, that they would have been admissable as evidence...

--
George Lehmann, ...!uunet!apctrc!zgel05
Amoco Production Co., PO BOX 3385, Tulsa, Ok 74102 ph:918-660-4066
Standard Disclaimer: Contents are my responsibility, not AMOCO's.

2719. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 00:48:40 UTC
From: sdl@linus.UUCP
Message-ID: <27668@linus.UUCP>
Source record: 253519
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <11830@sri-spam.istc.sri.com> robert@sri-spam.istc.sri.com (Robert Allen) writes:

> In article <1457@ur-tut.UUCP> aptr@tut.cc.rochester.edu.UUCP (The Wumpus) writes:
> +
> +The person responsible for developing the Mac enviorment came from
> +Xerox PARC. Apple decided (or rather Jobbs decided) to hire him
> +because they had tried to write a system on their own and had really
> +botched it. My father was at PARC (Palo Alto Research Center) the day
> +Jobbs hired the guy (I can not think of his name).

Actually, the guy that Apple hired away from Xerox PARC (Larry Tesler?) didn't invent a lot of those ideas either. Let me quote from an article entitled "A Display-Oriented Programmer's Assistant," by Warren Teitelman:

The idea of a display composed of multiple, overlapping regions called "windows" is attributable to and an essential part of the Smalltalk programming system designed and implemented by the Learning Research Group at Xerox Research Center. In particular, ... the work of Dan Ingalls on the Smalltalk user interface. The idea of using the display as a means for allowing the user to retain comprehension of complex program environments, and to monitor several simultaneous tasks, can be found in the work of Dan Swinehart [who wrote about this while at the Stanford AI Lab in 1974]. The use of the "mouse" as a pointing device for selecting portions of a display goes back to the early work on NLS [written up by Englebart and English in 1967!].

As I heard the story, the Xerox researchers adopted the version of the mouse that Doug Englebart had developed in 1973.

So anyway, *none* of these things is original with Apple; I hope that the defendants call Dan Englebart, Adele Goldberg, and/or Dan Swinehart as witnesses. That might kill Apple's lawsuit game once and for all....

Steven Litvintchouk
MITRE Corporation
Burlington Road
Bedford, MA 01730

Fone: (617)271-7753
ARPA: sdl@mitre-bedford.arpa
UUCP: ...{cbosgd,decvax,genrad,ll-xn,mit-eddie,philabs,utzoo}!linus!sdl

"Those who will be able to conquer software will be able to
conquer the world." -- Tadahiro Sekimoto, president, NEC Corp.

2720. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 00:59:24 UTC
From: suh@cunixc.columbia.edu
Message-ID: <512@cunixc.columbia.edu>
Source record: 253520
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <1473@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
>
>apple has no way of claiming they invented (and own) window/mouse-type
>computing environments.
>-bill

Is this the point? Visicalc existed before Lotus 123. Both of them are
spreadsheets as many of you know. When Lotus Corp. brought 123 clone
companies to court, Lotus' argument was that they had copied Lotus'
look and feel. Of course I may be wrong...

/ken

Kenneth Suh PATH: suh@CUNIXC.COLUMBIA.EDU
312 McBain Hall, C/O Carman Hall SY.SUH@CU20B.BITNET
Columbia University ..!rutgers!columbia!cunixc!suh
New York, NY 10027

2721. Re: LEVEE - bug with LVRC=

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 01:10:51 UTC
From: david@bdt.UUCP
Message-ID: <194@bdt.UUCP>
Source record: 253521

In article <17673@watmath.waterloo.edu> achowe@watmsg.waterloo.edu (CrackerJack) writes:
>I used setenv and I have BDT csh v2.70. The author of LV did comment
>that he read the environment variables in some other format to that
>of msh and csh. As for using a filter, I'll wait for an update.

I uploaded a short filter that is a short term fix (until a new LV).

>By the way, has there been updates to csh since v2.70, ANSITerm and
>Make? I haven't received any more literature since the last update.

We are in the process of mailing out new upgrade info to all registered
users. The latest Micro C-Shell is 2.72 (new gem, push/popd), and
MT C-Shell is 1.20. The mailings are going out in waves (sorry but
I can't afford a big mailing right now). Those of you that are in a
hurry can send me email, and I can US Mail, or UUCP, or email the files.
The information is also available for downloading from the BDT bbs at
(415) 452-4792 (login as 'bbs' at the UNIX prompt).
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2722. REAL IBM XT FOR SALE - NEW PRICE STRUCTURE

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 01:20:32 UTC
From: misha@nsc.nsc.com
Message-ID: <5025@nsc.nsc.com>
Source record: 253522
Cross-posted to: misc.forsale,misc.wanted,comp.sys.ibm.pc,comp.sys.att,comp.sys.amiga,comp.sys.atari.st,comp.sys.mac

Hello There:
I am selling my REAL IBM XT - 100%+ made by IBM.
It has an 8087 numeric co-processor and a V20 instead of 8088.
It has 256Kb 150ns DRAM on mother board.
It has REAL IBM EGA board.
It has REAL IBM hard disk controller.
It has 1/2 height 10MB Rodime hard drive.
It has a NEC765 4 floppy controller with
Serial Port #1, Parallel Port #1, Game Port #1 (In use).
It has 1/2 height 360Kb Shugart SA455 floppy drive.
It has REAL AST SixPakPlus expansion board with 384Kb 150ns DRAM,
Serial Port #2, Parallel Port #2, Clock/Calendar, Game Port #2.
It has REAL Keytronic KB5151 enhanced keyboard.
It comes with a joystick and Mouse Systems Mouse II (serial interface).
It also comes with switched 6 output filtered computer power center.
It has loads of public domain software and is formated with PC DOS 3.3.

All of the above can be yours for *** $1100.00/bo *** with no monitor.

The following extras are also available:

1/2 Height 10Mb IRWIN 110 Cartridge Tape Backup - $200.00 FIRM
uses small DC1000 1/4" cartridges
3 included (about $25 each retail)
Software, connects as floppy drive #4 to above 4 floppy controller.

20Mb Archive 9020I Cartridge Tape Backup - $300.00 FIRM
uses larger DC300XL/P 450' 1/4" cartridges
2 included (about $25 each retail)
Archive SC499 controller plugs into XT slot
Archive FASTAPE backup/restore software
External tape unit 8" floppy drive size - no case
External large power supply for tape unit (supplies +24v needed)

1/2 Height Syquest 5Mb Removable Cartridge Hard Disk Drive - $200.00 FIRM
uses 5Mb cartridges - 305 cyls, 2 heads, 17 sec
2 included (about $100 each retail)
needs hard disk controller that understands smaller drives

Sony KV1311CR 13" RGB monitor/182 Channel TV Receiver with remote- $350.00 FIRM
cable for above EGA included (about $15 retail)
runs in EGA's CGA mode - 640 x 200 MONO or 320 x 200 RGB

Ventel 212+ 300/1200 baud external modem (serial interface) - $150.00 FIRM
On board non-volatile 5 number memory

Hitachi HN50256-15 256K x 1 150ns DRAMs - $6.00 per chip FIRM
Standard AT DRAMS
107 chips available - CAS before RAS
add 1 more chip and you have 3 Mb of DRAM

Random mix of ??x64-15 64K x 1 150ns DRAMs - $2.50 per chip FIRM
Standard XT DRAMs
Several hundred available
--
NAME: Michael Umansky (misha)
E-MAIL:
sun! ----\
hplabs! --\
pyramid! --+----> nsc!misha
decwrl! --/
amdahl! -/
WORK:
National Semiconductor Corporation
1135 Kern Avenue, Mail Stop - 7C266
Sunnyvale, CA 94086
(408) 721-8109 (work)
HOME:
4331 Lincoln Way
San Francisco, CA 94122
(415) 564-3921 (home)

2723. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 01:46:46 UTC
From: wilkes@mips.COM
Message-ID: <1928@electron.mips.COM>
Source record: 253523
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <1473@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
>apple has no way of claiming they invented (and own) window/mouse-type
>computing environments. it seems to me that apollo was selling just that
>circa 1980. sun has suntools and NeWS. MIT/DEC/IBM/... have X. what's

I believe that it is generally accepted that the mouse was invented by Doug Englebart while he was at SRI. They did alot of research into alternative methods of human-computer interaction. Originally, the mouse was used with a keypad thingie that had 4 piano-key-shaped keys. The mouse had three buttons on it, and this allowed for many combinations since the mouse buttons and keypad keys could be used together. Doug can probably type faster using that setup than a regular keyboard. They also experimented with footpedals and knee pads. This made for a more active interaction with the computer - sort of looked like dancing. The foot/knee pedals did not survive the test of time. This was back in the sixties, I believe; pretty weird stuff for its time. There are undoutedly many papers that one could dig up describing the work. Doug Englebart now works for McDonnell Douglas (nee Tymshare, which bought the entire project from SRI and made it a product).

(Dis)claimer: Once upon a time, I worked for Doug Englebart at Tymshare.

-John Wilkes
--
-- @work:
-- {decwrl,ames,pyramid,prls}!mips!wilkes
-- OR, for those of great faith:
-- wilkes@mips.com

2724. Re: LISP Interpreter ???

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 02:08:27 UTC
From: dmb@zinn.UUCP
Message-ID: <219@zinn.UUCP>
Source record: 253524

In article <1019@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> I have the source to Xlisp version something -- not very recent. It's
> at home in an ARC file, but it's really big.
...
> It's
> pretty interesting, but lacked some things I needed for real use.

Allan,
You mentioned that XLisp lacked some things you needed. If you'll send
me a list of what you're looking for, I'll certainly consider adding it
to the next release. BTW, the current version is 2.0 and it *does* run on
the Atari ST (and is available on BIX).
David Betz

betz@mhis.UUCP (...decvax!elrond!zinn!mhis!dmb)
or
dmb@zinn.UUCP (...decvax!elrond!zinn!dmb)

2725. ST Kermit (was Re: secrets of FLASH?)

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 02:44:05 UTC
From: martin@lakesys.UUCP
Message-ID: <534@lakesys.UUCP>
Source record: 253525

UniTerm has a fine implementation of Kermit :-). It's available from
netlib@lakesys.UUCP. Send the message 'send index from archives.atari'.

Marty Wiedmeyer
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

2726. Re: STARTGEM.PRG

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 03:32:59 UTC
From: Jinfu@cup.portal.com
Message-ID: <4082@cup.portal.com>
Source record: 253526

Please post startgem.prg if it's working for Mega/New ROM,
I am looking for the program too.

Jinfu Chen
Jinfu@cup.portal.com

2727. Re: Housten file server

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 04:27:19 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1480@water.waterloo.edu>
Source record: 253527

In article <8803230043.AA01033@ucbvax.Berkeley.EDU> nfrech@ALMSA-1.ARPA ("Norman R. Frech") writes:
>I am having problems making contact with
>
> UH-INFO%UHUPVM1.BITNET
>
>Here is the output I get.

>>Batch SMTP transaction log follows:
>>
>> ...
>>554-Mail not delivered to some or all recipients:
>>554 Mail to UH-INFO is not allowed.
>> ...

Right. I had the same problem.

Either the file server in Huston is dead or else someone has decided to not allow the server to operate. I suspect the latter. I think that someone there could have mentioned it...

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@watdcs.BITNET
ljdickey@water.UUCP ...!uunet!water!ljdickey

2728. Re: Three questions.

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 04:39:01 UTC
From: sid@brambo.UUCP
Message-ID: <374@brambo.UUCP>
Source record: 253528

In article <80@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>...MWC provides
>two library functions to make this somewhat easier, look up access()
>and path() in the Lexicon.
>...

So where in the Lexicon would one find these entries?
They're not in my version 1.0.4 nor in my version 2.0
manuals. Where are they in yours?
--
Sid Van den Heede Voice: 416-792-1137
sid@brambo.UUCP FAX: 416-792-1536
...!utgpu!telly!brambo!sid
Bramalea Software, Suite 406, 44 Peel Centre Dr, Brampton, Ontario L6T 4B5

2729. microEmacs 3.7i (emacs.rc?)

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 05:22:36 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1072@sbcs.sunysb.edu>
Source record: 253529

I have a question about MicroEmacs 3.7i (the one I got from James Turner which supports the 50-line mode in monchrome). Whenever I invoke emacs.ttp, the startup file, emacs.rc, is read from the current directory if it exits.

Say I have both emacs.ttp and emacs.rc in directory d:
If I invoke d:\emacs.ttp from path e:, the startup file emacs.rc is never read. Is there any way to tell MicroEmacs 3.7i to read the startup file from a particular directory, like say setting an environment variable or invoking emacs.ttp with some -flag option??

Many thanks in advance for help. I've had this problem for a long while.

..LeAn

--
.., the Gods won't mind. CSNET:lean@sbcs.csnet
Gordon Merrick. ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

2730. Re: BITNET guru urgently needed

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 06:01:48 UTC
From: uace0@uhnix2.UUCP
Message-ID: <515@uhnix2.UUCP>
Source record: 253530

In article <621@dukempd.UUCP> gpm@dukempd.UUCP (Guy Metcalfe) writes:
>In article <570@myrias.UUCP> mj@myrias.UUCP (Michal Jaegermann) writes:
>>As you can guess, I was trying, in vain, to reach Houston public server.
>>So far UHUPVM1, from my point of view, is the closest thing to black
>>hole you can get.
>
>I'll second that. Good luck trying to find out how to get to Houston. I have
>asked the same question twice over the past 2 months and have gotten no
>responce.

OK, here is an official response from me, the KEEPER of ATARINET.

ATARINET is an INTERACTIVE ONLY file server.
This means you MUST be on BITNET and have interactive message facilities
available for your use.

On a VAX this is the SEND or SEND/REMOTE commands.
On CMS this is the TELL or MSG command.

I take extremely small mail requests, but I find that very difficult and
timely to process.

If you are on USENET, then give up hope. Sorry. :-(

listserv at canada01 will take mail requests, there are also various sites which
allow anonymous FTP, but I do not have explicit directions (or even sites).

If someone knows CMS EXEC2 or REXX, and would like to write me a simple
program to parse mail messages and send requested files, I would be willing
to run a batch every day.

Our system people will not install a listserver because they don't want to
take the time to maintain it. (double) :-(

If you are on BITNET and have INTERACTIVE messaging, send a message like:

TELL UH-INFO AT UHUPVM1 ATARINET HELP -or-
SEND UH-INFO@UHUPVM1 ATARINET HELP

- Mike Vederman

(Maybe we'll have better one of these days. Still, last month we had 3173
accesses to ATARINET.)
--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

2731. Re: UH-INFO dead?

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 06:15:44 UTC
From: uace0@uhnix2.UUCP
Message-ID: <516@uhnix2.UUCP>
Source record: 253531

In article <1461@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>Last evening I tried sending a message to UH-INFO@UHUPVM1.bitnet
>(UH-INFO at UHUPVM1)
>and the message was returned to me, along with some cryptic
>notations. Part of this response included this curious line:
>
> 554 Mail to UH-INFO is not allowed.
>
>Does this mean that some administrator at the University of Houston
>has closed down the file server?
>
>--
> L. J. Dickey, Faculty of Mathematics, University of Waterloo.
> ljdickey@waterloo.edu
> ljdickey@watdcs.BITNET
> ljdickey@water.UUCP ...!uunet!water!ljdickey

As far as I know, no problems exist.

They have been installing a lot of new equipment, as well as playing
around with communications lines, recently.

I know I have gotten unpredictable results at times trying to commnicate
with UH-INFO locally. (I hate it.)

Unfortunately, I can do little to avoid or circumvent such problems.
If you do experience problems, please send me mail when the problem occurs.
Send mail to UACE0 at UHUPVM1, and described or carbon copy the error
message you get. This would best help define the problems.

Sorry for any problems.... Just keep trying, it is still up.

- Mike
--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

2732. Re: atari to appletalk quest

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 09:16:16 UTC
From: wes@obie.UUCP
Message-ID: <85@obie.UUCP>
Source record: 253532

In article <512@uhnix2.UUCP>, uace0@uhnix2.UUCP (Michael B. Vederman) writes:
> Unfortunately, this cannot be done with the ST as it stands without external
> hardware (probably thru the DMA port). The reason for this is that the
> AppleTalk network uses a baud rate far greater than the ST can produce.

Not true. The MIDI port can be easily driven at 500K bps, much faster
than Apple's LocalTalk hardware, which is essentially an RS-422. If
you play with the baud rate generator on the RS232 port, you might be
able to get the kind of speed LocalTalk uses.

The ST's RS232 port is driven off the USART built into the 68901 MFP
chip. The clock for this USART is Timer D on the 68901. By
programming the 68901 carefully, using the Timer D registers and the
USART Conrtrol REgister (bit 7), you _might_ be able to build a
LocalTalk connector. Software to use it is quite another question :-).

Wes Peters
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2733. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 10:51:57 UTC
From: Steve_Yelvington@pell.UUCP
Message-ID: <361@stag.UUCP>
Source record: 253533

Mark Fischer describes a problem with Mark Johnson C:
> When I assemble a program that has any input form external
> sorces I get this error
> GETC UNDEFINED.
> I searched the file LIB.C and GETC is used but never defined.
> All I need is the code that I must add to LIB.C to define GETC.
> Thanks for your help.
> Mark Fischer
> BITNet: mwf8191@tamvenus

Please look again. getc(s) should be fairly near the top of LIB.C, right after gets(s) and getchar(). If it is indeed missing, your whole library is suspect and should be replaced.
If you discover getc(s) is defined but STILL have an error message, this may be the cause:

getc(s) is defined ABOVE scanf() in LIB.C!

If you are using scanf() and no other standard input, the MJC assembler-linker will gallop right past getc(), ignoring it because it is not (yet) needed. Then, after it assembles scanf() and finds that it NEEDS getc(), it can't back up and find it.
Somewhere in your source file, include this statement:

```
if (0) getc(stdin); /* kludge: doesn't execute, but fixes the problem */
```

The latest note I received from Mark Johnson indicates that version 2.0 will be available Real Soon Now (with many enhancements, including floating point) and will be posted in the usual places. Mark's address is: Mark A. Johnson, 5315 Holmes Place, Boulder, CO 80303

Steve Yelvington@Pell (STadel)
uucp: ihnp4!meccts!stag!pell!Steve_Yelvington
Delphi: YELVINGTON

2734. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 12:53:19 UTC
From: peter@nuchat.UUCP
Message-ID: <851@nuchat.UUCP>
Source record: 253534
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article ... robert@sri-spam.istc.sri.com (Robert Allen) writes:
> If Apple wins its' suit, and Xerox then sues Apple, it will
> be doubly ironic since Apple will have spent the money to
> develop a precedent which Xerox could then use to its' advantage.

Truth is stranger than fiction.

Atari set the original precedent for visual copyrights, back when they were suing everyone over Pac-Man. Atari was one of the losers in the Apple-vs-GEM lawsuit.

I doubt that Xerox can sue Apple, since I doubt the license they sold Apple was anywhere near as restrictive as the one Apple sold Microsoft.
--
-- a clone of Peter (have you hugged your wolf today) da Silva `-_-'
-- normally ...!hoptoad!academ!uhnix1!sugar!peter U
-- Disclaimer: These aren't mere opinions... these are *values*.

2735. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 12:57:02 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1988Mar24.075702.10657@gpu.utcs.toronto.edu>
Source record: 253535
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In addition to suing uSoft and HP, Apple has decided to sue XEROX for
retroactive infringement on Apple's copyrights. This includes copyrights
on the concept of computer, use of the english alphabet etc. (8{)).

Would someone please tell me when computers became a busy-ness? I must have
missed that posting.

pavneet arora
parora@utgpu

PS. I guess this means we forget about X-Windows and NeWS since they use...
you know the 'w' word (Oh my gosh - I almost said it that time).

2736. Re: Apple sues Microsoft *AND* Re: pirating, ad nauseum

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 13:05:53 UTC
From: peter@nuchat.UUCP
Message-ID: <852@nuchat.UUCP>
Source record: 253536
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att

```
Well, now that everyone in the local spiral arm of the galaxy has been made
aware of these discussions, how about taking them to comp.misc, where they
belong?
--
-- a clone of Peter (have you hugged your wolf today) da Silva `-_-'
-- normally ...!hoptoad!academ!uhnix1!sugar!peter U
-- Disclaimer: These aren't mere opinions... these are *values*.
```

2737. Re: Virus-- suggestion!

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 14:10:02 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2164@ttidca.TTI.COM>
Source record: 253537

In article <4132@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>[]
>
>Another suggestion: could somebody make a dump of the boot sectors of
>a standard SS floppy, a DS one, standard HD setup, etc? These dumps could
>be compared with what's on a disk that is suspected of having been hit
>by a virus. One could even write a program that has these dumps embedded,
>compares with what's on the disk, reports about differences, and,
>upon request, replaces what's on the disk with the standard.
>

There's really only about 30 bytes of important data in the boot sector of a non-executing floppy. The rest is usually random garbage, and varies wildly. Very few formatters are polite enough to clear out the garbage before using a buffer to prototype the boot sector.

No disk should be bootable unless you know exactly what it does. The program I posted a couple days ago, in response to disk formats and DCFORMAT, will tell you if a disk contains a bootable first sector. If it does, and you didn't know it, be very suspicious.

I'll make this offer:

If anyone locates a virus infected floppy, send me an exact copy (via PROCOPY, ST-COPY, or some equally comprehensive image copier). I'll disect the virus, post an autopsy report here, and provide a program that will detect and kill the virus on any disk you feed it. I think I know enough about how disks work on the ST to back up this offer with confidence.

Mail the virus disk, CLEARLY LABELLED "VIRUS DISK", to

George R. Woodside
5219 San Feliciano Drive
Woodland Hills, Ca. 91364 (USA)

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

2738. Re: Turtle v 2.17

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 14:11:45 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2165@ttidca.TTI.COM>
Source record: 253538

In article <19880323151557.9.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>I just got Turtle version 2.17 from George Woodside, and it does indeed
>fix the size-remaining-in-ramdisk bug. Unfortunately I lost track of
>who all else requested an updated copy. Would the folks that asked me
>to send them the update please message me again? I promise not to lose
>you this time. :-}

No need. Now that we seem to have a new moderator and the binaries
newsgroup is returning to life, I'll be sending a copy in.

Inews
Food.
.
.
.
.
.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

2739. Re: accessory and RAM resident stuff

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 15:00:18 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17768@watmath.waterloo.edu>
Source record: 253539

>> For instance, [in an accessory] I would like to be able to use string
>> writing functions in which you can do a newline and the text will scroll
>> up without having to rewrite each line. That pretty much precludes the
>> use of windows, which seems to be the structural backbone of desk
>> accessories.
>
>You can do it -- but you have to take over the screen. The VT52 emulator
>is a perfectly legal desk accessory. When you open it, it clears the
>screen and uses the alpha text output functions of the BIOS. When you
>hit UNDO to leave it, it clears the screen again and sends the desktop
>a redraw message so it'll all get redrawn. (At least, that's what I
>*think* it does.)

As in my previous note on this, when I traced through the emulator
they did two things which I now do. First they save the video memory
that the menu line occupies, then on exit they restore this and do
a form_dial to restore the rest of the desktop screen. Oh. Also they
turn the mouse off during text mode.

This might be something you could add to the NEW ROMs, a way to store
or turn off the menu bar and back again.
--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2740. ST Prologs

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 15:13:19 UTC
From: pjd@mandrill
Message-ID: <2391@mandrill.CWRU.Edu>
Source record: 253540

Don't pass XPRO by just because it is $39.95 versus the $199 price
of MProlog. I have used both and XPRO is a genuinely capable Prolog.
XPRO also has access to GEM/VDI/TOS. MProlog supports Eagle (3D turtle)
graphics, but NO mouse input device! Both are interpreted. (Wish
I had benchmark figures for a better comparison.)

2741. The lawsuit for the rest of us....

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 15:17:46 UTC
From: pjd@mandrill
Message-ID: <2392@mandrill.CWRU.Edu>
Source record: 253541

Two quotable quotes:

Prabhaker Mateti: "Let's hope IBM joins the suit and they do
the job right."

Gred Ordy: "When the lawyers got done and the dust settled, it
wasn't clear that society was advanced in any way."

2742. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 16:41:59 UTC
From: bobmon@silver.bacs.indiana.edu
Message-ID: <1275@silver.bacs.indiana.edu>
Source record: 253542
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

Apple might "win" this if they can merely tie up Presentation Manager et al for a few months -- Some market lead time can be enough to make or break a product, regardless of eventual lawsuit outcomes.

2743. Re: RTX, questions

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 18:41:50 UTC
From: david@bdt.UUCP
Message-ID: <195@bdt.UUCP>
Source record: 253543

In article <995@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
>I am considering buying the RTX program, but I need to know somethings first.
>If these questions seem kind of on the beginner level that is because they are!
>Is it possible to say run BB/ST or Michtrons BBS in the background while using
>a GEM based program in the foreground? Also will it work with Laser C(I know
>that Laser C runs stuff in the background itself)? Also how much of a lose in
>speed is there by running one of these prgs. in the background?

RTX has the capability to run programs in the background. I know Innersactum BBS and Forem ST operate in the background while another program is used in the foreground. I think Laser C conflicts with MT C-Shell and RTX. I have sent Megamax a test copy of MT C-Shell and I have yet to receive a copy of Laser C for testing. Speed loss depends a lot on the program in question. With a BBS, there isn't that much going on at 1200 or 2400 baud, and there's usually plenty of CPU left over for the foreground task.

If you are a beginner, and not a programmer, please don't buy RTX. It's not what you want. MT C-Shell is the better choice for beginners. If you want to try your hand at writing your own multitasking programs, then get RTX, but you will need a good C compiler that works well with RTX, like Mark Williams C. I hope this helps.

--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

2744. Re: LISP Interpreter ???

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 20:18:41 UTC
From: wes@obie.UUCP
Message-ID: <86@obie.UUCP>
Source record: 253544

In article <500@nunki.usc.edu>, rjung@sal1.usc.edu (Robert Jung) writes:
> The only PD LISP interpreter I know of is XLISP, which you can get in the
> public domain. Antic offers it in their "ST PD library", and if you order it
> from them, it's $12 (shipping/handling/etc.). If you have a friend who has it,
> maybe you can just get a copy from him/er (is this legal?)

Yah, it's legal, XLISP is *truly* Public Domain, and all of us who
want to learn something about Lisp without spending a lot of money owe
Dave Betz a great thanks.

Rumor has it Dave and others are working on a new version of XLISP for
the ST, Amiga, and Mac, that support each system's environment in
native lisp. Like windows as objects, and menu events as
catch-and-throw type messages. I'd really like to see this!

> Like anything PD, it has no docs and no warranties.

Unlike most PD, you're only half-right. XLISP has no warranties, of
course, but it comes with a fairly well-written ~60 page user manual
on the disk. Looks pretty good when enhanced somewhat with your
favorite WP and printed on a laser printer. :-)

And XLISP *does* come with the sources, in C. Great for when you want
to fix something that doesn't quite work the way to expect it too, if
you're *REALLY GOOD* at hacking Lisp, C, and interpreters in general.

Wes Peters
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2745. Re: Info Requested

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 22:04:21 UTC
From: glenne@hpsrla.HP.COM
Message-ID: <2400005@hpsrla.HP.COM>
Source record: 253545

.
Joe,
The cartridge on my old 800 and 800XL is at $8000 to $BFFF. Many of
the cartridges just use the upper half (8K). It can be read directly,
no tricks necessary. Reading, saving to disk and then reloading is more
of a problem, but just rading is simple.

Glenn Elmore -N6GN-

N6GN @ N6IIU-1
glenne@hpsrla.HP.COM

2746. Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1988-03-24 23:25:47 UTC
From: CEN@PSUVM.BITNET
Message-ID: <37185CEN@PSUVM>
Source record: 253546

HI

I am in the market for a C compilier. I think I've decided on MWC, but I'm wondered how useable it is on a ST with 1 meg and 1 SS drive. If anyone has used this configuration, could I hear some comments.
Jim Condon
CEN at PSUVM

P.S. Does anyone know where you can find v2.0 of Xlisp on the net?

2747. Re: Dead mice (was Re: secrets of FLASH?)

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 02:54:55 UTC
From: fyl@ssc.UUCP
Message-ID: <1117@ssc.UUCP>
Source record: 253547

First of all, you might consider fixing your mouse. Someone dropped one
of ours and it was fairly sick. Would go down fine but up sort of.
Having nothing to loose, I took it apart. It worked fine with the cover
off. Why? Because the opto-interruptor was out of alignment and outside
light supplied a light source at an angle so it would work. So, you just
put it in a dark room and tweak the screw that positions it until it works.
I did and it did. Then it got dropped again. The final solution:
buy a MouseBall from E A Brown. $39 and it doesn't move. Therefore it takes
less space and doesn't fall on the floor.
--
Phil uunet!pilchuck!ssc!fyl

2748. LISP

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 03:59:47 UTC
From: 870646c@aucs.UUCP
Message-ID: <1007@aucs.UUCP>
Source record: 253548

Does anyone that has Cambridge LISP have a compiler for it, or does the compilercome with it. I am considering purchasing this product for some work at school.
next year. Also has there been any upgrades for it in the last year?
later
Barry

2749. Screen Saver?

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 04:02:08 UTC
From: ccs011@vega.ucdavis.edu
Message-ID: <1524@ucdavis.ucdavis.edu>
Source record: 253549

I've just written a program that allows me to generate/display
the Mandelbrot set (at variable magnification). I'd like to be
able to save them in Degas compatible files, but I'm not familliar
with Degas format.

I was wondering if any of you could tell me where I could find
the specs on Dega files, or, if its not too much trouble, send
me a description. Better yet, if anyone has some C source
(preferably Megamax, but its not neccessary) that will save the screen
to a Degas file please send it to me!

Thanks in advance,

ccs011@vega.ucdavis.edu
..!ucbvax!ucdavis!vega!ccs011

2750. Re: What is look&feel? (was Apple Challenges HP...) LONG

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 09:30:10 UTC
From: gwyn@brl-smoke.ARPA
Message-ID: <7543@brl-smoke.ARPA>
Source record: 253550
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <9499@ism780c.UUCP> darryl@ism780c.UUCP (Darryl Richman) writes:
>i. Declaration of Independence
>With the words "Congress shall have power...

Sounds interesting. Where can I get a copy?

2751. Re: smalltalk for the st?

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 12:13:53 UTC
From: federico@actisb.UUCP
Message-ID: <198@actisb.UUCP>
Source record: 253451

There is a port of SmallTalk-80 for the ST. It looks pretty complete, and they claim it runs exactly the same image as the SUN version. It's not cheap (~ DM 2000, that's 1300 Dollars, I think), but it seems to be worth it if you are serious on ST SmallTalk.

--
Federico Heinz "In Dubio Pro Libido"
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

2752. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 12:54:31 UTC
From: peter@aucs.UUCP
Message-ID: <1009@aucs.UUCP>
Source record: 253452
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

> Sounds like Apple is less interested in their own rights, and more interested
> in bigger profits (as though they don't make enough on their own vastly
> overpriced hardware!)...

Of course Apple is mainly interested in bigger profits. They're a business.
First and foremost. As is IBM and all the rest. As I see it, their number
one goal is to make more money and the bigger their market slice is, the
bigger their profits (theoretically). I found it very amusing that shortly
after Apple announced the Mac II (the first "open" Mac), IBM announced
the PS/2 Model 25--a PC in a one piece suit and virtually closed, just
like the original Mac. Maybe Apple should sue them for that as well! :-)

--
Peter Steele, Microcomputer Applications Analyst
Acadia University, Wolfville, NS, Canada B0P1X0 (902)542-2201x121
UUCP: {uunet|watmath|utai|garfield}dalcs!aucs!Peter
BITNET: Peter@Acadia Internet: Peter%Acadia.BITNET@CUNYVM.CUNY.EDU

2753. New Arcprogram for VAX/VMS and new UU**CODE for VAX/VMS

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 13:05:00 UTC
From: USER@DJUKFA53.BITNET
Message-ID: <8803251310.AA29945@ucbvax.Berkeley.EDU>
Source record: 253453

Hi atarians !

I just fixed a small bug in my UU**CODE stuff for the VAX.
UUDECODE now can handle the Dumas splitted file format.
UUENCODE is not changed yet. (No time... sorry).
And there is another new program. I called it VMSARC.
It is ported from VMSSWEEP which is based on ARC V5.0 .
It is not able to put any file in the archive or change
anything inside the archive but that is planned for future version.
But can use many other features like Extract,List,Verbose List, etc.
The files that you extract from the archive are in a special format
so that you don't need Kermit with binary mode to tranfer it to the
Atari.

Both program packages are send to UH-INFO@UHUPVM1.BITNET.
If there is any server in another network that wants to have it
just leave me a mail.
If there is anybody who wants to talk about his experiences,problems etc.
or has suggestions for next versions just leave me a mail too.

Greetings

Christian Bode
KPH017@DJUKFA11.BITNET
USER@DJUKFA53.BITNET <-- prefer this one !

2754. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 14:29:49 UTC
From: zach@mruxb.UUCP
Message-ID: <612@mruxb.UUCP>
Source record: 253454
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <1473@alliant.Alliant.COM>, rosenkra@alliant.UUCP writes:
> apple has no way of claiming they invented (and own) window/mouse-type
> computing environments. it seems to me that apollo was selling just that
> circa 1980. sun has suntools and NeWS. MIT/DEC/IBM/... have X. what's
> going on here?
>
> -bill

John Dvorak wrote a column in the latest (?) PC Magazine
(the cover announces a comparison of low-end desktop publishing pkgs)
in which he talks about:

what users have in store for themselves if Microsoft Windows/
IBM Presentation Manager doesn't get picked up by the user
community.

His thesis is that we're all in for some troubled times if this
happens, since graphic interface technology would be left in the
hands of a company which seems to understand only the word
"proprietary".

John wrote his column months before the Apple suit against
Microsoft and HP, but it seems to be right on the money.

Zach Shoher "The above opinions are mine and mine alone"

2755. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 14:40:40 UTC
From: normd@tekigm2.TEK.COM
Message-ID: <2726@tekigm2.TEK.COM>
Source record: 253455
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

I keep hoping for these things to stop, but they don't! Please! Edit the newsgroups line and the followup-to line.

In the meantime, is there any way to place in a "kill" file, any article with more than two newsgroups? I, personally, don't care to read what most people prefer to broadcast. Please excuse the mild flame. It's morning, and I have a headache, and it's raining, and I had a flat tire, and - and ...

2756. Re: Laser C bug (also: GNOME)

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 14:41:24 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4158@batcomputer.tn.cornell.edu>
Source record: 253456

[]

Some people have alerted me to the fact that K&R do NOT include &&, ||, etc
in the ops allowed in a "constant expression", so Laser C not allowing
"#if (A && B)" is not a bug. I still think it is, since:

1) (A && B) is just as CONSTANT as (A & B), so it must be
an oversight on the part of K&R.

2) the logical ops are explicitly included in the draft ANSI
standard C. This is 1988, not 1978!
Laser C supports many other things that are not in
K&R (e.g., enum), so why not support this relatively
trivial thing?

3) other compilers that I use allow the logical ops in #if,
including UNIX compilers and Turbo C. Thus, my code
is held at a low common denominator by Laser C!

BTW, it is 4 weeks past the time that Megamax claimed they finally GOT the
Laser C manual, and I STILL don't have it. Oh well, it's probably in the
mail (3rd class)...

- Moshe Braner

PS Re: GNOME. I've been told that when you ftp (into tcgould.tn.cornell.edu)
you are at ~ftp, so you need to "cd pub/gnome" to find GNOME. Warning: the
"alt_chars" array structure in "help.c" is defect since the chars that should
have the MSB set don't. If you want to compile on the ST or MS-DOS I suggest
you ftp the "source.arc" file and download it first.

2757. Re: Hard disk drives for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 16:12:29 UTC
From: avy@yugas.UUCP
Message-ID: <782@yugas.UUCP>
Source record: 253457

In article <880322-161915-2761@Xerox>, jeffers.Wbst@XEROX.COM (Bill) writes:
> With all this complaining about the price of hard drives I'm surprised there
> isn't
> more interest in the german magazine article describing how to hack an ibm drive
> onto the dma port. I for one am extremely interested in getting a translation
> and a schematic.

Why bother with the German magazine ?

1. Assuming that you have the translation, you still have to build a converter
board.
2. Assuming that you have the DMA->HD converter board you still have to get
or write a hard disk device driver/formatter. STHD.prg from Atari and
TAMInit.prg from GlobeStock are not in the public domain !
3. You can purchase a DMA->SCSI converter with all the software necessary to
format and access a hard drive for less than $100.00 US.
4. You can by an Atari - 20Mb drive for less than $700.00.

Others have done it, why re-invent the wheel ?
--
Avygdor Moise, York University. (C.R.E.S.S.), Petrie Bldg. Rm 340,
4700 Keele St., North York, Ontario, Canada. M3J 1P3
UUCP: ...!nexus!yugas!avy Tel:1 416 736-5359
BITNET: "yugas!avy@.yunexus.bitnet"

2758. Re: Dead mice (was Re: secrets of FLASH?)

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 16:45:03 UTC
From: jsp@sp7040.UUCP
Message-ID: <302@sp7040.UUCP>
Source record: 253458

In article <536@nunki.usc.edu>, rjung@sal6.usc.edu (Robert Jung) writes:
> You too? My mouse keeled over last night (well, it works, it just won't go
> to the right)...I'm going to hunt for replacements today. I sure hope it
> doesn't take a month to replace (I love my point-n-click)...
>

At one time I was having trouble with my mouse not wanting to roll
in a particular direction (I forget which one). I found that the little wheels
the ball rolls around on were wo caked with crud that it would not turn them.
After removing the ball, I simply very carefully used a sharp pointed knife to
scrape the line of stuff off. after that it worked fine. I don't know if this
is your problem but it sounds like a good place to start.

-- Johnnie --

2759. Mice and possible substitutes

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 16:48:11 UTC
From: rjung@sal4.usc.edu
Message-ID: <575@nunki.usc.edu>
Source record: 253459

In article <1117@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
>buy a MouseBall from E A Brown. $39 and it doesn't move. Therefore it takes
>less space and doesn't fall on the floor.

Yeah, but dragging with one of those must be pretty hard...

I'll stick with my mouse, thank you. Nothing against your suggestion (hey,
go ahead), but I like the ability to zip across the screen, clicking everything
in sight. Besides, I'm lame with a track-ball.

--R.J.
B-)

P.S. And Apple ain't taking THAT away from me!

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2760. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 16:50:02 UTC
From: daveh@cbmvax.UUCP
Message-ID: <3523@cbmvax.UUCP>
Source record: 253460
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

Keywords: Apple Mac HP Microsoft Windows OS/2 New Wave Frivolous Litigation

In article <1293@ut-emx.UUCP>, jcc@ut-emx.UUCP (J. Chris Cooley) writes:

> In article <1457@ur-tut.UUCP>, aptr@ur-tut (The Wumpus) writes:
> > Apple is either getting cockey or just plain stupid. Do they really
> > think they can take on both HP and Microsoft?
> [other stuff deleted]

I wonder, too, if Apple's seen the new HP computerized lab equipment, like the cool timing analyzer I've been playing with here. No mouse installed (it's optional), but via it's touch screen you get pull down menus, requesters/ dialog boxes, gadgets, whatever you call them. Certainly looks more Mac-like than Amiga like, but if Apple trys to take this away from me, I'm gonna get mean.

At least there's a better chance of any of this really going to court and getting settled, for better or worse, this time. DRI was a hurtin' cowboy when Apple went after them, certainly HP and MicroSoft are strong companies and hopefully won't be pushed around.
--
Dave Haynie "The B2000 Guy" Commodore-Amiga "The Crew That Never Rests"
{ihnp4|uunet|rutgers}!cbmvax!daveh PLINK: D-DAVE H BIX: hazy
"I can't relax, 'cause I'm a Boinger!"

2761. Re: LISP Interpreter ???

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 17:08:53 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1625@ncsuvx.ncsu.edu>
Source record: 253461

In article <219@zinn.UUCP> dmb@zinn.UUCP (David Betz) writes:
[some deleted text]
>... BTW, the current version is 2.0 and it *does* run on
>the Atari ST (and is available on BIX).
> David Betz
[some more deleted]

Could someone make this version of XLisp available in the .bin. section?
I don't have access to BIX and would like to get a copy.

Thanks in advance.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2762. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 17:26:57 UTC
From: kurt@tc.fluke.COM
Message-ID: <3221@fluke.COM>
Source record: 253462
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

Apple is not challenging MS's use of mousies and windows, but of the use of windows with a specifically drawn bar on the top, a specifically drawn close gadget on the upper left, and all those specifically rendered images of specific buttons and controls all around the border. It is saying that MS's copy is so close as to confuse a legal mind over whose product it is. It is my opinion that Apple has a legitimate and moral right to protect their commercial art (a contradiction?) just like any logo or trademark. If MS wants windows, dialog boxes, file icons, etc., that may be ok, but they must "look and feel" different from the ones Apple uses so that you will be able to tell the products apart. MS might even be able to get away with putting them in the same place on the screen if they were drawn differently. making an argument that the placement on the screen was dictated by function, not by art. (There is even some evidence in the human factors literature for this). DRI redrew their window stuff and escaped (with an undisclosed settlement). Commodore redrew their window stuff in an effort to preempt a lawsuit by Apple for the same reason.

2763. Copyright law [was Re: Apple Challenges HP New Wave, ...etc...]

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 17:36:11 UTC
From: doug@eris
Message-ID: <8006@agate.BERKELEY.EDU>
Source record: 253463
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <249@sdti.UUCP> mjy@sdti.UUCP (0000-Michael J. Young) writes:
>First of all, even though the initial technology on which the Macintosh
>user interface is based was developed by Xerox, Apple has certainly added
>much to it. In fact, they've added enough to be granted multiple
>copyrights.

It doesn't necessarily work that way. Copyright law protects derivitives
of a work as well as the original. If I write a book and copyright it,
then if someone "improves" it by rewriting it into a screenplay, I
still own the screenplay, despite their improvements. If someone translates
my book into Swahili, I am still protected, and the Swahili version
is still copyright by me since it is derived from my work.

The fuzzy legal questions have to do with things like, how similar does
something have to be in order to be considered to be derivitive? The
law is moderately straightforward, but much is left to interpretation
(read: lawyers having a field day in court). Usually it is decided based
on things like whether access to the original work can be proven, testimony
by expert witnesses, the whim of the jury, etc.

More important than any of the above: someone recently said that Apple
licensed the user interface technology from Xerox. If this is true, (does
anyone know for sure one way or the other???), then much of what is being
argued on the net recently is irrelevent, since it then follows that
Apple bought the right to creative derivations from Xerox's original
work, but others perhaps did not. Then Apple's case would have a certain
amount of merit, and the legal arguments in court would get interesting
and likely take a long, long time.

If Apple did *not* license the technology from Xerox, then they're really
just making trouble, because A) Xerox could and should claim infringement
by Apple, but B) since they have not done so previously, it would be
argued that Xerox gave up right to protection by not protecting their
property (an important part of the law, btw), and therefore C) Xerox's
work becomes public domain, which D) makes Apple's stuff a derivitive
of a public domain work. (These arguments would presumably be made
by amicus curae, "friend of the court", i.e. knowledgeable parties not
directly involved in the suit who nonetheless would like to throw their
two cents in to try to sway the court in a favorable direction; Commodore
and Atari might fit in here, for instance.)

Now, derivitives of public domain works *can* be claimed as copyrighted
works (so long as significant improvements were made), but then HP et
al would have a strong case of claiming that they, too, derived their
stuff from the public domain Xerox works rather than from Apple's

proprietary work. Then the question would be: does HP's stuff look
more like Apple's or Xerox's???

>
>Second, HP must have felt that the copyrights were valid, because they
>requested a license from Apple. Then they went ahead and violated the
>copyright after a license was denied. They then publicly described the
>product as conforming to the copyrighted 'look and feel'. I'm not a
>lawyer or judge, but if I saw this kind of blatant disregard for a
>copyright, I'd be inclined to award damages.

Maybe...but HP could claim that they tried to license what they regarded
as an invalid copyright just to avoid trouble (the "prudence" in
"jurisprudence"?), but that Apple is engaging in unfair marketing practices.
Etc. Lawyers will have fun with this one.

Note finally that courts typically avoid setting precedents when possible,
because if a lower court tries to set a precedent on an important subject,
then a higher court may well reverse the decision, which makes the judge
on the first court look bad...can ruin a career. Therefore the novel
aspects of copyright protection of "look and feel" are unlikely to be
the central focus of the case unless and until it reaches a high court.
Unless some judge is really feeling cocky...

The above interpretations are my personal opinions, are offered on a
speculative basis, and should not be construed as legal advice.
Doug Merritt doug@eris.berkeley.edu
or ucbvax!unisoft!certes!doug

2764. Spectrum 512 and my machine...

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 18:12:28 UTC
From: long@sask.UUCP
Message-ID: <1072@sask.UUCP>
Source record: 253464

I have discovered something very interesting about either my machine or about Spectrum 512 (demo). When I first turn on my ST and display Spectrum images, it works perfectly. After about 5 minutes, the images start to flicker (only certain pixels). After more time (about 2 more minutes), more and more pixels have started to flicker, eventually ending up with the whole image being a flickering, indistinguishable mess. It's a neat effect, but undesired.

Why is this happening?? My guess is that somehow as my machine gets warmer, something doesn't run as fast. Anybody have any guesses as to what is happenning?? (1 Meg. 520 ST, using colour TV). Is my memory dubious? Is my video shifter about to die a painful death??

Thanks, Warren (long@sask)

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-

2765. Re: smalltalk for the st?

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 18:14:11 UTC
From: u14@nikhefh.hep.nl
Message-ID: <443@nikhefh.hep.nl>
Source record: 253465

In article <1593@hcrvx1.UUCP> miken@hcrvx1.UUCP (Mike Nemeth) writes:
>[stuff deleted]. does
>anyone know of a version of smalltalk that runs on the ST? i have
>Little Smalltalk running here at work and could/would port it if there
>isn't a version already running on an ST out there somewhere, but i'd
>rather not reinvent the wheel.

At the moment I think there are TWO versions of Smalltalk for the ST. I just read an article in the German magazine "68000er/ST Magazin" about an implementation of Smalltalk-80 for the ST. This implementation requires a MEGA [2,4] ST because the size of the virtual system image is over 1.4 MByte. The price mentioned in the article is: 1700 DM for a small "CL" version, and 2260 DM for a professional version. With the professional version one can also talk to hardware components like the serial and parellel port. Considering the hardcopies in the magazine Smalltalk-80 on the ST has excellent graphics! The ST screen acts as a sliding window on the huge, virtual Smalltalk-80 desktop.

The second Smalltalk for the ST that I know of is a port of Little Smalltalk made by a friend of mine. If anyone has interest, I can ask him for the package and post it. It runs on any ST (although I'm not quite sure about machines with less than 1 MByte of memory).

Daan Josephus Jitta.

2766. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 18:17:20 UTC
From: good@atari.UUCP
Message-ID: <1024@atari.UUCP>
Source record: 253466

In article <54@avsd.UUCP>, govett@avsd.UUCP (David Govett) writes:
>
> At the Hannover Fair last week, one of the Flying Tramiel Brothers said
> that, since iratA gets 60% of its (16-bit ?) revenues from Deutschland,
> the US market would suck hind tit, not to put too fine a point on it.
>
> The grafitti is on the wall. Time to dump the boat anchor while you
> can still get a decent price for it. Don't count on Two-Tongue Jack
> to ever support the ST in the US. All he'll ever provide is crumbs to
> keep the peasants quiet.

I was at Hannover last week, and would contest the above most strongly.
Jack Tramiel's public statement at the Press Conference was almost
entirely in regard to DRAM issues. And he made a very strong point,
which received immediate applause, that "Atari will not increase prices
on account of the inflated DRAM costs. If that means we only make $55M
this year instead of $57M, so be it." I paraphrase considerably, but
nonetheless his message was clear. In addition we are making several
moves within Atari Sunnyvale to improve support for developers, as anyone
who has been following my postings should be able to discern. The effects
of these moves will be seen in the next few months. And we are certainly
not talking about dropping the ST/Mega, or even letting it stagnate. There
is ongoing development effort in several areas.

My personal opinion is that Mr. Govett is way out-of-line in his
interpretation of Mr. ?. Tramiel's remarks (where "?" can only be
Sam or Jack, as the other two were not in Hannover). Maybe he would be
so kind as to state the exact words used, and the originator, as I don't
recall any Atari executive using the words quoted.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

2767. Re: Virus-- suggestion!

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 18:55:28 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2377@bath63.ux63.bath.ac.uk>
Source record: 253467

In article <1288@uop.edu> exodus@uop.edu (EXODUS) writes:
>
>What if someone wrote a 'friendly' virus. One that fixed the bugs in the
>Operating System. One that multiplied so everyone's bugs were fixed.

No, no, a million times no. There is NO SUCH THING as a 'friendly' virus.
Consider the original Amiga virus. It wasn't meant to have any ill effects.
It was meant simply to sit around for a while, and then to pop up and say
(basically) 'hey look, guys, I'm a clever person who wrote a virus.' And,
indeed, that's all it does.

EXCEPT that if it finds a write-enabled disk, and installs itself, and the
disk happens to be a (probably expensive) copy-protected program, even that
is deadly. UK dealers alone have lost thousands of pounds worth of stock
to friendly viruses -- and the UK is hardly the world's biggest micro
market.

The other problem is that it would (unavoidably) interact (at best) or
interfere (at worst) with programs which attach themselves into the system
vector chains for specific known purposes -- and there are a lot of handy
programs which do that.

Even if you could avoid *that* (which I doubt) any resident program is going
to screw up someone's (probably my) very delicate space-allocation juggling
act. I've got ramdisks, spoolers, and ACCs very delicately balanced on the
various disks I might boot from, to leave just enough room for the major
application I might run in that environment. A few odd K sucked up for
something else would probably break many of my operating environments, and
then I'd have to go thru finding and de-virusing at least the critical
disks -- no matter HOW friendly the virus was.

I could get into the idea IF it could be demonstrably shown that the losses
would be small, and the gains large -- but I don't believe you could show
that (or guarantee it had been done right).

If you want to write a bug-fixer which an owner can install at will on
disks of his or her own choice, and which you believe will provide fixes
for all the bugs, fine. But you've got no business running programs on
other people's machines without them being aware you are doing it. Period.
And that's what your suggestion amounts to.

2768. Re: dead mice

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 19:18:37 UTC
From: sethk@sco.COM
Message-ID: <653@nod2sco>
Source record: 253468

chatterchatterchatter<4052@cup.portal.com>chatterchatterStMac@cup.portal.com:
| re: a reliable replacement for mice....
|
| I use a trackball - not hard to do...just get a joystick extension cable from
| your friendly neighborhood Radio Shack (make sure it has all 9 wires) and
| a DB-9 connector.....a little time with a soldering iron and BINGO!....
| only takes up about a 3x3 or 4x4 square on the ol' desktop.
|
| sun!portal!cup.portal.com!Stephen_Macuch (StMac)

[][][][][][][][][][]
I went to Radio Shack last night and had a look at the materials
described above. All you are describing is a 9-pin connector and
a joystick extension cable. These items will not do the trick.
Some wires have to be crossed. I would appreciate a list of how
to wire this.
BTW, this is not an easy soldering job, cadets.
-s

--
microsof
uunet ____sco!sethk I can make up my own opinions now.
ucscc /
ihnp4

2769. Re: Microsoft word support for Epson printers

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 19:49:02 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Mar25.144902.16973@gpu.utcs.toronto.edu>
Source record: 253469

In article <376@amelia.nas.nasa.gov> rowley@orville.nas.nasa.gov (Karl Rowley) writes:
>
>In a recent posting I stated that Microsoft Write from Atari does not
>include GDOS support for Epson FX-80 printers. It seemed too dumb to be
>true.
>
>Well it is true, but there is a solution besides buying Easy Draw. At
>B and C Computervision last weekend I saw some diskettes from Atari
>labeled "GDOS Fonts and Device Driver". There was one disk for the
>Epson FX-80 printers, and one for a Star printer. The disks were priced
>at $5 each, a price not a soul could object to. It was true, and it was
>good.
>
>Also, I picked up a copy of FONTZ! More on this later ....
>
> Karl Rowley
> rowley@orville.nas.nasa.gov
> ames!orville.nas.nasa.gov!rowley
>
>"Any views expressed are my own."

The copies of Microsoft Word being sold in Canada (still version 1.0) now
come with epson and okidata drivers. One huge problem though... Word
reformats your document when using the graphics print and the epson
driver - so what you see IS NOT what you get. Really frustrating on
long documents!
/leonard

2770. Latest rumors...

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 20:25:24 UTC
From: leigh@byuvax.bitnet
Message-ID: <165leigh@byuvax.bitnet>
Source record: 253470

According to the March 22, 1988 *Macintosh Today*, in an article with the title "Atari to test Apple market with Mac tools", Atari is going to mount a midyear attack on the US desktop publishing market held by Apple. "New products that will figure prominently in Atari's lineup include a LAN that is tentatively called PromiseLAN; desktop publishing software from Soft Logik Corp. of St. Louis and G.O. Graphics Inc. of Burlington, Mass.;Atari's SH205 20 MB hard disk drive and Omnicard."

Omnicard is supposed to be a HyperCard-like program. The PromiseLAN should support the AppleTalk protocol and other standard protocols. "The network supports Atari's older 1040ST computer, the newer Mega 4, the Mac, the IBM PC and Atari's SLM804 Laser Printer, ..." and should be out in 2 months. Also mentioned was the Magic Sac and Translator One by Data Pacific. A quote was given from Neil Harris claiming Atari could penetrate the Apple market.

(All proper company names are most likely trademarked etc. by said companies. The direct quotes come directly from the article and the whole article is (C) Copyright 1988 by the publisher most likely; couldn't find a notice. I have no relation to anybody/thing/company cited. Nothing quoted with direct permission. Etc.)

So, Atari hasn't changed yet. Lot's of hype and optimism and whatever you want to call it. So, Moses isn't dead... :-)

We'll see. Any comments. The people at *Macintosh Today* obviously thought it important enough to put it on pages 1 and 3.

Chad

chad@byuvax.bitnet

2771. Auto Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 20:40:00 UTC
From: ugptucha@sunybcs
Message-ID: <9584@sunybcs.UUCP>
Source record: 253471

Does anyone out there know of a program that allows you to boot
up your system with a ram disk installed complete with files in it?

I am currently using Rdy-disk Ram from MWC. I would like to be able
to turn on the power to my system and when my prompt appears I already
have my ram disk installed with the compiler, editor, etc.

Is there such a program. It would be a real handy thing to have!

Thanks for your help.

Ray Ptucha, SUNY/Buffalo Computing Center, UCS Student Consultant:
csnet: ugptucha@buffalo.csnet
uucp: ..!{nike|watmath,alegra,decvax}!sunybcs!ugptucha
bitnet: ugptucha@sunybcs.bitnet <-OR-> acscray@ubvmsc.bitnet

2772. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 20:57:53 UTC
From: miket@uop.edu
Message-ID: <1302@uop.edu>
Source record: 253472
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

>In article <1293@ut-emx.UUCP>, jcc@ut-emx.UUCP (J. Chris Cooley) writes:
>>
>> In article <1457@ur-tut.UUCP>, aptr@ur-tut (The Wumpus) writes:
>> > Apple is either getting cockey or just plain stupid. Do they really
>> > think they can take on both HP and Microsoft?
>> [other stuff deleted]

It is curious that Apple did not make mention of IBM (At least I don't think they did) in their law suit over the development of IBM's SAA (Systems Application Arch. -- I think :-)) which will make heavy use of overlaying windows similar to that of the OS/2 Presentation Manager. They also could have included IBM, since I believe IBM is also co-developer of OS/2's PM. Could it be that they are not really ready to play hard ball where the legal expenses of hassling with IBM could ruin Apple.

I think that Apple is testing the legal waters of Look-and-Feel law suits by taking on WINDOWS and NEW WAVE and hope to set a court precident while going against relatively equal contenders (MICROSOFT AND HP) before taking on IBM with OS/2 PM. If they did win the case (at least to the point where they did effect the look of WINDOWS or NEW WAVE) it would perhaps give Apple the incentive to go after more look-alike windowing systems like those on Sun's, Amiga's, Atari's (to beat up GEM again!!!) and, of course, IBM's newer systems.

I hate to think that Apple could start the equivalent of China's Cultural revolution in this countries computer community. It would also be a strange position for the rest of us relying on IBM's big stick (big $$$$$$$) to defend creativity and enhance competition in the computer industry.

These are my own rambling thoughts so don't take them too seriously, but I would appreciate any comments.

Mike Thompson, University of the Pacific

P.S. At least we now now Apple has BALLS. :^)

2773. Ultima

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 21:13:56 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8803252328.AA10853@ucbvax.Berkeley.EDU>
Source record: 253473

So.... Has anything been decided on this game yet? I have heard
from my local dealer that Ultima V (or might be called Ultima IV, part II)
is supposed to start distribution this spring. They have "confirmation"
that an 8-bit version will be produced. What I have seen on the net
paints a different picture. So what's the run-down on this game? I
want my Ultima!!!!! (Specifically an 8-bit version!)

Frank Murphy
University of Anchorage, Alaska Seawolves power!
(or)
The Paradox
Public Domain BBS 907/338-5005 60+ Megs / Atari!

2774. Re: Three questions.

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 21:19:03 UTC
From: dag@chinet.UUCP
Message-ID: <4121@chinet.UUCP>
Source record: 253474

The documentation for these two routines was omitted from the first few revisons of the MWC manual. They were included in the manual (revison 4) that was shipped with version 2.1.7. With several products on the market and several more in development, sometimes these things slip past overworked tech writers... (and those who review the manual drafts)

```
access -- unix standard library function (libc)
Check to see if a file can be accessed in a given mode
#include <access.h>
int access(filename, mode) char *filename; int mode;

access check whether a file can be accessed in the mode you wish.
filename is the full path name of the file you wish to check.
mode is the mode in which you wish to access file filename, as
follows:
value define access
1 AEXEC execute
2 AWRITE write/append
4 AREAD read
The defined values are set up by the header, access.h.
access returns zero if filename can be accessed in the requested mode,
non-zero if not.

<example omitted>

path -- Coherent library function (libc)
find a file in directories specified in a path list
#include <stdio.h>
#include <path.h>
char *path(pathlst, filename, mode) char *pathlst, *filename; int mode;

path is a general function that finds a file along a path.
pathlst points to a null terminated string containing the names
of the directories to be searched for filename, in search order,
separated by commas. filename points to a null terminated string
containing the name of the file (including extension) for the
search, and mode is the mode of access desired, as used in the
libc function access. path searches each directory in pathlst
until a file with name filename that can be accessed for the
desired mode is found or the end of the list is reached.
If the file is found, path returns a pointer to a static internal
buffer that contains the pathname that the file can be opened as.
This buffer is overwritten by subsequent calls to path.
If the file is not found, path returns NULL.
```

The header file path.h includes default paths for lookup of
binary (programs) and library (programs, data, objects, etc.)
files, defined as DEFPATH and DEFLIBPATH, respectively.
(these correspond to the PATH and LIBPATH environment variables
used in MSH.)

example:

```
/*
* Search along PATH (or a default) for each of the files on the command
* line. Prints out the first occurrence of each file to which you have
* execute access that is found, or a message that says it is not found
* if it can't find it.
*
* This is not the example for path() from the Mark Williams C manual,
* similar, but not the same.
*/
#include <stdio.h>
#include <path.h>

extern char *path();
extern char *getenv();

main(argc, argv)
int argc;
char *argv[];
{
char *fullpath, *pathspec;
int i;

/* We are going to look up our files along PATH, from the env. */
if ((pathspec = getenv("PATH")) == NULL)
pathspec = DEFPATH; /* If none in the env, use default */

/* Loop through all the files... */
for (i = 1; i < argc; ++i)
if ((fullpath = path(pathspec, argv[i], 1)) == NULL)
printf("%s not found along path %s\n",
argv[i], pathspec);
else
printf("%s found as %s\n", argv[i], fullpath);
exit(0);
}
```

Note that the above example program was written out of my head. I used
the MWC manual for the text, though I paraphrased a bit, but the example
is new and I have not tested this program. I believe it should work.

--
Daniel A. Glasser dag@chinet.UUCP
One of those things that goes "BUMP!!! (ouch!)" in the night.
...!att-ih!chinet!dag | ...!ihnp4!mwc!dag | ...!ihnp4!mwc!gorgon!dag

2775. I am sorry for my msg. 'Pirating, etc...'

Newsgroup: comp.sys.atari.st
Date: 1988-03-25 23:52:24 UTC
From: phillip@nuchat.UUCP
Message-ID: <858@nuchat.UUCP>
Source record: 253475
Cross-posted to: comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.tandy,comp.sys.cbm,comp.sys.att,comp.sys.atari.8bit,comp.sys.atari.st

I'm sorry about the message titled 'Pirating, etc....' but I just wanted to express my opinions. I didn't reallize how big of a fuss it would bring over the NET. Plus, that was one of my first msgs. to ever post over such a big NETwork, so I've got to learn some how or another. So, the way I learn is by trial & error, and I know now never to post such a broad message over the NET. Like I say I'm sorry.

--

Thanx -- Phillip Keen Path: uunet!nuchat!phillip
Snail Address: Phillip Keen //
2705 Martin //
Pasadena, TX 77502 /////

2776. GEM version 1 vs. GEM version 2

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 00:23:54 UTC
From: rowley@orville.nas.nasa.GOV
Message-ID: <8803260023.AA12383@orville.nas.nasa.gov>
Source record: 253476

With all the discussion of Apple getting cocky again, it is worth noting that the ST's GEM is GEM version 1. This is the version that was created by DRI before the lawsuit by Apple.

GEM version 2 makes a number of changes as a result of the Apple-DRI settlement. The DESK selection of the menu bar appears on the right, growing and shrinking boxes have been disabled in parts of the system, and the GEM desktop no longer allows overlapping windows.

Apple is now regretting the fact that its Quickdraw assumes that a pixel is always 1/72 inches high on a screen device. The font used in menus, dialogs, etc. is way too small when viewed on a high-resolution screen. In GEM a new screen device driver and appropriate fonts can always be added to the system. This is a distinct advantage over Quickdraw.

For all the abuse it gets, GEM really does have some strong points.

Karl Rowley
ames!orville.nas.nasa.gov!rowley
rowley@orville.nas.nasa.gov

"These are my own personal opinions."

2777. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 00:31:30 UTC
From: laba-5ac@web5h.berkeley.edu
Message-ID: <8037@agate.BERKELEY.EDU>
Source record: 253477
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <512@cunixc.columbia.edu> suh@cunixc.columbia.edu (Kenneth Suh) writes:
<>In article <1473@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
<>>
<>>apple has no way of claiming they invented (and own) window/mouse-type
<>>computing environments.
<>>-bill
<>
<>Is this the point? Visicalc existed before Lotus 123. Both of them are
<>spreadsheets as many of you know. When Lotus Corp. brought 123 clone
<>companies to court, Lotus' argument was that they had copied Lotus'
<>look and feel. Of course I may be wrong...
<>
<>/ken
<>
>

I believe that you are right, but I am also pretty sure that Lotus purchased
VisiCorp (who produced VisiCalc), so Lotus probably did have a right to claim
that the look and feel of the Lotus 123 was theirs, since they owned the
company which created it.

-- Erik

Erik Talvola laba-5ac@widow.berkeley.edu

"I don't impress easy." -- Jesse "The Body" Ventura

2778. Re: LEVEE - bug with LVRC=

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 02:13:50 UTC
From: mgh@ho4cad.ATT.COM
Message-ID: <294@ho7cad.ATT.COM>
Source record: 253478

> We are in the process of mailing out new upgrade info to all registered
> users. The latest Micro C-Shell is 2.72 (new gem, push/popd), and
> MT C-Shell is 1.20. The mailings are going out in waves (sorry but
> I can't afford a big mailing right now). Those of you that are in a
> hurry can send me email, and I can US Mail, or UUCP, or email the files.
> The information is also available for downloading from the BDT bbs at
> (415) 452-4792 (login as 'bbs' at the UNIX prompt).
> --
> David Beckemeyer | "To understand ranch lingo all yuh
> Beckemeyer Development Tools | have to do is to know in advance what
> 478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
> UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

David,

I just purchased a copy of AnsiTerm which I believe is version 1.10
and tried to interface it with M T C-Shell also version 1.10. All I
get is either bombs or AnsiTerm with missing mouse pointer, not too
useful I may ask. I sent all my registration cards in for both. I gather
these two versions are not compatiable with one another. My question is
what versions of each program do I need to get them to work together?

Matt Hetman

2779. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 02:18:01 UTC
From: jetzer@studsys.mu.edu
Message-ID: <78@studsys.mu.edu>
Source record: 253479
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <336@upvax.UUCP>, stevewa@upvax.UUCP (Steve Ward) writes:
> Isn't Claris the name of the new company being set up to handle the software
> rights for all future Mac releases? And isn't Claris owned by employees or
> management of Apple? (past or present) If so, doesn't it look like the REAL
> reason for this suit is to give Claris a wide-open shot at a new market,
> namely all non-Macintosh users interested in a "point and click" interface?
>
> Sounds like Apple is less interested in their own rights, and more interested
> in bigger profits (as though they don't make enough on their own vastly
> overpriced hardware!)...

It seems that developers are not too happy about Apple being in the software
business. They figure that anything that has the 'made by Apple' sticker
on it has an unfair advantage.

To keep people happy, Apple decided not to publish any software (other than
system-type software). This gave rise to Claris. It can be argued, no doubt,
that Claris *is* Apple (at least in the beginning), but technically, Apple
is no longer in the software business.

2780. Re: Standardization

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 02:41:21 UTC
From: wes@obie.UUCP
Message-ID: <89@obie.UUCP>
Source record: 253480

In article <187@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
> We need to form some sort of a developer association with developers
> agreeing to support each other and working together to provide mutual
> compatibility. It worked for MWC and BDT, I think it can work on a
> larger scale.

Yah, yah, that's the ticket! I would seriously be willing to support such an enterprise. User's groups are the way users get support for their machines, what we need is a developer's group, perhaps a non-profit corporation or something. This would allow, even encourage, sharing of information. I might even be willing to donate some time; this is the first worthwhile venture I've heard of in quite a while.

Wes Peters

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2781. Re: accessory and RAM resident stuff

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 03:30:32 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <4121@cup.portal.com>
Source record: 253481

>You have to take over the screen...
But you have to save the Menu Bar image yourself - that is NOT redrawn with any GEM AES call that I have found. In my Emulator revision (Transfer 1.27) I had to do that (copy from the screen to a buffer, clear and use the screen, then redraw the menubar and issue the form_???? call to redraw everything else).

2782. Re: Info Requested

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 03:39:07 UTC
From: trb@stag.UUCP
Message-ID: <362@stag.UUCP>
Source record: 253482
Cross-posted to: comp.sys.atari.st,comp.misc

In article <764@td2cad.intel.com> bersamin@td2cad.UUCP (Luxo Jr.) writes:
>
> but does anyone know how to read (dump) the code from an
> Atari 800XL ROM cartridge??? Sure would appreciate the help.

I wrote a program back in '81 or '82 called CARTDISK+ that moved a cartridge contents to disk and let you patch it using CARTDISK's specialized disassembler. The program then created a loadable binary file out of the 'fixed' binary data. As far as I remember, the ROM cartridges were just like reading RAM memory...the started at a 4K boundary and went up to C000 (i.e. B000-BFFF). Things only got weird when the bank select cartridges came out (i.e. 32K carts that mapped into 16K of address space.

On the other hand, if you are asking about how to physically copy the ROM cartridges, then I have no idea (and would imagine that it would be illegal.) The main reason I wrote CARTDISK was because my cartridge port got flakey on me early on in my 800's lifetime (back before those days that you could go into Target and buy an Atari 800 for $75 and get a $100 rebate from Atari...)

-Todd Burkey
trb@stag.UUCP

P.S. CARTDISK is a product that we sell, although I've heard that it is available on pirate boards around the world (along with my DISKEDIT, SOFTBASE, and ULTRACOPY products for the 8 bit Atari's), so the word 'sell' is somewhat of an exaggeration.

2783. Re: smalltalk for the st?

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 04:19:15 UTC
From: dbc5390@acf5.NYU.EDU
Message-ID: <564@acf5.NYU.EDU>
Source record: 253483

```
Little Smalltalk for the ST is available from ST Express
PO Box 2383, La Habra, CA, 90632. I haven't tried mine yet.
David B. Chorlian (dbc5390@acf5.nyu.edu)
```

2784. Re: Auto Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 04:36:03 UTC
From: dbc5390@acf5.NYU.EDU
Message-ID: <565@acf5.NYU.EDU>
Source record: 253484

I have a ramdisk utility from OSS (Personal Pascal) which has a provision for creating a script which will automatically copy files to the ramdisk at bootup. I never use it. Also there are around 20 PD ramdisks. It's hard to imagine that none of them have this feature. A number of ST magazines maintain libraries of PD software, and you can get a disk which will contain say 5 ramdisk programs with various other utilities.

David B. Chorlian (dbc5390@acf5.nyu.edu)

2785. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 05:40:54 UTC
From: jesup@pawl15.pawl.rpi.edu
Message-ID: <586@imagine.PAWL.RPI.EDU>
Source record: 253485
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <249@sdti.UUCP> mjy@sdti.UUCP (0000-Michael J. Young) writes:
>First of all, even though the initial technology on which the Macintosh
>user interface is based was developed by Xerox, Apple has certainly added
>much to it. In fact, they've added enough to be granted multiple
>copyrights.

Not only the technology, but also the 'look and feel' (see Xerox
Star). Not the same, but similar. Also, Apple was not 'granted'
copyrights, they just filed copyrights. Said copyrights have not been
tested in court.

>Second, HP must have felt that the copyrights were valid, because they
>requested a license from Apple. Then they went ahead and violated the
>copyright after a license was denied.

Maybe HP just wanted to avoid paying to defend in a law suit? Asking
for license is NOT an admittal of a copyrights validity, or of infringment.

> But even
>given that the copyrights were granted, why didn't Apple grant HP a
>license? Probably because they wanted to charge a royalty, which HP
>refused to pay. What good is a copyright/patent if you can't profit
>from it?

More likely Apple refused to consider it. Nothing says you have to
license your properties to potential competitors. Also, I think Apple was
hunting for bear.

>With all of that said, I think Apple is doing this for two reasons: 1) to
>delay the release of the OS/2 Presentation Manager (just like IBM is
>using legal threats to delay 3rd party release of Microchannel clones), and

Probably.

>2) as a test case. Not many companies are likely to want to give royalties
>to Apple. If Apple wins this suit, I'd be willing to
>bet that Apple will happily grant licenses to anyone who wants them, for
>a modest royalty. I'll bet HP would even get one! :-)

Yup, and there's a tooth fairy out there too. :-) I don't
believe that for a second, it would be highly counterproductive. I would
suspect that they hope for something that helps limit the amount that
other companies can do in the area, as well as frightening developers that are
porting Mac programs to other envirionments.

// Randell Jesup Lunge Software Development
// Dedicated Amiga Programmer 13 Frear Ave, Troy, NY 12180
\\// beowulf!lunge!jesup@steinmetz.UUCP (518) 272-2942
\/ (uunet!steinmetz!beowulf!lunge!jesup) BIX: rjesup

(-: The Few, The Proud, The Architects of the RPM40 40MIPS CMOS Micro :-)

2786. Re: An Idea That I had

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 05:55:06 UTC
From: wes@obie.UUCP
Message-ID: <91@obie.UUCP>
Source record: 253486

In article <8803210203.AA26500@explorer.dgp.toronto.edu>, juancho@dgp.toronto.edu (John Buchanan) writes:

```
< ========================================================================
< | Typical conversation on comp.[atari|amiga|mac].* |
< ========================================================================
< My watch is better than yours. It has multitasking, windows and
< plays Old macdonald has a farm. I will not listen to reason, of
< course your watch is not as good as mine, in fact you are
< silly for having bought it. Sell it and buy my kind.
< o /
< ====X===================================================================
< o \
< John W. Buchanan Dynamic Graphics Project
```

But John, my watch *DOES* have windows, and it does multi-tasking too! (It has 5 alarms, a countdown timer, a stopwatch, day/date/year, etc). Now, if I could only get it to sing "Old MacDonald," I'd be in watch heaven. :-O

Wes Peters
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2787. nethack for the st

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 06:34:08 UTC
From: cdbenaiah@trillium.waterloo.edu
Message-ID: <6006@watdragon.waterloo.edu>
Source record: 253487

Does anyone know where I can find a copy of Nethack for the st?

Sources would be preferable, but executables are fine.

There was a person on rec.games.hack that said he had a copy but for some reason, he continously delayed the posting date.

Thanks in advance Charles.

2788. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 08:22:22 UTC
From: Martin_J_Brown-Jr@cup.portal.com
Message-ID: <4136@cup.portal.com>
Source record: 253488
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

Has anybody heard the slightest peep out of Xerox on the suit? If Apple has a license from Xerox, and Xerox doesn't particularly care for Apple's actions couldn't Xerox just license the same stuff to everybody who wanted it? Did Apple get an exclusive license?

- Martin Brown -
PORTAL: Martin J Brown-Jr
PLINK: MJB
BIX: mbrown

2789. TurboDos

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 09:38:44 UTC
From: XBR2DB2Q@DDATHD21.BITNET
Message-ID: <8803261045.AA20972@ucbvax.Berkeley.EDU>
Source record: 253489

Most recently I got a program called TURBODOS.PRG. The copyright message on
startup indicates that it is from ATARI France.
Features: new GEMDOS routines, new FAT handling, disk caching. Should speed up
harddisks 5fold and disks,too (factor not known). Should cure 40 folder bug.
Question: is this an official replacement for FOLDRXXX.PRG ???
It seems to work quite well with my SH205 harddisk but when checking for the
number of free directory slots (using DIRSLEFT from my ATARI-Bootdisk)
I found only 42 folders left (and I still have about 10 Meg free space on it).
I wonder whether the 40 folder bug will get me again if I create some more
directories...
Maybe someone has used this program for quite a while and can tell something
about its reliability.

/ R. Fuchs - Inst. of Biochemistry - TH Darmstadt - W-Germany /
/ BITnet/EARN: XBR2DB2Q@DDATHD21 /

2790. Re: Auto Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 14:33:42 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17833@watmath.waterloo.edu>
Source record: 253490

>Does anyone out there know of a program that allows you to boot
>up your system with a ram disk installed complete with files in it?
>
>I am currently using Rdy-disk Ram from MWC. I would like to be able
>to turn on the power to my system and when my prompt appears I already
>have my ram disk installed with the compiler, editor, etc.
>
>Is there such a program. It would be a real handy thing to have!

There was a RAM Disk program that had this feature in COMPUTE!'s
Atari ST June '87, Issue 5 Vol2 #3. BUT it DON'T work with Megas.

However Megamatic does and has some nice features. In order to do
the copying into the RAM disk, use BDT csh.tos or startgem the gemcsh
using a login.sh that creates directories, copies, executes a few
programs and logs out. I do this on my WordPerfect disk. Set up
a 1M RAM disk and use csh to copy to WP files to the D:. I then execute
WP with startgem.

--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

2791. Re: microEmacs 3.7i (emacs.rc?)

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 14:51:10 UTC
From: nwd@j.cc.purdue.edu
Message-ID: <6781@j.cc.purdue.edu>
Source record: 253491

In article <1072@sbcs.sunysb.edu> lean@sbcs.sunysb.edu (Lean L. Loh) writes:
>
>I have a question about MicroEmacs 3.7i (the one I got from James Turner
>which supports the 50-line mode in monchrome). Whenever I invoke emacs.ttp,
>the startup file, emacs.rc, is read from the current directory if it exits.
>
>Say I have both emacs.ttp and emacs.rc in directory d:
>If I invoke d:\emacs.ttp from path e:, the startup file emacs.rc is never
>read. Is there any way to tell MicroEmacs 3.7i to read the startup file
>from a particular directory, like say setting an environment variable or
>invoking emacs.ttp with some -flag option??

To my knowledge, there are no "built in" environment variables
in GEMDOS. Under the MWC shell, or Micro-C Shell MicroEMACS can look
down the PATH environment, but invoked from the desktop, it has no such
option. If you still have source, look in the header file EPATH.H and
add the folder you keep your startup file into the list for the atari.
If not, make a /bin folder in the root of the disk you are invoking
emacs from and put the .rc file there.

Also, what may be of use to you, is upgrading to a more recent
version of MicroEMACS. Such is available from my BBS system (listed
below) [version 3.9i] and it does support the 50 line mode again (set
$sres to DENSE).

Daniel Lawrence (317) 742-5153
UUCP: {ihnp4!pur-ee!}j.cc.purdue.edu!nwd
ARPA: nwd@j.cc.purdue.edu
FIDO: 1:201/2 The Programmer's Room (317) 742-5533

2792. Re: Auto Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 16:13:10 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4175@batcomputer.tn.cornell.edu>
Source record: 253492

[]

If you are using a floppy to boot, you can use my old program AUTODISK
(I posted an upgrade to the semi-dead binaries group many months ago).
It copies THE WHOLE DISK to the RAMdisk.

If you are using a hard disk you want AUTOCOPY, posted a long time ago.
I have an enhanced version somewhere on my disks...
AUTOCOPY copies a list of files as specified in a data file.

Both programs work from the AUTO folder.

- Moshe Braner

2793. Re: What is look&feel? (was Apple Challenges HP...) LONG

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 17:24:07 UTC
From: gordan@maccs.UUCP
Message-ID: <1086@maccs.UUCP>
Source record: 253493
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <7543@brl-smoke.ARPA> gwyn@brl.arpa (Doug Gwyn (VLD/VMB) <gwyn>) writes:
-In article <9499@ism780c.UUCP> darryl@ism780c.UUCP (Darryl Richman) writes:
->i. Declaration of Independence
->With the words "Congress shall have power...
-
-Sounds interesting. Where can I get a copy?

Some company called Global Engineering Documents is authorized to sell
this document, at roughly $60 a copy.

Unfortunately, it's not available in machine-readable form -- after all,
someone might alter it without anyone noticing the difference, and where
would _that_ leave us?

--
Many Americans work side by side with space
aliens who look human -- but you can spot
these visitors by looking for certain Gordan Palameta
tip-offs, say experts. mnetor!maccs!gordan

2794. Re: I am sorry for my msg. 'Pirating, etc...'

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 18:42:09 UTC
From: doug@eris
Message-ID: <8053@agate.BERKELEY.EDU>
Source record: 253494
Cross-posted to: comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.tandy,comp.sys.cbm,comp.sys.att,comp.sys.atari.8bit,comp.sys.atari.st

In article <858@nuchat.UUCP> phillip@nuchat.UUCP (Phillip Keen) writes:
>
>[....] Plus, that was one of my first msgs. to ever post over such a big
>NETwork, so I've got to learn some how or another. So, the way I learn is by
>trial & error, and I know now never to post such a broad message over the NET.

The way you *should* learn is by reading the articles in
"news.announce.newusers", which exists expressly for the purpose
of allowing new net users to learn from everyone else's previous
mistakes, rather than by making the same mistakes personally.

I encourage everyone to (A) read all of news.announce.newusers at
least once per year, and (B) make a point of telling new net users
that it exists.
Doug Merritt doug@eris.berkeley.edu
or ucbvax!unisoft!certes!doug

2795. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 18:46:37 UTC
From: brad@looking.UUCP
Message-ID: <1514@looking.UUCP>
Source record: 253495
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <8037@agate.BERKELEY.EDU> laba-5ac@web5h.berkeley.edu.UUCP (Erik Talvola) writes:
>I believe that you are right, but I am also pretty sure that Lotus purchased
>VisiCorp (who produced VisiCalc), so Lotus probably did have a right to claim
>that the look and feel of the Lotus 123 was theirs, since they owned the
>company which created it.

You may be sure of this, but that doesn't make it true.

Lotus purchased Software Arts, Inc., the authors of VisiCalc. They did not purchase VisiCorp, the publishers and marketers. VisiCorp was merged with Paladin, which later went Chapter 11, and has recently been brought out again as VisiCorp.

There is a lawsuit against Lotus at this time, (a bit late, mind you) suggesting that the reason that Lotus was able to buy out Software Arts was that Lotus drove Software Arts and Visicorp out of business by copying the spreadsheet interface of Visicalc.

The issue is far more complex than that, but there is some truth to that claim.
--
Brad Templeton, Looking Glass Software Ltd. - Waterloo, Ontario 519/884-7473

2796. Re: Atari Disk formats

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 19:21:25 UTC
From: uace0@uhnix2.UUCP
Message-ID: <517@uhnix2.UUCP>
Source record: 253496

In article <8803210013.AA22627@icase.arpa> csrobe@ICASE.ARPA (Charles S. Roberson) writes:
>I would like some help sorting out the available disk formats. I've used
>intelligent copy (I only have one disk drive while my HD is being repaired,
>again :-( )). The most significant thing about DCformat is that it allows
>you to format 82 tracks per disk. I also remember some people saying that
>certain drives won't let the r/w head go that far -- I think mine is one.
>Would some kind soul take the time to explain DCformat (especially when
>are the options (sectors per track, tracks, side, etc) active). If I
>am doing a disk copy, do these options have any effect?
etc....
>+---+
>|Chip Roberson ARPANET: csrobe@icase.arpa |

In fact, none of the disk options (except MAGIC) have any effect during
the disk copy portion of DC Formatter.

You can usually hear your disk head go 'CLUNK' when you reach the last track
of a disk drive that does not allow 82 tracks.

line eater
line eater
.
.
.
--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

2797. TRAP handler question

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 20:20:19 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3738@watcgl.waterloo.edu>
Source record: 253497

This will undoubtedly reveal the vast storehouse of ignorance I have
at my fingertips, but here goes anyway...

Since "Tempus" came out, it seems that countless programmers took it
as a personal challenge to write some screen routines that were as fast.
Myself included. Well, writing the printing routines wasn't much trouble (a
nice intro to 68000 assembly language programming, I felt), but in trying to
hook the thing into the GEMDOS trap handler so that it catches Cconws() calls,
I've come across a pretty strange bug. Hopefully someone can help me out.

I use oldvect = Setexc(...) to point TRAP #1 to my trap handler with
no problem. In the trap handler, I check 6(sp) for the function number. This
is where the problem is...

```
==========================================================================
fp_handler_:
cmpi.w $9,6(sp) / Never results in "true" condition.
beq is_Cconws

movea.l oldvect,a0 / Not Cconws(), so jump to GEMDOS.
jmp (a0)

is_Cconws:
move.l (sp),4(sp) / Overwrite GEMDOS function number with return
lea 4(sp),sp / address.
jmp fastprt / Jump to the fast print routine.
==========================================================================
```

However, as I said, the test never results in the jump to is_Cconws.
I examined the stack with 'db', MWC's debugger, and the value '9' is certainly
on the stack (although I don't know why it's at 6(sp) rather than 4(sp)...),
but here's the weird part: this is what the stack looks like:

```
==========================================================================
BEFORE executing "cmpi.w ...":
sp --> XXXX XXXX 0000 0009 YYYY YYYY ...
^^^^^^^^^ pointer to string
^^^^^^^^^ GEMDOS function # (why long &
not int?)
^^^^^^^^^ return address

AFTER executing "cmpi.w ...":
sp --> XXXX XXXX CE21 0001 YYYY YYYY ...
==========================================================================
```

That is, the cmpi instruction seems to be changing memory contents!
(I know that that can't be what's happening, so what's going on?)

The "CE21 0001" is garbage, & the first word changes everytime (the
0001 doesn't). But why does it change from 0000 0009? Is it that there are

still interrupts going on that change that area of memory? (Like, maybe debugging a TRAP is a no-no?) Or what? I am completely lost.

I have ACACHE, so I had a quick look at its source, but at first glance I couldn't see anything that it's doing differently. Maybe I'll examine in more detail.

Actually, I'll probably end up using a different method, since this will only speed up Cconws(), and a lot of programmers use Bconout(1, character) in a loop, since it's faster than Cconws(). Ideally, I'd like to have ALL screen text output (non-VDI) go through the fastprt() routine. If someone can tell me how to do this (without checking explicitly for one of Cconout(), Cconws(), Bconout(1, ch), and Fwrite() to stdout), then I'd appreciate it.

(And yes, I know I'll have to add a test for stdout being redirected to a file.)
--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
"Happiness is a dead lobber."
- motto of a "Gauntlet" player.

2798. DRAM pricing (was Re: Atari no-support?)

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 20:49:39 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8803262049.AA05057@cory.Berkeley.EDU>
Source record: 253498

>which received immediate applause, that "Atari will not increase prices
>on account of the inflated DRAM costs. If that means we only make $55M
>this year instead of $57M, so be it." I paraphrase considerably, but

Atari, Commodore, and Apple can easily afford the additional costs
increased DRAM prices have brought because the machines usually do not come
with any more than a meg of ram. On the other hand, SUN's and most
minicomputers come with larger amounts of ram and thus those companies do
not have the same option.

However, any third party RAM expansion for the microcomputers will
probably reflect any increase in pricing.

-Matt

2799. Re: sink or swim

Newsgroup: comp.sys.atari.st
Date: 1988-03-26 20:54:31 UTC
From: drs@bnl.ARPA
Message-ID: <401@bnl.ARPA>
Source record: 253499

In article <88032219051620D.AFQC@Mars.UCC.UMass.EDU> Consult@UMass.BITNET writes:
>While I did not see the editorial in Compute, I agree with it's basic
>message. Let's use the Macintosh as a comparsion to the ST.
>About 3 or 4 years ago apple introduced the mac. Everyone said "Gee,
>it sure is neat, but it can't possiblely do anything."
>True, the machine had it's share of problems. Starting before last
>summer, however, that reaaaly started to change. I'm not saying the mac
>wasn't flying before that time, but rather, that the sales really started
>to jump. I was selling macs at that time. The Key: advertising!
^^^^^^^^^^

Nonsense. A year and a half ago I bought a 1040 based on its price, the
basic look and feel of the machine (screen size, color etc.) and a whole
load of promises of the great things to follow. Well, it was a lot of fun
for a while. Some nifty free programs, good languages and games. But there
were problems too - nothing was forthcomming from atari nor developers
to bring it into the mainstream - no really top notch business programs,
publishing programs and the like. You don't have to be an expert on quality
publishing to look at the output of -say- personal publisher to see that nobody
would use it for anything important - the output of that program was worse
than an ordinary typewriter. The only area where the ST seemed to be doing
well was in the music area - and while that's pretty nice, you can't build a
computer market on that narrow a base.

So why this state of affairs?

* No documentation
* Nothing to document - I can't see the same level of thought behind
Gem, Tos and (dare I mention) GDOS.
* No followup on promises - the delay in the Mega, Printer, Blitter,
IBM attachment (remember that one?), the PC clone.
* Lack of any ability to fix bugs.
* A dead O/S - sorry to say, but it ain't going anywhere.

Having recently purchased a Mac, I am totally amazed by how much thought
has been placed in the operating system and the general design of the system.
Sure it suffers from a poor screen, but drawing, scrooling and the ability
to use fonts clearly are better than anything that Atari has come up with - or
is likely to in the future.

>The mac took about 4 years to get off the ground. The ST is in it's 3rd
>(?) year. If they are planning on surviving (actually I know they will
>survive because of european ST sales) then they better get working....
>
>The clock is running...
>

>Damian Roskill
>____
>All opinions expressed here are my own...so naaaah!
>---

The ST is not showing any signs of taking off - in fact, it seems to be kind of stuck where it is. In fact, it anyone is looking for anything other than a game machine, the Mac Plus is a definite competitor pricewise. Quality wise, there is no contest.

The ST is a pretty good machine - but not a great one. The mega is about the same - just in a different case. Still no add in boards, no O/S improvements no future. Really quite a disappointment.

< dave.

(PS - Nothing against salesmen, but it is quite typical to blame the problems on advertising rather than more essential things.)

2800. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 00:00:41 UTC
From: jellinghaus-robert@CS.YALE.EDU
Message-ID: <25828@yale-celray.yale.UUCP>
Source record: 253500
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <332@ardent.UUCP> rap@ardent.UUCP (Rob Peck) writes:
>This may be just the beginning. Users gonna lose a lot because of stifling
>of creativity, I think - unless maybe it forces the next-generation of
>user-interface upon us, just to get around a legal roadblock. Interesting.

When I first heard about the Apple suit, I almost got riled about it.
But upon reflection, I don't think it will make all that much difference
to the computing industry in five or ten years. Nobody will be using
the Mac interface in ten years. What *will* they be using? I think it's
possible that suits like this one will help/force companies to create the next
generation of user interfaces. You know, the ones that will be to the Mac
interface what the Mac interface was to previous (non-window, non-graphic)
interfaces.... I can't wait!

>Rob Peck ...ihnp4!hplabs!ardent!rap
>
>(everyone saw it coming... this wasn't REALLY a surprize, was it?)
No, it had to happen sooner or later... it'll be interesting no matter
who wins.

Rob Jellinghaus | "In my heart... I know I'm funny."
jellinghaus@yale.edu |
ROBERTJ@{yalecs,yalevm}.BITNET | -- Lieutenant (?) Hawke in
!..!ihnp4!hsi!yale!jellinghaus | _Good Morning Vietnam_

2801. Re: Auto Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 00:17:03 UTC
From: jpexg@mit-hermes.ai.mit.edu.AI.MIT.EDU
Message-ID: <2961@mit-hermes.ai.mit.edu.AI.MIT.EDU>
Source record: 253401

In article <9584@sunybcs.UUCP>, ugptucha@sunybcs (Ray Ptucha) writes:
>
> Does anyone out there know of a program that allows you to boot
> up your system with a ram disk installed complete with files in it?

My system is set up to do this. It starts with a reset-proof RAMdisk in the AUTO folder on the disk I always boot with, then Moshe Braner's AUTODISK (thanks Moshe!), which does a very fast transfer of the entire contents of the boot disk into the RAMdisk. Obviously "everything" includes the AUTO folder itself and DESKTOP.INF, so I wrote my own program, ZZZAP, which kills the useless stuff and itself--I posted ZZZAP here a while ago. What you put on the boot disk for auto transfer is up to you, but I put my compiler and whatever I'm working on most intensively there.

Not quite as convenient as a hard disk, but it's kept me going for over a year.

2802. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM)

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 02:11:34 UTC
From: ralphw@IUS3.IUS.CS.CMU.EDU
Message-ID: <1237@PT.CS.CMU.EDU>
Source record: 253402
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att

I'm even more tired of this message.
A simple way to kill this message (and other things cross posted to
several groups) is to put a properly worded line in your KILL files
(something like '/Newsgroups:*,*:/=:j' but this is a bit too heavy-handed)

This post exihibits an even more low-tech way, hopefully one that more
news software understands:-)

Good luck, all.
--
- Ralph W. Hyre, Jr.

Internet: ralphw@ius2.cs.cmu.edu Phone:(412)268-{2847,3275} CMU-{BUGS,DARK}
Amateur Packet Radio: N3FGW@W2XO, or c/o W3VC, CMU Radio Club, Pittsburgh, PA

2803. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 05:22:28 UTC
From: rogue@well.UUCP
Message-ID: <5541@well.UUCP>
Source record: 253403
Cross-posted to:
misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga,comp.windows.misc

If DRI, Microsoft, etc. were guilty of infringement because they used such things as menus, trashcans, and other such devices, then Apple is equally guilty on at least one count. The "zoom box," which causes a window to fill the screen, first appeared in GEM. (Be sure to add this to the list of "firsts" in comp.windows.misc.)

<rogue>

2804. Re: LISP Interpreter ???

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 06:38:11 UTC
From: rjung@castor.usc.edu
Message-ID: <588@nunki.usc.edu>
Source record: 253404

In article <86@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>> maybe you can just get a copy from him/er (is this legal?)
>
>Yah, it's legal, XLISP is *truly* Public Domain, and all of us who
>want to learn something about Lisp without spending a lot of money owe
>Dave Betz a great thanks.

Right. Thanks, Dave! (Somebody pass this on)

>Rumor has it Dave and others are working on a new version of XLISP for
>the ST, Amiga, and Mac, that support each system's environment in
>native lisp. Like windows as objects, and menu events as
>catch-and-throw type messages. I'd really like to see this!

No offense to Dave or anything (since I just thanked him), but I'm not
sure if a windowed LISP is a good idea... Or have you never seen ST BASIC?
Heck, the only *really*good* languages I've seen for ANY computer all
don't use windows...

--R.J.
B-)

(My goal in life is to make the Atari-dominance of _Blade_Runner_ a
reality...)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2805. Re: Uniterm macros.

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 06:47:52 UTC
From: Thomas_J_Vernier@cup.portal.com
Message-ID: <4154@cup.portal.com>
Source record: 253405

I sure could use some docs on
uniterm2a macros as i have only the executables.
thanks
thomas

2806. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 07:19:33 UTC
From: benoni@ssc-vax.UUCP
Message-ID: <1804@ssc-vax.UUCP>
Source record: 253406
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <1302@uop.edu>, miket@uop.edu (Mike Thompson) writes:
I hate to think that Apple could start the equivalent of China's
Cultural revolution in this countries computer community. It would also
be a strange position for the rest of us relying on IBM's big stick
(big $$$$$$$) to defend creativity and enhance competition in the
computer industry.

You know a company has seen its peak when it depends on lawsuits and
not creativity to maintain its perceived edge. I think Apple will
have a difficult time winning this one...the situation is reminescent
of the recent lawsuit that DEC lost when they claimed that the SVID
was proprietary.

Naturally my opinions are my own and not those of my employer.

2807. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 10:15:58 UTC
From: aleks@well.UUCP
Message-ID: <5543@well.UUCP>
Source record: 253407
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

[eat me... eat me]

It seems this is more an effort to slow research activities of these
two companies (HP and microsoft). It may be DEC... it may be large
--CENSORED--

[stricly my opinion!!!!! use at your own risk!!!!]

2808. Re: New Arcprogram for VAX/VMS and new UU**CODE for VAX/VMS

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 13:28:39 UTC
From: silvert@dalcs.UUCP
Message-ID: <2819@dalcs.UUCP>
Source record: 253408

In article <8803251310.AA29945@ucbvax.Berkeley.EDU> USER@DJUKFA53.BITNET writes:
>I just fixed a small bug in my UU**CODE stuff for the VAX.
>UUDECODE now can handle the Dumas splitted file format.
>UUENCODE is not changed yet. (No time... sorry).

The Dumas code works fine under both SysV and 4.3 with only a minor
change (conout replaced by printf). Dumas is on holidays but tells me
that he will be posting his latest version in a month or so. The code
is very clean and portable, and should compile with minor changes on any
reasonable machine.

--
Bill Silvert, Modelling/Statistics Group, Biological Sciences Branch
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN or BITNET: biomel@cs.dal.cdn

2809. Re: Uniterm 2.0a bug

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 16:20:52 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <4163@cup.portal.com>
Source record: 253409

> Not being able to reach Simon Poole by email, I'm afraid I have to
>post this publicly. Every time I try to "Run Program..." from the Uniterm
>screen, it goes for a while and then returns with a TOS error #39. What's
>wrong? I'm running this on 512K 520 ST. Do I not have enough memory?
>
> Answers appreciated.
>
> - Warner

TOS error #39 is probably "insufficient memory".
Uniterm (like most ST programs) automatically take ALL memory on startup.
You have to change the buffersizes [Settings] [Buffers...] ...

In particular you must increase the "System" Buffer size until it is
large enough for the program you want to run (it defaults to only 5K).

Using this I have even been able to run Pecan Software's UCSD p-System
(which needs all the non-OS memory on a 512K 520ST just to start!)
under Uniterm 2.0a, on my MEGA ST2.

2810. Screen memory format

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 19:08:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8803271924.AA18903@ucbvax.Berkeley.EDU>
Source record: 253411

Date: 27 March 1988, 13:56:33 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Screen memory format

I need to know what the format of the ST display memory is. The Abacus
Internals book gives a completely different discription than the Compute!'s
VDI manual. I tend to trust the Compute! publication more because it
sounds a lot more reasonable and intelligent. (Let's talk low-res here)

Compute!: Each ADJACENT four BITS specify a number between 0 and 15
that represents the color register used to plot that pixel.
Abacus: Four contiguous memory WORDS specify the color of 16 pixels.
To set a pixel, one must set a bit in each of the four words.
"in order to set the point in the upper left-hand corner,
the topmost bits of words $78000 (assume screen memory starts
at 78000), $78002, $78004, and $78006 must be manipulated."

Like I said, the Abacus method doesn't sound very logical.
Which method is actually used?

Thanks in advance!

+----------------------+----------------------------+
Jim McCabe	BITNET: mccabe @ mtus5
G31 ECH MTU	jemccabe @ mtus5
Houghton, MI 49931	UUCP: mccabe @ m-net
+----------------------+----------------------------+

2811. Re: nethack for the st

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 19:33:43 UTC
From: atoenne@laura.UUCP
Message-ID: <257@laura.UUCP>
Source record: 253412

In article <6006@watdragon.waterloo.edu> cdbenaiah@trillium.waterloo.edu (Charles Benaiah) writes:
>Does anyone know where I can find a copy of Nethack for the st?
>Sources would be preferable, but executables are fine.

I'm right now debugging Nethack 2.2 for the atari st.
It will be posted to a german atari newsgroup and if it seems to be
fairly bug free i'll post it to comp.binaries.atari.st.
You don't want the sources as they are about 900KB large.
The binaries including some text will be about 300 KB (arc + uuencode)

Andreas Toenne

2812. Re: Apple Challenges ... (really about cross-posting of follow-ups)

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 19:39:51 UTC
From: kraut@ut-emx.UUCP
Message-ID: <1388@ut-emx.UUCP>
Source record: 253413
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

while I have no problem with the original article having been cross-posted
to 7 different news-groups, I wished the author (and all the people writing
follow-ups) would continue the (legal) discussion in misc.legal. Flames
and B...S... should be directed into a brown paper-bag ....(-:

this article directs follow-ups to alt.flame

PS: you redirect follow-ups by including an additional header "Followup-To: "
--
(prefered mailbox:) werner%rascal@sally.utexas.edu
....!ut-sally!rascal.ics.utexas.edu!werner
(if rascal is unreachable:) werner@astro@sally.utexas.edu
werner@utastro.uucp

2813. Re: Screen memory format

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 20:29:43 UTC
From: wallman-george@CS.YALE.EDU
Message-ID: <25904@yale-celray.yale.UUCP>
Source record: 253414

```
>I need to know what the format of the ST display memory is. The Abacus
>Internals book gives a completely different discription than the Compute!'s
>VDI manual. I tend to trust the Compute! publication more because it
>sounds a lot more reasonable and intelligent. (Let's talk low-res here)
>
>Compute!: Each ADJACENT four BITS specify a number between 0 and 15
> that represents the color register used to plot that pixel.
>Abacus: Four contiguous memory WORDS specify the color of 16 pixels.
> To set a pixel, one must set a bit in each of the four words.
> "in order to set the point in the upper left-hand corner,
> the topmost bits of words $78000 (assume screen memory starts
> at 78000), $78002, $78004, and $78006 must be manipulated."
>
>Like I said, the Abacus method doesn't sound very logical.
>Which method is actually used?

The less reasonable and intelligent method has been used
(to keep the hardware simpler and/or faster, I believe).

Natuerlich!
---------------------------------------------------------------
Loveletters & Hatemail to : wallman@yalecs
Files to : WALLMANN@CTSTATEU (Bitnet)
---------------------------------------------------------------
```

2814. Re: STARTGEM.PRG

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 22:15:17 UTC
From: Jinfu@cup.portal.com
Message-ID: <4167@cup.portal.com>
Source record: 253415

I downloaded the STARTGEM.ARC posted in the net here. After I uudecode and unarc it, and put it into auto folder, with a file named STARTGEM.INF which contains a line of text like:
A:\flash.prg

But it still doesn't with my Mega2! Am I doing something wrong or the program?

Jinfu Chen
Jinfu@cup.portal.com

2815. Re: Spectrum 512 and my machine...

Newsgroup: comp.sys.atari.st
Date: 1988-03-27 22:32:26 UTC
From: rich@lakesys.UUCP
Message-ID: <554@lakesys.UUCP>
Source record: 253416

In article <1072@sask.UUCP> long@sask.UUCP (Warren Long) writes:
>
>I have discovered something very interesting about either my
>machine or about Spectrum 512 (demo). When I first turn on my ST
>and display Spectrum images, it works perfectly. After about
>5 minutes, the images start to flicker (only certain pixels). After
>more time (about 2 more minutes), more and more pixels have started
>to flicker, eventually ending up with the whole image being a
>flickering, indistinguishable mess. It's a neat effect, but
>undesired.
>
>Why is this happening??

You either have a MMU chip failing or the GLUE chip failing after
the system has been on for a fw minutes. I have never seen it act like this
but then its not out of the realm of possiblitys.

Best way to check this out (if its thermal) wuold be to get a can
of freeze spray from your local Radio Shack and simply freeze one or the
other, and see what happens. Most likely the MMU though. just don't get too
crazy with the spray.....

rich
UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

2816. Re: TRAP handler question

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 00:16:17 UTC
From: fred@pnet01.cts.com
Message-ID: <2739@crash.cts.com>
Source record: 253410

I think you should check the stack to see if you were in super or user mode when you called the trap. If called from user mode check the usp for your function number and whatever args. Look in the superstack where the SR was saved can check the super bit (" BTST 5, (a7)") as the status is saved along with the pc with every TRAP call.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

2817. Re: sink or swim (publishing partner, virus)

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 01:18:07 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1088@sbcs.sunysb.edu>
Source record: 253417

In article <401@bnl.ARPA>, drs@bnl.ARPA (David R. Stampf) writes:
....
> for a while. Some nifty free programs, good languages and games. But there
> were problems too - nothing was forthcomming from atari nor developers
> to bring it into the mainstream - no really top notch business programs,
> publishing programs and the like. You don't have to be an expert on quality
> publishing to look at the output of -say- personal publisher to see that
> nobody would use it for anything important - the output of that program was
> worse than an ordinary typewriter. The only area where the ST seemed to be
> doing well was in the music area - and while that's pretty nice, you can't
> build a computer market on that narrow a base.
> ......

I suppose you haven't seen many publishing programs for the ST.
Publishing Partner from SoftLogik is decent. Using a 24-pin printer can
get you almost laser-like output. And if you know some tricks, a 9-pin
printer can get you amazing output too. Of course, using a laser printer
gets you awesome quality. And the new features in PP.Professinal should
make it really top notch.

> Having recently purchased a Mac, I am totally amazed by how much thought
> has been placed in the operating system and the general design of the system.
> Sure it suffers from a poor screen, but drawing, scrooling and the ability
> to use fonts clearly are better than anything that Atari has come up with
> - or is likely to in the future.

Sure, the OS in the ST isn't something to shout about, but that area has
been hacked to bits. Still the ST is a decent machine. I played on the
Mac SE a while, and have not touched it since. The screen is just too small
to do anything for a long period of time.

BTW, there's a VIRUS exterminator program at the Houston server (UACE) for
those of us who are nervous. Thanks to the authors.
--
only fools have no fear. CSNET:lean@sbcs.csnet
.... Worf ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

2818. Re: ST hard disk prices..:-(

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 01:26:19 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830001@hpldola.HP.COM>
Source record: 253418

cmcmanis%pepper@Sun.COM (Chuck McManis) writes:
>But wait a minute, let's see what we have
> 20Meg Drive $250
> BMS Controller $250 (all PC drives are ST506)
> Power Supply $25
> Case $25 (or buy a PC clone case with supply for $40)
> Cable/Connectors $15 (you crimp them together)
> ============
> Total $565. Holy Shit Batman I'm saving a measly $35!
>
>No, the answer to the original question which was "Why are PC drives so much
>cheaper" is that all you get when you get a PC drive is the mechanism. You
>don't get a power supply and a box and a special controller. Atari drive
>suppliers have to supply a complete system. A better comparison is with
>Macintosh drives, which also have to supply a case and supply etc.
>

The prices for PC cases/supply are probably a bit low... more like $40
for a case and $50- 80 for a PC compatible supply (re JDR microdevices).
The real difference is that 1) PC owners have most likely purchased
a power supply that is sufficently large to power a drive, and 2) that
PC-bus to ST-506 (with no intermediate SASI step, I suspect) are *CHEAP*
(c. $60 judging by the difference in prices of raw drives vs. drives + PC
controllers). The miracle of mass production!
A friend of mine in Boulder lashed together a drive (5MByte)
using a ST-506 that he picked up a hamfest for $20 (using a XEBEC 1410
HD controller), but he knew what he was doing. In many cases, it wouldn't
pay for Joe User to roll his own... The Atari drive is too cheap by
comparison (How much is your time worth?) Incidently, he is thinking
about writing up this for one of the magazines.... any interest? (He has
a host adapter that can be built for minimal $$$, and has written the
software. He wants to clean it all up and draw schematics, etc.).

Dave

2819. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 03:22:35 UTC
From: romero@mind.UUCP
Message-ID: <2035@mind.UUCP>
Source record: 253419
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <25828@yale-celray.yale.UUCP>, jellinghaus-robert@CS.YALE.EDU (Rob Jellinghaus) writes:
> I think it's
> possible that suits like this one will help/force companies to create the next
> generation of user interfaces. You know, the ones that will be to the Mac
> interface what the Mac interface was to previous (non-window, non-graphic)
> interfaces.... I can't wait!

But what happens then when the person or company with the rights to the next generation interface usesd Apple's precedent to justify their own lawsuit to protect their interface technology...
(I can see the response: "Well, then another interface comes out, and so on...")

Maybe software in general still needs human factors help. But I don't think having the legal question drive the growth of interface technology is the way we want to see things happen. For one thing, companies desparate to get something to market will produce bastardized versions of things that will change enough to be legal, probably at the expense of usability. For another, when a good system does come out, only the patrons of one computer maker/software house will be able to get access to it. If you want the Mac desktop, you'll have to turn to Apple, if you want the HP style interface, you must buy an HP, etc... Just imagine for a moment what it would be like if every car maker had to have completely different control placement because Henry Ford (or whoever came up with it) had copyright protection for the steering wheel/gearshift/pedals approach used to set up most vehicles... Oy.
I really don't think this is going to help anyone. If Apple wins this case the legal precedent this sets could be a nightmare for software companies among others for decades to come...

Antonio Romero romero@suspicion.Princeton.EDU

2820. news from March c't

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 03:34:00 UTC
From: BLANK@BRANDEIS.BITNET
Message-ID: <8803280338.AA25219@ucbvax.Berkeley.EDU>
Source record: 253420

Howdy,
This message is being forwarded for a friend that does not have net access
at the present time. Please do not respond to me, as I am an Amiga owner,
and have negative quantities of interest in machines with 2 letter names.
Peace,
David N. Blank
BLANK@BRANDEIS.bitnet || DNB@BRANDEIS.csnet

"This is Leonard Nimoy, as we go In Search of... a disclaimer."
-=-

a summary of articles in the March c't:

1) the adaptor to attach a PC harddisk is selling in kit form for 22 Dm ($12)

2) they have TOS/GEM/etc. running on a 68020 board. they had to "fix"
several problems with TOS to do this.

Once again my lack of German handicaps me in my reporting. But here's a summary
of various articles/ads:

The PC-Harddrive adapter was described in last month's issue. Basically it
interfaces a standard PC ST506 controller to the ST's DMA bus. It consists of
only 5 chips and looks easy to build. Software was included in the article or
you can order it. The address: Heise Platinen and Softwareservice,
Postfach 61 04 07, 3000 Hannover 61. This adaptor kit is stock # 880212dBE,
and is 22 dm, while the software is # S8802126 and is 20 marks. Theoretically,
you can put together a 20 meg harddrive for about $450 using this kit.

Anyone want to import these to the United States?

Beware if you build the board from the plans in the 2/88 issue: the 3/88
issue lists 1 mistake in the software and 1 mistake in the circuit diagram.

The 68020 card is called the "PAK68", and they have interfaced it to various
computers in addition to the ST. It has a 12mhz 68020 and 68881. The article
for the PAK68 itself was in the 8/87 of c't; the ST interface article was
11/87. The article this issue is only about the software hacks needed to get
it running under GEM.

There were 3 basic problems: (1) the MOVE SR, <ea> instruction, which is
privileged on the 68010 and 68020, (2) GEM is dependent on the exception stack
format of the 68000, and (3) the F-Line routines of the AES use self-modifying
code. They present both source code for fixups and ROM patches for the 2/86
and "blitter" ROMS. They report that 100% of TOS programs work! They present
this benchmark for 100 iterations of the sieve (megamax C):

cpu seconds relative speed increase

68000 23.6 ----
68010 22.8 3.5%
68020 11.9 98.3%

This version does not use the 32-bit memory add-on which they described in the 1/88 issue. They expect another 100% speed increase with the faster and wider RAM. They did not present a benchmark using the 68881. However, they did say that GFA Basic users with version 3.0 or higher could directly access the 68881. So I would _assume_ that the 68881 works, although I can't read enough of the article to see what's going on.

The straight PAK68 board sells for 1098 dm (including the 68020 and 68881), but this doesn't include any 32 bit ram or the Atari-specific interface.

Another article describes a simple (5 IC's) 8-bit A/D converter which plugs into the cartridge port. It is available at the same address as the disk controller kit; stock # 8803120B, 12 dm for the kit. It samples up to 70 kHz. The article indicates that this project costs 60 marks, so I guess that the chips amount to about 48 dm in Germany. However, ask a German friend before you trust my non-existant German.

One ad was for a graphics monitor system which plugs into the cartridge port. It offers resolution up to 1024 x 768, mono and/or color. It sells for 2300 to 3000 dm. I believe that they only offer a driver for the RTOS operating system; but the ad didn't mention anything (at least that I can read) about software compatibility.

[the remainder of this note is about the Atari PC Klone. Skip it if this isn't interesting for you.]

A final article is a review of 4 "Home-PC" systems, including the mythical Atari PC 1. It looks like the Atari PC that I saw at the Boston AtariFest. It lists for 1600 dm with 1/2 meg, 1 5.25" floppy, and a monitor. As a comparison, the Commodore PC-1 lists for 1000 dm without a monitor. The Atari machine has a "turbo" mode (1.7 Norton SI), while the Commodore machine just runs at a stately 4.77 mhz. So, it seems that the hardware is stable enough for them to send it out to reviewers... although the motherboard has a "Rev A" sticker on it.

---
disclaimer: i have no connection with c't: the subscription is being paid for by somebody else ;-)

Greg Lindahl |
brandeis radio astronomy group (BRAG) | ci$: [76515,1122]
-------------------------------------| us snail: box 2522 brandeis university
"Insults are the spice of life." | waltham mass (usa) 02254-9110
| telco: (617) 899-5884

2821. Re: I am sorry for my msg. 'Pirating, etc...'

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 06:14:00 UTC
From: gll2139@ritcv.UUCP
Message-ID: <310@ritcv.UUCP>
Source record: 253421
Cross-posted to: comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.tandy,comp.sys.cbm,comp.sys.att,comp.sys.atari.8bit,comp.sys.atari.st

:58:09 GMT
References: <858@nuchat.UUCP>
Reply-To: gll2139@ritcv.UUCP (Gerard L. Lanois)
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 38
Xref: rutgers comp.sys.amiga:18318 comp.sys.ibm.pc:16455 comp.sys.apple:5512 comp.sys.tandy:830 comp.sys.cbm:1532 comp.sys.att:3336 comp.sys.atari.8bit:1545 comp.sys.atari.st:9359

In article <858@nuchat.UUCP> phillip@nuchat.UUCP (Phillip Keen) writes:
>
>I'm sorry about the message titled 'Pirating, etc....' but I just wanted to
^^^^^^^^^^^^^^^^^^^
>express my opinions. I didn't reallize how big of a fuss it would bring over
^^^^^^^^^^^^^^^^^^^
>the NET. Plus, that was one of my first msgs. to ever post over such a big
>NETwork, so I've got to learn some how or another. So, the way I learn is by
>trial & error, and I know now never to post such a broad message over the NET.

[minor flame]
Fortunately, I resisted the urge to reply to your original comments.

To anyone else who can't resist the temptation to broadly cross post inane comments and who maybe considering engaging in a similar learning scheme,

If you just want to "learn by trial & error", do it in MISC.TEST!!!!!!!

If you "just want to express your opinions", try TALK.MISC!!!!!!!

(Or rec.arts.frp, for you lightbulb jokesters. 8-)

[douse flame]

>Like I say I'm sorry.

Apology accepted. Lesson learned. Welcome to the net.

>--
>Thanx -- Phillip Keen Path: uunet!nuchat!phillip
>Snail Address: Phillip Keen //
> 2705 Martin //
> Pasadena, TX 77502 /////

Gerard L. Lanois
gll2139@ritcv.UUCP

gll2139@ritvax.BITNET

2822. LEVEE request

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 06:27:16 UTC
From: wraith@ucscb.UCSC.EDU
Message-ID: <2525@saturn.ucsc.edu>
Source record: 253422

[To eat or not to eat...]

Now that the group is moderated, could someone post the
vi-like editor "LEVEE" to comp.binaries.atari.st? I usually don't have time to
read through all of comp.sys and I miss many programs/sources.

---=-=-=-

2823. Where can I get XLISP v2.0?

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 07:13:00 UTC
From: Poulin@RADC-MULTICS.ARPA
Message-ID: <880328071305.113472@RADC-MULTICS.ARPA>
Source record: 253423

I am interested in obtaining a copy of XLISP v2.0, but the only place
that has it that I know about is BIX. Since I am not used to throwing
large amounts of money away (at BIX), I was wondering if anyone could
tell me where I could obtain it. Thanks in advance,
Marc

Marc C. Poulin AT&T: (315)336-7564 GEnie:
MicroByte Distributors ARPA: Poulin@RADC-MULTICS M.POULIN
6480 Monument Road Archive@RADC-SOFTVAX
Rome, NY 13440-7210 CIS: 72737,2703

2824. Re: Atari no-support?/In defense of

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 10:30:00 UTC
From: grahamr@pyr1.cs.ucl.ac.uk
Message-ID: <39000001@pyr1.cs.ucl.ac.uk>
Source record: 253424

>I was at Hannover last week, and would contest the above most strongly.
>Jack Tramiel's public statement at the Press Conference was almost
>entirely in regard to DRAM issues. And he made a very strong point,
>which received immediate applause, that "Atari will not increase prices
>on account of the inflated DRAM costs. If that means we only make $55M
>this year instead of $57M, so be it." I paraphrase considerably, but
>nonetheless his message was clear.

Is this serious??
In the U.K Atari have already announced price rises on all ST's because
of the DRAM shortage. The 520 & 1040 have both risen by 100 pounds and
the mega ST's by fifty pounds.

Graham

2825. Re: nethack for the st - (nf)

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 10:38:00 UTC
From: weber@incas
Message-ID: <4300008@incas.UUCP>
Source record: 253425

>/* Written 7:34 am Mar 26, 1988 by cdbenaiah@watdrago in incas:comp.sys.at.st */
>There was a person on rec.games.hack that said he had a copy but for some
>reason, he continously delayed the posting date.

That person probably was me... I ported 1.4f and posted a note to this effect.
Nobody replied - neither by mail nor via notes/news. As NetHack (even the
binaries) is BIG, I didn't want to tie up USENET resources just for the
sake of posting NetHack.

A number of people play this version (enhanced and fixed 1.4f) for a long
time now - to the best of my knowledge it never panic'ed or bombed; even
save and restore work :-). 1.4f is outdated by now, but if anybody wants it,
contact me. The major drawback of this version is the minimal support for
floppy-only systems (it definitely is playable, though) - which has kept
me from mailing diffs to Mike.

As an alternative, contact Andreas Toennne (..!uunet!unido!laura!atoenne);
he will release his port of 2.2 sooner or later.

Markus Weber, University of Kaiserslautern, Fed. Rep. of Germany
UUCP: ...!uunet!unido!uklirb!incas!weber

2826. Megamax c Bug

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 11:58:05 UTC
From: DERMOTT@DREA-XX.ARPA
Message-ID: <12385910436.15.DERMOTT@DREA-XX.ARPA>
Source record: 253426

```
Re: Bug in Megamax c ver 1.1
The following C source produces incorrect code:
/*****************************/
main()
{
test((char)0); /* bug here */
test((char)1); /* this is OK */
}
/********* produced code *************/
main:/* global */
LINK A6,L$0
CLR -(A7)
JSR test(PC) test((char)0);
MOVE.B #1,D0 missing stack add
EXT D0
MOVE D0,-(A7)
JSR test(PC) test((char)1);
ADDQ.L #2,A7 OK
L1:
UNLK A6
RTS
/*********************************/
The stack pointer is not restored after the first call to test(). This
will cause unpredictable results later. The C source is not normal - it
was produced by a PASCAL to C translation program in the TeX-to-C
package.It took a lot of debugging to find this error. There are 10 C
files of 50Kbytes each and the executable is about 250K. I think the cast
to char is unnessary in most cases.
Is this fixed in the new Megamax (Laser c)? I think I'm going to have
to get a better compiler to get TeX-C working.

David Dermott DERMOTT@DREA-XX.ARPA
DARTMOUTH N.S. Canada.

-------
```

2827. Re: atari to appletalk quest

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 13:51:03 UTC
From: jack@cwi.nl
Message-ID: <253@piring.cwi.nl>
Source record: 253427

In article <85@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <512@uhnix2.UUCP>, uace0@uhnix2.UUCP (Michael B. Vederman) writes:
>> Unfortunately, this cannot be done with the ST as it stands without external
>> hardware (probably thru the DMA port). The reason for this is that the
>> AppleTalk network uses a baud rate far greater than the ST can produce.
>
>Not true. The MIDI port can be easily driven at 500K bps, much faster
>than Apple's LocalTalk hardware, which is essentially an RS-422. If
>....
This is not the only problem. The main problem is that the UART used
in the apple (don't remember the number. I seem to recollect that
it's a Zilog chip) is a very nifty little device. Among other features,
it can be programmed to generate NRZ output in stead of straight
binary.
[NRZ is an encoding scheme where a "1" bit is encoded as 1 transition,
and a "0" bit as 2 transitions, like this:
Data 0 0 1 0 1 1
Normal _________----____--------
NRZ _--__--__----__--____----
]
This is crucial for appletalk: the appletalk connector box is merely
a bunch of transformers wired as a fork. This has two advantages:
- You don't hear yourself talking.
- All machines are completely galvanically separate from the cable,
but you don't have to power the cable (as you would have to do in
case of using optocouplers.

Now, using transformers makes it next-to-impossible to use normal
binary: you would never be able to reconstruct the signal after it
has passed through two transformers: the phase-shift would differ per bit.
No such problems with NRZ encoding, however: the only frequencies
used are F and 2F (if you send at F baud), so a low-pass filter will
convert you signal to almost-sine-waves, which can be turned into
squares again at the receiving side.

Thinking up the hardware to convert normal binary to NRZ is left
as an exercise to the reader.
Oh yes, and tell me if you find a scheme that'll cost less than, say,
$10 and can be powered from the MIDI port:-(
--
Jack Jansen, jack@cwi.nl (or jack@mcvax.uucp)
The shell is my oyster.

2828. Re: Apple Challenges HP New Wave, M

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 15:51:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100054@datacube>
Source record: 253428

I'm not convinced that Apple wishes to win this lawsuit. It seems that we're pretty much agreed that there is little "new and original" work embodied in the Mac; rather it was new and original at Xerox PARC.

What Apple most likely wishes to do is to slow the development and distribution of "look-alike" products (read: "OS/2 Presentation Manager") by seeking injunctions against Microsoft, et. al. on those products. Meanwhile, Apple has little or no competition in that arena while the suit drags on, allowing it to gain market share, and allowing its product to mature, over the course of a year or two long law-suit.

By the time the suit is over, and Apple loses, Apple will have a huge lead over their competitors in the area of "Mac-like" interfaces.

Can you say: "Unfair trade practice"?

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

2829. Re: Lisp/Prolog for the 1040

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 16:41:00 UTC
From: brantly.henr@XEROX.COM
Message-ID: <880328-084222-3314@Xerox>
Source record: 253429

In a msg dated 23 Mar 88 15:43:06 GMT Sandra Loosemore <sandra@cs.utah.edu> writes:

>It's been a while since I read this review, but I seem to
> remember the discrepancy being more like 20X, and the
>reason for it is that the person who did the timing was
>comparing *compiled* Lisp on the Amiga to *interpreted*
>Lisp on the ST. And yes, Lisp interpreters are typically
>at least 20 times slower than compiled Lisp, and Cambridge
>Lisp does offer a compiler for the ST.

I agree with Sandra that *compiled* Lisp runs much faster than when running *interpreted*. Depending on the implementation & the code being compiled, speeds greatly exceeding 20X can sometimes be achieved (compiled vs interpreted).

However I must disagree on the content of the article in question.

The speed difference I mentioned was indeed close to 2X (Amiga vs ST), and no where in the article did it mention that the benchmarks were compiled vs. interpreted. (had they been compiled vs. interpreted, what would have been the purpose of "Benchmark comparisons"?).

Below is the content of the article in question, at least that portion pretaining to Amiga/ST speeds:

From AI EXPERT, Feb. 1987 issue, pg 69.....

Aesthetic differences aside, the maturity of Amiga Cambridge Lisp is evident in the benchmarks, Lisp on the Amiga runs significantly faster than Lisp on the Atari ST, in spite of the latter's slightly faster clock speed. In fact, some LISP interpreters on a stock IBM PC seem to run faster than Cambridge LISP interpreter on the Atari ST.

We ran some of the Gabriel benchmarks using the interpreter on the Atari 520 ST with 1MB of memory. The TAK benchmark took 730 seconds to execute; TAKL 4,014 seconds; DIV2(iterative) 2,582 seconds; DIV2 (recursive) 1,656 seconds; and DERIV 1,652 seconds.

On the Amiga 1000 with 512K RAM, the TAK benchmark took 365.16 seconds to execute; STAK 394.18; TAKL 3027.1 seconds; DIV2(iterative) 1046 seconds; DIV2(recursive)766.56 seconds; and DERIV 732.38 seconds.

----

test Atari Amiga Amiga faster by

TAK 730 365.16 1.999X
TAKL 4,014 3027.1 1.326X
DIV2(iterative) 2,582 1046 2.468X
DIV2 (recursive) 1,656 766.56 2.160X
DERIV 1,652 732.38 2.255X

Sandra must agree that if they were indeed comparisons "compiled vs. interpreted", the ratios should have been much higher.

I don't think that this is a comparison of the Amiga vs. the Atari ST, but only a comparison of an Amiga implementation vs. an Atari ST implementation of Cambridge Lisp. Metacompco did a better job on the Amiga implementation (speed-wise that is, the Atari ST version has much better graphics support).

Dennis.....
Xerox R&D
Rochester, NY

Brantly.Henr@Xerox.Com

2830. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 17:06:04 UTC
From: zeeff@b-tech.UUCP
Message-ID: <4328@b-tech.UUCP>
Source record: 253430
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

I think a solution to these "look and feel" suits is for products to be shipped with a user selectable interface. The user could arrange the menus and select the icons that he wants to use. If he happens to select something that looks like someone else's interface, it's not the developers problem.

--
Jon Zeeff Branch Technology,
uunet!umix!b-tech!zeeff zeeff%b-tech.uucp@umix.cc.umich.edu

2831. A warm and fuzzy ATARI story...

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 17:27:55 UTC
From: cdj@NADC.ARPA
Message-ID: <8803281727.AA16898@NADC.ARPA>
Source record: 253431

For those who desparately seek a GOOD report about ATARI:

I, too received the documentation from ATARI (I'm a registered, although not currently active, ATARI developer). The package included SALAD, as someone (I'm sorry, I didn't catch the name...) mentioned, describing the Line-A calls, and including EXAMPLES. The previous Line-A docs were evidently written by someone who had been out smoking bananas (all lower case, no punctuation...). SALAD was evidently produced on a laser printer and looked so professional, it brought a tear to my eye.

Also included were what seemed to be the Figures for my GEM documentation (!), which were missing from day one. These, too were printed on a laser printer.

The Mega specs look very interesting, but unfortunately I don't even know who my nearest Mega dealer is (my regular ST dealer didn't make it, sigh.)

Lastly, the new newsletter for developers (I believe it was called ATARI Forum) was generated on the ATARI laser printer from I believe it said EasyDraw (I didn't see MS Word mentioned, but I might have missed it. I did see EasyDraw mentioned...). All of this stuff looked very professional.

This offering by ATARI reveals a glimmer of professional support for their developers. That word, 'professional' keeps popping up, but if you'd witnessed some of the docs in the developer's kit, you too would notice a large improvement.

I publicly thank those at ATARI who put time and effort into these documents, and hope that this is an indication of other things to come. If the quality shown in these documents could be applied to all of ATARI's offerings (including hardware, software, docs, and support) then I believe that good things will happen for the ST and all of ATARI's products.

*** A slight pause as I get off my soapbox ***

Christopher D. Johnson
Penn State University/
Naval Air Development Center

cdj@nadc.arpa <== Active from now until end of May

cdj@psuecl.bitnet <== Active from June until tuition money runs out ;-)

2832. Re: Virus-- suggestion!

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 18:17:18 UTC
From: wheels@mks.UUCP
Message-ID: <428@mks.UUCP>
Source record: 253432

In article <2377@bath63.ux63.bath.ac.uk>, pes@ux63.bath.ac.uk (Smee) writes:
> In article <1288@uop.edu> exodus@uop.edu (EXODUS) writes:
> >
> >What if someone wrote a 'friendly' virus. One that fixed the bugs in the
> >Operating System. One that multiplied so everyone's bugs were fixed.
>
> No, no, a million times no. There is NO SUCH THING as a 'friendly' virus.
> [much venom deleted]

Umm, I think the posting about the friendly virus was a joke, tongue-in-cheek, not serious.

Maybe exodus should have put a couple of smileys in it, but I think it was fairly obivous that no virus can fix bugs in an operating system.

I kind of liked the idea myself. I would immediately contaminate my ST with a virus to fix the 40 folder bug, and the slow file opening bug, and any others too.

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

2833. GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 18:20:55 UTC
From: craig@unicus.UUCP
Message-ID: <2441@unicus.UUCP>
Source record: 253433
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

The price-fixing deal that the U.S. forced on Japan to keep its own chip manufacturers (TI and Micron) in business, that has forced chip prices to four times their level (here, at least!) of ten months ago, has been declared illegal by GATT, the General Agreement on Trade and Tariffs, the international body governing world trade. The gist of it is that the pact has forced chip prices up, and supplies down, in Europe and Canada.

The complete text of the Financial Times article has been posted to comp.misc

I apologize for the massive cross-posting (usually the mark of a flame :-)), but microcomputer and electronics consumers should be aware of this, the last paragraph of the article:

``According to trade diplomats in Geneva, the U.S. is pressing Japan not to abandon the semiconductor deal. It has suggested that by abandoning one or two of its elements the Japanese could change their monitoring from the coherent system the GATT panel found objectionable.''

If you work in computer or perhipheral manufacturing, software, retailing, or are just a consumer, you should probably write your congresscritter right now in support of the ruling. This pact is crippling all of these industries, as I'm sure I don't have to tell anyone. In an election year, they may prove to be subject to pressure, especially *presidential candidates*. Just how many high-tech votes are there ? Not to mention, with code-cracking hackers and electronic photo-retouching and other high-tech sabotage, would you want them voting against you ? Emphasize your campaign computer cracking skills. 1/2 :-)

Save the whales. Scrap the pact. Yay GATT.

Craig Hubley, Unicus Corporation, Toronto, Ont.
craig@Unicus.COM (Internet)
{uunet!mnetor, utzoo!utcsri}!unicus!craig (dumb uucp)
mnetor!unicus!craig@uunet.uu.net (dumb arpa)

2834. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 18:22:51 UTC
From: Postmas@UNCACDC.BITNET
Message-ID: <880328112251.000012F0.BCFP.D2@UNCACDC>
Source record: 253434

To: >udd>Ench425>MWHoffos>MWHoffos.mbx at UNCAMULT.BITNET: Unable to queue mail.

--------------------RETURNED MAIL FILE--------------------
Received: from UNCAMULT(NETWORK) by CANADA01 (Mailer X1.24) id 3240;
Mon, 28 Mar 88 10:07:09 EDT
Received: from UNCACDC by UNCAMULT.BITNET with Mailnet id <2753014142911011@UNCA
Received: by CANADA01 (Mailer X1.24) id 9327; Mon, 28 Mar 88 01:51:28 EDT
Date: Sun, 27 Mar 88 14:43:59 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.EDU
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #157
To: Michael Hoffos <MWHOFFOS@UNCAMULT>

Info-Atari16 Digest Sunday, March 27, 1988 Volume 88 : Issue 157

This weeks Editor: Bill Westfield

Today's Topics:

Screen memory format
Need help with VC.TTP
Re: MWC rdy ramdisk utility

From: MCCABE%MTUS5.BITNET@forsythe.stanford.edu
Date: 27 Mar 88 14:08 EST
To: INFO-ATARI16@score.stanford.edu
Subject: Screen memory format

Date: 27 March 1988, 13:56:33 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Screen memory format

I need to know what the format of the ST display memory is. The Abacus
Internals book gives a completely different discription than the Compute!'s
VDI manual. I tend to trust the Compute! publication more because it
sounds a lot more reasonable and intelligent. (Let's talk low-res here)

Compute!: Each ADJACENT four BITS specify a number between 0 and 15
that represents the color register used to plot that pixel.
Abacus: Four contiguous memory WORDS specify the color of 16 pixels.
To set a pixel, one must set a bit in each of the four words.

"in order to set the point in the upper left-hand corner,
the topmost bits of words $78000 (assume screen memory starts
at 78000), $78002, $78004, and $78006 must be manipulated."

Like I said, the Abacus method doesn't sound very logical.
Which method is actually used?

Thanks in advance!

+----------------------+----------------------------+
: Jim McCabe : BITNET: mccabe @ mtus5 :
: G31 ECH MTU : jemccabe @ mtus5 :
: Houghton, MI 49931 : UUCP: mccabe @ m-net :

Date: 21 Mar 88 13:20:19 GMT
From: ulysses!mhuxo!mhuxu!cbz@ucbvax.Berkeley.EDU (Craig B. Ziemer)
Subject: Need help with VC.TTP
To: info-atari16@score.stanford.edu

I have been using the spreadsheet program VC for a few weeks now.
This program was originally run on a U**X type system (I think)
but has been ported to PC's, the ST being one. The program works
beautifully except for one thing. The "w" command (write) does
not work. This is the command which saves a copy of the spread-
sheet to disk, in a format which is easily readable by humans.
The "p" command (put), which savves the spreadsheet in a format
to be read back by VC, works fine. So the question is this, Does
anyone else have this problem? Does anyone know who ported this
to the ST? Someone has been kind enough to suggest a fix to the
printfile routine but the fix is in source code and I have no way
to compile it (C language). Could someone help in this way? I
would appreciate any help in making this great PD program greater!

Craig Z. at AT&T
mhuxu!cbz

Date: 24 Mar 88 05:47:09 GMT
From: lakesys!rich@csd1.milw.wisc.edu (Rich Dankert)
Subject: Re: MWC rdy ramdisk utility
To: info-atari16@score.stanford.edu

In article <7524@ncoast.UUCP> btb@ncoast.UUCP (Brad Banko) writes:
>does anybody know just how the rdy ramdisk works?
>i keep running into this problem that if i warm boot the system with
>a disk that has accessories (or the IB Drive res.prg), the MWC ramdisk
>disappears..., but it doesn't get destroyed, because if I reboot
>with a disk that has no desk accessories it comes back, most of the time.
>
>it really gets frustrating if i want to use the IB Drive 5.25" drive

>and use msh from the ramdisk to work on the files on the 5.25...

I too had a hard time really seeing the need for the rdy type of
RamDisk, so what I did was to use MegaMatic, a ShareWare program that
really works well. I use it over the rdy *all the time. If you look around
the local bbs's you should be able to find a copy.

What to do.....

Create AUTO folder

Configure MegaMatic per the doc's and place it *first in the
AUTO folder.

Now place your REZ.PRG in the folder next.

Now go and configure your profile (for msh) to create the desired
folders in\on the drive you wish (IE:RamDisk or IB drive), and then
add the instuctions (to msh) to copy the desired files to where ever
you wish them to be.

I always copy the msh.prg to a Ramdisk, so I can pop out of the shell
if I desire, and run something from the desktop, and them just
re-run the msh.prg out of the RamDisk. When the profile tries to
create the already existing folder and or copy the files again, it
will report "access denied" and you all set and ready to go again.

One more thing, Make sue that you have the postfile copied to the
same dir as the msh and profile files so when you exit the desktop
is reset to what it was *before you ran msh.

Works for me *every time....

-rich
UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

End of Info-Atari16 Digest
****

2835. WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 18:25:49 UTC
From: leigh@byuvax.bitnet
Message-ID: <166leigh@byuvax.bitnet>
Source record: 253435

If Atari would like to be somewhat successful with their non-8-bit machines, they need to get rid of their game-machine image. To do that, they need to form a new subsidiary that doesn't conspicuously bear the Atari name and use it to market the STs, ABAQ, and UNIX-boxes and leave the Atari name for the 8-bit machines and Game Systems.

Chad

2836. DLII - Latest Version

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 18:26:32 UTC
From: michaela@iscuva.ISCS.COM
Message-ID: <1276@iscuva.ISCS.COM>
Source record: 253436

Can someone please tell me where I can obtain the latest version
of Simon Poole's hard disk organizer program. There was some mention
of it on the net a couple of months ago, but since then no other mention
has been made. It is well done program and I am anxious to get the latest
revisions. Thanks !

Michael Albo
ISC Systems Corp.
E. 22425 Appleway
Liberty Lake, Wash. 99019

2837. Re: Screen memory format

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 18:27:19 UTC
From: wheels@mks.UUCP
Message-ID: <429@mks.UUCP>
Source record: 253437

In article <8803271924.AA18903@ucbvax.Berkeley.EDU>, MCCABE@MTUS5.BITNET writes:
> I need to know what the format of the ST display memory is. The Abacus
> Internals book gives a completely different discription than the Compute!'s
> VDI manual. I tend to trust the Compute! publication more because it
> sounds a lot more reasonable and intelligent. (Let's talk low-res here)
>
> Compute!: Each ADJACENT four BITS specify a number between 0 and 15
> that represents the color register used to plot that pixel.
> Abacus: Four contiguous memory WORDS specify the color of 16 pixels.
> To set a pixel, one must set a bit in each of the four words.
> "in order to set the point in the upper left-hand corner,
> the topmost bits of words $78000 (assume screen memory starts
> at 78000), $78002, $78004, and $78006 must be manipulated."
>
> Like I said, the Abacus method doesn't sound very logical.
> Which method is actually used?

The illogical method is the one that is used. In low res mode, you have
to visualise the memory as sets of four words. The corresponding bits
in each of the words are the four bits that specify the entry in the
palette. For example, if the words are:

```
1xxxxxxxxxxxxxx $78000
0xxxxxxxxxxxxxx $78002
1xxxxxxxxxxxxxx $78004
1xxxxxxxxxxxxxx $78006
```

then the bits of the first pixel are 1011.

To switch your brain into medium res, just remember that the memory is
used in sets of two words, again with corresponding bits making up one
pixel.

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

2838. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 18:31:47 UTC
From: wes@obie.UUCP
Message-ID: <97@obie.UUCP>
Source record: 253438

In article <1024@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
> In article <54@avsd.UUCP>, govett@avsd.UUCP (David Govett) writes:
[A lot of mouthing off about alleged statements made by
one of the Tramiels about not supporting the US market
any more....]
> I was at Hannover last week, and would contest the above most strongly.

Enough about the flim-flammery and ravings of some lunatic, Roy.
Let's get down to the important question: Did you guys exhibit the
68030 box? If so, tell us about it? Will it be out by June (which
everyone knows is October on *our* calendars :-). How much memory?
What kind of disk connection? Bus, or just SCSI/AHDI port?

Inquiring minds (and perhaps pocketbooks) want to know!

Wes Peters
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2839. Re: I am sorry for my msg. 'Pirating, etc...'

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 20:19:40 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <2482@bsu-cs.UUCP>
Source record: 253439
Cross-posted to: comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.tandy,comp.sys.cbm,comp.sys.att,comp.sys.atari.8bit,comp.sys.atari.st

In article <8053@agate.BERKELEY.EDU>, doug@eris (Doug Merritt) writes:
>
> I encourage everyone to (A) read all of news.announce.newusers at
> least once per year, and (B) make a point of telling new net users
> that it exists.

Thanks for mentioning this! I've been a net user since about October of 1987,
and this is the first mention I've seen of this newsgroup. I've had occasion
to apologize for net-ignorance, due to having to learn everything by trial and
error, myself, so I sympathize with all those now sitting there going
"OOOOOOOooohhhhhh....!" Who's in charge around here, anyway? I want the full
usenet manuals on my desk in TEN MINUTES... :-)

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

2840. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 20:42:45 UTC
From: david@bdt.UUCP
Message-ID: <196@bdt.UUCP>
Source record: 253440

In article <54@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:
>At the Hannover Fair last week, one of the Flying Tramiel Brothers said
>that, since iratA gets 60% of its (16-bit ?) revenues from Deutschland,
>the US market would suck hind tit, not to put too fine a point on it.
>
>The grafitti is on the wall. Time to dump the boat anchor while you
>can still get a decent price for it. Don't count on Two-Tongue Jack
>to ever support the ST in the US. All he'll ever provide is crumbs to
>keep the peasants quiet.

I'm glad somebody finally said it. Howdy neighbor. Did you fall for it
too? We should'a listened to everybody that said we were fools. Now
Jack and his boys are laughin' & drinkin' to their health with my salary!

My friends who program "real" computers really gave me a hard time when I
started with Atari and the ST. Now everything they warned me about seems
to be coming true. You see, I used to be a real programmer. No really.
No foolin'. Now on my resume I'll have to say "well see I was on an
extended vacation for those three years. No I never programmed an Atari
before".

How long will the T's keep finding suckers?

--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

2841. Ha ha ha ha, ho ho ho ho, he he he... Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 22:22:42 UTC
From: UD140469@NDSUVM1.BITNET
Message-ID: <679UD140469@NDSUVM1>
Source record: 253441

[a line for the line eater]

I'm sorry for that subject, but announcements/showings from Atari (like the one that follows) are begining to strike this strange and somewhat off-balanced chord in me... he he he... oops, sorry. What follows was taken from the newest issue of Infoworld (March 28th?) with some heavy editorializing added by your's truly. About the only thing that lends it any credence is the fact that it wasn't reported in the "Robert X. Cringly" rumor column--it's apparently a for-real "ghost" (or at least vapor) sighting. Here goes:

"...Atari Corp. revealed its long-rumored 68030 Unix workstation March 18 at the Hannover Computer Show in West Germany. The workstation, which is reported to be already in the hands of 50 developers [!... strike one up for Atari!], is scheduled for sale in Europe [and North America?????] by the end of 1988, Atari said [I don't know if I should even dignify that with a snide remark].
"The as-yet-unnamed [maybe the LT, for Lirth Two, of course...] workstation has a VME bus with five slots, according to Shiraz Shivji [do the 1040's have blitters yet, Shiraz? Will the '030 EVER have a VME bus?], Atari's [VP] for research and development. The base machine includes 4 megabytes of RAM, a 1-mbps Starlan port, two serial ports, one SCSI port, and a 60-megabyte internal hard disk.
"Shivji said an optional graphics card will offer CGA, EGA, and VGA graphics to go along with a [optional, I suppose] 1,280-by-960 high-resolution monitor that is also under development.
"Shivji said the base machine will cost less than $5,000 and operate 50 percent faster than an 80386, with both systems running Unix System V, Version 3.1 [notice that they didn't say specifically that Unix was included for $5,000...].
"According to Atari president Sam Tramiel, the company is not targeting the multiuser market, but rather is seeking to offer a powerful workstation for professional users, particularly in technical areas.
"Atari also showed prototype 44-megabyte removable hard disk drives, which will be offered for the company's 286, 386, and 68030 machines [WHAT 286, 386, and '030 machines? For that matter, what 8086 (or 8088?) machine?], plus a CD-ROM drive.
"A write-once/read-many (WORM) drive that will allow users to write data and audio [oh give me a break!] onto compact discs should be ready within a year, Shivji added.
"Atari Corp., 1196 Borregas Ave., Sunnyvale, CA 94088; (408) 745-2000

If I seem cynical, I'm sorry (well, not really). It's not that I don't believe that it can't be done, but rather that I don't believe that Atari can do it, especially in the time frames that the article mentioned. I just wish for once that Atari had come to a show with demo models ready to send out to dealers... I will give them one thing--if it's true that they've already

gotten the machine to some developers, they've done something right. However, if they wan't to prove their sincerity (something that the Tramiel clan is very much lacking in) they can a) have in-depth reviews of the machine (with pics & tech. info) in the magazines by early summer; b) have developers advertising products for them by late summer; and c) show the prototypes at every single ma-and-pa computer show they intend, instead of showing it in Europe and never letting North America see it until after it's been shipping in Europe.

Sadly to say, my expectations are low. The only thing on this list I expect to see within a year (thats March '89) is the ROM drive... I sure hope I'm wrong, but I doubt it (for you folks at Atari reading the net, sorry I've heaped so many burning coals on you, especially since y'all aren't responsible for most of the "management/business" decisions of Atari. Maybe you could pass the message "on high"?).

Scott Udell
UD140469@NDSUVM1.BITNET

[a line for the line eater]

2842. Re: Laser C bug

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 23:13:26 UTC
From: dmb@TIS.COM
Message-ID: <8803282313.AA06558@TIS.COM>
Source record: 253442

The C compiler we are running on our Sun (which I assume is the standard BSD C compiler) has no complaint about:

```
#define foo 1 && 0
#if 1 || 0
for(;;);
#endif
```

From what I've heard here, Laser C doesn't like || and && in constant expressions. I have to agree with Moshe Braner -- this is a bug, not a feature.

Dave Baggett
arpa: dmb@tis.com

2843. Re: TRAP handler question

Newsgroup: comp.sys.atari.st
Date: 1988-03-28 23:22:54 UTC
From: david@bdt.UUCP
Message-ID: <197@bdt.UUCP>
Source record: 253443

In article <3738@watcgl.waterloo.edu> jafischer@lily.waterloo.edu (Jonathan A. Fischer) writes:
> This will undoubtedly reveal the vast storehouse of ignorance I have
>at my fingertips, but here goes anyway...
>
> Since "Tempus" came out, it seems that countless programmers took it
>as a personal challenge to write some screen routines that were as fast.
>Myself included. Well, writing the printing routines wasn't much trouble (a
>nice intro to 68000 assembly language programming, I felt), but in trying to
>hook the thing into the GEMDOS trap handler so that it catches Cconws() calls,
>I've come across a pretty strange bug. Hopefully someone can help me out.
>
> I use oldvect = Setexc(...) to point TRAP #1 to my trap handler with
>no problem. In the trap handler, I check 6(sp) for the function number. This
>is where the problem is...
>==
>fp_handler_:
> cmpi.w $9,6(sp) / Never results in "true" condition.
> beq is_Cconws
>
> movea.l oldvect,a0 / Not Cconws(), so jump to GEMDOS.
> jmp (a0)
>
>is_Cconws:
> move.l (sp),4(sp) / Overwrite GEMDOS function number with return
> lea 4(sp),sp / address.
> jmp fastprt / Jump to the fast print routine.
>==

I don't want Jonathon to feel as though I'm flaming him. This is a posting that hopefully everybody will find informative.

First, besides from the "bug" you're describing, it's never gonna work to catch Cconws() like this (as you mention), but I'll get to that later.

GEMDOS is entered via a TRAP #1 instruction. The 68000 has a supervisor and user mode, each with separate stacks. The 68000 exception stack frame (like from an Interrupt or Trap) looks like this:

(sp) -> word SR (status register)
2(sp) -> long return PC (program return address)

When an exception is generated, the 68000 pushes the SR register and the current PC onto the supervisor stack, regardless of whether the processor was running in user or supervisor mode at the time. SP (or A7) addresses the Supervisor stack when the trap handler is entered. There is a bit in the SR

on the stack that indicates which mode the CPU was running in. It can be checked like this:

```
btst.b #5,(sp)
bne in_super

in_user:
move.l usp,a0 * arguments are on User Stack
bra go_on

in_super:
lea 6(sp),a0 * arguments are on Supervisor Stack

go_on:
cmp.w #9,(a0) * look at GEMDOS func. code
beq is_Conws
```

The above code will load the A0 register with a pointer to the GEMDOS arguments (including the function #). For Cconws() that means:

```
(a0) -> word 9 (Conws func. code)
2(a0) -> long address of string to print.
```

And now for the real problem....

> Actually, I'll probably end up using a different method, since this
>will only speed up Cconws(), and a lot of programmers use Bconout(1, character)
>in a loop, since it's faster than Cconws(). Ideally, I'd like to have ALL
>screen text output (non-VDI) go through the fastprt() routine. If someone can
>tell me how to do this (without checking explicitly for one of Cconout(),
>Cconws(), Bconout(1, ch), and Fwrite() to stdout), then I'd appreciate it.
>
> (And yes, I know I'll have to add a test for stdout being redirected to
>a file.)

Exactly. Cconws() does NOT simply mean "print to the screen". It means "write a string to GEMDOS standard output (handle 1)". You can't just catch the Cconws() call to make a real output handler. You must deal with anything that uses handle 1, including watching for redirection with Fforce(), or Fwrite()'s to handle 1.

Catching Bconout(2, c) and Bcostat(2) is probably the best solution to catching all non VDI characters. It's clean, but you will have to interpret the vt-52 escape codes if you want to remain compatible. The trap handling idea above will work in a similar manner to catch the Bios (trap #13) calls. Catching the BIOS calls will have the best chance for compatibility with the most programs. Messing around at the GEMDOS level could cause lot's of things to break.

The vt-52 escape codes that the ST uses are documented in the Atari "Hitchhikers Guide to the BIOS".

--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'

478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

2844. Re: smalltalk for the st?

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 00:44:56 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Mar28.164459.521@mntgfx.mentor.com>
Source record: 253444

From article <1593@hcrvx1.UUCP>, by miken@hcrvx1.UUCP (Mike Nemeth):
> i should think that the ST, with bitmapped screen and drawing/windowing
> primitives, would be a natural for something like Smalltalk/V, certainly
> as good if not better then a PC would be (flames to /dev/null). does
> anyone know of a version of smalltalk that runs on the ST? i have
> Little Smalltalk running here at work and could/would port it if there
> isn't a version already running on an ST out there somewhere, but i'd
> rather not reinvent the wheel.

A full version of Smalltalk is available for the Mega-ST from George Heeg, Inc.
in Germany. I'm not sure, but you could possibly also buy it from
Parc Place Systems in the US (Parc Place Systems is the Xerox offshoot
that markets Smalltalk). Presumably it would run on a standard ST with
appropriate memory.

As far as Little Smalltalk goes, I've got version 2.02 partially ported.
Little Smalltalk doesn't have graphics, windowing, etc. though.

dgc

2845. Re: Info-Atari16 Digest V88 #158

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 01:38:01 UTC
From: bllawson@violet.waterloo.EDU
Message-ID: <8803290138.AA03846@violet>
Source record: 253445

```
signoff
```

2846. Help! I WANT Tempus!

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 03:33:40 UTC
From: #JMKLAS@WMMVS.BITNET
Message-ID: <8803290339.AA16227@ucbvax.berkeley.edu>
Source record: 253446

I have a quick question:

Where can I get a copy of Tempus? Is it a commercial product? If so,
where can I write/call, and how much is it? If not, where can I get
it? I took a look at the demo and was really impressed with it...
I'd love to be able to use it.

Please respond directly to me, since the digests sometimes get lost
between the originator and here, and I'd hate to miss the answer to
this question!

Thanks in advance,
<John Klassa>

#JMKLAS@WMMVS.bitnet

2847. Problem with GEM dialog

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 03:36:45 UTC
From: saj@chinet.UUCP
Message-ID: <4238@chinet.UUCP>
Source record: 253447

I'm experiencing a rather disconcerting problem with a dialog box I'm trying to manage. The configuration is: 1040 ST, color monitor, Mark Williams C v2.1.7, K-Resource. The problem is that the dialog contains some 3-digit numeric editable fields--I sprintf() numbers into char[4] variables, then set the appropriate te_ptext pointers to the unsubscripted names: at first it seems to work fine. The numbers in the editable fields when the form is first displayed are the correct initial values; if I select one with the mouse and hit <ESC>, the field is cleared. However, if I select one with the mouse and backspace over it, the rightmost digit is not erased--the other two digits are! Furthermore, once I have the cursor at the beginning of the field, when I type numbers into it, the first number typed just moves the cursor; the second number typed echoes the first, the third echoes the second. After sscanf()-ing the strings after return from the form, then redisplaying the form, the values shown are appropriate to what was actually typed in, not to the odd stuff that was shown in the form. Can anyone tell me what's happening, and what to do about it? I've done similar things before, but with longer strings. For reference, the validation characters for the field are XXX

2848. Re: STARTGEM.PRG

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 04:23:37 UTC
From: uace0@uhnix2.UUCP
Message-ID: <518@uhnix2.UUCP>
Source record: 253448

In article <8803222015568F5.AFWS@Mars.UCC.UMass.EDU> Flash@UMass.BITNET (Rick Flashman) writes:
>(Yes, I know how to UUDECODE, and I checked the file closely) Does anybody
>have any STARTGEM working that works on new roms, or idealy on both sets
>of roms?
>
>Rick Flashman
>
>1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
>Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@CUNYVM.CUNY.EDU
> R-FLASHMAN on GEnie

Hello Rick,

ATARINET indeed has a version that works with the new ROMS.
Send for it and try for yourself.

I don't know if it works witht he old roms too. :-]

Mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

2849. Re: Housten file server

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 04:28:10 UTC
From: uace0@uhnix2.UUCP
Message-ID: <519@uhnix2.UUCP>
Source record: 253449

As far as I know, mail used to go thru to uh-info and then the post master would forward it to me. By the looks of recently posted and returned mail messages, I would say that the post master got tired of handling the dead mail and set the mailer to return mail messages. UH-INFO is an INTERACTIVE file server ONLY. Sorry.

I will check with the post master to see if my guess is correct.

- Mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

2850. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 04:39:27 UTC
From: DMIHOCKA@WATDCS.BITNET
Message-ID: <8803290445.AA17142@ucbvax.berkeley.edu>
Source record: 253450

Laser C users beware: I've come across a code-generation bug in the inline assembler. If you have code similar to this:

```
foo:
dc.b 0x00, 0x01, 0x00, 0x80, 0x00, 0xFF
```

it actually generates the following 6 bytes:

0x00, 0x01, 0xFF, 0x80, 0xFF, 0xFF

i.e. value in the range $80 - $FF get sign extened into the previous byte. This will totally screw up any lookup table you may have. I've notified Megamax of the problem, and they say it's too late to fix it for the next update, but they'll investigate the problem.

In a similar situation, if you have this code:

```
label1:
dc.b 0
label2:
dc.b 0
label3:
dc.w 0
```

it will actually generate 6 bytes, not 4, and PC relative references to the labels will generate an address that is off by 2 from the address generated using long addressing. i.e. don't mix PC relative and absolute addressing when accessing dc.b constants.

Megamax suggests that to word around the problem, use dc.w and combine the bytes. For now, that's about all we can do until they fix the bug.

- Darek

2851. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 04:44:33 UTC
From: DMIHOCKA@WATDCS.BITNET
Message-ID: <8803290544.AA17877@ucbvax.berkeley.edu>
Source record: 253351

In the last message that I replied to Wayne Knapp regarding 512 color displays, I mentioned a bit about how Spectrum does it and about how I did it in a slideshow program I wrote. I received a few messages from people that wanted:
- Spectrum file format info
- see the code

So here is part of my code, written in Megamax v1.1, that contains the VBI routine, and the file reader. Note that this code won't compile as is, since it is only a small fragment, but it shows most of the most important piece: the display routine.

A few points:
- when dispaying a Spectrum picture, I found it necessary to turn off the mouse (with Bconout(4,0x12)) otherwise the mouse interrupts interfere with the display. Remember, this code is super time critical and must always execute in the exact same number of clock cycles
- When installing the VBI routine, it is not necessary to turn off the other VBI's. i.e. install it properly into the VBI table, don't just brute force the vector in. This assumes that all other VBI's are pretty short.
- the code here is not identical to Spectrum's code. The main difference is that since Spectrum pictures always have a black background color, there is no need to update color register 0. I use this time then, to update the screen resolution register so that I can get both low rez and medium rez being displayed in the same 512 color picture.
- to do true 640x200 x 512 color displays, and get 32 colors per scan line, the routine can be optimised to only update 4 register, not 16 as this routine does. This routine only gives you 8 colors in medium rez.
- note that there are no clock cycles left over in the scan line.

The last two routines decode a Spectrum file (.SPC) format and convert it into something the VBI can use. This just happens to be identical to the .SPU format. SPU is easy to describe, SPC isn't. Since the file on Compuserve describing it is probably (c), I won't upload it, but hopefully my code is clear enough. ha I'll have a try at explaining it:

SPU:
- first 32000 bytes is the video image.
- since the first scan line is lost for syncing, only 199 scan lines are displayed in a Spectrum picture. Thus, there are 199 blocks of 48 words = 19104 bytes of color information. Each block contains 3 color palettes in a row.
- thus, the total length of an SPU file is 32000+19104 = 51104 bytes.
- note that for my version, I use the info for color register 0 (normally 000 = black) to store resolution info. A normal Spectrum picture is in lo res anyway, so it works out.

SPC:
- the video image is run length encoded bit plane by bit plane, similar to
how Degas Elite does it. see the code below.
- the color palettes are encoded in delta fashion. Each block is now variable
in size, with the first word containing a bit mask of which of the 16
color registers are actually changed, followed by up to 16 words containg
the color values. again, see the code below for more info.

Note: some people have said that using MOVEM instead of MOVE.L is faster. It is.
You could even get more than 48 colors per scan line that way. However,
the moment you do this, your display routine then becomes incompatible with
Spectrum files. This may be no big deal, but why not stick to one standard
instead of seeing a dozen new 512 color formats emerge, sort of what happene
with regular lo rez pictures (.NEO, .TNY, .PI1, .PC1, etc).

```
/*************************************************************
** VBI related routines **
*************************************************************/

extern foo(), VBI(), RegA4(), RegA7();

#define RegQ_Table A0
#define RegQ1 A1
#define RegQ2 A2
#define RegQ3 A3
#define RegQ_Rez A5

foo()
{
register int qCol0, qCol1;
register int cloop; /* count of scan lines */

asm
{
RegA4: dc.l 0
RegA7: dc.l 0

VBI:
move.l RegA4(PC),A4 ; now we can access C globals

move.w SR,-(A7)
ori.w #0x0700,SR ; turn off interrupts for sure

move.w #199,cloop
move.l #0x8260,RegQ_Rez ; pointer to resolution register
move.l #0x8240,qCol0 ; pointer to color register 0
move.l #0x8242,qCol1 ; pointer to color register 1

clr.w 0x8240 ; make screen background black
move.l vqpalSPX(A4),RegQ_Table
move.w 32(RegQ_Table),(RegQ_Rez)

clr.w D0
```

```
tst.b 0x8209 ; wait for end of frame (should happen)
bne exitVBI

LSsync2:
tst.b 0x8209 ; wait for start of next frame (1st scan line)
beq.s LSsync2

move.b 0x8209,D0 ; read position of electron beam
jmp 0(PC,D0.w) ; and sync with it

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nop ; now at end of scan line #0

move.l qCol0,RegQ1 ; stuff first 16 colors
move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+

LColor: ; main loop

move.l qCol1,RegQ1 ; 3 pointers to the color registers
move.l qCol0,RegQ2
```

```
move.l qCol0,RegQ3

move.w (RegQ_Table)+,(RegQ_Rez) ; stuff resolution
move.w (RegQ_Table)+,(RegQ1)+ ; stuff color #1

move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+
move.l (RegQ_Table)+,(RegQ1)+

move.l (RegQ_Table)+,(RegQ2)+ ; stuff next 16 colors
move.l (RegQ_Table)+,(RegQ2)+
move.l (RegQ_Table)+,(RegQ2)+
move.l (RegQ_Table)+,(RegQ2)+
move.l (RegQ_Table)+,(RegQ2)+
move.l (RegQ_Table)+,(RegQ2)+
move.l (RegQ_Table)+,(RegQ2)+
move.l (RegQ_Table)+,(RegQ2)+

move.l (RegQ_Table)+,(RegQ3)+ ; stuff last 16 colors of scan line
move.l (RegQ_Table)+,(RegQ3)+
move.l (RegQ_Table)+,(RegQ3)+
move.l (RegQ_Table)+,(RegQ3)+
move.l (RegQ_Table)+,(RegQ3)+
move.l (RegQ_Table)+,(RegQ3)+
move.l (RegQ_Table)+,(RegQ3)+
move.l (RegQ_Table)+,(RegQ3)+

dbf cloop,LColor

exitVBI:
move.w (A7)+,SR ; enable interrupts
rts
}
}

/* qbRLE is the pointer to the run length encoded data */
/* cb is the size, (from SPC file header) */
/* qbTo is a buffer to decompress it in */
/* vqscrSPX is a pointer to video memory, used as scratch space since the
the screen is blacked out during this process anyway */

RLDecode(qbRLE, cb, qbTo)
register char *qbRLE, *qbTo;
register int cb;
{
register int i, n, b;
char *qbTo0 = qbTo;
int *qw;
```

```
while (cb--)
{
if (cb<1)
{
break;
}

n = (int)*qbRLE++;
if (n>=0)
{
for (i=-1; i<n; i++) /* n+1 loops */
{
*qbTo++ = *qbRLE++;
}
cb -= n+1;
}
else
{
n = -n + 2;
b = *qbRLE++;
for (i=0; i<n; i++)
*qbTo++ = b;
cb--;
}
}

/* unscramble bit planes */
blitscr(qbTo0, vqscrSPX);
qw = (int *)vqscrSPX;
for (b=0; b<4; b++) /* 4 bit planes */
{
qbTo = qbTo0;
for (i=0; i<3980; i++)
{
*(int *)qbTo = *qw++;
qbTo += 8;
}
qbTo0 += 2;
}
}

/* decode the colro palette into */

SPCDecode(qwSPC, cw, qwTo)
register int *qwSPC, *qwTo;
register int cw;
{
register int wMask, cb;

cw /= 2;
while (cw--)
{
if (cw<1)
```

```
{
break;
}

wMask = *qwSPC++ & 0x7FFE;
for (cb=0; cb<16; cb++)
{
if (wMask & 0x0001)
{
*qwTo++ = *qwSPC++;
cw--;
}
else
*qwTo++ = 0;
wMask >>= 1;
}
}
}
```

By the way, I've given up on updates to SPX. No time, and exams are coming up. Deluxe Slideshow 2.0 does quite a nice job of displaying most file formats, including Spectrum, but I just wish they had a GEM interface.

- Darek

BIX: darek
CIS: 73657,2714
DELPHI: DAREKM
GEnie: DAREKM

OS/2 is great! Who said it isn't????? Show yourself. Have you ever seen it?

2852. Re: GEMSTART

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 06:20:12 UTC
From: jmg@cernvax.UUCP
Message-ID: <638@cernvax.UUCP>
Source record: 253352

In article <3542@dasys1.UUCP> schuster@dasys1.UUCP (Michael Schuster) writes:
>
>I have taken that version, and the original source code, to hack together
>an edition of STARTGEM which functions with the "old" (11/85) and "blit"
>(4/22/87) U.S.A. rom set. It is uuencoded below; try it. I have tested it
>on both types of ST's myself.

Good idea. Now a better one is to hack it further so that it also works
on European ones. This is prompted by the fact that the old startgem
worked fine on my English and German 1040, whereas this new one fails
on the German one.

Perhaps one could even have a nice piece of code, with tables for the
various ROM sets!
--
_ _ o | __ | jmg@cernvax.uucp
| | | | _ / \ _ __ _ __ _| jmg@cernvax.bitnet
| | | | |_) /_) | __/_) | (___\ | (_/ | J. M. Gerard, Div. DD, CERN,
| | |_|_| _/___ __/ ___| (_|_| _|_ 1211 Geneva 23, Switzerland

2853. Re: news from March c't

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 07:09:54 UTC
From: meulenbr@cstw01.UUCP
Message-ID: <141@cstw01.UUCP>
Source record: 253353

Some additional remarks from a PAK (68020/88881) owner:

In article <8803280338.AA25219@ucbvax.Berkeley.EDU> BLANK@BRANDEIS.BITNET (David N. Blank
* BLANK@BRANDEIS.bitnet) writes:
>Howdy,
> This message is being forwarded for a friend that does not have net access
>at the present time. Please do not respond to me, as I am an Amiga owner,
>and have negative quantities of interest in machines with 2 letter names.
> Peace,
> David N. Blank
> BLANK@BRANDEIS.bitnet || DNB@BRANDEIS.csnet

Lots of stuff deleted

>The 68020 card is called the "PAK68", and they have interfaced it to various
>computers in addition to the ST. It has a 12mhz 68020 and 68881. The article
>for the PAK68 itself was in the 8/87 of c't; the ST interface article was
>11/87. The article this issue is only about the software hacks needed to get
>it running under GEM.

This ST interface is almost nothing. The original article describes a
68020 board which you can stick into an 68000 socket. (on many systems,
not only st, will even work for amiga's :-); some problems for other
systems are mentioned in the 4/88 issue).
What is called an ST interface here, is a small switching board, which
can contain both 68000 and 020. You can select one of them by means of
a switch (some critical lines are switched by means of CMOS ic's; if I
recall correctly 43's)

Note that you can stick either 12.5 or 16
Mhz components on the board. However the 68020 still has to run on the
8 Mhz provided by the ST. You do NOT get a 12 Mhz 68020, unless you apply
some additional hardware hacks! However, it is possible to use the
68881 asynchronous to the 020, thus having it run at 16 Mhz.
The board does allow different clocks to be fed to both chips, and has
room for one oscillator.
>
>There were 3 basic problems: (1) the MOVE SR, <ea> instruction, which is
>privileged on the 68010 and 68020, (2) GEM is dependent on the exception stack
>format of the 68000, and (3) the F-Line routines of the AES use self-modifying

Actually line F has another problem. The 020 thinks line F codes are for
the 68881, and does not call the appropriate handler. This problem is
much more a pain in the ass.

>code. They present both source code for fixups and ROM patches for the 2/86
>and "blitter" ROMS. They report that 100% of TOS programs work! They present

Note here that the ROMs are German roms (different keyboard layout and
messages). Better start from the source code. (anyone having the source
of a disassembler for me??? You need to find all line F calls.)
Additional note: they claim that almost 100% of the programs work.
Exceptions are programs that call line-F directly, or perhaps that are auto
booting (games).

>this benchmark for 100 iterations of the sieve (megamax C):
>
> cpu seconds relative speed increase
>
> 68000 23.6 ----
> 68010 22.8 3.5%
> 68020 11.9 98.3%

The gain here must be due to the fact that the main loop fits in the
cache. This result is NOT typical. Expect percentages around 10 or 20.

>This version does not use the 32-bit memory add-on which they described in
>the 1/88 issue. They expect another 100% speed increase with the faster and
>wider RAM. They did not present a benchmark using the 68881. However, they

The add-on memory is SRAM ($$$). No add-on DRAM exist.

>did say that GFA Basic users with version 3.0 or higher could directly access
>the 68881. So I would _assume_ that the 68881 works, although I can't read
>enough of the article to see what's going on.

I do not know anything about the GFA basic stuff (in fact I do not know
anything about any basic). However, it shouldn't be difficult to create
your own fpp c library.

>The straight PAK68 board sells for 1098 dm (including the 68020 and 68881),
>but this doesn't include any 32 bit ram or the Atari-specific interface.

However, you can also sell the bare PCB from Heise Verlag, which is much
more interesting if you can obtain the 020/881 at some reasonable price.
Other hardware needed: about 11 TTL chips (AS flavour), some sockets,
jumpers etc.
The 68020/68881 board is 49 dm, the interface I believe 29.
Roms go for about 200 dm, rom images on disk for 30 dm.
Copies of the original articles do dm 5.
I don't have order numbers handy, but if you really want to order drop me
a note and I'll dig it up.
Note: in order to operate properly the 68881 is not required.
If you are on a low budget, you can go for the 68020 alone, and leave the
68881 for later.

Disclaimer: I have no interest in C'T or Heise Verlag. I'm only a
reasonably happy customer

Remainder of included message junked.

Final remark: Apart from the bootstrapping, the PAK board will run Minix
without any modification.

Hope this informs you all a little more.
--
Frans Meulenbroeks
Centre for Software Technology
...!mcvax!philmds!prle!cst!meulenbr or ...!uunet!prlb2!cst!meulenbr
or perhaps meulenbr@cst.prl.philips.nl

2854. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 07:23:50 UTC
From: dag@chinet.UUCP
Message-ID: <4247@chinet.UUCP>
Source record: 253354
Cross-posted to:
misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga,comp.windows.misc

In article <5541@well.UUCP> rogue@well.UUCP (L. Brett Glass) writes:
>If DRI, Microsoft, etc. were guilty of infringement because they used
>such things as menus, trashcans, and other such devices, then Apple is
>equally guilty on at least one count. The "zoom box," which causes a
>window to fill the screen, first appeared in GEM. (Be sure to add this to
>the list of "firsts" in comp.windows.misc.)
>
><rogue>

The above comment is absurd -- The 'zoom box' has been used in various
windowing environments for years, and predates GEM by at least four or
five. I've used pre-GEM windowing workstations that not only had zoom
boxes, but could either scale or clip the window, depending on the application
and the user's desires. When it comes right down to it, GEM is a poor
example of a general windowing system. It is, however, what we have on
the ST, and what we must use. Not only have I seen and used better,
I've designed and written better. (No, I won't say where or on what product
or who I did it for, but I did it before the introduction of the ST or GEM.)

--
Daniel A. Glasser dag@chinet.UUCP
One of those things that goes "BUMP!!! (ouch!)" in the night.
...!att-ih!chinet!dag | ...!ihnp4!mwc!dag | ...!ihnp4!mwc!gorgon!dag

2855. RE:Optical Mice

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 08:13:38 UTC
From: Ian_Daniel.WGCERX@XEROX.COM
Message-ID: <880329-001407-1668@Xerox>
Source record: 253355

You are perfectly correct,an optical mouse can be interfaced to the Atari.All you need are the relevant pin outs of both Atari and mouse.And the ability to put the correct plug on the end of the mouse cable.Most mice I have seen appear to be compatible with the Atari interface.I have in fact interfaced an optical mouse onto my system and it is working fine at present.

Regards,
Ian

2856. Re: Info-Atari16 Digest V88 #142

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 08:54:09 UTC
From: L12@DHDURZ1.BITNET
Message-ID: <8803290731.AA19369@ucbvax.berkeley.edu>
Source record: 253356

Hello ppl in netland,
I'm in need of some help from someone in U.S.: Three (3) companies'
addresses:

(1) Supra Corporation (DMA-to-SCSI)

(2) Tech Specialities (see above)

(3) Advanced Electronic Applications (PacRad-TNCs: PK232)

Please respond directly to my BITNET address, L12 at DHDURZ1. I do not
read this list very carefully, 'cause its a lot info coming in.

Thanx in advance *** Wolf-Dieter Batz

2857. sign off

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 09:36:17 UTC
From: sutanto@tamvxee.BITNET
Message-ID: <8803282306.AA12481@ucbvax.berkeley.edu>
Source record: 253357

Could you please sign off HAAS@TAMVXEE please? He is no longer a user here. Thank you very much.

Surja Sutanto
TAMVXEE Postmaster & System Manager

2858. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 11:41:38 UTC
From: rpw3@amdcad.AMD.COM
Message-ID: <20952@amdcad.AMD.COM>
Source record: 253358
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <2706@tekigm2.TEK.COM> phils@tekigm2.UUCP (Philip E Staub) writes:
>Don't laugh. As I recall, either RCA or GE has a patent on the use of CRTs
>for display of alpahnumeric characters generated as a scanned dot matrix.

This is TRUE! ...as we learned at Fortune Systems a few years ago. And by
the way, it's RCA, and the patent covers virtually any scanned dot matrix.
If you make video displays, eventually RCA comes a'knocking...

Rob Warnock
Systems Architecture Consultant

UUCP: {amdcad,fortune,sun,attmail}!redwood!rpw3
ATTmail: !rpw3
DDD: (415)572-2607
USPS: 627 26th Ave, San Mateo, CA 94403

2859. Re: Auto Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 13:22:49 UTC
From: slb@slbtoy.UUCP
Message-ID: <119@slbtoy.UUCP>
Source record: 253359

The Mark Williams 'C' compiler already has a bootable RAM
disk, it's RDY!

You can create a "bootable" ram disk in the same manner you
would create a normal ram disk. When RDY asks if you want the disk
to be bootable hit the "yes" patch. Now, the problem you'll run into
is that you'll probably have to save the ramdisk (using rdy) to a
file on your disk before you can modify it. If I remember correctly
the machine automatically resets when you ask for a bootable ramdisk and
causes you some trouble.

Simply re-load the ramdisk (using rdy or change the file suffix
to .PRG and execute it - yes, it's an executable file), make sure you create
an entry for it in your desktop. Load it up with your favorite utilities
(create sub-dirs,etc) and use RDY to save it. Put in the disk you're
going to boot your system with and save the ramdisk under
"\AUTO\COLDSTART.PRG". From now on when you boot from that disk - the
system will load the ramdisk automatically - reset - and then boot from
the ramdisk.

Best of luck,

San

--
///// Sanford L. Barr | Voice phone: (516) 246-6349
//// -- -- | Address (USnail):
/// {mtune, bc-cis }\ |
// {ihnp4, boulder} !icus!mozart!slbtoy!slb | ATRIS LTD
/ {talcott, sbcs }/ | 10 Kejaro CT
| Centereach, N.Y. 11720
Alternates: atc@bnl.ARPA, atc@bnl.BITNET | ATTN: Sanford L. Barr
---
grumble..grumble..grumble..pthhh..sppppthhdd...bggggrrrrbbbb

2860. Re: An Idea That I had

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 15:06:23 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <17901@watmath.waterloo.edu>
Source record: 253360

In article <91@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <8803210203.AA26500@explorer.dgp.toronto.edu>, juancho@dgp.toronto.edu (John Buchanan) writes:
>< ==
>< | Typical conversation on comp.[atari|amiga|mac].* |
>< ==
>< My watch is better than yours. It has multitasking, windows and
>< plays Old macdonald has a farm. I will not listen to reason, of
>< course your watch is not as good as mine, in fact you are
>< silly for having bought it. Sell it and buy my kind.
>< o /
>< ====X===
>< o \
>< John W. Buchanan Dynamic Graphics Project
>
>But John, my watch *DOES* have windows, and it does multi-tasking too!
>(It has 5 alarms, a countdown timer, a stopwatch, day/date/year, etc).
>Now, if I could only get it to sing "Old MacDonald," I'd be in watch
>heaven. :-O
>
> Wes Peters

Well while we're at it...

My watch is *NOT* digital so will survive an EMF blast and it does
NOT have windows but a csh (multi-tasking is an optional extra).
It also supports...

o regular hour & minute hand
o 24 hr hand
o 12 hr stop-watch
o day / date (days are even written in French)
o tachometer gauge
o can endure 200m (!!!) water depth and 6 g's
o self-winding (auto-boot feature)
o scratch proof glass
o pretty glow-in-the-dark arms and dots
o AND the tick sound has a distinctive yodel to it

Anyway, digital watches are for USERs. Real programmers... :)

"Why are people born, why do people die, why do they spend so much
of the intervining time wearing digital watches?"
- Hitch Hiker's Guide to the Galaxy

2861. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 15:28:29 UTC
From: wew@naucse.UUCP
Message-ID: <620@naucse.UUCP>
Source record: 253361
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <4328@b-tech.UUCP>, zeeff@b-tech.UUCP (Jon Zeeff) writes:
> I think a solution to these "look and feel" suits is for products to be
> shipped with a user selectable interface. The user could arrange the menus
> and select the icons that he wants to use. If he happens to select something
> that looks like someone else's interface, it's not the developers problem.
This is exactly what Borland did with Quattro. Quattro comes with its
own interface installed but a user has the tools to install a Lotus
like interface or one of their own making. I think that this may be
a good approach for developers of software that may infinge on another
programmers "territory".

Whatever happened to standards?

Bill Wilson

2862. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 15:34:57 UTC
From: zrm@eddie.MIT.EDU
Message-ID: <8643@eddie.MIT.EDU>
Source record: 253362
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

The two arguments I have seen in this newsgroup and in the press against Apple's suit are 1) That Apple should allow the industry to standardize around a Macintosh-like user interface, and 2) That user interfaces are so alike that all usable, efficient user interfaces look like the Macintosh user interface.

Balderdash to both these arguments. Apple's lawsuit is appealing to me because it states that if you don't have the basic guts to try to do Apple one better, then you deserve to be sued. Microsoft certainly have the talent and the wherewithal to create a next-generation user interface tool and not a "derivative work." Why don't they use it? Apple's intellectual property rights would not then be violated and we the users might be much better off.

VisiOn, Generra, and Sun's window systems are all examples of user interface technologies which are not derivative works and Apple has no problem with them. And Apple's work is sufficiently different both in look and in capability from Xerox's SmallTalk browser that, apart from Apple's claim to "broad licences" from Xerox, there is no need for legal struggles in that area. Except for Apple's timing, which seems calculated to further increase the FUD factor surrounding OS/2, I see no reason why Apple should not go after gratuitous copying when equal and better alternatives are available.

"Originality, it's not just a good idea, it's the law."
-- Joe Biden never said this

-Zigurd
--
Zigurd Mednieks MURSU Corporation (617)424-0146
25 Exeter Street
Boston, MA 02116

2863. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 15:35:25 UTC
From: Postmas@UNCACDC.BITNET
Message-ID: <880329083525.0000093A.BINU.D2@UNCACDC>
Source record: 253363

Comment: 550 The supplied name was not found in the system mail table.

--------------------RETURNED MAIL FILE--------------------
Received: from UNCAMULT(NETWORK) by CANADA01 (Mailer X1.24) id 3625;
Mon, 28 Mar 88 10:25:44 EDT
Received: from UNCACDC by UNCAMULT.BITNET with Mailnet id <2753013988537816@UNCA
Received: by CANADA01 (Mailer X1.24) id 9071; Mon, 28 Mar 88 01:44:44 EDT
Date: Sun, 27 Mar 88 14:42:47 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.EDU
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #155
To: Michael Hoffos <MWHOFFOS@UNCAMULT>

Info-Atari16 Digest Sunday, March 27, 1988 Volume 88 : Issue 155

This weeks Editor: Bill Westfield

Today's Topics:

(none)
Re: LEVEE - bug with LVRC=
Re: Auto Ram Disk
nethack for the st
Re: microEmacs 3.7i (emacs.rc?)
Re: smalltalk for the st?
Re: accessory and RAM resident stuff
Re: Atari no-support?
Re: Virus-- suggestion!
Re: Auto Ram Disk
Re: Atari Disk formats
Re: Standardization

Date: 24 Mar 88 10:51:57 GMT
From: ems!pwcs!stag!daemon@umn-cs.arpa
Subject: (none)
To: info-atari16@score.stanford.edu

Mark Fischer describes a problem with Mark Johnson C:
> When I assemble a program that has any input form external
> sorces I get this error
> GETC UNDEFINED.
> I searched the file LIB.C and GETC is used but never defined.

> All I need is the code that I must add to LIB.C to define GETC.
> Thanks for your help.
> Mark Fischer
> BITNet: mwf8191@tamvenus

Please look again. getc(s) should be fairly near the top of LIB.C, right after gets(s) and getchar(). If it is indeed missing, your whole library is suspect and should be replaced.
If you discover getc(s) is defined but STILL have an error message, this may be the cause:

getc(s) is defined ABOVE scanf() in LIB.C!

If you are using scanf() and no other standard input, the MJC assembler-linker will gallop right past getc(), ignoring it because it is not (yet) needed. Then, after it assembles scanf() and finds that it NEEDS getc(), it can't back up and find it.
Somewhere in your source file, include this statement:

```
if (0) getc(stdin); /* kludge: doesn't execute, but fixes the problem */
```

The latest note I received from Mark Johnson indicates that version 2.0 will be available Real Soon Now (with many enhancements, including floating point) and will be posted in the usual places. Mark's address is: Mark A. Johnson, 5315 Holmes Place, Boulder, CO 80303

Steve Yelvington@Pell (STadel)
uucp: ihnp4!meccts!stag!pell!Steve_Yelvington
Delphi: YELVINGTON

Date: 26 Mar 88 02:13:50 GMT
From: mtunx!whuts!homxb!ho7cad!mgh@rutgers.edu
Subject: Re: LEVEE - bug with LVRC=
To: info-atari16@score.stanford.edu

> We are in the process of mailing out new upgrade info to all registered
> users. The latest Micro C-Shell is 2.72 (new gem, push/popd), and
> MT C-Shell is 1.20. The mailings are going out in waves (sorry but
> I can't afford a big mailing right now). Those of you that are in a
> hurry can send me email, and I can US Mail, or UUCP, or email the files.
> The information is also available for downloading from the BDT bbs at
> (415) 452-4792 (login as 'bbs' at the UNIX prompt).
> --
> David Beckemeyer : "To understand ranch lingo all yuh
> Beckemeyer Development Tools : have to do is to know in advance what
> 478 Santa Clara Ave, Oakland, CA 94610 : the other feller means an' then
pay
> UUCP: ...!ihnp4!hoptoad!bdt!david : no attention to what he says"

David,

I just purchased a copy of AnsiTerm which I believe is version 1.10
and tried to interface it with M T C-Shell also version 1.10. All I
get is either bombs or AnsiTerm with missing mouse pointer, not too
useful I may ask. I sent all my registration cards in for both. I gather
these two versions are not compatiable with one another. My question is
what versions of each program do I need to get them to work together?

Matt Hetman

Date: 26 Mar 88 16:13:10 GMT
From: braner@tcgould.tn.cornell.edu (braner)
Subject: Re: Auto Ram Disk
To: info-atari16@score.stanford.edu

[]

If you are using a floppy to boot, you can use my old program AUTODISK
(I posted an upgrade to the semi-dead binaries group many months ago).
It copies THE WHOLE DISK to the RAMdisk.

If you are using a hard disk you want AUTOCOPY, posted a long time ago.
I have an enhanced version somewhere on my disks...
AUTOCOPY copies a list of files as specified in a data file.

Both programs work from the AUTO folder.

- Moshe Braner

Date: 26 Mar 88 06:34:08 GMT
From: att-cb!clyde!watmath!watdragon!trillium!cdbenaiah@ucbvax.Berkeley.EDU
(Charles Benaiah)
Subject: nethack for the st
To: info-atari16@score.stanford.edu

Does anyone know where I can find a copy of Nethack for the st?

Sources would be preferable, but executables are fine.

There was a person on rec.games.hack that said he had a copy but for some
reason, he continously delayed the posting date.

Thanks in advance Charles.

Date: 26 Mar 88 14:51:10 GMT
From: nwd@j.cc.purdue.edu (Daniel Lawrence)
Subject: Re: microEmacs 3.7i (emacs.rc?)
To: info-atari16@score.stanford.edu

In article <1072@sbcs.sunysb.edu> lean@sbcs.sunysb.edu (Lean L. Loh) writes:
>
>I have a question about MicroEmacs 3.7i (the one I got from James Turner

>which supports the 50-line mode in monchrome). Whenever I invoke emacs.ttp,
>the startup file, emacs.rc, is read from the current directory if it exits.
>
>Say I have both emacs.ttp and emacs.rc in directory d:
>If I invoke d:\emacs.ttp from path e:, the startup file emacs.rc is never
>read. Is there any way to tell MicroEmacs 3.7i to read the startup file
>from a particular directory, like say setting an environment variable or
>invoking emacs.ttp with some -flag option??

To my knowledge, there are no "built in" environment variables
in GEMDOS. Under the MWC shell, or Micro-C Shell MicroEMACS can look
down the PATH environment, but invoked from the desktop, it has no such
option. If you still have source, look in the header file EPATH.H and
add the folder you keep your startup file into the list for the atari.
If not, make a /bin folder in the root of the disk you are invoking
emacs from and put the .rc file there.

Also, what may be of use to you, is upgrading to a more recent
version of MicroEMACS. Such is available from my BBS system (listed
below) [version 3.9i] and it does support the 50 line mode again (set
$sres to DENSE).

Daniel Lawrence (317) 742-5153
UUCP: {ihnp4!pur-ee!}j.cc.purdue.edu!nwd
ARPA: nwd@j.cc.purdue.edu
FIDO: 1:201/2 The Programmer's Room (317) 742-5533

Date: 25 Mar 88 12:13:53 GMT
From: mcvax!unido!tub!actisb!federico@uunet.uu.net (Federico Heinz)
Subject: Re: smalltalk for the st?
To: info-atari16@score.stanford.edu

There is a port of SmallTalk-80 for the ST. It looks pretty complete, and
they claim it runs exactly the same image as the SUN version. It's not
cheap (~ DM 2000, that's 1300 Dollars, I think), but it seems to be
worth it if you are serious on ST SmallTalk.

--
Federico Heinz "In Dubio Pro Libido"
BIX: fheinz : Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico : 1000 Berlin 21
Tel: (030) 396 77 92 : F.R. Germany.

Date: 26 Mar 88 03:30:32 GMT
From: portal!cup.portal.com!Thomas_E_Zerucha@uunet.uu.net
Subject: Re: accessory and RAM resident stuff
To: info-atari16@score.stanford.edu

>You have to take over the screen...
But you have to save the Menu Bar image yourself - that is NOT redrawn with
any GEM AES call that I have found. In my Emulator revision (Transfer 1.27)
I had to do that (copy from the screen to a buffer, clear and use the screen,
then redraw the menubar and issue the form_???? call to redraw everything
else).

Date: 25 Mar 88 18:17:20 GMT
From: portal!atari!good@uunet.uu.net (Roy Good)
Subject: Re: Atari no-support?
To: info-atari16@score.stanford.edu

In article <54@avsd.UUCP>, govett@avsd.UUCP (David Govett) writes:
>
> At the Hannover Fair last week, one of the Flying Tramiel Brothers said
> that, since iratA gets 60% of its (16-bit ?) revenues from Deutschland,
> the US market would suck hind tit, not to put too fine a point on it.
>
> The grafitti is on the wall. Time to dump the boat anchor while you
> can still get a decent price for it. Don't count on Two-Tongue Jack
> to ever support the ST in the US. All he'll ever provide is crumbs to
> keep the peasants quiet.

I was at Hannover last week, and would contest the above most strongly.
Jack Tramiel's public statement at the Press Conference was almost
entirely in regard to DRAM issues. And he made a very strong point,
which received immediate applause, that "Atari will not increase prices
on account of the inflated DRAM costs. If that means we only make $55M
this year instead of $57M, so be it." I paraphrase considerably, but
nonetheless his message was clear. In addition we are making several
moves within Atari Sunnyvale to improve support for developers, as anyone
who has been following my postings should be able to discern. The effects
of these moves will be seen in the next few months. And we are certainly
not talking about dropping the ST/Mega, or even letting it stagnate. There
is ongoing development effort in several areas.

My personal opinion is that Mr. Govett is way out-of-line in his
interpretation of Mr. ?. Tramiel's remarks (where "?" can only be
Sam or Jack, as the other two were not in Hannover). Maybe he would be
so kind as to state the exact words used, and the originator, as I don't
recall any Atari executive using the words quoted.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

Date: 25 Mar 88 18:55:28 GMT
From: mcvax!ukc!dcl-cs!bath63!pes@uunet.uu.net (Smee)
Subject: Re: Virus-- suggestion!

To: info-atari16@score.stanford.edu

In article <1288@uop.edu> exodus@uop.edu (EXODUS) writes:
>
>What if someone wrote a 'friendly' virus. One that fixed the bugs in the
>Operating System. One that multiplied so everyone's bugs were fixed.

No, no, a million times no. There is NO SUCH THING as a 'friendly' virus.
Consider the original Amiga virus. It wasn't meant to have any ill effects.
It was meant simply to sit around for a while, and then to pop up and say
(basically) 'hey look, guys, I'm a clever person who wrote a virus.' And,
indeed, that's all it does.

EXCEPT that if it finds a write-enabled disk, and installs itself, and the
disk happens to be a (probably expensive) copy-protected program, even that
is deadly. UK dealers alone have lost thousands of pounds worth of stock
to friendly viruses -- and the UK is hardly the world's biggest micro
market.

The other problem is that it would (unavoidably) interact (at best) or
interfere (at worst) with programs which attach themselves into the system
vector chains for specific known purposes -- and there are a lot of handy
programs which do that.

Even if you could avoid *that* (which I doubt) any resident program is going
to screw up someone's (probably my) very delicate space-allocation juggling
act. I've got ramdisks, spoolers, and ACCs very delicately balanced on the
various disks I might boot from, to leave just enough room for the major
application I might run in that environment. A few odd K sucked up for
something else would probably break many of my operating environments, and
then I'd have to go thru finding and de-virusing at least the critical
disks -- no matter HOW friendly the virus was.

I could get into the idea IF it could be demonstrably shown that the losses
would be small, and the gains large -- but I don't believe you could show
that (or guarantee it had been done right).

If you want to write a bug-fixer which an owner can install at will on
disks of his or her own choice, and which you believe will provide fixes
for all the bugs, fine. But you've got no business running programs on
other people's machines without them being aware you are doing it. Period.
And that's what your suggestion amounts to.

Date: 26 Mar 88 14:33:42 GMT
From: att-cb!clyde!watmath!watmsg!achowe@ucbvax.Berkeley.EDU (CrackerJack)
Subject: Re: Auto Ram Disk
To: info-atari16@score.stanford.edu

>Does anyone out there know of a program that allows you to boot
>up your system with a ram disk installed complete with files in it?
>

>I am currently using Rdy-disk Ram from MWC. I would like to be able
>to turn on the power to my system and when my prompt appears I already
>have my ram disk installed with the compiler, editor, etc.
>
>Is there such a program. It would be a real handy thing to have!

There was a RAM Disk program that had this feature in COMPUTE!'s
Atari ST June '87, Issue 5 Vol2 #3. BUT it DON'T work with Megas.

However Megamatic does and has some nice features. In order to do
the copying into the RAM disk, use BDT csh.tos or startgem the gemcsh
using a login.sh that creates directories, copies, executes a few
programs and logs out. I do this on my WordPerfect disk. Set up
a 1M RAM disk and use csh to copy to WP files to the D:. I then execute
WP with startgem.

--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

Date: 26 Mar 88 19:21:25 GMT
From: nuchat!uhnix1!uhnix2!uace0@uunet.uu.net (Michael B. Vederman)
Subject: Re: Atari Disk formats
To: info-atari16@score.stanford.edu

In article <8803210013.AA22627@icase.arpa> csrobe@ICASE.ARPA (Charles S.
Roberson) writes:
>I would like some help sorting out the available disk formats. I've used
>intelligent copy (I only have one disk drive while my HD is being repaired,
>again :-( )). The most significant thing about DCformat is that it allows
>you to format 82 tracks per disk. I also remember some people saying that
>certain drives won't let the r/w head go that far -- I think mine is one.
>Would some kind soul take the time to explain DCformat (especially when
>are the options (sectors per track, tracks, side, etc) active). If I
>am doing a disk copy, do these options have any effect?
etc....
>+---+
>:Chip Roberson ARPANET: csrobe@icase.arpa :

In fact, none of the disk options (except MAGIC) have any effect during
the disk copy portion of DC Formatter.

You can usually hear your disk head go 'CLUNK' when you reach the last track
of a disk drive that does not allow 82 tracks.

line eater
line eater

2864. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 15:36:05 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <942@xn.LL.MIT.EDU>
Source record: 253364

In article <196@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
> In article <54@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:
> >At the Hannover Fair last week, one of the Flying Tramiel Brothers said
> >that, since iratA gets 60% of its (16-bit ?) revenues from Deutschland,
> >the US market would suck hind tit, not to put too fine a point on it.
> >
> >The grafitti is on the wall. Time to dump the boat anchor while you
> >can still get a decent price for it. Don't count on Two-Tongue Jack
> >to ever support the ST in the US. All he'll ever provide is crumbs to
> >keep the peasants quiet.
>
> I'm glad somebody finally said it. Howdy neighbor. Did you fall for it
> too? We should'a listened to everybody that said we were fools. Now
> Jack and his boys are laughin' & drinkin' to their health with my salary!
>
> My friends who program "real" computers really gave me a hard time when I
> started with Atari and the ST. Now everything they warned me about seems
> to be coming true. You see, I used to be a real programmer. No really.
> No foolin'. Now on my resume I'll have to say "well see I was on an
> extended vacation for those three years. No I never programmed an Atari
> before".
>
> How long will the T's keep finding suckers?
>
> --
> David Beckemeyer | "Yuh gotta treat people jes' like yuh
> Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
> 478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
> UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

This is quite interesting. When I moved to Boston from Washington DC
about a year ago, the head hunters I had the "pleasure" of dealing
with specifically told me to leave anything about being an Atari
developer off my resume.

Yeah, I fell for it. $2500 for a development system that when it
got here didn't come with what they said it did. (SS/DD drives
instead of DS/DD and it wasn't until I was going to go to a
lawyer 7 months later that I finally got my hard drive)...

I've been fooled twice. I bought an Atari 800 after being convinced
it would be better than the Apple 2. It may have been better, but it just
did not have the support for "real" applications and half the items
in the Atari catalog at the time of purchase never came out.

I bought the ST developers system (pre ST release) on the hope that it would be the next C-64 (market size / cheapie machine that had some "real" application support). God was I wrong....

There's an old saying:

Fool me once. Shame on you. Fool me twice. Shame on me...

I won't get fooled again. (should be a song title...)

If after all this Atari thinks they can get "real" developers for a 030 machine, based on their past history of support, they have been going to the wrong fortune tellers.

Yep, I'm writing for a Unix based system. But it sure as hell won't be on an Atari!

Matthew R. Singer

2865. UNIX Toolkit for the ST, binary and source available

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 15:40:40 UTC
From: andrew@kcl-cs.UUCP
Message-ID: <183@lithium.kcl-cs.UUCP>
Source record: 253365

```
UNIX Toolkit for the ATARI ST
-----------------------------

Hi,

For a while a friend (Steve Ashcroft) and I have been working on a
toolkit of UNIX style commands for the Atari ST. The work took over
a year of part-time programming and involved a lot of effort. We had
been planning to sell the kit as a commercial product, but due to an
overload in our work we could not find the time to market and distribute
the software. So we are placing the BINARY of the software in the Public
Domain, with the following restrictions:

This file is included with all copies of the software;

It is not used in a commercial environment without purchasing the
source (see later);

Any company selling (or redistributing for a fee) public domain
software must make a small contribution to us (we leave that upto you);

We are also offering the SOURCE for the toolkit to anyone for the small
sum of 35 US dollars or 20 UK pounds. THIS SOURCE IS NOT IN THE PUBLIC
DOMAIN.

I enclose an ARC file of all the manual pages and one binary (ls.prg).
The arc alone for the binaries is over 300 Kbytes and I shall not post
the rest until I am sure that the is enough demand for it. Please MAIL
me and I shall decide on the number of replys I get.

Here is a list of the utilities:

basename cal cat cb chmod cmp comm cp date df du echo expand

expr file find grep head look ls make mkdir mv od pwd reverse

rm rmdir sh size sleep sort strings tail test touch tr tsort

uniq wc

If you are interested you can send a cheque or cash (notes only please) to:

Andrew Smith
3, David Grove,
Beeston,
Nottingham.
NG9 3AF
ENGLAND.
```

Many thanks,

Andrew Smith.

2866. Re: atari to appletalk quest

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 15:43:28 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <4605@umn-cs.cs.umn.edu>
Source record: 253366

As a point of information to those seeking some sort of "asynchronous AppleTalk" (gotta be a tradmark here somewhere...):

"Asynchronous AppleTalk(tm) was first developed at Dartmouth College by Rich Brown and Steve Liggett of the Kiewitt Computing Center. It was developed in order to provide AppleTalk service to campus offices which could not be directly connected to an AppleTalk(tm) bus or just required the mobility of dial-in service."

"The technique is simple really, just remove the normal AppleTalk Link Access Protocol drivers and replace them with a clever piece of code which imposes some very simple handshaking and address verification, then transmits AppleTalk packets asynchronously to what it believes is a bridge. The bridge then routes the packets according to the destination ID (or broadcasts the pacet). Although the Dartmouth system utimately joins with normal 230Kbps AppleTalk buses, in no way is this necessary to enjoy the benefits of such a well-supported LAN system."

"The Sand Hill reactor operates somewhat like an AppleTalk bridge, but assumes that there are only asynchronous AppleTalk devices; devices that are termed 'semi-formal' which are addressable from other reactors but speak no flavor of AppleTalk (such as PC's, modems, printers, etc.); and devices which are not addressable from the extended network"

(From TECHNICAL NOTES ON ASYNCHRONOUS APPLETALK AND THE SAND HILL NETWORK REACTOR)

So, it CAN be done (HAS been done). The "trick" however is that in order to use AppleTalk on an ST you'd have to LICENSE the AppleTalk Protocols from Apple (or writer your own -- good luck)

Truly interested persons can write to me for the address of the authors of the TECHNICAL NOTES. (I am in no way connected with Dartmouth or the authors, but the information is of interest here, and I *do* own a Magic Sac :-))

2867. Re: LISP Interpreter ???

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 15:50:24 UTC
From: wes@obie.UUCP
Message-ID: <100@obie.UUCP>
Source record: 253367

In article <588@nunki.usc.edu>, rjung@castor.usc.edu (Robert Jung) writes:
> Heck, the only *really*good* languages I've seen for ANY computer all
> don't use windows...

Ah. I take it you've never seen a good Smalltalk system. Or Modula-2 on a Lilith. Or even C/C++ on a Sun. If you've never experienced window systems on a workstation with enough screen real estate to be useful, you haven't really experienced windows. I have a mono monitor on my ancient 520ST at home, and on my Mega 2 at work; the color loses too many pixels to interest me.

Wes Peters

P.S. I don't know if you've ever been involved in a large-scale s/w development project, but picture this: a s/w engineering system, using windowed micros for terminals and a VAX/VMS or unix mini/micro server to hold the on-line text for the requirements doc, the design doc, and the source.

You're editing your source code, and you want to take a look at the requirement this section of code is derived from. You click on a little "handle" in the code window, and another window opens showing you the requirement that drives this section. A third window shows the design doc section describing this code. Whaddya think?
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2868. Re: TRAP handler question

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 15:59:35 UTC
From: wes@obie.UUCP
Message-ID: <101@obie.UUCP>
Source record: 253368

In article <2739@crash.cts.com>, fred@pnet01.cts.com (Fred Brooks) writes:
> I think you should check the stack to see if you were in super or user mode
> when you called the trap.

You're close here, Fred. A trap always puts you in Super mode, so you
will have the status register on the stack. Since you're in Super
mode, you're automagically using the ssp (as a7 or sp). That's why
the function code is at 6(sp). I don't know why the cmpi is changing
the data it looks at!

Wes Peters
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2869. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 16:58:05 UTC
From: Postmas@UNCACDC.BITNET
Message-ID: <880329095805.00000908.BJGS.D2@UNCACDC>
Source record: 253369

Comment: 550 The supplied name was not found in the system mail table.

--------------------RETURNED MAIL FILE--------------------
Received: from UNCAMULT(NETWORK) by CANADA01 (Mailer X1.24) id 3819;
Mon, 28 Mar 88 10:42:22 EDT
Received: from UNCACDC by UNCAMULT.BITNET with Mailnet id <2753013908526356@UNCA
Received: by CANADA01 (Mailer X1.24) id 9196; Mon, 28 Mar 88 01:48:47 EDT
Date: Sat, 26 Mar 88 23:04:35 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.EDU
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #152
To: Michael Hoffos <MWHOFFOS@UNCAMULT>

Info-Atari16 Digest Saturday, March 26, 1988 Volume 88 : Issue 152

This weeks Editor: Bill Westfield

Today's Topics:

Re: carrying case
Re: Turtle v 2.17
microEmacs 3.7i (emacs.rc?)
Re: LISP Interpreter ???
Re: Virus-- suggestion!
New Arcprogram for VAX/VMS and new UU**CODE for VAX/VMS
Re: Housten file server
Re: STARTGEM.PRG
Re: Three questions.
Re: GEMSTART
Re: accessory and RAM resident stuff
Re: Atari no-support?
Re: accessory and RAM resident stuff

Date: 20 Mar 88 15:51:03 GMT
From: ems!pwcs!stag!trb@UMN-CS.ARPA (Todd Burkey)
Subject: Re: carrying case
To: info-atari16@score.stanford.edu

In article <880318012301371.BADK@Mars.UCC.UMass.EDU> Consult@UMass.BITNET
writes:
>A quick question:
>Does anyone know of a carrying case for an ST set up? Say, a 1040 and

>a monochrome monitor. Any information would be greatly appreciated.
A quick Answer:
I use a Mac Case for the monitor and an Imagewriter/epson carrying
case for my 520ST, drives, powersupplies, mouse, joystick,
etc...both the monitor and computer fit perfectly (and you can
easily carry all that at once.)
-Todd Burkey
trb@stag.UUCP

Date: 24 Mar 88 14:11:45 GMT
From: pyramid!prls!philabs!ttidca!woodside@decwrl.dec.com (George Woodside)
Subject: Re: Turtle v 2.17
To: info-atari16@score.stanford.edu

In article <19880323151557.9.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>I just got Turtle version 2.17 from George Woodside, and it does indeed
>fix the size-remaining-in-ramdisk bug. Unfortunately I lost track of
>who all else requested an updated copy. Would the folks that asked me
>to send them the update please message me again? I promise not to lose
>you this time. :-}

No need. Now that we seem to have a new moderator and the binaries
newsgroup is returning to life, I'll be sending a copy in.

Inews
Food.

2870. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 17:00:19 UTC
From: Postmas@UNCACDC.BITNET
Message-ID: <880329100019.00001654.BJGS.D2@UNCACDC>
Source record: 253370

```
Comment: 550 The supplied name was not found in the system mail table.

--------------------RETURNED MAIL FILE--------------------
Received: from UNCAMULT(NETWORK) by CANADA01 (Mailer X1.24) id 3732;
Mon, 28 Mar 88 10:36:07 EDT
Received: from UNCACDC by UNCAMULT.BITNET with Mailnet id <2753014188545184@UNCA
Received: by CANADA01 (Mailer X1.24) id 8668; Mon, 28 Mar 88 01:30:31 EDT
Date: Sat, 26 Mar 88 23:03:03 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.EDU
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #150
To: Michael Hoffos <MWHOFFOS@UNCAMULT>

Info-Atari16 Digest Saturday, March 26, 1988 Volume 88 : Issue 150

This weeks Editor: Bill Westfield

Today's Topics:

Turtle v 2.17
Re: Virus-- suggestion!
Re: accessory and RAM resident stuff
Microsoft word support for Epson printers
Levee request - skip if you don't have it
Re: Virus-- suggestion!
Re: X (was Re: Multi-Bashing)
Uniterm 2.0a bug
RTX, questions
A semi-conductor cartel?
Trouble with print screen
Optic mice (was : Re: secrets of FLASH?)
shar - Is there a shell arc / de-arc
Re: secrets of FLASH?
Re: Atari no-support?/In defense of Atari

------------------------------------------------------------------------

Date: Wed, 23 Mar 88 10:15 EST
From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
Subject: Turtle v 2.17
To: info-atari16@SCORE.STANFORD.EDU

I just got Turtle version 2.17 from George Woodside, and it does indeed
fix the size-remaining-in-ramdisk bug. Unfortunately I lost track of
```

who all else requested an updated copy. Would the folks that asked me
to send them the update please message me again? I promise not to lose
you this time. :-}

Date: 22 Mar 88 12:45:58 GMT
From: mcvax!unido!laura!atoenne@uunet.uu.net (Andreas Toenne)
Subject: Re: Virus-- suggestion!
To: info-atari16@score.stanford.edu

In article <1288@uop.edu> exodus@uop.edu (EXODUS) writes:
>Okay, think about this one for a while:
>
>What if someone wrote a 'friendly' virus. One that fixed the bugs in the
>Operating System. One that multiplied so everyone's bugs were fixed.
>Free, fast, effective.

Hmm? A friendly virus! :-)
Every program that installs on my machine without my knowledge is
U N F R I E N D L Y !

Imagine I got a program that depends on those bugs or tries to fix
those bugs by himself.
This won't work anymore!

A friend of mine uses a disk encryption program. He caught a virus and
cannot decrypt his disks anymore. Even when that virus was meant to be
friendly and helpfull, my friend doesn't think so.

Andreas Toenne

BWT. someone offered a virus construction kit and a killer for those
viruses at the CBit fair in Hannover, W-Germany.
Has anyone more information about this virus kit?

Date: 22 Mar 88 16:35:16 GMT
From: tektronix!sequent!mntgfx!dclemans@ucbvax.Berkeley.EDU (Dave Clemans)
Subject: Re: accessory and RAM resident stuff
To: info-atari16@score.stanford.edu

You can do "vt52" style graphics in a desk accessory; look at
the terminal emulator desk accessory from Atari.

The only thing that you have to do "special" is to arrange to
get the screen restored when the desk accessory exits.
"form_dial(3,<x,y,w,h for full screen>)" will get most things
redrawn; you might have to manually save and restore the part
of screen memory that holds the menu bar.

dgc

Date: 23 Mar 88 01:20:48 GMT
From: amelia!orville.nas.nasa.gov!rowley@ames-aurora.arpa (Karl Rowley)
Subject: Microsoft word support for Epson printers
To: info-atari16@score.stanford.edu

In a recent posting I stated that Microsoft Write from Atari does not include GDOS support for Epson FX-80 printers. It seemed too dumb to be true.

Well it is true, but there is a solution besides buying Easy Draw. At B and C Computervision last weekend I saw some diskettes from Atari labeled "GDOS Fonts and Device Driver". There was one disk for the Epson FX-80 printers, and one for a Star printer. The disks were priced at $5 each, a price not a soul could object to. It was true, and it was good.

Also, I picked up a copy of FONTZ! More on this later ....

Karl Rowley
rowley@orville.nas.nasa.gov
ames!orville.nas.nasa.gov!rowley

"Any views expressed are my own."

Date: 23 Mar 88 00:55:32 GMT
From: nlm-mcs!sun1!randy@brl-adm.arpa (Rand Huntzinger)
Subject: Levee request - skip if you don't have it
To: info-atari16@score.stanford.edu

Sorry to have to post this to the net, but my copy of the lv_exe.arc file was corrupted. Could someone out there send me one. Thanks.

Randy Huntzinger
randy@vax2.nlm.nih.gov
or
randy@sun1.nlm.nih.gov

Date: 23 Mar 88 15:08:09 GMT
From: braner@tcgould.tn.cornell.edu (braner)
Subject: Re: Virus-- suggestion!
To: info-atari16@score.stanford.edu

[]

Another suggestion: could somebody make a dump of the boot sectors of a standard SS floppy, a DS one, standard HD setup, etc? These dumps could be compared with what's on a disk that is suspected of having been hit by a virus. One could even write a program that has these dumps embedded, compares with what's on the disk, reports about differences, and, upon request, replaces what's on the disk with the standard.

Is this a good idea or am I completely ignorant as to how viruses work?

Of course such a program would be also helpful in fixing up damaged disks
and in removing utilities (like HDB) that will not remove themselves and
are incompatible with others (e.g. HDB and the Supra HD boot SW).

Note that this would only help with viruses that modify the boot sector.
There are probably others, e.g. accessories that modify system variables
in RAM, or whatever. Other fixes would be needed for those.

- Moshe Braner

PS: GNOME is up for FTP at <tcgould.tn.cornell.edu>, in the directory
/usr/spool/ftp/pub/gnome. You may start out at .../ftp or even .../pub
when you connect as anonymous. See the "readme" file there.

Date: 21 Mar 88 20:21:44 GMT
From: mnetor!spectrix!yunexus!gen1!yugas!avy@uunet.uu.net (Avy MOISE)
Subject: Re: X (was Re: Multi-Bashing)
To: info-atari16@score.stanford.edu

In article <615@mcrware.UUCP>, jejones@mcrware.UUCP (James Jones) writes:
> In article <2940@slovax.UUCP>, dale@slovax.UUCP (Dale L. Thomas) writes:
> > I don't think
> > OS-9 or Minix can support X, you need BSD sockets.
>
> OS-9/68000 got sockets so it could do Ethernet stuff, so *that* shouldn't be a
> problem any more.
>
> James Jones

Does it imply that OS-9/68000 now supports X-Windows ?
If so, does OS-9/68000 support VDI ?
If so, can we port GEM applications (or VDI based applications) to OS-9/68000 ?

If the answer to any of the above questions is YES, how does a poor
OS-9/68000 user like me acquire X-Windows, VDI and GEM for OS-9/68000 ?

Avygdor Moise
--
Avygdor Moise, York University. (C.R.E.S.S.), Petrie Bldg. Rm 340,
4700 Keele St., North York, Ontario, Canada. M3J 1P3
UUCP: ...!nexus!yugas!avy Tel:1 416 736-5359
BITNET: "yugas!avy@.yunexus.bitnet"

Date: 23 Mar 88 07:16:13 GMT
From: pasteur!zooey.Berkeley.EDU!c162-br@ucbvax.Berkeley.EDU (Warner Young)
Subject: Uniterm 2.0a bug
To: info-atari16@score.stanford.edu

Not being able to reach Simon Poole by email, I'm afraid I have to
post this publicly. Every time I try to "Run Program..." from the Uniterm
screen, it goes for a while and then returns with a TOS error #39. What's

wrong? I'm running this on 512K 520 ST. Do I not have enough memory?

Answers appreciated.

- Warner

Date: 22 Mar 88 15:45:15 GMT
From: dalcs!aucs!870646c@uunet.uu.net (barry comer)
Subject: RTX, questions
To: info-atari16@score.stanford.edu

I am considering buying the RTX program, but I need to know somethings first.
If these questions seem kind of on the beginner level that is because they are!
Is it possible to say run BB/ST or Michtrons BBS in the background while using
a GEM based program in the foreground? Also will it work with Laser C(I know
that Laser C runs stuff in the background itself)? Also how much of a lose in
speed is there by running one of these prgs. in the background?
later
Barry(all answers will be a help)

P.S. Also could anyone please pass on any likes or dislikes about RTX.

Date: Wed 23 Mar 1988 14:46 CDT
From: <UUCJEFF%ECNCDC.BITNET@forsythe.stanford.edu>
Subject: A semi-conductor cartel?
To: <Info-Atari16@score.stanford.edu>

Isn't this what is really happening? The U.S. and Japan are forming
a de facto semiconductor cartel, and both countries are cleaning up.

Date: Wed, 23 Mar 88 15:12:10 EST
From: David M. Baggett <dmb@TIS.COM>
To: info-atari16@score.stanford.edu
Subject: Trouble with print screen

I've been working on an animation program for about a year, and have
had one particular bug since the beginning. It's finished now, except for
this one bug, which completely mystifies me. Here goes:
I have a screen for palette manipulations (picking colors from a NEO-
style window, swapping entries in the palette, etc.). This screen is
maintained with an Hblank interrupt (standard thing; sets the palette after
each scanline). Everything works peachy keen (no flicker), except that
when you try to do a print screen you get this incredible "fireworks"
display, followed by a black screen, followed by about a minute of no
apparent activity, followed by bomb-bomb (bus address exception).
Anybody know why this would happen? I'm really tempted at this point to
just diable the print screen interrupt. But that would be WRONG! I'd
really like to fix it rather than avoid it. Any ideas?

Also, have any of the following locations changed from 520ST to Mega?

- HBLANK vector ($70 I think)
- Keyboard vector ($120 or so)
- MFP registers
- Hardware palette

I know; these are not guaranteed. Are they the same on the Megas? (It would seem to be that way, since all the programs which use HBI's still work).
One last question: Does anyone know how to implement a HBI palette changer using only locations which are guranteed not to change? If so, I will rewrite this part of the program to satisfy my concience. Thanks.

Dave Baggett
arpa: tis.com

Date: 23 Mar 88 03:44:27 GMT
From: nunki.usc.edu!castor.usc.edu!rjung@oberon.usc.edu (Robert Jung)
Subject: Optic mice (was : Re: secrets of FLASH?)
To: info-atari16@score.stanford.edu

In article <1722@pasteur.Berkeley.Edu> c60b-at@buddy.Berkeley.EDU.UUCP (John Kawakami -0^0-) writes:
>
>In a related vein, anyone know how to hook up an optical mouse to the
>ST (or any other machine other than IBMacintosh). The mice are about
>$75 and are _much_ nicer than mice with balls;-) Should be a pretty
>simple effort (if you're an EE).

Well, all the details escape me right now, but it *can* be done. I saw somebody selling an optical mouse hookup for the Atari ST's at the latest Glendale Atari Faire (version 2.0, ACENET -- home-town pride!)...

If you're really interested, I can try and dig up the dealer/maker/whatever.

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

Date: 22 Mar 88 14:45:46 GMT
From: att-cb!clyde!watmath!watmsg!achowe@ucbvax.Berkeley.EDU (CrackerJack)
Subject: shar - Is there a shell arc / de-arc
To: info-atari16@score.stanford.edu

Is there a equivalent program to 'shar' for the ST that
archieves and de-archieves this particular format?

--
Anthony C. Howe achowe@watmsg.waterloo.edu

"The definition of flying: throwing yourself at the ground and missing."
- Douglas Adam's "Life, the Universe and Everything"

Date: 22 Mar 88 22:02:51 GMT
From: spar!snjsn1!bilbo!greg@decwrl.dec.com (Greg Wageman)
Subject: Re: secrets of FLASH?
To: info-atari16@score.stanford.edu

In article <3171@hcr.UUCP> miken@hcr.UUCP (Mike Nemeth) writes:
>i've got FLASH and just recently got my hands on the source for umodem,
>which although for 4.2:ver7:sys3 seems to compile without complaints on
>sysV, so now i can upload/download via xmodem right?
>wrong. both sides just sit there waiting until one of them times out.
>is there some secret code that must be entered from the keyboard, some
>magic word to be intoned? some small animal to be sacrificed? if not,

No. The receiving end initiates the command by sending a control
character, which one evades my memory and I don't have the spec
on-line. Just make sure one end knows it is sending (the umodem flag
is "-sb" for "send binary" or "-st" for "send text, nyet?) and the
other is set up to receive. If both ends think they're receivers,
neither will initiate the transfer and will eventually time out.

I use FLASH! version 1. something-or-other with umodem; it works fine.

>is there a real copy of xmodem for unix that'll work with the xmodem
>one gets using FLASH ? if not, okay, i'm not fussy, i'll take KERMIT,
>er, that is if some entity out there could direct me to a version that'll
>run on the ST...

By the way, Antic also sells a FLASH! accessory that provides Kermit,
as well as a sort of mini-bbs. Except it isn't REALLY a BBS, but it
is useful for, say, dialing up your Atari while at work...

Cheers,

-Greg {decwrl!spar!snjsn1!blfca1!greg}

The opinions expressed herein are solely the responsibility of the
author.

-Greg {decwrl!spar!snjsn1!blfca1!greg}

The opinions expressed herein are solely the responsibility of the
author.

Date: 22 Mar 88 13:15:58 GMT
From:
att-cb!clyde!watmath!utgpu!jarvis.csri.toronto.edu!dgp.toronto.edu!juancho@ucbv
ax.Berkeley.EDU (John Buchanan)
Subject: Re: Atari no-support?/In defense of Atari
To: info-atari16@score.stanford.edu

In article <3967@cup.portal.com> Thomas_E_Zerucha@cup.portal.com writes:
>
>Remember that Atari didn't write GEM for the 68000, DRI did. If you program
>professionally you will realize the difficulty of simply picking up someone
>elses code and trying to "fix all the little bugs". If it is/was as simple
>as you make out, why don't you write a patch that goes in the auto folder
>and fixes all these bugs?
No Source code. Gone are the days that systems are written and
debugged in Machine Language. (At least I thought that they were)
==
: Typical conversation on comp.[atari:amiga:mac].* :
==
My watch is better than yours. It has multitasking, windows and
plays Old macdonald has a farm. I will not listen to reason, of
course your watch is not as good as mine, in fact you are
silly for having bought it. Sell it and buy my kind.
o /
====X===
o \
John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
(416) 978-6619 University of Toronto
juancho@dgp.toronto.edu
juancho@toronto.CSNET
{allegra,cornell,decvax,ihnp4,linus,utzoo}!utdgp!juancho

End of Info-Atari16 Digest
****

-- 1

2871. I

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 17:01:57 UTC
From: Postmas@UNCACDC.BITNET
Message-ID: <880329100157.00001D94.BJGS.D2@UNCACDC>
Source record: 253371

Comment: 550 The supplied name was not found in the system mail table.

--------------------RETURNED MAIL FILE--------------------
Received: from UNCAMULT(NETWORK) by CANADA01 (Mailer X1.24) id 4003;
Mon, 28 Mar 88 10:54:58 EDT
Received: from UNCACDC by UNCAMULT.BITNET with Mailnet id <2753013747344798@UNCA
Received: by CANADA01 (Mailer X1.24) id 9508; Mon, 28 Mar 88 01:56:16 EDT
Date: Sun, 27 Mar 88 14:41:50 PST
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.EDU
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #154
To: Michael Hoffos <MWHOFFOS@UNCAMULT>

Info-Atari16 Digest Sunday, March 27, 1988 Volume 88 : Issue 154

This weeks Editor: Bill Westfield

Today's Topics:

ST Kermit (was Re: secrets of FLASH?)
Mark Williams C
Mice and possible substitutes
Re: Auto Ram Disk
Auto Ram Disk
Spectrum 512 and my machine...
Re: atari to appletalk quest
Re: LISP Interpreter ???
ST Prologs
The lawsuit for the rest of us....
Re: smalltalk for the st?
Re: Microsoft word support for Epson printers
Re: dead mice
Re: Three questions.

Date: 24 Mar 88 02:44:05 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: ST Kermit (was Re: secrets of FLASH?)
To: info-atari16@score.stanford.edu

UniTerm has a fine implementation of Kermit :-). It's available from
netlib@lakesys.UUCP. Send the message 'send index from archives.atari'.

Marty Wiedmeyer
--
: Marty Wiedmeyer :
: Lake Systems, Milwaukee, WI :
: UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin :
: Disclaimer: I take the heat for my own (mis)statements..... :

Date: 24 Mar 88 23:25:47 GMT
From: cen@psuvm.bitnet
Subject: Mark Williams C
To: info-atari16@score.stanford.edu

HI

I am in the market for a C compilier. I think I've decided on
MWC, but I'm wondered how useable it is on a ST with 1 meg and 1
SS drive. If anyone has used this configuration, could I hear some
comments.
Jim Condon
CEN at PSUVM

P.S. Does anyone know where you can find v2.0 of Xlisp on the
net?

Date: 25 Mar 88 16:48:11 GMT
From: nunki.usc.edu!sal4.usc.edu!rjung@oberon.usc.edu (Robert Jung)
Subject: Mice and possible substitutes
To: info-atari16@score.stanford.edu

In article <1117@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
>buy a MouseBall from E A Brown. $39 and it doesn't move. Therefore it takes
>less space and doesn't fall on the floor.

Yeah, but dragging with one of those must be pretty hard...

I'll stick with my mouse, thank you. Nothing against your suggestion (hey,
go ahead), but I like the ability to zip across the screen, clicking everything
in sight. Besides, I'm lame with a track-ball.

--R.J.
B-)

P.S. And Apple ain't taking THAT away from me!
____
Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

Date: 26 Mar 88 04:36:03 GMT
From: acf5!dbc5390@nyu.edu (David B. Chorlian)
Subject: Re: Auto Ram Disk
To: info-atari16@score.stanford.edu

I have a ramdisk utility from OSS (Personal Pascal) which has a provision for creating a script which will automatically copy files to the ramdisk at bootup. I never use it. Also there are around 20 PD ramdisks. It's hard to imagine that none of them have this feature. A number of ST magazines maintain libraries of PD software, and you can get a disk which will contain say 5 ramdisk programs with various other utilities.
David B. Chorlian (dbc5390@acf5.nyu.edu)

Date: 25 Mar 88 20:40:00 GMT
From: sunybcs!ugptucha@AMES.ARC.NASA.GOV (Ray Ptucha)
Subject: Auto Ram Disk
To: info-atari16@score.stanford.edu

Does anyone out there know of a program that allows you to boot up your system with a ram disk installed complete with files in it?

I am currently using Rdy-disk Ram from MWC. I would like to be able to turn on the power to my system and when my prompt appears I already have my ram disk installed with the compiler, editor, etc.

Is there such a program. It would be a real handy thing to have!

Thanks for your help.

Ray Ptucha, SUNY/Buffalo Computing Center, UCS Student Consultant:
csnet: ugptucha@buffalo.csnet
uucp: ..!{nike:watmath,alegra,decvax}!sunybcs!ugptucha
bitnet: ugptucha@sunybcs.bitnet <-OR-> acscray@ubvmsc.bitnet

Date: 25 Mar 88 18:12:28 GMT
From: pacbell!att-ih!alberta!sask!long@AMES.ARC.NASA.GOV (Warren Long)
Subject: Spectrum 512 and my machine...
To: info-atari16@score.stanford.edu

I have discovered something very interesting about either my machine or about Spectrum 512 (demo). When I first turn on my ST and display Spectrum images, it works perfectly. After about 5 minutes, the images start to flicker (only certain pixels). After more time (about 2 more minutes), more and more pixels have started to flicker, eventually ending up with the whole image being a flickering, indistinguishable mess. It's a neat effect, but undesired.

Why is this happening?? My guess is that somehow as my machine gets warmer, something doesn't run as fast. Anybody have any guesses as

to what is happenning?? (1 Meg. 520 ST, using colour TV). Is my
memory dubious? Is my video shifter about to die a painful death??

Thanks, Warren (long@sask)

--
=-=-=-=-=-Warren Long at University of Saskatchewan, Canada-=-=-=-=-
Home: 78 Carleton Dr.,Saskatoon, Sasakatchewan, S7H 3N6
Phone: (306)-955-1237
=-=-=-=-=-U-Email: ...!ihnp4!alberta!sask!long -=-=-=-=-=-=-=-=-

----

Date: 24 Mar 88 09:16:16 GMT
From: uplherc!sp7040!obie!wes@gr.utah.edu (Barnacle Wes)
Subject: Re: atari to appletalk quest
To: info-atari16@score.stanford.edu

In article <512@uhnix2.UUCP>, uace0@uhnix2.UUCP (Michael B. Vederman) writes:
> Unfortunately, this cannot be done with the ST as it stands without external
> hardware (probably thru the DMA port). The reason for this is that the
> AppleTalk network uses a baud rate far greater than the ST can produce.

Not true. The MIDI port can be easily driven at 500K bps, much faster
than Apple's LocalTalk hardware, which is essentially an RS-422. If
you play with the baud rate generator on the RS232 port, you might be
able to get the kind of speed LocalTalk uses.

The ST's RS232 port is driven off the USART built into the 68901 MFP
chip. The clock for this USART is Timer D on the 68901. By
programming the 68901 carefully, using the Timer D registers and the
USART Conrtrol REgister (bit 7), you _might_ be able to build a
LocalTalk connector. Software to use it is quite another question :-).

Wes Peters
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

Date: 24 Mar 88 20:18:41 GMT
From: uplherc!sp7040!obie!wes@gr.utah.edu (Barnacle Wes)
Subject: Re: LISP Interpreter ???
To: info-atari16@score.stanford.edu

In article <500@nunki.usc.edu>, rjung@sal1.usc.edu (Robert Jung) writes:
> The only PD LISP interpreter I know of is XLISP, which you can get in the
> public domain. Antic offers it in their "ST PD library", and if you order it
> from them, it's $12 (shipping/handling/etc.). If you have a friend who has it,
> maybe you can just get a copy from him/er (is this legal?)

Yah, it's legal, XLISP is *truly* Public Domain, and all of us who want to learn something about Lisp without spending a lot of money owe Dave Betz a great thanks.

Rumor has it Dave and others are working on a new version of XLISP for the ST, Amiga, and Mac, that support each system's environment in native lisp. Like windows as objects, and menu events as catch-and-throw type messages. I'd really like to see this!

> Like anything PD, it has no docs and no warranties.

Unlike most PD, you're only half-right. XLISP has no warranties, of course, but it comes with a fairly well-written ~60 page user manual on the disk. Looks pretty good when enhanced somewhat with your favorite WP and printed on a laser printer. :-)

And XLISP *does* come with the sources, in C. Great for when you want to fix something that doesn't quite work the way to expect it too, if you're *REALLY GOOD* at hacking Lisp, C, and interpreters in general.

Wes Peters
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

Date: 24 Mar 88 15:13:19 GMT
From: decvax!mandrill!pjd@ucbvax.Berkeley.EDU (dr. funk)
Subject: ST Prologs
To: info-atari16@score.stanford.edu

Don't pass XPRO by just because it is $39.95 versus the $199 price of MProlog. I have used both and XPRO is a genuinely capable Prolog. XPRO also has access to GEM/VDI/TOS. MProlog supports Eagle (3D turtle) graphics, but NO mouse input device! Both are interpreted. (Wish I had benchmark figures for a better comparison.)

Date: 24 Mar 88 15:17:46 GMT
From: decvax!mandrill!pjd@ucbvax.Berkeley.EDU (dr. funk)
Subject: The lawsuit for the rest of us....
To: info-atari16@score.stanford.edu

Two quotable quotes:

Prabhaker Mateti: "Let's hope IBM joins the suit and they do the job right."

Gred Ordy: "When the lawyers got done and the dust settled, it wasn't clear that society was advanced in any way."

Date: 25 Mar 88 18:14:11 GMT
From: mcvax!nikhefh!u14@uunet.uu.net (Daan Josephus Jitta)
Subject: Re: smalltalk for the st?
To: info-atari16@score.stanford.edu

In article <1593@hcrvx1.UUCP> miken@hcrvx1.UUCP (Mike Nemeth) writes:
>[stuff deleted]. does
>anyone know of a version of smalltalk that runs on the ST? i have
>Little Smalltalk running here at work and could/would port it if there
>isn't a version already running on an ST out there somewhere, but i'd
>rather not reinvent the wheel.

At the moment I think there are TWO versions of Smalltalk for the ST. I just read an article in the German magazine "68000er/ST Magazin" about an implementation of Smalltalk-80 for the ST. This implementation requires a MEGA [2,4] ST because the size of the virtual system image is over 1.4 MByte. The price mentioned in the article is: 1700 DM for a small "CL" version, and 2260 DM for a professional version. With the professional version one can also talk to hardware components like the serial and parellel port. Considering the hardcopies in the magazine Smalltalk-80 on the ST has excellent graphics! The ST screen acts as a sliding window on the huge, virtual Smalltalk-80 desktop.

The second Smalltalk for the ST that I know of is a port of Little Smalltalk made by a friend of mine. If anyone has interest, I can ask him for the package and post it. It runs on any ST (although I'm not quite sure about machines with less than 1 MByte of memory).

Daan Josephus Jitta.

Date: 25 Mar 88 19:49:02 GMT
From: mnetor!utgpu!lharris@uunet.uu.net (Leonard Harris)
Subject: Re: Microsoft word support for Epson printers
To: info-atari16@score.stanford.edu

In article <376@amelia.nas.nasa.gov> rowley@orville.nas.nasa.gov (Karl Rowley) writes:
>
>In a recent posting I stated that Microsoft Write from Atari does not
>include GDOS support for Epson FX-80 printers. It seemed too dumb to be
>true.
>
>Well it is true, but there is a solution besides buying Easy Draw. At
>B and C Computervision last weekend I saw some diskettes from Atari
>labeled "GDOS Fonts and Device Driver". There was one disk for the
>Epson FX-80 printers, and one for a Star printer. The disks were priced
>at $5 each, a price not a soul could object to. It was true, and it was
>good.
>
>Also, I picked up a copy of FONTZ! More on this later ....
>

> Karl Rowley
> rowley@orville.nas.nasa.gov
> ames!orville.nas.nasa.gov!rowley
>
>"Any views expressed are my own."

The copies of Microsoft Word being sold in Canada (still version 1.0) now
come with epson and okidata drivers. One huge problem though... Word
reformats your document when using the graphics print and the epson
driver - so what you see IS NOT what you get. Really frustrating on
long documents!
/leonard

Date: 25 Mar 88 19:18:37 GMT
From: sco!sethk@uunet.uu.net (Seth Katz)
Subject: Re: dead mice
To: info-atari16@score.stanford.edu

chatterchatterchatter<4052@cup.portal.com>chatterchatterStMac@cup.portal.com:
: re: a reliable replacement for mice....
:
: I use a trackball - not hard to do...just get a joystick extension cable from
: your friendly neighborhood Radio Shack (make sure it has all 9 wires) and
: a DB-9 connector.....a little time with a soldering iron and BINGO!....
: only takes up about a 3x3 or 4x4 square on the ol' desktop.
:
: sun!portal!cup.portal.com!Stephen_Macuch (StMac)

[][][][][][][][][][]
I went to Radio Shack last night and had a look at the materials
described above. All you are describing is a 9-pin connector and
a joystick extension cable. These items will not do the trick.
Some wires have to be crossed. I would appreciate a list of how
to wire this.
BTW, this is not an easy soldering job, cadets.
-s

--
microsof
uunet ____sco!sethk I can make up my own opinions now.
ucscc /
ihnp4

Date: 25 Mar 88 21:19:03 GMT
From: amdahl!pacbell!att-ih!chinet!dag@AMES.ARC.NASA.GOV (Daniel A. Glasser)
Subject: Re: Three questions.
To: info-atari16@score.stanford.edu

The documentation for these two routines was omitted from the first few
revisons of the MWC manual. They were included in the manual (revison 4)
that was shipped with version 2.1.7. With several products on the market
and several more in development, sometimes these things slip past overworked
tech writers... (and those who review the manual drafts)

access -- unix standard library function (libc)
Check to see if a file can be accessed in a given mode
#include <access.h>
int access(filename, mode) char *filename; int mode;

access check whether a file can be accessed in the mode you wish.
filename is the full path name of the file you wish to check.
mode is the mode in which you wish to access file filename, as
follows:
value define access
1 AEXEC execute
2 AWRITE write/append
4 AREAD read
The defined values are set up by the header, access.h.
access returns zero if filename can be accessed in the requested mode,
non-zero if not.

<example omitted>

path -- Coherent library function (libc)
find a file in directories specified in a path list
#include <stdio.h>
#include <path.h>
char *path(pathlst, filename, mode) char *pathlst, *filename; int mode;

path is a general function that finds a file along a path.
pathlst points to a null terminated string containing the names
of the directories to be searched for filename, in search order,
separated by commas. filename points to a null terminated string
containing the name of the file (including extension) for the
search, and mode is the mode of access desired, as used in the
libc function access. path searches each directory in pathlst
until a file with name filename that can be accessed for the
desired mode is found or the end of the list is reached.
If the file is found, path returns a pointer to a static internal
buffer that contains the pathname that the file can be opened as.
This buffer is overwritten by subsequent calls to path.
If the file is not found, path returns NULL.

The header file path.h includes default paths for lookup of
binary (programs) and library (programs, data, objects, etc.)
files, defined as DEFPATH and DEFLIBPATH, respectively.
(these correspond to the PATH and LIBPATH environment variables
used in MSH.)

example:

```
/*
* Search along PATH (or a default) for each of the files on the command
* line. Prints out the first occurrence of each file to which you have
* execute access that is found, or a message that says it is not found
* if it can't find it.
*
* This is not the example for path() from the Mark Williams C manual,
* similar, but not the same.
*/
#include <stdio.h>
#include <path.h>

extern char *path();
extern char *getenv();

main(argc, argv)
int argc;
char *argv[];
{
char *fullpath, *pathspec;
int i;

/* We are going to look up our files along PATH, from the env. */
if ((pathspec = getenv("PATH")) == NULL)
pathspec = DEFPATH; /* If none in the env, use default */

/* Loop through all the files... */
for (i = 1; i < argc; ++i)
if ((fullpath = path(pathspec, argv[i], 1)) == NULL)
printf("%s not found along path %s\n",
argv[i], pathspec);
else
printf("%s found as %s\n", argv[i], fullpath);
exit(0);
}
```

Note that the above example program was written out of my head. I used
the MWC manual for the text, though I paraphrased a bit, but the example
is new and I have not tested this program. I believe it should work.

--
Daniel A. Glasser dag@chinet.UUCP
One of those things that goes "BUMP!!! (ouch!)" in the night.
...!att-ih!chinet!dag : ...!ihnp4!mwc!dag : ...!ihnp4!mwc!gorgon!dag

----

End of Info-Atari16 Digest
****

-- 2

2872. Getting a BREAK signal out of the RS232 Port

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 17:18:58 UTC
From: tomwest@gpu.utcs.toronto.edu
Message-ID: <1988Mar29.121858.3638@gpu.utcs.toronto.edu>
Source record: 253372

Does anybody know how to get the Rs232 port to produce a break signal?
I have heard that there is some escape sequence (using the VT52 emulator)
that will do it, but I don't believe it is documented (if it actually
exist). Are there any other methods. (I am using OSS Pascal, but am
fluent in C).

Many thanks in advance.

--
Tom West

BITNET: tomwest@utorgpu.bitnet, tomwest@gpu.utcs.utoronto
Internet: tomwest@gpu.utcs.toronto.edu
UUCP: tomwest@utgpu

utzoo, yetti, harpo, mnetor \
cbosgd, deepthot, utoronto - !utgpu!tomwest
ihnp4, lsuc, sfmin, vnr-vpa /

2873. Fix for Laser C linea.h

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 18:02:18 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <2545@saturn.ucsc.edu>
Source record: 253373

I'm posting this for a friend, so flame him if it makes your ST vanish in a shower of sparks. (He's gotten his Laser C manual and says it's great... Come on, Post Office!!!)

---

linea.h has a mistake in it.

```
int textefx;
```

should be

```
int *textefx;
```

This is part of the textblock declaration, I beleive. It's correct in the manual.

2874. Atri Program STores

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 18:34:00 UTC
From: DUBRAVK@FSU.BITNET
Message-ID: <[gw.scri.fsu.edu].BA07D4A0.009108C5.DUBRAVKO>
Source record: 253374

Folks:
If we know that not everyone can access every electronic STore to pick the good stuff that y'all produce, why not distribute it to a greater selection of places.
What particularly annoys me is that Houston is interactive only and yet it seems to be the favourite program depository. Please, take a little extra effort and send your stuff at least to CANADA0 as well.
Thank you for your cooperation. Next time it may be me.
---dubravko

2875. TurboSt the "software blitter"

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 18:41:30 UTC
From: bammi@mandrill
Message-ID: <2399@mandrill.CWRU.Edu>
Source record: 253375

I just received a product called Turbo ST -- the "software blitter" --
an acc. that dramatically improves the speed of text output. I have been
using it all day today, and can vouch for their claims. Other who have
purchased this product may have noticed that the `README' file says
that Gulam does not work with Turbo St. This is *NOT* true. I have been
using it with Gulam without a single hitch so far.

Turbo ST is from SoftTrek, P.O. Box 5257, Winter Park, FL, 32793
(305)657-4611. It lists at $49.95.
#include <usual disclaimers>

2876. AUTO-exec sequence

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 18:51:36 UTC
From: u6408954@ucsvc.dn.mu.oz
Message-ID: <80@ucsvc.dn.mu.oz>
Source record: 253376

Does anyone know how to set the sequence in which programs are executed in
the AUTO folder on the boot disk?
Kel Raywood, School of Physics, U. of Melbourne, Australia

2877. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 20:39:31 UTC
From: macbeth@artecon.UUCP
Message-ID: <872@artecon.UUCP>
Source record: 253377
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <20952@amdcad.AMD.COM> rpw3@amdcad.UUCP (Rob Warnock) writes:
<In article <2706@tekigm2.TEK.COM> phils@tekigm2.UUCP (Philip E Staub) writes:
<>Don't laugh. As I recall, either RCA or GE has a patent on the use of CRTs
<>for display of alpahnumeric characters generated as a scanned dot matrix.
<
<This is TRUE! ...as we learned at Fortune Systems a few years ago. And by
<the way, it's RCA, and the patent covers virtually any scanned dot matrix.
<If you make video displays, eventually RCA comes a'knocking...

And boy, that sure put the kibosh on creativity and development in the video display arena, didn't it?

--
+ David Macy-Beckwith Artecon, Inc. {sdcsvax,hplabs}!hp-sdd!artecon!macbeth +
| The Company has enough on its plate || "I didn't come here to argue!" |
+ without supporting the crazed postings || "Yes, you did!" +
| of its newsaholic minions. || "No, I didn't!" |

2878. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2

Newsgroup: comp.sys.atari.st
Date: 1988-03-29 22:19:54 UTC
From: asg@pyuxf.UUCP
Message-ID: <290@pyuxf.UUCP>
Source record: 253378
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <4041@cup.portal.com>, Jinfu@cup.portal.com writes:
>
> I have a good idea for Ford to make some extra money, sue all
> the car makers for 'look and like' if a product has four
> wheels and a steering wheel.
>
> Jinfu@cup.portal.com
>
> Seriously, I am writing a letter to Apple and threatens them
> none of business purchase under my influerence will not have
> any connection with Apple.

Ford doesn't have a copyright on the automobile -- and if they did, it would have expired by now !! :-)

By the way, I hope that you realize that you're threatening Apple that all of your business purchases will have some connection with Apple?

But really -- it's important to keep in mind that companies have to attempt to enforce their copyrights in order to maintain ownership of those rights. If you write a book, copyright it, and then let someone else make thousands of bootleg copies without suing them for infringement, then it can be argued that you have implicitly placed your book in the public domain. Thus, even if Apple isn't really certain about Windows and so forth, they HAVE to sue now, in case someone (IBM Presentation Manager?) comes out with a clear copy later on.

Alan Geller
Bellcore

My employer has no knowledge of my opinions. Often, I don't, either.

2879. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 00:10:59 UTC
From: wbe@bbn.com
Message-ID: <22782@bbn.COM>
Source record: 253379

In article <679UD140469@NDSUVM1> UD140469@NDSUVM1.BITNET writes:
>... About the only thing that lends it [the Infoworld report about an Atari
>68030 machine] any credence is the
>fact that it wasn't reported in the "Robert X. Cringly" rumor column--it's
>apparently a for-real "ghost" (or at least vapor) sighting.

Actually, I've seen references to this machine in several other places (newspapers, magazines) before seeing it today in Infoworld. In fact, less than a month ago, I think there was a message on this mailing list from someone at Atari describing the machine.

> ...However, if they want to prove their sincerity ... they can ...
>... c) show the prototypes ... instead of showing it in Europe and never
>letting North America see it until after it's been shipping in Europe.

It's my impression that Atari showed the machine first in Europe because their European sales have been good. They expect that demand for the 68030 machine will be greater than their production capacity, so they plan to introduce it in Europe in late 1988, and introduce it in the U.S. in spring of 1989.

If Sun can make a Unix workstation with an Ethernet interface, VME slots, multiple RS-232 ports, a 1K * 1K resolution monochrome monitor, etc. (3/50) and make a profit when selling at 30% off the $5000 retail price ($3500), or make a (rumored) 386 machine with a color monitor for under $8000 retail, why shouldn't Atari be able to do something comparable in a similar price range?
-WBE

2880. Re: Ha ha ha ha, ho ho ho ho, he he he... Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 01:20:38 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <47483@sun.uucp>
Source record: 253380
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.misc

I agree with Scott that the '030 is some of the best vapor to seep from Atari in some time (at least they were showing ABAQ's when they started talking about it). And I would typically dismiss it as a fantasy of some press release writers at Atari central, with a couple of caveats.

One, building a 68030, 4 slot VME box with UNIX could be done in about 3 weeks (you OEM it from Motorola). Two, unless some massive floodgate of improvements/fixes for GEM/TOS/GEMDOS etc spew forth we have to assume that the people Atari is paying are doing *something*. And third, the crack about it being $5000 is exactly half of what it would cost to do it today so maybe Atari is thinking by December Mot will have cut it's prices in half.

The fact of the matter is that *anyone* can build a BUB (Boring UNIX Box). Mips, Sun, Motorola, and a couple of others would be glad to sell you the boards to do so. If you OEM a board chances are the manufacturer has a port of UNIX running on it. And if you can add bitmapped graphics, (of which there are boards for PC Bus, S-100, MultiBus I/II, VME Bus, NuBus, and even the GesPac Bus) you can port X11 in a couple of months tops. Out of the box mass storage is also not a problem with SCSI peripherals, even various network interfaces can be purchased with the driver software. It's kind of like being on "name that UNIX system" where the contests compete by yelling out "I can build that box with 3 boards!"

The bottom line is that lots of people do that and Atari doesn't do it any better than any of them do it. What we need is someone who is willing to build a workstation for *people* and not businesses. Apple has come closest with this, Atari and Commodore have done good follow ons but the User Interface on both machines needs some polish before my father-in-law could use it reliably. Of course most computer companies get blinded by the glitter in the fortune 500. Little do they realize that there are more secretaries, admins, and paper pushers, at those companies than engineers. And those people will buy 8008 based computers if they get the job done for them. If we don't figure this out the Japanese will I guaruntee it.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

2881. Re: TurboDos

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 02:50:30 UTC
From: apratt@atari.UUCP
Message-ID: <1026@atari.UUCP>
Source record: 253381

From article <8803261045.AA20972@ucbvax.Berkeley.EDU>,
by XBR2DB2Q@DDATHD21.BITNET (Rainer Fuchs, TH Darmstadt):

> Most recently I got a program called TURBODOS.PRG. The copyright message on
> startup indicates that it is from ATARI France.

THIS IS NOT AN OFFICIAL ATARI CORP. PRODUCT. If Atari France wants to
put their name on it, that's their business, but I wouldn't trust *my*
hard disk to it.

On the other hand, I haven't seen it yet, so that might just be
not-invented- here mentality on my part.

But remember, TURBODOS is *not* from Atari (not from this office, anyway).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2882. Rumblings

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 03:06:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500044@iuvax>
Source record: 253382

Alot of people have been critical of the ST and MEGA computers recently. They say these computers have no future. The Amiga people say the Amiga outclasses these machines. I must disagree with both groups. The reasons are:

1. The ST user community is fantastic. There are many, many shall I say UNIX types that own and develop on an ST. The result is wonderful stuff like the gulam shell, all the great unix-like utilities, zmodem software (zmdm), the TeX previewer and lots more. All this stuff has improved my productivity quite a bit. If the commercial stuff is lacking for the ST I haven't even noticed. I use virtually no commercial ST stuff except for compilers/interpreters and word processors.

2. The ST is a great terminal. Since about 90% of my computer time is terminal time this is a very important attribute to me. I know of no other small computer that comes close to the ST in performance in this category (mono monitor only).

3. The ST does a fine emulation of the mac (although not the macII). The magic sac is a phenominal product. I have HFS on finder 5.4 with system 3.2 or 4.2. Almost nothing doesn't run. Some things run better on the MacTari. Who cares if SCHEME is not available for the ST - I just switch on the MacTari and pop in MacScheme (and its faster! with 30% more screen area than the mac!).

4. The ST does a reasonable emulation of the IBM-PC. PC-Ditto is too slow for some applications but is adequate for most. Who cares if DBASE III is not available for the Atari - I just switch on PC-ATARI and pop in DBASE III.

5. The ST can also emulate CP/M, the Atari 800, and the Apple II. But who cares?

6. The ST has just the right complexity for those interested in learning about modern computers. I have certainly learned an awful lot from my machine.

Now, I realize that I am supposed to be joining the bandwagon to stomp on Atari but there is some force from within that prevents me from doing this. Even after over 2 years of ownership, I still find the ST exciting both as an educational tool and a medium for doing useful work. If I needed a small computer (not talking about a workstation) this minute I would be compelled to choose the Atari ST or MEGA.

I don't know. Maybe I'm just different.

franco@iuvax.cs.indiana.edu

2883. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 05:42:34 UTC
From: Steve_Yelvington@pell.UUCP
Message-ID: <364@stag.UUCP>
Source record: 253383

> 88Mar22 3:45 pm from 870646c@aucs.UUCP @ UUCP
> ...Is it possible to say run BB/ST or Michtrons BBS in the background while

> using a GEM based program in the foreground?
STadel (ST Citadel) can run quietly as a background task under AMULTI and probably RTX. It also has these advantages: (1) it's free, (2) it supports UUCP/Usenet (as demonstrated by this message), and (3) sources are available. Other advantages available on request.
Disclaimers: I disclaim everything, thus gaining economies of scale.
-- Steve Yelvington
STadel: Steve Yelvington @ Pell US 612 377-9239
UUCP: ihnp4!meccts!stag!pell!Steve_Yelvington
Delphi: YELVINGTON

2884. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 06:24:46 UTC
From: breck@aimt.UUCP
Message-ID: <698@aimt.UUCP>
Source record: 253384
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <4328@b-tech.UUCP>, zeeff@b-tech.UUCP (Jon Zeeff) writes:
> I think a solution to these "look and feel" suits is for products to be
> shipped with a user selectable interface. The user could arrange the menus
> and select the icons that he wants to use. If he happens to select something
> that looks like someone else's interface, it's not the developers problem.

OK, but then would the "meta-interface", i.e. the method of defining the "user interface", be copyrightable? Of course, this is getting kind of silly.

By the way, isn't that just what HP did with New Wave? I had the impression from an article I recently read that HP has a user adjustable interface. The default interface doesn't resemble the Mac that closely, but Apple was able, by adjusting the interface, to produce a very mac-like environment. It sounds as if the HP people did quite a job.
--
Breck Beatie
{uunet,ames!coherent}!aimt!breck
"Sloppy as hell Little Father. You've embarassed me no end."

2885. Re: TRAP handler question

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 09:54:14 UTC
From: t68@nikhefh.hep.nl
Message-ID: <444@nikhefh.hep.nl>
Source record: 253385

Reguarding the interception of trap 1 and inparticular Cconws to make the screen faster:

One much faster way to write to the screen is the use of Bconout(5,c) which is a poorly documented feature. It writes characters to the screen in a 'raw' mode. This means that the VT52 escape codes are not interpreted and all characters are written, including escapes, hex 00 etc. The controle codes can then be done with Bconout(2,c). This gives an improvement of a factor two or more over using Cconout and also an improvement of about a factor two over Cconws. Much time is used in the filtering of the escape codes apparently.

To make another BIOS traphandler doesn't look like a solution, as most of the screen writing time sits in the trap handler and the saving of registers that comes with it.
The reason that some programs like Tempus have such a fast screen has several reasons:
1: The screen routines are user routines that are directly accessible for the program. They are written in such a way that it is not necessary to save registers.
2: In Tempus the font files have been reshuffled to make the order of the pixels different from the GEM format.
3: Absolutely no interpretation of tabs takes place. A good tab handler would slow the output down by about a factor two (guestimate).
Putting a trap handler inbetween would spoil much already. I think that Tempus comes rather close to what is possible on the ST so any general solution will never come close to it.

What is missing from the BIOS would be an equivalent of Cconws. Let us call that Bconws. It would have to accept a device number and the number of characters in the string because the raw output should not be stopped by a 0x00. That would avoid the traphandler for most of the output. If you install such an extra function your screen will become much faster than the Bconout(5,c) call. All other BIOS calls will become a little slower then, unless you find a version independent way to copy the BIOS jumptables at the installation of your program.

Jos Vermaseren
T68@nikhefh.hep.nl

2886. A little help for a little boy

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 13:34:18 UTC
From: csrobe@ICASE.ARPA
Message-ID: <8803301334.AA03567@work1.icase>
Source record: 253386

I came across this where I work and thought it was worth passing on.
I hope my fellow Atarians will forgive me for posting something totally
unrelated, but I know how connected you guys are and I think there might
be some sympathetic ears out there!

A little effort can go a long way!

"...and they told two friends, and they told two friends..."
-chip

>From: tsuchiya@gateway.mitre.org (Paul Tsuchiya)
Message-Id: <8803291540.AA12018@gateway.mitre.org>
To: tcp-ip@sri-nic.arpa
Subject: world record
Status: R

Read this on internal MITRE mail, thought I might pass it on.....

David is a 7 year old boy who is dying from cancer.
Before he does, he has a dream of one day being in the Guiness Book of
Records for the person who has had the most postcards sent to him.
If you would like to help David achieve his dream, all you have to do is send
a postcard to him as soon as possible.
Send to :
David
c/o Miss McWilliams
St. Martin de Porres Infant School
Luton,
Bedfordshire
England **DON'T FORGET TO SIGN YOUR NAME**

Paul F. Tsuchiya The MITRE Corp.
tsuchiya@gateway.mitre.org 7525 Colshire Dr.
703-883-7352 McLean, VA 22102 USA

2887. Mark Williams C 3.0 Update

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 15:32:09 UTC
From: hmk@cosmo.UUCP
Message-ID: <1066@cosmo.UUCP>
Source record: 253387

I own the Mark Williams C-Compiler 2.0 and read about the new version 3.0
and the csd debugger. I would like to get this new vers. and the debugger
as fast as possible. According to the German distributor Markt & Technik
it will take them a while to offer it here in Germany.

Now my question: Is it possible to get the update directly from Mark Williams
and how do I get it?

Thanks, Hans-Martin Kroeber

2888. Boot sector, virus, format.

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 16:15:08 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1489@water.waterloo.edu>
Source record: 253388

I am curious about the bootsector, and it is clear that George Woodside, the author of BOOTSEC, PENICILN, and CHKFMT knows a lot more than I do. (Thanks, George). I tried BOOTSEC on a freshly formatted disk, and found a serial number that changed after I formatted the disk again. Then I tried PENICILN on the same disk. I used the command

penicilin -m a

to write an MS-DOS compatible boot sector. I noticed that the serial number was

3354162,

and I thought that I had seen that one before. Well, almost. What I was remembering was the number produced by IBMFMT. The program IBMFMT, posted to this net some time ago, always gives the serial number

3354163.

There has been some discussion about the importance of disks having distinct serial numbers, and I guess that our built in formatting program gives us this, almost always, assuming that the generated serial number really is random.

What does MS-DOS do about serial numbers?

Does it matter to DOS or MS-DOS if they (serial numbers) are all the same?

What "harm" will come to a TOS user (me :-)) who has several disks with the same serial number?

2889. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 16:38:14 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <943@xn.LL.MIT.EDU>
Source record: 253389

In article <22782@bbn.COM>, wbe@bbn.com (Winston B Edmond) writes:
>
> If Sun can make a Unix workstation with an Ethernet interface, VME slots,
> multiple RS-232 ports, a 1K * 1K resolution monochrome monitor, etc. (3/50)
> and make a profit when selling at 30% off the $5000 retail price ($3500), or
> make a (rumored) 386 machine with a color monitor for under $8000 retail, why
> shouldn't Atari be able to do something comparable in a similar price range?
> -WBE

With regard to the paragraph above...

Are you saying that given a SUN and an Atari at the same price and
the same features, you would buy the Atari? Do you honestly think
Atari has the resources to SUPPORT a Unix box the way Sun can????

I'm not sure anyone in the technical market could get their purchasing
departments to buy Atari. And even it they did, I bet they'd hide
the nameplate to avoid being laughed out of a job.

I've never heard the saying "No one ever got fired for buying Atari"...

If Atari does bring out a Unix box, they better make it BINARY compatible
with some other make, because no one in their right mind would spend
alot porting to it.

Matt Singer

2890. Re: Standardization

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 17:15:05 UTC
From: trb@stag.UUCP
Message-ID: <365@stag.UUCP>
Source record: 253390

In article <89@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <187@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
>> We need to form some sort of a developer association with developers
>> agreeing to support each other and working together to provide mutual
>> compatibility. It worked for MWC and BDT, I think it can work on a
>> larger scale.
>
>Yah, yah, that's the ticket! I would seriously be willing to support
>such an enterprise. User's groups are the way users get support for
>their machines, what we need is a developer's group, perhaps a
>non-profit corporation or something. This would allow, even
>encourage, sharing of information. I might even be willing to donate
>some time; this is the first worthwhile venture I've heard of in quite
>a while.
> Wes Peters

This was recently discussed at our local Atari ST developers meeting here in the Twin Cities. We are looking at the issues involved in setting up an international developers group within the next several months. We discussed (argued actually) the merits of setting up an electronic newsletter (something that would consist of articles by us as well as columns of the question/answer variety.) Distribution of the newsletter would be via UUCP (USENET as well as local ST's running STadel/UUPC/UUCALL/etc), BBS's, and whatever other networks it makes sense to get the information out on. I've talked to Dale Schumacher and he indicated he might be able to clean up his UUCP mail handler to the point that anyone could run it connecting into their local USENET host (or maybe even just calling up other ST's running the program if he gets carried away :-)).

Rather than send individual mail messages to all the developers that I know are on the net to get feedback on setting up this 'group', I decided that the quickest way to get things going would be this plea to all developers. If you have any thoughts on the structure, organization, contributions (in terms of articles, sample code, etc), methods of dissemination of information, or anything else that may be topical of such a group, please send me mail and I will summarize to the net.

-Todd Burkey
trb@stag.UUCP

P.S. David, I got your mail. Thanks for the willingness to support this...I can imagine people will have LOTS of questions about multi-tasking and the system in general (even more so after everyone

starts writing about it :-)).

2891. Re: TurboDos

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 17:21:15 UTC
From: good@atari.UUCP
Message-ID: <1027@atari.UUCP>
Source record: 253391

In article <1026@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> From article <8803261045.AA20972@ucbvax.Berkeley.EDU>,
> by XBR2DB2Q@DDATHD21.BITNET (Rainer Fuchs, TH Darmstadt):
>
> > Most recently I got a program called TURBODOS.PRG. The copyright message on
> > startup indicates that it is from ATARI France.
>
> THIS IS NOT AN OFFICIAL ATARI CORP. PRODUCT. If Atari France wants to
> put their name on it, that's their business, but I wouldn't trust *my*
> hard disk to it.
> On the other hand, I haven't seen it yet, so that might just be
> not-invented- here mentality on my part.
> But remember, TURBODOS is *not* from Atari (not from this office, anyway).

For clarification:
TurbosDOS is a program which is distributed by Atari France, and supported by them. Under this business arrangement, certain other Atari subsidiaries have taken up distribution, or are considering it.
From a corporate standpoint, many of the features included in TurboDOS, and especially the bug fixes, are already covered by the next ROM release, and so corporate is not looking at the total product to carry the formal Atari corporate seal of approval. However, we are taking steps to provide a standard RAMDisk and DiskCacher, if we find one which satisifies all our internationalization and compatibility requirements.

I do in fact have it loaded on my system and have not noticed any ill effects. But neither have I truly "tested" it - I just use it as an normal everyday user of applications such as word processing and spreadsheets might use it.

As Allan stated, his comments are personal, and not to be construed as an official Atari response.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

2892. Re: RE:Optical Mice

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 17:29:55 UTC
From: dragon@olivej.olivetti.com
Message-ID: <19117@oliveb.olivetti.com>
Source record: 253392

in article <880329-001407-1668@Xerox>, "Ian_Daniel.WGCERX"@XEROX.COM says:

> You are perfectly correct,an optical mouse can be interfaced to the Atari.All
> you need are the relevant pin outs of both Atari and mouse.And the ability to
> put the correct plug on the end of the mouse cable.Most mice I have seen appear
> to be compatible with the Atari interface.I have in fact interfaced an optical
> mouse onto my system and it is working fine at present.

> Regards,
> Ian

Could you mention some brand names of optical mice which are interface
compatible with the ST? I have yet to see one. On the other hand, most
opto-mechanical mice are (the ST mouse is of this variety, though). I've
successfully interfaced Logitech, Amiga, DEC, etc. opto-mechanical mice.

It seems most optical mice use a serial interface rather than the parallel
type x-y-xquad-yquad interface. It would take a little bit of hacking but
should otherwise be possible.

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!oliveb!olivej!{dragon-oatc,lobster}!dean

Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

2893. ST Turbo C

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 17:53:39 UTC
From: leigh@byuvax.bitnet
Message-ID: <168leigh@byuvax.bitnet>
Source record: 253393

Note: This note was originally posted inside of DEC and is posted here
without permission.

```
================================================================================
Note 401.0 TURBO-C for ATARI ST No replies
MUNICH::BOEHM "Irren ist mdnnlich" 51 lines 29-MAR-1988 16:46
--------------------------------------------------------------------------------
```

On the Hannover-Fair CeBit, Borland/Heimsoeth presented TURBO-C for
the Atari ST!

Heimsoeth is the german general (and exclusive) distributor of all
BORLAND Products (they supplied the german language manuals, and
provide the technical hotline for Turbo-languages).

With help from a not-named german software-company and Borland/USA
itself, Heimsoeth programmers developed TURBO-C for the ATARI-ST
which ist based on the IBM-PC Turbo-C Version 1.5.

The presented Beta-release (the final Version will be available in
May) suprised with compile- and link-times, that I only have seen on
a 10 MHZ IBM PC/AT ! It was faster then any other C-Compiler on the
Atari - even two times faster then Magamax-C!

This is a list of the most important features:
- full K&R implementation including ANSI-definition
- compiles 8000 lines/minute - one pass
- 1470 dhrystones/s
- manual in german language (well, it's an german product)
- enhanced LINT and MAKE integrated
- produces DR-compatible linkable object-files
- TOS-library for TOS-, BIOS- and XBIOS-calls
- GEM-library for AES- and VDI-functions

Heimsoeth states that the compiler compiles most PC Turbo-C sources
with no or minor modification (well of cource there is no
MSDOS-library in Atari Turbo-C). The programming-environment looks
nearly the same as on the IBM PC, with some enhancements due to the
GEM environment (i.e. multible source-windows etc..). Most
functions (Compile, Make, etc) are available with a single
keystroke. Even the Online-Help-Function of Turbo C 1.5 is
available on the Atari Version.

A commandline-version of the compiler ist included in the package
and for addidional charge they include an assembler and a symbolic
debbuger (You can include 68000 menmonics into the source). In
contrast to the PC-Version, there are no memory-models in the Atari

Version; code and data of your propgram is only limited by your memory. Turbo-C Atari and its ANSI-runtime library are fully written in 68000 assembler.

Ears up:
Borland states that the Atari ST Version of Turbo C will not be distributed outside West-Germany! (In Germany the ST outsolds both Amiga and MacIntosh together)

Hilmar@MUH.

Any comments?

2894. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 17:59:59 UTC
From: good@atari.UUCP
Message-ID: <1028@atari.UUCP>
Source record: 253394

In article <942@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
> If after all this Atari thinks they can get "real" developers for
> a 030 machine, based on their past history of support, they have
> been going to the wrong fortune tellers.
> Yep, I'm writing for a Unix based system. But it sure as hell won't
> be on an Atari!
> Matthew R. Singer

If you are writing for a UNIX System V based system, and adhere to the
standard interfaces, then you can certainly offer your product on Atari's
UNIX series, if you want the additional market.
If you really want the easiest way to distribute your efforts, then
by adhering to the Motorola/UniSoft Binary Compatibility Standard you
[in theory (:-)] need only get it working on one 68020/30 system and then
the binaries can be used on any complying system, including Atari's.
Atari is committed to industry standards for the UNIX line, and already
has significant interest from several world-recognized develpment
organizations.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

2895. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 18:40:27 UTC
From: wbe@bbn.com
Message-ID: <22817@bbn.COM>
Source record: 253395

MS = Matthew Singer
WE = me

[WE] If Sun can make a Unix workstation with an Ethernet interface, VME slots,
[WE] multiple RS-232 ports, a 1K * 1K resolution monochrome monitor, etc. (3/50)
[WE] and make a profit when selling at 30% off the $5000 retail price ($3500), or
[WE] make a (rumored) 386 machine with a color monitor for under $8000
[WE] retail, why shouldn't Atari be able to do something comparable in a
[WE] similar price range?

[MS] With regard to the paragraph above...
[MS]
[MS] Are you saying that given a SUN and an Atari at the same price and
[MS] the same features, you would buy the Atari?

No, I was just saying that it was not unreasonable that Atari could build a
Unix box intended to sell in that price range. I, too, would pick Sun over
Atari if they produced comparable products at comparable prices. But, if
Atari produced an '030 box for about 1/2 the cost of a comparable Sun box,
because Atari wanted the home market and Sun was selling to businesses that
were willing to pay for lots of support, then yes, $2500 or $5000 difference
on the purchase of a personal computer would encourage me to consider the
Atari machine.
-WBE

2896. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 18:52:11 UTC
From: las@apr.UUCP
Message-ID: <412@apr.UUCP>
Source record: 253396
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <8643@eddie.MIT.EDU> zrm@eddie.MIT.EDU (Zigurd R. Mednieks) writes:
>VisiOn, Generra, and Sun's window systems are all examples of user
>interface technologies which are not derivative works and Apple has no
>problem with them.

Are you truly privy to Apple's policies regarding the legal positions it wishes to promulgate for it's own interest? Do you participate in the decision-making carried out by Apple's highest levels of management? If you don't, what other souces of information do you draw upon to make this statement? I concede that you may be right, but are you stating verifiable facts or your own opinion. Excuse me, but the attitude you seem to convey is much like that of many others you criticize in this posting - i.e, "It's so because I say so! My opinions are better than other peoples facts!" That message, intentional or not, has pervaded this discussion.

> And Apple's work is sufficiently different both in
>look and in capability from Xerox's SmallTalk browser that, apart from
>Apple's claim to "broad licences" from Xerox, there is no need for
>legal struggles in that area. Except for Apple's timing, which seems
>calculated to further increase the FUD factor surrounding OS/2, I see
>no reason why Apple should not go after gratuitous copying when equal
>and better alternatives are available.

Despite your beliefs regarding Apple's right to litigate the "look and feel" issue on principle, you seem to be conceding that Apple might, in any case, still be carrying out a sort of "preemptive strike" against the (mythical?, alledged?) Presentation Manager for the purpose of impeding its (mythical?, alledged?) introduction to the marketplace.

I have a lot of doubts about this whole "look and feel" issue and I don't support Apple's position in this matter, though I still haven't resolved it to my own satisfaction (I could be convinced to change my mind - but not by abuse, so send all flames to your lower orifice). I definitely don't like predatory, anti-competitive practices such as trying to litigate one's potential competitors into submission/out-of-business (although I'm not expecting Apple to do this either to HP or to Microsoft, instead I believe that we'll probably see a "mutually agreeable settlement" out of this - those most likely to be hurt by this are the small developers who have transferred ideas from Mac to non-Mac systems through their porting their products to new machines).

regards, Larry
--
"The only thing worse than being talked about is not being talked about."
- Oscar Wilde, James Whistler or George Bernard Shaw depending on who you ask

Name: Larry A. Shurr (cbosgd!osu-cis!apr!las or try {cbosgd,ihnp4}!cbcp1!las)
Disclaimer: The above is not necessarily the opinion of APR or any APR client.

2897. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 19:20:31 UTC
From: rchampe@hubcap.UUCP
Message-ID: <1259@hubcap.UUCP>
Source record: 253397
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <2441@unicus.UUCP>, craig@unicus.UUCP (Craig D. Hubley) writes:
>
> The price-fixing deal that the U.S. forced on Japan to keep its own chip
> manufacturers (TI and Micron) in business, that has forced chip prices to
> four times their level (here, at least!) of ten months ago, has been
> declared illegal by GATT, the General Agreement on Trade and Tariffs,
> the international body governing world trade. The gist of it is that
> the pact has forced chip prices up, and supplies down, in Europe and Canada.
>
> If you work in computer or perhipheral manufacturing, software, retailing, or
> are just a consumer, you should probably write your congresscritter right now
> in support of the ruling. This pact is crippling all of these industries, as
> I'm sure I don't have to tell anyone. In an election year, they may prove
> to be subject to pressure, especially *presidential candidates*. Just how
> many high-tech votes are there ? Not to mention, with code-cracking hackers
> and electronic photo-retouching and other high-tech sabotage, would you want
> them voting against you ? Emphasize your campaign computer cracking skills.
> 1/2 :-)
>
> Save the whales. Scrap the pact. Yay GATT.
>
> Craig Hubley, Unicus Corporation, Toronto, Ont.

Ok, I'm not an economic or political expert (or an expert of any kind :-)
but I think that even if this pact isn't the best solution, something has to
be done to protect US manufacturers, and I don't think that just scrapping
the pact is a solution.
Japanese and other asian chip producers can currently produce chips at
prices significantly less than US producers, and US producers are having a
hard time competing. This is just great for consumers and computer and
perhipheral manufacturers, but if it keeps up, US chip producers will have to
move to something else or fold. Many people I know say that the Japanese are
obviously doing something right, and if US producers can't do the same then
they should get out. In my opinion, I think that the fact that the asian
countries have a much cheaper labor force is a significant factor. US
producers obviously can't just cut their employees salaries in half, so some
would say that they should get out. Ok, so we lose the IC industry, big deal.
In the southeast the textile industry (which is the south's major
industry) is taking a beating from Korean imports. If they can't compete,
let them fold. Everyone knows that the US car manufactures are having touble
competing with Japanese imports and therefore make poorer quality cars. Well,
if they can't hack it, they should get out too. Asian computer and perhipheral
manufacturers are already beginning to overtake the market. Bye bye US

manufacturers. Hmmm, we seem to be running out of industries. Oh well, as long as we consumers are getting cheap products, no problem. Ooops, we seem to be losing jobs and can't afford these products anymore, how'd that happen?

Also I seem to remember reading in NewsWeek that last spring, Japanese companies were accused of dumping chips on the US market at prices lower than it cost the companies to produce them. The only reason that I've ever heard for this kind of illegal activity is to eliminate compitition. I've also read that the Japanese economy and infrastructure is stacked highly against imports, and that US imports that should be cheaper than Japanese products end up being much more expensive by the time they get to the comsumer.

I sorry I got up on my soapbox, but you should be grateful I didn't get into my speech on taxes.

Rich Champeaux
Clemson University

2898. Re: TRAP handler question

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 19:29:28 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3806@watcgl.waterloo.edu>
Source record: 253398

[]
First off, thanks for your response, David. Exactly why I posted the question. Oh yeah, and by "bug" I was really referring to a bug in the way I was trying to do it, certainly not a bug on the ST's part.

Since I posted the question, I've hardly had any time for further twiddling, but I did discover that in fact, a7 was pointing to the supervisor stack, although db.prg, after stopping the program at the breakpoint, had a7 pointing to the user mode stack. That's where the main confusion lay. I did a dump of the supervisor stack and discovered that that's what my program was examining. And the words that were changing after the 'cmpi' instruction were _from_ the supervisor stack. I.e., when the breakpoint was reached, telling db.prg to print out the stack (by saying "a7,6?x") resulted in:
XXXX XXXX 0000 0009 YYYY YYYY
and after stepping through the 'cmpi' instruction, saying "a7,6?x" showed:
XXXX XXXX AAAA AAAA YYYY YYYY,
where AAAA AAAA is the second longword from the supervisor stack, not the user stack. Weird or what?

Well, I'll see what I can do as to actually trapping everything that prints to the screen, rather than trapping Cconws(). And I'm implementing the VT52 escapes in a lazy way, in that I just pass them to the real Cconws(). Didn't want to reinvent the wheel as far as that goes.
--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
Pascal SUCC()'s.

2899. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 20:05:32 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <945@xn.LL.MIT.EDU>
Source record: 253399

In article <22817@bbn.COM>, wbe@bbn.com (Winston B Edmond) writes:
> No, I was just saying that it was not unreasonable that Atari could build a
> Unix box intended to sell in that price range. I, too, would pick Sun over
> Atari if they produced comparable products at comparable prices. But, if
> Atari produced an '030 box for about 1/2 the cost of a comparable Sun box,
> because Atari wanted the home market and Sun was selling to businesses that
> were willing to pay for lots of support, then yes, $2500 or $5000 difference
> on the purchase of a personal computer would encourage me to consider the
> Atari machine.
> -WBE

Yes, but knowing the quantity of updates TOS has received (and the
number of bugs/features it has) and knowing how often Unix gets updated...

I hope Atari releases sources, because its the only way anything will
ever get fixed.

2900. Want to buy a Casio keyboard

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 20:09:36 UTC
From: leo@tiger.Princeton.EDU
Message-ID: <219@tiger.Princeton.EDU>
Source record: 253400

I want to purchase a nice and non-expensive Casio keyboard for my
atari-ST. The most common one mentioned in magazines is CZ 101. But when
I shopped around last weekend in the shopping mall, I didn't see one CZ 101.
I saw some other keyboards made by Casio with the MIDI interface. Since I
have no idea how to chose a GOOD (non-expensive, good reputated) one. So I
am asking for help:
1) What is the main reason people go to CZ 101 instead of some cheaper
models with MIDI?
2) Any idea how much the CZ 101 costs?
3) Any recommendation for the vendors?
Thank you in advance.

leo@Princeton.EDU

2901. Re: Auto Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 20:41:29 UTC
From: greg@bilbo
Message-ID: <187@snjsn1.SJ.ATE.SLB.COM>
Source record: 253301

In article <9584@sunybcs.UUCP> ugptucha@sunybcs.UUCP (Ray Ptucha) writes:
>
>Does anyone out there know of a program that allows you to boot
>up your system with a ram disk installed complete with files in it?
>
>I am currently using Rdy-disk Ram from MWC. I would like to be able
>to turn on the power to my system and when my prompt appears I already
>have my ram disk installed with the compiler, editor, etc.
>

You've already got it. I use the Rdy Ram disk, too... MWC's doc was
a little hazy, as I recall, but what you need to do, only once, is
move all of the files into the ram disk that you want there after
boot, then use the ram disk install utility to save the current ram
disk (the option may be "backup ram disk"; I'm at work and don't have
the doc. here and haven't used that facility in a while). Replace the
version you had been booting with the newly saved version. When next
you reboot, all the files that were in the ram disk when you saved it
will be there.

BTW, I have had zero problems with Rdy, once I got it installed. It's
a great tool. Just beware of power failures (Ouch!), spend
Big Buck$ on an Uninterruptable Power Supply, buy a hard disk, or make
frequent backups of your source to floppy. I do the latter. It's a
good idea anyway unless you write perfect programs the first time :-)
since a wayward program can damage a ram disk. This has been the
Voice of Experience (VoE) broadcasting on the 10Mhz Ethernet band...

Greg Wageman
Schlumberger Technologies UUCP: ...!decwrl!spar!snjsn1!blfca1!greg
1601 Technology Drive ARPA: greg@blfca1.com@spar.slb.com
San Jose, CA 95110 BIX: gwage
(408) 437-5198 CIS: 74016,352

"Nest deeply, and carry a big stack."

The opinions expressed herein are solely the responsibility of the
author.

2902. Yes, I *need* another file!!!

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 21:39:51 UTC
From: Flash@UMass.BITNET
Message-ID: <880330163600560.ACLP@Mars.UCC.UMass.EDU>
Source record: 253302

Again, from here at UMass, the land of no interactive BITNET, I find i need another file.

Could someone please send me a copy of the Easy-Draw (GEM files) to postcript converter that someone on the net wrote? I am in dire need of such...

thanks!!!!

Rick Flashman

1040 N. Pleasant Street, #381, Amherst, MA 01002. (413) 549-0173
Flash@UMASS.BITNET -or- Flash%UMASS.BITNET@CUNYVM.CUNY.EDU
R-FLASHMAN on GEnie

2903. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 21:55:27 UTC
From: wheels@mks.UUCP
Message-ID: <434@mks.UUCP>
Source record: 253303

In article <196@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
> My friends who program "real" computers really gave me a hard time when I
> started with Atari and the ST. Now everything they warned me about seems
> to be coming true. You see, I used to be a real programmer. No really.
> No foolin'. Now on my resume I'll have to say "well see I was on an
> extended vacation for those three years. No I never programmed an Atari
> before".

Well, you know, the one thing that very few people seem to be knocking
is the actual ST hardware. It has occasional problems (chip sockets,
etc.), but is generally pretty good. Nice video. A keyboard layout I
like. Portable when it has to be.

So, maybe all those who agree should also agree on which OS we are going
to use on that hardware instead of the current one. In my mind, it's a
tossup between OS9 and MINIX. Idris is out there, but I think it's too
pricey. Any others?

Of course, we'll need to help each other. There are already support
groups for OS9 (BIX, CI$, etc.), and I suppose the MINIX Usenet group
will grow once the ST version is available. Shall we all agree to meet
over there?

By the way, anybody know the release date for MINIX ST?

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

2904. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 23:40:54 UTC
From: sarrel@tut.cis.ohio-state.edu
Message-ID: <9252@tut.cis.ohio-state.edu>
Source record: 253304
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

[Well stated arguments concerning foriegn trade deleted]

While I agree with you that the Asian countries have a cheaper labor force and that their economies are sometimes stacked against imports (especially Japan's), I cannot agree that that is the whole problem. Ask not what they are doing that is underhanded, as what we are doing that is wrong (so that we can correct it). I generally do not favor protectionist policies.

Take the automobile industry as an example. In the begining, the Japanese gained a foothold because their cars were cheaper than American built ones. Then, we fell further behind during the energy crisis because our cars were less fuel efficient. Over the years, Japanese cars have become more luxurious, until now they rival some American Cars in that regard. However, with the rising Yen, those cars have become more expensive. But, because of the image that the American car buyer has of Japanese quality, Japanese cars still sell well. (However, I think this is changing.)

Basically, there are two differences between "us" and "them" that are important here. First, the Japanese seem to be more responsive to changes in the market, and they seem to be able to change quicker. This is not a function of worker's salaries. Second, and more important, the Japanese as a society seem more willing to support the long-term technological research that is needed to make products in a more efficient manner (or at all, in some cases such as VCRs). (You should watch a tape of the NOVA that was on last night about superconductors, they made some good points about this.)

We Americans seem to do better at inventing new things, but the Japanese are better at spending the time needed to develop these ideas into marketable products. Again, this has nothing to do with worker's salaries.

I could go on about the problem of the Japanese owning businesses in this country. There is also the problem of worker education (or lack thereof). These are problems that need to be addressed, but they are peripheral to this discussion.

It all boils down to this: In order that both societies should prosper, we need to become more like the Japanese and the Japanese need to become more like us. We need to fund that long-term development research, make sure that our work force is better educated (to keep up with changing technology in the workplace). And, American consumers have to change their attitude about foriegn products. (A little attitude change is better than a lot of trade legislation.) (Presumably a change is attitude will bring about a change is behaviour. ie: we'll buy more domestic goods.) American companies overseas should know more about those markets. Trying to sell the Japanese a product that sells well in this country without modification is often

a fatal mistake.

The Japanese, on the other hand, should change their behaviour about imports. They _should_ open up their markets to foriengers. (On the other hand, American companies should learn about the sometimes baffling Japanese system of business dealings, after all, they had to learn ours to be a success here.)

The bottom line is that pointing the finger at Japan and crying foul is incorrect, useless and possibly fatal.

'nuff said
--
Marc Sarrel The Ohio State University
611 Harely Dr #1 Department of Computer and Information Science
Columbus, OH 43202-1835 sarrel@tut.cis.ohio-state.edu
Disclaimer: Hey, what do I know? I'm only a grad student.

2905. GDOS printouts from Uniterm

Newsgroup: comp.sys.atari.st
Date: 1988-03-30 23:41:18 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <1950@pasteur.Berkeley.Edu>
Source record: 253305

I've been trying to get GDOS printouts of tektroniks graphic output. I can use <Alt><f3> to generate a metafile, but if I try to send output to the printer, I get a "Can't open printer device" error. If I run OUTPUT.PRG within Uniterm, I get the same result. If I exit Uniterm, then run OUTPUT.PRG, it works fine. Lastly, the metafiles work fine with OUTPUT.PRG, but not with Easy-Draw. My version of GDOS announces itself as "Atari GDOS Release 1.0." Any suggestions?

Matthew Seitz

2906. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 00:07:20 UTC
From: esf00@amdahl.uts.amdahl.com
Message-ID: <25965@amdahl.uts.amdahl.com>
Source record: 253306
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1259@hubcap.UUCP> rchampe@hubcap.UUCP (Richard Champeaux) writes:
>In article <2441@unicus.UUCP>, craig@unicus.UUCP (Craig D. Hubley) writes:
>>
>> The price-fixing deal that the U.S. forced on Japan to keep its own chip
>> manufacturers (TI and Micron) in business, that has forced chip prices to
>> four times their level (here, at least!) of ten months ago, has been
>> declared illegal by GATT, the General Agreement on Trade and Tariffs,
>> the international body governing world trade. The gist of it is that
>> the pact has forced chip prices up, and supplies down, in Europe and Canada.

> Japanese and other asian chip producers can currently produce chips at
>prices significantly less than US producers, and US producers are having a
>hard time competing. ... In my opinion, I think that the fact that the asian
>countries have a much cheaper labor force is a significant factor. US
>producers obviously can't just cut their employees salaries in half, so some
>would say that they should get out.
>
> Also I seem to remember reading in NewsWeek that last spring, Japanese
>companies were accused of dumping chips on the US market at prices lower
>than it cost the companies to produce them.

You seem to have slept through Economics 101, unlike the Japanese chip
manufacturers. One, the labor content in manufacturing a chip is very
close to zero. Two, the development costs to produce a chip are
astronomical (ask Intel how many buildings full of engineers it takes to
produce something as successful as the '386!). Three, the cost of a new
chip line is now > $100 million, reducing the ease of entry.

Classical oligopoly theory says that you should price at your *variable*
cost of production. (Silicon, chemicals, and electricity!) This will give
you maximum market share. THEN you can recover your sunk costs.

The Japanese just did what we told them to do in school. If you don't
like the results, do something about the economics.

>>>Followups have been directed to a more appropriate forum.
--
Elliott Frank ...!{hplabs,ames,sun}!amdahl!esf00 (408) 746-6384
or ....!{bnrmtv,drivax,hoptoad}!amdahl!esf00

[the above opinions are strictly mine, if anyone's.]
[the above signature may or may not be repeated, depending upon some
inscrutable property of the mailer-of-the-week.]

2907. Re: TRAP handler question

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 01:14:01 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8803302327.AA24151@ucbvax.berkeley.edu>
Source record: 253307

Ah! For once Jos and I in total agreement...
Anyway I was going to write something along the same lines, so now just
a few comments:

t68@nikhefh.hep.nl (Jos Vermaseren) writes:
>To make another BIOS traphandler doesn't look like a solution, as most of
>the screen writing time sits in the trap handler and the saving of registers
>that comes with it.

Most of the trivial BIOS calls take 0.08 to 0.1 mS (measured with calls
from CCD/OOS Pascal and assembler), so the time spent just doing the trap
is in the same order of magnitude as a fast screen output routine.

>The reason that some programs like Tempus have such a fast screen has several
>reasons:
....
>2: In Tempus the font files have been reshuffled to make the order of
> the pixels different from the GEM format.

As far as I know they use DEGAS format fonts, which means you can address
the scanlines of the font with the address register relative with post-
increment addressing mode (with other words: you save an adda.w instruction).
DEGAS format fonts naturally have other limitations.

>What is missing from the BIOS would be an equivalent of Cconws. Let us call tha
>Bconws. It would have to accept a device number and the number of characters
>in the string because the raw output should not be stopped by a 0x00. That
>would avoid the traphandler for most of the output...................

It yould be nice if such a thing existed for input too.

>...If you install such an
>extra function your screen will become much faster than the Bconout(5,c) call.
>All other BIOS calls will become a little slower then, unless you find a
>version independent way to copy the BIOS jumptables at the installation of
>your program.

And Tempus naturally (well at least I assume so) doesn't do single character
output, it outputs strings.

The problem with BIOS traps slowing things down is a problem in UniTerm too,
one thing I did was to pack as much as possible in to one call of the XBIOS
supexec function: it returns the number of characters in the RS232 buffer,
if a key has been pressed, the state of the DCD and Break bits and a mouse
status bit, all with the overhead of one trap. On the other hand there is
no way to read more than one character at a time from the serial port
without rewriting the RS232 handler, so you still have to do one trap per

character. Matter of fact the most annoying thing is, that due to the fact that the kbshift variable isn't accessible legaly in pre Blitter-TOS ROM's, UniTerm spends a bl**dy 0.08 mS per main loop just finding out if somebody pressed <CapsLock>.

Simon Poole
UUCP: ...mcvax!cernvax!forty2!poole
Bitnet: K538915@CZHRZU1A

2908. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 01:22:21 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1641@ncsuvx.ncsu.edu>
Source record: 253308
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1259@hubcap.UUCP> rchampe@hubcap.UUCP (Richard Champeaux) writes:
>[deleted text]
>obviously doing something right, and if US producers can't do the same then
>they should get out. In my opinion, I think that the fact that the asian
>countries have a much cheaper labor force is a significant factor. US
>producers obviously can't just cut their employees salaries in half, so some
>would say that they should get out. Ok, so we lose the IC industry, big deal.
>In the southeast the textile industry (which is the south's major
>industry) is taking a beating from Korean imports. If they can't compete,
>let them fold. Everyone knows that the US car manufactures are having touble
>competing with Japanese imports and therefore make poorer quality cars. Well,
>if they can't hack it, they should get out too. Asian computer and perhipheral
>manufacturers are already beginning to overtake the market. Bye bye US
>manufacturers. Hmmm, we seem to be running out of industries. Oh well, as
>long as we consumers are getting cheap products, no problem. Ooops, we seem
>to be losing jobs and can't afford these products anymore, how'd that happen?

That's just it. American companies which cannot compete in the world markets SHOULD go out of business. In the short term, it may seem that we're getting the "raw" end of the deal, but in the long term (given a free-market) it will all even out -- after all, we're buying these Japanese/Korean/Taiwaneese goods with American dollars and this paper is only as good as the country that backs it. If this country became as poor as you seem to predict (and those nations would stand by and do nothing), they would end up holding worthless currency.
In addition, as the standard of living in those Importing nations rises, so will the demand for higher salaries. Those same nations will end up in the same boat as the U.S. -- trying to compete with nations that can manufacture goods cheaper.

I too am no expert on economic affairs, but I can see no good coming from ANY governmental interference with this Free Enterprise System. One need only look into the recent past to see that governmental intervention did more damage than good.

Of course, all the above are my own opinions/ramblings on the subject and may or may not resemble coherent thought :-)

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2909. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 01:47:17 UTC
From: tim@ism780c.UUCP
Message-ID: <9584@ism780c.UUCP>
Source record: 253309
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <1302@uop.edu> miket@uop.edu (Mike Thompson) writes:
< perhaps give Apple the incentive to go after more look-alike
< windowing systems like those on Sun's, Amiga's, Atari's (to beat
< up GEM again!!!) and, of course, IBM's newer systems.

A point you all seem to be missing is that Microsoft's Windows *IS*
a Mac look-alike and that Sun's and Amiga's (and MIT's, while we
are at it) don't look like Mac windows. And the Mac interface
doesn't feel like the Xerox one.

I would expect that Apple has a good chance to win against Microsoft
but would loose against Amiga for the same reason that Atari lost
when they sued the makers of Meteors (an Asteroids clone) and
that Bally (I think) won when they sued the makers of K.C.
Munchken (a Pac-Man clone).

In the Asteroids vs. Meteors case, what it came down to was that
the concept of shooting rocks in space can not be coverered by
the Atari copyright. Asteroids is a minimal implementation of
that, and any implementatio of that basic (unprotectable) idea
was going to include Asteroids, so Atari was out of luck.

In K.C.Munchken vs Pac-Man, the concept that can't be protected
was going around a maze chasing monsters. But Pac-Man had a lot
of elaborations on that idea that K.C. Munchken also had. The
judge felt that there were too many points of similarity, so
Pac-Man won.

Looking at the various window systems in question here, I would
guess that the part you can't protect is the idea of windows,
icons, and mice. But there are a lot of elaboration on the
basic idea that the maker of a window system must make, e.g.,
how do you grow windows, where do you put menus, how do you
close windows, do they tile or overlap, are icons used to
represent files only or do they also represent devices,
do you have a cute little trash can to throw files in, how
do you move windows, how do scroll bars work, etc.

Looking at Amiga windows, Sun windows, Mac windows, and
Xerox windows, we see four different answers to most of
these questions. Looking at Microsoft windows, we see
an answer that we already saw: Mac windows.

If Apple wins this suit, I doubt it will be a major blow to
most manufactures of window based systems. It will mean that

Microsoft will have to go out and design a windowing system
of their own, just like Sun and Amiga and Apple already did.

On the other hand, the law makes about as much sense to me
as the stock market, so take everything I say with a huge
grain of salt...
--
Tim Smith tim@ism780c.isc.com
"I don't practice what I preach because I'm not the
kind of person I'm preaching to" -- J.R. "Bob" Dobbs

2910. Re: A warm and fuzzy ATARI story...

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 02:28:10 UTC
From: jansen@atari.UUCP
Message-ID: <1030@atari.UUCP>
Source record: 253310

in article <8803281727.AA16898@NADC.ARPA>, cdj@NADC.ARPA (C. Johnson) says:

> I, too received the documentation from ATARI (I'm a registered, although
> not currently active, ATARI developer). The package included SALAD, as
> someone (I'm sorry, I didn't catch the name...) mentioned, describing
> the Line-A calls, and including EXAMPLES. The previous Line-A docs were
> evidently written by someone who had been out smoking bananas (all lower
> case, no punctuation...). SALAD was evidently produced on a laser
> printer and looked so professional, it brought a tear to my eye.
>
...

Thank you for the feedback about SALAD. As its author, I'm glad to hear it
is making people happy.

To everyone: We're interested in your comments, POSITIVE or negative, about
our documentation. Just send mail to me.

--Mark

--
"Question" Mark Jansen UUCP: ...ames!atari!jansen
Atari Corporation BIX/GEnie: mjansen
These views do not necessarily reflect those of Atari Corporation.
"...and kids, remember to think about a career in COMPUTER SCIENCE!"

2911. Re: 1040 ST-FM

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 02:54:53 UTC
From: jansen@atari.UUCP
Message-ID: <1031@atari.UUCP>
Source record: 253311

in article <8803181900.AA02503@orville.nas.nasa.gov>, rowley@ORVILLE.NAS.NASA.GOV (Karl Rowley) says:

> There was talk a while ago about some 1040 ST's that were manufactured with
> RF modulators. How can these systems be differentiated from a stock 1040ST?

If your ST has a little RCA-type jack on the back, with a picture of a TV
near it, you've got an RF modulator.

"Question" Mark Jansen UUCP: ...ames!atari!jansen
Atari Corporation BIX/GEnie: mjansen
These views do not necessarily reflect those of Atari Corporation.
"...and kids, remember to think about a career in COMPUTER SCIENCE!"
--
"Question" Mark Jansen UUCP: ...ames!atari!jansen
Atari Corporation BIX/GEnie: mjansen
These views do not necessarily reflect those of Atari Corporation.
"...and kids, remember to think about a career in COMPUTER SCIENCE!"

2912. Re: Rumblings

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 04:46:42 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <9277@tut.cis.ohio-state.edu>
Source record: 253312

In article <36500044@iuvax> franco@iuvax.cs.indiana.edu writes:
>
>Alot of people have been critical of the ST and MEGA computers recently.
>They say these computers have no future. The Amiga people say the Amiga
>outclasses these machines. I must disagree with both groups. The reasons
>are:
>

[many good reasons to like the ST]

I agree. The ST is a great box, due to the user groups and the many people who are gifted programmers and weren't so gifted, perhaps, financially. To these people we users, and incidently, Atari itself, owes much.

However, the problem lies not with the computer but with its manufacturer, in my opinion. The ST doesn't appear to have much of a future in the United States. The ST is doing extremely well in Europe, and Atari is pumping the bucks, and more importantly the support over there instead of here, where IBM and Apple have the hold of the personal computer market (more or less - you can argue about who has hold of the home market, Commodore perhaps, but even C= doesn't have an overall command like IBM or Apple.)

Atari is, ever so quietly, edging out of the U.S. market. As long as some STs sell, sure Atari will keep minimum support in this country. The Tramiels, no matter what any of us think of them, are in it for the big bucks. Their business philosophy appears to be, at least from the way they act, not one of the user (or the customer) coming first, but the profit margin.

I have enjoyed my ST, when it works. I am not being facetious; my ST only works when the chips feel they are sufficiently close to Mother Board. Sure I can send it back to Sunnyvale with $95, but if I had the $95 readily available I wouldn't be bitching about it. So goes Power without the Price.

>Now, I realize that I am supposed to be joining the bandwagon to stomp on
>Atari but there is some force from within that prevents me from doing this.
>Even after over 2 years of ownership, I still find the ST exciting both as
>an educational tool and a medium for doing useful work. If I needed a
>small computer (not talking about a workstation) this minute I would be
>compelled to choose the Atari ST or MEGA.
>

Well, I am tired of being dogmatic. I encouraged many a friend to buy an ST, many before I ever bought mine, and many of them never regretted the decision. They also use theirs for different reasons, and haven't had the problems that I have had with mine. Ever since I bought my Atari 400 in

high school, its always been "Atari, Atari, Atari!" but now I want something that I know will be supported, and have reasonably new and exciting software for next year. But hey, welcome to the computer market.

>I don't know. Maybe I'm just different.

Yes, but that is to be encouraged. The ST was and still is a good idea. Maybe if Atari went under again and was bought out by someone more attuned to the users instead of the users' money, we'd have to jump off of the Atari bashing bandwagon. But until then...

>franco@iuvax.cs.indiana.edu

andy at osu

--
Andrew Weaver weaver@tut.cis.ohio-state.edu
OSU College of Business soon: weaver@osu-pisa.UUCP

Remember: Oprah spelled backwards is Harpo. HONK! HONK! HONK!

2913. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 05:12:22 UTC
From: mash@mips.COM
Message-ID: <1955@winchester.mips.COM>
Source record: 253313
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <9252@tut.cis.ohio-state.edu> sarrel@tut.cis.ohio-state.edu (Marc Sarrel) writes:
>.... Trying to sell the Japanese
>a product that sells well in this country without modification is often
>a fatal mistake....

>The bottom line is that pointing the finger at Japan and crying foul is
>incorrect, useless and possibly fatal.

As some book on this topic said:

The people who tell you it's impossible to sell in Japan:
a) Are threatened here
b) Tried it there an failed [sometimes due to the protectionism,
and sometimes not understanding the market there].
c) Are doing good business in Japan, and have no particular reason
to wish for more competition there.
--
-john mashey DISCLAIMER: <generic disclaimer, I speak for me only, etc>
UUCP: {ames,decwrl,prls,pyramid}!mips!mash OR mash@mips.com
DDD: 408-991-0253 or 408-720-1700, x253
USPS: MIPS Computer Systems, 930 E. Arques, Sunnyvale, CA 94086

2914. Uniterm macros and dialing up a host

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 07:40:09 UTC
From: gpm@dukempd.UUCP
Message-ID: <643@dukempd.UUCP>
Source record: 253314

I'm having trouble figuring out uniterm's macro usage, especially wrt dialing from macros. Could someone send me an example of a working macro that dials up and logs onto a host machine? I have the manual and have read it and have experimented, but the dial command wants to work a different way from my reading of the manual.
Thanks for any help.

--
Guy Metcalfe
Duke University Dept. of Physics gpm@dukempd.uucp
& Center for Nonlinear Studies mcnc!duke!dukempd!gpm
Durham, N.C. 27706 despot@tucc.bitnet

2915. Re: Virus-- suggestion!

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 08:26:05 UTC
From: exodus@uop.edu
Message-ID: <1305@uop.edu>
Source record: 253315

In article <428@mks.UUCP>, wheels@mks.UUCP (Gerry Wheeler) writes:
> In article <2377@bath63.ux63.bath.ac.uk>, pes@ux63.bath.ac.uk (Smee) writes:
> > In article <1288@uop.edu> exodus@uop.edu (EXODUS) writes:
> > >What if someone wrote a 'friendly' virus. One that fixed the bugs in the
> > >Operating System. One that multiplied so everyone's bugs were fixed.
> > No, no, a million times no. There is NO SUCH THING as a 'friendly' virus.
> > [much venom deleted]
> Umm, I think the posting about the friendly virus was a joke, tongue-in-
> cheek, not serious.
>
> Maybe exodus should have put a couple of smileys in it, but I think it
> was fairly obivous that no virus can fix bugs in an operating system.

I've seen a few follow-ups to my original posting and they all took
it _seriously_. Some people....

Finally someone who saw it for what it was. I won't forget the damned
smiley-faces next time.

Seeing some articles about viruses in major publications have actually
made me laugh. Government Computer News had one that made it seem likes
AIDS was infecting computers. The virus business is SICK, but these
articles can be funny as hell if read from a novices eyes...

Again, please add one, two, or a hundred smiley faces to my original posting.

2916. Final results of voting for comp.fonts

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 10:15:01 UTC
From: richard@gryphon.CTS.COM
Message-ID: <3071@gryphon.CTS.COM>
Source record: 253316
Cross-posted to: news.groups,comp.sys.amiga,comp.sys.apollo,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,misc.legal,comp.text,comp.graphics

Yes, 169. No 21. A companion posting, with distribution limited to North America (due to recent complaints about these things) lists voters.

Please create comp.fonts.

Many thanks to all who voted, and who participated in the scintillating discussion.

--
"Ever since the world ended... I don't go out as much"
richard@gryphon.CTS.COM rutgers!marque!gryphon!richard

2917. 68030 Un*x Workstation

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 14:03:30 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <8803300934.AA11609@ucbvax.berkeley.edu>
Source record: 253317

. . for the line eater . .
Thanks for the direct reports from the Hannover show, but it looks like
you missed something. In the March 28, 1988 info world news section was
a story about an Atari 68030 Un*x Workstation that was supossedly
'revealed' at Hannover. Briefly the configuation was: 68030, 5 VME slots,
4 Mb RAM, 1-mbps Starlan port, 2 serial ports, one SCSI port, and a 60 Meg
internal hard disc (this sounds more like a wish list, I'm only reporting
what I read). Shiraz Shivji was reported as saying an optional graphics
card with CGA EGA VGA was to go along with a 1280 by 960 monitor (under
development). Cost: 'less than $5,000' and operate 50% faster than a
80386 with both running Un*x System V, Version 3.1.

According to the article 50 developers already have them and are
to be for sale in Europe by end of 1988.

Any comments? from Germany? from Atari?
Anybody actually see this?

Bye
Bruce Heimbigner
Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
OR Pullman WA 99163-3347 (USA)
BIX:bheimbigner (but I don't get on here very often)
----"It's all very well in practice,
but in theory it just doesn't work."

2918. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 14:14:58 UTC
From: dbjag@io.UUCP
Message-ID: <572@io.UUCP>
Source record: 253318
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

```
NN NN OOOOOO !!! NN NN OOOOOO !!! NN NN OOOOOO !!!
NNN NN OO OO !!! NNN NN OO OO !!! NNN NN OO OO !!!
NNN NN OO OO !!! NNN NN OO OO !!! NNN NN OO OO !!!
NNNNNN OO OO !!! NNNNNN OO OO !!! NNNNNN OO OO !!!
NN NNN OO OO !!! NN NNN OO OO !!! NN NNN OO OO !!!
NN NNN OO OO NN NNN OO OO NN NNN OO OO
NN NN OOOOOO !!! NN NN OOOOOO !!! NN NN OOOOOO !!!

DO NOT, I REPEAT, DO NOT CONTINUE THIS CROSSPOSTING POLITICAL EXCHANGE!!!!
^^^^^^^^^
^^^^^^^^^

Its an open ended issue subject to many passionate responses. I DON'T WANT
TO WADE THROUGH IT!!!! DON'T EVEN START!!! MOVE IT TO /dev/null!!

AAAAAAAAAAAAAAAAAAAAAAAARRRRRRRRRRRRRRRRRRRRRRRRRRRGGGGGGGGGGGGGGGGHHHHHHHHH!!!

--
------------------------------------------------------------
-- Dave Benjamin -- ..!mit-eddie!ileaf!dbjag -- Interleaf --
------------------------------------------------------------
```

2919. Treating a Virus

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 14:26:23 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2202@ttidca.TTI.COM>
Source record: 253319

I've received a lot of mail about the ST virus, and the virus killer I posted called PENECILN. I've collected all the questions, and will try to answer them all at once. This will be in rather simple terms, so you needn't be an operating systems guru to understand what's happening, or what to do about it.

The only virus I've heard described attacks only floppy disks, and works as follows:

The ST uses the write protect detection logic to detect when a disk has been removed from the disk drive. When the ST next accesses that drive, even if the same disk was pulled out and re-inserted, it does a check to see if the disk has been changed. This check is a system function called Getbpb. The ST will execute this function on every disk you insert into the machine and access, regardless of what program accesses the disk, or for what reason.

The virus "attaches itself" to the system Getbpb function call. When the ST checks the disk, the virus writes itself on the disk, unless the disk's write protect window is open. That's very significant; the virus can not spread itself to a write protected disk.

The virus keeps count of how many times it has reproduced itself. It zeroes and restarts the count each time it writes itself to a new disk. I assume the philosophy here is "If I see a non-infected disk, I haven't spread enough yet. When I see X infected disks in a row, I'm pretty well spread around." When the virus gets to X infected disks in a row, it trashes the disk. Note that the virus is still in RAM, and will continue trashing every disk it sees.

The virus can not load itself into your system except when you power on, or do a system reset. It can not enter your system by reading a disk at any other time, only at power-up or reset.

The PENECILN program forces a system Getbpb call to the disk before it zeroes the boot sector, to insure that (if your system is infected) the virus will get written before PENECILN zeroes the boot sector, not afterwards. Then, after writing zeroes to the boot sector, it (in keypress mode) sits and waits for another command before releasing control of the system.

How to dis-infect a system, whether you have the virus or not, is not difficult. These steps will get your system clean, even if you don't have reason to worry (yet).

1) Get a copy of PENECILN, and run the program with the "-k" option specified on the command line. Put a disk with the write protect window closed in drive A, and press "A". This tells PENICILN

to zero the boot sector on the disk in drive A.

2) Wait for the disk access light to go out. Don't do anything else! This insures that nothing gets the opportunity to alter the boot sector after it has been cleared.

3) Turn off the power to your system and wait 15 seconds. This insures that memory is completely erased, including the virus, if it was present in your system.

4) Remove the disk from drive A, open the write protect window, and put it back in drive A. This provides a safe disk to boot from, which can no longer be altered.

5) Power up your system. Run your favorite sector editor, or sector dump program, to check the contents of sector zero on the disk in drive A. This insures that the copy of PENECILN you have hasn't been tampered with by some *%&@!$#. There should be zeroes in bytes 0-7, and in 30 - 509. The data in 8 - 29 is the serial number and disk configuration parameters. The numbers in 510 and 511 force a zero checksum on the disk, telling GEMDOS that the boot sector is not executable. Assuming that your disk matches these requirements, you now have a safe boot disk, and a dis-infected system. If the disk doesn't have the zeroes everywhere else, (assuming you didn't specify an MS-DOS boot sector), destroy that copy of PENECILN. Destory whoever gave it to you, too!!! :^) Seriously, there should be zeroes everywhere, or something is very wrong.

6) Set aside any disks you have which must be self booting (games or other software which you have to insert into drive A before powering up or pressing reset). These disks can not have their boot sectors altered, or they will be useless. You should probably keep the originals aside, but throw your working copies into the stack of disks you are going to clean up.

7) Run PENECILN again, with the -k option specified. Feed it every disk you own, except for those you set aside above. This dis-infects all your disks.

At this point, you have a clean system, and all your disks are clean, with the possible exception of the self-booting ones you set aside. To keep your system clean, never power up or press reset with a disk in drive A which you haven't dis-infected. And, keep the write protect window open on disks unless you know you will have to write on them. Be suspicious of disks from anyone else, and dis-infect them before using them (unless they absolutely must be self booting). One report of the virus came from disks purchased at a computer store. Whether intentional or not, any disk you introduce to your system can be spreading the virus.

Hopefully, this plague can be wiped out. But, I doubt if we can ever feel 100% safe from this sort of sabotage.

There are more questions, but related more to boot sectors and serial numbers, which I'll cover in another posting.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

2920. Boot sectors and serial numbers

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 15:20:19 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2203@ttidca.TTI.COM>
Source record: 253320

...[edited quite a bit]...
>I tried BOOTSEC on a freshly formatted disk, and found a serial number
>that changed after I formatted the disk again. Then I tried PENICILN
>on the same disk. I used the command
>
> peniciln -m a
>
>to write an MS-DOS compatible boot sector. I noticed that the serial
>number was
>
> 3354162,
>
>and I thought that I had seen that one before. Well, almost. What I
>was remembering was the number produced by IBMFMT. The program IBMFMT,
>posted to this net some time ago, always gives the serial number
>
> 3354163.
>
>What does MS-DOS do about serial numbers.
>
>Does it matter to DOS or MS-DOS if they are all the same?

The formatting programs for the ST usually generate a random serial number
for the disk when they format it. There is a way to assign a serial number
to a disk, but I haven't seen any formatters that offer that function.

MS-DOS doesn't use serial numbers. But it does write an operating system ID on
the disk. A typical ID might read "IBM 3.2". There are two spaces between
the "IBM" and the "3.2". This ID is in bytes 3 - 10 of the boot sector.
Bytes 8 - 10 of the boot sector are used by TOS/GEMDOS to store the serial
number. So, any disk with "3.2" in bytes 8, 9 and 10 will appear to have the
same serial number to GEMDOS. Any disk with "3.3" will also appear to be the
same, and look like the serial number is one more than those with "3.2".

>What "harm" will come to TOS users of several disks with
> the same serial number?

Potential disaster. GEMDOS (or TOS, whichever you prefer) uses the drive's
write protect sensor to detect when a disk has been removed from the drive.
The write protect sensor is a small light emitting diode, and a light sensing
device. The disk passes between them. So, when you insert or remove a disk,
there will be times when the body of the disk is between the light and the
sensor, and other times when the space is open. That causes the light sensor
to not see, then see, through the space. The drive signals the write protect
status to the ST. The ST sees things change, and notes that the disk may have

been changed. The next time you access that drive, GEMDOS reads the serial number to see if the disk really did change, or the same one is still there. Depending on exactly what the system was doing when the change was noted, different things may happen. I'm not an expert on all the possibilities, but if GEMDOS thinks that the same disk is back, while it is really a different disk with the same serial number, you can get a destroyed disk. GEMDOS will not have erased all the buffers, and may re-write things like the directory or FAT from buffers containing data from the first disk, onto the second one.

>
> Under GULAM, CHKFMT prints three tracks and exits with an error code.
> Is there something wrong with my copy?
>

The technical term for this is "BLUNDER". I forgot to clear the return value when no error occurred. I don't use GULAM, so I didn't realize this was happening until now. CHKFMT is supposed to read eight disk surfaces and report the sector sequences on them. That will be tracks 0 - 7 on a single sided disk, and 0 - 3 on double sided disks. That should be enough sequential track images to illustrate the formatting pattern. There's probably nothing wrong with your copy. I generally post source code for things, but this program contains routines that could be easily modified for piracy or virus generating, so I didn't think it was too good an idea to unleash them.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

2921. Re: AUTO-exec sequence

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 16:11:12 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1490@water.waterloo.edu>
Source record: 253321

In article <80@ucsvc.dn.mu.oz> u6408954@ucsvc.dn.mu.oz (Kel Raywood) writes:
>Does anyone know how to set the sequence in which programs are executed in
>the AUTO folder on the boot disk?
> Kel Raywood, School of Physics, U. of Melbourne, Australia

By experiment, I have found that it seems to be the order in which
I install the files in the AUOT folder. I am not sure what happens
if you delete a file and then add another. (smile).

When I want to be certain, I delete the AUTO folder, and then copy the
files I want, in the order I want, one at a time. I use GULAM features
to help me with this. My "install.g" command uses these Gulam features:
cp, echo, exit, foreach, if, mkdir, popd, pushd, rm, rmdir, set.
Anyone who wants a copy of this command may write, and ask for
"install.g" .

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

2922. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 16:40:17 UTC
From: govett@avsd.UUCP
Message-ID: <68@avsd.UUCP>
Source record: 253322

> I've never heard the saying "No one ever got fired for buying Atari"...
>

I have. But the "f" in "fired" was sounded like "h."

2923. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 16:55:21 UTC
From: seorcutt@ihlpm.ATT.COM
Message-ID: <1813@ihlpm.ATT.COM>
Source record: 253323
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1641@ncsuvx.ncsu.edu>, wolf@csclea.ncsu.edu (Thomas Wolf) writes:
> That's just it. American companies which cannot compete in the world markets
> SHOULD go out of business. In the short term, it may seem that we're getting
> the "raw" end of the deal, but in the long term (given a free-market) it will
^^^^^^^^^^^
> [deleted text]
> I too am no expert on economic affairs, but I can see no good coming from
> ANY governmental interference with this Free Enterprise System. One need
^^^^^^^^^^^^^^^^^^^^^^
There is a basic assumption made in this response that I think is
invalid. Namely, that this is a free market. My understanding is that
this is about as far from the truth as possible. Consider the following
basic scenario:

1. The Japanese government selects some new industry that they want
to develop.

2. A number of start-up companies are established within Japan. In
order to allow these companies to get a foot-hold in the market
place they are given massive economic support from the government
in the forms of tax incentives, import tariffs, price support,
etc.

3. This gives these companies a built-in competitive advantage in
the global market-place. Using this "unfair" advantage, they are
able to undercut the competition and force them out of business.

4. Now that they are the "only" player in the game, the Japanese can
raise prices to whatever they want and you have little choice but
to pay it. The money made from these now secure ventures can be
used to build up the next industry the government wants to
develop.

I understand that this is part of an "official" Japanese national policy
rather than some deep, dark secret that only the intellectual elite of
the economic community are aware of. That's a basic problem with the
free market theories; all the players in the market have to leave the
market alone and there is always somebody who doesn't want to play by
those rules. And if the dissenter is big enough then the whole ball
game goes out the window.

Disclaimer:
My extensive economic knowledge comes from having worked as a stock
clerk in a grocery store during Junior High.
--

.signature! .signature!! I don't need no steenking .signature!!!

2924. Re: AUTO-exec sequence

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 17:13:24 UTC
From: Ram-Ashwin@cs.yale.edu
Message-ID: <26213@yale-celray.yale.UUCP>
Source record: 253324

In article <80@ucsvc.dn.mu.oz>, u6408954@ucsvc (Kel Raywood) writes:
> Does anyone know how to set the sequence in which programs are executed in
> the AUTO folder on the boot disk?

They are executed in the order in which they appear on the disk. This is the order in which you copied them to the AUTO folder, assuming you didn't delete anything during the process. (Deletion leaves holes which could be filled by files that you copy later, which would then appear earlier on disk.)

-- Ashwin.

ARPA: Ram-Ashwin@cs.yale.edu
UUCP: {decvax,ucbvax,harvard,cmcl2,...}!yale!Ram-Ashwin
BITNET: Ram@yalecs

2925. Re: Rumblings

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 17:18:37 UTC
From: saj@chinet.UUCP
Message-ID: <4406@chinet.UUCP>
Source record: 253325

I would like to add my voice in qualified defense of Atari. Years ago, when people at companies dependent on IBM for most of their business found themselves harmed by the giant shifting its business, the saying "IBM doesn't love you" gained some currency. It means you can do business with them, but expect them to watch out for themselves, not for you. And people live with that. Well, Atari doesn't love you, either. I wish they did, but I can live (and do the odd bit of programming) with it.

2926. Apple's lawsuit against HP and Microsoft

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 18:00:54 UTC
From: jonathan@eleazar.Dartmouth.EDU
Message-ID: <8501@eleazar.Dartmouth.EDU>
Source record: 253326
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

Here's a scenario in the whole lawsuit that hasn't been (to the best of my knowledge) put forward yet. I put it forward because this discussion of Apple's lawsuit on the net seems to make the debate a black-or-white issue where Apple will either win or lose absolutely.

I will ignore several decidecly important issues for the sake of brevity and start with my hypothesis: maybe Apple merely wants to assure that they get some fraction of the PROFIT that HP and Microsoft (and IBM) may derive from their sales of products which derive their appeal as products from Apple's development of "look-and-feel". I will also now make a disclaimer(since this article is so long): I am not a law student, so my legal knowledge comes from my absorption of legal knowledge (largely through my father and one uncle who are lawyers), and I have not carefully or fully developed this article. What this means is that I am offering what I believe to be a rational argument based on my not exactly perfect view of fact. I would like to discuss this issue, but not respond to flames about my facts, opinions, or ignorance. With that in mind, here's the support for my hypothesis:

1. The adversarial process our legal system is based on thrives on the reconciliation of opposite points of view. Apple has started at one point of view. The legal process will reconcile this view with its opposite, resulting in some sort of agreement, somewhere in the spectrum of these two views. Apple, in bringing the suit, has to tow the line of this process and start from a polar position. I truly believe that Apple wants/intends/will settle somewhere considerably short of complete victory in its suit. They just can't say as much publicly(would you actually announce in a press conference that you'd settle for $1million dollars in your $10 million dollar liability suit. Although it may be a true statement, you'd seriously ruin your bargaining position, as well as probably get your case thrown out of court)

2. What Apple would be attempting to do if it won its case outright would probably lead to its competitors seeking antitrust proceedings. They would probably have a good case against Apple, too.

3. The precedent set in the IBM vs. large-Japanese-mainframe-maker who copied look and feel (and whose name escapes me now) of IBM OS, without copying the code means that if Apple pushes this case, they may very well win a right to a percentage of the income created by borrowers of their developments.

These three points lead me to believe that Apple is pursuing this case to attempt to garner some fraction of the earnings generated by their competitors' products which borrow on Apple's developments with the Macintosh. I am ignoring the validity of Apple's rights to profit from those developments, mostly because determination of that right is the central issue which will determine if Apple has a legitimate case at all, but ALSO AS IMPORTANTLY will decide to what extent Apple has a right to derive profits from things included in the Mac OS, and what things are considered Apple's property. I would think Apple would be happier the bigger it won, but I do NOT think anybody truly believes (even in Apple) that they will garner absolute rights to rectangular windows, pull-down menus, etc., just those things that look to some extent(decided in the process) like those on the Macintosh(like a menu bar at the top of the screen with a menu item for File controls, followed by edit controls, etc.)

In re-reading this, I think I managed to succinctly do a better job presenting my hypothesis than I thought. I look forward to hearing responses. Either open news discussion (preferable, to me personally) or e-mail(which I'm a little too busy to want to deal with, but might make the net happier).

Jonathan Altman '88 jonathan@eleazar.Dartmouth.edu
Database Administrator (ihnp4,decvax)!dartvax!eleazar!jonathan
Dartmouth Dante Project jonathan@eleazar.UUCP (I think)
HB 6087 voice: 603-646-2633
Hanover, NH 03755
Disclaimer(#2): My opinions in no way reflect the opinions of my employer and alma mater, Darmouth College.

2927. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 18:20:50 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2590@tekig5.TEK.COM>
Source record: 253327

In article <8803290544.AA17877@ucbvax.berkeley.edu>, DMIHOCKA@WATDCS.BITNET (D Mihocka) writes:
> In the last message that I replied to Wayne Knapp regarding 512 color displays,

I'm afraid I missed your reply. We just recovered here form some kind of news blackout that lasted over a week. Anyway I did find your last posting very useful and full of many good ideas. I agree that we need to stick to one file standard. I say lets fully surport Spectrum. I'm working on some animation software and really need the colors and a good paint program to back me up. The one minor problem I have with Spectrum is the lose of the first line, I was planning on using a 16 color top line. I guess it is a very minor point, so I think I will give up on it. I do like your idea of switching resolutions on the fly and will put some thought to it.

I will post my version of the code written in Lattice C in a few weeks. I still have some kinks, but am planning to add plotting routines so that it will be more useful to people. Perhaps others will enchance it even more. Your help is really useful to me. Now not only will I have some great animation software, I have a great paint program to back it up. My hat is off to Darek, he has done us a great service.

Wayne Knapp

2928. Re: Optical Mice

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 18:22:27 UTC
From: sethk@sco.COM
Message-ID: <656@nod2sco>
Source record: 253328

chatterchatterchatter<880329-001407-1668@Xerox>chatterchatter"Ian_Daniel.WGCERX"@XEROX.COM
:
| You are perfectly correct,an optical mouse can be interfaced to the Atari.All
| you need are the relevant pin outs of both Atari and mouse.And the ability to
| put the correct plug on the end of the mouse cable.Most mice I have seen appear
| to be compatible with the Atari interface.I have in fact interfaced an optical
| mouse onto my system and it is working fine at present.

How about posting those pinouts, at least for the mouse you use, and
the Atari?
-s
--
microsof
uunet ____sco!sethk I can make up my own opinions now.
ucscc /
ihnp4

2929. There is 1000 different 'screen savers' out there!

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 19:16:57 UTC
From: ccs011@vega.ucdavis.edu
Message-ID: <1541@ucdavis.ucdavis.edu>
Source record: 253329

I'd like to thank everyone that helped me sort out the specifications
of Degas' file format. As my program is pretty much finished, I
am no longer in need of any more 'screen savers' (I have received
17 different ones, and they're still coming!). Man, do I know where
to go when I need help!

Again, Thanks alot!

Bill Frazer
ccs011@vega.ucdavis.edu

2930. Re: Rumblings

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 20:16:42 UTC
From: rjung@sal22.usc.edu
Message-ID: <617@nunki.usc.edu>
Source record: 253330

In article <36500044@iuvax> franco@iuvax.cs.indiana.edu writes:
>Now, I realize that I am supposed to be joining the bandwagon to stomp on
>Atari

Who sez? Don't let these ST-grinches spoil your enjoyment of the machine.

> but there is some force from within that prevents me from doing this.
>Even after over 2 years of ownership, I still find the ST exciting both as
>an educational tool and a medium for doing useful work. If I needed a
>small computer (not talking about a workstation) this minute I would be
>compelled to choose the Atari ST or MEGA.
>
>I don't know. Maybe I'm just different.

No, you're just an optimist, like me. I get depressed reading this net
from time to time, but I refuse to "jump on the ST-bashing bandwagon". I think
my 1040ST is still a better buy over the comparably-priced Amiga and Mac
systems, and I haven't had any complaints about the hardware.

I must agree, there are some policies of Atari upper-management that I
don't like... But does this detract from the machine itself? I really doubt
Atari Corp. will dissappear into a black hole tomorrow, but I must agree I
wish Uncle Jack would clean up his act a little.

But I still love my ST (and my Atari 800 and XL)!

--R.J.
B-)

P.S. Tangent time: Recently, I've been getting a strange bug with my 1040...
When I get a directory from the desktop, switch disks, then press ESCape,
I get the new directory (of the new disk), but mixed with some of the
files from the *old* directory! Whatsamatter?

(I doubt it's non-fatal, I can pop the disk, re-enter it, and get a good
directory afterward, but I wonder what's the poop... Too many files from disk
#1, maybe?)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2931. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 21:28:54 UTC
From: greg@bilbo
Message-ID: <189@snjsn1.SJ.ATE.SLB.COM>
Source record: 253331

In article <1024@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>In article <54@avsd.UUCP>, govett@avsd.UUCP (David Govett) writes:
>>
>> At the Hannover Fair last week, one of the Flying Tramiel Brothers said
>> that, since iratA gets 60% of its (16-bit ?) revenues from Deutschland,
>> the US market would suck hind tit, not to put too fine a point on it.
>>
>> The grafitti is on the wall. Time to dump the boat anchor while you
>> can still get a decent price for it. Don't count on Two-Tongue Jack
>> to ever support the ST in the US. All he'll ever provide is crumbs to
>> keep the peasants quiet.
>
>I was at Hannover last week, and would contest the above most strongly.
>Jack Tramiel's public statement at the Press Conference was almost
>entirely in regard to DRAM issues. And he made a very strong point,
>which received immediate applause, that "Atari will not increase prices
>on account of the inflated DRAM costs. If that means we only make $55M
>this year instead of $57M, so be it." I paraphrase considerably, but
> [....more deleted...]
>My personal opinion is that Mr. Govett is way out-of-line in his
>interpretation of Mr. ?. Tramiel's remarks (where "?" can only be
>Sam or Jack, as the other two were not in Hannover). Maybe he would be
>so kind as to state the exact words used, and the originator, as I don't
>recall any Atari executive using the words quoted.
>--
>Roy J. Good
>Product Development, Atari Corporation
>

Mr. Good,

I won't defend Mr. Govett's rather free interpretation of Sam
Tramiel's statement, but according to the March 21, 1988 Electronic
Engineering Times, on page 14, last paragraph of the article titled
"Atari puts Transputer, Unix to work", Sam Tramiel is quoted as
saying (at the Hanover, West Germany CeBIT show),

"Given the strong demand and opportunity in Europe, we're holding the
machines back in the U.S."

That, to me, is an unequivocal statement confirming the rumors on the
net that ST's are 1) hard to get in the US and 2) not being well
supported here. I understand that Atari has a finite maufacturing
capacity, and that if it is near 100% utilization then there is no
point in promoting more sales, since an increase in demand couldn't be

met. On the other hand, is it fair to all your domestic customers and developers to ignore them because the machine is hot somewhere else?

To me, this is a very short-sighted and selfish approach, which is destined to hurt Atari in the long run. If and when the currency situation reverses itself (again, as it undoubtedly will), or the next fad machine surfaces in Europe and sales fall off, Atari will find that the market it was "holding back" has long since stopped waiting for crumbs and gone elsewhere to find a supplier worthy of its loyalty.

Personally, Mr. Good, I am getting tired of statements like yours that Atari is doing this and that, program x and y are being set up to help developers, etc. Promises, like vaporware, aren't worth the paper they're printed on. We want action, and based on Mr. Tramiel's statement, it seems unlikely we're going to get it. I would be most surprised, and pleased, to be SHOWN otherwise, but please, don't simply tell me it isn't so; your company's president belies your words.

Greg Wageman
Schlumberger Technologies UUCP: ...!decwrl!spar!snjsn1!blfca1!greg
1601 Technology Drive ARPA: greg@blfca1.com@spar.slb.com
San Jose, CA 95110 BIX: gwage
(408) 437-5198 CIS: 74016,352

"Nest deeply, and carry a big stack."

The opinions expressed herein are solely the responsibility of the author.

2932. Re: A little help for a little boy

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 21:44:00 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <47812@sun.uucp>
Source record: 253332

In article <8803301334.AA03567@work1.icase> (Charles S. Roberson) writes:
>I came across this where I work and thought it was worth passing on.
>I hope my fellow Atarians will forgive me for posting something totally
>unrelated, but I know how connected you guys are and I think there might
>be some sympathetic ears out there!

[Stuff about some kid dying of cancer in England omitted for brevity]

I have personally seen this message (with only the names changed)
SIX times over the last 4 years. EVERYTIME it turned out to be a fraud.

I have heard of several similar requests, two of them on the 'Call for
Action' hotline in the Bay Area. Those *ALL* turned out to be frauds.

So before you whip out a postcard to Billy or whomever, *CHECK THE FACTS*
and certainly don't get generous and send him a couple of bucks to help
with the medical expenses.

Sorry to appear to be so crass, but those are my experiences with this
sort of thing.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

2933. Microsoft "Word"

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 22:17:00 UTC
From: BRIGHT@DALAC.BITNET
Message-ID: <8804010517.AA21421@ucbvax.Berkeley.EDU>
Source record: 253333

There's been some discussion in this group lately of the recently released Microsoft Write. The participants in the discussion seem to be using "MS Write" and "MS Word" interchangeably. Is MS Write really a full implementation of Word? If so, why the name difference? I don't know very much about Word, but I had a quick look at the Write manual at my local Atari dealer the other day, and it looked pretty basic. My suspicion is that Microsoft has done it again, and released a poor cousin of Word for the ST. Could someone who's used Word on ms-dos machines have a look at Write, and set my suspicious mind to rest?

BBB

Bob Bright <BRIGHT@DALAC.BITNET>
Philosophy Dept.
Dalhousie University
Halifax, NS B3H 3J5
902-424-3810

2934. Re: TRAP handler question

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 22:25:24 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3838@watcgl.waterloo.edu>
Source record: 253334

In article <444@nikhefh.hep.nl> t68@nikhefh.hep.nl (Jos Vermaseren) writes:
>The reason that some programs like Tempus have such a fast screen has several
>reasons:
>1: The screen routines are user routines that are directly accessible
> for the program. They are written in such a way that it is not
> necessary to save registers.

The saving of registers actually represents a very tiny fraction of
the time used by a typical "fastprt()" (as mine is called) routine. This is
because fastprt() is called with a whole string, rather than a character at a
time. The bulk of the time consumed is the simple loop that loads a
character, finds the offset into the bitmap array, then copies 8 or 16 bytes
of bitmap data to the screen.

>3: Absolutely no interpretation of tabs takes place. A good tab handler
> would slow the output down by about a factor two (guestimate).

Actually, handling tabs adds perhaps 0.1% of overhead, with respect to
time taken. The same goes for handling the ESC codes, too, since all that is
added is one compare instruction, as in:

```
<load character into register>
cmpi.b $ESC,<register>
bgt not_ESC

... /* Processing of ESC, TAB, CR, LF, ... */

not_ESC:
... /* Regular character handling */
```

As you can see, if a given character is _not_ a control character (i.e. it is
greater than 27), then all that is executed is the "cmpi.b" instruction. This
adds essentially no time, when compared to the total time taken to print a
typical string.

--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
Pascal SUCC()'s.

2935. uudecode, uuencode

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 22:39:20 UTC
From: keithr@vice.TEK.COM
Message-ID: <2406@vice.TEK.COM>
Source record: 253335

Was was wondering if anyone has the source for uudecode and uuencode in C. I'd like to get these from someone if they could mail them to me.

Thanks in advance.

Keith
keithr@vice.ICO.TEK.COM

2936. Re: AUTO-exec sequence

Newsgroup: comp.sys.atari.st
Date: 1988-03-31 23:31:21 UTC
From: t19@nikhefh.hep.nl
Message-ID: <446@nikhefh.hep.nl>
Source record: 253336

In fact, some shells will show this order on the ls (-d in the GPshell).

2937. Timeworks

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 00:04:43 UTC
From: currier@duke.cs.duke.edu
Message-ID: <11456@duke.cs.duke.edu>
Source record: 253337

Has anybody had any experience with the Data mgr from Timeworks?
I accessed one record, and my system locked up. From then on, one
column contains random values. The Timeworks folks have been most
un helpfull. Any thoughts would be greatly appreciated, as I have
1700 + records entered!!!

Thanks in advance,

Bob Currier
Duke Univ.

2938. Re: Rumblings and 030 giggle

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 00:14:49 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8804010414.AA20542@ucbvax.Berkeley.EDU>
Source record: 253338

In article <9277@tut.cis.ohio-state.edu>
weaver@tut.cis.ohio-state.edu (Andrew Weaver) writes:

[A lot of correct stuff and then]

>However, the problem lies not with the computer but with its manufacturer,
>in my opinion. The ST doesn't appear to have much of a future in the United
>States. The ST is doing extremely well in Europe, and Atari is pumping
>the bucks, and more importantly the support over there instead of here,

I wonder who ever started this rumour, Atari has never offered ANY support
besides normal guarantee work for it's customers in German speaking Europe
(the UK is reportedly better, they even have a developers newsletter) and
I haven't seen any signs of it changing yet. But even if the rumour was true,
it would just be good business sense to spend some money on the support of
the people that provide the biggest income. And in the end, US customers
will profit aswell, who do you think is paying for the support Atari gives
it's US customers now, who do think finances things like the $95 board swap?

One main problem with current Atari politics is that they are continously
annoucing (and perhaps even developing) machines that are completly mis-
placed for any kind of target market Atari could have a non-zero share of:
both the Abaq and the 030 machine are just three to four times too expensive
for the average current Atari buyer, in fact they are more expensive than
what we pay now for a low-end Sun or Apollo machine, so no chance of getting
in the Academic market either*.

What Atari should really be concentrating on is: providing the current ST
users with resonable system software (it's really a joke that you have to
buy an Atari PC to get a recent GEM version with bundled software), at
least making the current improvements (Blitter-TOS) avaiable straight-
away to all users, and then in 2 to 3 months provide a new ROM release
with all known bugs fixed (and don't say it can't be done, naturally it
can be done, it's just a question of wanting to do so) BEFORE they start
adding new features. On the hardware side they should get a Mega-ST version
with something like the quality of the Atari-PC (EGA) graphics out plus
68010 and MMU, this is something they could build for the same price as the
current machines (which is the price range Atari should try to build for).

So I hope this has been constructive enough for once..... :-)

Simon Poole

UUCP: ...mcvax!cernvax!forty2!poole
Bitnet: K538915@CZHRZU1A

* BTW I said more or less the same thing a year ago.....

2939. Re: GDOS printouts from Uniterm

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 00:21:05 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8804010511.AA21335@ucbvax.Berkeley.EDU>
Source record: 253339

Matthew Seitz writes:
> I've been trying to get GDOS printouts of tektroniks graphic output. I
>can use <Alt><f3> to generate a metafile, but if I try to send output to the
>printer, I get a "Can't open printer device" error. If I run OUTPUT.PRG
>within Uniterm, I get the same result. If I exit Uniterm, then run OUTPUT.PRG,
>it works fine. ....

Probaly you are not reserving enough memory for the printer driver, it needs
a LOT more than the metafile driver (which is pretty trvial, it more or less
just writes the opcode and the various VDI arrays to disk). It does work, I've
used it with all kind of printers, including the Atari Laser.

>.......... Lastly, the metafiles work fine with OUTPUT.PRG, but not with
>Easy-Draw. My version of GDOS announces itself as "Atari GDOS Release 1.0."
>Any suggestions?

Tell MiGraph that they should keep to the GEM specifications. Other solution:
there is program from Don Rice that transforms the normal (UniTerm) metafile
format to Easy-Draw format, I'll probably send a copy of it to the moderator
of the comp.*.atari.st groups when I send him the latest UniTerm version (someti
this weekend).

Simon Poole

UUCP: ..mcvax!cernvax!forty2!poole
Bitnet: K538915@CZHRZU1A

2940. Re: A little help for a little boy

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 00:28:13 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <2274@phoenix.Princeton.EDU>
Source record: 253340

In article <8803301334.AA03567@work1.icase> csrobe@ICASE.ARPA (Charles S. Roberson) writes:
:I came across this where I work and thought it was worth passing on.
....
:"...and they told two friends, and they told two friends..."
:-chip
:

:> Read this on internal MITRE mail, thought I might pass it on........
:>
:> David is a 7 year old boy who is dying from cancer.
:> Before he does, he has a dream of one day being in the Guiness Book of
:> Records for the person who has had the most postcards sent to him.
:> If you would like to help David achieve his dream, all you have to do is send
:> a postcard to him as soon as possible.
:> Send to :
:> David
:> c/o Miss McWilliams
:> St. Martin de Porres Infant School
:> Luton,
:> Bedfordshire
:> England **DON'T FORGET TO SIGN YOUR NAME**
:>
:>
:>_____
:>Paul F. Tsuchiya The MITRE Corp.
:>tsuchiya@gateway.mitre.org 7525 Colshire Dr.
:>703-883-7352 McLean, VA 22102 USA
:>_____

I have seen this request before. It is not authentic. It is a hoax that got out into the news media, that somehow cannot be purged from all the mass media archives at once. It has actually been around for several years.

No flame of the original author intended. It would be a nice thing to do if it were a real request.

I learned about this last year when I saw a very similar posting in the laboratory where I work.

--Patrick Simon mpsimon@phoenix.princeton.edu 3/31/88

2941. Possible Virus! (Boot Sector)

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 00:42:23 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8804010103.AA17773@ucbvax.Berkeley.EDU>
Source record: 253341

I recently posted about a disk crash problem I was having.
This disk just crashed on me and here is a dump of the boot sector.

```
0 1 2 3 4 5 6 7 8 9 A B C D E F
00 603800004E4E4E4E6145D60002020100
027000D002F8050009000010000004E4E
4E4E4E4E4E4E4E4E4E4E4E4E4E4E4E4E
0000000000000000F5F5F5FE4F000102
F74E4E4E4E4E4E4E4E4E4E4E4E4E4E4E
4E4E4E4E4E4E4E0000000000000000000
000000E5E5E5E5E5E5E5E5E5E5E5E5E5
E5E5E5E5E5E5E5E5E5E5E5E5E5E5E5E5

*
Continue | with E5
*

F0 E5E5E5E5E5E5E5E5E5E5E5E5E5E5A0AC
```

Is this what a normal boot sector should look like? This disk
will no-longer boot. From running Simon Poole's DL II utility,
the directory is BAD on this disk. I have a few other disks with
identical boot sectors, but the directory is fine and the disk will
still boot. Some of my other disks have TOTALLY different boot
sectors. Anyone have any ideas?

Internet : Brian_Holmes%WU@UM.CC.UMICH.EDU
BITNET : BHOLMES@WAYNEST1
UUCP : {..!UMIX!ITIVAX!..}!WAYNE-MTS!THUMPER

2942. CZ 101

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 01:19:56 UTC
From: leo@tiger.Princeton.EDU
Message-ID: <221@tiger.Princeton.EDU>
Source record: 253342

I guess my previous post didn't go out successfully. So I re-post it again.

I am in the market for an MIDI compatible electrnic keyboard. The most coomon one that I found in the magazine is Casio CZ 101. But as I shopped around in the nearby mall last weekend. I found some less expensive MIDI compatible keyboard also made by Casio. So my questions are:

1. Why is the CZ 101 more popular than the other model? And what is the reasonable price nowadays?
2. Any other suggestion for a cheap keyboard? I am just a beginner in playing the instrument.

Thanks in advance.
leo%tiger@Princeton.EDU

2943. Re: Mark Williams C 3.0 Update

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 01:23:19 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1647@ncsuvx.ncsu.edu>
Source record: 253343

In article <1066@cosmo.UUCP> hmk@focus.UUCP (Hans-Martin Kroeber) writes:
>I own the Mark Williams C-Compiler 2.0 and read about the new version 3.0
>[deleted text]
>Now my question: Is it possible to get the update directly from Mark Williams
>and how do I get it?
>
I'm not sure about Mark William's policy for overseas owners of their com-
pilers, but here in the US, I just received my upgrade notice this week.
I assume that if you're a registered owner, you'd get the same notice.

Good luck. (I can't wait for my upgrade :-)

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2944. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 02:30:19 UTC
From: benoni@ssc-vax.UUCP
Message-ID: <1825@ssc-vax.UUCP>
Source record: 253344

In article <22782@bbn.COM>, wbe@bbn.com (Winston B Edmond) writes:
> Actually, I've seen references to this machine in several other places
> (newspapers, magazines) before seeing it today in Infoworld. In fact, less
You would have to have been oblivious to not have known that Atari was
targeting the Unix market...the rumors over the past year have been thick...

> If Sun can make a Unix workstation with an Ethernet interface, VME slots,
> multiple RS-232 ports, a 1K * 1K resolution monochrome monitor, etc. (3/50)
> and make a profit when selling at 30% off the $5000 retail price ($3500), or
> make a (rumored) 386 machine with a color monitor for under $8000 retail, why
> shouldn't Atari be able to do something comparable in a similar price range?

No doubt they will be able to do so....the *real* questions are of what
quality will the machines be? Since I *just* bought a Sun and didn't
bother to wait for their machine...you get a feel what I think of Atari's
ability to deliver quality hardware. Somehow having gone through the entire
GEM/TOS OS mess (40 folder limits,etc), blitter scarcities (for all i
know they aren't available), disk problems, power supply problems why would
i want to repeat the experience? (I would have to be a complete fool). Don't
get me wrong, the Atari ST is a great terminal. The real question is what
type of machine will it be? I can only go by history.

Naturally My Opinions Are My Own and Not Those of My Employers.

2945. Re: Ha ha ha ha, ho ho ho ho, he he he... Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 05:27:13 UTC
From: rosenkra@Alliant.COM
Message-ID: <1519@alliant.Alliant.COM>
Source record: 253345

In article <47483@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
->I agree with Scott that the '030 is some of the best vapor to seep from
->Atari in some time (at least they were showing ABAQ's when they started
->talking about it). And I would typically dismiss it as a fantasy of some
->press release writers at Atari central, with a couple of caveats.

[and alot of other far too rational and realistic observations
about '030/unix workstations to even make the Flying Tramiels
crack a smile (except maybe in private)]

your analysis is flawless with one minor (?!?!) exception: Atari Corp
is a media event more than a computer company. all this weird pre-pre-pre-
product announcement stuff (CD ROM/WORM (?), 030/unix/$5k, etc. ad nauseum)
is just too outlandish to be anything else. did Sun Microsystems go from
zero to $1 billion with such nonsense? heck no. they had REAL competiton
from the likes of $.5 billion apollo. they acted professionally. atari
REALLY is a game company, catering to the ever increasing sophistication
of the mass market. be honest: if you had $25k to spend on a system, would
you really buy it from atari or from sun/apollo/hp/apple. c'mon, everybody,
look at atari as a source of amusement. don't get upset! just go with the
flow and the mesmerizing chant of P. T. Tramiel....

because most of us DON'T have $25k for a system, we'll still buy their stuff
and you know it!

(please don't take this as an insult, it is not meant to be. i thought you
did a fine job in your analysis. i just wonder if atari is as astute as you!)

-bill

2946. Re: AUTO-exec sequence

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 05:45:02 UTC
From: rosenkra@Alliant.COM
Message-ID: <1520@alliant.Alliant.COM>
Source record: 253346

```
-------

In article <26213@yale-celray.yale.UUCP> Ram-Ashwin@cs.yale.edu (Ashwin Ram)
writes:
->In article <80@ucsvc.dn.mu.oz>, u6408954@ucsvc (Kel Raywood) writes:
->> Does anyone know how to set the sequence in which programs are executed in
->> the AUTO folder on the boot disk?
->
->They are executed in the order in which they appear on the disk. This is the
->order in which you copied them to the AUTO folder, assuming you didn't delete
->anything during the process. (Deletion leaves holes which could be filled by
->files that you copy later, which would then appear earlier on disk.)
->
->-- Ashwin.

BTW: if anybody wants it, i have a utility called rdir which reads the
directory in Fs{first,next} order and prints it out. this is helpful for the
above discussion so you know exactly the order in which the auto folder stuff
gets booted (i presume it is not date order as the owner's manual would have
you believe. i never did find out what the "in order" criteria was so i
always put things in the auto folder by first deleting everyting then
copy in date/FAT order anyway so i'm covered both ways...paranoid i guess).

i don't have time to respond to email requests. if someone gives me EXPLICIT
mailing directions, i'll post to ...sources.atari.st. otherwise i'll post
here. i'm not on bitnet either so it must be uucp. this posting will include
very unix-like {open,read,close}dir routines as well (i ported this to unix
instantly and we use it here, only it gives REAL inode numbers :^)

-bill
```

2947. Re: ST hard disk prices..:-(

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 15:08:38 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <2392@ea.ecn.purdue.edu>
Source record: 253347

In article <11830001@hpldola.HP.COM> ritchie@hpldola.HP.COM (Dave Ritchie) writes:
>
> cmcmanis%pepper@Sun.COM (Chuck McManis) writes:
>>But wait a minute, let's see what we have
>> 20Meg Drive $250
>> BMS Controller $250 (all PC drives are ST506)
>> Power Supply $25
>> Case $25 (or buy a PC clone case with supply for $40)
>> Cable/Connectors $15 (you crimp them together)
>> ============
>> Total $565. Holy Shit Batman I'm saving a measly $35!
>>
>>No, the answer to the original question which was "Why are PC drives so much
>>cheaper" is that all you get when you get a PC drive is the mechanism. You
>>don't get a power supply and a box and a special controller. Atari drive
>>suppliers have to supply a complete system. A better comparison is with
>>Macintosh drives, which also have to supply a case and supply etc.
>>
>
> A friend of mine in Boulder lashed together a drive (5MByte)
>using a ST-506 that he picked up a hamfest for $20 (using a XEBEC 1410
>HD controller), but he knew what he was doing. In many cases, it wouldn't
>pay for Joe User to roll his own... The Atari drive is too cheap by

I have done it two different ways. The first harddisk system I build went
like this:
home build DMA-->SASI interface free (build from scratch parts)
10Mb disk $125 (about two years ago)
Shugart 1610-3 (XEBEC 1410 compat) $75
Power supply $39
Case $15
Software was written by me free
Total: ~254

The second one went like this:
BMS interface $125 (includes software)
Adaptec Scsi controller $80 (Same as BMS, but cheaper)
10Mb disk $125
Power Supply $39
Case $15
Total: ~384

The difference is that I wrote the software and build the interface
for about $130. Now I like my interface, it's faster and could support
more than one Harddisk controller,but it's not standard(i.e. the registers

are all different). On the other hand, BMS's software is alot nicer than mine.

I guess my point is that I spend alot more than $130 worth of my time to build the interface and write the software to make it work, but I learned alot about the Atari in doing so. So there is always a trade-off on how much experience is worth to you.

I think a good solution is to buy the BMS interface and software ($125) and get the other stuff elsewhere and put it together yourself. It only takes about one evening to assemble all the parts. The BMS interface has pretty good instructions, and they have very nice/helpful people when you call them about questions. If you don't want to muck with it though, get a complete drive.

--
/* Ingo Cyliax *
* ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

2948. modula2 compiler info

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 15:31:54 UTC
From: chevalet@imag.UUCP
Message-ID: <2764@imag.UUCP>
Source record: 253348

Hello you out there...

I'm a French fan of MODULA-2 and i'm looking for good (or the best..)
M2 compiler for a PC and ST.

Well, i know some compilers on the ST (from TDI,Jefferson Software,FTL)
but i have no information about them. On PC i saw some advertisement
about Logitech, Modula-2PC.

I would like to have precise informations about
- Source of the libraries modules.
- Some about 64K memory limitation for code and data on PC.
- Tools (debugger, make, symbol file decompiler, and so on...).
- Programming environnement.
- Link with other langages.
- Compatibility with other modula.
- ...

All informations will be welcome.
So, can someone out there give me these informations about compilers,
And how to buy them (in france or elsewhere).
Please, give me complete address or mailbox where i could write.

(When you're asking for Modula-2 to French software salesman you seem to
be a martian ! Sorry for my broken English...)

Jean-Pierre.

****
CHEVALLET Jean-Pierre chevalet@imag.imag.fr
LGI Bureau 305 chevalet@imag.UUCP
{uunet.uu.net|mcvax}!imag!chevalet
---------- Si (Etat_programme = tourne) alors (Programme := Correct)
****

2949. directory limit

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 15:56:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8804011616.AA00787@ucbvax.Berkeley.EDU>
Source record: 253349

Date: 1 April 1988, 10:54:39 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: directory limit

I seem to recall someone mentioning this topic before. I'm writing an application where it is conceivable that there might be hundreds of files in some directory.

Is there a limit to the number of files per directory? I know MSDOS has a limit in the root directory but not the other subdirectories. Is GEMDOS the same?

Thanks!

+----------------------+----------------------------+
Jim McCabe	BITNET: mccabe @ mtus5
G31 ECH MTU	jemccabe @ mtus5
Houghton, MI 49931	UUCP: mccabe @ m-net
+----------------------+----------------------------+

2950. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 17:59:22 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Apr1.125922.16690@gpu.utcs.toronto.edu>
Source record: 253350
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

This is exactly what the US chip manufacturers want you to think! There are only 2 major ram manufacturers in the states, neither can keep up with demand and they are definately NOT losing money on rams. Instead, they have created a spot market because they can't supply the demand for ram, and would rather make less and charge what the market will bear - rather than make lots with a small profit/chip.
This is NOT protecting US industry - it is destroying the much larger number of electronics firms that must buy chips from a couple of companies. (Do I hear price fixing?, antitrust? ....)
/leonard

2951. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 18:11:16 UTC
From: strong@tc.fluke.COM
Message-ID: <3280@fluke.COM>
Source record: 253251
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

>they should get out. In my opinion, I think that the fact that the asian
>countries have a much cheaper labor force is a significant factor. US
>producers obviously can't just cut their employees salaries in half, so some
>would say that they should get out. Ok, so we lose the IC industry, big deal.

Labor costs are a negligible factor in the cost of semiconductors; they are produced by automatic machinery. A much better gauge is the yield: US manufacturers have notoriously poor yields compared with the Japanese, and our cost of manufacture reflects this fact. Besides, the Japanese get closer to three-fourths of American salaries, not one-half.

> Also I seem to remember reading in NewsWeek that last spring, Japanese
>companies were accused of dumping chips on the US market at prices lower
>than it cost the companies to produce them.

The operative word here is "accused". The Japanese have never admitted selling for less than cost. Perhaps less than we think it should have cost them.:-)

Besides, all manufacturers sell for less than cost from time to time. They call it promotion or "building market share". It is a perfectly honorable way of doing business when entering a new market, or when new competitors enter your established market.

The first production run of any product, be it a car or a semiconductor, invariably cost several times its selling price. If the price actually covered the cost of production, production would never start.
--

Norm (strong@tc.fluke.com)

2952. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 18:40:37 UTC
From: davidsen@steinmetz.steinmetz.ge.com
Message-ID: <10207@steinmetz.steinmetz.ge.com>
Source record: 253252
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

What ever the merits of Apple's suit against Microsoft, I think the suit against HP is really sleazy. Many places have published pictures of Apple's "evidence" photos of the NewWave and Mac screens. I just found out that these are esentially phoney.

One of the dealer papers published a picture of the real NewWave screen, and it is completely unlike the Mac. HP *did* allow for some customization, however, and someone at Apple spent a lot of time (weeks?) to force it to look similar to a Mac so that they could sue.

Next they might write a dBase program which produces a screen which looks like a Mac...

If Apple wins this one they will have effectively killed the idea of a configurable interface, since the customer might configure it to look like something else, but the manufacterer is the one who gets sued.

This whole thing looks *really* sleazy to me.
--
bill davidsen (wedu@ge-crd.arpa)
{uunet | philabs | seismo}!steinmetz!crdos1!davidsen
"Stupidity, like virtue, is its own reward" -me

2953. International Developers Group

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 19:34:06 UTC
From: trb@stag.UUCP
Message-ID: <367@stag.UUCP>
Source record: 253253

Sorry if this is a repeat, but for some reason the previous posting didn't make it out to the local sites...

In article <89@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <187@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
>> We need to form some sort of a developer association with developers
>> agreeing to support each other and working together to provide mutual
>> compatibility. It worked for MWC and BDT, I think it can work on a
>> larger scale.
>
>Yah, yah, that's the ticket! I would seriously be willing to support
>such an enterprise. User's groups are the way users get support for
>their machines, what we need is a developer's group, perhaps a
>non-profit corporation or something. This would allow, even
>encourage, sharing of information. I might even be willing to donate
>some time; this is the first worthwhile venture I've heard of in quite
>a while.
> Wes Peters

This was recently discussed at our local Atari ST developers meeting here in the Twin Cities. We are looking at the issues involved in setting up an international developers group within the next several months. We discussed (argued actually) the merits of setting up an electronic newsletter (something that would consist of articles by us as well as columns of the question/answer variety.) Distribution of the newsletter would be via UUCP (USENET as well as local ST's running STadel/UUPC/UUCALL/etc), BBS's, and whatever other networks it makes sense to get the information out on. I've talked to Dale Schumacher and he indicated he might be able to clean up his UUCP mail handler to the point that anyone could run it connecting into their local USENET host (or maybe even just calling up other ST's running the program if he gets carried away :-)).

Rather than send individual mail messages to all the developers that I know are on the net to get feedback on setting up this 'group', I decided that the quickest way to get things going would be this plea to all developers. If you have any thoughts on the structure, organization, contributions (in terms of articles, sample code, etc), methods of dissemination of information, or anything else that may be topical of such a group, please send me mail and I will summarize to the net.

-Todd Burkey
trb@stag.UUCP

P.S. David, I got your mail. Thanks for the willingness to support this...I can imagine people will have LOTS of questions about multi-tasking and the system in general (even more so after everyone starts writing about it :-)).

2954. Re: A warm and fuzzy ATARI story...

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 19:41:45 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2478@ihuxy.ATT.COM>
Source record: 253254

In article <1030@atari.UUCP> jansen@atari.UUCP (Mark O. Jansen) writes:
>in article <8803281727.AA16898@NADC.ARPA>, cdj@NADC.ARPA (C. Johnson) says:

>> I, too received the documentation from ATARI (I'm a registered, although
>> not currently active, ATARI developer). The package included SALAD, as
>> someone (I'm sorry, I didn't catch the name...) mentioned, describing
...
>Thank you for the feedback about SALAD. As its author, I'm glad to hear it
>is making people happy.

>To everyone: We're interested in your comments, POSITIVE or negative, about
>our documentation. Just send mail to me.

The SALAD doc came with a few other docs including a new
developers news letter. Given the bad press Atari has received
on the net for development support, I think it would be in thier
interest to post the artical titled "A NEW LOOK, A NEW ATTITUDE".

How about it, one of you guys at Atari could get permissiion
to post it faster than anyone else.

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

2955. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 20:25:30 UTC
From: radford@calgary.UUCP
Message-ID: <1519@vaxb.calgary.UUCP>
Source record: 253255
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1813@ihlpm.ATT.COM>, seorcutt@ihlpm.ATT.COM (Sam (not Samantha) Orcutt) writes:

> 1. The Japanese government selects some new industry that they want
> to develop.
>
> 2. A number of start-up companies are established within Japan. In
> order to allow these companies to get a foot-hold in the market
> place they are given massive economic support from the government
> in the forms of tax incentives, import tariffs, price support,
> etc.
>
> 3. This gives these companies a built-in competitive advantage in
> the global market-place. Using this "unfair" advantage, they are
> able to undercut the competition and force them out of business.
>
> 4. Now that they are the "only" player in the game, the Japanese can
> raise prices to whatever they want and you have little choice but
> to pay it. The money made from these now secure ventures can be
> used to build up the next industry the government wants to
> develop.
>
> I understand that this is part of an "official" Japanese national policy...

The Japanese may indeed by trying this. They may indeed have accomplished steps (1), (2), and (3). But have you ever heard of them accomplishing step (4)? Do we now see $50,000 compact Japanese cars? Has the price of cameras shot up now that they are all made in Japan? I certainly haven't noticed this.

The fact is that this strategy does not work. The money spent in step (2) cant' be recovered in step (4), especially if the world investment markets have an ounce of sense, and finance the preservation of some manufacturing capability elsewhere as a speculative investment.

Protectionism seems to be based on an attitude of spiteful moral superiority. You want to punish those "unfair" Japanese despite the fact that the punishment hurts you just as much as them. Try thinking of the Japanese as a natural phenomenon. If vast reserves of oil were discovered in Vermont, would it be necessary to "protect" the rest of the US from this windfall? If the Japanese government chooses to tax their citizens to subsidize chip exports to the US, the effect is much the same. The rational thing to do is to exploit this idiotic Japanese policy for all it's worth - i.e. buy as many cheap chips as

they'll sell.

Radford Neal

2956. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 20:33:12 UTC
From: tim@cit-vax.Caltech.Edu
Message-ID: <5994@cit-vax.Caltech.Edu>
Source record: 253256
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

> means Rob Warnock
>> means Philip E Staub

>>Don't laugh. As I recall, either RCA or GE has a patent on the use of CRTs
>>for display of alpahnumeric characters generated as a scanned dot matrix.

>This is TRUE! ...as we learned at Fortune Systems a few years ago. And by
>the way, it's RCA, and the patent covers virtually any scanned dot matrix.
>If you make video displays, eventually RCA comes a'knocking...

Now we get to an interesting point. The manufacturer of the video display isn't violating the patent! You can use a video display for purposes other than the display of a "scanned dot matrix." Therefore, it seems to me that RCA doesn't have a case against video display manufacturers.

(It is some what like the music industry trying to get a tariff on the sale of *all* blank audio cassettes because *some* of them are used to infringe on copyrights.)

The real infringers are the companies that manufacture video display *cards*.

But suppose a company like Hercules had left out text mode from their card. Then you would have something that can only be used for graphics. Until, of course, somebody writes a driver that allows the Hercules card to be used to display text. In this case, who has violated the patent? Some hacker in high school could have written the software and posted it to a network. If 1,000 people use it, is this hacker liable for damages with respect to 1,000 counts of patent infringement?

In a similar vane, I don't see how software patents can be enforceable. As I understand it, the AT command set for Hayes-compatible modems is not copyrighted, but the use of +++ is patented. Suppose a company built a modem that allowed the user to download his own program to the on-board processor. If the modem manufacturer didn't have Hayes compatibility, but the user wrote and downloaded a program to implement Hayes compatibility, is he infringing on the +++ patent. If the same user distributed his program to the net, does the situation change? If the manufacturer gave the program away for free (perhaps with source code, perhaps without it), does the situation change?

Tim

2957. Re: IBMFMT (was: Boot sector, virus, format).

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 21:35:37 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4291@batcomputer.tn.cornell.edu>
Source record: 253257

[]

The original version of IBMFMT mistakenly produced a fixed serial number.
I later posted a corrected version that generates random serial numbers.
It IS important that your floppies have distinct serial numbers. Please
use the second version. If it's not around I can repost it. (I can't
remember if I posted it to this group or comp.binaries.atari.st where
it probably got buried. I had 4 or 5 things buried there, sources too,
and I can't even remember what they were. Do you have them, Steve?)

- Moshe Braner

2958. Protectionism

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 22:15:31 UTC
From: bright@Data-IO.COM
Message-ID: <1519@dataio.Data-IO.COM>
Source record: 253258
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

Most economists today agree that one of the major causes of the Great Depression in the 30's was when Congress passed major protectionist legislation. Remember history when you propose new protectionist policies.

The causes of the Depression were:
1. Comprehensive new protectionist laws.
2. Large tax increases.
3. The Federal Reserve System failed to allow interest rates to rise, and failed to make more money available to banks (which directly resulted in bank failures).
4. The stock market crash was not in itself responsible (just look at last October's crash, where's the new Great Depression?).

If Americans want American business to spend more money on R+D to make them more competitive, they shouldn't tax R+D so heavily. The investment tax credit should be restored, along with favorable treatment for long-term capital gains. The US taxes R+D far more than Japan does. Protectionism is like painting over rust.

2959. Re: A little help for a little boy

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 22:36:11 UTC
From: bruce@ektools.UUCP
Message-ID: <1152@ektools.UUCP>
Source record: 253259

Postings in other newsgroups mentioning this same worthy project have indicated that the goal was reached. Those postings all indicate that postcards are no longer needed and that a plea has been issued to STOP!

2960. UniTerm Metafiles & Tektronix Mode

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 22:56:52 UTC
From: #JMKLAS@WMMVS.BITNET
Message-ID: <8804022318.AA23702@ucbvax.Berkeley.EDU>
Source record: 253260

This is directed to Simon Poole, but since my last attempt to write him directly didn't seem to work, and since others may have a similar question, I decided to post here.

I have a friend who's considering using his ST in conjunction with UniTerm in a professional setting (does aeronautical engineering work). He wants to be able to save plots he gets from the local mainframe, in Tektronix mode, to a metafile. His goal is to translate the metafiles he generates into postscript (for which he has already acquired a utility), and then dump them to an Apple laser printer.

His problem is that his machine locks up when he selects the 'dump to metafile' command. The UniTerm documentation doesn't say much about using the dump to metafile feature, but he was able to figure out that GDOS needs to be loaded. Beyond that, he has two questions that he wanted me to post:

1) How DOES one go about capturing a Tektronix plot to a metafile (CAN one do this?)?

2) Does UniTerm create standard GEM metafiles (to complement the metafile to postscript conversion utility he already has)?

Simon, thanks a bunch for a great product... If you could clear up these questions, I think you'd find at least one more satisfied user!

Thanks,
<John Klassa> #JMKLAS@WMMVS

2961. Re: ST Turbo C

Newsgroup: comp.sys.atari.st
Date: 1988-04-01 23:37:04 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <9495@tut.cis.ohio-state.edu>
Source record: 253261

In article <168leigh@byuvax.bitnet> leigh@byuvax.bitnet writes:
>Note: This note was originally posted inside of DEC and is posted here
>without permission.
>
>Note 401.0 TURBO-C for ATARI ST No replies
>MUNICH::BOEHM "Irren ist mdnnlich" 51 lines 29-MAR-1988 16:46
>--
^^^^^^^^^^
>Any comments?

Hmm... sounds a bit too good to be true, eh? And they date, just a
bit too close to April 1, eh?

'Course as I send it from OSU here it IS April 1, so maybe I am
just a bit too paranoid.

Cheers,
andy...

--
Andrew Weaver weaver@tut.cis.ohio-state.edu
OSU College of Business soon: weaver@osu-pisa.UUCP

Remember: Oprah spelled backwards is Harpo. HONK! HONK! HONK!

2962. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 00:21:38 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1649@ncsuvx.ncsu.edu>
Source record: 253262

In article <166leigh@byuvax.bitnet> leigh@byuvax.bitnet writes:
>If Atari would like to be somewhat successful with their non-8-bit machines,
>they need to get rid of their game-machine image. To do that, they need
>to form a new subsidiary that doesn't conspicuously bear the Atari name
>and use it to market the STs, ABAQ, and UNIX-boxes and leave the Atari name
>for the 8-bit machines and Game Systems.
>
>Chad

I hope this was meant as a joke. The problems that Atari is having with regards to establishing themselves as a "credible" computer company goes deeper than just their name. For Commodore, this strategy may have worked; they made the Amiga name MUCH more prominent than the company's, BUT they were successful with this because they changed their attitude towards their customer (ie. they became more attuned to the customers' and developers' needs) whereas Atari still treats customers & developers as they have for their 8-bit products: crummy.

I know I know, this is becoming yet another Atari-bash. But what else can I (or we, in general) do? Oh we keep hearing promises from the Atari management and the Atari guys that post to this net BUT after waiting for nearly TWO YEARS for some of these promises to come true, I'm becoming too disillusioned to believe in anything that Atari decides to announce. I'll believe Atari again when they start fulfilling some of their promises and when they "grow up" as a company.

As usual, these are my personal opinions. But it seems that numerous other people share this view.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2963. GDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 00:40:00 UTC
From: REEVES@SLACSLD.BITNET
Message-ID: <8804020603.AA11124@ucbvax.Berkeley.EDU>
Source record: 253263

I would like some information. I would very much like to hear it from somebody at Atari. I would prefer that this not start a long drawn out, useless discussion. All I want is the information. If no one at Atari feels that they should answer these questions just yet, fine. But at least let me know that you aren't going to answer. And everyone else, please don't generate noise. I want to see a sharp, well defined signal even if it takes a while to get it. What I want to know is:

(1) Will GDOS ever be unbundled from other software packages?

(2) If yes, when will it be released?(a rough order of magnitude is fine)

(3) How will I, as a user who likes to program but not spend a lot of money, get my grubbly little paws on it?

(4) About how much will it cost?

Thanks for any response.

Terry W. Reeves

BITNET: REEVES at SLACSLD
REEVES at SLACVM
REEVES at VANDVMS1

Crite 1: They have weapons.
Crite 2: So what!

Farmer's wife with shotgun: BBBBBB LL AA MM MM !! !! !!
BB BB LL AAAA MMM MMM !! !! !!
BBBBBB LL AA AA MM M MM !! !! !!
BB BB LL AAAAAA MM MM
BBBBBB LLLLL AA AA MM MM !! !! !!

--------Critters

2964. Windowed languages (was Re: LISP Interpreter ???)

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 02:29:05 UTC
From: rjung@castor.usc.edu
Message-ID: <623@nunki.usc.edu>
Source record: 253264

In article <100@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <588@nunki.usc.edu>, rjung@castor.usc.edu (Robert Jung) writes:
>> Heck, the only *really*good* languages I've seen for ANY computer all
>> don't use windows...
>
>Ah. I take it you've never seen a good Smalltalk system. Or Modula-2
>on a Lilith. Or even C/C++ on a Sun.

No, I must admit I haven't. But of all the windowed languages I've seen on
the ST/Mac/Amoeba, I stand by my statement (Besides, I did say "I've seen",
and not "EVERYTHING'... B-).

>development project, but picture this: a s/w engineering system,
>using windowed micros for terminals and a VAX/VMS or unix mini/micro
>server to hold the on-line text for the requirements doc, the design
>doc, and the source.
>
>You're editing your source code, and you want to take a look at the
>requirement this section of code is derived from. You click on a
>little "handle" in the code window, and another window opens showing
>you the requirement that drives this section. A third window shows
>the design doc section describing this code. Whaddya think?

Extremely neat, and also extremely expensive B-).

I can see the point of a really well-done windowing language, particularly
when you're working on a "big" (relatively speaking) project...Put your
source code in one window, put your output in another, and compare any bugs
that (inevitably) show up... Of course, a tall window (Wow! 80 lines on a
Sun workscreen!) also helps.

Now why doesn't anyone do a programmer-friendly language (C? Pascal?)
like this on the ST? There might be a market... B-)

--R.J.,
shooting the breeze
(And always missing...)
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

2965. Re: Rumblings

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 03:23:38 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Apr1.222338.23784@gpu.utcs.toronto.edu>
Source record: 253265

I don't want to start up too much, but about 2 months ago a note was left on this system that "fixed" roms were a reality and it was just up to Atari management to decide on their release. Does a simple decision like this really take 2 months. The bottom line is should I wait for new roms for my 520, or spend extra bucks on eproms and copy the Mega roms so I don't have to wait 3 minutes for my 4 meg 520 to boot up.
(also - are improvements to the 520/1040 a dead issue. I remember reading that 520/1040's with blitters were in the future - am I dreaming?)
/leonard

2966. Re: Ha ha ha ha, ho ho ho ho, he he he... Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 03:29:18 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Apr1.222918.24059@gpu.utcs.toronto.edu>
Source record: 253266

RE: atari hype as a media event:
I don't mind the pre-release vapourware statements but they no longer serve in Atari's best interest. It used to be that pre-show announcements would make Atari's stock climb for a few months and one could make a quick buck (I heard from one source that stock promotion was atari's best venture), but now, no one on wall street seems to care what Atari is planning to make.
I guess Atari's track record is catching up with them.
/leonard

2967. Re: IBMFMT: serial number (also emacs.rc)

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 04:44:28 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1108@sbcs.sunysb.edu>
Source record: 253267

In article <4291@batcomputer.tn.cornell.edu>, braner@batcomputer.tn.cornell.edu (braner) writes:
>
> The original version of IBMFMT mistakenly produced a fixed serial number.
> I later posted a corrected version that generates random serial numbers.
> It IS important that your floppies have distinct serial numbers. Please

Can someone enlighten us as to why distinct serial numbers are required for the floppies? This is quite a surprise to me since you can't gurantee distinct serial numbers on floppies. Even if the serial number range is mega-digit, there's always a chance of 2 identical numbers being generated. What kind of problems are there if the serial numbers are not distinct?

BTW, to get uemacs 3.7i to read the startup file, invoke it with:
emacs @PathnameOfStartUpFile, eg. d:\edit\emacs @d:\edit\emacs.rc
(thanks again to all the uEmacians who emailed me)
--
only fools have no fear. CSNET:lean@sbcs.csnet
.... Worf ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

2968. Re: A little help for a little boy

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 05:00:15 UTC
From: rwa@auvax.UUCP
Message-ID: <586@auvax.UUCP>
Source record: 253268

In article <8803301334.AA03567@work1.icase>, csrobe@ICASE.ARPA (Charles S. Roberson) writes:
> I came across this where I work and thought it was worth passing on.
> I hope my fellow Atarians will forgive me for posting something totally
...
>> David is a 7 year old boy who is dying from cancer.
...
>> a postcard to him as soon as possible.

Saw this _last_ year. Must be an echo. The net is big enough :-).

Ross Alexander, Sr. Systems Programmer
Athabasca University, Athabasca, Alberta
alberta!auvax!rwa

2969. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 05:01:24 UTC
From: wes@obie.UUCP
Message-ID: <106@obie.UUCP>
Source record: 253269

In article <945@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
> Yes, but knowing the quantity of updates TOS has received (and the
> number of bugs/features it has) and knowing how often Unix gets updated...
>
> I hope Atari releases sources, because its the only way anything will
> ever get fixed.

Maybe if Atari ever releases this 68030 Unix box, we'll all get lucky:
Atari ships the box with an off-the-shelf (or even custom written)
Unix from UniSoft (or other reputable 68k Unix vendor), and we can get
Unix upgrades straight from the vendor. Nah... It was a nice
fantasy, though, wasn't it?
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2970. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 05:20:36 UTC
From: wes@obie.UUCP
Message-ID: <107@obie.UUCP>
Source record: 253270

In article <943@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
> I'm not sure anyone in the technical market could get their purchasing
> departments to buy Atari.

WRONGO! How about the USAF Air Logistics Command? OO-ALC/MASMC has
~20 1040STs, varied color and mono systems. Or how about GTE? We
have 6 Mega-2 STs here, all monochrome. Oh, and yes, we are a rather
"technical" market - testing and upgrading ICBM command and control
systems!

> And even it they did, I bet they'd hide
> the nameplate to avoid being laughed out of a job.

Nope, sure don't. Given the choice of my Mega, any PC-Clone, or any
Mac, for day-to-day work, I'd take the Mega. Nice system, reasonable
speed, and the *BEST KEYBOARD I'VE EVER LAID FINGERS ON.* Bar none.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2971. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 06:18:20 UTC
From: markz@ssc.UUCP
Message-ID: <1142@ssc.UUCP>
Source record: 253271
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1813@ihlpm.ATT.COM>, seorcutt@ihlpm.ATT.COM (Sam (not Samantha) Orcutt) writes:
> ...
> 1. The Japanese government selects some new industry that they want
> to develop.
>
> 2. A number of start-up companies are established within Japan. In
> order to allow these companies to get a foot-hold in the market
> place they are given massive economic support from the government
> in the forms of tax incentives, import tariffs, price support,
> etc.

Little start up companies like NEC, Hitachi and Toshiba.

FLAME ON

The japanese advantage is BIG corporations that treat competition like a sumo wrestling match. The biggest guy in terms of fat or capital investment can push the smaller guys out of the ring. Combined with the social security system or lack thereof, capital is cheaper cause people save a lot of money in the bank. USA, inc. seems to treat competition like open range cattle ranching, If somebody is on this pasture, move somewhere else like insurance or real estate development.

Its time to move this topic into some talk or soc newsgroup. Since I leave that stuff alone, anyone have any suggestions.

Mark Zenier

2972. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 08:06:43 UTC
From: richard@gryphon.CTS.COM
Message-ID: <3096@gryphon.CTS.COM>
Source record: 253272
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <9584@ism780c.UUCP> tim@ism780c.UUCP (T.W."Tim" Smith, Knowledgian) writes:
>In article <1302@uop.edu> miket@uop.edu (Mike Thompson) writes:
>
>Looking at Amiga windows, Sun windows, Mac windows, and

This weeks _Time_ magazine (April 4, 1988) has an article on this subject
on page 60.

Inset are photos of the mac screen and a windows screen.

The windows screen makes more effective use of colour on it's borders, bars,
titles and gadgets, while the mac window is very plain belieing its monochrome
heritage.

I would say the little scroll arrow things in the corners are *similar*
but not identical.

The little page icons though do look identical, but how many ways can you
exactly express an 8 1/2 x 11 piece of paper with a notch turned down ?

The other point I'd like to make about this is if you talk to noncomputer
people about it, a lot of them say: "I thought one of the things you
computer types wanted to do is make 'em all look the same so if you
go to another computer you still know how to use it ?" (paraphrased)

--
"Ever since the world ended... I don't go out as much"
richard@gryphon.CTS.COM rutgers!marque!gryphon!richard

2973. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 16:42:52 UTC
From: uace0@uhnix2.UUCP
Message-ID: <520@uhnix2.UUCP>
Source record: 253273

[comments on displaying a spectrum picture and some sample code]

I can't say exactly how Boris does it, but Spectrum uses TIMER D on the mfp
to sync the scan lines. I know this because I have found that the baud rate
is different (actually 9600) after using Spectrum.

If one uses one of these countdown timers, one can get rid of all the nop's.

- Mike
--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

2974. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 17:21:22 UTC
From: campbell@maynard.BSW.COM
Message-ID: <1068@maynard.BSW.COM>
Source record: 253275
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

Let's clear one thing up here, foax (it sure would save time and aggravation
if people would check the facts before posting):

In article <1259@hubcap.UUCP> rchampe@hubcap.UUCP (Richard Champeaux) writes:
<> ... Many people I know say that the Japanese are
<>obviously doing something right, and if US producers can't do the same then
<>they should get out. In my opinion, I think that the fact that the asian
<>countries have a much cheaper labor force is a significant factor. US
<>producers obviously can't just cut their employees salaries in half, so some
<>would say that they should get out.

It was true at one time, but is no longer true, that Japanese labor is
cheaper than American labor. The recent strength of the yen has made
Japanese labor relatively _more_ expensive than American labor.

The real problem is the attention to quality in Japan, and the lack of such
attention here. As Demming taught the Japanese decades ago, and we slow
learners in the U.S. still can't get through our thick skulls:

It's _cheaper_ to do it right the first time!

Especially in extremely quality-sensitive industries like VLSI chips,
quality up front and throughout the process produces a _cheaper_ product.
Japan doesn't just produce more DRAMs per _dollar_, they produce more
DRAMs per _worker_.

And I won't even get into the issue of the quality of the labor force,
except to remind people that 20% of adult Americans are _illiterate_.
This is no way to run a high-tech society...
--
Larry Campbell The Boston Software Works, Inc.
Internet: campbell@maynard.bsw.com 120 Fulton Street, Boston MA 02109
uucp: {husc6,mirror,think}!maynard!campbell +1 617 367 6846

2975. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 18:23:04 UTC
From: wes@obie.UUCP
Message-ID: <112@obie.UUCP>
Source record: 253276
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <9584@ism780c.UUCP>, tim@ism780c.UUCP (T.W."Tim" Smith, Knowledgian) writes:
> A point you all seem to be missing is that Microsoft's Windows *IS*
> a Mac look-alike and that Sun's and Amiga's (and MIT's, while we
> are at it) don't look like Mac windows. And the Mac interface
> doesn't feel like the Xerox one.

[...rest of argument deleted...]

You're mistaken here: MS-Windows *IS NOT* a Mac look-alike. Windows v. 1 (which was brain-dead) used tiled windows - a significant, if unweildy, difference. Windows V. 2 has a significant difference (enhancement) over Windows V. 1 (and the Mac) - the menu bars run across the TOP OF THE WINDOW, not the top of the screen. Only having one menu bar on the Mac makes true multi-tasking difficult. Windows V. 2 was MS's first shot at the OS/2 presentation manager, and was designed for multi-tasking from the start. When you run an application on Windows 386, it pops up a window with it's own menu bar and the desktop menu bar is still active.

Wes Peters
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2976. Re: Mark Williams C 3.0 Update

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 18:47:32 UTC
From: wes@obie.UUCP
Message-ID: <113@obie.UUCP>
Source record: 253277

In article <1647@ncsuvx.ncsu.edu>, wolf@csclea.ncsu.edu (Thomas Wolf) writes:
| In article <1066@cosmo.UUCP> hmk@focus.UUCP (Hans-Martin Kroeber) writes:
| >I own the Mark Williams C-Compiler 2.0 and read about the new version 3.0
| >[deleted text]
| >Now my question: Is it possible to get the update directly from Mark Williams
| >and how do I get it?
|
| I'm not sure about Mark William's policy for overseas owners of their com-
| pilers, but here in the US, I just received my upgrade notice this week.
| I assume that if you're a registered owner, you'd get the same notice.

Hans - you might try calling or writing to MWC. I got my upgrade
notice Monday, and drove straight to the post office. I put my trusty
ol' credit card # on it, and Express-Mailed it to them.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2977. IDRIS(R), STX-Windows(TM), for the ST/MEGA

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 18:49:41 UTC
From: fst@mcgp1.UUCP
Message-ID: <1292@mcgp1.UUCP>
Source record: 253278

```
For Your Information:
The following are the new IDRIS(R) (release 3.14) and STX-Windows(TM) prices:

IDRIS TARGET SYSTEM (TS) ..................................... $149.95 (US)
Features a complete executive and all utilities except program development
utilities. This system includes socket and pty drivers.

STX-WINDOWS, When purchased with IDRIS TS or PS ............... $49.95 (US)
STX-WINDOWS, When purchased separately ....................... $99.95 (US)
X-Window Version 10.4, utilities and Xlib. This release of STX-Windows only
support Client and Server on the same machine. STX-Windows requires IDRIS TS.

IDRIS PROFESSIONAL DEVELOPMENT PACKAGE (PS) ................... $549.95 (US)
Features executive and all utilities (TS package), C compiler, Pascal
compiler, 68000 Assembler and libraries , 68020 libraries , libraries
for accessing ST's VDI and LineA routines, and C source level debuggers.

CText ([tn]roff-like Documentation Utilities) ................. Inquire.

Description of IDRIS packages:
STX-WINDOW utilities:

xclock xwm uwm xnwm xinit xfd xsetroot
xterm bitmap gedit xshell xwininfo

IDRIS TARGET SYSTEM (TS) contains the following utilities:

cmds date devs error hsh kill nice nohup ps printenv
setb sh cd exec exit chroot setenv umask sleep test
time uname chmod chown cp dcheck df dump fcheck icheck
ln ls mk mkdev mkdir mkfifo mount mv pwd rm
tar tp cat cmp crypt dd detabs diff e echo
emacs exp grep last md pk pr roff sort spell
page tee wc deque enque log lpr mail mesg multi
passwd su stty who write cu dn kermit up ve
shl showpic options tosdir tosget dir diskformat db

PROFESSIONAL SYSTEM has in addition to the TS utilities, the following:

as c cdb hex link lib lord pc prof
rel unhex

The following utilities will be added with the IDRIS release 3.2
vi uucp uux rmail

In addition, CTI provides a library of public domain and/or GNUware utilities
(and their sources) which have been ported to the IDRIS/ST for the cost
of the media and handling. These include :
```

make less mirco-emacs bison sdb(small database) xlisp

DOCUMENTATION
All systems come with complete documentation according to system ordered.

For more information call or write:
COMPUTER TOOLS INTERNATIONAL, INC.
14900 Interurban Ave. So.
Seattle, WA 98168
(206)243-7060

Sincerely

Skip Tavakkolian

X-Windows is a trademark of Massachusettes Institute of Technology (MIT).
IDRIS on the ATARI is a copyright (c) of Computer Tools International, Inc.
and Whitesmiths, Ltd.
STX-WINDOWS is a Trademark of Computer Tools International, Inc.
IDRIS is a registered trademark of Whitesmiths Ltd.
ATARI ST is a trademark of the ATARI Corporation.
All public domain software is offered for a nominal media and handling charge.

2978. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 21:24:49 UTC
From: leonard@qiclab.UUCP
Message-ID: <1164@qiclab.UUCP>
Source record: 253279
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <872@artecon.UUCP> macbeth@artecon.UUCP (David Macy-Beckwith) writes:
<In article <20952@amdcad.AMD.COM> rpw3@amdcad.UUCP (Rob Warnock) writes:
<<In article <2706@tekigm2.TEK.COM> phils@tekigm2.UUCP (Philip E Staub) writes:
<<>Don't laugh. As I recall, either RCA or GE has a patent on the use of CRTs
<<>for display of alpahnumeric characters generated as a scanned dot matrix.
<<
<<This is TRUE! ...as we learned at Fortune Systems a few years ago. And by
<<the way, it's RCA, and the patent covers virtually any scanned dot matrix.
<<If you make video displays, eventually RCA comes a'knocking...
<
<And boy, that sure put the kibosh on creativity and development in the video
<display arena, didn't it?

There is an essential difference. RCA is willing to license the patent and
for a reasonable fee, at that. Apple is *not* willing to license at *any*
(reasonable?) price. Remember, HP *tried* to get a license.

(followups are directed to misc.legal and comp.misc as those are the only two
groups this *realy* bleongs in.)

--
Leonard Erickson ...!tektronix!reed!percival!bucket!leonard
CIS: [70465,203] ...!tektronix!reed!qiclab!leonard
"I used to be a hacker. Now I'm a 'microcomputer specialist'.
You know... I'd rather be a hacker."

2979. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 21:39:31 UTC
From: davidg@janus.uucp
Message-ID: <23499@ucbvax.BERKELEY.EDU>
Source record: 253280
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1068@maynard.BSW.COM> campbell@maynard.UUCP (Larry Campbell) writes:
>Let's clear one thing up here, foax (it sure would save time and aggravation
>if people would check the facts before posting):
>
>In article <1259@hubcap.UUCP> rchampe@hubcap.UUCP (Richard Champeaux) writes:
><> ... Many people I know say that the Japanese are
><>obviously doing something right, and if US producers can't do the same then
><>they should get out. In my opinion, I think that the fact that the asian
><>countries have a much cheaper labor force is a significant factor. US
><>producers obviously can't just cut their employees salaries in half, so some
><>would say that they should get out.
>
>The real problem is the attention to quality in Japan, and the lack of such
>attention here. As Demming taught the Japanese decades ago, and we slow
>learners in the U.S. still can't get through our thick skulls:
>
> It's _cheaper_ to do it right the first time!
>
>Especially in extremely quality-sensitive industries like VLSI chips,
>quality up front and throughout the process produces a _cheaper_ product.
>Japan doesn't just produce more DRAMs per _dollar_, they produce more
>DRAMs per _worker_.
>
>And I won't even get into the issue of the quality of the labor force,
>except to remind people that 20% of adult Americans are _illiterate_.
>This is no way to run a high-tech society...

Right on!

Many unions in many industries (not all, and not in all industries,
though) do not ensure that their members are adequately trained to do
the job the union hires them to do. The unions claim that
apprenticeship is the way the new workers are taught. This
apprenticeship method replaces trade schools used in Europe and Japan;
the foreign workers are made to go to at least a couple of weeks of
refresher training per year. American workers are instead informally
trained and poorly trained, as can be seen by the huge problems with
quality and cost- and time-overruns.

Part of this is also managements' fault, in that they don't try to
motivate the regular union workers. I've heard of union people coming
on to a job to do some work without knowing anything about the entire
project, e.g., electricians working on a garbage-burning power plant
were under the impression that the plant was going to be burning

chemical and nuclear waste! That's some motivation to do a good job!

/ / David Gaertner
__/ __. , __o __/ ...ucbvax!janus!davidg, davidg@janus.berkeley.edu
(_/_(_/|_\/ <__(_/_ Net: n. holes tied together with a string.

2980. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 23:32:51 UTC
From: david@bdt.UUCP
Message-ID: <201@bdt.UUCP>
Source record: 253281

In article <434@mks.UUCP> wheels@mks.UUCP (Gerry Wheeler) writes:
>Well, you know, the one thing that very few people seem to be knocking
>is the actual ST hardware. It has occasional problems (chip sockets,
>etc.), but is generally pretty good. Nice video. A keyboard layout I
>like. Portable when it has to be.
>
>So, maybe all those who agree should also agree on which OS we are going
>to use on that hardware instead of the current one. In my mind, it's a
>tossup between OS9 and MINIX. Idris is out there, but I think it's too
>pricey. Any others?

I don't think any 3rd Party OS is going to make the ST a real machine. If
the OS was a standard BSD or Sys V UNIX it would be different, but the ST
is *NEVER* going to run either of these operating systems becuase of the
hardware. There's no MMU. For a raw 68000 machine, the ST is nice. But
without at least a 68010 and an MMU, it needs a good vendor backing it up.
And Atari sure ain't that.

MINIX, OS/9, and Idris all suffer from a lack of main-stream applications.
They're all fine for hackers, but none are widespread enough to be good
choices for "joe average" computer buyer. And without vendor support from
Atari, TOS isn't going anywhere either. A lot of people that already have
an ST will benefit from OS/9, MINIX, etc. but it's not a long term solution
to Atari ST market penetration or Atari growth.
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

2981. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-02 23:52:18 UTC
From: david@bdt.UUCP
Message-ID: <203@bdt.UUCP>
Source record: 253282

In article <22782@bbn.COM> wbe@BBN.COM (Winston B Edmond) writes:
>If Sun can make a Unix workstation with an Ethernet interface, VME slots,
>multiple RS-232 ports, a 1K * 1K resolution monochrome monitor, etc. (3/50)
>and make a profit when selling at 30% off the $5000 retail price ($3500), or
>make a (rumored) 386 machine with a color monitor for under $8000 retail, why
>shouldn't Atari be able to do something comparable in a similar price range?
> -WBE

Right. And I add: If I can get a Sun or Micro VAX etc. why buy an Atari for
the same price? Oh yea, becuase they offer such great support!

By the way, does anybody remember, maybe two Years ago or so, when Atari
started all the 68020 rumors? It was going to have... And it will be
shipping in.... Uh. Huh. Sure.
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

2982. Re: ST hard disk prices..:-(

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 00:04:50 UTC
From: david@bdt.UUCP
Message-ID: <204@bdt.UUCP>
Source record: 253283

Not to get too involved in this because we sell the BMS board, but...

I agree for that for many users, just buying an off-the-shelf drive is by
far better than "roll-your-own" solutions. The two best reasons for
the "roll-your-own" approach are:

1) You already have an old ST-506 drive around doing nothing
(maybe from that old CP/M machine or whatever)

2) You have a high-speed/high-capacity problem. The boards,
case, power supply, etc. are a fixed cost. The high
capacity and/or high-speed drives are often not a linear
increase in price. There is some threshold where a big/fast
drive is significantly cheaper when you do-it-yourself instaed
of buying an off-the-shelf drive.

A less significant reason is future expansion. The BMS board set can
run two drives, and it's always easy to add a second drive. All it
costs is the price of a bare drive.

If you don't fit in either of the above categories, then perhaps a
rool-your-own drive is not for you.
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

2983. Re: Hard disk drives for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 02:48:26 UTC
From: hase@netmbx.UUCP
Message-ID: <1633@netmbx.UUCP>
Source record: 253289

In article <782@yugas.UUCP> avy@yugas.UUCP (Avy MOISE) writes:
>Why bother with the German magazine ?
Why not? If you can get a translation it will give you more info about
the ST series than Atari...
>
>1. Assuming that you have the translation, you still have to build a converter
> board.
This is simple. Tokk less than 2 hours.
>2. Assuming that you have the DMA->HD converter board you still have to get
> or write a hard disk device driver/formatter. STHD.prg from Atari and
> TAMInit.prg from GlobeStock are not in the public domain !
Right. You need special software. The "converter" is a little board
providing all signals to connect an OMTI HD-controller
(PC-BUS-controller; Western Digital controllers don't work).
The software listings were included in the article; source and binaries
are availeble on disk, too.
>3. You can purchase a DMA->SCSI converter with all the software necessary to
> format and access a hard drive for less than $100.00 US.
The "converter" costs about 50 Deutsche Marks, less than $30.
>4. You can by an Atari - 20Mb drive for less than $700.00.
An Seagate ST225 plus OMTI sell for <$300 as the Byte shows....
>
>Others have done it, why re-invent the wheel ?
'Cause it is cheap and FUN.
The solution ist not "the best you can get" (not compatible to the
original SH205) but it works
hase
--
Hartmut Semken, Berlin (West)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

2984. MX2 V2.0.0

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 03:36:16 UTC
From: fred@pnet01.cts.com
Message-ID: <2762@crash.cts.com>
Source record: 253284

To those persons that sent me disks for the MX2 source code I will be sending you a new release V2.1.0 to fix a compile error due to too small a stack space. This will cause the MX2 program will bomb if background programs are run that send I/O to the printer or aux port. Sorry about the bugs.

Fred Brooks

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

2985. Re: Auto Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 03:36:20 UTC
From: fred@pnet01.cts.com
Message-ID: <2763@crash.cts.com>
Source record: 253285

> Question about auto sizing ramdisks

Sounds like a good idea. Only problem I can see would be the memory allocate bug might get you unless you pick fairly big block to expand. Another problem would be that memory would quickly be choped up into a lot of little blocks due to the ST's lack of memory compaction.

Fred...

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

2986. Re: modula2 compiler info

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 03:56:15 UTC
From: fred@pnet01.cts.com
Message-ID: <2764@crash.cts.com>
Source record: 253274

> Wanted info about Modula-2 for ST.

I have both TDI and jefferson modula-2. They both have weakness. My main problem with the TDI product is the cost of the library sources. But I have used TDI for about 1.5 years and can say it's a solid product for systems software and general use. It has a source debugger and a RSC for GEM.

Jefferson software's product includes all sources for librarys and comes with a fairly robust compiler. It's a single pass job and works very quickly but doesn't really have the ability to handle system programming completely in modula-2. The big plus for JS modula is that you can link other languages into it. The TDI linker is just TDI "as far as I know".

If a had the money about $140 I would buy the TDI developer set but if on a budget the JS modula is really a good buy.

Fred Brooks

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

2987. Re: AUTO-exec sequence

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 05:17:10 UTC
From: Jinfu@cup.portal.com
Message-ID: <4283@cup.portal.com>
Source record: 253286

RE: auto execute order

From my experience, the order of programs in auto folder being executed are the modified time of each program. The 'oldest' one runs first and the 'youngest' one last. A simple experiment can prove this:

Find an auto folder with serveral programs in it already, or just copy a few programs into it if it's empty. Use the SHOW INFO menu in DESKTOP to change filenames to modified the file time stamp, the order of programs being executed can be changed.

Jinfu Chen

2988. Re: ST hard disk prices..:-(

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 05:49:31 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830003@hpldola.HP.COM>
Source record: 253287

cyliax@ea.ecn.purdue.edu (Ingo Cyliax) writes:
>
>I think a good solution is to buy the BMS interface and software ($125)
>and get the other stuff elsewhere and put it together yourself. It only
>takes about one evening to assemble all the parts. The BMS interface has
>pretty good instructions, and they have very nice/helpful people when
>you call them about questions. If you don't want to muck with it though,
>get a complete drive.
>
I agree with what you say, but would probably not go the route of building
my own drive due to the lack of resale value of a homebrew project. I am sure
that in some cases (such as having many of the parts on hand, or those with
extremely large amounts of free time) this reduction of cost is attractive
(as it was with my friend), but for others this may not make sense.
Dave Ritchie

2989. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 08:48:23 UTC
From: mrd@sun.mcs.clarkson.edu
Message-ID: <677@sun.mcs.clarkson.edu>
Source record: 253288

If Sun can make a Unix workstation with an Ethernet interface, VME slots, multiple RS-232 ports, a 1K * 1K resolution monochrome monitor, etc. (3/50) and make a profit when selling at 30% off the $5000 retail price ($3500), or make a (rumored) 386 machine with a color monitor for under $8000 retail, why shouldn't Atari be able to do something comparable in a similar price range? -WBE

Simple, Atari has YET to produce ANYTHING that works! I am not saying that company X could not do it, but Atari has failed many, many times. Also, Sun has made several computers under their belt. It is quite trivial to port bsd, or SV and as Atari can't even get a supid single user, single taking O.S. to work, how are they going to get UNIX? For that matter that have yet to get the ST to just read a disk drive with out crashing every now and then just for the fun of it. (I am of course refering to the 40 folder limit which has yet to be FIXED).

2990. Re: Protectionism

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 12:21:38 UTC
From: peter@athena.mit.edu
Message-ID: <4285@bloom-beacon.MIT.EDU>
Source record: 253290
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1519@dataio.Data-IO.COM> bright@dataio.UUCP (Walter Bright) writes:
>Most economists today agree that one of the major causes of the Great
^^^^
Yeah. One of them. Milton Friedman. (sarcasm)
>
>The causes of the Depression were:
>1. Comprehensive new protectionist laws.
>2. Large tax increases.
>3. The Federal Reserve System failed to allow interest rates to rise, and
> failed to make more money available to banks (which directly resulted
> in bank failures).
>4. The stock market crash was not in itself responsible (just look at last
> October's crash, where's the new Great Depression?).
>
I hate to argue such a pointless thing, but the error is so obvious
and widespread. The Great Depression was NOT merely caused by forces
acting within the boundaries of the U.S. Otherwise it might have
stayed there. It was a world-wide depression. What about other
factors:

1. Farm capacity in Europe that had been knocked out in WWI, and
replaced by the U.S., Canada, Australia (or something like that) had
just recovered, leading to a glut of many farm products

2. All sorts of linked debt and reparations payments.

3. Transition from London to New York as the chief financial market of
the world.

Tons of other things. A protectionist tariff on chips probably won't
bring on another depression, but it will hurt all our board makers,
and there are a lot more of them than there are chip makers. Instead
of DAMAGING everyone else through tariffs, why doesn't the government
ever try HELPING the companies that are not doing well? Things like
government-coordinated planning, R&D, and other things which are
standard in the military field, but unknown in civilian life. (Outside
of Japan, Germany, ...)

Peter Desnoyers
peter@athena.mit.edu

2991. cartridge tape on ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 15:29:12 UTC
From: rosenkra@Alliant.COM
Message-ID: <1536@alliant.Alliant.COM>
Source record: 253291

---

this may could like a dumb question or may have been hashed out before, but has anybody heard of a 10+ MB cartridge tape system being used on the ST? would it be fiscally feasible to piggyback off the hard disk or would it be better to tap the floppy controller? i've been watching this group for about 6 months now and don't recall any discussions here. there are cart backup systems for ibm pc which cost $300-600 external, presumably using their own power supplies (?). i know for me this is infinitely better than listening (and waiting) for my floppy to (literally) grind out backups (i'm on my 3rd drive mechanism in a <2 year old 1040). any comments? if such a system is available, could you post/email to me?

i have heard about supra's 10 MB floppy. does anyone have any experience with it? cost? reliability? availability? interface with atari SH204 drive?

thanx...

-bill

2992. binHex in atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 15:45:35 UTC
From: rosenkra@Alliant.COM
Message-ID: <1537@alliant.Alliant.COM>
Source record: 253292
Cross-posted to: comp.sys.atari.st,comp.sys.mac

---

i apologize if this is a real dumb question (i know precious little about development and environment on mac at this point).

is binHex in the public domain or is it a commercial/proprietary product? can source be obtained? if so could it be posted in comp.sources.atari.st? better yet: has binHex been ported to the atari? if so could someone please post/email to me?

this is being cross-posted to comp.sys.{mac,atari.st}

thanx in advance....

-bill

p.s. i don't often read comp.sys.mac so could any responses be posted in comp.sys.atari.st or mailed to me directly.

2993. Re: IDRIS(R), STX-Windows(TM), for the ST/MEGA

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 17:22:03 UTC
From: tw@cscosl.ncsu.edu
Message-ID: <1656@ncsuvx.ncsu.edu>
Source record: 253293

In article <1292@mcgp1.UUCP> fst@mcgp1.UUCP (Skip Tavakkolian) writes:
>For Your Information:
>The following are the new IDRIS(R) (release 3.14) and STX-Windows(TM) prices:
>
>IDRIS TARGET SYSTEM (TS) ..... $149.95 (US)
>Features a complete executive and all utilities except program development
>utilities. This system includes socket and pty drivers.
>
>STX-WINDOWS, When purchased with IDRIS TS or PS ..... $49.95 (US)
[rest of article deleted]

This question might be a naive one (since I don't know anything about Idris):
Could you use MW C to develop software under Idris?
(I guess I'm trying to decide whether a poor student
such as I could get away with not purchasing the
Idris PS system - if I were to purchase it at all.)

The prices quoted in the article seem to be extremely reasonable. However,
I wonder how worthwhile it would be to develop software for Idris. Although
it appears to be a fairly extensive Unix-like environment (correct?), I don't
see a market (at least an ST/Mega market) for it. I suppose the target
market wasn't supposed to be the ST/Mega but any Unix-supporting environment?
Can you port source-level code written under Idris to other Unix machines
without modifications?

One last question: What system configuration does one need to have to use
Idris as a reasonable fast tool? I have a 20meg hd, but from what I hear
about other systems supporting flavors of Unix, the environment takes up lots
of room. This isn't really that an important a question, but I'm curious as
to Idris' size.

Thanks in advance for any information regarding these (maybe naive) queries.
I also would appreciate more articles summarizing Idris. As you may have
noticed from the nature of my questions, I'm nearly completely ignorant as
to the nature of Idris, Atari's commitment to it, etc. Also, if Idris was
summarized in a previous article in this news-group, I must have missed it;
could someone re-post it?

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

2994. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 17:48:53 UTC
From: lm@arizona.edu
Message-ID: <4663@megaron.arizona.edu>
Source record: 253294
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1519@vaxb.calgary.UUCP> radford@calgary.UUCP (Radford Neal) writes:
>In article <1813@ihlpm.ATT.COM>, seorcutt@ihlpm.ATT.COM (Sam (not Samantha) Orcutt)
writes:
>> 4. Now that they are the "only" player in the game, the Japanese can
>> raise prices to whatever they want and you have little choice but
>> to pay it. The money made from these now secure ventures can be
>The Japanese may indeed by trying this. They may indeed have accomplished
>steps (1), (2), and (3). But have you ever heard of them accomplishing
>step (4)? Do we now see $50,000 compact Japanese cars? Has the price of

Have you tried to buy a Honda lately? Or how about an Acura? It isn't
quite $50K. Yet.
--
"These aren't my thoughts, they're my cat walking on the keyboard."

Larry McVoy lm@arizona.edu or ...!{uwvax,sun}!arizona.edu!lm

2995. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-03 20:44:37 UTC
From: jreece@td2cad.intel.com
Message-ID: <773@td2cad.intel.com>
Source record: 253295
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <8643@eddie.MIT.EDU> zrm@eddie.MIT.EDU (Zigurd R. Mednieks) writes:
>Balderdash to both these arguments. Apple's lawsuit is appealing to
>me because it states that if you don't have the basic guts to try to
>do Apple one better, then you deserve to be sued. Microsoft certainly
>have the talent and the wherewithal to create a next-generation user
>interface tool and not a "derivative work." Why don't they use it?
>Apple's intellectual property rights would not then be violated and we
>the users might be much better off.
>
>VisiOn, Generra, and Sun's window systems are all examples of user
>interface technologies which are not derivative works and Apple has no
>problem with them. And Apple's work is sufficiently different both in
>look and in capability from Xerox's SmallTalk browser that, apart from
>Apple's claim to "broad licences" from Xerox, there is no need for
>legal struggles in that area. Except for Apple's timing, which seems
>calculated to further increase the FUD factor surrounding OS/2, I see
>no reason why Apple should not go after gratuitous copying when equal
>and better alternatives are available.
>
>"Originality, it's not just a good idea, it's the law."
> -- Joe Biden never said this
>
>-Zigurd

The problem with Apple going after "derivative" interface technologies
is that it derived so much of the look and feel of its user interface
from more expensive engineering workstations developed by other
companies, such as the Xerox Star. I've read numerous articles and
books by major players at Apple which frankly admit this, and I find Apple's
righteousness extremely hypocritical.

As far as Apple using the suit to simply create FUD (Fear, Uncertainty
and Doubt) in the minds of IBM and HP developers, I should point out
that this is one of the first look-and-feel lawsuits where the defendant
has the resources to defend itself in a lengthy court battle. Most of
the other cases have been big company vs. little company suits, such as
Lotus vs. Paperback Software, or Apple vs. Digital Research, where the
smaller company had to settle simply because it couldn't afford to
fight.

Finally, this discussion seems to be suffering from a lack of specifics.
Does anyone out there have any specifics in a laundry-list format of
what exactly Apple considers the unique and copyrightable features of
its interface, and how Windows violates them? For that matter, how do

these unique features compare with those of the Xerox Star? What license arrangements did Apple make with Xerox? What exactly was covered in the Apple-Microsoft license agreement in 1985?

John Reece

2996. Re: Apple's lawsuit against HP and Microsoft

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 00:56:30 UTC
From: wes@obie.UUCP
Message-ID: <115@obie.UUCP>
Source record: 253296
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <8501@eleazar.Dartmouth.EDU>, jonathan@eleazar.Dartmouth.EDU (Jonathan Altman) writes:
> 3. The precedent set in the IBM vs. large-Japanese-mainframe-maker
> who copied look and feel (and whose name escapes me now) of IBM OS,
> without copying the code means that if Apple pushes this case, they
> may very well win a right to a percentage of the income created by
> borrowers of their developments.

If you're talking about the suit between IBM and Hitachi, you've got it horribly wrong. Hitachi was caught buying stolen IBM technical documents from undercover FBI men. The documents reportedly contained technical information on IBM computer systems; the accounts I read did not specify hardware or software. The press probably wouldn't know the difference anyhow.

As far as I know (and I read pretty extensively) there have not yet been ANY court settlements on the idea of copyrighting "look & feel." There have been several lawsuits, all settled out of court. Again, if you know of one, please post relavent information, including a good published source - I'd certainly like to study it.

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

2997. Getting a BREAK signal out of the RS232 Port

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 03:26:19 UTC
From: syntel!dal@stag.UUCP
Message-ID: <369@stag.UUCP>
Source record: 253297

```
<tomwest@gpu.utcs.toronto.edu> (Tom West) writes...
> Does anybody know how to get the Rs232 port to produce a break signal?
> I have heard that there is some escape sequence (using the VT52 emulator)
> that will do it, but I don't believe it is documented (if it actually
> exist). Are there any other methods. (I am using OSS Pascal, but am
> fluent in C).

I've been using the following routines successfully in my code and they
seem to work fine.

rs232cd() /* state of rs232 carrier detect line */
{
register long ssp;
register int *mfp, status;

mfp = ((int *) 0xFFFFFA00L); /* base address of MFP */
ssp = Super(0L); /* enter supervisor mode */
status = *mfp; /* get MFP status */
Super(ssp); /* return to user mode */
return(!(status & 0x0002)); /* check for carrier */
}

snd_brk() /* send a BREAK to the rs232 port */
{
register long ssp;
register char *tsr;

tsr = ((char *) 0xFFFFFA2DL); /* address of tsr */
ssp = Super(0L); /* enter supervisor mode */
*tsr = 0x09; /* turn break on */
Super(ssp); /* return to user mode */
delay(30); /* 0.3 second BREAK */
ssp = Super(0L); /* enter supervisor mode */
*tsr = 0x01; /* turn break off */
Super(ssp); /* return to user mode */
}

hangup() /* drop carrier by droppping DTR to modem */
{
Ongibit(0x10); /* kill DTR */
delay(50); /* 0.5 second delay */
Offgibit(0xEF); /* restore DTR */
}

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
```

(alias: Dalnefre')

2998. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 12:01:52 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <2059@pasteur.Berkeley.Edu>
Source record: 253298

In article <166leigh@byuvax.bitnet> leigh@byuvax.bitnet writes:
>If Atari would like to be somewhat successful with their non-8-bit machines,
>they need to get rid of their game-machine image. To do that, they need
>to form a new subsidiary that doesn't conspicuously bear the Atari name
>and use it to market the STs, ABAQ, and UNIX-boxes and leave the Atari name
>for the 8-bit machines and Game Systems.
>
>Chad

and what about REAL names for the machines. 'st' is rather pasty and
boring.
how about 'the sturgeon micro from algae computers' little would
the buyer know it was a 1040st in a scaly gray case(-:

John Kawakami > c60b-at@buddy.berkeley.edu
Of course, there's no < -O~O-
guarantee it _won't_ work. >)o(

2999. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 15:08:06 UTC
From: tomwest@gpu.utcs.toronto.edu
Message-ID: <1988Apr4.110806.1785@gpu.utcs.toronto.edu>
Source record: 253299
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

Sorry to burst balloons, but according to every article I have read in the last few months, Japanese labour costs are now *higher* than American costs on average (or Canadian :-)). This is partially due to the falling North American currencies. However, Japan happens to be tremendously efficient, and there isn't much that can be done about that.

As far as "dumping" goes, friends who travel to Japan come back with techno-goods that (1) were far cheaper in Japan, (2) won't be available here for another few years.

Digital tape is apparantly alive and well in Japan. think we'll see it here before 1990?

Technology is alive, well and cheap. Unfortunately it is also a few thousand miles away :-).

--
Tom West

BITNET: tomwest@utorgpu.bitnet, tomwest@gpu.utcs.utoronto
Internet: tomwest@gpu.utcs.toronto.edu
UUCP: tomwest@utgpu

utzoo, yetti, harpo, mnetor \
cbosgd, deepthot, utoronto - !utgpu!tomwest
ihnp4, lsuc, sfmin, vnr-vpa /

3000. Re: Microsoft "Word"

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 16:02:10 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Apr4.090214.222@mntgfx.mentor.com>
Source record: 253300

From what I hear, Atari's "Microsoft Write" is basically a port of
Microsoft Word VERSION 1.0 for the Mac. What is currently sold
by Microsoft as "Word" for the Mac and the PC is a completely
different program.

3001. Re: Protectionism

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 16:31:24 UTC
From: govett@avsd.UUCP
Message-ID: <73@avsd.UUCP>
Source record: 253201
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

> Most economists today agree that one of the major causes of the Great
> Depression in the 30's was when Congress passed major protectionist
> legislation. Remember history when you propose new protectionist policies.
>

Speaking of history, protectionism didn't seem to hurt Japan's economy much in the 1950s, 1960s, 1970s, or 1980s. Nor has it hurt the Korean economy. (Of course they both had/have relatively free access to our market.)

Isn't a more rational economic policy, then, to close our market and open theirs?

FYI, Japanese per-capita GNP now exceeds ours by more than $1000 (largely attributable to exchange rate fluctuation).

3002. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 16:34:33 UTC
From: good@atari.UUCP
Message-ID: <1032@atari.UUCP>
Source record: 253202

In article <945@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
>
> I hope Atari releases [UNIX] sources, because its the only way anything will
> ever get fixed.

Before this goes much further, please remember that with UNIX any person or
entity wishing access to source code derived from the original AT&T source
distribution must first execute a Source Code License agreement with AT&T.
This runs into the tens of thousands of dollars, and is thus unlikely in
the home market (but more than probable for major OEMs/private labels).

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

3003. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 16:42:43 UTC
From: strong@tc.fluke.COM
Message-ID: <3297@fluke.COM>
Source record: 253203
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1813@ihlpm.ATT.COM> seorcutt@ihlpm.ATT.COM (Sam (not Samantha) Orcutt) writes:

All sorts of stuff about how the Japanese cheat..deleted

The US is the most powerful country in the world

We have twice the people as the Japanese

We have twice the money of the Japanese

We have 10 times the land, and gobs of natural resources; The Japanese have none.

Are you trying to tell me we can't compete with those people because our economic system is inadequate to the task?

Are you trying to tell me the Japanese are inherently capable of more than Americans; perhaps have some secret weapon?

Nonsense!

--

Norm (strong@tc.fluke.com)

3004. Re: 68030 Un*x Workstation

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 16:52:01 UTC
From: good@atari.UUCP
Message-ID: <1033@atari.UUCP>
Source record: 253204

In article <8803300934.AA11609@ucbvax.berkeley.edu>, HEIMBIG@WSUVM1.BITNET (Bruce Heimbigner) writes:
>
> Thanks for the direct reports from the Hannover show, ...
> According to the article 50 developers already have them and are
> to be for sale in Europe by end of 1988.
> Any comments? from Germany? from Atari?

The reports on the '030, vis-a-vis configurations, are close enough. As I said, others may give their own views, but I prefer the conservative approach of not making definitive statements until I have actually checked out a Beta level product. This applies to all product development, software and hardware, and not just to the '030.

However, the report about there being 50 of 'em out there is somewhat premature and was, I believe, in the context of the UK-managed "ABAQ" developer systems, rather than the '030.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

3005. Re: A little help for a little boy

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 18:05:40 UTC
From: mike@ames.arpa
Message-ID: <6907@ames.arpa>
Source record: 253205

In article <8803301334.AA03567@work1.icase> csrobe@ICASE.ARPA (Charles S. Roberson) writes:
>I came across this where I work and thought it was worth passing on.
>I hope my fellow Atarians will forgive me for posting something totally
>unrelated, but I know how connected you guys are and I think there might
>be some sympathetic ears out there!
>
> Read this on internal MITRE mail, thought I might pass it on........
>
> David is a 7 year old boy who is dying from cancer.
> Before he does, he has a dream of one day being in the Guiness Book of
> Records for the person who has had the most postcards sent to him.
> If you would like to help David achieve his dream, all you have to do is send
> a postcard to him as soon as possible.
> Send to :
[address deleted]

Don't waste you're stamps please. This is a hoax, plain and simple. This story has been passed around for years, and exposed in a local newspaper last year. The origins of the story are shrouded in the dim past, but it was picked up by a British amatuer radio operator, (a "ham") who apparently overheard some guys talking about this little boy. He took it upon himself to publicize it in the ham community, as hams traditionally send postcards ("QSL" cards) to other hams they make contact with (the QSLs are used to prove a contact for radio contests). Well, needless to say, the story was passed around the world quickly, and joined the ranks of such other urban legends as the vanishing hitch-hiker, the exploding poodle in the microwave etc. The hospital knows nothing about a little boy named David.

Both the hospital, and the local post office are swamped with literally millions of postcards a year from kids, presidents (The Reagans sent him a note a couple of years ago), actors, and now USENETers. The article didn't say what they did with them, but I should hope that they would have the presence of mind to pass them on to real kids with real cancer.

--
*** mike (Cyberpunk in training) smithwick ***
"After all, isn't our only real purpose in life merely to make the person next to us slightly more insane than we are?" - Me
[disclaimer : nope, I don't work for NASA, I take full blame for my ideas]

3006. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 18:18:52 UTC
From: good@atari.UUCP
Message-ID: <1034@atari.UUCP>
Source record: 253206

In article <189@snjsn1.SJ.ATE.SLB.COM>, greg@bilbo (Greg Wageman) writes:
> In article <1024@atari.UUCP> good@atari.UUCP (Roy Good) writes:
> >In article <54@avsd.UUCP>, govett@avsd.UUCP (David Govett) writes:
> >>
> >> At the Hannover Fair last week, one of the Flying Tramiel Brothers said
> >> that, since iratA gets 60% of its (16-bit ?) revenues from Deutschland,
> >> the US market would suck hind tit, not to put too fine a point on it.
> >>
> >I was at Hannover last week, and would contest the above most strongly.
> >....
> >...Maybe he [Mr.Govett] would be so kind as to state the exact words used,
> >and the originator, as I don't recall any Atari executive using the words
> >quoted.
> .....
> Personally, Mr. Good, I am getting tired of statements like yours that
> Atari is doing this and that, program x and y are being set up to help
> developers, etc. Promises, like vaporware, aren't worth the paper
> they're printed on. We want action, and based on Mr. Tramiel's
> statement, it seems unlikely we're going to get it. I would be most
> surprised, and pleased, to be SHOWN otherwise, but please, don't
> simply tell me it isn't so; your company's president belies your
> words.

First, I did not deny (or at least did not intend to deny) that Atari
had been putting priority onto shipments to international markets. I just
felt, and still feel, that the phraseology used in the original posting put
a very non-business light on what was said, and gave a false impression of
the attitude.
As for your getting tired of certain statements, then all I can suggest is
that you take a short rest while we wrap up the programs that we really
are putting into place to provide better service. I'm sure you want action,
and I'm sure many others do too. But there's action and action. And what we are
doing right now is making sure our plans, and the people we hope to have
implenment them, are the right ones. It seems that one of the reasons we
need to improve matters is that products have in the past been released
prematurely, or so it seems from some of the postings. Given that, it is
not prudent to rush out with new procedures before we are confident that we,
and you, can work with them.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

3007. life w/UUxxCODE

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 18:38:00 UTC
From: 0ALEVI@POMONA.BITNET
Message-ID: <8804041902.AA28939@ucbvax.Berkeley.EDU>
Source record: 253207

Date: 4 April 1988, 10:38:22 PST
From: 0ALEVI at POMONA
To: INFO-ATARI16 at SCORE.STANFORD.EDU

Subject: life w/UUxxCODE

****
To everybody that responded to my question about uudecoding and
uuencoding files on a VMS system:
Thank you very much!
Unfortunately, I don't have any immediate results.
This is what I'm going to have to do:
either
1) somehow get the program which removes trailing blanks
and other such garbage from strangely formatted uuen-
coded files. (and uudecode it using uudecode.bas after
removing the trailing blanks, etc. from it)
...time to go to another computer system!
or
2) figure out what the blanks, garbage, etc. is and how
it relates to what my files SHOULD look like.
...perhaps this will involve character conversions.
or
3) find a dirty sewer-hole in which I can bawl away!

Wish me luck! (please)

-Alan M. Levi

3008. rsrc_load and drop-down menus

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 18:38:00 UTC
From: 0ALEVI@POMONA.BITNET
Message-ID: <8804041901.AA28913@ucbvax.Berkeley.EDU>
Source record: 253208

Date: 4 April 1988, 10:37:47 PST
From: 0ALEVI at POMONA
To: INFO-ATARI16 at SCORE.STANFORD.EDU

Subject: rsrc_load and drop-down menus

Hello again folks.
I have some questions about setting up windows using the AES.
1) Is it possible to get the Resource Construction Set by Digital
Research without buying the Development kit?

2) I tried doing an dummy=rsrc_load(filn);
where filn points to the string "logo.rsc" terminated by 2
zero bytes. (I should only need one I think, but I put 2
just to make sure) Dummy ends up being 0 after the call,
indicating (according to the ABACUS GEM programming
reference guide) that an error occured.
I guessed that there is some problem in opening the
file because the error occured during the first and only
buzz of the disk drive.(I believe the first buzz is always
a directory check for opening files) I checked to make
sure that I had in fact placed the logo.rsc file on the
disk that I had in drive A and I checked to make sure that
I spelled it right. I don't know what to do now. HELP!

Any help will be greatly appreciated!!!!
Sincerely,
Alan M. Levi

3009. Re: A warm and fuzzy ATARI story...

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 19:39:31 UTC
From: david@bdt.UUCP
Message-ID: <205@bdt.UUCP>
Source record: 253209

In article <2478@ihuxy.ATT.COM> rnss@ihuxy.UUCP (Ron Schreiner) writes:
>The SALAD doc came with a few other docs including a new
>developers news letter. Given the bad press Atari has received
>on the net for development support, I think it would be in thier
>interest to post the artical titled "A NEW LOOK, A NEW ATTITUDE".

It might be in THEIR best interest. So why do we want them to post it
to the net? They've been making promises like these as long as I can
remember. Does anybody actually still believe they will follow up with
ACTION?

And to you "still-optomistic" people... It's nice to be positive.
Everybody prefers good news to bad. But would you really invest in
Atari again, if you knew then what you know now? I sure wouldn't.
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

3010. Please add me to the mailing list.

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 19:50:02 UTC
From: mauro@PORTIA.STANFORD.EDU
Message-ID: <8804041950.AA23956@Portia.stanford.edu>
Source record: 253210

Thank You,

Stephen Mauro, mauro@portia

3011. Re: Ha ha ha ha, ho ho ho ho, he he he... Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 20:01:34 UTC
From: david@bdt.UUCP
Message-ID: <206@bdt.UUCP>
Source record: 253211

I hate when I do this... You want to really be successful Atari? I think
Simon Poole had some of the best comments I've seen along this line.

Atari can compete in the really-low-end multiuser world. The 286/386/UNIX
market is for real. All Atari has to do is produce two systems: a good
68010 box that competes with the 286-AT clones at about $1500-$2000 complete
with serial ports, hard drive, and a *standard* bus; and a 68020 box that
competes with the 386 clones at under $3000 complete. Atari can't come
in priced any higher or they won't be competitive.

Use a real third party UNIX house for software support. Atari only supports
the hardware. The systems must have hardware compatibility with standard
boards, maybe even a few AT style slots. If Atari is involved in the
software development and/or maintenance and/or support, this will certainly
fail. They just have to use their low-end manufacturing expertise to
produce reliable low-cost hardware and use some of their cash to buy the
expertise of a mauture software house. Anything else is doom in the US.

'nuff said.
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

3012. Re: directory limit

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 20:12:13 UTC
From: apratt@atari.UUCP
Message-ID: <1035@atari.UUCP>
Source record: 253212

From article <8804011616.AA00787@ucbvax.Berkeley.EDU>, by MCCABE@MTUS5.BITNET:
> Is there a limit to the number of files per directory? I know MSDOS
> has a limit in the root directory but not the other subdirectories.
> Is GEMDOS the same?

Yes, GEMDOS is the same -- a limit on root directory size but no limit to the number of files in a subdirectory. If you want more files in the root directory, you can fiddle with the boot sector of a freshly-formatted disk (even a hard disk partition) to make the root directory bigger -- this is one of the fields of the BPB that GEMDOS handles correctly.

Note that big subdirectories will result in long file search times: all files will be searched for from the start of the subdir. When you create a file, you'll search twice: once to be sure the file doesn't already exist (and delete it if it does) and a second time to find an empty slot. You just have to deal with that, I'm afraid.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3013. Terminal Emulators

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 20:55:54 UTC
From: Sleeple@UMass.BITNET
Message-ID: <880404165254201.BKVM@Mars.UCC.UMass.EDU>
Source record: 253213

Does anyone know of a terminal program, public domain or otherwise, that allows for the VT240? Also of interest is anyone who knows of a terminal emulator for the VT330....in particular, the vt330 is connected to a mouse, and therefore the ST would be a perfect ter.....

Any help on this would be extremely helpful!

Damian Roskill....Sleepe@umass

3014. Quantum

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 22:08:28 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2617@tekig5.TEK.COM>
Source record: 253214

I just bought Quantum this weekend. It is a paint program that allows the user to paint in upto 4096 colors. I guess the program is okay, it seems to work but I'm not over impressed by it. I may just be tainted by Spectrum which really impressed me. I paid arount $40 for it.

Anyway you get the following:

1. four display modes
32 colors - medium res. 4 colors changed 8 times over the picture
128 colors - low res. 16 colors changed 8 times over the picture
512 colors - kind of like Spectrum, gives 32 to 40 colors a scan line
4096 colors - adds flicking inbetween shades to the 512 mode

2. Lots of drawing tools with a fairly easy to use interface. (easier than Spectrum, but not a flexible and fewer tools than Spectrum I think).

3. A set of animation tools that allow one to make flip book style animation. (I haven't use these)

Seems like a lot of bang for the buck? Well here is what I don't like:

1. Key work copy protection, key word is better than most kinds but I think all copy protection is a big pain in the butt for a honest user.

2. Spectrum gives me 48 colors per scan line, I need even more, but 32 is often too low. Even thought the manual says "There are some limitations to the number of different colors that can occur in a small area of scrren - but depending on the sort of images are being drawn anywhere from 32-40 colors are available on EACH SCREEN LINE - hardly a limitation, really!" That kind of statment dosen't sit well with me, what do they know about what I need. Spectrum gives you upto 15 new colors before the scan line and gives you a new color every 10 pixels. This program only seems to give you a new set of 10 colors every 80 pixels. Not quite the same. Still it is a lot better than nothing.

3. In the 512 and 4096 modes you can only select one color at a time to work with. There is no color selection table and you can't look at the picture while selecting the color. There are tools for setting the color but it real hard for me to compare with only one color to work with. I just don't have a good color memory.

4. You can't draw with the 512 or 4096 colors displayed. You have to draw on a 16 color version instead. Sometimes colors just go away while drawing. Kind of like using ms to make a nice document.

5. Won't flood fill in 512 and 4096 color modes. Just rings a bell at me.

6. A warning in the manual stating that you can't use Quantum pictures in your own programs if you want to sell them. They are putting together a Software House Site Licence and Source Code Kit that you can buy so that then your program can use Quantum pictures. I think they are nuts! If I make a picture I can't use it! Why should I pay than anything so that I can use MY pictures.

Anyway I'm not a artist so while I think Spectrum is better, this program might be better after some updates and basic changes in attitude.

Wayne Knapp

3015. Which paint programs should I support?

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 22:26:39 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2618@tekig5.TEK.COM>
Source record: 253215

I getting ready an animation package for the ST. We want to start selling it this summer. It uses charactor based animation and is fully 3D. This program is not a cad program and is very different than CAD 3D (a great program) and is not a ray tracer. Anyway I deciding with programs I should support that that they will work with the program I'm working on. (Animator:Apperentice which was written by Martin Hash, I'm adapting it to the Atari ST)

This program requires a paint program to make it really useful. So I'm trying to get a handle on which paint programs I should support. I don't want to do more than is needed yet I want to have a reasonable choice for the user.

So far my short term goals are:

1. work well with NeoChrome and Degas
2. work well with Spectrum 512 (this is the program I'll hope my user use as 512 color displays are really nice for animation)

A few months down the road I want to also be compatible the CAD 3D and Cyber Paint.

Is that enough are do people need other support. I don't what to support something that only 1 or 2 people need, yet I want to cover the bases. So far I'm not impressed with the more than 512 color displays and am steering away from them. So what paint programs are people using?

3016. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-04 22:29:40 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1658@ncsuvx.ncsu.edu>
Source record: 253216
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <3297@fluke.COM> strong@tc.fluke.COM (Norm Strong) writes:
>In article <1813@ihlpm.ATT.COM> seorcutt@ihlpm.ATT.COM (Sam (not Samantha) Orcutt)
writes:
>
> All sorts of stuff about how the Japanese cheat..deleted
>
[All sorts of stuff about the US deleted]
>
> Are you trying to tell me the Japanese are inherently capable of more
>than Americans; perhaps have some secret weapon?
>
>Nonsense!
>
Yes, perhaps they do have some "secret" weapon: A better educational system!
One might also say that research&development are more heavily funded in other
countries (not just Japan.)

When I say better educational system, I only mean to imply that the average
worker in Japan/Europe is a more educated person than the average American
worker.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3017. Re: Atari no-support?

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 00:39:01 UTC
From: jsp@sp7040.UUCP
Message-ID: <319@sp7040.UUCP>
Source record: 253217

In article <434@mks.UUCP>, wheels@mks.UUCP (Gerry Wheeler) writes:
>
> By the way, anybody know the release date for MINIX ST?

I asked the same question about 3 months ago. Got an answer from Andrew Tanenbaum himself that it would be out in late spring. Looks like it should be real soon now.

The only thing that will disapoint me about MINIX is that I won't be able to use Mark Williams C and the Beckmeyer stuff anymore.

-- Johnnie --

3018. Re: UNIX Toolkit for the ST, Manual pages and one binary

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 01:54:09 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1497@water.waterloo.edu>
Source record: 253218

In article <184@lithium.kcl-cs.UUCP> andrew@kcl-cs.UUCP (Andrew B Smith) writes:
>
>begin 600 man.arc

and there follows 863 or so lines of uuencoded stuff.
I used uudecode on our 4.3BSD machine and then used
arc e man.arc
I was not able to get a successful... were you able to extract all the files
therein, or did you get the same message I got:

I don't know how to handle file SH.MAN in archive man.arc
I think you need a newer version of ARC.

Maybe my ARC is broken or outdated, but this is the first time I have
seen this messages. The fact that some of the man pages were extracted
correctly make me suspicious...

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3019. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 03:23:08 UTC
From: ns@CAT.CMU.EDU
Message-ID: <1316@PT.CS.CMU.EDU>
Source record: 253219
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1658@ncsuvx.ncsu.edu> wolf@csclea.UUCP (Thomas Wolf) writes:
>Yes, perhaps they do have some "secret" weapon: A better educational system!

Another secret weapon is the 3% ceiling on "defense" spending in Japan...while
the US has been busy arming Iran, etc. etc.

--
Nicholas Spies ns@cat.cmu.edu.arpa
Center for Design of Educational Computing
Carnegie Mellon University

3020. Atari Archives (sources?)

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 05:30:04 UTC
From: atc@BNL.ARPA
Message-ID: <8804050530.AA01350@bnl.ARPA>
Source record: 253220

Hi there,

I'm told your site keeps a good deal of Atari programs and sources online. I'm an active developer on the machine and I was wondering if I could get a look at what you've got. Is there a way to connect to your site via FTP?

Thanks,

San

3021. Re: AUTO-exec sequence

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 07:53:25 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1767@brahma.cs.hw.ac.uk>
Source record: 253221

In article <80@ucsvc.dn.mu.oz> u6408954@ucsvc.dn.mu.oz (Kel Raywood) writes:
>Does anyone know how to set the sequence in which programs are executed in
>the AUTO folder on the boot disk?
> Kel Raywood, School of Physics, U. of Melbourne, Australia

Yes I do. I just finished cooking up a program to do just that (along with a
few other bells and whistles) which I am going to post to the moderator today.
But I'll post you a copy now.

"I think all right thinking people in this country are sick and tired of being
told that ordinary decent people are fed up in this country with being sick and
tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

3022. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 08:03:58 UTC
From: jdb@dkstar.UUCP
Message-ID: <228@dkstar.UUCP>
Source record: 253222
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1259@hubcap.UUCP>, rchampe@hubcap.UUCP (Richard Champeaux) writes:
>In article <2441@unicus.UUCP>, craig@unicus.UUCP (Craig D. Hubley) writes:
>>
>> The price-fixing deal that the U.S. forced on Japan to keep its own chip
>> manufacturers (TI and Micron) in business, that has forced chip prices to
>> four times their level (here, at least!) of ten months ago, has been
>> declared illegal by GATT, the General Agreement on Trade and Tariffs,
>

>be done to *PROTECT* US manufacturers, and I don't think that just scrapping

why? What gives the American mfgrs. the "RIGHT?" to produce chips
if they cannot sell them for the price of their competition?
Why should I pay more for chips just so that these mfgrs can
continue to inefficiently produce chips. I know, "Inefficently".
Well if they were effecient, why are the prices so high?

> Japanese and other asian chip producers can currently produce chips at
>prices significantly less than US producers, and US producers are having a
>hard time competing.
>they should get out. In my opinion, I think that the fact that the asian
>countries have a much cheaper labor force is a significant factor. US

I agree, it is a significant factor. This is a lot of why the
prices are so high.

>producers obviously can't just cut their employees salaries in half, so some

>Ok, so we lose the IC industry, big deal.
>the textile industry is taking a beating from Korean imports.
>the US car manufactures are having touble with Japanese imports and
Don't forget the Korean cars (Hundy is #4 importer @ 4yrs here)
>therefore make poorer quality cars. Well,
>Asian computer and perhipheral manufacturers
>manufacturers. Hmmm, we seem to be running out of industries. Oh well, as
>long as we consumers are getting cheap products, no problem. Ooops, we seem
>to be losing jobs and can't afford these products anymore, how'd that happen?

Yes, let's talk about how that happened.

Why is it that with all of our fantastic technology, we cannot
compete with the Koread textile industry.... Cost of goods.
Japanese / Korean cars... Cost of goods.
Asian computers... Cost of goods.

Why do the goods cost so much? You said it... Labor. (Taxes as well) but mostly labor. Don't mention the fact that because of the falling value of the dollar in the world market the Japanese car workers make MORE $$$ on a normalized scale than the American worker but look at the volume of work DONE.

I submit that: Two Car plants, one American, and the other is Japanese/Korean/... Same number of workers, same price per worker. At the days end, the Forign plant will have produced more and better cars. Therefor, the cost of the labor for each car PRODUCED is more. The price is only a consequence. The problem is productivity.

Now, let's talk about the "Buy American" fad. What is this? Because of the fact that I cannot afford to buy a poor car for a lot of money, when I go car shopping I look for the best car for the least mony. Regardless(sp) of its country of origen. (Well this is mostly true. After owning a 74 and a 78 Ford, I wont be going back there to get d*cked again. And with the way that GM dropped the Fiero, I know that no matter what I buy from GM, eather the 4cly will creat engine fires (Fiero) or the engine will self-destruct (every new V6 I have know anyone to own) or the car will be abandoned by Gm, no I wont be going there eather. And Chrysler should not be in business, after all what happened to the "FREE" market where the Govt. does not intervine?) Anyway, I cannot afford to pay a lot of money so an overpaid auto-worker can get his lot of money.
Is your blood pressure going up?

The bottom line is that the US manufacturers are facing a world market now, where other countries have the technology to compete with us and we have an ARTIFICALLY high standard of living. The cost of us producing something is not in line with its VALUE on the world market.

The reasons for this mis-alignment are many and I will reserve them for a later posting. This one is too long already.

Jon

--
No disclamer here. Jon "There, that oughta do it" Bennett
This is my computer. jdb@dkstar.UUCP
{decvax hplabs inhp4 linus rutgers seismo}!gatech!rebel!dkstar!jdb

3023. RE:TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 11:36:28 UTC
From: XBR2DB2Q@DDATHD21.BITNET
Message-ID: <8804051221.AA16984@ucbvax.Berkeley.EDU>
Source record: 253223

I have been using TurboDOS for some weeks (although I would not say that
I "tested" it) and it works very well. And it's FAST! I can really recommend it
to any hard disk owner. Two drawbacks: it doesn't seem to cure the 40-folder-
bug, so you still need foldrxxx. And it occupies about 100k of RAM.
But what you get is an incredible speed...

//
/ Rainer Fuchs, Inst. f. Biochemie, TH Darmstadt, FRG /
/ BitNet/EARN: xbr2db2q@ddathd21 /
//

3024. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 13:36:46 UTC
From: peter@nuchat.UUCP
Message-ID: <890@nuchat.UUCP>
Source record: 253224
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <8643@eddie.MIT.EDU>, zrm@eddie.MIT.EDU (Zigurd R. Mednieks) writes:
> The two arguments I have seen in this newsgroup and in the press
> against Apple's suit are 1) That Apple should allow the industry to
> standardize around a Macintosh-like user interface, and 2) That user
> interfaces are so alike that all usable, efficient user interfaces
> look like the Macintosh user interface.

The two arguments I have seen on the net and in the press in favor of
Apple's suite are 1) That Apple has the sole right to determine what is
or is not a copy of their Desktop, and 2) that Microsoft Windows is such
a copy.

> Balderdash to both these arguments. Apple's lawsuit is appealing to
> me because it states that if you don't have the basic guts to try to
> do Apple one better, then you deserve to be sued. Microsoft certainly
> have the talent and the wherewithal to create a next-generation user
> interface tool and not a "derivative work." Why don't they use it?

Balderdash to both these arguments. Apple's lawsuit is appalling to me
because it states that if you have the guts to try to do Apple one better,
then Apple will still turn around and sue you. I'm amazed that Microsoft
has done such a good job of implementing a windowing system: in many ways
it is superior to Apple's, I never thought they had the talent and
resources.

> Apple's intellectual property rights would not then be violated and we
> the users might be much better off.

Apple's intellectual property rights have not been violated by Microsoft.
I am willing to give Apple the benefit of the doubt on HP's New Wave Office,
since it looks like a copy of the Finder, but holding Microsoft responsible
makes no more sense than suing Ford because the guy who rear-ended you was
driving a Taurus.

> Except for Apple's timing, which seems
> calculated to further increase the FUD factor surrounding OS/2, I see
> no reason why Apple should not go after gratuitous copying when equal
> and better alternatives are available.

The crux of the biscuit is the apostrophe.

I find Microsoft Windows to be a pretty amazing product. I never would have
believed an 8088 could support an application like that. Even more amazing,
it's a well-behaved application. You can actually run Microsoft Windows in
a partition under DoubleDos! Much as I dislike Microsoft, I have to give
them credit where credit is due.

```
--
-- a clone of Peter (have you hugged your wolf today) da Silva `-_-'
-- normally ...!hoptoad!academ!uhnix1!sugar!peter U
-- Disclaimer: These aren't mere opinions... these are *values*.
```

3025. Fixed Disk for ATARI

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 14:13:58 UTC
From: Ralf_Bayer@62CSE1.CEO.DG.COM
Message-ID: <3.009029@adam.DG.COM>
Source record: 253225

I'm looking for a fixed disk for my ATARI ST 1040. I'd prefer an assembly containing power supply, controller and a fixed disk, with the possibility to add another drive and/or a cartridge tape at a later date. I'm not afraid of doing some soldering myself. Thank you for any information.

Ralf Bayer | Take care of the luxuries,
Data General GmbH | the neccessities will take
Schwalbach/Germany | care of themselves.

Network address: Ralf_Bayer%62cse1.ceo.dg.com@csnet-relay.arpa

3026. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 14:35:30 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1499@water.waterloo.edu>
Source record: 253226
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

This is an appeal to move this discussion out of six different news groups and into one. I suggest "misc.legal". The discussion has moved to a level that it has nothing *explicitly* to do with amiga, atari, ibm, mac, arch, etc. But it does have something to do with "legal" issues.

Please.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3027. Re: Protectionism

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 14:38:50 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1500@water.waterloo.edu>
Source record: 253227
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

This is an appeal to move this discussion out of six different news groups and into one. I suggest "misc.legal". The discussion has moved to a level that it has nothing *explicitly* to do with amiga, atari, ibm, mac, arch, etc. But it does have something to do with "legal" and economic issues.

Please.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3028. RE: Atari 030 Box

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 14:46:22 UTC
From: S071768@UMRVMA.BITNET
Message-ID: <8804051450.AA19104@ucbvax.Berkeley.EDU>
Source record: 253228

Just a point of information. A Sun 3/50 does not have any VME slots, just the ethernet connection. You have to get to the 3/1xx or x/2xx series to get VME slots. These machines DO cost more than $5k.
Acknowledge-To: <S071768@UMRVMA>

3029. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 14:47:59 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1501@water.waterloo.edu>
Source record: 253229
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

This is an appeal to move this discussion out of six different news groups and into one. I suggest "misc.legal". The discussion has moved to a level that it has nothing *explicitly* to do with amiga, atari, ibm, mac, arch, etc. But it does have something to do with "legal" issues.

Please.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3030. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 15:14:51 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1661@ncsuvx.ncsu.edu>
Source record: 253230

In article <1032@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>In article <945@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
>>
>> I hope Atari releases [UNIX] sources, because its the only way anything will
>> ever get fixed.
>
>Before this goes much further, please remember that with UNIX any person or
>entity wishing access to source code derived from the original AT&T source
>distribution must first execute a Source Code License agreement with AT&T.
>This runs into the tens of thousands of dollars, and is thus unlikely in
>the home market (but more than probable for major OEMs/private labels).
[deleted signature]

I believe the original message was a sarcastic one. At least to me, it was
just meant to emphasize Atari's apparent inability to maintain even a small
single-user operating system named TOS -- for which we're STILL waiting for
fixes; some errors have been around for nearly 2 years for crying out loud --
MUCH LESS a sophisticated OS such as Unix.

To Atari folks: Are there ANY plans to get the "corrected" TOS to the general
public before Summer is over? Or should I ask Are there ANY plans to correct
the TOS bugs? (Heavy sarcasm here)

Once again, the negative aspects of this message (are there positive ones?) are
not directed towards Allen Pratt or Roy Good (two of the remaining "good" guys
at Atari -- at least they'll talk to us) but rather at Atari Corp.

Well, enough said. I'm still a great ST fan (notice, I left out the word
"Atari" before the ST) and thoroughly enjoy developing s/w for it.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3031. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 15:28:10 UTC
From: wada@homxa.UUCP
Message-ID: <1563@homxa.UUCP>
Source record: 253231
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

>The operative word here is "accused". The Japanese have never admitted
>selling for less than cost. Perhaps less than we think it should have cost
>them.:-)

A few years ago there was an article in the Sunday Star-Ledger
(of Newark, NJ). The story was a write-up of an interview with
a high school foreign exchange student from Japan. There were
the usual questions about how he liked his new school, the food,
his new friends, etc., etc., etc.

The reporter also asked him what was one of the most surprising
things about this country. His answer -- how inexpensive the
radios and cameras were here compared to Japan. Huh????

Yes, that's what he said. [Out of the mouths of babes ....]

Ronald L. Wadsack
AT&T Comm. & Info. Syst.
homxa!wada

3032. Re: Need help with VC.TTP

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 15:38:32 UTC
From: ralph@lasso.UUCP
Message-ID: <8804051538.AA04617@lasso.laas.fr>
Source record: 253232

Craig,
Which version do you have? I understand that there's more than one!
I have v. 2.1.a. I also have trouble with the "W" command. I get around it by creating null columns to the right of my spread-sheet (just a single row of zeros across those columns); that way it will flush out to the next multiple of 80 as best as I can determine.
By the way, I'm interested in the printfile fix that someone suggested to you. Do I also need the source to VC.TTP? If so, could someone send them to me?
Thanx.

3033. Re: Auto Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 15:49:29 UTC
From: ralph@lasso.UUCP
Message-ID: <8804051549.AA04623@lasso.laas.fr>
Source record: 253233

Since I haven't seen all copies of Info-Atari16 that have come out since #130, I offer the following solution which might not be as fast as others - but it's flexible.

I use the ETRNL2 ram disk together with GEMBOOT (version 1.11). ETRNL2 is reconfigurable and quasi-eternal. GEMBOOT provides the possibilty to execute a batch file as the last step of the \AUTO\ folder sequence. By default it looks for *.BAT files in \BOOTBAT\. Batch files are executed by default by COMMAND.PRG. One can select amongst the batch files.

I use this facility to initialize my ramdisk (if necessary, can be aborted) and execute certain programs by default (such as to put my monitor in 50-line mode).

I find it very useful -- but it might be less useful for those that don't have a hard disk.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

3034. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 16:46:43 UTC
From: govett@avsd.UUCP
Message-ID: <81@avsd.UUCP>
Source record: 253234

> In article <166leigh@byuvax.bitnet> leigh@byuvax.bitnet writes:
> >If Atari would like to be somewhat successful with their non-8-bit machines,
> >they need to get rid of their game-machine image. To do that, they need
> >to form a new subsidiary that doesn't conspicuously bear the Atari name
> >and use it to market the STs, ABAQ, and UNIX-boxes and leave the Atari name
> >for the 8-bit machines and Game Systems.
> >
> >Chad
>
> and what about REAL names for the machines. 'st' is rather pasty and
> boring.
> how about 'the sturgeon micro from algae computers' little would
> the buyer know it was a 1040st in a scaly gray case(-:
>
> John Kawakami > c60b-at@buddy.berkeley.edu
> Of course, there's no < -O~O-
> guarantee it _won't_ work. >)o(

It has been said before, but I'll repeat it because few seem to
have understood.

Except for a few hackers, most people buy computers as a platform
to run SOFTWARE. (Would you buy a TV if only crap were shown?
What am I saying?)

High-quality standard packages are NOT available in quantity
for the ST, and Atari doesn't seem to care. When they do
become available (e.g., WordPerfect), they cost more than they
do in the DOS world. I did not buy an ST to pay more for
software.

I'll repeat: SOFTWARE is paramount; the box is not.

3035. Re: 68030 Un*x Workstation

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 16:52:24 UTC
From: john1233@csd4.milw.wisc.edu
Message-ID: <5504@uwmcsd1.UUCP>
Source record: 253235

Ok, I guess my question is:
Why is Atari producing a 68030 machine that runs UNIX (or a clone)
when the ABAQ will also run UNIX (or a clone)?

Aren't both machines aimed at the same market? And from everything
For what I've read on this group so far, the ABAQ is superior.
Or is the 030 computer targeted for current ST users?

Any speculations? Anyone at Atari?

Tom Johnson

john1233@csd4.milw.wisc.edu

3036. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 16:55:30 UTC
From: govett@avsd.UUCP
Message-ID: <82@avsd.UUCP>
Source record: 253236
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

```
>
> The US is the most powerful country in the world
> We have twice the people as the Japanese
> We have twice the money of the Japanese
> We have 10 times the land, and gobs of natural resources; The Japanese have
> none.
> Are you trying to tell me we can't compete with those people because
> our economic system is inadequate to the task?
> Are you trying to tell me the Japanese are inherently capable of more
> than Americans; perhaps have some secret weapon?
>

The USSR has a bigger military than the US. Japan has a greater
per-capita GNP than the US. The USSR is about 2.5 times as large
as the US. PRC has about 4 times as many people as the US.
South Africa and the USSR have more "natural resources" than the US.
Japanese residential property is now worth more than twice as much
as all the residential property in the US.

Perhaps the most important natural resource is highly educated
people with a strong work ethic and adaptability to change.
(It also helps to have government-business cooperation and
limited access to one's domestic markets.)

Incidentally, the US is about 24 times the size of Japan, if memory serves.
How much of this land we still own is uncertain, though.
```

3037. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 17:01:55 UTC
From: govett@avsd.UUCP
Message-ID: <83@avsd.UUCP>
Source record: 253237
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

>
>
>
> As far as "dumping" goes, friends who travel to Japan come back with
> techno-goods that (1) were far cheaper in Japan, (2) won't be available
> here for another few years.
>

This is not true. If you had ever travelled to Japan, you would know
this to be untrue. One of the hottest topics in Japan now is how little
Japanese goods cost abroad. Needless to say, the long-suffering Japanese
consumer is not amused. Some Japanese importers recently got into trouble
because they were importing Japanese goods that had been exported to the
US, and then reselling them at about 60% the cost of the same unexported
goods in Tokyo.

3038. Re: Which paint programs should I support?

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 17:35:30 UTC
From: rjung@castor.usc.edu
Message-ID: <649@nunki.usc.edu>
Source record: 253238

In article <2618@tekig5.TEK.COM> wayneck@tekig5.TEK.COM (Wayne Knapp) writes:
>
>I getting ready an animation package for the ST. We want to start selling it
>this summer....
>This program requires a paint program to make it really useful. So I'm trying
>to get a handle on which paint programs I should support. I don't want to do
>more than is needed yet I want to have a reasonable choice for the user.
>
>So far my short term goals are:
>
> 1. work well with NeoChrome and Degas
> 2. work well with Spectrum 512 (this is the program I'll hope my
> user use as 512 color displays are really nice for animation)
>
>A few months down the road I want to also be compatible the CAD 3D and Cyber
>Paint.
>
>Is that enough are do people need other support. I don't what to support
>something that only 1 or 2 people need, yet I want to cover the bases. So
>far I'm not impressed with the more than 512 color displays and am steering
>away from them. So what paint programs are people using?

Well, I still stick with NeoChrome, and I *love* it!

I can tell you, however, that everybody I know who uses an ST in animation/
art/graphics/demos/etc. use either DEGAS Elite (not the old DEGAS, that's
"obsolete") and/or the Cyber/CAD-3D things from Antic.

If you've got DEGAS Elite and CAD-3D support, I think you're on solid ground
(kudos for Tom Hudson!).

Speaking of animation, does anyone in netland know whatever's happened to
Broderbund's "Arti Director/Film Director" package for the ST? They've
announced it so long ago, and I'm *still* waiting! (Cel animation is the only
way to go!) Is this just so much vaporware, or can I still wait on Broderbund
to pull through for me? For an $80 art/animation package, that's a steal!

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

3039. Idris for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 17:47:10 UTC
From: romero@mind.UUCP
Message-ID: <2052@mind.UUCP>
Source record: 253239

UnixWorld magazine's "product of the month" article for January 1988 was the Mega 2 ST running Idris as a five-user operating system. They described the introduction of Idris as follows:

Atari Corp., previously best known for its contributions to entertainment and games computing, has made its first major foray into the business computing market, offering a five-user machine with 2 Mbytes of memory and a 20-Mbyte hard disk, running a Unix look-alike, at a sytem cost of under $2800.

Atari has announced that Idris... and seven business software pachkages have been ported to Atari's ST and Mega computers. It's part of Atari's long-term strategy to enter the business market...

Does this imply that there is now some kind of official connection between Atari and the makers of Idris, or some kind of official Atari endorsement of Idris as an alternative OS for the ST? (The article even directs inquiries about Idris on the ST to Atari, not to the makers of Idris...)

Also: Can existing Atari applications be run under Idris or will they have to be ported? The article makes it sound like Unix applications will port easily but says nothing at all about current ST software.

Anyway, that's it. I know this is probably old news, but while I've seen much talk of Idris I've seen nothing that suggests a relationship between Atari and Computer Tools International (makers of Idris) before running across this article... any clarification, Atari?

Antonio Romero romero@psycho.princeton.edu

PS-- the article also talks some about the Abaq and the 68030, but nothing that hasn't been said here already...

3040. Re: UNIX Toolkit for the ST, Manual pages and one binary

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 18:16:08 UTC
From: martin@lakesys.UUCP
Message-ID: <563@lakesys.UUCP>
Source record: 253240

In article <1497@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
> did you get the same message I got:
>
> I don't know how to handle file SH.MAN in archive man.arc
> I think you need a newer version of ARC.
>

We had exactly the same problem here at lakesys using uud on our
Compaq 386 w/SCO XENIX 2.2.1.

Golly, and I thought it was just us.....

I looked at the uuencoded file and noticed a few truncated lines,
perhaps that is the cause?

The Tools look like the "right stuff" judging from the MAN pages which
I could extract from the arc. I hope the distribution starts soon!

Marty Wiedmeyer
martin@lakesys.UUCP
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3041. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 20:10:09 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8804052010.AA03050@mitre-bedford.ARPA>
Source record: 253241

Norm Strong writes...
>> Are you trying to tell me the Japanese are inherently capable of more
>> than Americans; perhaps have some secret weapon?

I think the Japanese *DO* have a secret weapon. It is called "hard work".
It is backed up by a strong cultural appreciation of education. When I was
in college, I was awed by the dedication of the Japanese students. Now I
am awed by their success in overtaking us in the high-tech industries.

The U.S. of A. has indeed an enviable array of resources, not the least of
which is our people. If we can just get our people, especially our young
people, re-oriented toward the importance of putting their collective noses
to the grindstone, or whatever idiom you want to use, then we can once again
share in this "secret weapon". If we can learn to respect intellectual talent
and achievement, instead of derogating it with terms like "nerd", then I
believe we can recover our leadership position in short order.

Else,
...

Endif.

-John Sangster / jhs@mitre-bedford.arpa

3042. CZ 101 & other MIDI keyboards

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 20:15:55 UTC
From: dmb@TIS.COM
Message-ID: <8804052015.AA04263@TIS.COM>
Source record: 253242

Hsiung Young asked a few questions that may be of interest to others:

1) Why is the Casio CZ 101 more popular than other MIDI keyboards with
ST owners?
2) What is a good price for one of these?
3) What are some other cheap MIDI keyboards?

Answers:
1) The CZ 101 is more popular becuase it was the least expensive
MIDI keyboard for a quite a while. Now it also has quite a lot
of software supporting it, making it even more popular among ST
people.
2) Don't know, but I would imagine you can get one for $250 or less
these days.
3) Casio makes a few other low-end MIDI keyboards which are very
good for the price. The major difference between the "low-end"
keyboards and the "more professional" keyboards is the size of
the keys. The CZ-101 has "mini keys" (i.e., little keys which
are much smaller than piano keys", while the better keyboards
have piano-sized keys. Another difference is the amount of
polyphony -- the number of keys you can hold down at once. The
CZ-101 allows 4 with most patches (sounds) and 8 with others.
Better keyboars allow 8 or 16.
Aside from the Casio keyboards, I know that the Korg Poly 800 II
can be bought for under $400 now. It is (I believe) the cheapest
keyboard with piano-sized keys.

Make sure that you get one with MIDI or it won't be of any use
with your ST! Some companies "fail to mention" that their
cheaper keyboards don't have MIDI ports...

Hope this info is useful
Dave Baggett
apra: dmb@tis.com

3043. Xlisp editor?

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 20:25:06 UTC
From: IO60260@MAINE.BITNET
Message-ID: <8804052105.AA24902@ucbvax.Berkeley.EDU>
Source record: 253243

I have Xlisp v1.7, and use it on my MEGA 2. I really like the language, but it didn't come with an editor. I'd sit down and write one myself, but I'd expect that someone out there MUST have written one already. So, does anyone out there know of a good Xlisp editor? (Preferably one written IN Xlisp, not C) If you do could you send me a copy? I'd be really greatful!
Also, a couple of notes to David Betz, the author: What are the differences between version 2.xx and version 1.7? I'd like to get a new copy if you've made any significant improvements. One other thing, I would really TRULY like to see my delete key work like a delete key, instead of duplicating the functions of the backspace key. I don't know C so I can't fix it myself, and the problem has caused me no end of annoyance.

Thanx in advance!
R.C. Philbrick
IO60260 at MAINE

Disclaimer: I don't associate with anybody!

3044. CZ-101

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 20:32:37 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8804052032.AA04338@mitre-bedford.ARPA>
Source record: 253244

I'm not familiar with all the other alternative keyboard/synthesizers, but
I know a little about the CZ-101.

This instrument can be programmed to sound like just about any instrument
you ever heard of and also any instrument you DIDN'T EVER hear of, too.
Some examples from among the pre-programmed sounds:

Extremely realistic pipe organ.

Extremely realistic electronic organ.

Vibraphone.

Stringed instruments (though I am sure you could improve on their
parameter definitions).

Human whistle.

Church bells.

Person stomping their foot.

Wooden xylophone.

Lots of others, all very different from the above.

Having played around with programming a few new sounds, and having some
background in signal analysis theory, I am convinced that there is almost
no limit to the range of musical instrument sounds you could create with
a CZ-101. Basically, they break the sound up into four time epochs, namely
risetime, initial decay, hold, and final decay. You can program the shape
of each one separately. You can construct, as I recall, up to four separate
waveshapes, with your choice of harmonic relationships and amplitudes, then
program the durations of these four basic epochs separately for each. You
can add these waveshapes, or (with some limitations) you can use one to
modulate (multiply by) another to produce a more complex waveshape. Thus,
for example, you can have an initial burst of noise (white noise) to represent
a hammer striking a resonator, a main tone that builds up moderately fast but
dies away very slowly, a secondary tone at, say, the 3rd harmonic, which
builds up more rapidly and dies away more slowly, and a fourth tone at some
other harmonic (or non-harmonic) frequency which builds up and dies away at
still different rates. You can have vibrato on one or more of these.
Each individual tone can be a pure sine wave, a sawtooth, a square wave, etc.,
so can have infinitely many harmonics of its own.

If you want to be able to synthesize interesting instrument sounds, including
realistic mimics of existing instruments, this synthesizer is for you.

The CZ-101 does *NOT* provide an automated "rythm section" or chords or any other such musical crutches. It does provide almost limitless capability to synthesize new (or old) sounds.

I hope this information is useful.

-John Sangster / jhs@mitre-bedford.arpa

3045. CAD 3-D 2.0 and CYBERPAINT

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 20:57:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880405205724.800048@HIS-PHOENIX-MULTICS.ARPA>
Source record: 253245

Someone asked, "Who out there is a Cyberpunk?"

I guess I am one. I own CAD 3-D 2.0 and Cyberpaint.

I actually am not as pleased as I could be with CAD 3-D however.

The reasons are as follows: 1. The drawing tools are not that good, for example, for a presentation I wanted to construct and manipulate a model of DNA (which resembles a twisted ladder) and found this to be impossable with the tools supplied.

2. The slowness of the program (especially when joinning)bothers me. I know its the hardware, and it does not bother me that much, but it gets a little tiresome.

3. The shading is sometimes splotchy, meaning it is to unrealistic, for example, there might be a sphere, withe light coming from the top right, almost all of the parts facing the light are the same shade, then the next row has a sudden decrease, 3 or 4 shades in color, it needs to be more gradual, also the fact that it shades even a sphere with squares, I know it is because everything is drawn with triangles, but then that is obviously not to good of a way to draw a sphere!

4. I also do not like the fact that objects you create do not cast shadows.

5. The most annoying thing is the fact some of the files (Animator, cubit, and more) seem to be missing, and no one I have contacted has them either.

6. It also takes a whole double sided disk to save an animation file, which is a pain!

I like Cyberpaint, but I also have some complaints about it.

1. It needs fill patterns.

2. It needs features so you can select dotted lines, ect.

3. It needs user-definable fill paterns.

4. It needs better text input abilities.

Cyberpaint is fairly good, but CAD 3-D definitly has room for improvement. (especially for the price)

Aric Friesen

"Exterminate! Exterminate!"
/~\-* --<
/*** /*****

Want to argue my complaints, E-mail me.

3046. Re: Why are the nets so dead

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 21:04:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880405210413.728316@HIS-PHOENIX-MULTICS.ARPA>
Source record: 253246

I have seen a lot of people posting asking why are the nets so dead. I'm sure we all are wondering, what do they mean, there are a lot of people arguing about multitasking a nightmare and copy protection. I couldn't figure out what they were talking about until I relized that I was having the same problem. For a month or so there were no postings, I knew something was wrong. It turns out that for some reason I could not receive the net. I do get it now, because every two or so months, a friend goes into the archives and downloads the 500+ transactions that I missed. This is a little ridiculous, and because of this, I fall behind in my readings (the last transaction I got was from Feb. 8). No one knows what's wrong, but I'd like to see it worked out.

The strange thing is, that I could still post, I just couldn't recieve. I'm sure the people saying the net is dead are having the same problems. I sure hope someone works it out, so I can read the net normally!

Aric Friesen

"Exterminate! Exterminate!"

/~\-* --<
/*** /*****

3047. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 21:25:57 UTC
From: jbuck@epimass.EPI.COM
Message-ID: <2054@epimass.EPI.COM>
Source record: 253247
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

This discussion is inappropriate for every single one of the six
groups it is cross-posted to! This may be a new record.

About a year ago, we created a group specifically to handle
controversial events in the news that spawn cross-posted discussions
like this. The group is called misc.headlines. (The name is
confusing, but discussions like this are perfect for it).

Please continue this discussion there, or in talk.politics.misc
if that's more appropriate.
--
- Joe Buck {uunet,ucbvax,sun,<smart-site>}!epimass.epi.com!jbuck
Old Internet mailers: jbuck%epimass.epi.com@uunet.uu.net

3048. Re: Question about BBS in Background

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 21:32:57 UTC
From: david@bdt.UUCP
Message-ID: <207@bdt.UUCP>
Source record: 253248

In response to BBS's running in the background...

Another PD BBS is called Inner Sanctum and I am told it runs in the
background under MT C-Shell and/or RTX. If you don't know where to get
it, I know the author (John Walker) uploaded it to the BDT BBS
(415) 452-4792.

Disclaimer: I am not affiliated with any of the BBS products mentioned in
this or any previous messages in this thread. I'm just passing along info,
as I have heard it.
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

3049. rsrc_load, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-04-05 22:36:00 UTC
From: 0ALEVI@POMONA.BITNET
Message-ID: <8804052209.AA25739@ucbvax.Berkeley.EDU>
Source record: 253249

Date: 5 April 1988, 14:30:09 PST
From: 0ALEVI at POMONA
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: rsrc_load, etc.

First of all, I'm sorry about sending multiple files to everybody.

Second of all, about rsrc_load:
After getting a retcode of 0 from rsrc_load, I did an rsrc_gaddr
and ended up with a retcode of 1.
What does this mean?
Is the Abacus book 'Gem Programming Reference Guide' correct in saying
that 0 is an error?
Somebody told me that he thought that this is incorrect. He didn't sound
completely sure though.
Can anybody give me a definite answer?
If so, what am I doing wrong?
-any help will be greatly appreciated.
Sincerely,
Alan M. Levi
(* 0alevi@pomona.bitnet *)

3050. People in glass houses...

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 01:27:19 UTC
From: news@pasteur.Berkeley.Edu
Message-ID: <2097@pasteur.Berkeley.Edu>
Source record: 253250

> Does anybody actually still believe they [Atari] will follow up with ACTION?
>
>And to you "still-optomistic" people... It's nice to be positive.
>Everybody prefers good news to bad. But would you really invest in
>Atari again, if you knew then what you know now? I sure wouldn't.
>--
>David Beckemeyer | "Yuh gotta treat people jes' like yuh
>Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
>478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
>UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"
From: seitz@cory.Berkeley.EDU (Matthew Eric Seitz)
Path: cory.Berkeley.EDU!seitz

Yes, I would still invest in Atari. I've worked with numerous other personal computers, and for my uses (terminal, word processing, minor programming, etc.) Atari does the job as well as or better than Apple, IBM, Amiga, etc., for less money. Yes, Atari is sometimes a little slow, but I've heard as many complaints about the slowness of all the other PC manufacturers.

(* Minor Flame On *)

On the other hand, the one product associated with my ST that has been a major dissapointment is a program called AnsiTerm, which is distributed by Beckemeyer Development Tools which liscensed the program from someone else. The documentation that came with the program was incorrect in many minor respects, and the Kermit and Xmodem transfer protocols were unreliable. Thank God (and Simon Poole) for Uniterm, which does for free twice as much as this $24.95 program. BDT never has contacted me with any bug fixes or upgrades in the 12 months since I purchased the program. I was unable to get any assistance from their BBS, partially because it repeatedly generated random garbage which made it unreadable and unusable. Fortunately, their support staff is helpful when you call them direct.

So, Mr. Beckemeyer, next time you feel the urge to criticize Atari, please take a few minutes to look through your files of registration cards from AnsiTerm purchasers. Then, rather than throwing stones, ask what you can do to help those customers who trusted and supported you to get the most from their ST.

(* Flame Off *)

Matthew Seitz
seitz@cory.berkeley.edu

3051. Re: UNIX Toolkit for the ST, Manual pages and one binary

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 10:37:18 UTC
From: frankg@nikhefk.UUCP
Message-ID: <340@nikhefk.UUCP>
Source record: 253102

In article <1497@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>In article <184@lithium.kcl-cs.UUCP> andrew@kcl-cs.UUCP (Andrew B Smith) writes:
>>
>>begin 600 man.arc
>
>and there follows 863 or so lines of uuencoded stuff.
>I used uudecode on our 4.3BSD machine and then used
> arc e man.arc
>I was not able to get a successful... were you able to extract all the files
>therein, or did you get the same message I got:
>
> I don't know how to handle file SH.MAN in archive man.arc
> I think you need a newer version of ARC.
>
>Maybe my ARC is broken or outdated, but this is the first time I have
>seen this messages. The fact that some of the man pages were extracted
>correctly make me suspicious...
>
> L. J. Dickey, Faculty of Mathematics, University of Waterloo.

I had the same problem and got a message that my version of arc was an old
one.

Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands
Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

3052. RE: CZ 101

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 13:36:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8804061604.AA09657@ucbvax.Berkeley.EDU>
Source record: 253103

>Date: 1 Apr 88 01:19:56 GMT
>from: mind!tiger!leo@princeton.edu (Hsiung Young)
>Subject: CZ 101

>I am in the market for an MIDI compatible electrnic keyboard. The most
>2. Any other suggestion for a cheap keyboard? I am just a beginner in
>playing the instrument.

I don't know too much about the models on the low end, but what you should look for is at least something with what is known as velocity sensitivity. That allows keys which are pressed harder to sound louder. If it does not have velocity sense, all the notes will sound the same. If you are at all serious about playing a keyboard, you will should have this. It is important for developing your keyboard technique.

Again, I don't know too much about the casios, but I know there are cheap Yamahas which use the FM method of synthesis, in which you can adjust the parameters of the sound and synthesize your own sound, as opposed to just selection a preset.

Sorry I don't have anything more specific as to models, but I hope this helps, Jeff Beer UUCJEFF@ECNCDC.BITNET

"I'll play it and tell you what it is later" - Miles Davis

3053. Re: Possible Virus! (Boot Sector)

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 14:21:03 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2241@ttidca.TTI.COM>
Source record: 253104

In article <8804010103.AA17773@ucbvax.Berkeley.EDU> BHOLMES@WAYNEST1.BITNET (Brian Holmes) writes:
>
>
>I recently posted about a disk crash problem I was having.
>This disk just crashed on me and here is a dump of the boot sector.
>
> 0 1 2 3 4 5 6 7 8 9 A B C D E F
>00 603800004E4E4E4E6145D60002020100
> 027000D002F8050009000100000004E4E
> 4E4E4E4E4E4E4E4E4E4E4E4E4E4E4E4E
> 0000000000000000F5F5F5FE4F000102
> F74E4E4E4E4E4E4E4E4E4E4E4E4E4E4E
> 4E4E4E4E4E4E4E0000000000000000000
> 000000E5E5E5E5E5E5E5E5E5E5E5E5E5
> E5E5E5E5E5E5E5E5E5E5E5E5E5E5E5E5
>
> *
> Continue | with E5
> *
>
>F0 E5E5E5E5E5E5E5E5E5E5E5E5E5E5A0AC
>
>
>Is this what a normal boot sector should look like? This disk
>will no-longer boot. From running Simon Poole's DL II utility,
>the directory is BAD on this disk. I have a few other disks with
>identical boot sectors, but the directory is fine and the disk will
>still boot. Some of my other disks have TOTALLY different boot
>sectors. Anyone have any ideas?
>

This is almost a normal boot sector from a single sided disk. It was most likely formatted from the desktop. There has been some alteration of it, but it does not contain a virus.

Here is a standard boot sector from a single sided disk, formatted from the desktop:

```
000000 00 00 4E 4E 4E 4E 4E 4E 29 6C 11 00 02 02 01 00
000010 02 70 00 D0 02 F8 05 00 09 00 01 00 00 00 4E 4E
000020 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E
000030 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 00 00 00 00
000040 00 00 00 00 00 00 00 00 F5 F5 F5 FE 4F 00 01 02
000050 F7 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E
```

```
000060 4E 4E 4E 4E 4E 4E 4E 00 00 00 00 00 00 00 00 00
000070 00 00 00 F5 F5 F5 FB E5 E5 E5 E5 E5 E5 E5 E5 E5
000080 - 0001EF all E5
0001F0 E5 E5 E5 E5 E5 E5 E5 E5 E5 E5 E5 E5 E5 E5 9D 86
```

First, note that some things are supposed to change from disk to disk, so the two boot sectors should not be identical.

There are two interesting variations between your boot sector, and the standard one. I assume that you were quite careful in transcribing the data, or did it automatically from some utility. First, the normal first four bytes have been replaced by a branch instruction. While this may have been done by a virus, it was not successful, since the sector checksum does not compute to an executable boot sector. Therefore, the ST would not attempt to execute this boot sector (again, assuming you were precise in transcribing the image).

Second, note the fourth line from the standard boot sector (000030). If this line were in your boot sector, then it would be an almost exact normal boot sector.

If your system can't read this disk, it isn't because of the boot sector. And, while the boot sector has most likely been altered, it is not harmful.

You need to determine what caused the boot sector to be altered. It could be the result of a power surge, or a buggy program. There may be a virus in your system, and this may be the result. I've no way of knowing, since I still don't have a real, virus-infected disk.

You may wish to run the CHKFMT program I posted recently on your other disks, and watch carefully for the message "Self Booting". If it appears after the serial number of the disk, and you don't have special, self booting software on that disk, be suspicious. Open the write protect window on whatever disks you insert into the system, just to be on the safe side. If you do find a self booting disk where you shouldn't have one, send it to me. I'll be glad to re-imburse you for the disk, and shipping. If the disk contains a virus, I'll let yo know, and provide a specific cure program here, for everyone to use. A specific cure would be far superior to the "kill anything" program PENECILN I posted, since you could safely run it on disks which should be self booting, and it wouldn't harm them unless they already contained the virus.

George R. Woodside
5219 San Feliciano Drive
Woodland Hills Ca. 91364

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

3054. Re: IDRIS(R), STX-Windows(TM), for the

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 15:16:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100055@datacube>
Source record: 253105

tw@cscosl.UUCP writes:

[re-posting of Skip's article deleted...]

> This question might be a naive one (since I don't know anything about Idris):
> Could you use MW C to develop software under Idris?

No, not without a fair amount of trickery. The trickery involves creating
a header for the binary that would trick Idris into thinking that said
binary is a legit Idris executable. It would also have to be tagged as
an "absolute" binary, meaning that it can only ever be located at a specific
address. This is because Idris would not understand any relocatin info
in an MWC binary (if such exists). All Idris executables have relocation
info so that at exec time, Idris can locate the program anywhere in memory.
It is worthwhile to note that this is different from "position independent
code".

> (I guess I'm trying to decide whether a poor student
> such as I could get away with not purchasing the
> Idris PS system - if I were to purchase it at all.)

I'm afraid not, unless you are a poor but very clever student with lots
of time on his hands.

> The prices quoted in the article seem to be extremely reasonable. However,
> I wonder how worthwhile it would be to develop software for Idris. Although
> it appears to be a fairly extensive Unix-like environment (correct?), I don't
> see a market (at least an ST/Mega market) for it. I suppose the target
> market wasn't supposed to be the ST/Mega but any Unix-supporting environment?
> Can you port source-level code written under Idris to other Unix machines
> without modifications?

Last I knew, Idris was targeted at folks who develop under Unix at work,
and might want a low-priced Unix box at home. It is also targeted at
those who might need a Unix (like) based system at work, but can't quite
afford a low-end Sun or other such system (Yes, the 3/50's are inexpensive,
but then you need to add a big disk and screaming tape, which bumps the
entry price quite a bit).

Code targeted for Idris can be easily ported to other Unix environments
as long as you stay away from Idris-specific things, such as shared
memory, and the IPC facility, to name two. These are also found in
System V and Berkeley, but the Idris implementation is different than
either of those.

As for porting from Unix to Idris, it's not bad. Idris is very System V
like. I have Moria running on my ST, as an example.

> One last question: What system configuration does one need to have to use
> Idris as a reasonable fast tool? I have a 20meg hd, but from what I hear
> about other systems supporting flavors of Unix, the environment takes up lots
> of room. This isn't really that an important a question, but I'm curious as
> to Idris' size.

Strongly reccomend a 1040 and a 20 Meg disk as a base configuration. Idris
and its utilities don't take too much room, but if you insist on keeping
all the library conbinations around (e.g., 68020 libraries, single-precision
floating point, Pascal, et. al.), they add some heft to the whole system.
Figure on less than five megs of disk for the whole shot (I can get a more
exact estimate from my system, if you like).

I have an older version without the hooks for X-windows, and that version
of Idris consumes just more than 500K of ram when running (I have a 520
block ram-disk installed, which accounts for a lot of that).

[deleted]

> Tom Wolf
> ARPA (I think): tw@cscosl.ncsu.edu
> or wolf@csclea.ncsu.edu

#include <std_disclaimer>

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

3055. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 16:43:50 UTC
From: govett@avsd.UUCP
Message-ID: <87@avsd.UUCP>
Source record: 253106
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

> In article <1658@ncsuvx.ncsu.edu> wolf@csclea.UUCP (Thomas Wolf) writes:
> >Yes, perhaps they do have some "secret" weapon: A better educational system!
>
> Another secret weapon is the 3% ceiling on "defense" spending in Japan...while
> the US has been busy arming Iran, etc. etc.
>
>

Make that 1% (vs. about 7% in the US). Japan slightly exceeded 1%
recently. BTW, Japan has done far more than the US to strengthen
Iran in the last decade. They can afford to since we are protecting
the sea lanes for their oil from the gulf.

3056. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 16:58:47 UTC
From: leigh@byuvax.bitnet
Message-ID: <170leigh@byuvax.bitnet>
Source record: 253107

>In article <166leigh@byuvax.bitnet> leigh@byuvax.bitnet writes:
>>If Atari would like to be somewhat successful with their non-8-bit machines,
>>they need to get rid of their game-machine image. To do that, they need
>>to form a new subsidiary that doesn't conspicuously bear the Atari name
>>and use it to market the STs, ABAQ, and UNIX-boxes and leave the Atari name
>>for the 8-bit machines and Game Systems.
>>
>>Chad

>I hope this was meant as a joke. The problems that Atari is having with

nope. no joke. Of course you are right, the problem isn't just their
name, but I would be willing to wager that even if they did *repent* :-)
and become the most 'honest' supporting forthright computer company that
ever existed I doubt that they would become successful quickly. Too many
people get a bad taste in their mouths when the name Atari comes up (either
because of their track record or because they are 'just' a game company...).

>regards to establishing themselves as a "credible" computer company goes
>deeper than just their name. For Commodore, this strategy may have worked;
>they made the Amiga name MUCH more prominent than the company's, BUT they
>were successful with this because they changed their attitude towards their
>customer (ie. they became more attuned to the customers' and developers' needs)
>whereas Atari still treats customers & developers as they have for their
>8-bit products: crummy.

>I know I know, this is becoming yet another Atari-bash. But what else can I
>(or we, in general) do? Oh we keep hearing promises from the Atari management
>and the Atari guys that post to this net BUT after waiting for nearly TWO YEARS
>for some of these promises to come true, I'm becoming too disillusioned to
>believe in anything that Atari decides to announce. I'll believe Atari again
>when they start fulfilling some of their promises and when they "grow up" as
>a company.
>
>
>As usual, these are my personal opinions. But it seems that numerous other
>people share this view.
>
>
>Tom Wolf
>ARPA (I think): tw@cscosl.ncsu.edu
> or wolf@csclea.ncsu.edu
>

Chad

3057. Re: UNIX Toolkit for the ST, Manual pages and one binary

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 17:32:55 UTC
From: paul@cacilj.UUCP
Message-ID: <695@cacilj.UUCP>
Source record: 253108

In article <1497@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>I used uudecode on our 4.3BSD machine and then used
> arc e man.arc
> ... the same message I got:
>
> I don't know how to handle file SH.MAN in archive man.arc
> I think you need a newer version of ARC.
>
>Maybe my ARC is broken or outdated, but this is the first time I have
>seen this messages. The fact that some of the man pages were extracted
>correctly make me suspicious...

Your arc is outdated. So is mine. From the (ugh) IBM PC group comes this
explanation of arc compression:

Compression version, as follows (not listed=obsolete):

0 = End of file marker (remaining bytes not present).
2 = Stored - No compression.
3 = Packed - (non-repeat packing).
4 = Squeezed (Huffman squeezing, after packing)
8 = Crunched (using dynamic LZW variations, after packing).
(The initial LZW code size is 9-bits with a
maximum code size of 12-bits. The possibility of
adaptive resets are implemented in this mode.)
NB--> 9 = Squashed (The file was compressed with Dynamic LZW
compression without non-repeat packing. The
initial LZW code size is 9-bits with a maximum
maximum code size of 13-bits. The possibility of
adaptive resets are implemented in this mode.)

Notes:
The algorithm used "squashed" compression is identical to type 8
crunched files with the exception that the maximum code size is 13 bits
- i.e. an 8K entry LZW table. However, unlike type 8 files, the first
byte following the file header is actual data, no maximum code size is
stored.

I have looked at the archive, and SH.MAN is of version 9, while my BSD
arc can only handle up to version 8. If you have the arc sources, you
can hack on the file "arclzw.c" to change the BITS to 13. Remember to
treat the first byte following the header as data. You also need to
change HSIZE 5003 to 10240 (maybe less will work). With these hacks,
SH.MAN will decompress. (actually, you need to hack in some '9's and
stuff elsewhere, too).

Note: I have only hacked on this 'till it worked. There's a lot more to
do if you want to update your arc, which I haven't done. BTW, pkxarc
(IBM PC again) will correctly handle version 9 compression a/k/a Squashed.
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, crash}!cacilj!paul

Shaw's Principle:
Build a system that even a fool can use, and only a fool will want to use it.

3058. UniTerm queued for posting....

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 17:54:09 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8804061634.AA10022@ucbvax.Berkeley.EDU>
Source record: 253109

Date: 6 April 1988, 17:50:29 GMT
From: Simon Poole 056/26 87 43 K538915 at CZHRZU1A
Bahnnhofstr. 51b
5430 Wettingen
To: INFO-ATA at SCORE.ST

I've sent UniTerm V2.0c 008 to the moderator of comp.*.atari.st, so it'll
be posted when it's my turn in the probably very long queue.

Simon Poole

Bitnet: K538915@CZHRZU1A
UUCP: ....mcvax!cernvax!forty2!poole

3059. Re: 68030 Un*x Workstation

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 18:18:10 UTC
From: good@atari.UUCP
Message-ID: <1036@atari.UUCP>
Source record: 253110

In article <5504@uwmcsd1.UUCP>, john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:
> Ok, I guess my question is:
> Why is Atari producing a 68030 machine that runs UNIX (or a clone)
> when the ABAQ will also run UNIX (or a clone)?
>
The "ABAQ" (a temporary name, due to a Belgian trademark conflict - I kind of like "ATAQ"), is a high-performance graphics beast, using the Mega as an I/O channel. It has the Helios OS, which is a UN*X-clone but not SVID compatible, having several extensions for the multiprocessing Transputers. Thus it will not conform to federal/government requirements which blandly state SVID or X/OPEN compliance, to simplify their qualification procedures amongst other reasons. My personal opinion is that the "ABAQ" will find its niche in markets totally different to the '030.

The '030 is specified for X/OPEN and SVID compliance, and follows standards all the way, including X Windows and VME. Thus it is a somewhat generic platform at a very low cost considering its performance, and can be used to address federal, EEC and similar tenders, as well as being attractive to VARs and major accounts.

The '030 will make use of a lot of the technology for high-performance video which is found in the "ABAQ", and I suppose it is quite possible that the two might converge at a later date. But in order to bring clean products to market, the two will continue their development paths independently, and will, I suspect, be marketed as outlined above.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

3060. Re: Atari no-support?/In defense of Atari

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 18:45:44 UTC
From: greg@xios.XIOS.UUCP
Message-ID: <507@xios.XIOS.UUCP>
Source record: 253111

In article <8803221315.AA07536@caboto.dgp.toronto.edu> juancho@dgp.toronto.edu (John Buchanan) writes:
> No Source code. Gone are the days that systems are written and
>debugged in Machine Language. (At least I thought that they were)

I thought that microsoft wrote OS/2 in assembler... No wonder is needs
two megs! :-)

--
Greg Franks XIOS Systems Corporation, 1600 Carling Avenue,
utzoo!dciem!nrcaer!xios!greg Ottawa, Ontario, Canada, K1Z 8R8. (613) 725-5411.
"Those who stand in the middle of the road get
hit by trucks coming from both directions." Evelyn C. Leeper.

3061. Re: Virus-- suggestion!

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 20:29:47 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2409@bath63.ux63.bath.ac.uk>
Source record: 253112

In article <428@mks.UUCP> wheels@mks.UUCP (Gerry Wheeler) writes:
>In article <2377@bath63.ux63.bath.ac.uk>, pes@ux63.bath.ac.uk (Smee) writes:
>> In article <1288@uop.edu> exodus@uop.edu (EXODUS) writes:
>> >
>> >What if someone wrote a 'friendly' virus. One that fixed the bugs in the
>> >Operating System. One that multiplied so everyone's bugs were fixed.
>>
>> No, no, a million times no. There is NO SUCH THING as a 'friendly' virus.
>> [much venom deleted]
>
>Umm, I think the posting about the friendly virus was a joke, tongue-in-
>cheek, not serious.
>
>Maybe exodus should have put a couple of smileys in it, but I think it
>was fairly obivous that no virus can fix bugs in an operating system.

Um. Sorry, my reply was not meant to be 'venomous'. I was merely tryiongng to
to come up with a more-or-less complete list of what sorts of things can
be wrong with even a nice idea; plus a personal statement that I don't
like things being done under-the-table. (Someday I *will* have to organize
my thoughts for a misc.misc Q&A period about why it is so hard to write a
piece of electronic communication which does not risk being taken badly
regardless of how it's meant. Please, if anyone else wants to tell me,
either do it by mail, or in misc.misc, not here (wrong place).)

As to the other bit, if you can take over the O/S vectors (which you can
on the ST) and selectively pre-empt particular system functions (trivial)
then in principle you *can* write a 'Virus-like' program to work around
O/S bugs -- though with problems as noted in my original, which boil down
to 'any program which steps outside the O/S interface (as a lot of
commercial stuff does) might break'. Of course, it would of necessity be
bigger than the normal virus, and so probably easier to spot; but it's
not at all impossible.

3062. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 20:39:43 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <48536@sun.uucp>
Source record: 253113

In article <81@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:
->It has been said before, but I'll repeat it because few seem to
->have understood.
->
->Except for a few hackers, most people buy computers as a platform
->to run SOFTWARE. (Would you buy a TV if only crap were shown?
->What am I saying?)

Good point, but ...

->High-quality standard packages are NOT available in quantity
->for the ST, and Atari doesn't seem to care. When they do
->become available (e.g., WordPerfect), they cost more than they
->do in the DOS world. I did not buy an ST to pay more for
->software.

WordPerfect lists for $395 for the IBM PC, Amiga, and Atari ST. They all cost the 'same'. Distributors get a volume discount, they pass these on to the dealer and the dealer may sell it for more under list for the PC than for the Atari, but that is only because they are moving more product.

I agree whole heartedly that what the world needs is more quality software. What the users need to understand is that cost is a function of
CO$T = (QUALITY + $UPPORT) / (SIZE OF MARKET)

A high quality Page Layout program for the Sun Workstation costs $3000 the same program for the Macintosh costs $800. Why ? Because the market is bigger thats why.

The Atari User community has to understand that it is impossible to stay in business by selling a complicated, quality program for less then $200. Sure it would be nice but until there are 4 million of you to distribute the cost it won't happen. And until you can prove that you are willing to pay what it costs to get the software you demand no one will write it. Word Perfect Corp took a big chance when they introduced WP for the Atari and Amiga. Both were 'unproven' markets. I know that they recouped their entire development investment for the Amiga in 7 days of sales. What that does is make people like Ashton Tate, Microsoft, and Borland look seriously at the Amiga market. It can work for the Atari too but you have to prove yourselves. And if the only thing you are interested in buying are games then that is all anyone will write for you.

Atari really has nothing to do with this at all. Look at the pains people go through to make something work under MS-DOS with 5 graphics 'standards'

no less than 10 memory models that even the users don't understand, and zero standardization on such things as mice and peripherals. Basically, it is worth it because they know they can recoup those costs. In a third order effect Atari affects the cost of software, since the tougher it is to write, the more expensive it is and thus the end cost is expensive. But don't think about it that way. Vote with your wallet, if you like a program, buy it! That message will come through loud and clear on the software publisher/dealer channels.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

3063. Re: Virus-- suggestion!

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 20:40:11 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2410@bath63.ux63.bath.ac.uk>
Source record: 253114

Smiley faces noted. Even so (and even if you didn't mean it seriously)
it *could* be done if you were willing to write a biggish 'virus', and/or
restrict yourself to (your choice of) the worst N bugs. It's not the
sort of thing which is *obviously* silly, which is why I bit.

3064. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 20:47:24 UTC
From: bnsokol@orchid.waterloo.edu
Message-ID: <12375@orchid.waterloo.edu>
Source record: 253115
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <3297@fluke.COM> strong@tc.fluke.COM (Norm Strong) writes:
>The US is the most powerful country in the world
>
>We have twice the people as the Japanese
>
>We have twice the money of the Japanese
>
>We have 10 times the land, and gobs of natural resources; The Japanese have
>none.
>
> Are you trying to tell me we can't compete with those people because
>our economic system is inadequate to the task?
>
> Are you trying to tell me the Japanese are inherently capable of more
>than Americans; perhaps have some secret weapon?
>
>Nonsense!

The Japanese are _currently_ capable of more than Americans (and Canadians)
in general because they are willing to work harder, longer and better than us.

>Norm (strong@tc.fluke.com)

--
Brad Sokol, University of Waterloo, Waterloo, Canada
UUCP: {allegra,clyde,utzoo,decvax}!watmath!orchid!bnsokol
BITNET: bnsokol@orchid.waterloo{.edu,.csnet,.cdn}
Paradise is exactly like where you are right now only much, much better. - LA

3065. Statistical packages for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 21:29:26 UTC
From: JDONAHOE@UA1VM.BITNET
Message-ID: <8804070613.AA21033@ucbvax.Berkeley.EDU>
Source record: 253116

I'm trying to find if there are any statistical packages for the ST that would include such things as: eigen values, eigen vectors, and/or general matrix operations. If you know of any, please send me e-mail.

Thanks in advance,

James Donahoe

Possible addresses:
JDONAHOE.UA1VM (BITNET)
JDONAHOE%UA1VM@WISCVM.WISC.EDU (OUTSIDE BITNET)
i'm sorry, i'm a novice at this. a babe in the woods. an idiot. excuuuse me!

3066. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 22:15:02 UTC
From: saj@chinet.UUCP
Message-ID: <4635@chinet.UUCP>
Source record: 253117

This is an expansion on the comment that most people buy a computer as a platform for the software that runs on it. That is probably mostly true, but another selling point is uniquely useful _hardware_. The example I'm thinking of is the LaserWriter, which (I think) has been as critical to the success of the Macintosh as Lotus 123 was to the success of the IBM PC. And so far, Atari has nothing that super in either department. When it first came out, Zoomracks looked like the beginnings of a breakthrough--and maybe it was, but the most energetic follow-up is Hypercard on the Mac. Now the bare-bones laser printer could be a breakthrough (Pick a personality-uh-I mean page description language). With a good follow-up, Mega ST4+Laser+optical drive could become a business system too good to keep out. Could happen, but I'm skeptical.

3067. TurboDOS (wow!!!), Publishing Partner Pro

Newsgroup: comp.sys.atari.st
Date: 1988-04-06 23:13:39 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1115@sbcs.sunysb.edu>
Source record: 253118

i recently managed to lay my hands on TurboDOS.prg. As you all know, it was mentioned in here a little while back. I understand that this program can be gotten from the Atari FRANCE BBS.

First, the bad news. It takes up about 103K RAM (bad since it's one of those things that you put in your AUTO folder). Now the good news. It seems to really work. My configuration is a monochrome 1040ST with a 20Meg Supra HD. As you all know, doing a 'df' used to take about 10 secs, and with the DISKFREE.prg program, that was reduced to about 2-3 secs. With TurboDOS, it's instantaneous!!! No kidding. Program loads in a zip, reads/writes are faster, and it caches directories/FATs. It's a must for hard-drive owners. I like to email it to Steve to post, but am not sure if it's public domain. (don't ask how i got it. I have contacts in Europe :-).
Please let me know, someone.

I understand that the next ROM release will take care of most of the problems with the current OS, and it'll also take care of things taken care of by TurboDOS.prg. I believe the new ROMS will be out before year's end and no sarcasm meant here. I still think that i've got the best system for the amount of money I paid for.

Publishing partner professional has been delayed for another 4 weeks again. I'm getting a little annoyed. How come there's very little mention of PPartner on this net? For those who used 9-pin dot-matrix for printing PP stuff and noticed that 12 point size is of the right height but that the thickness of the characters are inconsistent, try using 6 point size but set styles to WIDE and TALL. The output should come out beautifully.
--
if you can dream it, you can do it. CSNET:lean@sbcs.csnet
... go sleep ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

3068. MONO- & COLOR-emulators

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 00:15:00 UTC
From: GASPARD@HROEUR5.BITNET
Message-ID: <8804071050.AA25384@ucbvax.Berkeley.EDU>
Source record: 253119

Because I have seen no mail about it, I think it's not known to the ST-users.
There are 2 monochrome and color-emulators for the ST now.
This little programs makes it possible to run color-programs on a monochrome sys
tem or monochrome-programs on a color-system.
I have tested them both, and they have both other options.
But one thing is for sure: IT WORKS!!!!!!!!!!

The first is distributed (in holland) by the dutch ST-foundation, outside hollan
d proberly by ROBTEC.
The other is sold by GFA-System-technick in germany.
The first will cost about 20 US-dollar and the other about 45 US dollar.

Bert Rozenberg
Dutch ST-Foundation.

Disclaimer:
YES I'm connected to the dutch ST-foundation but not to GFA.
The ST-Foundation is NOT commercial.

3069. looking for a C compiler that runs on a vax and produces ST code

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 01:23:51 UTC
From: miken@hcr.UUCP
Message-ID: <3208@hcr.UUCP>
Source record: 253120

the subject line says it all folks. does there exist such a beastie?

--

Mike Nemeth "etch out a future of your own design,
...utzoo!hcr!miken well tailored to your needs" - T. Dolby

3070. Re: rsrc_load and drop-down menus

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 02:56:36 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2779@crash.cts.com>
Source record: 253101

Actually you can't get the resource construction set by buying the developers kits. The developers kit I received last month consisted of:

a) Lots of documents but no schematics.
b) MWC ver 2.1.7
c) A nondisclosure agreement
d) Nothing else.

e) NONE of the DRI software.

I think that Kuma? sells a resource editor.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3071. Re: UNIX Toolkit for the ST, Manual pages and one binary

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 02:56:44 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2780@crash.cts.com>
Source record: 253121

I think the file is corrupt. I get the same error with the 3 versions of arc and arcx I was able to find. Some of the programs very useful though.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3072. Assempro

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 04:22:15 UTC
From: 870646c@aucs.UUCP
Message-ID: <1032@aucs.UUCP>
Source record: 253122

Is there anyway to produce files that are compatible with the .O files
produced by compilers such as Laser C, OSS Pascal, etc.
If not what other assemblers do?
later
Barry

3073. Multiuser prg.

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 04:27:20 UTC
From: 870646c@aucs.UUCP
Message-ID: <1033@aucs.UUCP>
Source record: 253123

About two weeks ago there someone had posted the docs. for a multiuser prg. written Modula-2, was the prg. file posted, and if so could someone send it to me or repost it. Our feed has been down for about 2 weeks, so I fear that I may have missed it.
later
Barry

3074. Re: binHex in atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 04:34:33 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1505@water.waterloo.edu>
Source record: 253124
Cross-posted to: comp.sys.atari.st,comp.sys.mac

In article <1537@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
>is binHex in the public domain or is it a commercial/proprietary product?
>can source be obtained? if so could it be posted in comp.sources.atari.st?
>better yet: has binHex been ported to the atari? if so could someone please
>post/email to me?

There are probably many who use BinHex or UU{en,de}CODE without
without knowing what they do, and there are probably others who do not
know about the existence of the "other" encoding function.

BinHex is an easy enough program to write.

Its purpose is to turn a binary file into something that has only
printable characters, so that it can be e-mailed over networks
that might respond to control characters, and, perhaps,
(cough, gasp) be read!

Each OCTET (8 bit byte) of the binary file is split into two nibbles,
4 bits each. Each nibble is used as a pointer to index into the vector
"0123456789ABCDEF" with 16 elements. Thus, for each byte of the binary
file, you get two hexadecimal characters. The result is a file with
twice as many characters as the original file. Some people have become
experts at reading this stuff. Their heads have 16 sides. They will
become telephone sanitizers. :-)

On the other hand, the UUencode program does an encoding that takes
each set of three octets (24 bits) and produces 4 printable characters,
by a rule that uses each set of 6 bits to index into a vector string
with 64 elements. You can see what these are by looking at a UUencoded
file. The result is a file 4/3 the size of the original. The inverse
function is UUdecode. Most folks that have UUencode-UUdecode are not
interested in BinHex. Probably the best functions of this type are
UUE and UUD done by J-P Dumas.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3075. IFF/GIF converter

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 05:24:13 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <2700@saturn.ucsc.edu>
Source record: 253125

Does anyone have a program that will convert DEGAS or NEO pictures to IFF or GIF format? Please respond by E-mail, preferably with a uuencoded file :-). Let me know if I can post it on comp.binaries or comp.sources, too, as I know some other people who are interested in this sort of thing. Thanks!

```
+New! Improved! Now 200% Artificial-+-+-----------Steven Grimm------------+
|# # @@@ **** &&&&& $$$$$ % %| | ARPA: koreth@ssyx.ucsc.edu |
|# # @ @ * * & $ % %+-+ UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|### @ @ **** &&&& $ %%%%%| |_____________________________________|
|# # @ @ * * & $ % %+-+"Things are only impossible until |
|# # @@@ * ** &&&&& $ % %| | they're not." - Jean-Luc Picard |
+-----with NutraSour(TM)! No natural colors or preservatives!------------+
```

3076. Japan, a system that isn't as perfect as it appears.

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 05:25:00 UTC
From: KAHNP@SKIDMORE.BITNET
Message-ID: <8804071715.AA03478@ucbvax.Berkeley.EDU>
Source record: 253126

Japan has a radically different system of industry. The have built their corporations off of the history of Japan. The companies replaced the clans and Great Ies, and the breifcase replaced the sword. They have a system that is truely amazing. The problem is that it is their system, it is not and cannot become ours. It is very society specific. Their way of buisness has evolved from roots that do not exist in America. Our society is organized radically differently than theirs. It is easy to see this in the reactions of Amnericans to Japanese religions, and even more so to the Japanese educational system.
To me and many other their educational system seems like a nightmare. The enourmous pressure to succeed and the idea of going to a "cram school" for four hours day (on top of high school) sounds a little overbearing. All of this preparation goes towards the big test. The one that if you do poorly on, not only do you not get into a college, but you bring shame upon your family. This seems too intensive, but that is because I was not raised in that society. I am not saying either society is better or worse, because it would be difficult for anyone to judge who is a member of either. Their solutions to problems of industry and society are Japanese solutions not American ones. They cannot be transplanted unless the are modified in some form. American companies can compete with the Japanese and do well, but they must find a while to end the alienation between the worker and hir or her work. This must be done by studying other cultures and adapting practises we see to meet our culture.

Peter Kahn
Kahnp@Skidmore

3077. About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 05:34:00 UTC
From: KAHNP@SKIDMORE.BITNET
Message-ID: <8804071811.AA05419@ucbvax.Berkeley.EDU>
Source record: 253127

I am thinking of upgrading from my evil 6502 based machine (Apple //e).
I heard about the IBMs and programmed on them and I saw somethings I liked.
I told a friend about buying one and he said that I should buy an Atari
because they can emulate IBMs..perfectly. I had only heard bad stories
about atari's and didn't listen to him. Later I used macs alot and
thought about purchasing one of them. The same freind muttered atari
again, and again I scoffed. Then another friend's mother bought an
atari after checking them out in Consumer Reports annaul guide to
computers.
Now I am finally looking at Ataris, but I have some questions
that I hope you can answer:
what is the processor?
What is in the attachment that makes it a mac?
How well does it emulate IBMs?
Does it communicate through the SCSI interface oof the mac?
How upgradable is it?
What is the maximum memory capacity?
Can it use a Paged Memory Managment Unit?

If any of you could answer any of these questions I would be
greatly appreciative.

Peter Kahn
KAHNP@SKIDMORE
thank you very much.

3078. Adaptec 4000/4070 controller

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 06:18:00 UTC
From: heiden@kbomfg.DEC.COM
Message-ID: <8804062128.AA02500@decwrl.dec.com>
Source record: 253128

Is there any problem with replacing the Adaptec 4000 controller in the SH204
by the 4070 model and using an ST506 RLL drive ? What about transfer rate ?
Can the ATARI - SCSI interface catch up ?
Does somebody have the specification for these controllers or may be even
the address of Adaptec ?

many thanks,
Matthias Heiden

3079. Re: rsrc_load and drop-down menus

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 07:20:28 UTC
From: rosenkra@Alliant.COM
Message-ID: <1544@alliant.Alliant.COM>
Source record: 253129

In article <8804041901.AA28913@ucbvax.Berkeley.EDU> 0ALEVI@POMONA.BITNET writes:
[question about getting rcs w/o dev kit (???) (i have dev kit...]
->
-> 2) I tried doing an dummy=rsrc_load(filn);
-> where filn points to the string "logo.rsc" terminated by 2
-> zero bytes. (I should only need one I think, but I put 2
-> just to make sure) Dummy ends up being 0 after the call,
-> indicating (according to the ABACUS GEM programming
-> reference guide) that an error occured.
-> I guessed that there is some problem in opening the
-> file because the error occured during the first and only
-> buzz of the disk drive.(I believe the first buzz is always
-> a directory check for opening files) I checked to make
-> sure that I had in fact placed the logo.rsc file on the
-> disk that I had in drive A and I checked to make sure that
-> I spelled it right. I don't know what to do now. HELP!
->

i believe rsrc_load() does some Malloc'ing of its own. if you never do an Mshrink to free up the space at startup, this might be your problem (alan pratt's NEW gemstart.s does this and the "old" gemstart did it as well, as i recall. you are obviously not using the dev kit so your compiler may differ)

0 DOES indicate an error (as it does in rsrc_gaddr), at least according to "official" atari/(ibm)dri docs :^). also if you did a Dsetpath before the load, this might cause the file to not be found.

other than that, you might make sure "filn" really contains what you think it should prior to load. don't be insulted, i've done far stupider things myself before :^).

-bill

3080. Re: CZ 101 & other MIDI keyboards

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 07:45:51 UTC
From: rosenkra@Alliant.COM
Message-ID: <1545@alliant.Alliant.COM>
Source record: 253130

In article <8804052015.AA04263@TIS.COM> dmb@TIS.COM (David M. Baggett) writes:
->Hsiung Young asked a few questions that may be of interest to others:
->
->1) Why is the Casio CZ 101 more popular than other MIDI keyboards with
-> ST owners?
->2) What is a good price for one of these?
->3) What are some other cheap MIDI keyboards?
->
->Answers:

[good answers tendered...]

a good friend of mine (also a sometimes frugal friend) has his own weekend band (weddings and the like...). he uses 2 cz101s and loves them. as a pro, he was easily able to make the transition to smaller keys and actually now even prefers then (gives him longer intervallic reach). he's done most of the sound patches himself and finds it a very good price/performance fit.

me? i have a dx7 and a couple of samplers but am still planning on an cz101 because it takes up less space (all i need is a cheap midi controller).

BTW: i recall someone asking about samplers. i happen to know a bit about those suckers (i've programmed for akai s900, prophet 2000, ensoniq mirage, and lately casio fz1) and so far i prefer the akai (12-bit) over the prophet (both in $2k price range) for much better user interface and better packaging. the mirage is not bad in this respect but if you are serious, the 8-bit companded format of the mirage is just not quite as good as the 12-bit machines. i have just started playing with the casio (16-bit) which looks VERY interesting (especially since casio loaned it to me :^).

i think as far as user support goes, casio is probably best. they certainly are for developer support. akai is big in europe and pretty popular here, too. generally i'd look at what the europeans do (especially germans) and follow their lead. they are generally right on target (they even like the ST :^). americans tend to buy the sizzle and not the steak...

[Disclaimer: i am loosly affiliated with the above companies but since i use the things, i have to put up with the same hassles you do so use this info accordingly. if you are really into sampling, check out a new program from Dr. T's called SampleMaker (for the atari ST). it's a general purpose computer-based synthesizer (REAL general) AND totally integrated sample editor for several different samplers. yes, this is a plug...i wrote it... sorry if it offends anyone...]

-bill

3081. Atari Parallel Port

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 08:58:05 UTC
From: dachurch@athena.mit.edu
Message-ID: <4415@bloom-beacon.MIT.EDU>
Source record: 253131

Hi there. A friend and I are trying to build a piece of hardware to talk to his Atari 520 ST. We want to 8 bit inputs, which the Computer can choose between, i.e. it sends out a bit and gets in the corresponding input. We think the best port to use is the parallel port, which seems to be full parallel and thus do I/O (wow, both!).

So, the questions..:
1> Is there a better way to do this.
2> If not, then
a> can the parallel port input and output simultaneously..
b> if so, how does one read it from the computer (preferably C or somesuch)

Anyway, thanks for the help, this seemed like the only place to put this....

As I don't regularly read this, could all responses please go to
dachurch @ athena . mit . edu
Thanks in advance ....
Doug Church

3082. Re: ST Turbo C

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 09:27:54 UTC
From: federico@actisb.UUCP
Message-ID: <200@actisb.UUCP>
Source record: 253132

In article <9495@tut.cis.ohio-state.edu> weaver@tut.cis.ohio-state.edu (Andrew Weaver) writes:

> Hmm... sounds a bit too good to be true, eh? And they date, just a
>bit too close to April 1, eh?

Well, the Hannover Faire just happens to be close to April 1 (maybe there's some hidden symbolism behind that). Anyhow, I was there, and I saw the program. It exists. I cannot tell you whether the claims are justified, only saw it compiling a program awfully fast. But then it was a demo. What happens if you forget a semicolon? Is the generated code reliable? I don't know. Who'll risk the money first? :-)

--
Federico Heinz "In Dubio Pro Libido"
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

3083. Re: RE:Optical Mice

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 11:17:15 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2413@bath63.ux63.bath.ac.uk>
Source record: 253133

In answer to Dean Brunette, I had one mail reply to my original query. (Sorry, whoever you were, I've disposed of my copy so don't remember your name, but thanks.) If I recall correctly, the person was an Atari person. Anyway...

Dean is right, I believe. Most mice I've seen (admittedly, mostly for the IBM-PC, but I'd bet that's the big market) are 'intelligent'. The stuff that the ST keyboard processor does for the ST mouse is generally done inside the PC mouse, and the PC-mouse returns what amounts to a character string telling how far it has moved since it was last asked, and in which direction. The ST, on the other hand, wants the raw 'quadrature' data which is basically a pair of pulse trains (really a pair of pairs, one pair per axis) from which the ST can deduce which way the mouse is going and how fast. It would probably be possible to 'gut' a PC mouse but would be a pricey option.

The person who mailed me, though, says that Mouse Systems Corporation make a '2-button, quadrature' mouse which can be used with the ST, though it requires you to rewire it to swap the two X lines (would be pins 1 and 2 on the 9-pin connector). I've written them asking for info (and, if possible, a local distributor -- easier than international mail-order or asking my brothers to buy me one and ship it over).

If anyone else wants to try them, they are 'Mouse Systems Corp, 2336H Walsh Avenue, Santa Clara, CA 95051'. (Note, I have no connection with them -- at least not yet.) (If any of the UK readers know who imports Mouse Systems mice to the UK, please mail me. I know that their PC-mice show up over here, because we've got hundreds of them -- but I haven't been able to trace them back to their source, think they must be being imported with our PC's, one step removed.)

Cheers, Paul

3084. uuxxcode mapping function ??? (was Re: binHex in atari ST)

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 13:15:45 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <18068@watmath.waterloo.edu>
Source record: 253134
Cross-posted to: comp.sys.atari.st,comp.sys.mac

```
[...stuff deleted...]
>On the other hand, the UUencode program does an encoding that takes
>each set of three octets (24 bits) and produces 4 printable characters,
>by a rule that uses each set of 6 bits to index into a vector string
>with 64 elements. You can see what these are by looking at a UUencoded
>file. The result is a file 4/3 the size of the original. The inverse
>function is UUdecode. Most folks that have UUencode-UUdecode are not
>interested in BinHex. Probably the best functions of this type are
>UUE and UUD done by J-P Dumas.

For the curious at heart, what is the mapping function used by UUENCOD?

--
achowe@watmsg.waterloo.edu |"A Cray is so fast it can finish an
__ _ | infinite loop in 3 minutes."
/ _ _ _ |/ _ _ | _ _ |/ | - P.A.Buhr
\__| `<_\<_ |\|= | ` \_/<_\<_ |\ | disclaimer...
```

3085. Re: Idris for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 15:20:00 UTC
From: ftw@datacube.UUCP
Message-ID: <105100056@datacube>
Source record: 253135

romero@mind.UUCP writes:
> /* ---------- "Idris for the ST" ---------- */
> UnixWorld magazine's "product of the month" article for January
> 1988 was the Mega 2 ST running Idris as a five-user operating system.
> They described the introduction of Idris as follows:

[_Unix World_ text deleted]

> Does this imply that there is now some kind of official connection
> between Atari and the makers of Idris, or some kind of official Atari
> endorsement of Idris as an alternative OS for the ST? (The article even
> directs inquiries about Idris on the ST to Atari, not to the makers of
> Idris...)

Unfortunately, the answer appears to be "no". Atari appears to have backed out of the deal. Idris for the ST is provided by Computer Tools International (See previous announcement posted here by CTI).

> Also: Can existing Atari applications be run under Idris or will they
> have to be ported? The article makes it sound like Unix applications
> will port easily but says nothing at all about current ST software.

At the very least, they would have to be recompiled. Anything that requires trap #1 is guaranteed to not work, because Idris uses trap #1 for system calls.

> Anyway, that's it. I know this is probably old news, but while I've
> seen much talk of Idris I've seen nothing that suggests a relationship
> between Atari and Computer Tools International (makers of Idris) before
> running across this article... any clarification, Atari?

Sigh.

> Antonio Romero romero@psycho.princeton.edu

> PS-- the article also talks some about the Abaq and the 68030, but nothing
> that hasn't been said here already...

Farrell T. Woods

Datacube Inc. Systems / Software Group 4 Dearborn Rd. Peabody, Ma 01960
VOICE: 617-535-6644; FAX: (617) 535-5643; TWX: (710) 347-0125
INTERNET: ftw@datacube.COM
UUCP: {rutgers, ihnp4, mirror}!datacube!ftw

"OS/2 -- Half an operating system"

3086. Re: pirating, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 16:21:16 UTC
From: khill@home.csc.ti.com
Message-ID: <46191@ti-csl.CSNET>
Source record: 253136
Cross-posted to:
comp.sys.amiga,comp.sys.ibm.pc,comp.sys.apple,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att

In article <2969@gryphon.CTS.COM> arthur@pnet02.cts.com (Arthur L. Rubin) writes:
.kudla@pawl20.pawl.rpi.edu (Robert J. Kudla) writes:
.>...Also, like an audio recording, any
.>computer-based record cannot be used as evidence in a court of law.
.
.This is news to me. Can any lawyers confirm or deny. It seems to me that, if
.discovered, a copy of a computer program could be prosecuted for copyright
.violation if the owner cannot produce an "offical" copy.
.Arthur L. Rubin
.
Computer based records can be entered, as long as certain ground rules
are observed. They can be entered to prove that the information they
contain is actually true, if they fall within an exception to the
hearsay rule. For example, business records kept in the normal course
of business, when introduced and authenticated by a custodian, can be
so used.

They may also be used against a party to refute something they said,
or to show merely that they have an illegal copy, etc. In any case,
all records must be properly authenticated, but this is not much more
difficult than for other kinds of documents. For example, here in
Dallas, two engineers were convicted of theft of trade secrets when
tapes full of software taken from their previous employer were found
at their new employer, and it was shown that the software had been
loaded onto the new employer's system.

There are no typos. If you think you saw one, see an opthamolo... optaha...
ophthamal... eye doctor.
Ken Hill
{convex!smu, texsun,im4u,seismo!ut-sally!im4u}!ti-csl!khill

3087. Help with UniTerm Metafiles

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 16:31:20 UTC
From: #JMKLAS@WMMVS.BITNET
Message-ID: <8804071850.AA06545@ucbvax.Berkeley.EDU>
Source record: 253137

This is directed to Simon Poole, but since my last attempt to write him directly didn't seem to work, and since others may have a similar question, I decided to post here.

I have a friend who's considering using his ST in conjunction with UniTerm in a professional setting (does aeronautical engineering work). He wants to be able to save plots he gets from the local mainframe, in Tektronix mode, to a metafile. His goal is to translate the metafiles he generates into postscript (for which he has already acquired a utility), and then dump them to an Apple laser printer.

His problem is that his machine locks up when he selects the 'dump to metafile' command. The UniTerm documentation doesn't say much about using the dump to metafile feature, but he was able to figure out that GDOS needs to be loaded. Beyond that, he has two questions that he wanted me to post:

1) How DOES one go about capturing a Tektronix plot to a metafile (CAN one do this?)?

2) Does UniTerm create standard GEM metafiles (to complement the metafile to postscript conversion utility he already has)?

Simon, thanks a bunch for a great product... If you could clear up these questions, I think you'd find at least one more satisfied user!

Thanks,
<John Klassa> #JMKLAS@WMMVS

3088. Re: Apple's lawsuit against HP and Microsoft

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 16:38:10 UTC
From: govett@avsd.UUCP
Message-ID: <91@avsd.UUCP>
Source record: 253138
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

> In article <8501@eleazar.Dartmouth.EDU>, jonathan@eleazar.Dartmouth.EDU (Jonathan Altman) writes:
> > 3. The precedent set in the IBM vs. large-Japanese-mainframe-maker
> > who copied look and feel (and whose name escapes me now) of IBM OS,
> > without copying the code means that if Apple pushes this case, they
> > may very well win a right to a percentage of the income created by
> > borrowers of their developments.
>
> If you're talking about the suit between IBM and Hitachi, you've got
> it horribly wrong. Hitachi was caught buying stolen IBM technical
> documents from undercover FBI men. The documents reportedly contained
> technical information on IBM computer systems; the accounts I read did
> not specify hardware or software. The press probably wouldn't know
> the difference anyhow.
>

The Japanese company was Fujitsu, the largest computer company in Japan.
Hitachi stole IBM hard drive secrets.

3089. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 16:51:14 UTC
From: govett@avsd.UUCP
Message-ID: <92@avsd.UUCP>
Source record: 253139

```
>
> WordPerfect lists for $395 for the IBM PC, Amiga, and Atari ST. They
> all cost the 'same'. Distributors get a volume discount, they pass these
> on to the dealer and the dealer may sell it for more under list for the
> PC than for the Atari, but that is only because they are moving more
> product.

--> True. Nevertheless, the software cost should be proportional
to the cost of the computer. I can buy WP for DOS for under
$200, but it costs about $300 for the ST. Since software is
more important to me, the implicit message is that I should
switch to the DOS world.

>
> The Atari User community has to understand that it is impossible to stay
> in business by selling a complicated, quality program for less then $200.
>

--> Are you serious? Tell that to Borland.

> Atari really has nothing to do with this at all.

--> Nonsense. I used to work at what used to be one of the biggest
software houses, and I know how critical it is to beg and
threaten ISVs to port their software to new boxes. It is true
that ISVs probably won't port unless the installed base is
large enough, but they certainly won't port if they don't
get adequate support from the box maker. And I'm not convinced
that Atari has done what it takes to persuade U.S. ISVs.
```

3090. Some respectable Atari news

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 16:55:45 UTC
From: rjung@castor.usc.edu
Message-ID: <667@nunki.usc.edu>
Source record: 253140
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In case you haven't heard, Atari Corp. has broken onto Fortune magazine's
"Fortune 500" list of top businesses/companies.

Atari got ranked #484 out of (naturally) 500 slots, and it's being viewed
by most people as a "surprising" entry...

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

3091. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 17:39:25 UTC
From: zhahai@gaia.UUCP
Message-ID: <347@gaia.UUCP>
Source record: 253141
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

The problem with the Free Enterprise Forever Without Government Interference thing is that it has not worked. In practice, the US Industrial base was built during the last century with the help of government tariffs (to protect our fledgeling industries, including steel, from European competition) and subsidies , for example, the railroads were considered essential to development, so the US government gave away massive amounts of land in order to get people to build the railroads. Likewise, Japan Inc has been beating us with a system which involves much more Government intervention than ours does; they have cleverly used trade barriers (as we did) to boost their industry. IT WORKED. The free enterprise ideologues tend to ignore realities in favor of purity of thought.

On the other hand, the key to successful trade restrictions is using them intelligently for a strategic purpose - this is what both the US in times past, and Japan today have done. Simply imposing them to prop up a dying industry, as opposed to supporting a new or revitalized industry, will not work in the long run. So I am concerned that many calls for trade barriers will not be used for any strategic goal, but just to delay and make worse the inevitable. For example, the import car restrictions propped up the US auto industry, but may not have had much impact on its overall competitiveness except to make it more complacent. (Or maybe not - I am not an auto expert).

We are caught between the free enterprise ideologues (the voodoo economics which claimed that we would have reduced the national debt by now rather than increasing it), and the short-sighted protectionists who are trying to ignore the market forces. What we need are people who recognize that both market forces AND judicious government intervention have to work together for the system to be competitive. The Japanese have that; to some degree, so do many European countries, who have been doing well at trade with the US despite their "socialized" economies (which the ideologues would tell us should make them totally unable to compete with the US).

Oh, well - let's turn the conversation back over to the ideologues. I can only hope that a few of them will be weaned from their pipe dreams and get back to reality - to provide a realistic counterbalance to the non-strategic protectionists. Shalom.

--
Zhahai Stewart
{hao | nbires}!gaia!zhahai

3092. Downloading of PD Programs

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 18:08:21 UTC
From: RUBIN@GRAF.POLY.EDU
Message-ID: <8804071813.AA05507@ucbvax.Berkeley.EDU>
Source record: 253142

I'm sure this has been discussed before, but I have only been following the digest for a short while...

I would like to acquire some of the public domain software available on the Internet at SCORE.STANFORD.EDU. I have access to an IBM PC where I can FTP the files from. My question is, how are the files stored (I assume they are compressed), what programs do I need to decompress them, and where can I get these programs?

Also, if I simply copy the programs directly from the IBM PC to a 3.5" disk, will the ATARI be able to read them?

I would appreciate it if someone can explain the procedure for getting these programs to my Atari. I am mainly interested in getting the Uniterm communications program.

Please respond via e-mail, since I don't always have a chance to read this digest. Thanks in advance...

--
Dave Rubin
RUBIN@graf.poly.edu -or-
RUBIN@POLYGRAF (BITNET)

3093. Downloading of PD Programs

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 18:08:21 UTC
From: RUBIN@GRAF.POLY.EDU
Message-ID: <8804071813.AA05507@ucbvax.Berkeley=EDU>
Source record: 253143

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I would aGIC these programs to my Atari 12 I am mainly interested in getting the
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Please respond via e-mail, since I don't always have a chance to read this
digest. Thanks in advance...

--
Dave Rubin
RUBIN@graf.poly.edu -or-
RUBIN@POLYGRAF (BIT

3094. Re: Which paint programs should I support?

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 18:17:29 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2632@tekig5.TEK.COM>
Source record: 253144

In article <649@nunki.usc.edu>, rjung@castor.usc.edu (Robert Jung) writes:
>
> Speaking of animation, does anyone in netland know whatever's happened to
> Broderbund's "Arti Director/Film Director" package for the ST? They've
> announced it so long ago, and I'm *still* waiting! (Cel animation is the only
> way to go!) Is this just so much vaporware, or can I still wait on Broderbund
> to pull through for me? For an $80 art/animation package, that's a steal!
>
Thanks for your input. I'm curious to know why you feel that Cel animation is the only way to go. It seems nice for some effects but on the whole very limited or at least very time consuming to do really nice animation. Do you like Cel animation because it is easier to do or it there some other values of it I'm not aware. By the way isn't Aegis Animator about $80 dollars, it is a Cel animator, also isn't Cyber Paint mainly just a Cel animator for about $70.

I think the that Cad3D, Cyber Paint, other paint programs, Aegis Animator, Animator:Apperetice (The one I'm working on), raytracers, and special effects packages are just tools in an animators toolbox. In an ideal sitution the animator should be able just to pick whatever tool he wants for whatever effect he is working on and with this picking and choosing build any animation he wants to.

Wayne Knapp

3095. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 18:28:35 UTC
From: ked@garnet.berkeley.edu
Message-ID: <8437@agate.BERKELEY.EDU>
Source record: 253145
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

>Make that 1% (vs. about 7% in the US).

If the same accounting principles are applied to Japanese
defence expenditures as are applied to those in the US and Nato
countries, Japanese expenditures are 50-60% larger than usually
reported.

Earl H. Kinmonth
History Department
University of California, Davis
916-752-1636
cck@deneb.ucdavis.edu

3096. Re: binHex in atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 18:34:36 UTC
From: ephraim@think.COM
Message-ID: <19093@think.UUCP>
Source record: 253146
Cross-posted to: comp.sys.atari.st,comp.sys.mac

In article <1505@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>There are probably many who use BinHex or UU{en,de}CODE without
>without knowing what they do, and there are probably others who do not
>know about the existence of the "other" encoding function.
>
>BinHex is an easy enough program to write.
>
>Its purpose is to turn a binary file into something that has only
>printable characters, so that it can be e-mailed over networks
>that might respond to control characters, and, perhaps,
>(cough, gasp) be read!
>
>Each OCTET (8 bit byte) of the binary file is split into two nibbles,
>4 bits each. Each nibble is used as a pointer to index into the vector
>"0123456789ABCDEF" with 16 elements. Thus, for each byte of the binary
>file, you get two hexadecimal characters. The result is a file with
>twice as many characters as the original file. Some people have become
>experts at reading this stuff. Their heads have 16 sides. They will
>become telephone sanitizers. :-)

Originally (i.e., about fall of 1984), this was a correct description
of BinHex (.HEX) format. Since then, the name of the program has
stayed the same, but the format of the encoded file has changed
repeatedly, first to .HCX (compressed BinHex) and then to .HQX (BinHex
4.0). For ASCII-encoding purposes, the format stabilized with BinHex
4.0 in 1985. BinHex 4.0:

(1) uses 64 ASCII graphic characters so as to encode
six bits of useful data in each 8-bit byte.

(2) uses run-length compression to reduce the size of
the encoded representation.

(3) calculates a CRC-16 to check file integrity.

(4) represents the directory information, data, and resource
forks of a Mac file in a single encoded block.

So, it's just a tad more complicated than Lee's posting suggested :-).
For code to decode BinHex files, get a copy of xbin.c (for Unix) from
sumex-aim. There's also a program there for creating BinHex 4.0 files
on a Unix system, but it doesn't perform compression. I've also read
comments to the effect that it's an awful hack.

Looking in my copy of the <info-mac> directory at sumex, I see files called BINHEX4.BAS, BINHEX4.PAS, and BINHEX4-SOURCE-ASSEMBLY.HQX. The first two are dated July '85; the last is dated June '87. These look like promising places to start...

Ephraim Vishniac ephraim@think.com
Thinking Machines Corporation / 245 First Street / Cambridge, MA 02142-1214

On two occasions I have been asked, "Pray, Mr. Babbage, if you put into the machine wrong figures, will the right answers come out?"

3097. RE: CZ-101

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 19:32:21 UTC
From: leigh@byuvax.bitnet
Message-ID: <172leigh@byuvax.bitnet>
Source record: 253147

Check out rec.music.synth and their recommendations. The CZ-101 isn't that highly rated and most people I talk to say it's sounds are nothing special.

CHad

Disclaimer: Above is just a casual observation. I don't have a CZ-101 and don't remember ever hearing one.

3098. Re: Why are the nets so dead?

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 19:56:13 UTC
From: dmb@TIS.COM
Message-ID: <8804071956.AA09307@grumpy.tis.com>
Source record: 253148

I missed a bunch of info-atari mailings at one point. I only realized
this when I read a messsage that made reference to a reference to something
I had written, and I had never seen the first reference. (Argh, that's
a bad sentence -- how do you talk about handles to quotes wihtout being
confusing?)
Anyway, does anyone know what's going on with the net?

Dave
arpa: dmb@tis.com

3099. TEDINFO info requested

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 20:02:27 UTC
From: dmb@TIS.COM
Message-ID: <8804072002.AA09315@grumpy.tis.com>
Source record: 253149

I've been writing a GEM program with TEDINFO (loaded in with rsrc_load)
and I've got a few questions:
1) When I put up the TEDINFO, I type and nothing is accpeted. I used
both the Digital Research RCS and the Laser RCP to make the resource
and I haven't gotten the TEDINFO that either one produces to work.
I have the template set to "XXXXXXXXXXXXXXXX", so it should
take all characters, right? Nope, the cursor just sits there...
2) I missed all the talk about _ making TEDINFO's crash. How do you
avoid this bug? Users of this program may often want underscores
in the string I'm getting with the TEDINFO, so I don't want it
to blow up when they type one.

If anyone has a short bit of code that puts up a TED and form_do'es it,
could you put it in a mail message here (or to me)? Thanks in advance.

Dave Baggett
arpa: dmb@tis.com

3100. All-new neato keen File Selector?

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 20:08:14 UTC
From: dmb@TIS.COM
Message-ID: <8804072008.AA09317@grumpy.tis.com>
Source record: 253150

I've been hearing (reading) that there are programs which replace the
fsel_input with a better file selector. Questions:
1) What's the best one?
2) Is it public domain?
3) Could I package it with a product I am selling (it would of
course be free, but would be included on a disk of other
things that aren't) ?
4) Am I correct in assuming that it works by replacing the
fsel_input function in the AES kernel?
5) Is Atari supporting it?

Dave Baggett
arpa: dmb@tis.com

3101. DEGAS and Elite formats

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 20:27:02 UTC
From: dmb@TIS.COM
Message-ID: <8804072027.AA09331@grumpy.tis.com>
Source record: 253051

Someone put up a request for the DEGAS and DEGAS Elite picutre
formats. I need these too. Anyone?

Thanks,
Dave
arpa: dmb@tis.com

PS> If anyone has a file which has all the common picture formats,
that would be great. Thanks!

3102. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 21:37:12 UTC
From: ejkst@cisunx.UUCP
Message-ID: <8455@cisunx.UUCP>
Source record: 253052
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <112@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>unweildy, difference. Windows V. 2 has a significant difference
>(enhancement) over Windows V. 1 (and the Mac) - the menu bars run
>across the TOP OF THE WINDOW, not the top of the screen. Only having
>one menu bar on the Mac makes true multi-tasking difficult.

The Amiga only has one menu bar along the top of the screen, and I never
have any problems multi-tasking because of it. In fact, what happens if
your menu is larger than your window?

--

Eric Kennedy
ejkst@cisunx.UUCP

3103. Re: binHex in atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 22:07:08 UTC
From: dplatt@coherent.com
Message-ID: <3136@coherent.com>
Source record: 253053
Cross-posted to: comp.sys.atari.st,comp.sys.mac

In article <19093@think.UUCP> ephraim@vidar.think.com.UUCP (ephraim vishniac) writes:
>
> Looking in my copy of the <info-mac> directory at sumex, I see files
> called BINHEX4.BAS, BINHEX4.PAS, and BINHEX4-SOURCE-ASSEMBLY.HQX. The
> first two are dated July '85; the last is dated June '87. These look
> like promising places to start...
>

I suspect that the .BAS and .PAS files won't get your very far. If these are what I think they are, they're MS-Basic and Mac Pascal programs that, when executed, will create a copy of the BinHex 4.0 application on your disk; they were created by feeding BinHex 4.0 into an application called MakeMakers. They were posted on SUMEX for the benefit of people who didn't have any version of BinHex, but did have one of the two language processors.

The assembly-language code, on the other hand, could very well be what you're looking for.
--
Dave Platt VOICE: (415) 493-8805
USNAIL: Coherent Thought Inc. 3350 West Bayshore #205 Palo Alto CA 94303
UUCP: ...!{ames,sun,uunet}!coherent!dplatt DOMAIN: dplatt@coherent.com
INTERNET: coherent!dplatt@ames.arpa, ...@sun.com, ...@uunet.uu.net

3104. Re: binHex in atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 23:15:29 UTC
From: 870158a@aucs.UUCP
Message-ID: <1038@aucs.UUCP>
Source record: 253054
Cross-posted to: comp.sys.atari.st,comp.sys.mac

In article <1505@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>BinHex is an easy enough program to write.
>Each OCTET (8 bit byte) of the binary file is split into two nibbles,
>4 bits each. Each nibble is used as a pointer to index into the vector
>"0123456789ABCDEF" with 16 elements.
>On the other hand, the UUencode program does an encoding that takes
>each set of three octets (24 bits) and produces 4 printable characters,
>by a rule that uses each set of 6 bits to index into a vector string
>with 64 elements.

If we are talking about the BinHex I'm familiar with (BinHex 4.0) the
encoding scheme looks more like what you have described as "UUencode" than
what you call "BinHex". Despite the misleading name, BinHex 4.0 does not
encode binary files with the above hex encoding scheme. Take a look at
one of the files in comp.binaries.mac for yourself. The code uses a
subset of printable characters which looks like it may consist of 64
elements.

Does BinHex 4.0 use the UUencode encoding rule?
--
Benjamin Armstrong at Acadia University, Wolfville N.S.
UUCP: {uunet|watmath|utai|garfield|mnetor}!dalcs!aucs!870158a | In quest of
BITNET: 870158a@Acadia | a cure for
INTERNET: 870158a@ACADIA.BITNET@CUNYVM.CUNY.EDU | technophobia...

3105. batch files from GEM

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 23:30:35 UTC
From: jdb9608@ritcv.UUCP
Message-ID: <353@ritcv.UUCP>
Source record: 253055

In article <8804051549.AA04623@lasso.laas.fr> ralph@lasso.UUCP (Ralph P. Sobek) writes:
> GEMBOOT provides the possibilty to execute
>a batch file as the last step of the \AUTO\ folder sequence. By default it
>looks for *.BAT files in \BOOTBAT\. Batch files are executed by default by
>COMMAND.PRG. One can select amongst the batch files.

I've never heard of batch files for GEM before. Would someone
please fill me in? Are *.BAT only in France?

3106. Re: Ha ha ha ha, ho ho ho ho, he he he... Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-07 23:53:08 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2484@ihuxy.ATT.COM>
Source record: 253056

In article <206@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
...
>Use a real third party UNIX house for software support. Atari only supports

Mr Beckemeyer,

Why don't you put your multitasking OS in ROM and become the
third party OS house for the ST NOW!!

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

3107. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 01:05:56 UTC
From: tim@ism780c.UUCP
Message-ID: <9674@ism780c.UUCP>
Source record: 253057
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <112@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
< You're mistaken here: MS-Windows *IS NOT* a Mac look-alike. Windows
< v. 1 (which was brain-dead) used tiled windows - a significant, if
< unweildy, difference. Windows V. 2 has a significant difference
< (enhancement) over Windows V. 1 (and the Mac) - the menu bars run

I haven't seen V.2. The thing I noticed about V.1 the few times I
have used it was that I knew how to do everything I wanted to do,
or could figure it out easily, by applying what I knew from using
the Mac. With Sun windows or Amiga windows, it took me much longer
to figure out how to do things. This is what I mean by look-alike.
Perhaps a more accurate term woulb be "feel-alike".

Is tiled vs. non-tiled significant? I don't know. I suppose that it
is one of the things that will be decided by this lawsuit.
--
Tim Smith tim@ism780c.isc.com
"I don't practice what I preach because I'm not the
kind of person I'm preaching to" -- J.R. "Bob" Dobbs

3108. Enough already! (Was: AUTO-exec sequence)

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 01:42:12 UTC
From: preston@felix.UUCP
Message-ID: <28139@felix.UUCP>
Source record: 253058

Come on guys! This isn't any great mystery. :-)

The first day I had my ST I read (in the documentation) that the order that programs are run is their order in the \AUTO folder.

It makes sense if you put yourself in the place of the guy writing the TOS code. The most straight-forward way to do this is call Fsfirst() and Fsnext() on "\AUTO*.PRG", which will give you the files in the order they were placed in the directory.

Any other order would require loading and sorting the directory first.

--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

3109. Re: TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 02:39:04 UTC
From: tw@cscosl.ncsu.edu
Message-ID: <1666@ncsuvx.ncsu.edu>
Source record: 253059

In article <8804051221.AA16984@ucbvax.Berkeley.EDU> XBR2DB2Q@DDATHD21.BITNET (Rainer Fuchs, TH Darmstadt) writes:
>I have been using TurboDOS for some weeks (although I would not say that
>I "tested" it) and it works very well. And it's FAST! I can really recommend it
>to any hard disk owner. Two drawbacks: it doesn't seem to cure the 40-folder-
>bug, so you still need foldrxxx. And it occupies about 100k of RAM.
>But what you get is an incredible speed...
[rest deleted]

Will we poor slobs in the US be able to get hold of TurboDOS? I wouldn't mind the extra 100k that was mentioned, since I use that much right now with my hd caching program.

If it's available around here, could someone post an address where one might obtain it? If only available in Germany, is it possible to mail-order from there? What is the current price for TurboDos?

Thanks for any information regarding the above,

Tom Wolf

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3110. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 02:39:06 UTC
From: frank@isrnix.UUCP
Message-ID: <888@isrnix.UUCP>
Source record: 253060
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics

In article <347@gaia.UUCP> zhahai@gaia.UUCP (Zhahai Stewart) writes:
>
>The problem with the Free Enterprise Forever Without Government Interference
>thing is that it has not worked. [...]
> [...] [well-planned tarrifs] WORKED. The free
>enterprise ideologues tend to ignore realities in favor of purity of thought.

i would argue that it's more repetition than thought; part of thought is
an interogation of the extant world that can incorporate and explain the
evidence of that world (if you'll forgive the positivist drippings...).

>We are caught between the free enterprise ideologues [...]
> and the short-sighted protectionists who are trying to ignore
>the market forces. What we need are people who recognize that both market
>forces AND judicious government intervention have to work together for the
>system to be competitive. The Japanese have that; to some degree, so do many
>European countries, who have been doing well at trade with the US despite their
>"socialized" economies (which the ideologues would tell us should make them
>totally unable to compete with the US).
>
>Oh, well - let's turn the conversation back over to the ideologues. I can only
>hope that a few of them will be weaned from their pipe dreams and get back to
>reality - to provide a realistic counterbalance to the non-strategic
>protectionists. Shalom.
>
>--
>Zhahai Stewart
>{hao | nbires}!gaia!zhahai

i thought this was one of the better postings i've seen on this matter.
i especially appreciated its contact with the historical record. well
done.

[ps: the april 4 infoworld includes a blurb on the gatt decision. i
don't have that in front of me, but my reading suggests the posting that
spawned this discussion over-stated the decision; the agreement itself
was not found prolematic, but only the implementation (by japan?) of one
element of it. apologies if my ram has failed me.]
--
Frank C. Burleigh
Institute for Social Research - Indiana University - Bloomington, IN 47405
ihnp4!inuxc!isrnix!frank
{pur-ee,kangaro,iuvax}!isrnix!frank

3111. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 02:46:44 UTC
From: shino@motbos.UUCP
Message-ID: <281@motbos.UUCP>
Source record: 253061
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <572@io.UUCP>, dbjag@io.UUCP (David Benjamin) writes:
```
*
* NN NN OOOOOO !!! NN NN OOOOOO !!! NN NN OOOOOO !!!
* NNN NN OO OO !!! NNN NN OO OO !!! NNN NN OO OO !!!
* NNN NN OO OO !!! NNN NN OO OO !!! NNN NN OO OO !!!
* NNNNNN OO OO !!! NNNNNN OO OO !!! NNNNNN OO OO !!!
* NN NNN OO OO !!! NN NNN OO OO !!! NN NNN OO OO !!!
* NN NNN OO OO NN NNN OO OO NN NNN OO OO
* NN NN OOOOOO !!! NN NN OOOOOO !!! NN NN OOOOOO !!!
*
* DO NOT, I REPEAT, DO NOT CONTINUE THIS CROSSPOSTING POLITICAL EXCHANGE!!!!
* ^^^^^^^^^
* ^^^^^^^^^
*
* Its an open ended issue subject to many passionate responses. I DON'T WANT
* TO WADE THROUGH IT!!!! DON'T EVEN START!!! MOVE IT TO /dev/null!!
*
* AAAAAAAAAAAAAAAAAAAAAAAARRRRRRRRRRRRRRRRRRRRRRRRRGGGGGGGGGGGGGGGGHHHHHHHHH!!!
*
* --
* ------------------------------------------------------------
* -- Dave Benjamin -- ..!mit-eddie!ileaf!dbjag -- Interleaf --
* ------------------------------------------------------------
```

His words were so eloquent I did not even attempt to improve on them.

Really, guys, this is almost as tiresome as the voting for
comp.sys.mac.canoperners. Why is it that those messages targeted for
the widest distribution are least interesting to any single newsgroup?

I was going to suggest to move it elsewhere, except that it looks like its
everywhere already.

-rei

3112. Re: modula2 compiler info

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 05:07:15 UTC
From: wes@obie.UUCP
Message-ID: <126@obie.UUCP>
Source record: 253062

In article <2764@imag.UUCP>, chevalet@imag.UUCP (chevallet) writes:
> I'm a French fan of MODULA-2 and i'm looking for good (or the best..)
> M2 compiler for a PC and ST.

I can tell you some things about the TDI compiler for the ST. I haven't used any others; I hope you get some good information from other net.people.

> I would like to have precise informations about
> - Source of the libraries modules.
TDI's library sources are available, you have to register as a "developer." I think it costs about $100 (US) extra for the sources.

> - Some about 64K memory limitation for code and data on PC.
N/A on the ST.

> - Tools (debugger, make, symbol file decompiler, and so on...).
TDI includes a debugger that I haven't used - it's not a source debugger, and definitely NOT suitable for debugging GEM programs, and I haven't written any REALLY large programs (largest about 900 lines) with the compiler. It also includes a cross reference tool (I think, some of this is part of the "developer's" kit), and a GEM Resource editor from MegaMax, customized to output M2-style include files. It doesn't have a "make", but it doesn't NEED one - see "environment" below.

> - Programming environnement.
TDI ships a "development shell" with the compiler that is really great. The M2 modules in the current directory are displayed as icons - a puzzle-piece in mono, a green square in color. If you change an "upstream" module - source code, for instance, all the modules downstream change to dithered (mono) or a red square (color). You can "make" each module by clicking on it. "Make"ing source modules loads the editor and loads the source file into it. It has some limitations, but it is a very slick interface.

> - Link with other langages.
I don't know of any.

> - Compatibility with other modula.
You can also buy TDI M2 for the Mac and the Amiga, I think. I read this somewhere, perhaps in the TDI docs, but have not seen either product, so I can't vouch for their quality.

> All informations will be welcome.
> So, can someone out there give me these informations about compilers,
> And how to buy them (in france or elsewhere).

> Please, give me complete address or mailbox where i could write.

TDI Software
10410 Markinson Road,
Dallas, TX 75238
USA
+1 214 340 4942

TDI is actually an English company, but I do not have their address in
England any more.

> [...] Sorry for my broken English...)
>
> Jean-Pierre.

With *my* knowledge of Francais, you needn't apologize for your
"broken english." :-)
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

3113. Re: directory limit

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 05:10:30 UTC
From: wes@obie.UUCP
Message-ID: <127@obie.UUCP>
Source record: 253063

```
In article <8804011616.AA00787@ucbvax.Berkeley.EDU>, MCCABE@MTUS5.BITNET writes:
| Is there a limit to the number of files per directory? I know MSDOS
| has a limit in the root directory but not the other subdirectories.
| Is GEMDOS the same?

Yep.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes
```

3114. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 07:21:52 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1667@ncsuvx.ncsu.edu>
Source record: 253064

In article <92@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:
>>
>> The Atari User community has to understand that it is impossible to stay
^
|

>> in business by selling a complicated, quality program for less then $200.
>>
>
> --> Are you serious? Tell that to Borland.
>

Yeah, tell that to Borland -- I don't seem to recall seeing any Borland titles on Atari shelves lately (or ever). The intent of the statement was probably that it is difficult for a s/w developer to stay in business selling a quality program (ie. that he spent ALOT of time on), support it, AND sell it for less than $200 IFF the user-base is as small as the Atari's. Borland clearly does NOT cater to the Atari user but to the IBM PC market -- That's why they're able to sell their product so cheaply.

Tom Wolf

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3115. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 07:47:02 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1668@ncsuvx.ncsu.edu>
Source record: 253065
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <8455@cisunx.UUCP> ejkst@unix.cis.pittsburgh.edu.UUCP (Eric J. Kennedy) writes:
>
>The Amiga only has one menu bar along the top of the screen, and I never
>have any problems multi-tasking because of it. In fact, what happens if
>your menu is larger than your window?

The logical thing to happen if the menu-bar is larger than the window is that
it gets clipped. I imagine that in this case, you can use sliders to see
the rest of it.
Also, just because you don't seem to have any problems doesn't invalidate
the original remark. An example in which the above might be true:
Say you have one application that uses 4 or 5 different menu-bar headers
that are specific to its application. And another has also 4-5 different
menu-bar headers that are particular to the application. And for good measure,
lets throw in a couple of system-specific menu-bar headers (such as desk-acce-
sories, etc.). If you have a single menu-bar, you either have to crunch
them all on the same line OR keep switching menu-bars whenever the top
window changes (when another application becomes active).
I for one, think a menu-bar per application-window is a great idea.

But, of course, that's just my humble opinion. They may or may not be rational.

Tom Wolf

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3116. Re: TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 09:36:47 UTC
From: t19@nikhefh.hep.nl
Message-ID: <448@nikhefh.hep.nl>
Source record: 253066

In Holland a patch is floating around called JAMdos which only works for Mega ROMs, is entirely unofficial but does speed up by a factor of 2-3 hard disk accesses and only takes 20k (plus extra FAT en DAT buffers according to the user's wishes). It thus can be done with less than the 100k of TurboDOS... Let's wait for the official new Atari ROMs... ... ...

3117. UW and PCDITTO query

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 09:58:49 UTC
From: jmg@cernvax.UUCP
Message-ID: <644@cernvax.UUCP>
Source record: 253067

First query: has anyone a recent version of UW : I saw messages to the effect that one exists.
Second query: My PCDITTO (unfortunately bought from ROBTEK in the UK: they seem to be locked in lawsuits with Avante Garde and only sold me an old 2.03 version) will not run a program which needs EGA (mono) and checks for its presence. Should it be able to run EGA?
--

_ _ o | __ | jmg@cernvax.uucp
| | | | _ / \ _ __ _ __ _| jmg@cernvax.bitnet
| | | | |_) /_) | __/_) | (___\ | (_/ | J. M. Gerard, Div. DD, CERN,
| | |_|_| _/___ __/ ___| (_|_| _|_ 1211 Geneva 23, Switzerland

3118. Re: IDRIS(R), STX-Windows(TM), for the ST/MEGA

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 10:18:30 UTC
From: fst@mcgp1.UUCP
Message-ID: <1304@mcgp1.UUCP>
Source record: 253068

In article <1656@ncsuvx.ncsu.edu>, tw@cscosl.ncsu.edu (Thomas Wolf) writes:
> In article <1292@mcgp1.UUCP> fst@mcgp1.UUCP (Skip Tavakkolian) writes:
>>For Your Information:
>>IDRIS TARGET SYSTEM (TS) ..... $149.95 (US)
>>STX-WINDOWS, When purchased with IDRIS TS or PS ..... $49.95 (US)
> Could you use MW C to develop software under Idris?

You could NOT use the version that runs under TOS. IDRIS completely replaces
TOS.

>
> The prices quoted in the article seem to be extremely reasonable. However,
> I wonder how worthwhile it would be to develop software for Idris. Although
> it appears to be a fairly extensive Unix-like environment (correct?).

IDRIS fully conforms to the IEEE POSIX(TM) standards. The Whitesmiths C
compiler which accompanies the IDRIS PS system is a FULL ANSI C compiler.
Whitesmiths Ltd, as an active members of both the POSIX and the ANSI C
committees, follows the development of the purposed and the accepted
standards of these committees closely.

As a more down-to-earth example of how Unix(R)-like IDRIS is, suppose that
you want to get a file-descriptor associated with controlling tty of your
process, you do it just as you have done it under UNIX:

```
int fd = open("/dev/tty", O_RDWR); /* O_RDWR == 2 */
```

IDRIS has many real-time extensions which are not available in Unix. The
shared memory and message passing facilities are much more capable than
those in SYS V. As a matter of fact our original sockets for the X-Windows
were written using IDRIS's message passing system and timers. IDRIS uses
the same patented ``set user id'' mechanism (invented by Ritchie of AT&T)
as the ``real'' unices (with the permission of the AT&T).

IDRIS binaries (use of special hardware notwithstanding) are compatible
across machines of same processor. For example, programs generated on an
OmniByte or HP 200 series, running IDRIS *WILL* run under ATARI ST running
IDRIS, if no hardware specific features are used (i.e. the VDI routines
in the ATARI)

> I don't see a market (at least an ST/Mega market) for it. I suppose the
> target market wasn't supposed to be the ST/Mega but any Unix-supporting
> environment?

ST/MEGA are very capable machines, and if marketed correctly will have
a great future. We are working closely with a number of UNIX software
vendors which are porting their software to IDRIS for ST/MEGA environment.

The list is growing. These include compilers, word processors database management system, etc.

Yes, IDRIS runs on a large number of computers with a variety of processors and architectures. Its first release was back in 1978 as the first V6 Unix compatible system. IDRIS is heavily used in many real-time, embedded applications.

> Can you port source-level code written under Idris to other Unix machines
> without modifications?

Yes. Again if you are not using any hardware specific features. IDRIS for ST also has socket drivers, select and pty drivers which you do not find under SYS V. Whitesmiths C also has many hybrid library routines which you do not find in many UNIX environment, (i.e. onintr, match, amatch, pattern, getflags, getfiles, etc.) These extensions could spoil you, but if you stay generic you will not have any problems porting from IDRIS to UNIX.

>
> One last question: What system configuration does one need to have to use
> Idris as a reasonable fast tool? I have a 20meg hd, but from what I hear
> about other systems supporting flavors of Unix, the environment takes up lots
> of room. This isn't really that an important a question, but I'm curious as
> to Idris' size.

IDRIS kernel can be as small as 135 KB (without socket, or pty drivers) or between 180 to 200 KB for a fully configured kernel. The number of system buffers could increase or decrease this size. IDRIS requires about 3 megabytes of disk for binaries. A minimum of 10 megabytes is recommended. You can run IDRIS comfortably on a 520ST (512KB) with two users. IDRIS *and* STX-Windows require about 1.5 megabytes of memory.

> I also would appreciate more articles summarizing Idris.

There was a writeup in the ``Product of the month'' column in the January 1988 issue of the UNIX World magazine. They have also done a product review which I believe is scheduled for April 1988 (this month). I will be writing up a more informative summary which I will post soon.

> Atari's commitment to it, etc.
> Tom Wolf
> ARPA (I think): tw@cscosl.ncsu.edu
> or wolf@csclea.ncsu.edu

Computer Tools International Inc. or Whitesmiths LTD are not affiliated with the ATARI CORP. Computer Tools and Whitesmiths LTD have close working relation. The well being of IDRIS and Whitesmiths C compilers are in our best interest. I believe we can support our products better than anyone else.

Skip Tavakkolian

UUCP ...!uw-beaver!tikal!mcpg1!fst
Computer Tools Int'l Inc.
14900 Interurban Ave. South, Suite 201

Seattle, WA 98168
(206)243-7060

3119. Re: Rumblings

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 10:50:15 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2422@bath63.ux63.bath.ac.uk>
Source record: 253069

In article <617@nunki.usc.edu> rjung@sal22.usc.edu (Robert Jung) writes:
>P.S. Tangent time: Recently, I've been getting a strange bug with my 1040...
>When I get a directory from the desktop, switch disks, then press ESCape,
>I get the new directory (of the new disk), but mixed with some of the
>files from the *old* directory! Whatsamatter?

I'm not going to claim this is definitive, but... I occasionally saw things like that myself. After a bit of investigating, I determined that it only ever happened to me (and reliably repeatedly happened) if the two disks involved had the same disk serial number. There's been a lot of mention of disk serial numbers recently, so I won't repeat where to find them.

Duplicate disk serial numbers are produced by some (flawed) PD formatters, including early versions of TWISTER, I'm told. The later TWISTERs, and the later DCFORMAT's, are OK. The standard desktop formatter is OK. Dup serial numbers will also be got if you use one of the proprietary 'protected disk copiers' such as PROCOPY, or anything else that does a full logical bitcopy of the disk.

I'm not absolutely positive, but I believe it might be true that in order to get the effect you describe you need not only to have disks with duplicate serial numbers (and use them back to back) but that you might also need to be running one of the PD disk caches, such as Moshe Braner's SCACHE or the recent ACACHE (whose author I don't recall). I seem to remember that if you don't have a cache in, the more likely effect is that the second disk (the one where the problem becomes visible) will have a window list which includes a lot of file icons with no (or garbage) names and apparent 0 lengths.

In any case, if this is what is causing the problem, you can terminally garbage the second disk, if you write to it while the system is in this confused state as to what is on it. So, you should check, and clean up your act. There was a recently posted tool (BOOTSEC, I think it was called) which makes it easy to check disk serial numbers.

3120. Re: IBMFMT: serial number (also emacs.rc)

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 11:03:04 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2423@bath63.ux63.bath.ac.uk>
Source record: 253070

In article <1108@sbcs.sunysb.edu> lean@sbcs.sunysb.edu (Lean L. Loh) writes:
>Can someone enlighten us as to why distinct serial numbers are required
>for the floppies? This is quite a surprise to me since you can't
>gurantee distinct serial numbers on floppies. Even if the serial number
>range is mega-digit, there's always a chance of 2 identical numbers being
>generated. What kind of problems are there if the serial numbers are
>not distinct?

Distinct serial numbers are required because the authors of TOS took a design decision that that is how you tell that a disk has changed. The Apple folk took a different tack, and don't let you eject disks at all (no eject button); rather, you have to ask the system to do it for you. I suspect that Atari's decision was because it allowed less expensive drives to be used, but that's just a guess.

With a 3 byte serial number to work with, the odds of your coming up with two identical serial numbers by chance are so small that it really falls within the realm of being a 'reasonable risk'. You're probably more likely to have a disk damaged by being eaten by a mastodon, than to get two with the same number by chance. (If you're really paranoid, there's always the possibility of writing your own formatter, which keeps a little data file containing the last serial number it used, and bumps the serial number by 1 for each new disk.)

On the other hand, (because of the way bulk copying is done) if you run multiple original copies of the same package and version, they'll probably all have the same number. Still, I'd guess most people don't do that.

As I said in my last, if you have two disks with the same serial number, and you use them ONE RIGHT AFTER THE OTHER and IN THE SAME DRIVE, anything you do that causes writing to the second of the pair can (and likely will) trash something on the target disk.

3121. Re: directory limit

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 11:16:51 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2424@bath63.ux63.bath.ac.uk>
Source record: 253071

TOS dir limits are like MS/DOS ones. Part of the 'formatting info' contained in the boot sector of a flopsy is an indication of how many sectors (7) are used for the root dir. This allows up to 112 (as I recall) entries in the root directory. Subdirectories are handled like normal files, so are not length limited, so there is no limit to the number of files in a subdir (other than the obvious one that there's a limit to how much trash you can put onto a flopsy at all).

HOWEVER:

If a subdirectory gets big, it hurts performance, both within the machine, and at the user-interface level, where you've got to find the file you want among the bunch.

AND:

The ST operating system does NOT shrink subdirectories. If you create a subdir holding (say) 256 files (takes 16 sectors) and then delete all but one of the files, the subdir file itself still stays 16 sectors long.
To shrink it back to the 1 sector which would now be needed, you have to create a new subdir, move the file into it, delete the old subdir, and juggle the names. (Unless someone wants to write a PD directory compactor.)

3122. Re: A little help for a little boy

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 11:43:54 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2425@bath63.ux63.bath.ac.uk>
Source record: 253072

(With apologies to Susan Scheide, who thinks this topic has run on long enough, and that as the people involved created this monster, they deserve whatever they've brought upon themselves.)

According to "That's Life" (a UK 'consumer protection and human interest' sort of TV show) on Sunday night, March 13th, and the Bristol Evening Post of March 14th:

The postcard story was (basically) true -- except that the boy's name is Mario; David is is father's name. Mario has responded well to treatment.

He achieved his goal in December, with something like 150000 cards, and will be in the next Guiness. His father says that it went well thru December, and then things seemed to be quieting down, but just recently there's been a new avalanche of cards from all over the world. Also, in the last week, the story has been repeated on at least two US television stations and in a Hong Kong newspaper, so they fear it will get worse. (Not to mention USENET.)

Mario, his parents, Miss McWilliams, and the St Martin de Porres Infant School express deep appreciation to everyone who has responded, but ask 'could you please stop now?' They are being buried in postcards, and the school is getting nothing done, between the influx of cards, and the continual phone calls asking if it is real.

Miss McWilliams is real. The St Martin de Porres Infant School is real. The Post Office is really burying them alive under piles of mail (something like 3-5 bags per day, at last count). THEY DONT WANT ANY MORE POSTCARDS. IT IS INTERFERING TERRIBLY WITH THEIR WORK WITH THE CHILDREN.

(Sorry to shout. :-) But really, please don't do it.

So, thanks, everyone. But no more please.

Cheers, Paul

3123. Re: Protectionism

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 12:26:49 UTC
From: richard@aiva.ed.ac.uk
Message-ID: <328@aiva.ed.ac.uk>
Source record: 253073
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1519@dataio.Data-IO.COM> bright@dataio.UUCP (Walter Bright) writes:
>Most economists today agree that one of the major causes of the Great
>Depression in the 30's was when Congress passed major protectionist
>legislation. Remember history when you propose new protectionist policies.

Nonsense. Some right-wing economists hold this opinion. Not "most
economists agree...".

Now can we get this out of comp.arch? I'd redirect followups to a
suitable group if we received one here, but we don't, so you'd better
edit it yourselves.

-- Richard
--
Richard Tobin, JANET: R.Tobin@uk.ac.ed
AI Applications Institute, ARPA: R.Tobin%uk.ac.ed@nss.cs.ucl.ac.uk
Edinburgh University. UUCP: ...!ukc!ed.ac.uk!R.Tobin

3124. Re: Ha ha ha ha, ho ho ho ho, he he he... Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 12:59:20 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <953@xn.LL.MIT.EDU>
Source record: 253074

Roy Schreiner writes...

In article <206@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
...
>Use a real third party UNIX house for software support. Atari only supports

Mr Beckemeyer,

Why don't you put your multitasking OS in ROM and become the
third party OS house for the ST NOW!!

****

If it isn's supported / sold / given away, by Atari, the chances of
making large market inroads is quite small. Look at who well
Idris, OS/9 (st version), rtx are doing on the ST. And how well
things like CPM/86 did on the PC (IBM even sold that, but did
not push it).

Compare this to say OS/9 on the Coco...

Third party operating systems don't seem to sell too well on micro's
unless supported strongly by the hardware vendor.

3125. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 13:01:39 UTC
From: sjl@eagle.ukc.ac.uk
Message-ID: <4768@eagle.ukc.ac.uk>
Source record: 253075

In article <1032@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>In article <945@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
>>
>> I hope Atari releases [UNIX] sources, because its the only way anything will
>> ever get fixed.
>
>Before this goes much further, please remember that with UNIX any person or
>entity wishing access to source code derived from the original AT&T source
>distribution must first execute a Source Code License agreement with AT&T.
>This runs into the tens of thousands of dollars, and is thus unlikely in
>the home market (but more than probable for major OEMs/private labels).

.... and universities for whom the licenses start at $400 (any university
out there NOT got a source license?).

So will Atari release the sources to license holders? UKnet redistribute a
fixed version of UUCP which requires a source license and there are a lot
of license holders out there. They are not all big companies by any means.

sean

3126. Re: rsrc_load and drop-down menus

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 14:00:18 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <290@laura.UUCP>
Source record: 253076

In article <8804041901.AA28913@ucbvax.Berkeley.EDU> 0ALEVI@POMONA.BITNET writes:
> 1) Is it possible to get the Resource Construction Set by Digital
> Research without buying the Development kit?

Yes, it is - at least here in Germany. Send a cheque over 22.50
DM (about 13.50 US$) to

Merlin Computer GmbH
ST-Computer Redaktion
PD-Service
Postfach 5969
D-6236 Eschborn
West Germany

and tell them you want the RCS-disk. The price of 22.50 DM
includes 7.50 DM for postage in Germany, I don't know if they
will do it for oversea receipients. Just try.

#include <disclaimer.h>
+--------------------------+---+
Rainer Klute	UUCP: klute@unido.uucp
University of Dortmund	(...uunet!mcvax!unido!klute)
Dept. of CS	BITNET: klute@unido.bitnet
P.O. Box 500500	
D-4600 Dortmund 50	
+--------------------------+---+
| Federal Republic of Germany |
+---+

3127. USENET Access Required

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 14:04:06 UTC
From: andrew%GEORGE@FORSYTHE.STANFORD.EDU
Message-ID: <8804081404.AA13124@george.sun.com>
Source record: 253077

I currently run the Bradford, UK server for public domain ST software. At the moment, we have no access to USENET. This is unfortunate because it means that we and our subscribers miss quite a lot of useful STuff.

Now the grovel...

Would anyone out there with a USENET machine in the UK that I can get at over JANET be willing to let me have a tinsy winsy account? I'd be willing to pay my way by giving access to a large quantity of BSD UNIX software I have, and generally helping out (I have six years UNIX system programming and system management experience). An initial trial period would be fine and I would need hardly any disk space.

Remember, if you give me an account, you will also give access to a range of ST software for a large number of folk who use our server.

Incidently, if you don't know about the server, write to me!

Thanks in advance,

Andrew G. Minter
University of Bradford
Schools of Electrical and Electronic Engineering
Richmond Road, Bradford, West Yorkshire BD7 1DP
JANET: andrew@uk.ac.bradford.eleceng.marvin
or: andrew%marv@uk.ac.bradford.eleceng
EARN/BITNET: andrew@marvin.eleceng.bradford.ac.uk

3128. Re: UNIX Toolkit for the ST, Manual pages and one binary

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 14:45:38 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1507@water.waterloo.edu>
Source record: 253078

In article <695@cacilj.UUCP> paul@cacilj.UUCP (Paul Close) writes:
>In article <1497@water.waterloo.edu> I write:
[... (sob) my ARC tells me]
>> I don't know how to handle file SH.MAN in archive man.arc
>> I think you need a newer version of ARC.
...
>
>Your arc is outdated. So is mine. From the (ugh) IBM PC group comes this
>explanation of arc compression: [a lot deleted here ...]

Thank you Paul! and Than you Desh!

Well, the mystery about the ARC encoding of the recently posted
"man.arc" seems to be solved. Desh D. Sharma, of the Arts Computing
Office at the University of Waterloo (....ihnp4!watmath!ddsharma,
DESH@WATDCS.BITNET), tells me that apparently Andrew B. Smith
(andrew@kcl-cs.uucp) used a form of ARC that includes "Squashing" along
with the usual well known forms of compression already included in ARC.

Apparently this is akin to PKARC (what an awful name) now becoming
popular with IBM/PC users. The principal difference in the two methods
is shown here, in this edited extraction from "ARC v man":

SH.MAN 14598 Crunched 65% 5232 beb7 (Old)
SH.MAN 14598 Squashed 64% 5378 beb7 (New)

The difference in size of the "UUEed ARCed man.arc" files given by
the two methods is *4 lines* out of over 860.

I now have a file called man2.arc that I am willing to post to
"netlib@lakesys.uucp" for UUCP users and to
"LISTSERV@CANADA01.NetNorth" for BITNET users. I do not want to mail
it to the world. You will be able to tell from the following if you
want it. Both of the file servers should destroy man2.arc after an
improved version of ARC becomes widely available. (Any volunteers?)

-rw-r--r-- 1 ljdickey 12566 Apr 8 09:52 man2.arc

Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
SH.MAN 14598 Crunched 65% 5232 8 Apr 88 9:27a beb7
SIZE.MAN 615 Crunched 47% 326 8 Apr 88 9:27a eb95
SLEEP.MAN 461 Crunched 52% 225 8 Apr 88 9:27a 85e7
SORT.MAN 3211 Crunched 54% 1507 8 Apr 88 9:27a 23e6
STRINGS.MAN 1098 Crunched 47% 588 8 Apr 88 9:27a b0d4
TAIL.MAN 994 Crunched 46% 546 8 Apr 88 9:27a 7520
TEST.MAN 1808 Crunched 58% 777 8 Apr 88 9:27a 55f0

```
TOUCH.MAN 890 Crunched 53% 427 8 Apr 88 9:27a e885
TR.MAN 1755 Crunched 50% 886 8 Apr 88 9:27a 49bb
TSORT.MAN 1113 Crunched 50% 567 8 Apr 88 9:27a 4b41
UNIQ.MAN 1507 Crunched 49% 769 8 Apr 88 9:27a 6dc7
WC.MAN 705 Crunched 49% 366 8 Apr 88 9:27a a5ad
==== ======== ==== ========
Total 12 28755 58% 12216
```

--

L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3129. Re: binHex in atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 14:51:10 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1508@water.waterloo.edu>
Source record: 253079
Cross-posted to: comp.sys.atari.st,comp.sys.mac

Several have written to tell me about marvelous advances in BinHex that include larger character set (64 instead of 16) and cyclic redundancy codes (CRC).

Thanks all. I was outdated. No more mail on this topic, please.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3130. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 14:53:29 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <4744@umn-cs.cs.umn.edu>
Source record: 253080

In article <92@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:
> --> True. Nevertheless, the software cost should be proportional
> to the cost of the computer. I can buy WP for DOS for under
> $200, but it costs about $300 for the ST. Since software is
> more important to me, the implicit message is that I should
> switch to the DOS world.

Mr. Govett is under the mistaken impression that the cost of developing software is in any way, shape, or form related to the cost of the hardware for which it is developed.

Software companies are in the business to make a profit. A program which could sell for $100 when aimed at a computer with an installed user base of 3 million computers or more (IBM world...) will not make as much money at $100 when aimed at an installed user base of less than 1 million computers (reasonable estimate for Atari ST at present time). In order to obtain as much profit, the program would be increased in price.

IF software price is the main reason you purchase a computer, buy a Commodore 64. You certainly aren't going to like the $200 and above prices for many packages on the PC/Clone.

-- Dave Meile

3131. PENICILN program

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 15:21:35 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8804091904.AA21065@ucbvax.Berkeley.EDU>
Source record: 253081

Which digest was this program posted in?

3132. DVIST version 3.2 will be posted shortly

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 15:58:40 UTC
From: avy@yugas.UUCP
Message-ID: <784@yugas.UUCP>
Source record: 253082

>Hello, You are the author of DVIST, right? Can you please post the
>most reason version to the server at Houston (UACE) or better still, post
>it to the new moderator?

We have received a lot of requests to post DVIST version 3.2 for the Atari ST. As a result we are currently assembling the PD distribution package. If all goes right, we shall post DVIST version 3.2 in a week or so.

--
Avygdor Moise, York University. (C.R.E.S.S.), Petrie Bldg. Rm 340,
4700 Keele St., North York, Ontario, Canada. M3J 1P3
UUCP: ...!nexus!yugas!avy Tel:1 416 736-5359
BITNET: "yugas!avy@.yunexus.bitnet"

3133. Re: Auto-EXEC sequence

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 16:45:19 UTC
From: ralph@lasso.UUCP
Message-ID: <8804081645.AA07989@lasso.laas.fr>
Source record: 253083

```
| RE: auto execute order
|
| Find an auto folder with serveral programs in it already, or
| just copy a few programs into it if it's empty. Use the
| SHOW INFO menu in DESKTOP to change filenames to modified
| the file time stamp, the order of programs being executed
| can be changed.
```

My tests with the \AUTO\ folder do NOT exactly produce your results. Executable files in the folder are executed in the order of their physical presence: first-in first-executed. Non-executable files are skipped over! Using your method to change GDOS.PRG to GDOS.PRZ causes it to be skipped over, also. If I rename it back, it executes at the place that it originally executed.

Therefore, one can construct the \AUTO\ folder in a lattice, and by renaming, have the equivalent of multiple boot auto-EXEC sequences.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

3134. Re: Which paint programs should I support?

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 16:45:39 UTC
From: rjung@sal1.usc.edu
Message-ID: <674@nunki.usc.edu>
Source record: 253084

In article <2632@tekig5.TEK.COM> wayneck@tekig5.TEK.COM (Wayne Knapp) writes:
>In article <649@nunki.usc.edu>, I wrote:
>> Speaking of animation, does anyone in netland know whatever's happened to
>> Broderbund's "Arti Director/Film Director" package for the ST? They've
>> announced it so long ago, and I'm *still* waiting! (Cel animation is the only
>> way to go!) Is this just so much vaporware, or can I still wait on Broderbund
>> to pull through for me? For an $80 art/animation package, that's a steal!
>>
>Thanks for your input. I'm curious to know why you feel that Cel animation is
>the only way to go. It seems nice for some effects but on the whole very
>limited or at least very time consuming to do really nice animation. Do you
>like Cel animation because it is easier to do or it there some other values of
>it I'm not aware. By the way isn't Aegis Animator about $80 dollars, it is a
>Cel animator, also isn't Cyber Paint mainly just a Cel animator for about $70.
>
>I think the that Cad3D, Cyber Paint, other paint programs, Aegis Animator,
>Animator:Apperetice (The one I'm working on), raytracers, and special effects
>packages are just tools in an animators toolbox. In an ideal situtation the
>animator should be able just to pick whatever tool he wants for whatever effect
>he is working on and with this picking and choosing build any animation he
>wants to.

Oboy, one of my favorite comp.sys.rec.fun.n.games topics!

To address your queries/points one at a time:

(1) I like cel animation because it's easier, and I get "more" detail out of
an animation. Aegis Animator's "metamorphoises" mode, CAD-3D, and other
things like that, while they *move* nicely, they don't *look* nicely.
For me, it's the little things that make a computer animation fun.
CyberPaint is the best in this regard, since I can draw every frame
individually, but it's not quite what I'd love to do work with.

Given enough cel "pages", you can do quite a lot. I have a friend here who
just completed a CyberPaint demo of the "California Raisins", and he
duplicated cel animation by drawing components on DEGAS blocks, and animating
them indivdually. (This animation will be featured on Antic's upcoming
Cyber animation VCR videotape, I hear)...

(2) Art Director/Film Director also provides SOUND/MUSIC, which none of the
other ST animation programs you mentioned (except for Animator:) offer.
I don't need the hassle of having to link up G.I.S.T. with the Cyber
programs...I'd like to have everything in one convient package (hey,
another tip for your program!). An ability to define my own sounds would
be nice, too.

(3) You must remember, I'm not a professional animator by any definition of the term. I'm looking for an animation equvalent to Neochrome: Something fully-featured, easy-to-use, and adequate for my purposes. Sure, there are more expensive, detail-loaded paint programs for the ST, but NeoChrome does what I want (and very well, I may add). Similarly, I would like an animation program that's a complete package, offering me enough features to do quality work, but not necessarily swamping me with every trick in the book.

The MOVIE MAKER program for the Atari 8-bits is/was the kind of package I'm looking for. Heck, just chain eight or nine two-minute animations together on a disk, and you get a full-featured "movie"...I'm surprised nobody has done anything similar to this for the ST (and that's what FILM DIRECTOR was *supposed* to do!)...

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

3135. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 16:47:44 UTC
From: rjung@sal1.usc.edu
Message-ID: <675@nunki.usc.edu>
Source record: 253085

In article <1667@ncsuvx.ncsu.edu> wolf@csclea.UUCP (Thomas Wolf) writes:
>> --> Are you serious? Tell that to Borland.
>
>Yeah, tell that to Borland -- I don't seem to recall seeing any Borland
>titles on Atari shelves lately (or ever).

Isn't TURBO C by Borland? And wasn't it recently announced that TURBO C
is being packaged/avaliable for the Atari ST?

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

3136. DCFORMAT v.2.21

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 17:00:53 UTC
From: ralph@lasso.UUCP
Message-ID: <8804081700.AA08009@lasso.laas.fr>
Source record: 253086

After my question on DCFORMAT's not working a few months back -- I received no suggestions. ;-(Oh well, I was recently given a working version -- which would also hang after the initial DC alert box(message). A further suggestion told me to look at my \AUTO\ folder -- and guess what -- GDOS.PRG caused DCFORMAT to hang. Desactivating GDOS.PRG get DCFORMAT to work. Does anybody know why this happens? Does anybody have DCFORMAT and GDOS co-existing happily? By the way, do different versions of GDOS exist? Mine is version 1.1 -- and from the Info-Atari16 Digest -- it seemed like the ONLY version.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =
Please reply to me directly since I don't get any of the newsgroups, such as comp.*.atari.st ;-{
= =

3137. CZ-101 / Velocity Sensitivity

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 17:18:46 UTC
From: dmb@TIS.COM
Message-ID: <8804081718.AA10378@grumpy.tis.com>
Source record: 253087

In response to Hsiung Young's CZ-101 questions, Jeff Beer
writes:
>I don't know too much about the models on the low end, but what you should
>look for is at least something with what is known as velocity sensitivity.
> [means that sound volume and timbre is controlled by how hard you press
> the keys]
> ...
> If you are at all serious about playing a keyboard, you should have this.

It IS nice to have, but it is too expensive for beginner. We're talking
around $795 at least for a keyboard with velocity sensitivity. I would
say get a decent cheap one (like the CZ 101) and play with it. It's
perfectly good. In terms of developing keyboard techinque, nothing is
a substitute for a real piano anyway, and I'm sure there are plenty og
those at Princeton...
Dave
arpa: dmb@tis.com

3138. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 17:42:09 UTC
From: 870646c@aucs.UUCP
Message-ID: <1040@aucs.UUCP>
Source record: 253088

There seems to be alot of dumping on Atari in the last few months, I fail to see what everyone is complaining about????? I have been using a ST since about the middle of 1986, and have nothing but good luck with it! I like many other owners are very very happy with our machines. Any support that I have received from Atari has been good, including a very reasonable price on a Mega ST2(with blitter) through their educational program. So before anyone else complains think about all the good things that the ST can do, and if you can do better, THAN DO IT!

later
Barry

3139. Another question on TEDINFO info

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 19:13:49 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <2220@pasteur.Berkeley.Edu>
Source record: 253089

Recently I wrote a program that uses a TEDINFO where the template string is FFFFFFFFFFF. According to the Atari docs, and the Sybex GEM book, this should allow only filename characters to be entered. In fact, this is a template that should also avoid the underscore crash bug. However, I found when I ran the program that hitting an illegal character like / or = or + or anything no included in the F specification causes the text cursor to jump to the end of the line, filling the line with spaces. Hitting an illegal character again will cause the whole thing to crash.

Can someone tell me what is going on? I've used TEDINFO's before, and the only differenece between my previous programs and this one is that the resource is "built-in" in this program. I'm using the RCSFIX.C supplied by Atari (and Alcyon C).

- Warner Young

3140. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 20:11:36 UTC
From: greg@bilbo
Message-ID: <201@snjsn1.SJ.ATE.SLB.COM>
Source record: 253090

In article <48536@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
>The Atari User community has to understand that it is impossible to stay
>in business by selling a complicated, quality program for less then $200.
>Sure it would be nice but until there are 4 million of you to distribute
>the cost it won't happen. And until you can prove that you are willing to
>pay what it costs to get the software you demand no one will write it.
>Word Perfect Corp took a big chance when they introduced WP for the Atari
>and Amiga. Both were 'unproven' markets. I know that they recouped their
>entire development investment for the Amiga in 7 days of sales. What
>that does is make people like Ashton Tate, Microsoft, and Borland look
>seriously at the Amiga market. It can work for the Atari too but you have
>to prove yourselves. And if the only thing you are interested in buying
>are games then that is all anyone will write for you.

I agree with you to a certain extent; however, the market is really more complex than that. One big factor in software sales is that of the software's PERCEIVED VALUE. This is also known colloquially as "Bang for the Buck". Personally, I rarely hesitate to buy a package priced $50 or less that claims to do what I want. In the $75 - $100 range I might ask around for opinions of other users. Over $100, though, and I'm going to do some SERIOUS thinking before I invest.

Why? Because with virtually ANYTHING ELSE I buy, if it doesn't work or doesn't work properly, I can RETURN IT for replacement or refund. Personal computer software, you may have noticed, doesn't work that way (why is another thread...). Buying an expensive software package that I can't try out ahead of time (seriously, how many computer stores are willing or able to demo a major product for you?) is a gamble, and I'm not a betting man.

So, to companies out there who want to sell me expensive software, I say: You must either PROVE to me (by having respected publications, such as Byte Magazine, STart, etc. review your product) that it does what you say and is worth the cost, or allow me to try out your product (by releasing "demo" versions that have key features disabled as Aldus did with PageMaker on the Mac) on my own so that I can make an informed decision.

A company's reputation on another hardware platform isn't enough; just look at what Microsoft did with Word/Write (or whatever they call the Atari version). Did they release the latest and greatest Mac version to the Atari community? Hardly. Can you tell that by gazing at the pretty slipcase through the shrink wrap? Hardly.

By the way, I must point out that Antic Publishing has been doing marvelous things with/for the Atari, and yet they seem to get very

little attention from the Atari community (not their products; those are doing well). They have consistantly offered useful, quality software for extremely reasonable prices, and show no sign of stopping. Some examples: Flash (Communications software), CAD-3D (solids modeller), Cybermate (CAD-3D animation editing tool), Cyberpaint (2D Animation/Screen Painting tool). They provide upgrades to their customers for only the cost of a disk plus postage. They are responsive to the requests of their customers. Why aren't there more publishers like them? Beats me.

(I have no affiliation with Antic except that of a satisfied customer.)

Greg Wageman
Schlumberger Technologies UUCP: ...!decwrl!spar!snjsn1!blfca1!greg
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San Jose, CA 95110 BIX: gwage
(408) 437-5198 CIS: 74016,352

"Nest deeply, and carry a big stack."

The opinions expressed herein are solely the responsibility of the author.

3141. Re: CAD 3-D 2.0 and CYBERPAINT

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 20:51:46 UTC
From: greg@bilbo
Message-ID: <202@snjsn1.SJ.ATE.SLB.COM>
Source record: 253091

In article <880405205724.800048@HIS-PHOENIX-MULTICS.ARPA> Friesen%PCO@BCO-MULTICS.ARPA writes:
>
>Someone asked, "Who out there is a Cyberpunk?"
>
>I guess I am one. I own CAD 3-D 2.0 and Cyberpaint.
>
>I actually am not as pleased as I could be with CAD 3-D however.
>
>The reasons are as follows: 1. The drawing tools are not that good,
>for example, for a presentation I wanted to construct and manipulate a
>model of DNA (which resembles a twisted ladder) and found this to be
>impossable with the tools supplied.

Depending upon exactly how you are trying to model such an object, I think it possible. Difficult, but possible. You can certainly do it with the new CyberControl language since it allows you to write equations which can be used to generate objects, using splines. Sounds like a perfect application, to me. (CyberControl drives CAD-3D using the applications messaging event system provided by the Atari's AES.)

>2. The slowness of the program (especially when joinning)bothers me. I
>know its the hardware, and it does not bother me that much, but it gets
>a little tiresome.

I have to agree, joining anything reasonably complex is coffee-break time. Not having seen his source code, I don't know how optimal his algorithms are (Tom Hudson, that is, author of CAD-3D).

>3. The shading is sometimes splotchy, meaning it is to unrealistic, for
>example, there might be a sphere, withe light coming from the top right,
>almost all of the parts facing the light are the same shade, then the
>next row has a sudden decrease, 3 or 4 shades in color, it needs to be
>more gradual, also the fact that it shades even a sphere with squares, I
>know it is because everything is drawn with triangles, but then that is
>obviously not to good of a way to draw a sphere!

Are you using the default shading, or have you defined custom color sets? I much prefer the results from the latter (say 14 shades). However, it's a trade-off between the number of object colors vs. the number (gradiation) of shades. That is a hardware limitation, at least until someone combines the Spectrum 48 colors/scan line code with CAD-3D (are you listening, Antic??? :-))

>4. I also do not like the fact that objects you create do not cast
>shadows.

I agree. However, there is a technique where you can fake them. Make a copy of the object which should cast a shadow. Scale the object down along one axis until it is nearly two-dimensional, then re-color it to black. Position it as appropriate. Not automatic, not elegant, but it works.

>5. The most annoying thing is the fact some of the files (Animator, >cubit, and more) seem to be missing, and no one I have contacted has >them either.

My disk came with the "animate" program, if that's what you mean. The "cubit" objects were there too, but you have to walk through the tutorial to produce the animation (it's worth the investment of time). If you got the program legitimately, (and I'm not casting aspersions), Antic's support is really excellent. Make a backup, send them the original disk, explain the problem, and they'll fix it.

>6. It also takes a whole double sided disk to save an animation file, >which is a pain!

That depends, of course, on the length of the animation and the complexity. You DID install the "Cybersmash" desk accesory, didn't you? Said accessory performs a delta-compression on each frame as it is generated, so that it doesn't consume nearly the 32,000 bytes it would otherwise require. Without it, you can fill the disk up quite quickly. Even so, you can chain an animation across multiple disks. The real limitation is memory. With a Meg, you are still limited to about 2 minutes of animation.

>I like Cyberpaint, but I also have some complaints about it.
> [...complaints deleted...]

I own it, but confess I haven't had a chance to play with it, so I can't comment intelligently.

>Cyberpaint is fairly good, but CAD 3-D definitly has room for >improvement. (especially for the price)

WHAT???? CAD-3D is about the most incredible software product I have ever seen at the price (what, $90?). We're talking SOLID MODELLING here, folks, no simple pixel editor. Animation capabilities. Color. I can do things with my Atari that, maybe 5 years ago, people would have KILLED to be able to do for under $10,000 (hardware + software).

>Aric Friesen
>Want to argue my complaints, E-mail me.

No, you can't flame someone like this in public without a public rebuttal. Besides, you don't give a plausible e-mail address.

Note that I have no connection with Antic Publishing except as a satisified customer.

Greg Wageman
Schlumberger Technologies UUCP: ...!decwrl!spar!snjsn1!blfca1!greg

1601 Technology Drive ARPA: greg@blfca1.com@spar.slb.com
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author.

3142. TurboDos observations

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 22:14:57 UTC
From: poole@forty2.UUCP
Message-ID: <207@forty2.UUCP>
Source record: 253092

I was able to play around a bit with the GEMDOS 'Ersatz' from Atari France:

First thing I did was run a few tests without TurboDos, one was
run the UniTerm manual thru LaTeX, and the other was
create 50 1.5 kB files on a 5MB HD partition with 120kB free (some-
thing for which GEMDOS is known to be very slow).

After I had run these two simple tests, I installed TurboDos and ran
up against the first problem, it uses at least 100kB of memory (the
program itsself is some 30kB, with other words I had to remove various things
before I was able to run TeX.

What one does notice immediatly, is that the desktop needs a lot less
disk accesses, this and the fact that TurboDos needs so much memory
could mean that it's 'just' a disk cache program, anyway the times for the
above tests:
GEMDOS TurboDOS
LaTeX | 9 min 40 s | 9 min 40 s | Comment: tmp files on Ramdisk
50 files| 3 min 6 s | 0 min 42 s |

Anybody got more data?

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

3143. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 22:26:11 UTC
From: wes@obie.UUCP
Message-ID: <131@obie.UUCP>
Source record: 253093
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <1563@homxa.UUCP>, wada@homxa.UUCP (R.WADSACK) writes:
> A few years ago there was an article in the Sunday Star-Ledger
> (of Newark, NJ). The story was a write-up of an interview with
> a high school foreign exchange student from Japan. There were
> the usual questions about how he liked his new school, the food,
> his new friends, etc., etc., etc.
>
> The reporter also asked him what was one of the most surprising
> things about this country. His answer -- how inexpensive the
> radios and cameras were here compared to Japan. Huh????

A few years ago, I worked in a store, actually the "head" of a chain,
that sold photo equipment, stereos, and had a (small) computer store.
The usual policy of this company was that all equipment arrived at the
Distribution Center in the main store, and was re-distributed to the
individual stores. The DC recieved 7% over their wholesale price off
the top of all equipment *except cameras*.

The cameras were not marked up by the DC because cameras were typically
sold at a 1-2% margin, and the stores could not be competitive with a
7% warehousing fee. The reasoning behind this pricing is if you buy a
camera from them, you'll come back for lenses, filters, batteries,
film, photo finishing, cases, etc... And *it works*! Of course, the
markups on all these items were much higher - typically in the 50%
range.

On a side note, the most outrageous markup I've ever seen was also at
this store. They sold a Bang & Olufsen turntable cartridge for a
price that was $5 below the only other store in the area that sold it
- about $130. Store cost on it was about $19. Good thing employees
bought at cost, eh?
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

3144. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 22:30:04 UTC
From: wes@obie.UUCP
Message-ID: <132@obie.UUCP>
Source record: 253094

In article <1032@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
> Before this goes much further, please remember that with UNIX any person or
> entity wishing access to source code derived from the original AT&T source
> distribution must first execute a Source Code License agreement with AT&T.
> This runs into the tens of thousands of dollars, and is thus unlikely in
> the home market (but more than probable for major OEMs/private labels).

I already am part of a System V license site, Weber State College.
Who do we contact at Atari to get the sources for YOUR System V? You
should not underestimate the resources of the ST hacker community.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

3145. Re: directory limit

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 22:37:35 UTC
From: wes@obie.UUCP
Message-ID: <133@obie.UUCP>
Source record: 253096

In article <1035@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> From article <8804011616.AA00787@ucbvax.Berkeley.EDU>, by MCCABE@MTUS5.BITNET:
> > Is there a limit to the number of files per directory? I know MSDOS
> > has a limit in the root directory but not the other subdirectories.
> > Is GEMDOS the same?
[...]
> Note that big subdirectories will result in long file search times: all
> files will be searched for from the start of the subdir. When you
> create a file, you'll search twice: once to be sure the file doesn't
> already exist (and delete it if it does) and a second time to find an
> empty slot. You just have to deal with that, I'm afraid.

You have a good point on directory search times here, Allan. In many ways, the Unix file system is similar - long directories slow down the file system. This is why the 2.11 version of the News software creates directory trees for the newsgroups. For instance, if /usr/spool/news is the news spooling directory, comp.sys.atari.st will be found in /usr/spool/news/comp/sys/atari/st.

MCCABE: You will probably speed your program up by creating a reasonable directory structure and keeping the number of files in each directory down to 60 or so. Your application should run faster, and it _might_ make floppy backups easier (note the emphasis on might, this would depend on your app and the size of the data files).
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

3146. Re: serial numbers; ... and how to loose files

Newsgroup: comp.sys.atari.st
Date: 1988-04-08 22:40:40 UTC
From: jbww@eagle.ukc.ac.uk
Message-ID: <4769@eagle.ukc.ac.uk>
Source record: 253097

Yet Another Way to Loose Files.

I am posting this note, as I have not seen this particular little
side effect mentioned before, on the net.

It may catch those of you that work in an environment with a number of
STs, or who leave machines at work and at home permanently on. The sort
of time it will strike is if you are `multi-tasking' on more than one
machine - i.e. writing in 1stWordPlus on one machine, taking the disk
to another to run 1stWord_to_Postscript, and send the PS to laserprint.

The scenario :
ST 1 ST2
Write file A
take disk to ST2
read A, transmit A.PS
take disk to ST1
Write file B
take disk to ST2
!!! where is file B ???

Even if you hit escape, hear the drives whir, and know it is reading the disk,
still no sign of the file.

are the disk drives Out Of Alignment; is it THE VIRUS ???
No, it your friendly TOS striking again !
Remember, TOS is checking, noticing that the disk has gone and come,
so it reads the serial number, finds it is the same, AND SO DOES NOT
UPDATE IT'S INTERNAL COPY. (How much time dies this save? On a disk
with 50 to 100 files in the top directory, about 2 to 4 sec will pass
from hitting escape to the first flicker of the bee, if the disk is the
same; if it is different, the time will be lengthened by about 0.2 sec
- you can use this to verify the effect on just one machine).

How can one force it to update the directory ? :
a) close the desktop window on the disk, and re-open it.
b) run Moshe Braner's uproot.
c) force a directory read on a different disk, then re-insert the first.
(I now do this as a matter of course, when working between machines).

This gave one a panic, but did not actually loose a file.
It is, I regret, very easy to also over-write files.

If in the above example the postscript file had been written back to
the same disk, ST1 would not have known of it, and would probably have
then gone on to write fileB over the postscript file.

Is there anything that one can do to completely avoid this problem ?
One answer would be if TOS always fully re-read any disk that has left
the drive; this is a fairly major change.
Another possibility would be to keep a note of the time the disk was
last updated, and to check this against that on the disk.
One option that has occurred to me is to re-write some or all of the
serial number each time a file is written, at the same time the
directory is updated. This would have the advantage that any other
standard ST (without the modification) would read the disk correctly.

I don't know what people think of this, or how tricky it would be.
(Perhaps a modified trap, shades of the virus discussion, where we came in).
No flames on the latter, please, sorry this has become so long, hope it
saves someone some grief, although the problem is fairly obvious when
one is looking at it.
jbww@Ukc.ac.uk

3147. Re: Multiuser prg. (MX2V210)

Newsgroup: comp.sys.atari.st
Date: 1988-04-09 04:56:17 UTC
From: fred@pnet01.cts.com
Message-ID: <2788@crash.cts.com>
Source record: 253098

If you want a copy send me a S.A.S.E. with at DS disk and $2.00.

Address
Fred Brooks
4145 44 st #5
San Diego, ca 92105

I'll be glad to send you "or anyone" a copy.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

3148. Re: AUTO-exec sequence

Newsgroup: comp.sys.atari.st
Date: 1988-04-09 05:51:58 UTC
From: euloth@dalcsug.UUCP
Message-ID: <427@dalcsug.UUCP>
Source record: 253099

In article <4283@cup.portal.com>, Jinfu@cup.portal.com writes:
>
> just copy a few programs into it if it's empty. Use the
> SHOW INFO menu in DESKTOP to change filenames to modified
> the file time stamp, the order of programs being executed
> can be changed.

Jinfu,
Are you sure your system changes Filestamp when you do that? I can change
the file name on my ST and it doesn't seem to do anything to the date/time stamp

George Seto - Using a friend's account.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

3149. Re: modula2 compiler info

Newsgroup: comp.sys.atari.st
Date: 1988-04-09 06:33:19 UTC
From: hase@netmbx.UUCP
Message-ID: <1689@netmbx.UUCP>
Source record: 253095

In article <2764@crash.cts.com> fred@pnet01.cts.com (Fred Brooks) writes:
>> Wanted info about Modula-2 for ST.
>
>I have both TDI and jefferson modula-2. They both have weakness. My main
>problem with the TDI product is the cost of the library sources. But I have
>used TDI for about 1.5 years and can say it's a solid product for systems
>software and general use. It has a source debugger and a RSC for GEM.

There is another one, shipping *real soon now*; it is a port of an older
modula-2 compiler developed in Germany.
It is a nice system (I tried out the original Gepard version) not
needing a linker. Programs get linked to the library at load time. The
drawback ist the 350KByte system library that must be resident in memory
all the time....

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 (auf der Karte: links)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3150. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-09 08:23:07 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <654@ncrcce.StPaul.NCR.COM>
Source record: 253100

In article <8804071811.AA05419@ucbvax.Berkeley.EDU> KAHNP@SKIDMORE.BITNET (I Agitate Communists) writes:
>I am thinking of upgrading from my evil 6502 based machine (Apple //e).
Why? I'm serious - there is a _lot_ more software for the //e, and a lot greater variety of software. Yes, it (the //) is slower, and if you want to do hacker-type stuff the ST is superior, but before you dump your Apple make sure your new machine can do everything your present one can. (Software, software, software.) If possible, you may want to keep your //e - there are times I wish I still had my old C64 (in addition to my ST).

>What is in the attachment that makes it a mac?
"Magic Sac" by Data Pacific. It will NOT run Hypercard, and it's not cheap if you want to be able to use Mac disks.

>How well does it emulate IBMs?
Fine, but slow - make sure you try before you buy, many people are put off by the slow speed of the PC emulator ("PC Ditto").

>How upgradable is it?
You can upgrade the memory, but it's not designed to be upgraded, so we're talking surgery, not plug-in-the-card.

Flames follow:

A careful reading of the ST news group shows it to be mostly complaints about Atari. Most of us like the hardware - it's cheap and cheerful and reliable. BUT Atari lies to the consumer - if you like promises listen to Atari, otherwise expect to only be able to buy (_ever_) what you can buy today. The Mac and Amiga newsgroups are not nearly as negative as the ST one is, and I think there are valid reasons for the difference.

I thought the ST would be a "poor man's Mac"; in truth it is a "rich man's Commodore 64". It is, however, a great low cost C development machine - Mark Williams' compiler has made the machine for me (I'm not too interested in GEM development, but the Mark Williams is great for UNIX-like stuff).

I no longer recommend STs to my friends.
--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN

3151. Re: Microsoft "Word"

Newsgroup: comp.sys.atari.st
Date: 1988-04-09 17:28:13 UTC
From: ron@argus.UUCP
Message-ID: <1164@argus.UUCP>
Source record: 253151

MS Write is a small subset of what MS Word offers. It has many useful features, such as Footnoting and support of many fonts. I have used MS Word on MS-DOS systems, including the ST under PC-Ditto.

I played with a copy of write at a dealer, and almost paid the $89 price (I think list is close to $125). BUT...there is no spell checker and no thesaurus! These are absolute musts in my opinion. The program seemed to be OK, I did not test extensively.

MS Word is a full-featured word processor, and does everything you would ever need. It has a HUGE manual, and all of the features I have used work well. I'm not sure of the actual cost, I purchased my copy at a student discount through my school. There is one problem with it - it is so slow under PC-Ditto it is almost useless.

If Write is ever realeased with a speller and thesaurus, I will consider it again. Until then, I'm saving my pennies for Word Perfect (I'm no longer a full time student, so I don't qualify for their $99 discount :-( ).

--
Ron DeBlock KA2IKT 213 River Dr.
...!rutgers!galaxy!argus Lk Hiawatha, NJ 07034
ron@wilbur.njit.edu (201) 316-6807
"NECKTIES MAKE MEN STUPID" - Weekly World News headline

3152. Re: CZ 101

Newsgroup: comp.sys.atari.st
Date: 1988-04-09 17:38:33 UTC
From: boblind@percival.UUCP
Message-ID: <1202@percival.UUCP>
Source record: 253152

>>from: mind!tiger!leo@princeton.edu (Hsiung Young)
>>Subject: CZ 101
>
>>I am in the market for an MIDI compatible electrnic keyboard. The most
>>2. Any other suggestion for a cheap keyboard? I am just a beginner in
>>playing the instrument.

In the several responses to this message, no one seems to be aware that Casio has discontinued the CZ-101. They are now pushing the HT-700, a mini-key synthesizer with slightly easier programming and some drum box-like features. In some ways, this is a less flexible machine than the CZ-101 but it is also more of an all-in-one instrument for the entry-level user.

--
| Troutdale Shrine of Computing ** Bob Lindstrom, perpetrator |
| "What doesn't kill me" ** UUCP:percival!boblind |
| "makes me fat." ** PLink: Bob L. Q-Link:Lindstrom|
| - Friedrich Neetcha ** CIS: 72030,224 |

3153. Re: TEDINFO info requested

Newsgroup: comp.sys.atari.st
Date: 1988-04-09 17:39:29 UTC
From: jsp@sp7040.UUCP
Message-ID: <327@sp7040.UUCP>
Source record: 253153

In article <8804072002.AA09315@grumpy.tis.com>, dmb@TIS.COM (David M. Baggett) writes:
> 1) When I put up the TEDINFO, I type and nothing is accpeted. I used
> both the Digital Research RCS and the Laser RCP to make the resource
> and I haven't gotten the TEDINFO that either one produces to work.
> I have the template set to "XXXXXXXXXXXXXXXXX", so it should
> take all characters, right? Nope, the cursor just sits there...

Have you set the PVALID string? The validation characters are as follows:
Char Input Allowed
9 Numeric
a Both case alpha, plus space
n Digits + a
p All valid DOS path name characters
A Uppercase alpha, maps lower to upper
N Uppercase version of n
F Valid DOS filename characters, plus wildcards * and ?
P Valie DOS pathname characters, plus wildcards * and ?
X Anything.

The template field is what will initially be in the field. The valid field
validates what can be entered into the field. If the valid field is empty,
nothing can be entered. See pp. 75-78 in the Sybex book.

3154. Re: Menu Bars

Newsgroup: comp.sys.atari.st
Date: 1988-04-09 19:16:51 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8804091916.AA20039@cory.Berkeley.EDU>
Source record: 253154
Cross-posted to: comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.amiga

>The logical thing to happen if the menu-bar is larger than the window is that
>it gets clipped. I imagine that in this case, you can use sliders to see
>the rest of it.

Huh? The whole idea is to be able to access the menu quickly,
not to have to manipulate it like a window to get to the right
header.

>Also, just because you don't seem to have any problems doesn't invalidate
>the original remark. An example in which the above might be true:
>Say you have one application that uses 4 or 5 different menu-bar headers
>that are specific to its application. And another has also 4-5 different
>menu-bar headers that are particular to the application. And for good measure,
>lets throw in a couple of system-specific menu-bar headers (such as desk-acce-
>sories, etc.). If you have a single menu-bar, you either have to crunch
>them all on the same line OR keep switching menu-bars whenever the top
>window changes (when another application becomes active).
>I for one, think a menu-bar per application-window is a great idea.
>But, of course, that's just my humble opinion. They may or may not be rational.
>Tom Wolf

Not rational. Taking the Amiga as an example, the menu bar you see
is the one for the currently "active" application window. An application
window is made active by clicking in the window (or, with one of the myrid
utilities available, simply moving the mouse into the window). This has
nothing to do with the number of RUNNING applications, since many can be
running at once, but simply tells the computer WHICH application you want
your keyboard/mouse input to go to.

Placing the menu bar on the screen rather than in each individual
window makes sense because at any one time, the user will be manipulating
only ONE menu. So instead of having to manipulate a menu which is limited
to the window width (kind of hard if you make the window really small), one
manipulates a full-width menu at the top of the screen.

It makes no sense to put ALL the application's/accessory menus into
one menu bar because at any one time I might have a dozen installed, and
I don't even want to *see* their menus until I need them, much less have
said menus hinder me.

-Matt

3155. Degas file format

Newsgroup: comp.sys.atari.st
Date: 1988-04-09 21:02:06 UTC
From: 870646c@aucs.UUCP
Message-ID: <1041@aucs.UUCP>
Source record: 253155

Some people were asking about the Degas picture file format, well here it is:(1 word = 2 bytes)

1 word - Word value is 0=low rez, 1=mid rez, 2=high rez
16 words - colour palette, standard st bios format
16000 words - raw pic data

The following are optional:(added to the normal degas format for Degas Elite)

4 words - Left animation limit table
This is a table of 4 words values which specify the left limits of each of the four colour animation channels. The values range from 0-15, indicating that the corresponding colour palette entry is the left range of the animation channel's range.

4 words - Right animation limit table
Same as the one for left, but this value should be greater than or equal to the corresponding left animation limit value for proper operation.

4 words - Animation channel direction flag
This is a table of 4 word values which specify the cycling direction for the corresponding animation channel. A value of 0 indicates that the channel shifts its colours to the left,1= channel is off, and 2=a right shift.

4 words - Animation channel delay
This is a 4 word value table which specifies the speed at which the colour registers in the animation channel range will be shifted. The range of permissible values in these variables are 0-128, indicating the number of 60Hz delay periods between colour shifts. A value of zero in this table indicates the max speed, approx. 60 shifts per second; a value of 60 is approx. one shift per second; a value of 120 is roughly one shift every two seconds.

Well that is the file format for Degas and Degas Elite pics. As I said the bottom 16 words are optional.

later
Barry

P.S. Could someone that has the RTX multi-tasking prg., please send me a short review of it.

3156. Re: ST Turbo C

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 00:25:18 UTC
From: gsender@rmi.UUCP
Message-ID: <961@rmi.UUCP>
Source record: 253156

I have seen it. It looks really interesting.
The price will be DM 270,-, that is another argument for
'TURBO-C'

I was told, if TURBO-C sells well in West Germany,
they want also distribute it within the USA....

Gerd

3157. Missing Uniterm files

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 00:59:13 UTC
From: exodus@uop.edu
Message-ID: <1312@uop.edu>
Source record: 253157

We are missing parts 2-4,6,8,9 of the recent uniterm postings in
the binaries newsgroup. Could some kind soul please forward them to us?

Thanks in advance,
Greg Onufer
exodus@uop.edu

3158. Blitter access!

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 02:07:39 UTC
From: 870646c@aucs.UUCP
Message-ID: <1042@aucs.UUCP>
Source record: 253158

If anyone has received information on how to access the blitter chip directly could they please pass it on to me or the net. Actually any info on the blitter would be of interest(ie. just how much memory can it really move in a given time frame). I do have the blitter installed in my Mega 2, and have written some prgs. to measure improved flood fills, etc., but they do not tell the whole story.
later
Barry

3159. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 05:03:08 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <48977@sun.uucp>
Source record: 253159

In article <92@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:
> --> True. Nevertheless, the software cost should be proportional
> to the cost of the computer.

I strongly disagree with this. Are you saying that programmers that write software for lower priced machines should be paid less too? The size of the market and the amortizing the cost of production should be the *only* factors. If you ignore this rule you will go out of business, smart developers already know this and won't even enter the market if you folks won't pay what it takes to make a profit.

>> The Atari User community has to understand that it is impossible to stay
>> in business by selling a complicated, quality program for less then $200.
>
> --> Are you serious? Tell that to Borland.

Dead serious, Borland made there original market selling Pascal to a very hungry CP/M market. It worked and they got a good penetration. Now with a market that is TEN TIMES the size of the Atari market they sell their programs for $89.95. With a good general purpose program like a compiler you can get maybe 25% penetration, with something like CyberPaint maybe 10%. Not to much to make a company on. You can sell things like games and other one man/one year projects for less if they are published through a publisher that can absorb the production costs.

> --> Nonsense. I used to work at what used to be one of the biggest
> software houses, and I know how critical it is to beg and
> threaten ISVs to port their software to new boxes. It is true
> that ISVs probably won't port unless the installed base is
> large enough, but they certainly won't port if they don't
> get adequate support from the box maker. And I'm not convinced
> that Atari has done what it takes to persuade U.S. ISVs.

Used to be one of the biggest software houses? No, I suspect (yet I will be the first to admit that I am not an expert on this) that the success of a software company depends entirely on estimating whether a package is marketable given the size of market and demographics of its participants. If Atari was aggressively selling its machines into any particular market one could use this information to target packages for those users. An example of this is the TV studio graphics market that the Amiga has been making inroads into. The people that buy these machines are 'accustomed' to software packages that cost several thousand dollars. But they are a very small market. So as a software developer who has spent two years writing GizmoTitler you can expect to sell it for $1000 (assuming it offers some of the same features) and sell 100 copies to various people. Not so to someone who keeps complaining about price, price, price.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

3160. Re: rsrc_load and drop-down menus

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 06:13:09 UTC
From: wes@obie.UUCP
Message-ID: <138@obie.UUCP>
Source record: 253160

In article <2779@crash.cts.com>, sreeb@pnet01.cts.com (Ed Beers) writes:
> Actually you can't get the resource construction set by buying the developers
> kits. The developers kit I received last month consisted of:
>
> a) Lots of documents but no schematics.
> b) MWC ver 2.1.7
> c) A nondisclosure agreement
> d) Nothing else.
> e) NONE of the DRI software.
>
> I think that Kuma? sells a resource editor.

Guess what I got from the Federal Express girl today? MWC compiler version Beta 2.9, MWC Resource program, compiler, and decompiler version 1.01, and CSD version 0.9.something.

I was a beta tester for MWC for 2.0 and 2.1, this might have had something to do with my receiving the beta versions. I was, of course, hip deep in another project when I picked up the envelope, and had to wait almost 6 hours before tearing into the software.

Immediately upon arriving home, my brother (known to the net as sp7040!jsp or wsccs!john) and I installed the software on the ol' SH204. We ran through one of the CSD tutorials - nifty keano.

Then we went off and played with the Resource program (GEM version) for a little while - I really like the user interface. They have floppy disks for the floppy drive icons, a stack of blocks for each of the hard disk partitions (labelled `block device'), and a paper-shredder icon for getting rid of things. Perhaps this is to keep Apple from suing MWC? It doesn't look the least bit like a Mac, and it is more appropriate; recovering things from a shredder is difficult beyond belief.

We worked with the compiler a bit too. It does *seem* to compile notable faster, we haven't run any benchmarks yet. We'll try to do a drystone tomorrow and post the results.

Then we went and made a large program John has been working on debuggin, and started through it with CSD. I have used Microsoft's Codeview a fair amount, in C, MASM, and Fortran, and have used the VAX/VMS debugger in C, Modula-2, and Fortran, and Unix Sys V `sdb' in C and f77. CSD blows them all away with one little feature: CSD has what MWC calls an EVALUATION WINDOW. You can type the name of a variable (and even type-cast it), or *any valid C expression*, and it will be re-evaluated *each time a breakpoint is reached*. Think about

this - if you want to trace a variable in a loop, all you do is break point at the beginning (or end) of the loop, and put a printf statement to print the variable in the evaluation window.

```
+-----------------------------------------------------------+
| I LOVE THIS DEBUGGER! I HAVE ALWAYS WANTED THIS DEBUGGER! |
| CSD IS THE BEST PROGRAMMING TOOL OF THE DECADE! |
+-----------------------------------------------------------+
```

OK, OK, I'm calmed down again. Anyhow, the new version of MWC includes an RCS that is better than any I've seen yet, and a debugger that will make it so you don't DREAD debugging anymore. Don't bother with Kuma until you've sent in your update card and gotten MWC 3.0!

Disclaimer: As I stated earlier, I was a beta tester for MWC 2.0 and 2.1. I recieved free compiler updates for beta testing. I am not nad have never been an employee of Mark Williams Co. (although if asked to be one, I'd probably have to think it over for 4 or 5 nanoseconds before agreeing :-). I just think they do a really good job of producing compilers for the ST.

```
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes
```

3161. Re: rsrc_load, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 06:31:54 UTC
From: wes@obie.UUCP
Message-ID: <139@obie.UUCP>
Source record: 253161

In article <8804052209.AA25739@ucbvax.Berkeley.EDU>, 0ALEVI@POMONA.BITNET writes:
> After getting a retcode of 0 from rsrc_load, I did an rsrc_gaddr
> and ended up with a retcode of 1.
> What does this mean?

From MWC 2.1.7 Lexicon (Sybex _Programmer's Guid to GEM_ concurs):

int rsrc_load(filename)
char *filename;
rsrc_load returns 0 if an error occurred, and a number greater than 0
if one did not.

int rsrc_gaddr(type, index, address)
int type, index;
char **address;
rsrc_gaddr returns 0 if an error occurred, and a number greater than 0
if one did not.

> Is the Abacus book 'Gem Programming Reference Guide' correct in saying
> that 0 is an error?

Yep.

> Somebody told me that he thought that this is incorrect. He didn't sound
> completely sure though.
> Can anybody give me a definite answer?
> If so, what am I doing wrong?

Are you sure you have the correct filename for the resource file? Did
you put the complete filename in, including the .RSC extension? Have
you checked to make sure the RSC file hasn't been garbaged?

> -any help will be greatly appreciated.

Hope it did :-)

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

3162. Re: Atari 030 box

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 13:14:05 UTC
From: t19@nikhefh.hep.nl
Message-ID: <449@nikhefh.hep.nl>
Source record: 253162

In the magazine 'Atari ST Nieuws' I read that the '030 would have the Sun NFS file system. Is this true? Does this mean that it can network easily with Suns? Other Unix machines? Even Apollos maybe? This would make it very interesting ...

3163. Re: cartridge tape on ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 16:25:06 UTC
From: trb@stag.UUCP
Message-ID: <370@stag.UUCP>
Source record: 253163

In article <1536@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
>their own power supplies (?). i know for me this is infinitely better than
>listening (and waiting) for my floppy to (literally) grind out backups (i'm
>on my 3rd drive mechanism in a <2 year old 1040). any comments? if such
>a system is available, could you post/email to me?

Actually, that was the reason I wrote HDSCAN...I currently use HDSCAN
for all my incremental backups on both my ST and my Unix Box (both
only have floppies for backup media.) What I will do is make one full
backup of the system with just the minimal configuration of files on
it (using turtle on the ST and dump on the Unix system). Then every
few days I will scan the entire ST drive (all trees except the USENET
area on the Unix system), sort everything by reverse date, and tag for
copying all the 'new' files. Since this gives you a chance to ignore
those 400K demo files that you could care less about backing up, you
will find that it takes quite a while to go through 10 disks worth of
incremental backup...like about 6 months for me since most of the
stuff I back up is just my source code. It is incredible how many
large system files you can ignore this way on a Unix system as well.

Last price I heard on the Supra 10 meg floppy was $895 and you
supposedly can use it with another drive (at least another Supra
anyway.) Of course with a 80 ms access time, you could just use it as
another hard disk...

-Todd Burkey
trb@stag.UUCP

3164. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 16:39:04 UTC
From: trb@stag.UUCP
Message-ID: <371@stag.UUCP>
Source record: 253164

In article <107@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <943@xn.LL.MIT.EDU>, singer@XN.LL.MIT.EDU (Matthew R. Singer) writes:
>> I'm not sure anyone in the technical market could get their purchasing
>> departments to buy Atari.
>
>WRONGO! How about the USAF Air Logistics Command? OO-ALC/MASMC has
>~20 1040STs, varied color and mono systems. Or how about GTE? We
>have 6 Mega-2 STs here, all monochrome. Oh, and yes, we are a rather
>"technical" market - testing and upgrading ICBM command and control
>systems!

I agree. When I used to work at Zycad, we bought Mono and Color ST's
to use as VT100 terminals into our Vax and Apollo systems, plus local
compiling and editting when the 'big' computers were on the blink.
Even where I work now (ETA), we have a smattering of ST's.

>
>> And even it they did, I bet they'd hide
>> the nameplate to avoid being laughed out of a job.

only if they are really insecure people...all it takes is to leave
something like CAD 3D, Tempus, or anything with a little pizzaz (NEO
pictures or Steve Pauley's LCD clock) up on the screen and you will
get a LOT of people interested in the ST. Most people have just never
seen an ST in operation, so they have some perverted view of it as
something like the 2600 game machine...

-Todd Burkey
trb@stag.UUCP

3165. Re: Adaptec 4000/4070 controller

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 18:05:29 UTC
From: wes@obie.UUCP
Message-ID: <141@obie.UUCP>
Source record: 253165

In article <8804062128.AA02500@decwrl.dec.com>, heiden@kbomfg.DEC.COM (MATTHIAS HEIDEN, DEC KAUFBEUREN, # 08341/ 913392) writes:
> Is there any problem with replacing the Adaptec 4000 controller in the SH204
> by the 4070 model and using an ST506 RLL drive?

I'm sure you'd have to patch or modify the device driver software, since the RLL disk will have more sectors/track than the standard ST506. There was mention of a German magazine article with source to a hard disk device driver in it a couple of days ago, you might be able to modify that.

Does anyone know if the current Supra drivers support RLL controllers?

> What about transfer rate? Can the ATARI - SCSI interface catch up?

The AHDI part should be a problem, but then only way to tell if your SCSI->AHDI interface board is fast enough is probably to test it.

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

3166. Re: looking for a C compiler that runs on a vax and produces ST code

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 18:16:35 UTC
From: wes@obie.UUCP
Message-ID: <142@obie.UUCP>
Source record: 253166

In article <3208@hcr.UUCP>, miken@hcr.UUCP (Mike Nemeth) writes:
> the subject line says it all folks. does there exist such a beastie?

The summary line says it all folks. I've seen ads lately in either Dr. Dobb's Journal or Computer Language. I think Atari did most of their early development using an Alcyon compiler running on a VAX with Unix. Can anyone at Atari verify this?

Whitesmiths also has VAX-hosted cross-compilers that generate 68000 code. I don't know if they have a GEMDOS library, but it would not be hard to write interfaces to the BIOS, XBIOS, and DOS calls, and then modify the standard library to use the interface routines for low-level I/O.

Last, but CERTAINLY not least, you could try MWC. I'm pretty sure they DON'T develope MWC on STs :-). It would probably be a fairly quick process for them to prepare their compiler to be a cross-compiler; they may have already done it in-house. Most compilers are "boot-strapped" by compiling the code on a system that already has a compiler, then running the source for the compiler through itself.

Given my drudthers, and enough budget, I'd get MWC, but I'm prejudiced.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

3167. Re: Need help with VC.TTP

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 22:15:21 UTC
From: euloth@dalcsug.UUCP
Message-ID: <436@dalcsug.UUCP>
Source record: 253172

In article <8804051538.AA04617@lasso.laas.fr>, ralph@lasso.UUCP (Ralph P. Sobek) writes:
> Craig,
> Which version do you have? I understand that there's more than one!
> I have v. 2.1.a. I also have trouble with the "W" command. I get around it

Well guys, I have found another spreadsheet called Sheet 1.4 and will send to
the moderator in a couple of days. I have to play with it a little more.
This was written by a fellow in Massachusetts. It has advanced to GEM usage
and should have graphing capabilities shortly. He acknowledges Microcalc
source code from Borland helping in the concepts. He also plans to distribute
a version as a Desk Accessory, with some limits as well. Steven Grimm, if you
have already received Sheet version 1.4 please let me know so I don't send to
you something you already have.

George Seto - using a friend's account.

.
--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

3168. Atari Computer Products Show

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 23:05:02 UTC
From: amsst@cisunx.UUCP
Message-ID: <8545@cisunx.UUCP>
Source record: 253168
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.misc,misc.misc,pitt.general,pgh.general

P.A.C.E. (Pittsburgh Area Computer Enthusiasts) presents the Second Annual Tri-State Atari Computer Products Show at the Expo Mart, Business Route 22, Monroeville, PA. The show will run from 10:00 A.M. to 5:00 P.M. on Saturday, April 23, and from noon to 5:00 P.M. on Sunday, April 24. Features will include demonstrations, lectures, raffles and bargains galore. Numerous dealers and manufacturers will be in attendance, and will be offering for sale a wide variety of hardware and software.

Admission is $3 in advance or $4 at the door. New or continuing members of P.A.C.E. will be admitted without charge, as will children under 14 when accompanied by a paying adult. Special room rates have been arranged at a nearby hotel. The Expo Mart is only 5 minutes from Exit 6 (Pittsburgh) of the Pennsylvania Turnpike.

For further information, please call (412) 486-4133, or contact P.A.C.E. at P. O. Box 13435, Pittsburgh, PA 15243.

3169. Re: UNIX Toolkit for the ST, Manual pages and one binary

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 23:36:13 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2793@crash.cts.com>
Source record: 253167

The recent posting of man.arc flags what is likely to become a problem for all of us. All of my pc oriented friends now us pkarc rather than arc. Pkarc, by default, uses a compression technique that none of the atari arcs can decode. We need an updated arc before this gets worse. I don't have time but pkarc originates from:

pkware, inc
7032 Ardara Ave
Glendale, WI 53209

If we get to disconnected from the pc mainstream, we'll probably all be using pc-ditto everytime we want to unarc anything.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3170. termcap for interlink

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 23:36:17 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2794@crash.cts.com>
Source record: 253169

Does anyone have a termcap entry which works correctly with interlink. The vt52 one on my home system doesn't. Yes uniterm works wonderfully but I prefer interlink.

thanx in advance.
ed beers

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3171. Re: GATT declares U.S. - Japan chip pact illegal

Newsgroup: comp.sys.atari.st
Date: 1988-04-10 23:57:29 UTC
From: wetter@tybalt.caltech.edu
Message-ID: <6060@cit-vax.Caltech.Edu>
Source record: 253170
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,sci.electronics,comp.arch

In article <131@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <1563@homxa.UUCP>, wada@homxa.UUCP (R.WADSACK) writes:
>> A few years ago there was an article in the Sunday Star-Ledger
>> (of Newark, NJ). The story was a write-up of an interview with
>> a high school foreign exchange student from Japan. There were
>> the usual questions about how he liked his new school, the food,
>> his new friends, etc., etc., etc.
>>
>> The reporter also asked him what was one of the most surprising
>> things about this country. His answer -- how inexpensive the
>> radios and cameras were here compared to Japan. Huh????
>

Prices in Japan are typically higher then their U.S. prices. Japanese
companies use the protected home market to finance their foreign markets.
For instance a Nikon camera is about 50$ more in Japan then in the U.S.
to get around "dumping" charges the two cameras have different "model"
numbers, even though they're identical cameras.
Maybe someday the U.S. will wake up and set trade barriers defined to be
equivalent to precisly equivalent to the country of origins barriers to U.S.
goods. That is, while Japan practices garbage like it has traditionally done
(Tire Approval?) We do the same. They lower their barriers, we lower ours.

Pierce WEtter

According to the latest official figures, 43% of all statistics are
totally worthless.

---

wetter@tybalt.caltech.edu

3172. Re: Enough already! (Was: AUTO-exec sequence)

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 01:10:42 UTC
From: Ram-Ashwin@cs.yale.edu
Message-ID: <26858@yale-celray.yale.UUCP>
Source record: 253171

In article <28139@felix.UUCP>, preston@felix (Preston Bannister) writes:
>
> The first day I had my ST I read (in the documentation) that the order
> that programs are run is their order in the \AUTO folder.
>
> It makes sense if you put yourself in the place of the guy writing the
> TOS code.

Actually, it makes more sense not to rely on the order of the files in any directory at all (especially if you don't supply a 'Sort by order' option), but rather to designate a special file which contains a list of the programs to be run in the order in which you want them run. Advantages:

1. Easy to specify program args too.
2. Easy for the user to edit and change (compare with copying files in and out of the AUTO folder). Harder to make a mistake.
3. Easy to upgrade to a real shell script, if and when...

-- Ashwin.

ARPA: Ram-Ashwin@cs.yale.edu
UUCP: {decvax,ucbvax,harvard,cmcl2,...}!yale!Ram-Ashwin
BITNET: Ram@yalecs

3173. Re: Missing Uniterm files

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 02:05:23 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <4419@cup.portal.com>
Source record: 253173

Greg Onufer exodus@uop.edu writes:
>We are missing parts 2-4,6,8,9 of the recent uniterm postings in
>the binaries newsgroup. Could some kind soul please forward them to us?

These parts of uniterm are missing here too....

R. Tim Coslet

R_Tim_Coslet@cup.portal.com

3174. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 03:38:42 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <4422@cup.portal.com>
Source record: 253174

Bob Rogers rogers@StPaul.NCR.COM Writes:
]In article <8804071811.AA05419@ucbvax.Berkeley.EDU> KAHNP@SKIDMORE.BITNET (I Agitate Communists) writes:
]>I am thinking of upgrading from my evil 6502 based machine (Apple //e).
]Why? I'm serious - there is a _lot_ more software for the //e, and a lot
]greater variety of software. Yes, it (the //) is slower, and if you want to
]do hacker-type stuff the ST is superior, but before you dump your Apple make
]sure your new machine can do everything your present one can. (Software,
]software, software.) If possible, you may want to keep your //e - there are
]times I wish I still had my old C64 (in addition to my ST).

This IS a _very_ important point: anytime you upgrade to a new machine
make sure you can use all your old software or easilly can convert it
for the new machine.

I used a Western Digital Pascal MicroEngine since 1980.
It only runs UCSD Pascal... I made sure I could get a
UCSD Pascal system for the Atari ST _before_ I bought the
ST, so I could convert the programs without having to rewrite EVERYTHING!!!

R. Tim Coslet

R_Tim_Coslet@cup.portal.com

3175. Re: AUTO-exec sequence

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 04:33:54 UTC
From: Jinfu@cup.portal.com
Message-ID: <4423@cup.portal.com>
Source record: 253175

George Seto writes:

>>In article <4283@cup.portal.com>, Jinfu@cup.portal.com writes:
>>
>> just copy a few programs into it if it's empty. Use the
>> SHOW INFO menu in DESKTOP to change filenames to modified
>> the file time stamp, the order of programs being executed
>> can be changed.
>
>Jinfu,
>Are you sure your system changes Filestamp when you do that? I can change
>the file name on my ST and it doesn't seem to do anything to the date/time stamp

George is right. Several users also sent my email to point out my
error. Sorry about the disinformation.

Jinfu Chen

3176. Re: Pkunarc on the ST...

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 06:40:13 UTC
From: wayrynen@pnet02.cts.com
Message-ID: <3267@gryphon.CTS.COM>
Source record: 253176

There is a unarcer on the ST that can handle level 9 compression. Thomas Zerucha wrote a unarc only program that can handle it. I don't have any way to uuencode it with this account (it's rather small even), so the best I can do is offer it off my bbs. You might ask him about posting it here though. I haven't actually tried to find a pkarc file to test on it, but knowing Thomas, I think we can believe that it works...

/* Tom! use the pathname to write me... */

sreeb@pnet01.cts.com (Ed Beers) writes:
>The recent posting of man.arc flags what is likely to become a problem for all
>of us. All of my pc oriented friends now us pkarc rather than arc. Pkarc, by
>default, uses a compression technique that none of the atari arcs can decode.
>We need an updated arc before this gets worse. I don't have time but pkarc
>originates from:
>
>pkware, inc
>7032 Ardara Ave
>Glendale, WI 53209
>
>If we get to disconnected from the pc mainstream, we'll probably all be using
>pc-ditto everytime we want to unarc anything.
>
>UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
>ARPA: crash!pnet01!sreeb@nosc.mil
>INET: sreeb@pnet01.cts.com

UUCP: {ihnp4!scgvaxd!cadovax, <backbone>}!gryphon!pnet02!wayrynen
INET: wayrynen@pnet02.cts.com
Think Tank BBS (602) 435-9645 || 8450 N 67th Ave #1052, Glendale, AZ 85302

3177. Berkeley SCSI interface, mix of models

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 10:58:29 UTC
From: P.J.M._Verbruggen.ven1RX@XEROX.COM
Message-ID: <880411-041629-11191@Xerox>
Source record: 253177

We have 20 Berkeley systems running (without any difficulties) here this part of Holland and one of the SCSI interface boards is model ACB4010 i.s.o. model ACB4000. We contacted Adaptec but they could not give us an answer with respect to any difference between the mentioned models. I know that a model ACB4070 exists that incorporates RLL.Any pointers ?

The following is a benchmark (ref: 68000-er magazine April 88) using the Berkeley boards:

Harddisk used : Olivetti XM 5210/2 (4 partitionings 3-3-2-2)

Formatted with HDX using AHDI driver (Atari software)
Test1 : 6.740 sec
Test2 : 88.315 sec
Test3 : 6.855 sec
Test4 : 2.245 sec

Formatted with BMSINIT using INSTALL driver (Berkeley software)
Test1 : 6.690 sec
Test2 : 88.315 sec
Test3 : 5.325 sec
Test4 : 2.240 sec

Formatted with ICDFMT using ICDBOOT driver (ICD software)
Test1 : 8.355 sec
Test2 : 88.315 sec
Test3 : 9.490 sec
Test4 : 3.160 sec

Test1: read 100 times first 50 sectors on one partitioning as one block
Test2: read 100 times first 50 sectors (each sector)
Test3: open 50 files (test1....test50) read 1 sector between each file operation on another partitioning.
Test4: delete all 50 files

-Peter-

3178. Re: Downloading of PD Programs

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 12:19:56 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1509@water.waterloo.edu>
Source record: 253178

In article <8804071813.AA05507@ucbvax.Berkeley.EDU> Dave Rubin writes:

> ... . My question is, how are the
>files stored (I assume they are compressed), what programs do I need
>to decompress them, and where can I get these programs?

Start with UUDECODE.BAS . Use it *once* (smile) to uudecode
an encoded version of a "real" uuencode. Look for the Dumas version
called UUD and UUE, maybe stored as UUX or UUX.ARC or UUX.UUE .

Get yourself a copy of ARC, and uudecode that.

Then you are set for everything, almost.
Most of the stuff you can get has be ARCed and then UUencoded.
You need to UUdecode and then unARC (ARC x *.arc) the file.

You might find one or two text files that have been combined using "SHAR",
but they is not too common.

>Also, if I simply copy the programs directly from the IBM PC to a 3.5"
>disk, will the ATARI be able to read them?

Yes. You will be able to go the other way too if you use a disk that
has been formatted on an IBM PC. One can find IBM formatters for the ST.
There are subtle differences.

> ... I am mainly interested in getting the
>Uniterm communications program.

Uniterm is great.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3179. underscore crash bug (was: Another question on TEDINFO info)

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 12:50:17 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1510@water.waterloo.edu>
Source record: 253179

In article <2220@pasteur.Berkeley.Edu> c162-br@zooey.Berkeley.EDU.UUCP (Warner Young) writes:
>
> ... In fact, this is
>a template that should also avoid the underscore crash bug.

I think this has been mentioned before, but what exactly is the
"underscore crash bug" ?

I guess it has to do with "_" in the name of a file.
Is the problem having a file named just "_"?
Or is the problem having a file with name beginning with "_"?
I think it is not just having the "_" in the name of the file,
(e.g. 1st_word.*).

When does the crash occur?
When one looks at the directory containing such a file?
When one reads the file?
When one writes to the file?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3180. Pic. Converter

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 13:23:04 UTC
From: arcarese@andromeda.rutgers.edu
Message-ID: <534@galaxy>
Source record: 253180

If anyone out there on the net has a program which will convert Degas and (possibly) Spectrum 512 pictures to IFF format could you please email me a copy. Thanks in advance.

John Arcarese

3181. Re: UNIX Toolkit for the ST, Manual pages and one binary

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 15:31:45 UTC
From: rosenkra@Alliant.COM
Message-ID: <1561@alliant.Alliant.COM>
Source record: 253181

---

wait a minute...don't these people plan to try and SELL at least some of this code? if so, why on earth are they posting it in a format that only (as far as i can tell) people with an ibm pc AND pkarc can extract? or has a version of pkarc surfaced for the ST? sounds pretty silly. comp.binaries.ibm.pc is trying to force everyone to use pkarc which, i guess, is ok if everyone has it (which they don't). i hope the atari.st binaries/source groups don't attemp to do this until any new arc format is VERY common.

-bill

3182. Re: VC.TTP

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 15:37:25 UTC
From: ralph@lasso.UUCP
Message-ID: <8804111537.AA09869@lasso.laas.fr>
Source record: 253182

I am looking for the source code to VC.TTP version 2.1.a (which is 85791 bytes long). I have the source code for version 2.1 (sub-version of Robert Bond = v. 1.1), so only the diffs would be necessary.

Thanks in advance. Reply directly, since I don't get the USENET newsgroups.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@shadow.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

3183. d&d

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 15:48:00 UTC
From: INFIPA7@HENUT5.BITNET
Message-ID: <8804111450.AA26175@ucbvax.Berkeley.EDU>
Source record: 253183

Hi folx,

A few weeks ago i asked you (i meant YOU) for information concerning Dungeons and Dragons. I received exactly 0 (zero) replies. So i will ask again:

Who has information about D&D type games on the atari st? Please reply to me personally and i will summarize to the net.

Sietze Roorda,
P.O. Box 1175,
7500 BD Enschede,
Holland
tel.: +53 895003

EARN: INFIPA7@HENUT5 (also BITNET)

PS. How's Minix going on? If help is needed pls phone and ask for me ... -SBR

3184. Re: Adaptec 4000/4070 controller

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 15:48:44 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Apr11.084847.11769@mntgfx.mentor.com>
Source record: 253184

From article <8804062128.AA02500@decwrl.dec.com>, by heiden@kbomfg.DEC.COM (MATTHIAS HEIDEN, DEC KAUFBEUREN, # 08341/ 913392):

> Is there any problem with replacing the Adaptec 4000 controller in the SH204
> by the 4070 model and using an ST506 RLL drive ? What about transfer rate ?
> Can the ATARI - SCSI interface catch up ?
> Does somebody have the specification for these controllers or may be even
> the address of Adaptec ?
>
> many thanks,
> Matthias Heiden

The Adaptec 4070 works fine with the ST. Make sure you have a drive that can support RLL.

dgc

3185. Re: rsrc_load and drop-down menus

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 16:08:28 UTC
From: ron@argus.UUCP
Message-ID: <1165@argus.UUCP>
Source record: 253185

In article <2779@crash.cts.com>, sreeb@pnet01.cts.com (Ed Beers) writes:
< Actually you can't get the resource construction set by buying the developers
< kits. The developers kit I received last month consisted of:
<
< a) Lots of documents but no schematics.
< b) MWC ver 2.1.7
< c) A nondisclosure agreement
< d) Nothing else.
<
< e) NONE of the DRI software.
<
< I think that Kuma? sells a resource editor.

If you registered your compiler with MWC, you should have recieved and
upgrade notice to version 3.0. Included with the update will be a resource
editor and a C source debugger (yeah!). I receiver three copies of that notice,I guess they
wanted to make sure I got it! Wonder is they'll send three
copies of the upgrade package...
--
Ron DeBlock KA2IKT 213 River Dr.
...!rutgers!galaxy!argus Lk Hiawatha, NJ 07034
ron@wilbur.njit.edu (201) 316-6807
"NECKTIES MAKE MEN STUPID" - Weekly World News headline

3186. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 17:49:27 UTC
From: govett@avsd.UUCP
Message-ID: <97@avsd.UUCP>
Source record: 253186

> In article <92@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:
> > --> True. Nevertheless, the software cost should be proportional
> > to the cost of the computer. I can buy WP for DOS for under
> > $200, but it costs about $300 for the ST. Since software is
> > more important to me, the implicit message is that I should
> > switch to the DOS world.
>
> Mr. Govett is under the mistaken impression that the cost of developing
> software is in any way, shape, or form related to the cost of the hardware for
> which it is developed.
>
> Software companies are in the business to make a profit. A program which
> could sell for $100 when aimed at a computer with an installed user base of
> 3 million computers or more (IBM world...) will not make as much money at
> $100 when aimed at an installed user base of less than 1 million computers
> (reasonable estimate for Atari ST at present time). In order to obtain as
> much profit, the program would be increased in price.
>
> IF software price is the main reason you purchase a computer, buy a
> Commodore 64. You certainly aren't going to like the $200 and above prices
> for many packages on the PC/Clone.
>
> -- Dave Meile
>

Mindreading is obviously not your forte.

No, I do NOT believe software development cost correlates with target
machine price. Software retail price had better, though.

How many of you netlanders would be happy to pay a 50% premium for
ST software?

A software company has to amortize its development costs over projected
sales. Attempts to recover them immediately usually doom a product to
market failure.

If Atari cannot compete on price/performance, how can it compete?

3187. Re: Atari 030 box (giggle)

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 18:55:01 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <49071@sun.uucp>
Source record: 253187

In article <1040@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
>There seems to be alot of dumping on Atari in the last few months, I fail to
>see what everyone is complaining about????? I have been using a ST since
>about the middle of 1986, and have nothing but good luck with it!

I would like to echo Barry's sentiment. That is, you buy a computer to do something, if it does that then you should be happy and enjoy it. The Atari machines are and continue to be an excellent value, as are the Amigas, Macintoshs, and IBM PCs. This is also the reason the "My Computer is Better Than Your Computer" wars are so fruitless. They are arguing opinions from the point of view of the debater. So hopefully if you read this group and others and are thinking about buying a computer, treat advice like you would a Movie review. Take into account what you like versus what the reviewer likes and then decide if their advice is worthwhile. Even if both Siskel and Ebert (a couple of Movie critics) liked some dead teenager movie I wouldn't go to it because I don't like dead teenager movies.

The other point I wished to stress is that complaining can also be seen in a good light. If Atari was really doing all these things poorly then people wouldn't complain, they would just buy a new machine and move on. If they complain it means they really like the machine and are hoping to encourage :-) Atari to fix it. Heck it's only a simple matter of programming. :-) :-)

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

3188. Re: Timeworks Datamanager

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 22:30:34 UTC
From: katzung@laidbak.UUCP
Message-ID: <1405@laidbak.UUCP>
Source record: 253188

I once encountered a situation where it appeared that some data
had gotten misaligned (all the string fields started in midstring).
I believe I had deleted a record somewhere, but I have never reproduced
it. I went to the backup copy.

I've also noticed that the help text doesn't work. Instead of
looking at the hard disk, it asks for the floppy, which it then ignores
after it is inserted. I suspect it has a wired in path instead of
using the current path, and doesn't cause the drive ready bits to be
reset.

-- Brian Katzung {ihnp4,spl1}!laidbak!katzung

3189. Help with Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1988-04-11 23:57:20 UTC
From: govett@avsd.UUCP
Message-ID: <99@avsd.UUCP>
Source record: 253189

Help!

I am learning Personal Pascal, and am simply trying to output a
word to the printer using WRITELN. Standard output goes to
the screen, I know, but how the hell do I redirect output to
my printer using Personal Pascal?

That is,

```
writeln(output,'randomtext')
```

outputs to screen, but what do I use to output to printer?

Thanks for any help.

3190. Re: MWC v3.0 (was: rsrc_load and drop-down menus)

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 01:49:10 UTC
From: leo@sunybcs.uucp
Message-ID: <10091@sunybcs.UUCP>
Source record: 253190

In article <1165@argus.UUCP> ron@argus.UUCP (Ron DeBlock) writes:
>If you registered your compiler with MWC, you should have recieved and
>upgrade notice to version 3.0. Included with the update will be a resource
>editor and a C source debugger (yeah!).

Just out of curiosity and impatience, has anyone received this upgrade yet?
I'm on the edge of my seat! -Leo
Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

3191. Uniterm 2.0c

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 02:51:39 UTC
From: sam@garfield.UUCP
Message-ID: <4653@garfield.UUCP>
Source record: 253191

Is it just me or what. I downloaded Uniterm 2.0c from comp.binaries... and the xmodem doesn't work. I set it up exactly the same way as in Uniterm 2.0a but 2.0c always gives a 'bad chksum' error.

Has anyone else encountered this problem?

Thanx,
Sam Mesbah
sam@garfield.uucp
(I'm not too sure of my address)

3192. Re: 68030 Un*x Workstation

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 03:23:07 UTC
From: hase@netmbx.UUCP
Message-ID: <1705@netmbx.UUCP>
Source record: 253010

In article <5504@uwmcsd1.UUCP> john1233@csd4.milw.wisc.edu (Thomas M Johnson) writes:
>Why is Atari producing a 68030 machine that runs UNIX (or a clone)
>when the ABAQ will also run UNIX (or a clone)?

I got a statement of a guy of Perihelion at the Hannover faire: The Abaq
will run Helios, an operating system defenitly *new* and not U*IX.
There will be an enviroment with C compiler/make/shell/etc looking like
Unix (compareble to MT C Shell for the ST).
It should be possible to port Unix-applications to the Abaq; perihelion
doesn't want to pay for the complete Unix.
>Aren't both machines aimed at the same market? And from everything
>For what I've read on this group so far, the ABAQ is superior.
It is. Of course. I've seen a couple of demos of Transputers running at
the CeBIT (Hannover). They are FAST. Unbelieveble fast.
>Or is the 030 computer targeted for current ST users?
I don't think so. It will be a little more expensive (if it will be at
all... 8-)
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 (auf der Karte: links)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3193. Re: Possible Virus! (Boot Sector)

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 08:09:44 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1771@brahma.cs.hw.ac.uk>
Source record: 253192

In article <8804010103.AA17773@ucbvax.Berkeley.EDU> BHOLMES@WAYNEST1.BITNET (Brian Holmes) writes:
>
>
>I recently posted about a disk crash problem I was having.
>This disk just crashed on me and here is a dump of the boot sector.
>
> 0 1 2 3 4 5 6 7 8 9 A B C D E F
>00 603800004E4E4E4E6145D60002020100

(rest of article deleted)

There is a branch instruction ($6038) at the start of the boot sector which branches to what looks like a load of nonsense. My first impression is that the disk has an executable checksum. The checksum is the sum of all 256 words (Motorola style) in the boot sector. If the total is $1234 then the OS will try to execute the code in the boot sector. I have not calculated the checksum. If this is the case then the nonsense code crashes the system when booted. You can get and change the checksum using my Disk Toolbox posted recently.

"I think all right thinking people in this country are sick and tired of being told that ordinary decent people are fed up in this country with being sick and tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

3194. Re: AUTO-exec sequence

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 08:45:45 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1772@brahma.cs.hw.ac.uk>
Source record: 253193

In article <4283@cup.portal.com> Jinfu@cup.portal.com writes:
>
>RE: auto execute order
>
>From my experience, the order of programs in auto folder being
>executed are the modified time of each program. The 'oldest'
>one runs first and the 'youngest' one last. A simple experiment
>can prove this:
>

The execution sequence is determined by the order in which the directory entries actually appear on the disk. This is usually the order in which you put them in the freshly created folder but the dates have no effect. I posted A Disk Toolbox to the moderator about a week ago which allows you to change the sequence by swapping entries with eachother to get them in the order you want.

"I think all right thinking people in this country are sick and tired of being told that ordinary decent people are fed up in this country with being sick and tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

3195. Re: underscore crash bug (was: Another question on TEDINFO info)

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 10:35:52 UTC
From: u14@nikhefh.hep.nl
Message-ID: <450@nikhefh.hep.nl>
Source record: 253194

In article <1510@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>I think this has been mentioned before, but what exactly is the
> "underscore crash bug" ?
> [stuff deleted]
>When does the crash occur?
> When one looks at the directory containing such a file?
> When one reads the file?
> When one writes to the file?

You apparently have the Mega ROMs, because this famous bug is solved in the Mega ROMs. You can reproduce the bug by typing an underscore in the file name part of the file selector (using the old ROMs or a disk-based TOS). That's enough!

Daan Josephus Jitta.

3196. Re: underscore crash bug (was: Another question on TEDINFO info)

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 12:42:16 UTC
From: martin@lakesys.UUCP
Message-ID: <568@lakesys.UUCP>
Source record: 253198

The underscore crash bug raises its feelers when you put the cursor in the Directory line of the File Selector Box, enter an '_' on the line and hit Return.

CRASH!

--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3197. Re: underscore crash bug (was: Another question on TEDINFO info)

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 12:50:34 UTC
From: martin@lakesys.UUCP
Message-ID: <569@lakesys.UUCP>
Source record: 253199

I was in error about the underscore bug. You don't even have to enter a
Return! Just entering the '_' on the directory line of the File Selector Box
will crash the ST *very* hard!

martin@lakesys.UUCP
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3198. TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 15:10:05 UTC
From: uace0@uhnix2.UUCP
Message-ID: <524@uhnix2.UUCP>
Source record: 253200

u can get TurboDOS NOW from ATARINET, including other new goodies, including
COREWARS, UniTerm 2.0c 009, and other great stuff.

- Mike Vederman

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

3199. Re: MWC v3.0 (was: rsrc_load and drop-down menus)

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 16:04:32 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1682@ncsuvx.ncsu.edu>
Source record: 253001

In article <10091@sunybcs.UUCP> leo@sunybcs.UUCP (Leo Wilson) writes:
>Just out of curiosity and impatience, has anyone received this upgrade yet?
>I'm on the edge of my seat! -Leo

So was I, so I called MW today. They told me that they've been having a slight "backlog" (is that the correct word?) problem. I was told that the update would be shipped within two weeks.

I guess we'll have to wait a wee bit longer :-)

Tom W.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3200. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 16:45:12 UTC
From: Robert_C_Tellefson@cup.portal.com
Message-ID: <4440@cup.portal.com>
Source record: 253002
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

>As far as Apple using the suit to simply create FUD (Fear, Uncertainty
>and Doubt) in the minds of IBM and HP developers, I should point out
>that this is one of the first look-and-feel lawsuits where the defendant
>has the resources to defend itself in a lengthy court battle. Most of
>the other cases have been big company vs. little company suits, such as
>Lotus vs. Paperback Software, or Apple vs. Digital Research, where the
>smaller company had to settle simply because it couldn't afford to
>fight.

Mostly true. Paperback Software has not settled with Lotus. This suit
is currently active.

Robert 'Bob' Tellefson uucp: tellefson@cup.portal.com
RCT Design Compuserve: 73417,545
Genie: R.TELLEFSON
Voice: (408) 749-9826

3201. Re: MWC v3.0 (was: rsrc_load and drop-down menus)

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 18:02:12 UTC
From: jafischer@lily.waterloo.edu
Message-ID: <3998@watcgl.waterloo.edu>
Source record: 253003

[]
Just to keep everyone up to date (i.e., to make sure everyone has
the latest piece of misinformation...): I called MWC last Thursday, & was
told that version 3 will be shipped in "2 weeks." They did not specify what
type of weeks -- Standard Weeks, Tramiel Weeks, a week of Sundays...

Oh well. Presumably the delays are due to beta-testing & bug-fixing,
so at least they won't likely be releasing a bug-filled product. I hope I
hope.
--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
....{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
Pascal SUCC()'s.

--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
Pascal SUCC()'s.

3202. Re: Blitter access!

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 18:17:02 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <49216@sun.uucp>
Source record: 253004

I would be interested in hearing about the blitter as well.

Some points of interest would be :
o What sort of operations can it perform on its source and
destination?
o What are the memory alignment restrictions if any?
o How do the Blitter and 68000 share the bus?
o What are parameters available to the blitter?
o What does a blitter bus cycle look like?

I think there is definitely an article possibility here that I would
think would be very fun/interesting to write. Any info appreciated,
pointers are ok too.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

3203. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 18:32:58 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <49223@sun.uucp>
Source record: 253005

In article <201@snjsn1.SJ.ATE.SLB.COM> greg@bilbo.UUCP (Greg Wageman) writes:
> Over $100, though, and I'm going to do some SERIOUS thinking before I invest.

Very sound advice.

>Why? Because with virtually ANYTHING ELSE I buy, if it doesn't work
>or doesn't work properly, I can RETURN IT for replacement or refund.
>Personal computer software, you may have noticed, doesn't work that
>way (why is another thread...).

Well my dealer lets me return software if it doesn't work like I expect it to. He also lets me sit down at a machine in his store and use the program for several hours if I want to see how it works before I buy it. The key message here is that I support my local dealer by actually buying software there even though I could save money by ordering it through the mail.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

3204. Location of PENICILN program?

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 19:20:04 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8804122017.AA27317@ucbvax.Berkeley.EDU>
Source record: 253006

Which Volume & Issue of the digest with PENICILN posted in?

BITNET : BHOLMES@WAYNEST1
INTERNET : Brian_Holmes%WU@UM.CC.UMICH.EDU
UUCP : {UMIX,ITIVAX} WAYNE-MTS!BRIAN_HOLMES

3205. Re: UNIX Toolkit for the ST, Manual pages and one binary

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 20:34:15 UTC
From: acn@caen.engin.umich.edu
Message-ID: <788@dlf088.engin.umich.edu>
Source record: 253007

My best guess is that they archived the program on a non-ST. Other machines are running arc version 5.2 that has a compression technique called squashing. That version is currently being ported to the ST, but until then... You will have to unarc it on an MS-DOS machine using PKXARC, or some other version that uses squashing. Alternately, you could ask the person to repost it with an earlier version of arc.

Jon Brode -- acn@caen.engin.umich.edu

3206. Re: underscore crash bug (was: Another question on TEDINFO info)

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 20:44:11 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <2332@pasteur.Berkeley.Edu>
Source record: 253008

In article <1510@water.waterloo.edu> ljdickey@water.waterloo.edu writes:
>In article <2220@pasteur.Berkeley.Edu> c162-br@zooey.Berkeley.EDU.UUCP writes:
>>
>> ... In fact, this is
>>a template that should also avoid the underscore crash bug.
>
>I think this has been mentioned before, but what exactly is the
> "underscore crash bug" ?
>--
> L. J. Dickey, Faculty of Mathematics, University of Waterloo.
> ljdickey@waterloo.edu
> ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
> ljdickey@water.UUCP or ...!uunet!water!ljdickey

Okay. I hope this will answer any questions about the underscore
bug (and that umpteenth other netters don't post the same info).

The underscore bug is a bug in the "middle" version of TOS. That is,
it exists in the TOS ROMs of the old machines, not in the Mega's. What happens
is that, in a dialog box, you type the underscore character '_', and the
machine will crash, typically with ten bombs. This will happen only from
typing the character, not from displaying it. And it only occurs on certain
dialog lines, such as the ones with a template of X or P or 9. It will not
crash on a filename type, F. Also, in the old, RAM TOS, and the Mega TOS,
typing the underscore merely causes an erase-to-end-of-line (the reverse
of ESC, I guess.) Incidentally, anyone know why this happens? (The _, not
the ESC).

Well, I hope that does it. But while we're at it, does anyone have
an answer to my original question? Using a template of FFFFFFFFFFF doesn't
work correctly. Typing an illegal character causes the line to be filled
with spaces. Thanks.

\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ _/oung
| - Disclaimer: I'm not associated.
_|

3207. Re: underscore crash bug (was: Another question on TEDINFO info)

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 20:55:15 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <2334@pasteur.Berkeley.Edu>
Source record: 253009

Something I forgot to mention in my last article was what exactly the templates I was talking about actually mean. Well, X means a text field, which in other words means the kind of dialog line where you can type any character. P is a pathname line, like the Directory line in the File Selector. 9 is a numeric line, where only numbers are accepted, like the time and date fields in the Control Panel. There are actually a few other types, but I don't have my GEM reference guide handy. In any case, about the only thing the underscore won't crash on pre-Mega machines is the F template, or the filename line (as you might have guessed, this is the Filename line in the File Selector).

- Warner Young

3208. Re: Atari 030 box

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 22:13:15 UTC
From: good@atari.UUCP
Message-ID: <1038@atari.UUCP>
Source record: 253011

In article <449@nikhefh.hep.nl>,t19@nikhefh.hep.nl(Geert J v Oldenborgh) writes:
> In the magazine 'Atari ST Nieuws' I read that the '030 would have the Sun
> NFS file system. Is this true? Does this mean that it can network easily with
> Suns? Other Unix machines? Even Apollos maybe? This would make it very
> interesting ...
NFS is indeed one of the currently proposed products for the '030.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

3209. Re: rsrc_load and drop-down menus

Newsgroup: comp.sys.atari.st
Date: 1988-04-12 23:56:50 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2810@crash.cts.com>
Source record: 253195

ron@argus.UUCP (Ron DeBlock) writes:
>In article <2779@crash.cts.com>, sreeb@pnet01.cts.com (Ed Beers) writes:
>< Actually you can't get the resource construction set by buying the developers
>< kits. The developers kit I received last month consisted of:
><
>< a) Lots of documents but no schematics.
>< b) MWC ver 2.1.7
>< c) A nondisclosure agreement
>< d) Nothing else.
><
>< e) NONE of the DRI software.
><
>< I think that Kuma? sells a resource editor.
>
>
>If you registered your compiler with MWC, you should have recieved and
>upgrade notice to version 3.0. Included with the update will be a resource
>editor and a C source debugger (yeah!). I receiver three copies of that notice,I guess
they wanted to make sure I got it! Wonder is they'll send three
>copies of the upgrade package...
A recent conversation with atari told be I got a short shipment. The
schematics and all of the original developers kit software is still part of
the kit. The main message I got was: DO NOT BUY A DEVELOPERS KIT FROM YOUR
DEALER.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3210. Re: MWC v3.0 (was: rsrc_load and drop-down menus)

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 00:16:17 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2811@crash.cts.com>
Source record: 253197

leo@sunybcs.uucp (Leo Wilson) writes:
>In article <1165@argus.UUCP> ron@argus.UUCP (Ron DeBlock) writes:
>>If you registered your compiler with MWC, you should have recieved and
>>upgrade notice to version 3.0. Included with the update will be a resource
>>editor and a C source debugger (yeah!).
>
>Just out of curiosity and impatience, has anyone received this upgrade yet?
>I'm on the edge of my seat! -Leo

I ordered mine by phone yesterday and was told it would be shipping in about a
week and a half.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3211. Laser C examples

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 01:47:30 UTC
From: 870646c@aucs.UUCP
Message-ID: <1050@aucs.UUCP>
Source record: 253012

I have been unable to get some of the examples in the GEM demo folder to compile properly, all the other ones work fine. Has anyone else had trouble with these files????
later
Barry

3212. re: Downloading of PD Programs

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 01:57:37 UTC
From: Steve_Godun@rubbs1.UUCP
Message-ID: <20.22631935@rubbs1.UUCP>
Source record: 253013

The Atari ST and IBM PC are file compatible, which means you can write a program to an IBM disk, plug it into the ST's drive and be able to read, write, delete, copy, etc with no problems. Of course, you can't run IBM programs directly on an ST (although there are a good quality IBM emulators available), but you can, for example, read an IBM-written text file into 1st Word or any other popular word processor on the ST.

By the way, what did you mean by "Atari 12"?

--
Mail coming to you from the Fidonet Gateway - Node 1:107/330

To respond, please send mail to ...rutgers!rubbs1!net!node!user_name

3213. re: d&d

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 02:01:48 UTC
From: Steve_Godun@rubbs1.UUCP
Message-ID: <21.2263193A@rubbs1.UUCP>
Source record: 253014

There is Phantasie, Phantasie II, Bard's Tale, Bard's Tale II, and a host of other D&D-type games available for the ST.

--
Mail coming to you from the Fidonet Gateway - Node 1:107/330

To respond, please send mail to ...rutgers!rubbs1!net!node!user_name

3214. Re: CAD 3-D 2.0 and CYBERPAINT

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 02:10:14 UTC
From: Steve_Godun@rubbs1.UUCP
Message-ID: <22.2263193F@rubbs1.UUCP>
Source record: 253015

CAD 3-D was designed to be a modeling tool, primarily for things sich (oops - such) as buildings and such. Yes, you can do molecular modeling (as in that DNA example), and contrary to your comments, the results are very agreeable. However, you can get better results if you use Antic's Molecular Design disk (or something like that -- it's in The Catalog).

Processing speed is fairly slow, but I have played with it for a while and I find it bearable. With the addition of a Blitter chip (yes, I have played with CAD 3-D on a Mega ST-4 w/Blitter) and expanded memory, processing time is *quite* rapid.

Please be more objective in your comments.

--
Mail coming to you from the Fidonet Gateway - Node 1:107/330

To respond, please send mail to ...rutgers!rubbs1!net!node!user_name

3215. UniTerm 2.0c

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 04:17:50 UTC
From: martin@lakesys.UUCP
Message-ID: <574@lakesys.UUCP>
Source record: 253196

Somehow Part 12 of the UniTerm 2.0c distribution never made it here. Could someone please mail it to me?

Thanks in advance,

Marty Wiedmeyer
martin@lakesys.UUCP
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3216. Re: UNIX Toolkit for the ST, Manual pages and one binary

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 05:11:32 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1511@water.waterloo.edu>
Source record: 253016

In article <1561@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
>
>
>wait a minute...don't these people plan to try and SELL at least some of this
>code?

Yes, I think so.

> if so, why on earth are they posting it in a format that only (as far
>as i can tell) people with an ibm pc AND pkarc can extract?

I think it was a mistake. It seems that the ARC was done on a PC.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3217. Re: Degas file format

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 07:21:06 UTC
From: decouty@irisa.UUCP
Message-ID: <382@irisa.UUCP>
Source record: 253017

Could anybody send .IMG (.GEM) and .PIC (for wordplus) file formats?

Thanks a lot.

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+------------------------------+--+
IRISA - INRIA	EMAIL : decouty@irisa.fr
Campus de Beaulieu	UUCP : {mcvax,inria!}irisa!decouty
F-35042 Rennes Cedex	decouty@irisa.UUCP
FRANCE	BITNET: DECOUTY@FRCICB71
+--------------------------+---+--------------------+-------------------------+
| PHONE : +33 99 36 20 00 | TELEX : 950473 UNIRISA | FAX : +33 99 38 38 32 |
+--------------------------+----------------------+-------------------------+

3218. Re: Microsoft "Word"

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 07:26:27 UTC
From: decouty@irisa.UUCP
Message-ID: <383@irisa.UUCP>
Source record: 253018

Does WRITE (MS word for ST) has a Postscript driver ?

Some thing for Wordperfect.

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+---+
IRISA - INRIA	EMAIL : decouty@irisa.fr
Campus de Beaulieu	UUCP : {mcvax,inria!}irisa!decouty
F-35042 Rennes Cedex	decouty@irisa.UUCP
FRANCE	BITNET: DECOUTY@FRCICB71
+--------------------------+---+--------------------+-------------------------+
| PHONE : +33 99 36 20 00 | TELEX : 950473 UNIRISA | FAX : +33 99 38 38 32 |
+--------------------------+-----------------------+-------------------------+

3219. Re: Mark Williams C 3.0 Update

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 07:39:59 UTC
From: decouty@irisa.UUCP
Message-ID: <384@irisa.UUCP>
Source record: 253019

In article <113@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <1647@ncsuvx.ncsu.edu>, wolf@csclea.ncsu.edu (Thomas Wolf) writes:
>| In article <1066@cosmo.UUCP> hmk@focus.UUCP (Hans-Martin Kroeber) writes:
>| >[deleted text]
>| >Now my question: Is it possible to get the update directly from Mark Williams
>| >and how do I get it?
>|
>| I'm not sure about Mark William's policy for overseas owners of their com-
>| pilers, but here in the US, I just received my upgrade notice this week.
>| I assume that if you're a registered owner, you'd get the same notice.
>
>Hans - you might try calling or writing to MWC. I got my upgrade
>notice Monday, and drove straight to the post office. I put my trusty
>ol' credit card # on it, and Express-Mailed it to them.
>--
I have received my upgrade notice 7 days ago and I have done the same thing!
OH, I live in France, so MWC policy is OK for overseas customers (I have not
yet received the package).

One question abour MWC V3.0 :
Has the macro buffer been raised from 200 bytes? It is a value
smaller than other compilers on Mac, Sun.. and this implies difficulties
when porting programs using many and large macros.

Thanks

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+---+
IRISA - INRIA	EMAIL : decouty@irisa.fr
Campus de Beaulieu	UUCP : {mcvax,inria!}irisa!decouty
F-35042 Rennes Cedex	decouty@irisa.UUCP
FRANCE	BITNET: DECOUTY@FRCICB71
+-------------------------+---+-------------------+-------------------------+
| PHONE : +33 99 36 20 00 | TELEX : 950473 UNIRISA | FAX : +33 99 38 38 32 |
+-------------------------+-----------------------+-------------------------+

3220. Re: underscore crash bug (was: Another question on TEDINFO info)

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 08:50:57 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2437@bath63.ux63.bath.ac.uk>
Source record: 253020

In article <1510@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>I think this has been mentioned before, but what exactly is the
> "underscore crash bug" ?

I wondered this for a long time as well, since I've got a lot of names with underscores in them. Finally (after about 2 years of ST use) I managed to generate an 'underscore crash' -- helped by hints from Simon Poole.

In the standard GEM file-selector box, there are two TEDINFO strings (lines into which you can enter data). The top one normally contains the drive, path, and match_string being listed; the bottom one is where you enter a filename.

If you *type* a string containing an underscore into the *top* line, the system bombs. If a string *containing* an underscore happens to appear there because you 'clicked' your way into a (set of) subdirectories using the mouse in the listing window, you're OK. Also, as I recall, it is OK to enter names containing underscores into the *lower* (filename) line.

The bombout occurs instantly when you enter an underscore character into the top (path) line. You can't miss it.

(Note this is based on recollection, albeit fairly recent recollection, but I believe it's right -- or else I wouldn't say it. It conceivably might vary depending on which ROM set you've got, I of course have UK roms. Whatever that means.)

3221. CC for Alcyon

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 13:15:25 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1779@brahma.cs.hw.ac.uk>
Source record: 253021

Did anyone manage to get the CC program for the Alcyon C compiler (Dev Kit)
to decode properly? Uuencode said it was a short file and arc said that CC.TTP
was damaged. I got the source OK but it seems to be missing some externl
functions.

"I think all right thinking people in this country are sick and tired of being
told that ordinary decent people are fed up in this country with being sick and
tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

3222. Re: TurboDos observations

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 14:00:34 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4402@batcomputer.tn.cornell.edu>
Source record: 253022

In article <207@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:
>I was able to play around a bit with the GEMDOS 'Ersatz' from Atari France:
>...
> GEMDOS TurboDOS
> LaTeX | 9 min 40 s | 9 min 40 s | Comment: tmp files on Ramdisk
> 50 files| 3 min 6 s | 0 min 42 s |

- seems that TurboDOS is more than a cache: creating new files on an almost-full HD is slow since GEMDOS has to analyse the FAT to find empty space, and it does so very inefficiently. No disk cache (of the kind that just keeps _sectors_ in RAM) can fix that, Turbodos must intercept the GEMDOS functions that operate at the _file_ level. The Latex test did not speed up since it was mostly calculating rather than I/O, and the tmp files were created on a (small?) RAMdisk (small FAT to analyse). It _is_ true that GEMDOS could benefit from caching of (sub)directory sectors, something that it does not do much of. It could also use hashing of files found in directory trees, for faster finding of them next time (i.e., the second time you access the file, say a compiler library file or a utility program, via a long PATH variable). This could be done inside a shell, too.

Any chance TurboDOS could be posted on Usenet or put up for FTP?

- Moshe Braner

PS: PENICILIN, since it is supposed to suppress a VIRUS, should have been named INTERFERON :-)

3223. Re: Missing Uniterm files

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 16:06:00 UTC
From: hutchson@convex.UUCP
Message-ID: <63000001@convex>
Source record: 253023

Greg Onufer exodus@uop.edu writes:
>We are missing parts 2-4,6,8,9 of the recent uniterm postings in
>the binaries newsgroup. Could some kind soul please forward them to us?
Tim Coslet @cup.portal.com writes:
>These parts of uniterm are missing here too....

I agree: These parts of uniterm are missing here too....
Perhaps they should be reposted.

3224. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 16:35:07 UTC
From: WALDI@DHDIHEP1.BITNET
Message-ID: <8804131634.AA17900@ucbvax.Berkeley.EDU>
Source record: 253024

Date: 13 April 1988, 10:49:40 SET
From: Roland Waldi phone (6221) 564334 WALDI at DHDIHEP1
Inst. fuer Hochenergiephysik
Schroederstr. 90
D-6900 Heidelberg
To: INFO-ATA at SCORE.ST

Hello! I tried TURBODOS (downloaded from UH-INFO). Really impressing
speed-up, BUT: It spoilt a disk. Apparently it did not recognize
a disk change, and copied the old disk's FAT to the changed new disk.
The disks have different serial numbers, and I did never have this problem
with TOS-GEMDOS, although I'm aware it might happen under certain circum-
stances there. Has anyone similar experiences with TURBODOS?
----------------- Roland Waldi

3225. Re: batch files from GEM

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 16:54:17 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <814@viper.Lynx.MN.Org>
Source record: 253025

In article <353@ritcv.UUCP> jdb9608@ritcv.UUCP (J. David Beutel) writes:
>> GEMBOOT provides the possibilty to execute
>>a batch file as the last step of the \AUTO\ folder sequence. By default it
>>looks for *.BAT files in \BOOTBAT\. Batch files are executed by default by
>>COMMAND.PRG. One can select amongst the batch files.
>
> I've never heard of batch files for GEM before. Would someone
>please fill me in? Are *.BAT only in France?

Batch (.BAT) files are text files containing a series of commands.
These files are offen used to repeat a series of often-used functions
rather than having to type in the commands time after time by hand.
Most CLI (command line interface) programs have some form of batch
capability.

Many allow the person setting up the file to use special codes in
the file that replace key filenames to make the batch file more
flexable. An example would be a series of commands to compile and
link a program. One of the changeable code fields in the file would
be the name of the file to compile. One batch file could then be used
to compile and link any number of programs and save the user a -lot-
of typing.

No, batch files are definately not limited to France. I think I'd
go nuts if I had to go without batch capabiltiy and I live in
Minnesota... To make it a bit clearer.. the batch files are not
"batch files for GEM", they're batch files that will work with
CLI programs on the ST. COMMAND.PRG is the "standard", but I don't
know of anyone who uses it localy, there are far too many better CLI
programs available for little cost or public-domain...

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

3226. Re: MONO- & COLOR-emulators

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 17:12:10 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <815@viper.Lynx.MN.Org>
Source record: 253026

In article <8804071050.AA25384@ucbvax.Berkeley.EDU> GASPARD@HROEUR5.BITNET writes:
>Because I have seen no mail about it, I think it's not known to the ST-users.
>There are 2 monochrome and color-emulators for the ST now.

Make that three... There's also OmniRes developed by Silicon
Springs in Canada. It's available thru E.A.Brown in the U.S.

OmniRes ($34.95 + $4.95 P&H = $39.90)
E. Arthur Brown Co.
3404 Pawnee Dr.
Alexandria, Mn. 56308
U.S.A.
(612)-762-8847

>This little programs makes it possible to run color-programs on
>a monochrome system or monochrome-programs on a color-system.
>I have tested them both, and they have both other options.
>But one thing is for sure: IT WORKS!!!!!!!!!!
>
>The first is distributed (in holland) by the dutch
>ST-foundation, outside holland proberly by ROBTEC.
>The other is sold by GFA-System-technick in germany.
>The first will cost about 20 US-dollar and the other about 45 US dollar.

How about more information on addresses to send to and prices? I'm
sure I'm not the only person interesed in seeing the alternatives...
OmniRes does a reasonable job, but I'd sure like to see if the others
can handle some of the programs OmniRes won't work with.. (Especialy
certain games I'd love to be able to use on my mono monitor... :^)

>
>Bert Rozenberg
>Dutch ST-Foundation.
>
>
>
>Disclaimer:
>YES I'm connected to the dutch ST-foundation but not to GFA.
>The ST-Foundation is NOT commercial.

Disclaimer: I have no connection to Silicon-Springs or E.A.Brown...
(I just buy their software.. :)

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems

UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

3227. Re: TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 18:09:50 UTC
From: gert@prls.UUCP
Message-ID: <10641@prls.UUCP>
Source record: 253027

Great that TurboDOS has made it to the U.S. ! But the article
by Michael Vederman that 'TurboDOS is now available from the
ATARINET server' does little but make me jealous : I have NO
IDEA on how to (or even if I can) access this server from
a simple minded UUCP host.

Michael, or any other friendly soul that CAN access the ATARINET
server : Can you tell us how to get it, or publish the thing
itself, don't brag that YOU have it. I'm too jealous right now.

I would just love to have my 20 MByte floppy behave like a
hard disk...

Gert Slavenburg
(gert@prls.UUCP or ..!pyramid!prls!gert)

3228. Atari ST D&D games (was Re: d&d)

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 18:20:23 UTC
From: rjung@sal4.usc.edu
Message-ID: <707@nunki.usc.edu>
Source record: 253028

In article <21.2263193A@rubbs1.UUCP> Steve_Godun@rubbs1.UUCP (Steve Godun) writes:
>There is Phantasie, Phantasie II, Bard's Tale, Bard's Tale II, and a host of
>other D&D-type games available for the ST.

You forgot FTL's _Dungeon Master_, which is the *best* of the bunch!

Talk about realism, details, quality, depth, excitement, and sheer adrenalin level. If _Star Raiders_ was the game that "sold" the 8-bit Ataris in the days of old, this would be the ST equvalent...

And all for *only* $35!

Support your local quality software developer, and BUY this baby!

--R.J.
B-)

P.S. Sorry if I sound like a raving lunatic, but when something *this*good* comes down the pike, we should all rally around and support it...

P.P.S. Now if only we can get high quality/low priced APPLICATION software for the ST... ($150 for Microsoft Write? >blanch<)

P.P.P.S. Gee, should we even be talking about **games** here? After all, the Atari is a professional machine...

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

3229. Writing to the cartridge port.

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 20:17:16 UTC
From: 440488@UOTTAWA.BITNET
Message-ID: <8804132155.AA23202@ucbvax.Berkeley.EDU>
Source record: 253029

Recently I was browsing thu an ST magazine, Reset to be specific and I noticed an ad for a product by Alpha Systems called Megadisk. It is one megabyte of ram that plugs into the cartridge port.
But according to the infamous Abacus book ST Internals, (p96) writing to this address creates a bus error. They tried putting a ram disk in the port but without sucess.

How did Alpha get around this so that the Megadisk would work with out creating bus errors?

Doctor Who

440488@UOTTAWA.BITNET

'If Doctor Who #2 killed Doctor Who #4, would it be considered as suicide?'

3230. Atari has hinted .....

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 20:32:02 UTC
From: 440488@UOTTAWA.BITNET
Message-ID: <8804132226.AA23777@ucbvax.Berkeley.EDU>
Source record: 253030

At the COMDEX show in LA last year, Atari hinted they would continue to
support the ST line with possible 68020 or 68030 microprocessors. These
'new' machines are supposed to feature increase speed (obviously)
and better graphic resolution AND (the big one to) be completely
compatible with the current ST machines.
Anyone care to shed some light on this or is this more hard-vapour-ware?

Doctor Who

440488@UOTTAWA.BITNET

'If Doctor Who #2 killed Doctor Who #4, would it be consider is as suicide?'

3231. TurboDOS / Publishing Partner Pro / BACKGROUND DL/UL

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 22:06:21 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1138@sbcs.sunysb.edu>
Source record: 253031

I've also used TurboDOS for a while, and am very happy with
this product (except for chewing up 103 K of my precious RAM). From
what I've learned, it does more than just caching. It intercepts
some i/o calls (as braner pointed out) and speeds them up, and supposedly
fixes the famous 40-folder bug (note the 'supposedly') too. The result
is much faster disk accesses, etc. You should be seeing this posted
to the net soon. TurboDOS is from Atari FRANCE, and is available
from Atari Germany BBS and the server at Houston.

Has anyone any news about PP Pro?

Also a new product called SHADOW just came out. It's the commercial
version of dctran.acc (the PD demo that was posted here ages ago) and is
marketed by ANTIC for $29.95. Features:
i) full background download and upload from
ANY program (.TOS, .TTP, .PRG). Amazing.
ii) VT-52 emulator
iii) RAMDISK/buffer user re-configuration
iv) Xmodem CRC / checksum / 1 K/ ASCII
v) Compu-Serve B Protocol
... and more

--
if you can dream it, you can do it. CSNET:lean@sbcs.csnet
... go sleep ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

3232. Uniterm Binaries

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 22:56:10 UTC
From: jsp@sp7040.UUCP
Message-ID: <335@sp7040.UUCP>
Source record: 253032

After recieving all the files that others said they had not recieved,
I found that I still had not received file #14. Would somebody out there
please send it to me or maybe repost it. I have been reading of the good
stuff in Uniterm for sometime now and would really like to be able to run it.

Thanks for any help

-- Johnnie --

3233. UniTerm 2.0c (008 & 009) XModem CheckSum Problem

Newsgroup: comp.sys.atari.st
Date: 1988-04-13 23:11:41 UTC
From: K538915@CZHRZU1A.BITNET
Message-ID: <8804132234.AA23941@ucbvax.Berkeley.EDU>
Source record: 253033

Whoops, there is a bug in the code for caculating the checksum
in UniTerm's (2.oc 008 and 009) XModem (CRC work's ok), to fix
change the sequence

064000FF

(only occurs once) to

024000FF

for the more nervous here's a few more bytes around the problem..

660C
D019
064000FF
51CBFFF8
4ED0

Sorry
Simon Poole

Bitnet: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!poole

3234. Re: Menu Bars

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 00:22:08 UTC
From: wes@wsccs.UUCP
Message-ID: <483@wsccs.UUCP>
Source record: 253034
Cross-posted to: comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.amiga

In article <8804091916.AA20039@cory.Berkeley.EDU>, dillon@CORY.BERKELEY.EDU (Matt Dillon) writes:
> Placing the menu bar on the screen rather than in each individual
> window makes sense because at any one time, the user will be manipulating
> only ONE menu.

Yah, and if you switch back and forth between two tasks in non-overlapping windows, you have to wait for the new menu bar to get redrawn each time. No thanks.

> ..... So instead of having to manipulate a menu which is limited
> to the window width (kind of hard if you make the window really small), one
> manipulates a full-width menu at the top of the screen.

But under Windows 2.0, when you want to make an application window REALLY small, you just make it into an ICON instead of a window! The app is still loaded and active, it's just been "smalled" all the way down. You can do this on the Amiga, I am told, with a program called `Iconify.'

> It makes no sense to put ALL the application's/accessory menus into
> one menu bar because at any one time I might have a dozen installed, and
> I don't even want to *see* their menus until I need them, much less have
> said menus hinder me.

Maybe it makes no sense to you, but it does to me! You could select something like `global reformat' in the word processor, and then go back to your spacewar game without waiting for the `global reformat' to finish and release it's menu bar. This is, of course, opinion, both mine and yours :-)
--
/\ - " Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

3235. neural networks, unix, occam on atari ???

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 01:02:00 UTC
From: PVR@BGERUG51.BITNET
Message-ID: <8804131718.AA18676@ucbvax.Berkeley.EDU>
Source record: 253035

Date: 13-APR-1988 18:01:51.50
From: PVR AT BGERUG51
To: GATEWAY::"info-atari16@score.stanford.edu"
Subj: neural networks, unix, occam on atari ???
Dear newsgroup,

Is there someone out there who has

- neural network programs for the Atari ST ?
- ported (or tried to port) Unix (or a stripped-down version of it) to an Atari ??
- written a programming environment for developing Occam programs (you know, for the Inmos Transputer) on the Atari ???

Any help (addresses, information on commercial or public domain software) is appreciated),

Patrick Van Renterghem,
State Univ of Ghent, Belgium

PVR@BGERUG51 on Bitnet

3236. TurboDOS / Shadow

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 01:15:59 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1140@sbcs.sunysb.edu>
Source record: 253036

I forgot to mention that the background dl/ul facility of SHADOW
(see previous posting) is reset-proot !!!! Yes, you can reset the
computer and the transfer would still be okay .

I just did some timing on TurboDOS. My setup is 1040 monochrome with
20 Meg Supra HD. All programs were run from BDT Micro C-Shell:

```
Without TurboDOS With TurboDOS
---------------------- ----------------
Load uniterm 2.0c 6.03 sec 3.95 sec
3.95 sec ***

Load Publishing Partner 7.02 sec 3.38 sec
(with 4 fonts) 3.38 sec ***

Memleft 2.5 sec 1.3 sec
(a C program which 0.67 sec ***
shows amount of RAM left)

Clear 1.72 sec 0.55 sec
(a C program which clears the screen) 0.30 sec ***

df on partition C 7.11 sec instantaneous
( 3.8 Meg free / 8 Meg )

df on partition D 8.09 sec instantaneous
( 8.4 Meg free / 9 meg

-----------------------------------------------------------------
*** means running that program a second time immediately after running
it once. Note the decrease in time for MemLeft and Clear (both
are very small TOS programs (of < 2K, i think) )

With TurboDOS, all those little Unix utility programs run like built-in
commands.
--
if you can dream it, you can do it. CSNET:lean@sbcs.csnet
... go sleep ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean
```

3237. Antic video tape?

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 05:06:22 UTC
From: 870646c@aucs.UUCP
Message-ID: <1051@aucs.UUCP>
Source record: 253037

I have caught wind of a rumor that Antic mag. will be/have released a video tape containing different scenes created with CAD 2.02. Has anyone else heard about this project, I am sending a letter to Antic to find out first hand, but any info in the mean time would be nice.
later
Barry

3238. UNITERM 2.0C Macros

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 07:00:51 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <2384@pasteur.Berkeley.Edu>
Source record: 253038

I like UNITERM 2.0C. Great work again Simon!! The new macros are much better
than in the last version, but in converting my old ones I ran into a problem
that took me a long time to figure out:

functions must be of the form: func()
not: func ()

NO SPACE!! I didn't find it in the manual, but it may be there!!
(Simon, you may wish to confirm this) Just wanted to save everyone else
the trouble I had.

TRADITIONAL UNITERM WISH LIST

1. Unix Windows capability
2. The above with some way of doing background file transfer
while in a different shell (with its own window.) This may require
some more software (other than UW) on the Unix side. (I am
not sure)
James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

3239. The DANGERS of TURBO-DOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 07:31:11 UTC
From: gert@nikhefh.hep.nl
Message-ID: <451@nikhefh.hep.nl>
Source record: 253039

In article <8804131634.AA17900@ucbvax.Berkeley.EDU> WALDI@DHDIHEP1.BITNET writes:
>
>Hello! I tried TURBODOS (downloaded from UH-INFO). Really impressing
>speed-up, BUT: It spoilt a disk. Apparently it did not recognize
>a disk change, and copied the old disk's FAT to the changed new disk.
>The disks have different serial numbers, and I did never have this problem
>with TOS-GEMDOS, although I'm aware it might happen under certain circum-
>stances there. Has anyone similar experiences with TURBODOS?
>----------------- Roland Waldi

It becomes more and more clear that TURBO-DOS is not a disk caching program
but a real file system. I it is very likely that the French guys that did
this TurboDos took a disassembly of the original TOS/GemDos as a guidance.

If all of this is true, then TurboDos is as vulnerable to disk change events
as the original GemDos. However, DISK CHANGE EVENTS ARE HANDLED BY THE BIOS,
and the old GemDos has problems with these too. BUT, the old GemDos does
practically do no disk caching whatsoever (you can't call two disk sectors a
cache, can you?). There is a provision in GemDos for a disk cache mechanism,
although in the old GemDos this does not work correctly (i.e., the cached
blocks are invalidated every once in a while causing the cache to do noo harm
to your disk, it just eats memory).

If TurboDos has fixed these problems it may be even more dangerous than the
original GemDos. GemDos' provision for disk caching is NOT A WRITE THROUGH
CACHE, but like the UNIX buffer cache A DELAYED WRITE CACHE. This is very
dangerous if you do not have a system call like 'sync' on UNIX. What happens
when say 20 blocks are in the buffer cache when you decide to eject the
floppy by hardware (your thumb)?? You'll get the problems described by Ronald
Waldi.

Solution: IFFF TurboDos works a bit like our local hack on GemDos (called
JamDos) then you might avoid the described problem by quitting from the
current application (too bad if that's the DeskTop, there's no way out of
that), since the original GemDos would then flush all cached buffers to the
the disks.

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

3240. Uniterm 2.0c XMODEM bug (Was Re: Uniterm 2.0c)

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 10:08:35 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2438@bath63.ux63.bath.ac.uk>
Source record: 253040

I found the following in my mailbox today, from Simon Poole (via Stephan Leicht). Not going to bother with it myself, since I don't use XMODEM, but if you want to have a go... (Amazingly, it seems to have retained its format in transit thru several mailers. :-)

#12 (26 lines in body):
Delivery-Date: 14 April 1988 10:44 bst
Delivery-By: Network_Mailer.Daemon (XBR1Y055@EARN.DDATHD21@UK.AC.RL.)
Date: Thursday, 14 April 1988 08:49 bst
From: XBR1Y055 at EARN.DDATHD21
Subject: correction of Uniterm bug
To: SMEE at AUCC
X-Vms-To: "@thd$hrzdsk:[.uniterm]v20c.dis"

From: K538915@CZHRZU1A.BITNET

Whoops, there is a bug in the code for caculating the checksum
in UniTerm's (2.oc 008 and 009) XModem (CRC work's ok), to fix
change the sequence

064000FF

(only occurs once) to

024000FF

for the more nervous here's a few more bytes around the problem..

660C
D019
064000FF
51CBFFF8
4ED0

Sorry
Simon Poole

Bitnet: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!poole
.
---(12)---

3241. Re: TurboDos observations

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 13:21:00 UTC
From: jet@hcx1.SSD.HARRIS.COM
Message-ID: <46700005@hcx1>
Source record: 253041

```
/* Written 10:00 am Apr 13, 1988 by braner@batcomputer.UUCP in hcx1:comp.sys.atari.st */
In article <207@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:

==Any chance TurboDOS could be posted on Usenet or put up for FTP?

==- Moshe Braner

I'll put a vote in for that!!!
```

3242. Re: Uniterm 2.0c

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 13:24:35 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <4500@cup.portal.com>
Source record: 253042

Sam Mesbah sam@garfield.uucp writes:
>Is it just me or what. I downloaded Uniterm 2.0c from
>comp.binaries... and the xmodem doesn't work. I set it up
>exactly the same way as in Uniterm 2.0a but 2.0c always
>gives a 'bad chksum' error.
>
>Has anyone else encountered this problem?

Yes, I have encountered problems like this with Uniterm 2.0c 008
but thought I might have misconfigured something. I still
have my Uniterm 2.0a 006 to fall back to if 2.0c doesn't work
(and I can't figure out how to get around it) but I haven't
had a chance to experiment with 2.0c much yet (only got it monday).

3243. Turbodos docs

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 15:23:09 UTC
From: TNPHSUD@HDETUD1.BITNET
Message-ID: <8804141502.AA07659@ucbvax.Berkeley.EDU>
Source record: 253043

Hi netfolks,

I just received a copy of Turbodos from the Atarinet server at Houston. That copy however did not include any documentation. Could somebody send me info about this seemingly usefull piece of software.

Thanks, Damir.

3244. The ADAP sound rack

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 15:28:27 UTC
From: dmb@TIS.COM
Message-ID: <8804141528.AA01154@dopey.tis.com>
Source record: 253044

Bill Rosenkranz mentioned sampling keyboards.

Bill: What about the ADAP sound rack? Isn't that a 16-bit sampler? I thought they were about $2K -- competitive with the 12-bit samplers if you have a good controller keyboard.

There's a strore here in Maryland called the Guitar Exchange which sells keyboards (as well as guitars and everything else musical). I was down there about a month ago and saw the ADAP rack, controlled by guess what, an ST! They have a mac too...
The guy gave me a demonstration of the E-mu II (another sampling keyboard). Basically, he had "obtained" samples from "Owner of a Lonely Heart" and was playing the song entirely with the keyboard (it actually sounded like the recording) and mentioned that Yes actually used exactly this method to produce most of 90125.
Aren't samplers neat?

Dave
arpa: dmb@tis.com

3245. Lost most of the 18 Uniterm 2.0c parts - help !

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 15:46:51 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <364@csvax.liv.ac.uk>
Source record: 253045

Did anyone catch all the parts (18 in total) of UniTerm 2.0c that
was just posted to comp.binaries.atari.st ? Our News feed died over
Easter (methinks it was UN*X 'automation' - leave it alone for 3 days
and everything's a mess when you come back), causing news messages and
groups to expire en masse. E-mail me personally if you can help...

Richard K. Lloyd, **
Computer Science Dept., * JANET : SQRKL@UK.AC.LIV.CSVAX *
Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL *
Merseyside, England, * ARPA : SQRKL%csvax.liv.ac.uk@nss.cs.ucl.ac.uk *
Great (?) Britain. **

"I have VERY strong opinions which are nothing whatsoever to do with the
University of Liverpool, so blame ME if I bitch about useless IBM PC clones,
even more redundant IBM mainframes and the terrible Atari ST..."

3246. turbodos problem

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 15:55:32 UTC
From: jmg@cernvax.UUCP
Message-ID: <647@cernvax.UUCP>
Source record: 253046

Small problem with Turbodos for those who use the program issued in a
very early volume of STart which allows one to have different icons:
Turbodos completely rewrites low memory and so the icon rewriter
fails to find the string "DESKTOP.RSC" (or equivalent in German or French
models): may even find something and screw one completely!
Have not yet figured out a fix.
--
_ _ o | __ | jmg@cernvax.uucp
| | | | _ / \ _ __ _ __ _| jmg@cernvax.bitnet
| | | | |_) /_) | __/_) | (___\ | (_/ | J. M. Gerard, Div. DD, CERN,
| | |_|_| _/___ __/ ___| (_|_| _|_ 1211 Geneva 23, Switzerland

3247. Re: Trouble unARCing UNIX toolkit (really: anyone have a new ARC ?)

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 16:14:07 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8804141613.AA08392@ucbvax.Berkeley.EDU>
Source record: 253047

UNIX Toolkit ? Whatever is that ? Must be one more of all those goodies that we here in the backwoods of BITNET/EARN never get to see ...

Let's make a deal: someone sends me the uuencoded arc file, and I'll decode it back home on my IBM, and send the problem files back to him ... ;-)

Seriously: is there anyone out there who could write a new ARC version for the ST that includes all IBM Arc compression methods ??? Also, the ST Arc is *so* slow, it could use a little speedup. Alternatively, one could use the DCOPY utility, but that doesn't seem to arc correctly (unarcing works fine, and 4x as fast as ST Arc).

(NB: If YOU REALLY want to send me a copy of that archive, send me a note first. I don't want to get crushed by thousands of postings ... ;-)

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (?) Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1@CUNYVM.CUNY.EDU (?) (Bonn, West Germany)

3248. pc-ditto and Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 16:15:30 UTC
From: G15@PSUVM.BITNET
Message-ID: <39337G15@PSUVM>
Source record: 253048

Has the new version of pc-ditto that supports monochrome monitors
been released yet? I haven't heard anything about pc-ditto in quite awhile.
Any help will be sincerely appreciated. Thanks.

```
*******************************************************************************
* John F. Gbruoski <The Captain> G15 @ PSUVM.BitNet *
* UUCP: {akgua,allegra,cbosgd,ihnp4}!psuvax1!psuvm.bitnet!g15 *
* *
* "Omnia mutantur; omnia fluunt; quod fuimus aut sumus, cras non erimus."-Ovid*
*******************************************************************************
```

3249. Re: TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 17:05:31 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1515@water.waterloo.edu>
Source record: 253049

In article <10641@prls.UUCP> gert@prls.UUCP (Gert Slavenburg) writes:
>Great that TurboDOS has made it to the U.S. ! But the article
>by Michael Vederman that 'TurboDOS is now available from the
>ATARINET server' does little but make me jealous : I have NO
>IDEA on how to (or even if I can) access this server from
>a simple minded UUCP host.

Try netlib@lakesys.uucp
--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3250. Screen Dump in Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 18:40:03 UTC
From: govett@avsd.UUCP
Message-ID: <107@avsd.UUCP>
Source record: 253050

Does anyone know how to print sceen while using the Personal Pascal environment? I though control-alt-help would work, but it doesn't.

I wrote a simple PP program that displays a few things on the screen, and would like to dump this screen to the printer. After the program executes, I type ctl-alt-help keys simultaneously, but I just end up back in the PP environment and nothing is printed because PP is waiting for any key input so that it can return. I tried using READLN as my last instruction, but PP still doesn't recognize ctl-alt-help.

Is there any way to dump the screen within PP?

3251. Re: DCFORMAT v.2.21

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 19:34:44 UTC
From: uace0@uhnix2.UUCP
Message-ID: <527@uhnix2.UUCP>
Source record: 252951

I know that a problem exists with GDOS and DC Formatter. I thought I fixed it once, but apparently it has crept back in. I can say this:

Why are you running GDOS all the time?

I would only suggest running GDOS with programs that need it. I have the new ROMS, which really speed up system response, and when I run GDOS the sytem is really unusable -- ie., SLOOOOOWWWWW!!!

The problem has to do with VDI handles and the like. I will look into it.

- mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

3252. Re: Trouble unARCing UNIX toolkit (really: anyone have a new ARC ?)

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 22:28:55 UTC
From: leo@sunybcs.uucp
Message-ID: <10192@sunybcs.UUCP>
Source record: 252952

In article <8804141613.AA08392@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
>Seriously: is there anyone out there who could write a new ARC version for the
>ST that includes all IBM Arc compression methods ???

If you follow alt.sources, the guy who ported arc 5.2 to BSD said something
about beginning a port to his ST in a couple of days. In any event, the arc
posted in alt.sources works on BSD, or seems to so far. I only compiled it
today and need to check into it further before asking the site manager to
actually install it. Does 5.2 have "all IBM Arc compression methods"?

Please note that I have nothing more to do with arc than using it, and
I don't know Howard personally (he's done a number of good things for the
ST), so this is PURE RUMOR for the time being...
Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

3253. TURTLE questions

Newsgroup: comp.sys.atari.st
Date: 1988-04-14 22:49:40 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830005@hpldola.HP.COM>
Source record: 252953

I would really like to thank George Woodside for
a very useful and useable backup program, TURTLE.

I do have questions that the manual didn't answer
(at least I didn't see the answers, but I may simply
have read over them).

1) What is the fastest / easiest way to restore
a hard-disk from a TURTLE backup?

2) When running from the desktop, can the path
given be more than one directory? For example,
can it be "C: D: E:" (or would it be "C:,D:,E:")?

Thanks again,
Joe Gilray (hplabs!hpldola!jg)

3254. Re: Another question on TEDINFO info

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 02:05:41 UTC
From: wes@wsccs.UUCP
Message-ID: <484@wsccs.UUCP>
Source record: 252954

In article <2220@pasteur.Berkeley.Edu>, c162-br@zooey.Berkeley.EDU (Warner Young) writes:
[Weird bug with TEDINFO format character 'F' causing crashes]
% Can someone tell me what is going on? I've used TEDINFO's before,
% and the only differenece between my previous programs and this one is that
% the resource is "built-in" in this program. I'm using the RCSFIX.C supplied
% by Atari (and Alcyon C).

Have you tried it without using the RCSFIX, just loading the resource? It
may be a side-effect of the RCSFIX program.
--
/\ - " Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

3255. Latest file index from netlib

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 02:58:05 UTC
From: martin@lakesys.UUCP
Message-ID: <580@lakesys.UUCP>
Source record: 252955

Here is the latest file index from netlib@lakesys.UUCP. The most noteworthy additions are UniTerm V2.0 009, dlibs v1.10 and ST UNIX Toolbox man.arc, which can be unARCed with the version of ARC which is presently available for the ST.

Your contributions and comments are always welcome.

netlib is accessable via UUCP, so you'll be able to request files from netlib if you can't reach ATARI-NET or CANADA01. :-)

Marty Wiedmeyer
martin@lakesys.UUCP

---
lakesys netlib index - archives.atari - Atari ST files

NOTE: All files are ARCed and then uuencoded with Dumas' implementaion of uuencode, 'uue'. It is compatable with 'uudecode', but it makes decoding multiple part uue files very simple. The ST binaries and a DOC file are in uuxbin.uaa.

==========

archives.atari would like to express our thanks to
Steven Goodman, Owner and System Administrator of lakesys!

==========

1stw2ps/part.uaa 880310 1st Word to Postscript conversion utility
1stw2ps/part.uab 880310 1st Word to Postscript conversion utility
acache.uaa 880317 Disk Cache program v1.1
ctv201.uaa 880323 Copy files & preserve the time stamp v 2.01
dcclk31.uaa 880317 A digital clock from Double Click
dcfmtcl2.uaa 880317 Disk Formatter from Double Click (RGB)
dcfmtmn2.uaa 880317 Disk Formatter from Double Click (Mono)
dcopy19.uaa 880317 Very nice Disk Utilities program
distomwc.uaa 880315 Disassemble DRI format files to MWC assembler
dlibs110/part.uaa 880413 Binaries and header files for dlibs v1.1
dlibs110/part.uab 880413 Binaries and header files for dlibs v1.1
dlibs110/part.uac 880413 Binaries and header files for dlibs v1.1
dlibs110/part.uad 880413 Binaries and header files for dlibs v1.1
dlibs110/part.uae 880413 Binaries and header files for dlibs v1.1
dlibssrc/part.uaa 880321 source for dlibs v1.1 for Alcyon C
dlibssrc/part.uab 880321 source for dlibs v1.1 for Alcyon C
dlibssrc/part.uac 880321 source for dlibs v1.1 for Alcyon C
dscan100/part.uaa 880317 Disk Librarian program like HDSCAN

dscan100/part.uab 880317 Disk Librarian program like HDSCAN
gulam/part.uaa 880309 Gulam shell executable & support files (beta)
gulam/part.uab 880309 Gulam shell executable & support files (beta)
gulamdoc/part.uaa 880309 Documentation for the Gulam shell
gulamdoc/part.uab 880309 Documentation for the Gulam shell
gulamdoc/part.uac 880309 Documentation for the Gulam shell
gulamdoc/part.uad 880309 Documentation for the Gulam shell
icon65/part.uaa 880309 Icon 6.5 for the ST
icon65/part.uab 880309 Icon 6.5 for the ST
icon65/part.uac 880309 Icon 6.5 for the ST
icon65/part.uad 880309 Icon 6.5 for the ST
icon65/part.uae 880309 Icon 6.5 for the ST
levee/part.uaa 880309 Levee - a Shareware vi clone executable v3.4f
levee/part.uab 880309 Levee - a Shareware vi clone executable v3.4f
man.uaa 880413 ST UNIX Toolbox MAN pages (old ARC will unARC)
mjc_c/part.uaa 880318 Mark Johnson's Shareware C Compiler v1.2
mjc_c/part.uab 880318 Mark Johnson's Shareware C Compiler v1.2
mjc_c/part.uac 880318 Mark Johnson's Shareware C Compiler v1.2
mjclibnu.uaa 880317 Updated libs for Mark Johnson's C
monoware.uaa 880317 Run mono prgs on RGB
progem/part.uaa 880317 Professional GEM Tutorials
progem/part.uab 880317 Professional GEM Tutorials
progem/part.uac 880317 Professional GEM Tutorials
progem/part.uad 880317 Professional GEM Tutorials
progem/part.uae 880317 Professional GEM Tutorials
stevie.uaa 880309 C source for STevie - PD vi clone
stevittp.uaa 880309 Executable for STevie - PD vi clone
templmon.uaa 880317 Monitor prgs for debugging v1.1

UniTerm 2.0c 009 and support files

ezgem.uaa 880413 GEM file converter (Normal to EZ Draw)
keyedit.uaa 880413 Keyboard table editor
ugasc/part.uaa 880413 UniTerm User's Guide - ASCII format
ugasc/part.uab 880413 UniTerm User's Guide - ASCII format
ugasc/part.uac 880413 UniTerm User's Guide - ASCII format
ugtex/part.uaa 880413 UniTerm User's Guide - TeX format
ugtex/part.uab 880413 UniTerm User's Guide - TeX format
ugtex/part.uac 880413 UniTerm User's Guide - TeX format
uniedit.uaa 880413 Sample program using $VAR
unimisc.uaa 880413 Misc. support files
unisrc.uaa 880413 Example macros and 'docs' for $VAR facility
unitrm2c/part.uaa 880413 UniTerm V2.0c 009 program
unitrm2c/part.uab 880413 UniTerm V2.0c 009 program
unitrm2c/part.uac 880413 UniTerm V2.0c 009 program
unitrm2c/part.uad 880413 UniTerm V2.0c 009 program
unitrm2c/part.uae 880413 UniTerm V2.0c 009 program
unitrm2c/part.uaf 880413 UniTerm V2.0c 009 program

uupcst.uaa 880310 C source for UUPC for the ST
uuxbin.uaa 880309 Dumas' UUE.TTP and UUD.TTP with .DOC

```
xlib.uaa 880317 Experimental C source for shared libs
xlisp/part.uaa 880317 Implementation of Lisp for the ST v1.4
xlisp/part.uab 880317 Implementation of Lisp for the ST v1.4
zmdmprg/part.uaa 880317 Z Modem file transfer for the ST v1.2
zmdmprg/part.uab 880317 Z Modem file transfer for the ST v1.2

==========================================================================

To request files send a message to netlib@lakesys.UUCP consisting of:

send filename/part.uaa from archives.atari
send filename/part.uab from archives.atari
send filename/part.uac from archives.atari
etc.

Subject for the message is not necessary.

Use the form above to assure that the parts will arrive as separate messages.
Parts are approximately 50k each.

This index can be obtained by sending:

send index from archives.atari

to netlib@lakesys.UUCP

A path which has proven to be successful for some users is:

lakesys!netlib@csd1.milw.wisc.edu

Any comments, problems or suggestions, please mail to martin@lakesys.UUCP.
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |
```

3256. Re: Info-Atari16 Digest V88 #178, 179, 180

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 03:15:53 UTC
From: SOFPJF@UOGUELPH.BITNET
Message-ID: <8804151900.AA23905@ucbvax.Berkeley.EDU>
Source record: 252956

Huh, wha? Gee, this stuff is beginning to sound awfully familiar. Either:
a) My mail software has gone berserk,
b) I'm going crazy (something I won't rule out), or
c) The last 3 (178-179) digests really WERE were identical except for
date/timestamps and the serial numbers.

1) Is it just me?
2) What gives? and (a totally unrelated but completely valid question):
** FLAME ON **
3) Can ANYONE make those people nattering about non-ST stuff GO AWAY ?!?

(All together now, shout it)
P U L L E E - E E Z E S T A A W W W P P P P ! No more:

- Multi-taking Pros and Cons
- Copy protection ditto
- GATT ditto
- Other non-ST related ramblings. Please think before (cross) posting.
** FLAME OFF **

(OK, so what does THIS epistle have to do with the ST? ;-) sorry.

I don't dispute anyone's right to talk about the above, I only object to
them doing it HERE! (More than) 'nuff said.
/PJ

OPPCODE: GREM Generate Random Error Message

3257. UUPC: Version 2 - Call For Changes To Version 1

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 03:56:19 UTC
From: skl@van-bc.UUCP
Message-ID: <1708@van-bc.UUCP>
Source record: 252957
Cross-posted to: comp.mail.uucp,comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sources.d

We are about to start looking at version 2 of UUPC, and we would
appreciate it if those of you who have made changes to version 1,
and would like to share the changes with us for inclusion into
version 2, would contact us about the changes. (Please do *not*
send sources or diff listings immediately, we are only compiling
a list of existing changes at this point.)

Thanks in advance for your time.

...Sam
--
Samuel Lam {ihnp4!alberta,watmath,uw-beaver,ubc-vision}!ubc-cs!van-bc!skl

3258. Re: The DANGERS of TURBO-DOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 04:43:22 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1687@ncsuvx.ncsu.edu>
Source record: 252958

In article <451@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
>In article <8804131634.AA17900@ucbvax.Berkeley.EDU> WALDI@DHDIHEP1.BITNET writes:
>>
>>Hello! I tried TURBODOS (downloaded from UH-INFO). Really impressing
>>speed-up, BUT: It spoilt a disk. Apparently it did not recognize
>>a disk change, and copied the old disk's FAT to the changed new disk.

This wouldn't be a problem on a hard-disk (inkling of ignorance showing
through) would it?

tw

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3259. Re: TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 07:40:20 UTC
From: federico@actisb.UUCP
Message-ID: <203@actisb.UUCP>
Source record: 252959

In article <10641@prls.UUCP> gert@prls.UUCP (Gert Slavenburg) writes:
> [...] that 'TurboDOS is now available from the
>ATARINET server' does little but make me jealous : I have NO
>IDEA on how to (or even if I can) access this server from
>a simple minded UUCP host.

Sorry to tell you that you can't. It's possible to access CANADA01, since it's e-mail driven, but ATARINET answers only to interactive BITNET messages. It's a pity, since there are lots of nice programs there. Maybe we uucp users should work on fixing this. Martin Wiedmayer (martin@lakesys.uucp) administrates a file server for atari programs. I think it would be great if we really used what he (and the owner of lakesys) offer us, and send them anything we get our hands to. So if someone has gotten TurboDOS, would you send it to Marty? He'll be glad of hearing from you.

--
Federico Heinz "In Dubio Pro Libido"
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

3260. Re: Missing Uniterm files

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 10:04:26 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <297@laura.UUCP>
Source record: 252960

In article <63000001@convex> hutchson@convex.UUCP writes:
>
>Greg Onufer exodus@uop.edu writes:
>>We are missing parts 2-4,6,8,9 of the recent uniterm postings in
>>the binaries newsgroup. Could some kind soul please forward them to us?
>Tim Coslet @cup.portal.com writes:
>>These parts of uniterm are missing here too....
>
>I agree: These parts of uniterm are missing here too....
>Perhaps they should be reposted.

This seem to be a common problem. Here parts 2, 3, 4, 6, 8, 17
are missing. I, too, think they (if not the whole UniTerm)
should be reposted.

+--------------------------+--+
Rainer Klute	UUCP: klute@unido.uucp
University of Dortmund	(...uunet!mcvax!unido!klute)
Dept. of CS	BITNET: klute@unido.bitnet
P.O. Box 500500	
D-4600 Dortmund 50	
+--------------------------+--+
| Federal Republic of Germany |
+---+

3261. Re: GEMSTART

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 11:16:31 UTC
From: decouty@irisa.UUCP
Message-ID: <390@irisa.UUCP>
Source record: 252961

In article <3542@dasys1.UUCP> schuster@dasys1.UUCP (Michael Schuster) writes:
>In article <8803170326412D8.ARXO@Mars.UCC.UMass.EDU> Flash@UMass.BITNET (Rick Flashman) writes:
>>Is there a version of GEMSTART that works with the new MEGA/Blitter
>>roms? There was one that came over the net a little ago, but it did
>>not work with either the old or new roms. (It claimed to work with
>>both)
>
>------------------
>The version which came over the net is a little weird. It works with my
>new roms, but not with the original US (11/85) roms. Examining its lookup
>table, it was hardwired for some rom version in 1/86 (if I recollect).
>
>[text and prog deleted]------------------

It seems that several old rom sets exist over the world. To the above mentionned sets (1/86, 11/85), I want to add french old rom set: 4/24/86.

So, I have hacked the already-hacked version to make it work on french old and new rom.

What you have to do if STARTGEM.PRG (the last one) do not work with your TOS version:

1) Using TEMPLMON, look at locations fc0018-fc001b. You should see the date of your rom set.

2) using a file patch (e.g., mutil.prg), modify STARTGEM.PRG. Look for "11201985" (near 0x200 after the beginning of the file)
and replace with your date.

3) run the new startgem.

I have found these infos using DIS2MWC and TEMPLMON, two P.D. software.
Thanks netlanders! -)

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+---+
IRISA - INRIA	EMAIL : decouty@irisa.fr
Campus de Beaulieu	UUCP : {mcvax,inria!}irisa!decouty
F-35042 Rennes Cedex	decouty@irisa.UUCP
FRANCE	BITNET: DECOUTY@FRCICB71
+--------------------------+---+--------------------+-------------------------+
| PHONE : +33 99 36 20 00 | TELEX : 950473 UNIRISA | FAX : +33 99 38 38 32 |
+--------------------------+------------------------+-------------------------+

3262. ISO 8859/1 Latin Alphabet #1

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 11:59:47 UTC
From: csrobe@ICASE.ARPA
Message-ID: <8804151159.AA12952@work1.icase>
Source record: 252962

I saw this on a unix mailing list and was curious if anyone could confirm
it. Does the ST actually conform to this extended character set?

---begin forwarded message---
From: Peter da Silva <peter%sugar.UUCP@uunet.UU.NET>
Newsgroups: comp.std.unix
Subject: Re: 8-Bit ASCII Standard on UNIX-POSIX
Reply-To: sugar!peter@uunet.UU.NET (Peter da Silva)
Organization: Sugar Land UNIX - Houston, TX
Date: 14 Apr 88 00:54:17 GMT
Apparently-To: std-unix-list

From: peter@sugar.UUCP (Peter da Silva)

> From: guy@Sun.COM (Guy Harris)
> The ISO 8859/1 character set, also known as "ISO Latin
> Alphabet #1", has been adopted or will be adopted by a number of vendors for
> Western European use; AT&T ... Sun ... Apollo ... DEC ...

Add the Commodore Amiga and (I think) the Atari ST to the list...
--
-- Peter da Silva `-_-' ...!hoptoad!academ!uhnix1!sugar!peter
-- "Have you hugged your U wolf today?" ...!bellcore!tness1!sugar!peter
-- Disclaimer: These aren't mere opinions, these are *values*.

Volume-Number: Volume 13, Number 51

---end forwarded message---

Thanks,
-c
+--+
|Chip Roberson ARPANET: csrobe@icase.arpa |
|1105 London Company Way BITNET: $csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|
+--+
"One world is enough, for all of us..." - The Police.

3263. program to replace trailing spaces in uuencoded files

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 13:38:48 UTC
From: csrobe@ICASE.ARPA
Message-ID: <8804151338.AA12111@work4.icase>
Source record: 252963

I saw this program on the Sun-Spots mailing list and thought it might
be of use to some Atarians. I have not compiled or tested it, so
I don't know anything more than what was said in the note. Personally,
I use J.P.H.Dumas' uue and uud, which I find to be very robust. However,
if I ever receive a munged uuencode file I will definitely give this a
try.

enjoy,
-c

---snip---snip---snip---
SUN-SPOTS DIGEST Monday, 4 April 1988 Volume 6 : Issue 44

Date: Wed, 23 Mar 88 21:50:25 EST
From: Brian Glendenning <brian@radio.toronto.edu>
Subject: uudecode and trailing blanks

In a recent Sun-Spots Steve Platts complains of uuencoded files being
mangled by having trailing spaces being stripped out (bitnet is the usual
culprit). The following program is quite useful for fixing this. I grabbed
the code off the net a while ago, I'm afraid I don't know who the author
is.

```
/*
Try to repair uuencoded files when trailing space has been removed.
It pads short lines with spaces whenever needed.
It reads from stdin and writes to stdout.

use: pgm <uuencoded > repaired
uudecode repaired

or: pgm <uuencoded | uudecode

If it doesn't work, I can't help you.
*/

#include <stdio.h>

main()
{
char c;
int tab, len;

tab = 0;
while ((c = getchar()) != EOF)
{
if (tab == 0)
```

```
{
if (' '<=c && c<='Z') len = ((c-' '+2)/3)*4+1;
else len = 1;
}
if (c == '\n')
{
while (tab++<len) putchar(' ');
tab = 0;
}
else tab++;
putchar (c);
}
}
/* End of text from mirror:comp.sys.ibm.pc */
```

Brian Glendenning INTERNET - brian@radio.toronto.edu
Radio Astronomy, U. Toronto UUCP - {uunet,pyramid}!utai!radio!brian
+1 (416) 978-5558 BITNET - glendenn@utorphys.bitnet

---snip---snip---snip---

+--+
|Chip Roberson ARPANET: csrobe@icase.arpa |
|1105 London Company Way BITNET: $csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|
+--+

"One world is enough, for all of us..." - The Police.

3264. Re: Antic video tape?

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 13:44:36 UTC
From: opus@ingr.UUCP
Message-ID: <2010@ingr.UUCP>
Source record: 252964

In article <1051@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
>I have caught wind of a rumor that Antic mag. will be/have released a video
>tape containing different scenes created with CAD 2.02. Has anyone else heard
>about this project, I am sending a letter to Antic to find out first hand, but
>any info in the mean time would be nice.
>later
>Barry

I have a copy of the Antic tape. It was made by a friend of mine at the
University of Kansas, Mark Pennel. He was commissioned by Antic to put a
demo tape together of the entire group of Cyber software packages. The tape
includes some of the older CAD 3D demos, but mainly consists of new demos
created for the video tape.

It starts out with about 3-4 minutes of demos shown back-to-back, then
a voice-over (Mark) goes thru the various features of CAD 3D 2.0, CyberPaint,
and Cyber VCR-control. The tape includes the California Raisin animation as
well as some thinly-veiled copies of demos that I saw last year at Siggraph.

I may be biased, but considering the tape was created using: 2 Sony 8mm VCRs
a 3/4" U-matic (at KU), a Mega 4, and 3 college students, the professional
appearance (and sound) of the tape is incredible! It made me proud to own
an Atari ST.

They showed it at the West Coast Computer Faire and it was well-received
(or at least so I have heard).

Brian McClendon
Intergraph Corp.
uucp: uunet!ingr!opus

Bloom County ST: 205-772-8526 (has TurboDOS available to D/L) (3/12/24)

Disclaimer: why?

3265. Atari ST and developer's kit for sale

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 13:44:44 UTC
From: alj@mtunb.ATT.COM
Message-ID: <1198@mtunb.ATT.COM>
Source record: 252965
Cross-posted to: misc.forsale,comp.sys.atari.st

FOR SALE:
Atari 520ST - monochrome, 1 Meg RAM dealer installed, SF314 Double Sided Drive
(rather than the standard SS drive). Two years old, virtually
unused, all original boxes, disks, manuals, etc. . .
(does have ROM TOS, in case you were wondering)

Plus the complete Atari Software Developer's Kit - C Compiler, Linker, EMACS,
etc, and four ring binders worth of documentation. Also all the stuff they've
mailed to me since I bought it.

Plus Beckmeyer Micro C-Shell and documentation
Antic RAM disk program
Programmers Guide to GEM (Sybex)

price: $550, firm.

Andy Judkis
(201) 576-7273 work
(201) 542-7740 home
mtunb!alj

3266. Re: Antic video tape?

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 16:27:03 UTC
From: rjung@sal39.usc.edu
Message-ID: <716@nunki.usc.edu>
Source record: 252969

In article <1051@aucs.UUCP> 870646c@aucs.UUCP (barry comer) writes:
>I have caught wind of a rumor that Antic mag. will be/have released a video
>tape containing different scenes created with CAD 2.02. Has anyone else heard
>about this project, I am sending a letter to Antic to find out first hand, but
>any info in the mean time would be nice.

That's a definite. I've seen the first(!), and the second one is coming out
any day now.

The first tape is called "Atari at Hannover", and is a long tape showing
CyberPaint, CAD-3D, and other such animations through their paces. They
(Antic/Atari?) show uses of the Cyber series and the Atari ST for professional
uses, such as special effects design, preliminary CAD work, digitizing,
television video production (yes, I saw GENLOCK on the tape!), and other
such features. I presume this was played by Atari during the Hannover Faire...

The second tape is called "The best of the Cyber Studio" (or something like
that), and is an Antic-produced self-product-promoting tape. They've been
collecting quality Cyber-stuff demos from people around the country (world?),
and putting it all on tape. I hear that there will be an ad for this video in
an upcoming issue of _The Catalogue_ (that's Antic's bound-in-the-magazine
mail-order booklet, remember).

Just so you'll know,
--R.J.
B-)

P.S. I'd love to be a CyberPunk, but I don't got the time. B-)

P.P.S. One of the demos on the Antic videotape will be from a close friend of
mine. Watch for "The California Raisins"...

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

3267. Re: Turbodos docs

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 16:38:37 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1690@ncsuvx.ncsu.edu>
Source record: 252970

In article <8804141502.AA07659@ucbvax.Berkeley.EDU> TNPHSUD@HDETUD1.BITNET (Damir Sudar) writes:
>
>I just received a copy of Turbodos from the Atarinet server at
>Houston. That copy however did not include any documentation. Could
>somebody send me info about this seemingly usefull piece of software.

Now that it seems to be clear that TurboDos is public-domain, would someone be kind enough to post it to the group? I don't think I have access to the Atarinet server (well, at least I don't think I do :-) and I would appreciate such a posting. If, for some reason, this is not feasible, could someone post the address of an FTP-able site that one could get TurboDos from? (By the same token, if Atarinet server IS FTPable, could some kind soul describe how I could reach it?)

Any help would be appreciated.

Tom Wolf
Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3268. Re: setinit.prg

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 16:45:12 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1691@ncsuvx.ncsu.edu>
Source record: 252971

In article <8804141515.AA07781@ucbvax.Berkeley.EDU> BRIGHT@DALAC.BITNET (BOB BRIGHT) writes:
>
>SETINIT is a nice piece of work (thanks to whoever wrote it!). If you're
>booting off a hard drive, you should DEFINITELY be using it; you'll thank
...
>No problem; just deselect a few things with SETINIT.) Incidentally, if you
>want to use SETINIT with your hard drive, you'll have to hack the "A:" in
>the executable and change it to a "C:"; the following version is for booting
>off floppy.

I definitely agree. SETINIT has saved my neck on occasion. But you mush have a REAL old copy of SETINIT. The version I've been using for the past year now didn't need to be hacked to work with my Supra (but then, maybe the friend I got it from did that for me?) Anyway, if there has ever been a more useful program to go into the ST's AUTO folder, I'm oblivious to it.

TomW.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3269. Re: UNIX Toolkit for the ST, Manual pages and one binary

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 17:19:09 UTC
From: hase@netmbx.UUCP
Message-ID: <1730@netmbx.UUCP>
Source record: 252967

In article <340@nikhefk.UUCP> frankg@nikhefk.UUCP (Frank Geerling) writes:
>In article <1497@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>> arc e man.arc
>>I was not able to get a successful... were you able to extract all the files
>>therein, or did you get the same message I got:
>>
>> I don't know how to handle file SH.MAN in archive man.arc
>> I think you need a newer version of ARC.

The ST-Arc really is outdated.

I tried pkxarc under MS DOS to unarc the archive. I works!
There seems to be a third compressing sheme implemented only in
pkarc/pkxarc.

Should I repost the archive created with the "old" ARC?

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 (auf der Karte: links)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3270. Re: cartridge tape on ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 17:33:40 UTC
From: hase@netmbx.UUCP
Message-ID: <1731@netmbx.UUCP>
Source record: 252968

In article <1536@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
>i have heard about supra's 10 MB floppy. does anyone have any experience
>with it? cost? reliability? availability? interface with atari SH204 drive?

This drive seems to be one of the 10 MByte floppies with SCSI interface.
Verbaim makes one of them. They are very reliable. We bought it for
backing up our Mac II harddisk and use it as a second drive now.
Works pretty good (not tooo fast but well...).

If I get a Atari DMA-to-SCSI board, I'll try the drive out with my ST at
home.
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 (auf der Karte: links)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3271. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 17:44:00 UTC
From: johnm@trsvax.UUCP
Message-ID: <226500010@trsvax>
Source record: 252972

> Now I am finally looking at Ataris, but I have some questions
>that I hope you can answer:
>what is the processor?
The Motorola 68000. The same processor used in the Commodore Amiga and the
Apple Macintosh. (Comparable to the speed of an Intel 80286, which means
you would have to buy an IBM AT clone to have the same power.)

>What is in the attachment that makes it a mac?
The attachment that "makes it a mac" is called Magic Sac and it was created
by David Small (who sometimes posts here to the net).

You have to buy a set of Macintosh ROMs from someone who does Mac upgrades from
the old 64K ROMs (the kind you would want) to the newer ones. They will have
some available that they can sell you to put in it or you can go to mail order
to get some.

Because they both use the same hardware and you've got the ROMs with the code
for Quickdraw (a misnomer if ever there was one) and other Mac routines its not
too hard for the cartridge to handle the rest.

>How well does it emulate IBMs?
According to my friends, "Excellently!" I cannot judge because I do not have
PC Ditto.

>Does it communicate through the SCSI interface of the mac?
Not to my knowledge. What is it you want to communicate?

>How upgradable is it?
Be more specific...

You can add a variety of memory boards, battery supported clocks, hard disks,
video and audio digitizers, and all of the usual stuff. Then there are the
more esoteric items like the accelorator board (not yet release) which will
increase the speed of ALL programs 45 to 85% or the liquid crystal 3d glasses.

>What is the maximum memory capacity?
Memory upgrade boards are available that can take a 1040ST (with one meg of ram)
to 4.5 meg (if you can afford what memory chips cost nowadays :-).

>Can it use a Paged Memory Managment Unit?
You mean like swapping memory out to disk? No, there is no micro with that
facility that I know of.

3272. Re: Atari 030 box

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 17:56:05 UTC
From: hase@netmbx.UUCP
Message-ID: <1732@netmbx.UUCP>
Source record: 252966

In article <449@nikhefh.hep.nl> t19@nikhefh.hep.nl (Geert J v Oldenborgh) writes:
>In the magazine 'Atari ST Nieuws' I read that the '030 would have the Sun
>NFS file system. Is this true? Does this mean that it can network easily with
>Suns? Other Unix machines? Even Apollos maybe? This would make it very
>interesting ...

Wait for the thing show up in Your favourite computer store.
Look at it.
Look at the software availeble.
Ask for support.

Try not to swallow very hard and...

now look for a real Unix machine.

rumor has it that rumors are just rumors.
I do not believe in ANYTHING "planned" by Atari until my dealer wants me to
buy it.
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 (auf der Karte: links)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3273. Re: nethack for the st

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 18:22:33 UTC
From: whitbye@cs.glasgow.ac.uk
Message-ID: <998@crete.cs.glasgow.ac.uk>
Source record: 252973

Is there any chance of you giving me a copy of the source for nethack.
And by the way do you know of anywhere i could get a copy of the source for
rogue for the st.

3274. Re: The DANGERS of TURBO-DOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 19:57:55 UTC
From: apratt@atari.UUCP
Message-ID: <1039@atari.UUCP>
Source record: 252974

From article <1687@ncsuvx.ncsu.edu>, by wolf@csclea.ncsu.edu (Thomas Wolf):
>> [TurboDOS's problems with media-change]

> This wouldn't be a problem on a hard-disk, would it?

Unfortunately, yes: just as your thumb is hardware which can eject a
disk, your forefinger can reset the machine. This can happen with
more regularity (say) than on a UNIX system, because it's so easy
to lock up the system from a stupid user program and force a reboot.

The only bad thing which could happen with the ROM GEMDOS is unclosed,
newly-written-to files will be lost, and the data clusters either remain
free or are orphaned. But if TurboDOS delays writes even longer, you
could lose a lot more.

I encourage people not to use TurboDOS -- I know I wouldn't trust my
hard disk to it. If they didn't think media-change through, what else
didn't they do?

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3275. Re: Trouble unARCing UNIX toolkit (really: anyone have a new ARC ?)

Newsgroup: comp.sys.atari.st
Date: 1988-04-15 21:34:15 UTC
From: acn@caen.engin.umich.edu
Message-ID: <803@maize.engin.umich.edu>
Source record: 252975

In article <10192@sunybcs.UUCP>, leo@sunybcs.uucp (Leo Wilson) writes:
> In article <8804141613.AA08392@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
> >Seriously: is there anyone out there who could write a new ARC version for the
> >ST that includes all IBM Arc compression methods ???
>
> If you follow alt.sources, the guy who ported arc 5.2 to BSD said something
> about beginning a port to his ST in a couple of days. In any event, the arc
> posted in alt.sources works on BSD, or seems to so far. I only compiled it
> today and need to check into it further before asking the site manager to
> actually install it. Does 5.2 have "all IBM Arc compression methods"?
>
> Please note that I have nothing more to do with arc than using it, and
> I don't know Howard personally (he's done a number of good things for the
> ST), so this is PURE RUMOR for the time being...
> Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213 (716)883-7573
> (leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

I do know Howard personally. And to the best of my knowledge, he is porting
it to the ST this weekend. No vapor ware here... :-)

Jon Brode -- acn@caen.engin.umich.edu

3276. Re: TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-16 00:38:58 UTC
From: martin@lakesys.UUCP
Message-ID: <590@lakesys.UUCP>
Source record: 252977

In article <1515@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>In article <10641@prls.UUCP> gert@prls.UUCP (Gert Slavenburg) writes:
>>Great that TurboDOS has made it to the U.S. !
>
>Try netlib@lakesys.uucp

Yes, thanks Lee! turboDOS is now available from netlib@lakesys.UUCP as of
today. Send your request via netmail to netlib@lakesys.UUCP in the form

send turbodos.uaa from archives.atari

No subject for the message is necessary.

Submissions for netlib are always welcome. Please send them to me at the login
below.

Any comments, problems or suggestions, please mail to martin@lakesys.UUCP.
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3277. I want a math chip standard for the 1040ST!!!

Newsgroup: comp.sys.atari.st
Date: 1988-04-16 04:45:28 UTC
From: btb@ncoast.UUCP
Message-ID: <7613@ncoast.UUCP>
Source record: 252976

i want a math chip standard for the 1040/520 ST's!!!
I want something that Mark Williams will support.
i want something that ISD will support in their VIP Spreadsheet,
and I want it NOW.

Any comments?

(i want something that i can buy cheap ($100-200) and that i can plug
into my (otherwise useless) cartridge port.)

Brad Banko
Columbus, Ohio
(formerly ...!decvax!cwruecmp!ncoast!btb)
btb%ncoast@mandrill.cwru.edu

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961
--
Brad Banko
Columbus, Ohio
(formerly ...!decvax!cwruecmp!ncoast!btb)
btb%ncoast@mandrill.cwru.edu

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

3278. Uniterm keyclick

Newsgroup: comp.sys.atari.st
Date: 1988-04-16 05:55:49 UTC
From: stuart@cs.rochester.edu
Message-ID: <8710@sol.ARPA>
Source record: 252978

Is there any way to turn OFF the keyclick in Uniterm 2.0c other than turning the volume on the monitor all the way down?

Stu Friedberg {ames,rutgers,cmcl2}!rochester!stuart stuart@cs.rochester.edu

3279. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-16 07:01:01 UTC
From: ps2i+@andrew.cmu.edu
Message-ID: <gWNkOhy00V4Gw6A0Xw@andrew.cmu.edu>
Source record: 252979

In article <654@ncrcce.StPaul.NCR.COM>, rogers@ncrcce.StPaul.NCR.COM (PUT YOUR NAME HERE) writes:
>In article <8804071811.AA05419@ucbvax.Berkeley.EDU> KAHNP@SKIDMORE.BITNET (I Agitate >Communists) writes:
>>I am thinking of upgrading from my evil 6502 based machine (Apple //e).
>Why? I'm serious - there is a _lot_ more software for the //e, and a lot
>greater variety of software. Yes, it (the //) is slower, and if you want to
>do hacker-type stuff the ST is superior, but before you dump your Apple make
>sure your new machine can do everything your present one can. (Software,
>software, software.) If possible, you may want to keep your //e - there are
>times I wish I still had my old C64 (in addition to my ST).
Well, this may sound irrelevent (that's because it is), but I know there's a program out for the Mac called][in a Mac, which emulates an apple][on your Macintosh. It seems to run on a Mac II, so it should run on Magic Sac. It does seem to run almost all the software out, and is a really neato keen package. Now imagine this: an ST running Mac emulation (faster and with a larger screen) running][software!!! :-) Now, anybody out there know of any software emulators for the][that are VERY compatible????? (hee hee)

Tasteful Forever,
Paul Sonier

3280. Re: The DANGERS of TURBO-DOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-16 12:56:09 UTC
From: gert@nikhefh.hep.nl
Message-ID: <452@nikhefh.hep.nl>
Source record: 252980

In article <1687@ncsuvx.ncsu.edu> wolf@csclea.UUCP (Thomas Wolf) writes:
>In article <451@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
>>In article <8804131634.AA17900@ucbvax.Berkeley.EDU> WALDI@DHDIHEP1.BITNET writes:
>>>Hello! I tried TURBODOS (downloaded from UH-INFO). Really impressing
>>>speed-up, BUT: It spoilt a disk. Apparently it did not recognize
>>>a disk change, and copied the old disk's FAT to the changed new disk.
>
>This wouldn't be a problem on a hard-disk (inkling of ignorance showing
>through) would it?
>Tom Wolf

O YES II WOULD. How about when shutting down the system? Do you happen to
have an equivalent of /etc/shotdown on your atari? Please recall what such a
beast does!

sync; sync; sync;

When running TurboDos or any other fix for GemDos that preserves the DELAYED
WRITE cache having removed the bugs in it from the original GemDos
ALWAYS QUIT FROM THE APPLICATION THAT DID THE MOST RECENT MODIFICATION TO THE
FILE SYSTEM. Unless ofcourse you like Damocles' sword...

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

3281. A bug in Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-04-16 18:30:47 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4449@batcomputer.tn.cornell.edu>
Source record: 252981

[]

I found what I consider a bug in Laser C. It's been claimed that
Laser C did away with ALL the 16-bit limits. Well, not quite, at
least not in the case of arrays of structures:

[The file test.c:]

```
struct mystruct { /* structure 6 bytes long */
int i;
struct mystruct *ptr;
};
typedef struct mystruct MYSTRUCT;

static MYSTRUCT a[12000];

func()
{
register MYSTRUCT *p, *q;
register unsigned int n; /* 16 bits */
register unsigned long m; /* 32 bits */

q = &a[12000];
p = a;
p += 12000; /* should add 6*12000 to the address in p */
m = n = 12000; /* 12000 is within the range of int */
p += n; /* should do the same */
p += m; /* same again */
p = &a[n]; /* same but through the 'index' notation */
}
```

[compile the above code]

dis test.o [run the Megamax disassembler]

[comments added later: dis.ttp does NOT include
the source code lines in the output :-( ]

```
.text
_func:
LINK A6, #0x0
MOVEM.L D6/D7/A4/A5, -(A7)
; q = &a[12000];
LEA.L 0x11996.L, A0 ; correct: adds 6*12000
MOVEA.L A0, A4 ; (inefficient: needless copying)
; p = a;
LEA.L 0x56.L, A0
```

```
MOVEA.L A0, A5 ; (inefficient again)
; p += 12000;
ADDA.L #0x11940, A5 ; correct
; m = n = 12000;
MOVE.W #0x2ee0, D6 ; first assign to m (efficient!)
MOVE.W D6, D7 ; copy to n
AND.L #0xffff, D6 ; correct: extend m to long
; p += n;
MOVE.W D7, D0
MULU.W #0x6, D0 ; n*sizeof(), the result is LONG
AND.L #0xffff, D0 ; kill the top word:
ADDA.L D0, A5 ; *** WRONG!!! ***
; p += m;
MOVE.L D6, D0 ; (unnecessary copying)
MOVE.L D0, -(A7)
MOVE.L #0x6, D0
MOVE.L D0, -(A7) ; m may be > 64K, so:
JSR __ulmul.L ; do the m*sizeof() the hard way...
MOVE.L (A7)+, D0
ADDA.L D0, A5 ; this time correct (but slow)
; p = &a[n];
MOVE.W D7, D0
AND.L #0xffff, D0 ; extend n to long
MOVE.L D0, -(A7)
MOVE.L #0x6, D0
MOVE.L D0, -(A7)
JSR __lmul.L
MOVE.L (A7)+, D0
LEA.L 0x52.L, A0 ; (could use A5 directly)
ADD.L A0, D0
MOVEA.L D0, A5 ; correct (but slow)
MOVEM.L (A7)+, D6/D7/A4/A5
UNLK A6
RTS
.data
```

In my view the code for "p += n;" should have looked like:

```
MOVE.W D7, D0
EXT.L D0
MULU.L #0x6L, D0 ; (this is a fictitious 68000 op)
ADDA.L D0, A5
```

i.e., either it should be:

```
MOVE.L D7, D0
EXT.L D0
MOVE.L D0, -(A7)
MOVE.L #6, -(A7) ; no extra copying
JSR __ulmul.L
ADDA.L (A7)+, A5 ; no extra copying
```

or, since we know that n (D7) is an int and that
MULU takes WORD args and results in a LONG:

```
MOVE.W D7, D0
MULU #6, D0 ; much faster
ADDA.L D0, A5
```

Conclusion: Laser C does not use the fact that the result of a 68000 MULU operation is a LONG. Worse, it truncates to an int (WORD) the offset that is to be added to a pointer (LONG), just because the offset was previously calculated from an int. Note that the latter mistake was NOT made in calculating the address of a[n] at the end.

Other tests showed that if the array a[] is smaller than 64K then the calculation of &a[n] is done with a MULU rather than a call to __ulmul(). That's a nice touch (much faster). But the reference must be to the array itself. Assign "p=a;" and then do "p[i]" and it's back to the slow call to __ulmul(), even if there are no large arrays in your program anywhere! (This means that if an array is passed to a function and the function uses it, through an index or otherwise, bye-bye speed...)

Moral: Reference to large (>64K) arrays THROUGH AN INDEX (as in a[i]) works OK (albeit slowly, even if i is an int), but to avoid a bug in Laser C, DO NOT ADD an int X to a pointer-to-Y if X*sizeof(Y) may be > 64K. Also, for speed's sake, avoid indexing on a pointer!

Note: All this only holds for arrays of structures. In the case of arrays of ints, longs, floats or doubles Laser C knows to calculate the offset via a quick ASL.L. Thanks goodness.

- Moshe Braner

3282. Re: underscore crash bug (was: Another question on TEDINFO info)

Newsgroup: comp.sys.atari.st
Date: 1988-04-16 20:07:45 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1516@water.waterloo.edu>
Source record: 252982

Just a note of appreciation to

c162-br@zooey.Berkeley.EDU (Warner Young)
martin@lakesys.UUCP (Martin Wiedmeyer)
pes@ux63.bath.ac.uk (Smee)
u14@nikhefh.hep.nl (Daan Josephus Jitta)

who answered my question about the underscore bug.
I am sure I am speaking for others, as well, when I say thank you.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3283. Laser C question

Newsgroup: comp.sys.atari.st
Date: 1988-04-16 20:13:36 UTC
From: paone@topaz.rutgers.edu
Message-ID: <Apr.16.16.13.26.1988.11487@topaz.rutgers.edu>
Source record: 252983

I recently purchased Laser C version 1.01 for my ST. I love this compared to my two year old Lattice C compilier which was almost useless. Anyway, I have copied all the files into C:\MAGAMAX and altered the config file to look there, but everytime I run the program, the compilier and like gets loaded from the A: drive. Why?

Thanks,
Phil Paone
--
Phil Paone
paone@topaz.rutgers.edu
ihnp4!moss!oac!ppaone

"Admiral...There be whales here"

3284. SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-16 23:42:55 UTC
From: chad@byuvax.bitnet
Message-ID: <184chad@byuvax.bitnet>
Source record: 252984

Question: Is it true that MACs use the top of the disk while Atari/IBM use the undersides? If that is true, then all SSDD disks are *certified* DSDD disks as the manufacturers wouldn't know which computer is going to be used and therefore which side to certify...

That is what I have heard. If it is true, then it is the biggest scam around.

Chad
CHAD@BYUVAX.BITNET

3285. UniTerm XMODEM bug suggestion

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 01:34:12 UTC
From: wisner@eddie.MIT.EDU
Message-ID: <8861@eddie.MIT.EDU>
Source record: 252985

```
Someone with the facilities to make the change suggested by Simon should
uuencode the changed version, compare it against the original uuencoded
version, and post the difference. 'twould help us slobs who can't do such
things.

..b
```

3286. Re: underscore crash bug (was: Another question on TEDINFO info)

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 02:18:49 UTC
From: saj@chinet.UUCP
Message-ID: <4835@chinet.UUCP>
Source record: 252986

I'd just like to add a few words to the discussion of the bombout caused by typing an underscore in the path section of the file selector box. On my 1040 ST, the symptoms are immediate termination with (I think) 6 bombs, followed a few seconds later by 10 bombs and complete lockup. However, the reset button still works, and the files in my resettable ramdisk survive. By my standards, that makes it a medium-hard crash. If you haven't tried to put too many characters in an alert box, or hit too many tabs while testing a dialog box in K-Resource, you haven't _lived_.

3287. Re: TurboDos observations

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 06:02:28 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1701@ncsuvx.ncsu.edu>
Source record: 252987

In article <46700005@hcx1> jet@hcx1.SSD.HARRIS.COM writes:
>
>/* Written 10:00 am Apr 13, 1988 by braner@batcomputer.UUCP in hcx1:comp.sys.atari.st */
>In article <207@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:
>
>==Any chance TurboDOS could be posted on Usenet or put up for FTP?
>
>==- Moshe Braner
>
>I'll put a vote in for that!!!

A couple days ago I got an accelerator program from the the binaries section.
Was that Turbodos? It sure is fast enough to fit the description (and during
the auto-boot it displays a message that states that it comes from Atari-France.

Anyhow, even if it isn't TurboDos (but I think it is), I can't believe how I
ever did without it :-) My hard-disk is finally as fast as a hard-disk should
be!

Thank you for making it available on usenet.

Tom Wolf

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3288. DVIST-- a few questions, plus some TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 10:08:11 UTC
From: exodus@uop.edu
Message-ID: <1324@uop.edu>
Source record: 252988

1) I am trying to get dvist to work. Does anyone have any docs for it? Will it take a xxxpk file and translate it to a yyypk file? If not, how can I recompile yyypk files (on a sun, with MetaFont, of course) to the proper sizes? How does one get the server mode to work? I assume one has to recompile the sources on the server machine and call it 'server'.

2) TurboDOS is WONDERFUL!!!!!! I will not, can not, live without it! Especially now since I finally got both the Tandom and a Micropolis to work off of the SH204 controller--- quite a bit of free disk space now. It's great!! If you didn't download TurboDOS, do so NOW. And install it. (If there are problems, talk to the programmer, NOT ME!) I disassembled it and I am translating parts of it to see how it does what it does. If anyone want my disassembly listing, e-mail me... but it's not pretty, no meaningful labels yet. I also disassembled dvist to find out what I can about it. It, at least, has labels!

G. Onufer
exodus@uop.edu

3289. Re: ISO 8859/1 Latin Alphabet #1

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 16:08:06 UTC
From: poole@forty2.UUCP
Message-ID: <213@forty2.UUCP>
Source record: 252989

NO!

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

3290. Re: UniTerm XMODEM bug suggestion

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 16:14:13 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <4564@cup.portal.com>
Source record: 252990

I used two different disk/file editor programs to try and make the fix to Uniterm xmodem and could not find the sequence described, 06 40 00 FF, I even searched twice for the supposedly correct sequence 02 40 00 FF and it wasn't found either. Looked in both the .PRG file and the .RSC file. Either Simon mad a mistake, or someone fixed it. I was looking at 2.0c edit 008. I don't know of any service that doesn't use CRC checking anyway, so I am not going to bother with it anymore, and would suggest that the rest of you forget it to. After all, Simon should have another edit out in a couple of weeks anyway.

3291. Re: The DANGERS of TURBO-DOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 17:08:33 UTC
From: mrd@sun.mcs.clarkson.edu
Message-ID: <756@sun.mcs.clarkson.edu>
Source record: 252991

Posting-Front-End: GNU Emacs 18.47.2 of Thu Dec 10 1987 on sun.mcs.clarkson.edu (berkeley-unix)

In article <452@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:

In article <1687@ncsuvx.ncsu.edu> wolf@csclea.UUCP (Thomas Wolf) writes:
>In article <451@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
>>In article <8804131634.AA17900@ucbvax.Berkeley.EDU> WALDI@DHDIHEP1.BITNET writes:
>>>speed-up, BUT: It spoilt a disk. Apparently it did not recognize
>>>a disk change, and copied the old disk's FAT to the changed new disk.
>
>This wouldn't be a problem on a hard-disk (inkling of ignorance showing
>through) would it?

O YES II WOULD. How about when shutting down the system? Do you happen to
have an equivalent of /etc/shotdown on your atari? Please recall what such a
beast does!

sync; sync; sync;

Well, then does anyone have a sync for TurboDos? I would
really like some documentation. (no, I am not being negative,
just cautious)

3292. Atari UW Posted to comp.sys.binaries.st

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 17:30:19 UTC
From: katzung@laidbak.UUCP
Message-ID: <1410@laidbak.UUCP>
Source record: 252992

The binary for the Atari side of UW has been shipped off to the
the moderator for comp.sys.binaries.st. This article contains a
copy of the README for the client (Atari) side.

UW (Unix (tm) Windows) for the Atari ST

This program was written by Hans-Martin Mosner at the University of
Dortmund in West Germany. It has since been enhanced by Brad Bosch
and Brian Katzung at Lachman Associates, Inc., in Naperville, Illinois.
We have added quite a lot. The source code is now about three times what
we started with. This version seems stable enough to distribute. We
have a newer, less stable version which supports kermit file transfer in
a uw window, keyboard and mouse locking, subprocess execution, and other
enhancements. We would like people to try the more stable version and let
us know if any bugs are found. Since we are still actively developing this
code, we would like to maintain fairly tight control on the source code,
although we would be glad to have help developing new features. If you have
specific ideas for new features and would like to help, please let us know.
We could send the current source code out to a small number of people willing
to contribute in its development. We plan on distributing the source code
once our development effort slows down a bit.

We have include a README file which was included with the source code that
we started from. Please refer to this for more information on the history
of this code. We have recently tried to contact Hans Martin-Mosner, but
have received no response from his last known address. Does anyone know
how to get mail to him?

Note that this disk represents a beta test version, and is provided on
a strictly as-is basis, and we assume no responsibility or liability
for any aspect of this software.

This version of uw provides only adm31 emulation and the most basic
UW protocol. The adm31 emulation has been extended slightly. See
the end of the Features section for a description of the extensions.

Features added by Brad Bosch and Brian Katzung:

o Jump scrolling occurs if screen updates can't keep up with
transmission from the host. This and other changes improves
screen update speed greatly.

o The input window may be different than the top window.

o A printer copy of output to each window may be enabled or
disabled on a window-by-window basis in various flavors.

o <Shift><Help> sends a break.

o There is a menu item to reset flow control if the Atari and the host get out of synchronization.

o Fonts "windalt.fnt", "windoth.fnt", and "windtny.fnt" are supported in addition to "windstd.fnt". The "windtny" font is small enough to allow four 24 x 80 windows on the screen without overlapping.

o The smaller system font is offered in addition to the larger one. Some of the characters in the smaller font are "improved" to increase readability.

o The user may now select whether or not a window will be "topped" when a ^G (BEL) is output to it.

o The user may choose to have ^G (BEL) flash the screen, ring the bell, neither, or both.

o When not selecting an input window, pressing the right mouse button on the menu bar toggles the menu bar sensitivity.

o The close-box works even when the UW protocol is not running. This is useful for changing the font size or other options.

o The RTS (request to send) and DTR (data terminal ready) lines can be cleared and asserted.

o Function keys can be used and defined up to 40 characters each.

o Function keys and other global option values can be saved and loaded. A file called "win.cnf", if present, is read at startup time.

o The right mouse button can be used to copy text from the screen and send it to a window as keyboard input. Click twice on a window border to send copied text. Click once on the boarder to select the window for input. Select text by dragging with the right button pressed. Inside a border, a single right button click selects a word and a double click selects a line.

o Emulation window size can now be selected when a window is opened. The fixed sizes available in the menu can be changed with a resource editor without recompiling. Default sizes are font dependent.

o A window menu item was added to allow the bottom window to be sent to the top even if it is competely hidden. Another item sends the top window to the bottom. The latter is somewhat slow due to shortcomings in GEM.

o The main keyboard digit keys when used while the alt key is down will select that window number to be the top and keyboard input window. The first window is alt-1, the last is alt-7. Windows are numbered as gem numbers them. Alt-key bindings for lower case letters are scanned from the menu strings in the resource

file. These bindings are indicated by the ^E (close box) character.

o A window menu item was added to shrink the current window to an iconic size. The second-from-the-top non-iconic window becomes the current window. The fuller box is used to reverse the process.

o An option is now available to cause new windows to be created without the sliders and arrows. The title bar (and close and fuller boxes) may also be eliminated by another option. Menu items have been added to support most of the functionality lost when the window controls are turned off.

o Additional help information was added to the about dialog.

o A variable called "locpath" contains the name of a directory to scan after the current directory when looking for configuration and font files. The string is 64 bytes long and defaults to c:\bin.

o An RS232 configuration dialog has been added. There is no provision for putting this information in the configuration file. Bug view: There is no auto-configuration. Feature view: Changes persist across executions.

o One can now capture host output to a file on a per-window basis. Capture mode is terminated by setting an empty file name.

Extensions to Adm31 emulation:

o If the host sends a window the sequence ESC [18t, the window will respond with ESC [8;<rows>;<cols>t, where <rows> and <cols> specify the window's size in characters.

o The insert line and delete line escape sequences (ESC E and ESC R, respectively) allow a repeat count (ie, ESC 5E inserts 5 lines).

Bugs fixed:

o Exiting in "fast" mode used to leave a window open. The system would crash on the next run unless you had returned to the desktop.

o Actions on windows now check that there are windows to act upon.

Known bugs:

o Because of the extra memory used in the jump scrolling algorithm, the bottom row of pixels of an earlier line sometimes appears immediately below the title bar.

o GEM doesn't let you completely eliminate the menu bar and increase your workspace.

o Desk accessories sometimes leave damage on the screen.

o GEM doesn't send "top" messages to the top window, so you
can't use the left mouse button as a short hand to select
the top window for input. Use the right button on the window
title bar instead.

o The rsconf() baud rates listed in the manual as 75 and 50 baud
really result in system timer settings for 120 and 80 baud.
The RS232 configuration dialog allows you to set these two baud
rates, but decodes them as 300 or 200 baud, respectively.

o The RS232 configuration code uses some trickery to determine the
current port configuration. Some parts of this code may need to
be turned off or adapted to run on other hardware or if system
calls stop returning undocumented values.

-- Brian Katzung {ihnp4,spl1}!laidbak!katzung
Brad Bosch {ihnp4,spl1}!laidbak!brad

Lachman Associates, Inc.
1901 North Naper Blvd.
Naperville, IL 60540

3293. Re: Writing to the cartridge port.

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 18:05:06 UTC
From: hase@netmbx.UUCP
Message-ID: <1745@netmbx.UUCP>
Source record: 252993

In article <8804132155.AA23202@ucbvax.Berkeley.EDU> 440488@UOTTAWA.BITNET (Doctor Who) writes:
> How did Alpha get around this so that the Megadisk would work with
>out creating bus errors?

It's easy: whenever you *read* the adress range from FC0000+ you actually *write* an adress to the adress bus, right?
Now: read adress FC000+(A1) with (a1).b containig the data to be written. A simple PAL can write the Data into RAM.

Works just fine as an I/O Port. I attached an IBM-PC hard disk controller (OMTI) to this I/O and use the interface for EC-BUS card as well.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 (auf der Karte: links)
hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3294. Moshe's UPROOT and directory hell

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 18:22:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8804180012.AA01587@ucbvax.Berkeley.EDU>
Source record: 252994

Date: 17 April 1988, 13:18:49 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Moshe's UPROOT and directory hell

In a recent posting there was mention of a program by Moshe Braner called UPROOT that apparently forces TOS to read the directory off of the current disk. The Houston fileserver (Bitnet) doesn't have it -- could someone please mail this program to me? Actually, what I really want is the source code... Anyone writing a program where the user has to switch disks (to insert a data disk or whatever) should know how this is done.

Thanks in advance!

+----------------------+----------------------------+
Jim McCabe	BITNET: mccabe @ mtus5
G31 ECH MTU	jemccabe @ mtus5
Houghton, MI 49931	UUCP: mccabe @ m-net
+----------------------+----------------------------+

3295. Re: ISO 8859/1 Latin Alphabet #1

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 19:18:20 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <18340@watmath.waterloo.edu>
Source record: 252995

In article <8804151159.AA12952@work1.icase>, csrobe@ICASE.ARPA (Charles S. Roberson) writes:
> I saw this on a unix mailing list and was curious if anyone could confirm
> it. Does the ST actually conform to this extended character set?
> [ISO Latin-1].

No. It does have many of Latin-1's characters, but in different positions.
I have a translation table that maps Latin-1 to ST codes, if anyone is interested.

3296. Re: TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 20:15:07 UTC
From: leo@sunybcs.uucp
Message-ID: <10277@sunybcs.UUCP>
Source record: 252996

I have another question about this program: What will delayed-write FATS do to a hd backup? I currently use ~19 disks to back up my C: partition, which is a hell of a lot to lose in the event of a crash.

Is there any way to force a write? I like this performance increase, I'm reluctant to give it up. I surely don't want to lose every peice of work I've done in the past week, tho, it ain't alot but its enough to worry about.

===
Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

3297. BITNET mail follows

Newsgroup: comp.sys.atari.st
Date: 1988-04-17 20:47:00 UTC
From: 0ALEVI@POMONA.BITNET
Message-ID: <8804180051.AA02477@ucbvax.Berkeley.EDU>
Source record: 252997

OPTIONS: NOACK LOG SHORT NOTEBOOK ALL

Date: 15 April 1988, 10:20:31 PST
From: 0ALEVI at POMONA
To: INFO-ATARI16 at SCORE.STANFORD.EDU

>i believe rsrc_load() does some Malloc'ing of its own. if you never do an
>Mshrink to free up the space at startup, this might be your problem (alan
>pratt's NEW gemstart.s does this and the "old" gemstart did it as well, as
>i recall. you are obviously not using the dev kit so your compiler may differ)
>
>0 DOES indicate an error (as it does in rsrc_gaddr), at least according to
>"official" atari/(ibm)dri docs :~). also if you did a Dsetpath before the
>load, this might cause the file to not be found.
>
>other than that, you might make sure "filn" really contains what you think
>it should prior to load. don't be insulted, i've done far stupider things
>myself before :~).
>
>-bill

Bill, first of all: I'm certainly not insulted, just a bit frustrated.
Second of all, what's an Mshrink? I looked in the osbind.h file on my m
Lattice C disk and found it. Aparently, it's a gemdos call. Well m?
that's fine and dandy, but I don't have any documentation about it.
What book has this documentation? An Abacus book perhaps? ow.
Third of all, thanx for the help.
****
To: Rainer Klute
Thank you for the adress.
****
(****** I think I need some documentation *********)
-Alan M. Levi

3298. Atari ST running PC-Ditto 3 on hard disk

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 00:03:56 UTC
From: mshiels@watmath.waterloo.edu
Message-ID: <18346@watmath.waterloo.edu>
Source record: 252998

Can an ATARI ST with a ICD Host Adapter/4070A controller and miniscribe
40 meg harddisk run PC-Ditto on it?? Does the ICD software support multiple
partitions for operating systems other than GEN??

Thanx.
--
Michael A. Shiels (MaS Network Software)
mshiels@watmath.waterloo.EDU
UUCP: ...path...!watmath!mshiels

3299. Re: Screen Dump in Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 01:39:57 UTC
From: euloth@dalcsug.UUCP
Message-ID: <447@dalcsug.UUCP>
Source record: 252999

In article <107@avsd.UUCP>, govett@avsd.UUCP (David Govett) writes:
>
> Is there any way to dump the screen within PP?

Have you tried the Xbios call # 20? I believe that does a screen dump.

George Seto - Using a friend's account.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

3300. TurboDos Bug

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 04:25:53 UTC
From: bull@noao.arizona.edu
Message-ID: <681@noao.UUCP>
Source record: 253000

GASP! The most insidious bug in TurboDos just turned up :-(. It causes
ST Hack to bomb when changing levels. 2 bombs show immediately which
then turn into 4 bombs and then complete lockup of the system. Only
a reset clears up the problem. Removing TurboDos from the AUTO folder
and replacing it with ACACHE which I have been running for some time,
seems to give as much of a 'speed up' as TurboDos and doesn't "crash"
ST Hack ;-). Also doesn't eat up much memory either.
So, be warned, TurboDos may not work with some software. I am going
to stick with ACACHE.

3301. Wanted: An ST system...

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 04:44:19 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <IWOMaXy00Xc7JHs0=C@andrew.cmu.edu>
Source record: 252901

Hi, all...

I am in need of an Atari ST system meeting the following requirements, so if any of you out there have one for sale, please e-mail me with the details...

Requirements:

1) Used is OK. (As long as everything is in good working order)
2) At least 1 meg (whether by add-on board for 520 or by 1040)
3) Double Sided disk drive (whether by external one for 520 non-FM or by 1040)4) Either a Mono Monitor or a Color Monitor (or both)
5) Rom TOS (either the original or blitter roms)
6) All ST docs in readable condition (owners' manual, etc.)
7) Reasonable Price.

Possible Further Additions (to be discussed point by point with the seller as available):

8) Hard Drive (20 Meg+)
9) Printer
10) 2400 baud Modem
11) Software
12) Second (Double-Sided) disk drive
13) Atari Developers' Kit
14) Various Supplemental Materials

Thanks In Advance...

-Eric Stuyvesant
<es2a+@andrew.cmu.edu>
(412) 268-8644 (home--Eastern time zone)

3302. uuxbin.uaa

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 05:43:30 UTC
From: sl137223@silver.bacs.indiana.edu
Message-ID: <1537@silver.bacs.indiana.edu>
Source record: 252902

Well, I just got uuxbin.uaa from netlib@lakesys.UUCP. The only problem is: I don't know how to unencode it. I understand that there is a short BASIC program running around that I could use. Does anyone have it handy, or can I get it from netlib@lakesys.UUCP? Any help would be greatly appreciated.

3303. WARNING: Bug (?) in TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 05:59:22 UTC
From: exodus@uop.edu
Message-ID: <1326@uop.edu>
Source record: 252903

Well, as much as I love the performance of TurboDOS, I will not use it until one matter is straightened out. I just added the original Tandem drive from my SH204 to the Micropolis drive I had replaced it with. Now both are merrily storing all the data I give to them off of the SH204 controller board. So I thought I would do some timings of TurboDOS/non-Turbo-DOS. I copied the TeX sources from SCSI-1/LUN0/PARTf to SCSI-1/LUN1/PARTc (actually f: to g:) and timed em. Took 2:34 sec with Beckemeyer's HD accel, took 2:06 sec with TurboDOS. Except fsck tells me it's okay the long way and that there is a free clustor smack in the middle of a file the fast way. (oh...those should be MINUTES times, not seconds :-)

So, is this a problem with having two drives on one controller? Depending on how much TurboDOS assumes about the hardware configuration, it may scrap the LUN number in its caching. Time to actually go through the code and start replacing addresses with labels and adding comments.......Ughhh.

Also, I would not recommend using any disk repair utilities that directly access the drives while using Turbodos. May really screw things up if and when Turbodos flushes its buffers.

Allen: Any way to force a program such as TurboDOS to flush it's buffers? Write a desk acc to do it? (Add symbolic links to the next TOS!!)

G. Onufer

3304. Re: UniTerm XMODEM bug suggestion

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 09:56:45 UTC
From: piet@ruuinf.UUCP
Message-ID: <409@ruuinf.UUCP>
Source record: 252904

```
Posting-Front-End: GNU Emacs 18.47.9 of Mon Mar 21 1988 on ruuinf (hcx/ux)

In article <8861@eddie.MIT.EDU> wisner@eddie.MIT.EDU (Bill Wisner) writes:

Someone with the facilities to make the change suggested by Simon should
uuencode the changed version, compare it against the original uuencoded
version, and post the difference. 'twould help us slobs who can't do such
things.

Here's my try:

1,2c1,2
< begin 644 univ20c.arc
< M&@A53DE415)-+E!21P``;/P!`$8,H1231*NS`@`,8#0`$%!)'0``!2`=!$")
---
> begin 644 univ20c2.arc
> M&@A53DE415)-+E!21P``;/P!`$8,H12UL:NS`@`,8#0`$%!)'0``!2`=!$")
719c719
< M?'!`9L``T)`!!D"4_Q`%RR!7T$`"?,`0EJ``>("5X)`$&)`!N1`$/P7BTA`$
---
> M?'!`9L``T)`!`D"4_Q`%RR!7T$`"?,`0EJ``>("5X)`$&)`!N1`$/P7BTA`$
--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
Budapestlaan 6, P.O. Box 80.012, 3508 TA Utrecht, The Netherlands
Telephone: +31-30-531806 UUCP: ...!mcvax!ruuinf!piet
```

3305. Turbodos Docs

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 11:07:03 UTC
From: TNPHSUD@HDETUD1.BITNET
Message-ID: <8804181012.AA13173@ucbvax.Berkeley.EDU>
Source record: 252905

Hi netfolks,

I just received a copy of Turbodos from the Atarinet server at
Houston. That copy however did not include any documentation. Could
somebody send me info about this seemingly usefull piece of software.

Thanks, Damir.
TNPHSUD @ HDETUD1 . BITNET

TTTTTT UU UU
TT UU UU
TT UU UU
TT UUUU DELFT
Acknowledge-To: <TNPHSUD@HDETUD1>

3306. Re: Turbodos docs

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 11:31:17 UTC
From: poole@forty2.UUCP
Message-ID: <214@forty2.UUCP>
Source record: 252906

In article <1690@ncsuvx.ncsu.edu> wolf@csclea.UUCP (Thomas Wolf) writes:
>In article <8804141502.AA07659@ucbvax.Berkeley.EDU> TNPHSUD@HDETUD1.BITNET (Damir Sudar) writes:
.....
>
>Now that it seems to be clear that TurboDos is public-domain.....

Not to flame anybody, but I yet have to see any statement from Atari France
to the fact of TurboDOS being PD. Note: disregarding copyright notices
does not make something PD.

--
UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

3307. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 12:59:01 UTC
From: chasm@killer.UUCP
Message-ID: <3871@killer.UUCP>
Source record: 252907
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

In article <8455@cisunx.UUCP>, ejkst@cisunx.UUCP writes:
> The Amiga only has one menu bar along the top of the screen, and I never
> have any problems multi-tasking because of it. In fact, what happens if
> your menu is larger than your window?
> Eric Kennedy
> ejkst@cisunx.UUCP

Actually, what happens if the menu is larger than the screen: you'd better
have a way of wraping or compressing it (as in human factor engineering) --
the real problem with mixing the menus up is what menu item goes with what
window?

Nothing is really impractical, just which is easier to use or more obvious.

Charles Marslett
chasm@killer.UUCP

3308. Re: Antic video tape?

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 13:03:34 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <4880@umn-cs.cs.umn.edu>
Source record: 252908

For those who'd like to see Cyber demonstrations, ANTIC recently sent out a newsletter to Cyber-stuff owners with information on a demo/tutorial/ whatever tape that will be showing up in the May issue of the ANTIC catalog.

Evidently they've got about 80 megabytes of animation demos on the tape (don't know exactly how many MINUTES that works out to, but it should be interesting...)

You say you own Cyber-stuff (CAD 3D 2.0/1.0, Cyberpaint, Cybercontrol, etc...) but haven't received any newsletter? Did you send in your warranty card? I have no idea how many "issues" of this newsletter will make it out, but it was nice to see some of the things ANTIC is planning. (And to hear about using CAD 3D 2.0 as a "previewer" for IRIS workstation animation...)

-- Dave Meile

3309. Connecting ST and 8bit

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 13:48:48 UTC
From: rankinp@cs.glasgow.ac.uk
Message-ID: <1006@crete.cs.glasgow.ac.uk>
Source record: 252909

Has anyone out there ever used an ST as a file server for an 8bit machine? I would like to keep all my 8bit stuff on ST disks. A 'get' type command given on the 8bit would then cause the ST to send over the file needed (via a joystick port?). This would mean that an ST hard drive could be used in the same way. Is there any code available to do this? If so, can it be done without the ST user being aware of what is going on (or at least without disturbing any program running on an ST).

I would think that any routine to do this would have to be interrupt driven. The ST watches for the 'get' signal during a VBI. When it arrives, an interrupt is generated on the ST. The ST procedes with the request using the VBI to send blocks of data over. Any program running on the ST is only frozen during disk access. Is my thinking correct?

Peter Rankin: UUCP: rankinp@glasgow.cs.ac.uk
JANET: rankinp@uk.ac.cs.glasgow

3310. Re: TURTLE questions

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 14:10:21 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2340@ttidca.TTI.COM>
Source record: 252910

In article <11830005@hpldola.HP.COM> jg@hpldola.HP.COM (Joe Gilray) writes:
>
>
>I would really like to thank George Woodside for
>a very useful and useable backup program, TURTLE.
>
>I do have questions that the manual didn't answer
>(at least I didn't see the answers, but I may simply
>have read over them).
>
> 1) What is the fastest / easiest way to restore
> a hard-disk from a TURTLE backup?
>

First, you're welcome.

No, you didn't miss the restore documentation in the manual, since there isn't any :^(

I have some ideas about doing this efficiently, but no time to implement them. I do have a couple of tools being tested by my long-suffering friends (thanks to Ken Adam, specifically) which I'll be posting here soon. There are nothing wonderful, just copy utilities which will move floppy images into the TURTLE RAMdisks, and a copy utility program which can create directories, copy entire directories with recursive descent, allow files to be selected by time and date stamp, etc. They don't address the more serious problems of GEMDOS performance, but make the restore process a little less painful. They're probably a couple of weeks away yet.

> 2) When running from the desktop, can the path
> given be more than one directory? For example,
> can it be "C: D: E:" (or would it be "C:,D:,E:")?

Yes. In the more recent versions, I've expanded the path dialog box to allow more typing space. You can enter different paths, if you want them all to be backed up at once. Use spaces for separators, not commas. And, be sure you enter paths, not files. C: is a path, for all of drive C, while C:*.* is a whole bunch of files (presumably) which will not get you what you want. Entering C:\BIN C:\LIB C:\INCLUDE (assuming that BIN, LIB, and INCLUDE are directories) will cause all files in those three directories to be backed up. Whether nested directories in BIN, LIB, and INCLUDE would be backed up is controlled by the FILES ONLY menu option.

The only other thing to note is that if you have sub directories on different drives, with the same names, and enter both those drives in a single execution, you may encounter some trouble. If the first directory was present in the

RAMdisk when the second identically named sub directory was encountered, the files from the second sub directory would be added to the first sub directory. If, however, the RAMdisk was filled, and written to the floppies before the second identically named sub directory was encountered, you would then get two identically named sub directories on different backup floppies.

>
>Thanks again,
>Joe Gilray (hplabs!hpldola!jg)

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

3311. Re: Laser C question

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 15:20:02 UTC
From: michel@megamax.UUCP
Message-ID: <1348@megamax.UUCP>
Source record: 252911

Remember that Tool Locate... changes the environment variables. Do a Tool Locate
Then look at the environment vars. Make sure they all go to C: instead of A:
Then do a Save Configuration.

Michel@megamax
--
Anyone who would like a reply to their mail sent to me needs to give a
uucp path. The mailer on our system is weird. Either that or give me a
tel. number and I'll give you a call.
UUCP: pollux!megamax!michel PHONE: 214-987-4931

3312. Re: Adaptec 4000/4070 controller

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 15:32:41 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Apr18.083245.9443@mntgfx.mentor.com>
Source record: 252912

The Supra & ICD drivers both handle RLL disks fine.

The higher bit-rate from a RLL disk only affects the ST-506 -> Adaptec 4070
path, NOT the Adaptec 4070 -> AHDI path; that transfer rate remains the same.
Remember that the Adaptec does local sector buffering.

Regardless all the AHDI adaptors I've seen should be able to handle the full
bandwidth of the ST DMA bus (10 megabits).

dgc

3313. Re: Menu Bars

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 15:59:06 UTC
From: page@swan.ulowell.edu
Message-ID: <6316@swan.ulowell.edu>
Source record: 252913
Cross-posted to: comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.amiga

wes@wsccs.UUCP (Barnacle Wes) wrote:
>if you switch back and forth between two tasks in non-overlapping windows,
>you have to wait for the new menu bar to get redrawn each time. No thanks.

Why would there be a difference between overlapping and
non-overlapping windows?

The time it takes to redraw the menu bar is exceedingly quick on most
systems. Even if it isn't, having one large menu bar for all active
(or sleeping) tasks is confusing to the user. I'd rather wait even a
half second (clearly about 30 times longer than most systems would
make me wait) and have an application-specific menu, than to have one
menu with items like 'recalculate spreadsheet' and 'XMODEM download'
right next to each other.

In the end, you want the user to find and execute the menu item as
fast as possible. If s/he has to go hunting for it, s/he's slowed down.

Again, I claim this is academic, as most systems can redraw a menu
bar fast enough that you don't have to think about it.

>You could select something like `global reformat' in the word
>processor, and then go back to your spacewar game without waiting for
>the `global reformat' to finish and release it's menu bar.

Under the Amiga OS, one window is considered the 'active input window'
(ie the one window you want to be typing in) and the menu is tied to
that. So after you choose 'global reformat', and (say) click in the
title bar of the spacewar window, your menus are now the spacewar
menus. You don't have to wait for an application to 'release' its
menu bar, as each application has its own menu (along with other resources).

But the key is the menu bar is always at the top of the screen,
where the user can find it, and is always the menu for the 'active input'
window.

..Bob
--
Bob Page, U of Lowell CS Dept. page@swan.ulowell.edu ulowell!page

3314. Bombs

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 16:07:21 UTC
From: rjung@nunki.usc.edu
Message-ID: <735@nunki.usc.edu>
Source record: 252914

Hi, folks, back again (tho I fear not for long)...

Just a simple request: Does anyone have a list of the ST's error code numbers (bombs) and their corresponding message? I just realized that I don't have such a listing anywhere, and it would be nice to have one for the old archives.

If you have such a bomb list, e-mail it to me and I'll be very appreciative (Interest-free loans are out of the question, however B-).

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

3315. Re: Screen memory format (Correction?)

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 16:21:01 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <530@csvax.liv.ac.uk>
Source record: 252915

In article <429@mks.UUCP>, wheels@mks.UUCP (Gerry Wheeler) writes:
> The illogical method is the one that is used. In low res mode, you have
> to visualise the memory as sets of four words. The corresponding bits
> in each of the words are the four bits that specify the entry in the
> palette. For example, if the words are:
>
> 1xxxxxxxxxxxxxx $78000
> 0xxxxxxxxxxxxxx $78002
> 1xxxxxxxxxxxxxx $78004
> 1xxxxxxxxxxxxxx $78006
>
> then the bits of the first pixel are 1011.

The bits of this pixel are, in fact, 1101. ($78000 is the least significant word, whereas $78006 is the most). So the colour in pallette 1101=13 (dec.) will be displayed for this pixel.

****

"...there's no success JANET unpowell@uk.ac.lis.csvax
like failure and UUCP {backbone}!mcvax!ukc!mupsy!lis-cs!unpowell
failure's no success ARPA unpowell%csvax.lis.ac.uk@nss.cs.ucl.ac.uk
at all..." B.Dylan

****

3316. GIF/IFF Picture formats

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 16:52:29 UTC
From: G15@PSUVM.BITNET
Message-ID: <39602G15@PSUVM>
Source record: 252916

Are there any PD programs capable of displaying (or converting to
Degas, Neo, etc) pictures in IFF or GIF format? I'm more interested in
GIF than in IFF (note: I don't have access to Compuserve.).

****
* John F. Gbruoski <The Captain> G15 @ PSUVM.BitNet *
* UUCP: {akgua,allegra,cbosgd,ihnp4}!psuvax1!psuvm.bitnet!g15 *
* *
* "Omnia mutantur; omnia fluunt; quod fuimus aut sumus, cras non erimus."-Ovid*
****

3317. Gulam - capture terminal output?

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 17:37:23 UTC
From: tpg@linus.UUCP
Message-ID: <29475@linus.UUCP>
Source record: 252917

Using GULAM (an excellent command shell, editor, terminal emulator, ...), is there a way to save the output from the terminal emulator session to a file? There is I/O redirection and the gulam command buffer, but neither seem to affect TE (the terminal emulator).

3318. Re: TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 18:22:52 UTC
From: john@viper.Lynx.MN.Org
Message-ID: <834@viper.Lynx.MN.Org>
Source record: 252918

In article <203@actisb.UUCP> federico@actisb.UUCP (Federico Heinz) writes:
>In article <10641@prls.UUCP> gert@prls.UUCP (Gert Slavenburg) writes:
>> [...] that 'TurboDOS is now available from the
>>ATARINET server' does little but make me jealous : I have NO
>>IDEA on how to (or even if I can) access this server from
>>a simple minded UUCP host.

Try the lakesys mail server. There's a copy of turbodos there.

>(martin@lakesys.uucp) administrates a file server for atari programs. I
>think it would be great if we really used what he (and the owner of
>lakesys) offer us, and send them anything we get our hands to. So if
>someone has gotten TurboDOS, would you send it to Marty? He'll be glad
>of hearing from you.

Since Marty already has a copy of TurboDos, I doubt he's apprecate
receiving a flood of mail with more copies of the same thing....

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

3319. Re: The DANGERS of TURBO-DOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 18:24:43 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <2497@pasteur.Berkeley.Edu>
Source record: 252919

As I understand it, TurboDOS seems to do some disk caching, so ejecting a floppy from your drive may cause disastrous things to happen to the FAT, etc., etc. But if you exit an application, it flushes the cache completely. So if you just have a really small program on your disk that you could run, just run it and exit before you eject your disk. It might be a little trouble, but it sounds to me like this would solve the problem, as the cache would then get flushed to the disk when you exit from your program. Can anyone tell me if I'm right?

\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ _/oung
| - Disclaimer: I'm not associated with any of the companies
_| above, in any way except (possibly) as a customer.

3320. Re: Setcolor() crash

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 18:32:39 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <2498@pasteur.Berkeley.Edu>
Source record: 252920

```
One time as I was writing a program, I happened to have a bit of
code that was something like:
i = ~Setcolor(0, -1);
Setcolor(0, i);

The astute readers will have already noticed that I forgot to mask 'i'
with 0x777 first. Well, I found out what happens if you try to do
a Setcolor() with a value over 0x777. The ST crashes, gives you a blank
screen with bombs all the way across, and reset only gives you the same
screen.

Now, I'm wondering why this is. It seems to me that it wouldn't
have been very hard to add a little bit of checking in the Xbios routine
to set colors. And even if no checking is done, why would the ST crash
so badly? Does anyone happen to know what causes this problem? (Yes,
I know I should just mask with 0x777, but I'm curious.)

\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ \_/oung
| - Disclaimer: standard, reusable kind.
\_|
```

3321. 1stWordPlus Question

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 19:22:40 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1705@ncsuvx.ncsu.edu>
Source record: 252921

A friend of mine who doesn't have access to usenet has the following questions:

1. Are there any HP-Laserjet Printer Drivers available for 1stWord Plus?
I understand that 1stWord Plus is pretty popular in Europe, and the person for whom I'm trying to obtain this information hopes that he will have better luck there than he's been having over here.
If you know of such beasts, could you let me know HOW he might get his hands on them?

2. Are there any Regression Packages (Statistics) available for the ST? If no English-language ones exist, German programs would be ok too. Could you e-mail me an address of a mail-order place or software-publisher that sells this package? Again, I would forward the address to my friend.

Thanks in advance for any information regarding these questions.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3322. LaTeX ST: does it exist?

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 20:04:26 UTC
From: 051332@UOTTAWA.BITNET
Message-ID: <8804181947.AA24125@ucbvax.Berkeley.EDU>
Source record: 252922

While testing TurboDOS, someone (Simon?) ran LaTeX as a pseudo-benchmark.
Where have I been? Is LaTeX available for the ST? Is it PD? Where can
I get it? Thank you in advance. /JT

John Turnbull, NetNorth: 051332@uottawa
30 Somerset Ave, BITNET: 051332@uottawa
Dept. of Biology, ARPAnet: 051332%uottawa.bitnet@wiscvm.wisc.edu
Univ. of Ottawa, UUCP: ...!psuvax1!051332%uottawa.BITNET
Ottawa, Ontario, JANET: 051332%uottawa@rl.earn
CANADA, K1N 6N5. ICBM: 45 25' 33'' N 75 39' 05'' W

3323. Re: The DANGERS of TURBO-DOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 20:14:01 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <5218@ihlpg.ATT.COM>
Source record: 252923

In article <756@sun.mcs.clarkson.edu>, mrd@sun.mcs.clarkson.edu (Michael R. DeCorte) writes:
>In article <1687@ncsuvx.ncsu.edu> wolf@csclea.UUCP (Thomas Wolf) writes:
>>>>speed-up, BUT: It spoilt a disk. Apparently it did not recognize
>>>>a disk change, and copied the old disk's FAT to the changed new disk.
>>This wouldn't be a problem on a hard-disk (inkling of ignorance showing
>>through) would it?

>OH YES IT WOULD! How about when shutting down the system? Do you happen to
>have an equivalent of /etc/shotdown on your atari? Please recall what such a
>beast does! > sync; sync; sync;

Actually, what Thomas posted is correct. The FAT corruption from failing to handle media change is not a problem on hard disks (no media change events!).

On the otherhand, the sync problem Michael is talking about (and Allan was talking about) is a delayed write problem of another colour.
Yes, if you do delayed write cacheing you are subject to loss on freezeup and power down, or media change.

Note: UNIX has the same problems if you pull the cord or otherwise power down in an uncatchable manner. Ever wonder why AT&T machines don't really turn off when you turn the switch off? That's right sync time.

--j.a.tainter

3324. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 20:43:47 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8804182043.AA14820@cory.Berkeley.EDU>
Source record: 252924

```
:In article <8455@cisunx.UUCP>, ejkst@cisunx.UUCP writes:
:> The Amiga only has one menu bar along the top of the screen, and I never
:> have any problems multi-tasking because of it. In fact, what happens if
:> your menu is larger than your window?
:> Eric Kennedy
:> ejkst@cisunx.UUCP
:
:Actually, what happens if the menu is larger than the screen: you'd better

The standard solution is to support sub-menus (which the Amiga
does)... where you define a particular menu item to bring up a sub-menu.
Also, menu's do not have to be organized horizontally, though most people
do so.

-Matt
```

3325. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 21:56:51 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <49940@sun.uucp>
Source record: 252925

In article <226500010@trsvax> johnm@trsvax.UUCP writes:
>>How upgradable is it?
>Be more specific...
>
>You can add a variety of memory boards, battery supported clocks, hard disks,
>video and audio digitizers, and all of the usual stuff. Then there are the
>more esoteric items like the accelorator board (not yet release) which will
>increase the speed of ALL programs 45 to 85% or the liquid crystal 3d glasses.

John, you could stand to be a bit more specific yourself. The 520 and 1040 ST series can be upgraded through hardware kludges much like the early Macs could be upgraded, neither have slots. The Mega doesn't have slots either but does have an expansion connector similar to that of the Amiga 1000 and Amiga 500. Second, be very VERY careful about making claims like "increase the speed of ALL programs 45 to 85%" because you know not what you speak. Even if you replace the CPU with a 68020 running at 16Mhz with 32 bit RAM you may not see your programs get much faster, why? Because the speed of a program is determined by the *system* speed, and not just the CPU clock. You will be lucky if your programs speed up 5 to 50%. If you want real fast programs redesign the *system*.

>>Can it use a Paged Memory Managment Unit?
>You mean like swapping memory out to disk? No, there is no micro with that
>facility that I know of.

Another two points, one I don't think he meant "can it swap" I believe he meant can it use a PMMU? And the answer is no, the Atart ST series cannot use a PMMU. Both the Mac II and any 80386 system can use a PMMU and in the case of the '386 have one built in. If one is looking for a paged MMU then one would be better off looking at 32 bit machines.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

3326. Re: UNIX Toolkit for the ST, Manual pages and one binary

Newsgroup: comp.sys.atari.st
Date: 1988-04-18 22:57:43 UTC
From: frankg@nikhefk.UUCP
Message-ID: <344@nikhefk.UUCP>
Source record: 252926

In article <1730@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>The ST-Arc really is outdated.
>
>I tried pkxarc under MS DOS to unarc the archive. I works!
>There seems to be a third compressing sheme implemented only in
>pkarc/pkxarc.
>
>Should I repost the archive created with the "old" ARC?
>
>hase

YES PLEASE !!

Frank

Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

3327. SH205

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 00:14:51 UTC
From: rgn@ecsvax.UUCP
Message-ID: <4954@ecsvax.UUCP>
Source record: 252928

How is the SH205 different from the SH204?

Thanks,
Rob
--
Rob Norris
Dept. of Math Sciences UUCP: ...!mcnc!ecsvax!rgn
Appalachian State Univ. BITNET: rgn@ecsvax
Boone, NC 28608 (704) 264-2366

3328. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 00:18:56 UTC
From: david@bdt.UUCP
Message-ID: <209@bdt.UUCP>
Source record: 252929

In article <97@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:

>A software company has to amortize its development costs over projected
>sales.

Right. And so there's no argument for developing any ST software. Somebody said before that there was less than a million ST buyers. Well let me tell you; there's A LOT LESS. More like less than 50,000 actual, qualified buyers (not computers collecting dust and pirated software). Of the 50,000, you're doing well to penetrate 10,000 of them over the life of the product. So saying it sells for $40 retail, which you're saying is the most any ST buyer will pay (and I agree); that means $16 wholsale, of which say $5-$10 is gross profit (higher profit margins can only apply if you have "economies of scale" which few ST publisher have). Ok so over the life of the product there is $50,000 to $100,000 gross profit. That has to pay for development and all the overhead it takes to sell those 10,000 copies: advertising, office operations, sales overhead, administration, telephones, computer operations, office/sales space, and a lot more. If you can sell all 10,000 copies in the first year, and you keep you're expenses low, guess what: you break even!

With ST software, it's not very likely you will ever sell 10,000 copies. Ask around. Very few ST packages have achieved these numbers, even some that have been out for three years. Admitedly, a few ST packages have sold lot's more than 10,000 copies; but there are a lot more products with numbers well below this level, even well known packages.

Combine with that the fact that ST software sales are not even as strong as they were a year ago, and things only look worse.

I'm not saying that the user should bear the burden, but don't make the small independent software companies bear it either. Just becuase you pay $39 for a piece of software, don't think that the guys that developed it are "ripping you off". I think everybody on the net by now knows who I think should bear some of this burden. Can you spell Atari Corp?
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

3329. Re: Make -- Program Maintaining system

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 00:35:16 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1521@water.waterloo.edu>
Source record: 252930

A couple of days ago, we got some files in
"comp.binaries.atari.st" . They were maked Part01/07 to Part 05/07.
Could we have parts 6 and 7 reposed please.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3330. Re: looking for a C compiler that runs on a vax and produces ST code

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 00:42:17 UTC
From: david@bdt.UUCP
Message-ID: <210@bdt.UUCP>
Source record: 252931

I used to use Greenhills C on a MicroVAX II runing Ultrix for ST development.
I wrote some libc code that worked with the Atari GEMDOS/BIOS calls and
used the Greenhills 68000 cross compiler to produce modules and then I had
a program that could convert to Atari GEMDOS object/executable format.

The cross tools I used were a hack. It was kind of a hassle and as soon as
got Micro C-Shell working on the ST, I started using the ST directly.

Today, I think it's easier to use Mark Williams C (with Micro C-Shell of
course :-) on the ST directly, if you like a good Unix-like devlopment
environment. For me, the advantages of a "real" Unix system did not
out weigh the problems of trasnferring and debugging on the ST.

But if you're interested, I could probably dig out the stuff I used to use.

--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

3331. Re: Laser C question

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 02:01:09 UTC
From: david@bdt.UUCP
Message-ID: <211@bdt.UUCP>
Source record: 252932

In article <Apr.16.16.13.26.1988.11487@topaz.rutgers.edu> paone@topaz.rutgers.edu (Phil Paone) writes:
> ... I have copied all the files into C:\MAGAMAX and
>altered the config file to look there, but everytime I run the
>program, the compilier and like gets loaded from the A: drive. Why?

I have this same problem. The documentation is pretty weak in
this area and they don't provide a script to automatically install
it onto the hard disk. I struggled with it for a long time, editing
config files, changing setup variables, etc. but I couldn't get it
to just run from the HD and not try to find stuff on A:. How stupid!
Why not just start looking at the drive I ran Laser.prg from for
a \megamax directory instead of messing around with A:? And if you're
not going to do that, at least under the section called "Installing
onto a Hard Disk" which is in nice big letters in your manual, explain
what to do. If the information is hiding someplace else in the manual,
move it to the "Installing onto a Hard Disk" section becuase that's where
somebody's going to expect it.

I also found that Laser C has problems running quite a few programs when
using it's STDOUT window. From what I can see, no programs compiled with
MWC will work. That means a lot of programs from the net and other useful
tools won't work with Laser C. First impressions remind me a lot of
Haba Hippo C. Anybody remember that one?

In defense of Megamax though, it's clear that they put *A LOT* of effort
into Laser C. I wasn't able to get it to work yet though, which is
probably a combination of lack of time on my part and lack of installation
scripts on the part of Megamax.
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

3332. Re: LaTeX ST: does it exist?

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 03:19:46 UTC
From: mark@lakesys.UUCP
Message-ID: <594@lakesys.UUCP>
Source record: 252927

I too would like to know of the availibility of LaTeX for the ST.

--
Mark A. Storin
Lake Systems, Milw., WI
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark

3333. Re: TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 04:59:48 UTC
From: martin@lakesys.UUCP
Message-ID: <595@lakesys.UUCP>
Source record: 252933

Due to the questionable status of TurbosDOS's Public Domain status, I have temporarily removed it from availability on netlib.

Better safe than sorry.....:-(

Marty Wiedmeyer
martin@lakesys.UUCP
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3334. Re: UniTerm XMODEM bug suggestion

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 05:11:14 UTC
From: martin@lakesys.UUCP
Message-ID: <596@lakesys.UUCP>
Source record: 252934

In article <4564@cup.portal.com> Dave_Ninjajr_Flory@cup.portal.com writes:
>I used two different disk/file editor programs to try and make the fix to
>Uniterm xmodem and could not find the sequence described, 06 40 00 FF, I even
>searched twice for the supposedly correct sequence 02 40 00 FF and it wasn't
>found either. Looked in both the .PRG file and the .RSC file. Either Simon
>mad a mistake, or someone fixed it. I was looking at 2.0c edit 008.

I had the same lack of success finding the string in either the .PRG or the
.RSC file. I was looking in the V2.0c 009, the version which is now available
on netlib (Thanks, Simon!).

Is it possible that the bug only exists in earlier edits than 008? However I
also searched for 02 40 00 FF and that didn't rear it's head either, as Dave
found with 008.

If someone could clear up the mystery, I, for one, would appreciate it. But I
always use CRC if I have to use XModem anyway.....

Marty Wiedmeyer
martin@lakesys.UUCP

--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3335. Re: uuxbin.uaa

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 05:15:35 UTC
From: martin@lakesys.UUCP
Message-ID: <597@lakesys.UUCP>
Source record: 252935

In article <1537@silver.bacs.indiana.edu> writes:
>Well, I just got uuxbin.uaa from netlib@lakesys.UUCP. The only problem is:
>I don't know how to unencode it. I understand that there is a short BASIC
>program running around that I could use. Does anyone have it handy, or can
>I get it from netlib@lakesys.UUCP? Any help would be greatly appreciated.

As of right now, uudecode.bas is not available from netlib. I'll make it
available shortly.

In the meantime, I'll mail you a copy.

Marty Wiedmeyer
martin@lakesys.UUCP
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3336. Re: Atari ST running PC-Ditto 3 on hard disk

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 05:36:20 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2843@crash.cts.com>
Source record: 252938

mshiels@watmath.waterloo.edu (Michael A. Shiels) writes:
>
>Can an ATARI ST with a ICD Host Adapter/4070A controller and miniscribe
>40 meg harddisk run PC-Ditto on it?? Does the ICD software support multiple
>partitions for operating systems other than GEN??
>
>Thanx.
>--
> Michael A. Shiels (MaS Network Software)
> mshiels@watmath.waterloo.EDU
>UUCP: ...path...!watmath!mshiels

I'm using an ICD Host Adapter/4000A controller with a seagate 225. I was able to install PC-Ditto 3 on my drive and boot pc-dos 3.2. I'm using supra 2.62 boot software. Hint: you need to write 1 file to the disk using the ICD routines before the supra software will see the disk. I don't have any thing other than the GEM/DOS partitions to know if the ICD software support other operating systems but wouldn't expect any problems.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3337. Re: WARNING: Bug (?) in TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 05:56:19 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2844@crash.cts.com>
Source record: 252936

exodus@uop.edu (G.Onufer) writes:
>
>Well, as much as I love the performance of TurboDOS, I will not use it
>until one matter is straightened out. I just added the original Tandem
>drive from my SH204 to the Micropolis drive I had replaced it with. Now
>both are merrily storing all the data I give to them off of the SH204
>controller board. So I thought I would do some timings of TurboDOS/non-Turbo-
>DOS. I copied the TeX sources from SCSI-1/LUN0/PARTf to SCSI-1/LUN1/PARTc
>(actually f: to g:) and timed em. Took 2:34 sec with Beckemeyer's HD accel,
>took 2:06 sec with TurboDOS. Except fsck tells me it's okay the long way and
>that there is a free clustor smack in the middle of a file the fast way.
>(oh...those should be MINUTES times, not seconds :-)
>
>So, is this a problem with having two drives on one controller? Depending
>on how much TurboDOS assumes about the hardware configuration, it may scrap
>the LUN number in its caching. Time to actually go through the code and
>start replacing addresses with labels and adding comments.......Ughhh.
>
>Also, I would not recommend using any disk repair utilities that directly
>access the drives while using Turbodos. May really screw things up if and when
>Turbodos flushes its buffers.
>
>Allen: Any way to force a program such as TurboDOS to flush it's buffers?
>Write a desk acc to do it? (Add symbolic links to the next TOS!!)
>
>G. Onufer

I am a little suspicious of fsck and its companion optimizer. I had a hard
disk partion that fsck and chkdsk (using pc-ditto) both liked. I used the
optimizer after which: fsck was still happy. all my files were still
accessable from gem. pc-ditto could no longer see several of my directories.
chkdsk attempted to repair the disk and appeared to be success full. fsck was
no longer happy and i had about 2 meg of file which took up space but were
invisable from gem. I zapped the partion, restored all the files and haven't
had any problems since.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3338. Re: The DANGERS of TURBO-DOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 06:44:57 UTC
From: jmg@cernvax.UUCP
Message-ID: <649@cernvax.UUCP>
Source record: 252937

In article <1039@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>
>I encourage people not to use TurboDOS -- I know I wouldn't trust my
>hard disk to it. If they didn't think media-change through, what else
>didn't they do?

I understand the point of view of Allan. However, what really irks me
is that what he is saying is so negative. I would not have minded if Atari
themselves were doing something. However, on all evidence they are doing
sweet f*** a**: the blitter chip is still vapourware, I have no idea
if/when/where I could get updated ROMs with less bugs etc. etc.

Now, here we have something actually done to help ST users. OK, it is
buggy (my set of auto and acc programs sometimes bomb, apparently because
of including turbodos), but I am sure that with the interest which it has
raised new versions will appear pretty soon as people disassemble it and
fix the bugs. A nice attitude from Atari (gee, this guy is really a dreamer!)
would be to help to fix it, not simply to decry it without any alternative
offering (but then, would I believe it if Atari talked of an alternative
offering Real Soon Now?).

Allan, it is probably not your fault: I am flaming the wrong person.
Nonetheless, try to be a bit more positive than just "don't use it".
I personally will try it, with the reservation that every so often I will
disable it and run DLII.

(for those who may have noted that I could not run the new icon program,
the fix is simple, since turbodos simply seems to move much of what was
in low memory a bit further down. Thus, the icon replacement program
just had to look for "DESKTOP.RSC" a bit further on in memory)
--
_ _ o | __ | jmg@cernvax.uucp
| | | | _ / \ _ __ _ __ _| jmg@cernvax.bitnet
| | | | |_) /_) | __/_) | (___\ | (_/ | J. M. Gerard, Div. DD, CERN,
| | |_|_| _/___ __/ ___| (_|_| _|_ 1211 Geneva 23, Switzerland

3339. Re: LaTeX ST: does it exist?

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 08:49:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500046@iuvax>
Source record: 252939

I believe ST-TeX (which includes a previewer and the ability to output 240 dpi on an Epson FX-80 (at 8 minutes a page)) is available for DM 235 from Tools GmbH, Kessenicher Str. 108, 5300 Bonn 1, West Germany. For LaTeX add about DM 70. Drivers for about 10 other printers including two Laser printers may be substituted at DM 35 each, I believe. The current manual is in German but in a few weeks the English manual will be available.

This TeXer is reasonably good, especially for the price, but it is not as good as, say, Textures for the Mac or PC-TeX. In particular the previewer lacks many useful features. However, TeXing itself is fast - just a few seconds per page.

3340. TurboDos question

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 08:54:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500047@iuvax>
Source record: 252940

My version of TurboDos seems to eat up about 190K. Is that the right amount or is there something wrong?

franco@iuvax.cs.indiana.edu

3341. Re: Underscore crash bug (was: ...)

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 10:16:04 UTC
From: ralph@lasso.UUCP
Message-ID: <8804191016.AA16297@lasso.laas.fr>
Source record: 252941

```
| Date: 12 Apr 88 12:50:34 GMT
| From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
|
| I was in error about the underscore bug. You don't even have to enter a
| Return! Just entering the '_' on the directory line of the File Selector Box
| will crash the ST *very* hard!

I understand the bug, and bugs are bad!! But why would one enter anything
at all in the directory line other than, for example, D: to change drives?
After that one can use the directory selection mechanism in fselect(?) to go
up and down the directory tree to the proper directory. If one lands on a
directory that contains the ubiquitous underscore, that does not crash the
ST. I find the standard file selection mechanism sufficiently versatile
that I have not yet put fselect2 in my \AUTO\ folder. I must admit that the
documentation on fselect is virtually non-existant. Thanks to the discussions
here on info-atari16 digest (and the newsgroups) I've learnt a lot about
fselect's functionality. Thanks folks!

But then, I may be missing something.... Replies directly to me or info-atari16
but I can't access any of the newsgroups. ;-{

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP )
= = = = = = = = = = = = = = = = = = = = = = = = = = = = = = = = = = = = = =
```

3342. Delayed write on the ST (was: The DANGERS of TURBO-DOS)

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 10:45:05 UTC
From: jack@cwi.nl
Message-ID: <280@piring.cwi.nl>
Source record: 252942

This discussion just made me wonder: does delayed write buy you
much on the ST?

I have the feeling that most ST programs will work with their data
in-core, and then flush it all in a tight loop of write calls.

The only possible exception would be writing directory
entries, but these aren't really were you would like to use delayed
write....

Did anyone measure how many writes were saved by using delayed write?
--
Jack Jansen, jack@cwi.nl (or jack@mcvax.uucp)
The shell is my oyster.

3343. Looking for Puzzle demo

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 13:15:33 UTC
From: jk44+@andrew.cmu.edu
Message-ID: <kWOp=oy00Xo5y7k0-T@andrew.cmu.edu>
Source record: 252943

I seem to have accidently trashed my only copy of a demo and I was wondering if some kind soul out there in net-land could please e-mail me a new copy. The demo is called Puzzle and it is by Tommy-Ware. It's a monochrome only (I think) program that has cute music in the background and nice graphics representing a puzzle which you have to put together. It's such a neat demo I just can't live without it!

Thanks...

Jack Knight
ARPA: jk44@andrew.cmu.edu
****

3344. Re: The DANGERS of TURBO-DOS - (nf)

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 13:23:00 UTC
From: kuebler@incas
Message-ID: <4300009@incas.UUCP>
Source record: 252944

Written 8:57 pm Apr 15, 1988 by apratt@atari
> > This wouldn't be a problem on a hard-disk, would it?
>
> Unfortunately, yes: just as your thumb is hardware which can eject a
> disk, your forefinger can reset the machine. This can happen with
> more regularity (say) than on a UNIX system, because it's so easy
> to lock up the system from a stupid user program and force a reboot.
>
> The only bad thing which could happen with the ROM GEMDOS is unclosed,
> newly-written-to files will be lost, and the data clusters either remain
> free or are orphaned. But if TurboDOS delays writes even longer, you
> could lose a lot more.
>
> I encourage people not to use TurboDOS -- I know I wouldn't trust my
> hard disk to it. If they didn't think media-change through, what else
> didn't they do?

Some weeks ago I wrote a program to speed up the fat access when writing
to harddisks. Unlike turbodos it is not replacing the file system of gemdos,
but replaces the routine which searches for free clusters. No disk caching
is done. It uses 30 k ram space; also included is a fix to the bombing
C(con|prn|aux)out when redirected.
So if anyone doesn't want to use turbodos because of its disadvantages,
but is tyred of slow writing to his harddisk, he may be interested in this
program. Tell me, and I will mail it.

Uli Kuebler
University of Kaiserslautern
West-Germany
..!uunet!mcvax!unido!uklirb!kuebler

3345. Re: TURTLE questions

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 14:01:55 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1522@water.waterloo.edu>
Source record: 252945

In article <11830005@hpldola.HP.COM> jg@hpldola.HP.COM (Joe Gilray) writes:
>
>
>I would really like to thank George Woodside for
>a very useful and useable backup program, TURTLE.

I too appreciate this program.
I do not have a hard drive yet, but have seen an early version
of TURTLE in operation, and I think it is great!

> 1) What is the fastest / easiest way to restore
> a hard-disk from a TURTLE backup?

Wouldn't it be nice if the disk backup program would create an index
that to help me find the disk that has the file I want.
It should be quite simple, an ordinary text file with two entries in
each line of text:

a sequence number for disk, the complete path name of the file.

so that I could use "grep" or a text editor to look at it.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3346. Re: UniTerm XMODEM bug suggestion

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 15:09:16 UTC
From: jensen@cod.NOSC.MIL
Message-ID: <1063@cod.NOSC.MIL>
Source record: 252946

From article <596@lakesys.UUCP>, by martin@lakesys.UUCP (Martin Wiedmeyer):
> I had the same lack of success finding the string in either the .PRG or the
> .RSC file. I was looking in the V2.0c 009, the version which is now available
> on netlib (Thanks, Simon!).

The 064000FF words were at address C428 (50216 decimal) in the .PRG file as
I received it from the net. (I think it was edit version 008, but I'm not
positive.) I uudecoded/de-arc'd it on a VAX/UNIX system, then used the
"dd" command to swap bytes before dumping with "od" (a dump utility) and
searching for the string. The words on either side of the ones to be changed
were just as described by Simon.

Layne Jensen ...ucbvax!sdcsvax!noscvax!jensen
Naval Ocean Systems Center jensen@nosc.MIL
San Diego, CA

3347. External Ram disk

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 15:11:33 UTC
From: stone@amc-vlsi.UUCP
Message-ID: <452@amc-vlsi.UUCP>
Source record: 252947

Hi:

Well the external ram disk chip is back from fab and is talking
to the atari! All I have to do is write a driver now. I ran it with
2 meg (64 256K chips) and average current is only 1/2 amp. Peak is
way up there... 3~4 amps. But no cooling fan is required, yippee.
I still have to due extensive testing, including reliability testing.
Sure wish ram prices would come down.

Glen Stone
P.S. Sorry to the people who send me mail, wanting a reply and not
getting it. I try, but can't seem to get through on some paths.

3348. Files from UH-INFO@UHUPVM1

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 16:09:44 UTC
From: RUBIN@GRAF.POLY.EDU
Message-ID: <8804191615.AA18027@ucbvax.Berkeley.EDU>
Source record: 252948

I would be interested in hearing from anyone on BITNET who has succeeded in downloading files from the UH-INFO server at UHUPVM1. I am having problems uudecoding these files and getting them to work on my ST.

Thanks...

Dave Rubin
RUBIN@POLYGRAF (BITNET) -or-
RUBIN@graf.poly.edu

3349. Re: AtariDOS live!

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 16:31:44 UTC
From: #FJMORA@WMMVS.BITNET
Message-ID: <8804191534.AA17351@ucbvax.Berkeley.EDU>
Source record: 252949

Hello,

I use TurboDOS from Atari France since september 87. It is a 100K
hard-disk cache, and only that. It doesn't make any good with
a diskette based system. IT DOES NOT FIX THE 40 FOLDER BUG.
And my SH 205 never complained about it. Despite my efforts,
I never jammed a file with it :-). It seems to be very robust.
But it is _NOT_ a miracle program, just a cache. Don't expect
too much.

Regards,

Frederic Mora BITNET:
The College of William and Mary #fjmora%wmmvs.bitnet
Dept. of Computer Science
Williamsburg, VA. 23185
USA

```
**************************************************************************
* *
* "Was uns nicht vertoetet, verstaerkt uns." *
* Friedrich Nietzsche *
* What does not kill us makes us stronger *
* *
**************************************************************************
```

-

3350. Re: TEDINFO info requested

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 16:37:46 UTC
From: dmb@TIS.COM
Message-ID: <8804191637.AA01514@TIS.COM>
Source record: 252950

A while back I asked two questions:
1) Why won't my TEDINFO accept any characters?
2) What is this '_' crash problem?

Since then, I've gotten answers. There seems to be some confusion about these things, so to clear things up, I'll post what I know now:

Answers!

1) My TEDINFO had the PVALID string set to "XXXXXXXXXX". This means "accept everything". Unfortunately, I neglected to set the field in the TEDINFO structure which specifies the length of the input string (I think it's called tr_plength). I thought at first that this field was set by AES on return from form_do. Sort of, but that's not all. Actually, you have to set tr_plength to the MAXIMUM number of character the user is allowed to type. It was defaulting to zero, so the TEDINFO accepted no characters.

2) The underscore bug afflicts a "middle" version of TOS -- the ROM version that isn't in the Mega's. It causes the ST to crash with nine or ten bombs when you type an underscore in an editable text field (TEDINFO). It does not only affect the file selector box; it affects all TEDINFO's with 9's or P's in the PVALID string. It may affect TEDINFO's with other PVALID specifiers, too -- I haven't tried all of them. I do know, however, that there is NO PROBLEM with PVALID strings with X's (X's mean "anything goes"). I have tested this; I've got a text field that prompts for a variable name and underscores cause no problem. The solution, it would seem, is to make all you TEDINFO's "XXXXXX" and then check the string for syntax yourself. This is kind of hack-ish, but it's guaranteed to wrok on all the ST's (not just the Mega's). You Mega people should test your software on 520's and 1040's before putting out if TEDINFO's are invovled!

Sorry to be so long-winded. I hope this answers everyone's questions. Thanks to all who helped!
Dave
arpa: dmb@tis.com

3351. Re: LaTeX ST: does it exist?

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 16:41:17 UTC
From: t19@nikhefh.hep.nl
Message-ID: <453@nikhefh.hep.nl>
Source record: 252851

There is another version available for the ST for about the same price:
ST-TeX from Kettler EDV-Consulting, Ludwig-Thoma-Weg 9, 8172 Lenggries,
West Germany, (08042)8081. When we compared the two (almost a year ago)
this one was very much superior: faster, recognized paths and a nicer
previewer. This may have changed with Tools 2.0 which I have not seen.

There also is a public domain previewer which beats both in speed and
also has the nice possibility of cooperating with a mainframe host
(for .dvi and/or font files).

3352. Bomb list

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 16:43:03 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <2905@saturn.ucsc.edu>
Source record: 252852

Here's a list of what the various numbers of bombs mean...

1 - Impossible. If you get 1 bomb, take your ST to a repair shop.
2 - Bus error. This means you have tried to access memory outside the
computer's valid address space (or tried to access a protected area
in user mode).
3 - Address error. This usually results from doing a word or long
operation on an odd byte boundary.
4 - Illegal instruction. You figure it out.
5 - Divide by 0. Usually generated by the divs and divu instructions,
though if I recall correctly some others can cause it as well.
6 - CHK instruction trap. If a chk instruction returns an illegal value,
this trap is executed. Chk is actually pretty dumb, in my opinion,
unless you're using Pascal.
7 - TRAPV instruction. You get this by executing a trapv instruction
when the overflow bit is set. Most programs don't use trapv, so this
one shouldn't pop up much.
8 - Privilege violation. This one appears when a supervisor-only instruction
is encountered in user mode.
9 - Trace. If you've got the trace bit set, this trap will occur after
each instruction. Great for debuggers.
10 - Line-A. You shouldn't get this, as it's the interface Atari uses to get
to graphics routines.
11 - Line-F. This is supposed to be a hook for math coprocessors, but Atari
(DRI?) used it for GEM instead. I would have preferred a coprocessor.

The others are pretty much undefined; if you get one, something weird is
going on. From 32 to 47 bombs mean that you made a trap call whose vector
wasn't set.

Note that the number of bombs is equivalent to the 68000 exception number.

Hope this helps people.

-Steve

3353. Re: Writing to the cartridge port.

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 16:59:12 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <542@csvax.liv.ac.uk>
Source record: 252853

In article <8804132155.AA23202@ucbvax.Berkeley.EDU>, 440488@UOTTAWA.BITNET (Doctor Who) writes:
>
> Recently I was browsing thu an ST magazine, Reset to be specific and I
> noticed an ad for a product by Alpha Systems called Megadisk. It is one
> megabyte of ram that plugs into the cartridge port.
> But according to the infamous Abacus book ST Internals, (p96) writing
> to this address creates a bus error. They tried putting a ram disk in
> the port but without sucess.
>
> How did Alpha get around this so that the Megadisk would work with
> out creating bus errors?
>
> Doctor Who

Who knows? One Meg seems a little optomistic as the ST only has
128K of address space available for the cartridge port. Where will this
extra memory go?

Mark Powell

****

"...there's no success JANET unpowell@uk.ac.lis.csvax
like failure and UUCP {backbone}!mcvax!ukc!mupsy!lis-cs!unpowell
failure's no success ARPA unpowell%csvax.lis.ac.uk@nss.cs.ucl.ac.uk
at all..." B.Dylan

****

3354. Re: CZ-101

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 17:17:39 UTC
From: rosenkra@Alliant.COM
Message-ID: <1608@alliant.Alliant.COM>
Source record: 252854

```
------
In article <172leigh@byuvax.bitnet> leigh@byuvax.bitnet writes:
->
->
->Check out rec.music.synth and their recommendations. The CZ-101 isn't
->that highly rated and most people I talk to say it's sounds are nothing
->special.
->
->CHad
->
->Disclaimer: Above is just a casual observation. I don't have a CZ-101
->and don't remember ever hearing one.

the cz, like most all synths these days IS a computer. and like all computers,
there are good programs and not so good programs. the preset patches on the
cz tend to fall into the latter class, though in bang-for-buck, they ain't
too bad. i have heard some excellent patches (with a correspondingly superb
performer) on the cz. it's just a matter of time and talent vs. $$$$ for
raw capability and good factory presets. very few pros use any sort of factory
presets to any great extent, even on hot setups like the dx7 or other
$2k+ systems. it's just a question of hacking...

-bill
```

3355. For the Attn of Adam Engst

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 17:27:09 UTC
From: csan@its63b.ed.ac.uk
Message-ID: <1176@its63b.ed.ac.uk>
Source record: 252855

Sorry to the rest of you... I can't get back to Adam from here...

Hi...

I've passed on your comment to one of the Edinburgh Regional Computing Centre staff and hopefully, I'll get an answer soon.

I havent seen anyone on from NCR but have seen someone on from HP in south Queensferry (just out of Edinburgh)..so it must be possible.

Just got the reply from the ERCC....he'd probably be best to get access to Janet (probably from Dundee) and from there access to bitnet is apparently quite cheap (coz IBM are paying for most of it).

He should be able to get in touch with the Dundee computing service quite easily .

Anyway, if you are coming past Edinburgh , there are a few places of interest. The Archimedes is all over Britain so if you find a half decent shop,it should sell the Archi.
There is not a lot that we have that you dont...Its more likely to be the other way round... we get it about 50 years after you do ...
Hey ho.

Andie Ness . Department of Computer Science ,Edinburgh University.
ARPA: csan%ed.itspna@nss.cs.ucl.ac.uk UUCP: ...!uunet!mcvax!ukc!itspna!csan
an%ed.lfcs@nss.cs.ucl.ac.uk
JANET: csan@uk.ac.ed.itspna
an@uk.ac.ed.lfcs

% These are my own views and any resemblance to any coherent reasoning is
% probably a typo.

3356. Re: AUTO-exec sequence

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 17:31:44 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <543@csvax.liv.ac.uk>
Source record: 252856

In article <80@ucsvc.dn.mu.oz>, u6408954@ucsvc.dn.mu.oz (Kel Raywood) writes:
> Does anyone know how to set the sequence in which programs are executed in
> the AUTO folder on the boot disk?
> Kel Raywood, School of Physics, U. of Melbourne, Australia

Yes. With a little thought.
When a folder is created (or all files in it are deleted) all filename slots in the directory are free.
When a file is written the next available slot is used for the necessary file information. e.g. if you write three files into an empty directory, the first three filename slots will be used up, if you then deleted file two (i.e. the middle file) then there will be a free filename slot between the first and third files written, if you now write another file onto this disk it will use the next free filename slot i.e. the one between the first and third files.
The sequence of execution is the order of the filename slots on the disk. The only way to set this (without using a sector editor) is to copy all files in the auto folder into ramdisk and then delete them from the original disk. Then copy them back into the auto folder in the sequence you wish them to be executed. The first file written back into the auto folder will then be the first file executed, the second file written back will be the second file executed etc. It's a messy process, but it works.
The sorting of the filenames by the desktop can be very counter-productive at times.

Mark Powell

****

"...there's no success JANET unpowell@uk.ac.liv.csvax
like failure and UUCP {backbone}!mcvax!ukc!mupsy!liv-cs!unpowell
failure's no success ARPA unpowell%csvax.liv.ac.uk@nss.cs.ucl.ac.uk
at all..." B.Dylan

****

3357. Re: TRAP handler question (ST hardware scrolling)

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 17:57:30 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <544@csvax.liv.ac.uk>
Source record: 252857

I've never seen or heard of this program Tempus, but one way I know
of to considerably speed up character output and one that may be used in
this program is to "hardware scroll" the screen.
A factor I'd like to draw your attention to is that in all three screen
resolutions a row of characters occupies $500 or 1280 bytes of memory. Say
the screen is at location $70000.
The physical screen position should first be put to $70000. All
character rows are printed normally until it comes time to scroll. Instead
of moving 32000-1280=30720 bytes to scroll the screen we instead add $500
to the physical screen position, thus displaying the area of memory one
character line further forward in memory i.e. $70500.
Snag. We will eventually run out of memory if we keep moving the
screen onwards though memory. So we reserve an area approximately twice
the size of the standard screen, 64000 bytes say. When we are displaying
the last 32000 bytes of this block we then copy rows 1 to 24 (remember
row 0 is the top one) to the start of this extended screen area and then
display the first 32000 bytes of this area as the screen.
Reserving 64000 bytes (enough for 50 character rows) will involve
moving 32000 bytes of memory every 25 scrolls. The standard BIOS routine
has to move (32000-1280)*25=768000 bytes every 25 scrolls. Quite a saving
in time for just an extra 32K screen memory.
Using this method speeds up screen output fantastically.

Mark Powell

****

"...there's no success JANET unpowell@uk.ac.liv.csvax
like failure and UUCP {backbone}!mcvax!ukc!mupsy!liv-cs!unpowell
failure's no success ARPA unpowell%csvax.liv.ac.uk@nss.cs.ucl.ac.uk
at all..." B.Dylan

****

3358. Caching in GEMDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 18:00:42 UTC
From: t68@nikhefh.hep.nl
Message-ID: <454@nikhefh.hep.nl>
Source record: 252858

Because of all the noise about the caching in turboDOS it is good to
consider what GEMDOS actually does:
GEMDOS has some limited caching in the form of some 512 bytes buffers. The
number of these buffers is two for FAT usage and two for other use (directory
entries and heads and tails of files that don't fill an entire sector.
These are not write through buffers but they are flushed rather regularly.
1: because there are few buffers a buffer is bumped rather quickly.
2: whenever a file is closed or a program is terminated all buffers are
flushed.
The second point means that it is very easy to make a sync: Open and close a
file and presto, or better yet: make a program that does nothing.

The order of flushing the buffers is also relevant. First the data and directory
entries are flushed, and then the FATs. The larger pieces of data are always
written before the FAT entry buffer is flushed so if a program crashes the
machine you may have some clusters with data but no FAT pointing to them and
also no directory telling that it exists (so it doesn't exist), or some data
with some FAT entries, but the directory doesn't know it (orphans), or a
directory with a length but the FATs haven't been flushed yet. This last
thing would leave nonsense. Maybe it is better to revert the order of the
flushing. This whould just leave orphans. Actually I think that was intended,
but due to a mistake it came out wrong. (The litterature is consequently
opposite to the real use of the variables in 4B2 and 4B6. see furtheron.)

There are also some bugs in this caching, although it is hard to show them
When the data that is written overlaps a number of sectors the sectors are
written as a whole without ever entering the GEMDOS buffers, after the
buffers have been flushed. This flushing means however:
a: if dirty, write and mark as clean.
b: if clean, invalidate (ie mark as free).
So a program like:

```
handle = Fcreate("name");
Fwrite(handle,9L,"Old text");
Fseek(0L,handle,0);
Fwrite(handle,2000L,otherbuffer);
Fseek(0L,handle,0);
Fread(handle,9L,text);
```

obtains the old string in "text" while the disk contains the contents of buffer.
This is of course not very common.

I have repaired this and some other of these bugs in a disassembly of GEMDOS.
In this version the looking through the FATs goes also much faster due to a
rather small change in the two routines that ask for the next FAT entry.
As these routines know they are searching repeatedly they jump directly to the
cache buffer after the first read has established that the FAT is in the buffer.

The result is a rather swift response: DiskFree and first writes to a new file go about six times faster. When some more buffers for the caching are put in via the official channels (that is what the pointers at the addresses 4B2 and 4B6 are for) these factors go up even higher. Diskfree on a 16Mbytes partition went down from > 9sec to < 1.1 sec! writing a new file took less than 1.5 sec even when the partition was nearly completely filled (no tuneup). The gain in compiler performance is striking.
The main gain lies in the fact that due to the repair of a couple of errors there is no need to invalidate the buffers all the time.
Now the media change:
When a media change is detected there are two possibilities:
1: a real media change: GEMDOS reacts by invalidating all buffers that concern that drive.
2: a maybe mediachange: GEMDOS invalidates the buffer it was currently trying to use and reads it in again as if nothing has happened. At the moment I forget whether a dirty buffer is first written but I don't think so.
The above is of course a very dangerous thing. It assumes the current buffer to be worthless but all other buffers concerning this drive are left as they are.

Together with some other bug repairs the whole is a <20K file and it gives a performance on a hard disk that is slightly closer to the performance of a RAMdisk than to the hard disk in the old version of GEMDOS. This program is called JAMDOS and is currently only available for the UK version of the MegaROMs (there are hard addresses in there!). It is of course not too difficult to adapt to other versions. The main catch is however that >95% of the program is the original GEMDOS, so it belongs either to Atari or to DRI or whomever. This means that, unless Atari will specifically allow its distribution, it cannot be posted. I think for the moment we should just have a little patience and hope that Allan Pratt has his new GEMDOS ready for release pretty soon.

J.Vermaseren
t68@nikhefh.hep.nl

3359. Picture Formats!

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 18:32:05 UTC
From: dmb@TIS.COM
Message-ID: <8804191832.AA01743@TIS.COM>
Source record: 252859

I put a request for picture format info and got only one response. I know that there are others who are also interested in information on the common picture formats. Could someone please post a list of picture formats here? Of interest to people here are:

1) DEGAS and DEGAS Elite
2) IFF
3) .PIC
4) .GEM
5) Spectrum
6) Anything else common.

Thanks all,
Dave
dmb@tis.com

3360. All new neato keen file selector?

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 19:13:27 UTC
From: dmb@TIS.COM
Message-ID: <8804191913.AA01927@TIS.COM>
Source record: 252860

I asked this a while back but didn't get any response. Here
goes again:

I've been hearing (reading) that there are programs which replace the
fsel_input with a better file selector. Questions:
1) What's the best one?
2) Is it public domain?
3) Could I package it with a product I am selling (it would of
course be free, but would be included on a disk of other
things that aren't) ?
4) Am I correct in assuming that it works by replacing the
fsel_input function in the AES kernel?
5) Is Atari supporting it?

Dave Baggett
arpa: dmb@tis.com

If I'm just totally wrong about this, someone tell me!

Thanks

3361. Re: ST Minix

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 20:33:50 UTC
From: rosenkra@Alliant.COM
Message-ID: <1615@alliant.Alliant.COM>
Source record: 252861

---

thought you'd be interested in this item:

In article <203@eutrc3.UUCP> wsinjj@eutrc3.UUCP (Jan Joris Vereyken) writes:
->Because of friend of mine has Minix for the Atari ST, and promised me to
->give me a copy, I was wondering wether or not there are other people on
->usenet who have experience with the ST version. If you have, please mail
->me! Thanx in advance :-)
->
-> Jan Joris Vereijken
->
-> wsinjj@eutrc3.uucp
-> rcst14@heitue5.bitnet

[from Neth.]

no disrepect intended but how come the people in europe always seem to know/
have more info/products/hacks/etc for the ST than us poor picturesque
subhumanoids in the brain-drain states? sheesh, atari must REALLY be pulling
in mega$$$ from across the swamp. at least it helps our GNP/trade deficit :^)

-bill

3362. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 21:11:31 UTC
From: david@bdt.UUCP
Message-ID: <213@bdt.UUCP>
Source record: 252862

In article <226500010@trsvax> johnm@trsvax.UUCP writes:
>
>> Now I am finally looking at Ataris, but I have some questions
>>that I hope you can answer:
>>what is the processor?
>The Motorola 68000. The same processor used in the Commodore Amiga and the
>Apple Macintosh. (Comparable to the speed of an Intel 80286, which means
>you would have to buy an IBM AT clone to have the same power.)

The ST has more raw CPU horsepower than an 8MHZ 80286, if you ask me. But
a 12Mhz 80286 AT clone has some advantages over the ST too (see below).

>>How well does it emulate IBMs?
>According to my friends, "Excellently!" I cannot judge because I do not have
>PC Ditto.

But remember that it's pretty slow becuase you're emulating a hardware with
software running on a 8Mhz 68000 CPU. I think it's something like 50%-80%
the speed of an old 4.77 Mhz IBM PC (which nobody uses anymore), and whole
lot slower than an 8Mhz 8088.
>>Can it use a Paged Memory Managment Unit?
>You mean like swapping memory out to disk? No, there is no micro with that
>facility that I know of.

No micro you know of?
How about those IBM AT clones you mentioned above? One big advantage the
AT clones have over the ST hardware is that they have hardware memory
management, and the ST doesn't. There are quite a few 80286 AT-type
systems out there running SCO Xenix or Microport System V AT which both
implement paged memory. I hate the 80286 architecture; the 68000 is
much cleaner in my opinion; but there definatly *are* micros out there
that have a MMU, and the AT-type is one.

Disclaimer: I am not affiliated with any computer manufacturer. I develop
software for all of them, so I don't care which one you buy.
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

3363. Re: Screen Dump in Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 21:26:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8804192104.AA22927@ucbvax.Berkeley.EDU>
Source record: 252863

Date: 19 April 1988, 16:19:03 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Re: Screen Dump in Personal Pascal

David Govett asks (more or less) how to get a screen dump in Personal Pascal -- here's how:

I'm not sure if the newest version of the compiler supports a screen dump instruction but there is an easy way to do this anyway with standard XBIOS functions.

XBIOS function 20 scrdmp (or at least that's what the Abacus book calls it -- I've noticed that their GEMDOS function names are severly dain-bramaged) is all that's needed to do a screen dump. In Personal Pascal, a simple screen dump program would look like this:

```
program Screen_Dump;

procedure scrdmp; { The name you pick for this function doesn't matter }
xbios(20);

begin { main }
scrdmp
end.
```

A lot of seemingly tough things to implement in the older 8-bit machines and whatnot are easily accomplished with built-in TOS routines.

Good luck with your program!

+----------------------+----------------------------+
Jim McCabe	BITNET: mccabe @ mtus5
G31 ECH MTU	jemccabe @ mtus5
Houghton, MI 49931	UUCP: mccabe @ m-net
+----------------------+----------------------------+

3364. Re: Uniterm keyclick

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 21:52:35 UTC
From: poole@forty2.UUCP
Message-ID: <220@forty2.UUCP>
Source record: 252864

In article <8710@sol.ARPA> stuart@cs.rochester.edu writes:
>Is there any way to turn OFF the keyclick in Uniterm 2.0c other than
>turning the volume on the monitor all the way down?

Except turning it off via the control.acc, no.... (if there is an over-
whelming demand for this......)

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

3365. Turbodos and the ideal disk cache

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 22:56:06 UTC
From: rowley@orville.nas.nasa.GOV
Message-ID: <8804192256.AA06919@orville.nas.nasa.gov>
Source record: 252865

Does anyone know for sure that Turbodos delays writes to disk? It seems hard to believe that someone with enough knowledge to write Turbodos would make such a mistake.

How much a delayed write cache would really buy on the ST is a good question. In a lot of cases it may not buy much over a write-through cache.

The ideal disk caching program for the ST would: (1) provide a write-through cache, (2) be configurable to grab a user-specified amount of memory at boot time, (3) use a FIFO algorithm for allocating cache space, (4) allow the user to on-the-fly turn caching for any device on or off, and (5) interface to the rest of the system through the rwabs() vector.

Such a capability should be a standard part of the ST system software (i.e. provided by Atari).

Karl Rowley
ames!orville.nas.nasa.gov!rowley
rowley@orville.nas.nasa.gov

"Any opinions expressed are my own."

3366. binaries/sources archives

Newsgroup: comp.sys.atari.st
Date: 1988-04-19 23:59:14 UTC
From: wisner@eddie.MIT.EDU
Message-ID: <8892@eddie.MIT.EDU>
Source record: 252866

Sometime later tonight, I'll be making archives of the comp.binaries.atari.st and comp.sources.atari.st newsgroups available via mail server from the site killer. To use it, send a message to
archive-server@killer.UUCP
..!{ames,att,ihnp4,mit-eddie}!killer!archive-server

For general information, put this command in the body of the message:
send index

You can also use one of the following:
send index from comp.binaries.atari.st
send index from comp.sources.atari.st

(Yes, Wiedmeyer, it's netlib.. hacked up, tweaked, changed, enhanced.. but netlib.)

..b

3367. Re: UniTerm XMODEM bug suggestion

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 00:56:19 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2848@crash.cts.com>
Source record: 252867

Dave_Ninjajr_Flory@cup.portal.com writes:
>I used two different disk/file editor programs to try and make the fix to
>Uniterm xmodem and could not find the sequence described, 06 40 00 FF, I even
>searched twice for the supposedly correct sequence 02 40 00 FF and it wasn't
>found either. Looked in both the .PRG file and the .RSC file. Either Simon
>mad a mistake, or someone fixed it. I was looking at 2.0c edit 008. I don't
>know of any service that doesn't use CRC checking anyway, so I am not going
>to bother with it anymore, and would suggest that the rest of you forget it to.
>After all, Simon should have another edit out in a couple of weeks anyway.

I found the sequence in uniterm.prg about 50200 bytes into the file. My only
binary file editor had no search capability so I hacked a C program to do it.
Are there any PD binary file editors with search capability?

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3368. Looking for man with DMA chip for sale...

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 01:46:15 UTC
From: cdj@NADC.ARPA
Message-ID: <8804200146.AA12328@NADC.ARPA>
Source record: 252868

A while back there was a gentleman who was designing a chip to handle transfers on the hard disk (DMA) port. He said that he would consider sharing this device with other developers who want to use the DMA port. I believe he was working on some sort of a RAM disk project.

If that gentleman is out there and listening, could you please get in contact with me at:

cdj@nadc.arpa

I am working on a device which uses the DMA port, and would be VERY interested in talking to him about his nifty little chip.

Thanx...

Christopher Johnson

cdj@nadc.arpa <== Currently active account (Until end of May)
cdj@psuecl.bitnet <== Active account starting 2nd week in June

3369. Re: binaries/sources archives

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 03:41:21 UTC
From: martin@lakesys.UUCP
Message-ID: <598@lakesys.UUCP>
Source record: 252869

In article <8892@eddie.MIT.EDU> wisner@eddie.MIT.EDU (Bill Wisner) writes:
>Sometime later tonight, I'll be making archives of the comp.binaries.atari.st
>and comp.sources.atari.st newsgroups available via mail server from the site
>killer. To use it, send a message to

[Some awfully familiar message syntax deleted]

>(Yes, Wiedmeyer, it's netlib.. hacked up, tweaked, changed, enhanced.. but
>netlib.)

Bill,

It's fantastic that you're making the archives available via UUCP. BITNET has had a monopoly on ST fileservers for too long. Now PD files are available to _all_! Glad you got ahold of the software. It's been working out pretty well for us. Steven Goodman, the owner and Sys Admin of lakesys has spent mucho time getting netlib up and running. I wish you success. I'll be happy to share with your server anything that we have.

Yours in cooperation,

Marty Wiedmeyer
martin@lakesys.UUCP

--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3370. BITNET mail follows

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 03:51:00 UTC
From: 0ALEVI@POMONA.BITNET
Message-ID: <8804232325.AA03151@ucbvax.Berkeley.EDU>
Source record: 252870

Date: 19 April 1988, 19:50:32 PST
From: 0ALEVI at POMONA
To: INFO-ATARI16 at SCORE.STANFORD.EDU

Bill writes:(Bill Rosenkranz)

>Mshrink is a gemdos call that returns memory to the operating system. a far
>as i know, when you double-click (or otherwise start a program) it take
>ALL available memory for itself. since rsrc_load needs to allocat space
>(using a Malloc call, probably the gemdos version NOT the gemlib malloc,
>there is none available and it would probably bomb. this is why the alcon
>startup file GEMSTART.S does the Mshrink almost as soon as the program tarts.
>the gemstart module is the first thing that executes when your program tarts
>and eventually calls your "main" function. i don't know how lattice
>works but it probably does something similar. check your docs to see if
>they mention something about linking and a certain object that has to b
>first. you should probably solicit a response from lattice hackers.
****
Bill,
What you said makes perfect sense. I even think it will help! But,...
what are the two parameters to the Mshrink(a,b) call? Do you know? Are these
universal to all compilers? Does the function return a value (such as an
error code)?
I know I have been asking quite a few questions, but maybe I'll be
answering questions someday.
Thanks for everything!
Sincerely,
Alan Levi
******ANY COMMENTS FROM THE PEANUT GALLERY ARE WELCOME!!!**********

3371. BITNET mail follows

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 03:51:00 UTC
From: 0ALEVI@POMONA.BITNET
Message-ID: <8804200802.AA03159@ucbvax.Berkeley.EDU>
Source record: 252871

Date: 19 April 1988, 19:50:32 PST
From: 0ALEVI at POMONA
To: INFO-ATARI16 at SCORE.STANFORD.EDU

Bill writes:(Bill Rosenkranz)

>Mshrink is a gemdos call that returns memory to the operating system. a far
>as i know, when you double-click (or otherwise start a program) it take
>ALL available memory for itself. since rsrc_load needs to allocat space
>(using a Malloc call, probably the gemdos version NOT the gemlib malloc,
>there is none available and it would probably bomb. this is why the alcon
>startup file GEMSTART.S does the Mshrink almost as soon as the program tarts.
>the gemstart module is the first thing that executes when your program tarts
>and eventually calls your "main" function. i don't know how lattice
>works but it probably does something similar. check your docs to see if
>they mention something about linking and a certain object that has to b
>first. you should probably solicit a response from lattice hackers.
****
Bill,
What you said makes perfect sense. I even think it will help! But,...
what are the two parameters to the Mshrink(a,b) call? Do you know? Are these
universal to all compilers? Does the function return a value (such as an
error code)?
I know I have been asking quite a few questions, but maybe I'll be
answering questions someday.
Thanks for everything!
Sincerely,
Alan Levi
******ANY COMMENTS FROM THE PEANUT GALLERY ARE WELCOME!!!**********

3372. GIF format

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 03:54:13 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <2551@pasteur.Berkeley.Edu>
Source record: 252872

Could someone E. mail me a description of the GIF format and
any viewers/converters of GIF format you have? Thanks.

Matt Seitz

3373. BITNET mail follows

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 04:02:00 UTC
From: 0ALEVI@POMONA.BITNET
Message-ID: <8804200341.AA29070@ucbvax.Berkeley.EDU>
Source record: 252873

Date: 19 April 1988, 19:52:13 PST
From: 0ALEVI at POMONA
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject : UUxxCODE and ARC

My results from attempting and failing to successfully down-load and decode
binary files from UH-INFO at ... :
1) I need a modem for my ST!
2) I need Uniterm to use with a modem
3) Transfering files through a PC with an IRMA board
and through a PC with a modem
doesn't work for programs!
(except for decoded and unarced text files)
4) I was given an arc utility by a fellow info-atarian which works on
a VMS system! It works! But what can I do with a binary file that
gets screwed up during transfer to a floppy? NOTHING!
So, I can get text files. wow. It's something, at least.

****
********** Wherever you go, there you are. **********
****
-Alan M. Levi (0alevi at pomona.bitnet)

3374. Re: Help with Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 05:53:00 UTC
From: REEVES@SLACSLD.BITNET
Message-ID: <8804201204.AA07200@ucbvax.Berkeley.EDU>
Source record: 252874

In order to redirect the output that goes to the screen, one should use the command

```
REWRITE ( OUTPUT, 'LST:' );
```

Note that the colon is absolutely necessary, otherwise, Personal Pascal will open a file named LST. This is described on pages 6-124 to 6-129 of the version 2 manual. In order to direct the output back to the screen, one should use the command

```
REWRITE ( OUTPUT, 'CON:' );
```

The manual does not say what will happen if you try 'lst:' instead of 'LST:'.

I don't know what happens when one tries to use the screen dump key sequence from inside a pascal program. My best guess is that it probably will not work. What you might try instead is calling the XBIOS routine SCRDMP. To do this from Pascal, you will have to add the following lines to your program

```
PROCEDURE SCRDMP;
XBIOS ( 20 );
```

You could then access the screen dump by the command

```
SCRDMP;
```

You will find the BIOS, XBIOS, and GEMDOS compiler directives described on pages 8-1 to 8-15 of the version 2 manual. For the function numbers, refer to a book like the Atari ST Internals from Abacus Software. There are some other books on the market that will also document the routines in the operating system, but I have not had any experience with them. Like I said, I have never tried ALT-HELP from inside one of my programs, so it may work. It's just out of my experience.

Terry W. Reeves

Don't go near the operating system; it's a trap.

3375. Re: WARNING: Bug (?) in TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 09:29:01 UTC
From: exodus@uop.edu
Message-ID: <1333@uop.edu>
Source record: 252875

From article <2844@crash.cts.com>, by sreeb@pnet01.cts.com (Ed Beers):
> exodus@uop.edu (G.Onufer) writes:
>>
>>Well, as much as I love the performance of TurboDOS, I will not use it
>
> I am a little suspicious of fsck and its companion optimizer. I had a hard
> disk partion that fsck and chkdsk (using pc-ditto) both liked. I used the

I also used DLII to check the partition. It didn't like what happened
too much either.....

DO NOT USE TurboDOS, Public Domain or not. It may not work with
any strange hardware configurations (such as two drives on one
controller).

G. Onufer

3376. Re: TurboDOS documentation

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 09:59:51 UTC
From: ralph@lasso.UUCP
Message-ID: <8804200959.AA17305@lasso.laas.fr>
Source record: 252876

I third the demand for documentation on TurboDOS. I have it, but it's deactivated in my \AUTO\ folder! I've had *too* many problems with it. For me, this could be due to other programs in my \AUTO\ folder: GDOS, ETRNL2, ACACHE, GEMBOOT. I'm sure that some are due to interactions amongst these programs and TurboDOS.

First problem, TurboDOS causes my machine to hang on initial boot after executing the entire \AUTO\ folder. GEM comes up, but the mouse is *dead*! Rebooting gets GEM to wake up decently.

Second problem, is its use of RAM! It would occasionally cause DLII to complain about stack and heap space and abort. Rebooting, would then let DLII run.

Third, I've also had a floppy trashed. One sector was completely unreadable. Not even DLII could access that sector, but it found no inconsistencies on the disk.

Fourth, the GEM drive information menu item was not much speeded up in determining the free space on a drive! This is contrary to someone's experience with a Unix-like "df" program. My SH204 is pretty much crammed full of stuff, and I'm approaching 200 folders.

Does anybody know where best TurboDOS should be in the famous \AUTO\-exec sequence?

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =
P.S. Again, reply to me directly since I've no access to comp.*.atari.st or much else.

3377. MC68881 Math Chip for Atari (maybe...)

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 11:42:30 UTC
From: cdj@NADC.ARPA
Message-ID: <8804201142.AA15920@NADC.ARPA>
Source record: 252877

Just a quick note...

Someone (I didn't catch the name--sorry...) recently inquired about a
math coprocessor for the ST. I am THINKING of adding a MC68881 math
coprocessor to my ST as my senior design project for college. I was
thinking of using the DMA port (and thus being able to use basically
the same controller for some other pet projects such as A/D, D/A,
and such).

The cheapest quote I got on the MC68881RC-12 (12 MHz) was $120, and
that's just the chip. The cost of the materials for the project will
most likely approach $200-$300. If it works out, I was thinking of
marketing it if there is a market. So tell me:

If a MC68881 coprocessor with software (DMA & Motorola
line-F emulator) were availible for approx. $250-$300,
would anybody buy it?

Getting this thing rolling will cost me a lot of bread, but if there
are those (like me) who drool at the thought of a math coprocessor,
then it may be worth it (besides the 'A' I'll get for my lab ;-)).

As for the interface for MWC and such, why not just modify the compiler
to generate in-line 68881 code? Use line-F emulation routines to
emulate the coprocessor if it is non-existant, and use a line-F
DMA driver to drive the coprocessor if it IS there. Isn't that how
the IBM world does it?

Also, before the flames roll in, I am against using the cartridge port
because:
1) Only one such device can be easily used at one time
2) It may interfere with clock/calendar boards already in use
3) Some people may actually want to use a cartridge

Feedback is appreciated. E-mail is probably easiest.

Christopher D. Johnson
Penn State University

cdj@nadc.arpa <== CURRENTLY ACTIVE ACCOUNT (until end of May)
cdj@psuecl.bitnet <== Active account as of beginning of June

3378. Re: Laser C question (also GNOME)

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 13:36:59 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4479@batcomputer.tn.cornell.edu>
Source record: 252878

[]

The early version of Laser C (1.0) always spun drive A: for a second
but then DID go and load everything from the hard disk (assuming you
set all the paths and tool locations, under the OPTIONS menu, to drive
C:, and then clicked on "SAVE CONFIGURATION".) The newer release
(1.01, I got it in the mail together with the manual) seems to have
fixed that bug altogether.

There IS a problem with running some TOS programs from inside Laser C's
STDIO window. I never figured out when it is safe to just type the
program's name, and when you have to precede it with "tos" (giving it
the whole screen but loosing the ability to capture the output in the
STDIO window, which is back-scrollable and cut-and-pasteable). By
"not safe" I mean that the output rolls off the window. There is also
a problem with TTP programs. Some (e.g. my MORE utility) do not get
the command-line arguments correctly. TTP programs compiled with
Laser C work fine. MORE was written in AL and it looks in the
base page for the unaltered command line. I havn't had the time to
figure out what exactly happens when you invoke it from the STDIO window
but it does not get the command line right, probably gets a garbage
filename to print, and ends up with a "TOS error" message.

As for speed: yesterday I timed Laser C (on a 1040 + SH204) doing a complete
recompile of GNOME (190K source code in 13 files, 53K output binary).
It took just over 3 minutes. Not bad at all, although Turbo C on a rather
fast IBM-AT clone with a much faster HD (but no caching of any sort!) did
it in 90 seconds.

Execution speed? An optimized C version of the Fast Hartley Transform
(see April BYTE) transformed a 512-point data set on my ST in 1.7 seconds,
everything in double precision software FP. (1.2 seconds for repeated calls
with the same N, keeping the work arrays in-between!). Compare that with the
27 seconds quoted in the BYTE article for the Pascal version (on a Macintosh,
i.e. similar CPU power, although it might have used (in)SANE...).

- Moshe Braner
69 Ringwood Rd., Freeville, NY 13068
(607) 347-4573 (Home)
(607) 255-9401 (Work)
<braner@tcgould.tn.cornell.edu> (ARPANET)
<braner@crnlthry> or <braner@crnlcam> (BITNET)

PS: GNOME 2.2 is almost ready, and it comes in a DA flavor too. Should
I post it? How much memory should the DA hog? (It must allocate a large
text buffer upon boot since DA's are not supposed to call Malloc() later.

My current setup uses a 90K buffer (the program uses another 50K) and one can only edit about 50K of text in there due to both malloc- and data-structure overhead. The plus is that the text stays in it between separate openings of the DA.) Warnings to users of GNOME 2.1: do not press ^C to try and abort numeric-prefix-entry mode, and do not press the up or down arrows when choosing a buffer to go to if there is no other buffer. (These and other bugs are fixed in 2.2.) If you know of any other bugs in GNOME 2.1, _PLEASE_ tell me soon. Thanks.

3379. Re: Bomb list

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 14:01:27 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4481@batcomputer.tn.cornell.edu>
Source record: 252879

[]

When debugging AL programs I sometimes generate a bad CHK on purpose
at a point in the program that should not be reached. The six bombs
stand out on the screen... Another trick is to use -1 (rather than
0) as the "invalid" pointer-offset value in variables. Then if
you use an uninitialized such variable you get a tell-tale 3-bombs.

Note though that sometimes you'll get 2 or 3 crashes together, and the
number of bombs on the screen when the smoke clears will be the sum
of the numbers output by each crash. SO if you get, say, 8 bombs
it _could_ really be 3+3+2.

A good debugger beats all of the above...

- Moshe Braner

3380. Re: Atari UW Posted to comp.sys.binaries.st

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 15:03:54 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <3324@brspyr1.BRS.Com>
Source record: 252880

For those who didn't notice, the Unix server sources for UW were just posted to comp.sources.mac in the last couple of weeks, and the Mac version of the UW client was just posted to comp.binaries.mac. The Mac version works great under the Magic Sac, for those that have it.

Now, a question or three about the ST version.

How much effort would be involved in supporting the Version 3 protocol? This allows the server to send commands to the client to set the window title, etc., and the addition of a PLOT Window type. The latest Mac offering also supports several more terminal types (most notably, an ANSI, VT100-type emulation). Are these added emulations in the works for the ST?

[I like the Mac version a lot, but I would prefer to run under GEM if possible, and any FTP under UW would really be nice.]

-- Tim N.
--
Tim "The Enchanter" Northrup
--------------------------- "She's strange,
tim@brspyr1.BRS.Com or uunet!steinmetz!brspyr1!tim and I like it!"
== -- Cameo

3381. Re: ST hardware scrolling

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 16:06:35 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4484@batcomputer.tn.cornell.edu>
Source record: 252881

[]

Two problems with the suggestion for "hardware scrolling":

(1) The ST's video pointer must be on a 512-byte boundary, NOT 256.
Thus, incrementing it by $500 (1280) (to scroll by one text line)
is NOT feasible. (I tried it: the screen goes crazy!) One could
scroll TWO text lines at a time, though.

(2) This solution only applies to scrolling the entire screen,
while Tempus, Laser C, etc fast-scroll arbitrary WINDOWS. Rather
impressive.

What I do in MORE.TTP for fast scrolling is: no scrolling. I clear
the screen before writing the next one. That is a lot faster since,
again, 32000 bytes need to be manipulated (cleared, in this case)
only once per 25 lines. It is also faster in another sense: The
user can glance at the top lines while the bottom ones are being
printed. In MORE (and GNOME too!), if you see that you want to scroll
further, you press the appropriate key and the printing of the current
screen is aborted immediately, the screen is cleared, and the next
screen is printed.

- Moshe Braner

3382. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 16:09:55 UTC
From: wtm@neoucom.UUCP
Message-ID: <1120@neoucom.UUCP>
Source record: 252882
Cross-posted to: misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp,comp.sys.amiga

<< How does one keep things straight, since the amiga has
only one menu bar at the top of the screen, rather than
popping up a menu from the top of the active window, as
is the case in Windows 2.03? >>

Two ways:

1. The active window's title bar is highlighted. That way, one knows which window from whence the menus cometh. That sounds like a kludgey answer, but it is more intuitive than it sounds. It would be obvious what I meant, if I could show you. Alas, the netnews doesn't support pictures. With windows 2.03, the menus sometimes pop up above the menu bar or below depending where on the screen the window happens to be; this is sort of distracting (at least distracting to me). I'd rather just always click at the top of the screen. Trust me, it isn't really confusing.

2. The amiga supports a concept which is apparently unique to the Amiga. At least I personally haven't seen it elsewhere. Could well be, though as I haven't seen every window based system in existance. The Amiga uses a concept called screens. Screens can be rolled up and down like the windows on a car go up and down. Windows are rendered onto the screens. Each screen has its own menu strip at the top of the screen, and the menu strip always travels with the screen. Something complex like a desktop publishing system can open a screen and render its windows onto that screen, thus preventing confusion with other stuff that is just running the O/S or whatever. I like it; it is sort of like having your cake and eating it too. If you haven't seen the Amiga, its worth a trip in to see the Amiga 2000. I have used the Macintosh, the Amiga and Windows. I like the Amiga concept the best of the three ways. The amiga hardware is really just now getting to the point where it is honestly capable of delivering the performance comensurate with the needs of the O/S.

--Bill

3383. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 16:10:20 UTC
From: govett@avsd.UUCP
Message-ID: <115@avsd.UUCP>
Source record: 252883

```
>
>>A software company has to amortize its development costs over projected
>>sales.
>
> Right. And so there's no argument for developing any ST software. Somebody
> said before that there was less than a million ST buyers. Well let me tell
> you; there's A LOT LESS. More like less than 50,000 actual, qualified buyers
> (not computers collecting dust and pirated software). Of the 50,000, you're
> doing well to penetrate 10,000 of them over the life of the product. So
> saying it sells for $40 retail, which you're saying is the most any ST buyer
> will pay (and I agree); that means $16 wholsale, of which say $5-$10 is gross
> profit (higher profit margins can only apply if you have "economies of scale"
> which few ST publisher have). Ok so over the life of the product there is
> $50,000 to $100,000 gross profit. That has to pay for development and all
> the overhead it takes to sell those 10,000 copies: advertising, office
> operations, sales overhead, administration, telephones, computer operations,
> office/sales space, and a lot more. If you can sell all 10,000 copies in
> the first year, and you keep you're expenses low, guess what: you break even!
>
> With ST software, it's not very likely you will ever sell 10,000 copies. Ask
> around. Very few ST packages have achieved these numbers, even some that
> have been out for three years. Admitedly, a few ST packages have sold
> lot's more than 10,000 copies; but there are a lot more products with
> numbers well below this level, even well known packages.
>
> Combine with that the fact that ST software sales are not even as strong
> as they were a year ago, and things only look worse.
>
> I'm not saying that the user should bear the burden, but don't make the
> small independent software companies bear it either. Just becuase you
> pay $39 for a piece of software, don't think that the guys that developed
> it are "ripping you off". I think everybody on the net by now knows
> who I think should bear some of this burden. Can you spell Atari Corp?
> --

Two comments:

If I may be allowed to generalize, people who buy STs are, on the
whole, quite different from those who buy PCs and clones. Many PCs
go into businesses where money exists to buy expensive software, but
ST users seem to have trouble buying even moderately priced software.

Rumor has it that WordPerfect Corp. is so disgusted with ST users
pirating ST WordPerfect that it is considering withdrawing it from the
market. As I said, it's only a rumor. If true, however, it seems
```

to support my thesis that software should be priced for the intended audience, and I know no ST users who would buy it for $300.

3384. Re: BITNET mail follows

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 16:52:03 UTC
From: mcli@ur-tut
Message-ID: <1873@ur-tut.UUCP>
Source record: 252884

In article <8804200341.AA29070@ucbvax.Berkeley.EDU> 0ALEVI@POMONA.BITNET writes:
>Date: 19 April 1988, 19:52:13 PST
>From: 0ALEVI at POMONA
>To: INFO-ATARI16 at SCORE.STANFORD.EDU
>Subject : UUxxCODE and ARC
>
>My results from attempting and failing to successfully down-load and decode
>binary files from UH-INFO at ... :
.... (stuff deleted)
> 4) I was given an arc utility by a fellow info-atarian which works on
> a VMS system! It works! But what can I do with a binary file that
> gets screwed up during transfer to a floppy? NOTHING!
>So, I can get text files. wow. It's something, at least.
>
> **********
>********** Wherever you go, there you are. **********
> **********
>-Alan M. Levi (0alevi at pomona.bitnet)

You can use Kermit in binary mode to send files from your XXXX machine to
your ST. It works really well. In fact, when I got the latest version
of Uniterm (V20c 009, I think), It took almost no time to uudecode it and
unarc it on the VAX 8650. The thing that took the longest time was
downloading it to my ST at 19600 baud (It's connected directly to
the dataswitch).

later,

Maurice

```
****************************************
* *
* Optics... The wave of the future *
* *
* BITNET : MCLI_SS@UORDBV, MCLISS@UORVM *
* UUCP : ...rochester!ur-tut!mcli *
* Internet: mcli@tut.cc.rochester.edu *
* *
****************************************
```

3385. GIF Reader programs

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 17:18:17 UTC
From: desh@watpix.waterloo.edu
Message-ID: <4115@watcgl.waterloo.edu>
Source record: 252885

Does anyone have any program(s) for reading GIF format files on the
Atari ST. I have several pictures in this format that I would like
to take a look at, and would appreciate anything that would help to
view this on my Atari. Thanks in advance.

....desh
-=-=-=

3386. binary file editor (was: UniTerm XMODEM bug suggestion)

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 17:39:56 UTC
From: leo@sunybcs.uucp
Message-ID: <10383@sunybcs.UUCP>
Source record: 252886

In article <2848@crash.cts.com> sreeb@pnet01.cts.com (Ed Beers) writes:
>I found the sequence in uniterm.prg about 50200 bytes into the file. My only
>binary file editor had no search capability so I hacked a C program to do it.
>Are there any PD binary file editors with search capability?

I downloaded an accesory from GENIE that does all you could want. It will
edit memory, disk sectors or binary files. It is GEM based, has a very
handy search capability, and is easy to use. The program is called MemFile
v1.3 and should be available in more public forems, too. Look around for it.
===
Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

3387. "Delayed" postings on sources/binaries

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 18:02:43 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <2920@saturn.ucsc.edu>
Source record: 252887

I've received a number of mail messages and seen a few news postings from people complaining that they have only received the first five parts of various programs. The reason is simple: I limit myself to five postings per day. This helps to cut down on net bandwidth. So if you don't receive all of something, wait a few days for it before getting in touch with me. In most cases, when I mail reposts out to people (which I do when there aren't enough requests to justify a netwide repost), they have received the real posting by the time my mail message gets there.

-Steve

3388. Re: Turbodos and the ideal disk cache

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 18:34:07 UTC
From: apratt@atari.UUCP
Message-ID: <1042@atari.UUCP>
Source record: 252888

From article <8804192256.AA06919@orville.nas.nasa.gov>,
by rowley@orville.nas.nasa.GOV (Karl Rowley):

> How much a delayed write cache would really buy on the ST is a good
> question. In a lot of cases it may not buy much over a write-through
> cache.

But there is a significant place where it buys a lot -- copying lots of files to a disk.

Think about it: GEMDOS is constantly reading the directory of the disk looking for an empty slot, creating a file in that slot (zero length), reading the FAT looking for space, writing the file's data (can't help that), then writing the FAT and the new file size to the directory.

For the next file, the cycle repeats.

If you could save the writes to the FAT and directory until all the files are copied, you would save quite a bit. Remember that the FAT and root directory are at the beginning of the disk, so the head is seeking back and forth all this time. With cached reads AND DELAYED WRITES you save the seek time as well.

Unfortunately, you don't know when the whole operation is complete. That's why it's dangerous. It gets much worse with removable media, of course.

Apple's idea is to leave eject buttons off their drives. GEMDOS's idea (and MS-DOS's) is to keep the disk as up-to-date as possible, and to keep inconsistencies to a minimum time window. (Orphaned clusters and data written before the FAT aren't inconsistencies, they're lost data. FAT written before data or directory entry written before FAT is an inconsistency.)

If we could retrain people to pop disks only when the light goes out, we would have a 5-second write-delay cache with no hazard, but that kind of retraining is tough: after all, if you power up with no disk in the drive, the light stays on FOREVER (on 1040 and Mega with a bootable hard drive). Not a good foundation for retraining. On the other hand, that might be a start...

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3389. Re: binary file editor (was: UniTerm XMODEM bug suggestion)

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 18:35:11 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <965@xn.LL.MIT.EDU>
Source record: 252889

```
In article <10383@sunybcs.UUCP>, leo@sunybcs.uucp (Leo Wilson) writes:
> I downloaded an accesory from GENIE that does all you could want. It will
> edit memory, disk sectors or binary files. It is GEM based, has a very
> handy search capability, and is easy to use. The program is called MemFile
> v1.3 and should be available in more public forems, too. Look around for it.
^^^^^^
^^^^^^

I just couldn't resist...

I assume he meant forum, but if not, then it should have been FoReM...

Matt Singer

a Friend of RickEy Moose
```

3390. Re: ST Minix

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 18:37:19 UTC
From: good@atari.UUCP
Message-ID: <1043@atari.UUCP>
Source record: 252890

In article <1615@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
>
> In article <203@eutrc3.UUCP> wsinjj@eutrc3.UUCP (Jan Joris Vereyken) writes:
> ->Because of friend of mine has Minix for the Atari ST, and promised me to
> ->give me a copy, I was wondering wether or not there are other people on
> ->usenet who have experience with the ST version. If you have, please mail
> ->me! Thanx in advance :-)
> -> Jan Joris Vereijken
> [from Neth.]
>
> no disrepect intended but how come the people in europe always seem to know/
> have more info/products/hacks/etc for the ST than us poor picturesque
> subhumanoids in the brain-drain states? sheesh, atari must REALLY be pulling
> in mega$$$ from across the swamp. at least it helps our GNP/trade deficit :^)
> -bill

Please be aware of the facts before flaming Atari! [:-)]
I suspect that JJV got a bootleg copy from the developers, since he lives
in Holland. Atari also has an advance copy, thanks to the kind cooperation
of Andy Tanenbaum himself.
There is no question of Atari "holding back" Minix from the US market - Atari
has absolutely no control over Minix. As Andy Tanenbaum recently informed
all readers of this topic, Minix has been handed over to Prentice-Hall, who
have sole rights to distribute the product. Minix/ST is, I believe, to be
released by P-H in the summer, at which time anyone is free to buy a copy
from your friendly P-H distribution outlet.

As a separate comment, yes, sure, Atari IS pulling in mega$$$ (was a pun
intended here?) from Europe. And thanks to the mega$$$ also pulled in from
sales in the US, business is good all over!

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

3391. Re: Dead mice (was Re: secrets of FLASH?)

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 19:15:52 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1182@usl-pc.UUCP>
Source record: 252891

You might also try opening the ST up and pushing down on the socketed chips
on the mother board. I had my mouse and keyboard lock up and this fixed the
problem.

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/

3392. FONTZ

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 19:48:53 UTC
From: keithr@vice.TEK.COM
Message-ID: <2471@vice.TEK.COM>
Source record: 252892

Has anyone used FONTZ to create fonts for EZ-Draw? If they have how well does it work? Is it easy to use? I would appreciate any response. I'm getting bored with the same ol' fonts from Migraph. Thank you.

Keith Rast
keithr@vice.ICO.TEK.COM

3393. fast scrolling

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 20:24:23 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8804202024.AA18481@cory.Berkeley.EDU>
Source record: 252893

The algorithm usually employed which gives the illusion of
'fast scrolling' is to simply scroll by more than one line when you
get behind. Since at this point the user wants to see lots of lines
zip by anyway, the skipping by 2 or 3 (etc...) lines is not apparent
to the user. Thus, there is no need to resort to hardware hacks.

-Matt

3394. floppies

Newsgroup: comp.sys.atari.st
Date: 1988-04-20 23:10:28 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <2602@phoenix.Princeton.EDU>
Source record: 252894

I thought people might want to see this information. It was posted to a bulletin board where I work.

Disclaimer: I am not affiliated in any way with any of the companies mentioned below or with any of their competitors.

--Patrick Simon mpsimon@phoenix.princeton.edu

.Description: 3M Floppies for the Macintosh. *Warning*
.From: RHN Date: 14-APR-1988
.
. Richard Siegel from Carnegie Mellon University reported in the Usenet Mac
.Digest (Vol 4,Issue 48) that they have experienced reliability problems with
.3M brand floppies in their Macintosh computers. This has included such things
.as oxide flaking off and damage to the drives themselves. Users here should
.take this report into consideration when ordering floppies for their own use.

3395. Re: I want a math chip standard for the 1040ST!!!

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 00:21:38 UTC
From: hase@netmbx.UUCP
Message-ID: <1759@netmbx.UUCP>
Source record: 252895

In article <7613@ncoast.UUCP> btb@ncoast.UUCP (Brad Banko) writes:
>i want a math chip standard for the 1040/520 ST's!!!
>I want something that Mark Williams will support.
>and I want it NOW.
hihi 8-)
>Any comments?
(see above)
>
>(i want something that i can buy cheap ($100-200) and that i can plug
>into my (otherwise useless) cartridge port.)

I have a ROM for your cartridge port: It gives You a NULL at any byte, word or longword adress... 8-)

[Hmm, get serious Hartmut!]

It is difficult to operate a math chip without writing to it; writing to the ROM port is tricky (but possible..).

It would be possible to make a cartridge with a 68 881 or anything like it. But the chip ist expensive and is it worth the effort?
Atari did a great job in building obstacles to math chip use (they used the reserved F-Traps for operating system calls instead of math chip acces). The chip can only be used as some kind of a weird peripheral.
The application must now about it, not just the operating system: everything must be recompiled....

Everything that *could* be done in hardware (like number crunching, memory management, disk or other I/O) *must(!)* be managed by the operating system (look at the Macs floating point lib) not by the application or compiler (like the 8087/80287/80387 in Mama Blues machines).

There will be no standard for the ST, right?
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3396. Re: minix on atari st

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 00:47:08 UTC
From: rosenkra@Alliant.COM
Message-ID: <1630@alliant.Alliant.COM>
Source record: 252896

```
-----FYI

[ from comp.os.minix ]

In article <693@ast.cs.vu.nl> ast@cs.vu.nl (Andy Tanenbaum) writes:
->
->MINIX for the ATARI ST is now finished and has been sent to Prentice-Hall
->for reproduction and publication. I will post a thorough description of
->the system, etc. as soon as P-H can give me more definite information about
->date of availability, pricing etc. It will probably be available sometime
->during the summer, and for a price under $100 (including all the sources).
->I will post more when I know more. Please don't send mail asking, because
->I don't know. I won't forget to post an announcement when I know. Honest.
->
->If anyone is seriously interested in porting MINIX to the Amiga or Macintosh
->I or II, let me know. It will be several months of hard work for an expert who
->knows the target machine up and down, backward and forward, inside and out. The
->main issue is writing I/O drivers for the clock, tty, disk, etc., or hooking
->up to the ROM routines, where appropriate. Beginners need not apply.
->
->Andy Tanenbaum (ast@cs.vu.nl)

straight from the horse's mouth :^)

-bill
```

3397. Re: uuxbin.uaa

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 02:41:01 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1531@water.waterloo.edu>
Source record: 252897

In article <1537@silver.bacs.indiana.edu> writes:
>
>Well, I just got uuxbin.uaa from netlib@lakesys.UUCP. The only problem is:
>I don't know how to unencode it. I understand that there is a short BASIC
>program running around that I could use. Does anyone have it handy, or can
>I get it from netlib@lakesys.UUCP? Any help would be greatly appreciated.

You probably have BASIC. Get the UUDECODE.BAS and use that program
* once * to get the real thing. Your uuxbin.uue is a very good decoder.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3398. Get me off the list

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 02:52:30 UTC
From: pchris@SIM.BERKELEY.EDU
Message-ID: <8804210252.AA27064@sim.Berkeley.EDU>
Source record: 252898

```
********************************************************************************
Look, could you guys get me off this info-a16 mail list. I have tried to
signoff from marist.bitnet, from score.stanford and from canada01. Nothing
seems to work. Please remove my name and address manually if you can't
do it automatically.

Thanks,
chris h perleberg
pchris@sim.berkeley.edu
********************************************************************************
From INFO-A16%MARIST.BITNET@jade.berkeley.edu Wed Apr 20 19:43:35 1988
Received: from jade.Berkeley.EDU by sim (5.59/1.26)
id AA26537; Wed, 20 Apr 88 19:42:44 PDT
Received: by jade.berkeley.edu (5.54 (CFC 4.22.3)/1.16.18B)
id AA26732; Wed, 20 Apr 88 19:42:00 PDT
Message-Id: <8804210242.AA26732@jade.berkeley.edu>
Received: by BYUADMIN (Mailer X1.25) id 9737; Wed, 20 Apr 88 20:32:20 MDT
Date: Wed, 20 Apr 88 10:17:44 PDT
Reply-To: Info-Atari16@score.stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16%MARIST.bitnet@jade.berkeley.edu>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.EDU
From: Info-Atari16 Digest <Info-Atari16@score.stanford.edu>
Subject: Info-Atari16 Digest V88 #198
To: chris h perleberg <pchris@sim>
Status: R

Info-Atari16 Digest Wednesday, April 20, 1988 Volume 88 : Issue 198

This weeks Editor: Bill Westfield

Today's Topics:

Re: Setcolor() crash
Re: Laser C question
1stWordPlus Question
TurboDOS legality
Re: Adaptec 4000/4070 controller
Re: About Atari's, Mac's, and IBM's
SH205
Re: LaTeX ST: does it exist?
Re: The DANGERS of TURBO-DOS
Bombs
Re: TURTLE questions
Re: AtariDOS live!
Re: Underscore crash bug (was: ...)
```

Date: 18 Apr 88 18:32:39 GMT
From: pasteur!zooey.Berkeley.EDU!c162-br@ucbvax.Berkeley.EDU (Warner Young)
Subject: Re: Setcolor() crash
To: info-atari16@score.stanford.edu

One time as I was writing a program, I happened to have a bit of
code that was something like:
```
i = ~Setcolor(0, -1);
Setcolor(0, i);
```

The astute readers will have already noticed that I forgot to mask 'i'
with 0x777 first. Well, I found out what happens if you try to do
a Setcolor() with a value over 0x777. The ST crashes, gives you a blank
screen with bombs all the way across, and reset only gives you the same
screen.

Now, I'm wondering why this is. It seems to me that it wouldn't
have been very hard to add a little bit of checking in the Xbios routine
to set colors. And even if no checking is done, why would the ST crash
so badly? Does anyone happen to know what causes this problem? (Yes,
I know I should just mask with 0x777, but I'm curious.)

```
\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ \_/oung
| - Disclaimer: standard, reusable kind.
```

Date: 18 Apr 88 15:20:02 GMT
From: killer!pollux!megamax!michel@AMES.ARC.NASA.GOV (Michel Rynderman)
Subject: Re: Laser C question
To: info-atari16@score.stanford.edu

Remember that Tool Locate... changes the environment variables. Do a Tool Locate
Then look at the environment vars. Make sure they all go to C: instead of A:
Then do a Save Configuration.

Michel@megamax
--
Anyone who would like a reply to their mail sent to me needs to give a
uucp path. The mailer on our system is weird. Either that or give me a
tel. number and I'll give you a call.
UUCP: pollux!megamax!michel PHONE: 214-987-4931

Date: 18 Apr 88 19:22:40 GMT
From: csclea!wolf@ncsuvx.ncsu.edu (Thomas Wolf)
Subject: 1stWordPlus Question
To: info-atari16@score.stanford.edu

A friend of mine who doesn't have access to usenet has the following
questions:

1. Are there any HP-Laserjet Printer Drivers available for
1stWord Plus?
I understand that 1stWord Plus is pretty popular in
Europe, and the person for whom I'm trying to obtain
this information hopes that he will have better luck
there than he's been having over here.
If you know of such beasts, could you let me know HOW
he might get his hands on them?

2. Are there any Regression Packages (Statistics) available
for the ST? If no English-language ones exist, German
programs would be ok too. Could you e-mail me an address
of a mail-order place or software-publisher that sells
this package? Again, I would forward the address to my
friend.

Thanks in advance for any information regarding these questions.

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

Date: 18 Apr 88 23:29:19 GMT
From: sunybcs!leo@boulder.colorado.edu (Leo Wilson)
Subject: TurboDOS legality
To: info-atari16@score.stanford.edu

Well, a couple days ago I uploaded TurboDOS to GENIE and got a letter from
all the ST sysops saying that is is NOT PD in the US as yet. Something about
Atari US paying the company that developed it some licensing fee before it
could be PD in the states. One of the sysops on GENIE is Alan Pratt of Atari,
so I have to take this as being The Inside Poop, and I will delete my copy
of it as soon as this message is done. I guess I need the memory, anyway.
Just thought all the other enthusiastic users out there would want to know,
especially the people at this or that server...
===
Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

---

Date: 18 Apr 88 15:32:41 GMT
From: tektronix!sequent!mntgfx!dclemans@ucbvax.Berkeley.EDU (Dave Clemans)
Subject: Re: Adaptec 4000/4070 controller
To: info-atari16@score.stanford.edu

The Supra & ICD drivers both handle RLL disks fine.

The higher bit-rate from a RLL disk only affects the ST-506 -> Adaptec 4070
path, NOT the Adaptec 4070 -> AHDI path; that transfer rate remains the same.

Remember that the Adaptec does local sector buffering.

Regardless all the AHDI adaptors I've seen should be able to handle the full bandwidth of the ST DMA bus (10 megabits).

dgc

Date: 18 Apr 88 21:56:51 GMT
From: pepper!cmcmanis@sun.com (Chuck McManis)
Subject: Re: About Atari's, Mac's, and IBM's
To: info-atari16@score.stanford.edu

In article <226500010@trsvax> johnm@trsvax.UUCP writes:
>>How upgradable is it?
>Be more specific...
>
>You can add a variety of memory boards, battery supported clocks, hard disks,
>video and audio digitizers, and all of the usual stuff. Then there are the
>more esoteric items like the accelorator board (not yet release) which will
>increase the speed of ALL programs 45 to 85% or the liquid crystal 3d glasses.

John, you could stand to be a bit more specific yourself. The 520 and 1040 ST series can be upgraded through hardware kludges much like the early Macs could be upgraded, neither have slots. The Mega doesn't have slots either but does have an expansion connector similar to that of the Amiga 1000 and Amiga 500. Second, be very VERY careful about making claims like "increase the speed of ALL programs 45 to 85%" because you know not what you speak. Even if you replace the CPU with a 68020 running at 16Mhz with 32 bit RAM you may not see your programs get much faster, why? Because the speed of a program is determined by the *system* speed, and not just the CPU clock. You will be lucky if your programs speed up 5 to 50%. If you want real fast programs redesign the *system*.

>>Can it use a Paged Memory Managment Unit?
>You mean like swapping memory out to disk? No, there is no micro with that
>facility that I know of.

Another two points, one I don't think he meant "can it swap" I believe he meant can it use a PMMU? And the answer is no, the Atart ST series cannot use a PMMU. Both the Mac II and any 80386 system can use a PMMU and in the case of the '386 have one built in. If one is looking for a paged MMU then one would be better off looking at 32 bit machines.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

Date: 19 Apr 88 00:14:51 GMT
From: ecsvax!rgn@mcnc.org (Robert Norris)
Subject: SH205

To: info-atari16@score.stanford.edu

How is the SH205 different from the SH204?

Thanks,
Rob
--
Rob Norris
Dept. of Math Sciences UUCP: ...!mcnc!ecsvax!rgn
Appalachian State Univ. BITNET: rgn@ecsvax
Boone, NC 28608 (704) 264-2366

Date: 19 Apr 88 03:19:46 GMT
From: lakesys!mark@csd1.milw.wisc.edu (Mark Storin)
Subject: Re: LaTeX ST: does it exist?
To: info-atari16@score.stanford.edu

I too would like to know of the availibility of LaTeX for the ST.

--
Mark A. Storin
Lake Systems, Milw., WI
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark

Date: 18 Apr 88 20:14:01 GMT
From: ihnp4!ihlpg!tainter@ucbvax.Berkeley.EDU (Tainter)
Subject: Re: The DANGERS of TURBO-DOS
To: info-atari16@score.stanford.edu

In article <756@sun.mcs.clarkson.edu>, mrd@sun.mcs.clarkson.edu (Michael R.
DeCorte) writes:
>In article <1687@ncsuvx.ncsu.edu> wolf@csclea.UUCP (Thomas Wolf) writes:
>>>>speed-up, BUT: It spoilt a disk. Apparently it did not recognize
>>>>a disk change, and copied the old disk's FAT to the changed new disk.
>>This wouldn't be a problem on a hard-disk (inkling of ignorance showing
>>through) would it?

>OH YES IT WOULD! How about when shutting down the system? Do you happen to
>have an equivalent of /etc/shotdown on your atari? Please recall what such a
>beast does! > sync; sync; sync;

Actually, what Thomas posted is correct. The FAT corruption from failing to
handle media change is not a problem on hard disks (no media change events!).

On the otherhand, the sync problem Michael is talking about (and Allan was
talking about) is a delayed write problem of another colour.
Yes, if you do delayed write cacheing you are subject to loss on freezeup and
power down, or media change.

Note: UNIX has the same problems if you pull the cord or otherwise
power down in an uncatchable manner. Ever wonder why AT&T machines don't
really turn off when you turn the switch off? That's right sync time.

--j.a.tainter

Date: 18 Apr 88 16:07:21 GMT
From: nunki.usc.edu!rjung@oberon.usc.edu (Robert Jung)
Subject: Bombs
To: info-atari16@score.stanford.edu

Hi, folks, back again (tho I fear not for long)...

Just a simple request: Does anyone have a list of the ST's error code
numbers (bombs) and their corresponding message? I just realized that I
don't have such a listing anywhere, and it would be nice to have one for the
old archives.

If you have such a bomb list, e-mail it to me and I'll be very appreciative
(Interest-free loans are out of the question, however B-).

--R.J.
B-)

____
Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

Date: 18 Apr 88 14:10:21 GMT
From: pyramid!prls!philabs!ttidca!woodside@decwrl.dec.com (George Woodside)
Subject: Re: TURTLE questions
To: info-atari16@score.stanford.edu

In article <11830005@hpldola.HP.COM> jg@hpldola.HP.COM (Joe Gilray) writes:
>
>
>I would really like to thank George Woodside for
>a very useful and useable backup program, TURTLE.
>
>I do have questions that the manual didn't answer
>(at least I didn't see the answers, but I may simply
>have read over them).
>
> 1) What is the fastest / easiest way to restore
> a hard-disk from a TURTLE backup?
>

First, you're welcome.

No, you didn't miss the restore documentation in the manual, since there isn't any :^(

I have some ideas about doing this efficiently, but no time to implement them. I do have a couple of tools being tested by my long-suffering friends (thanks to Ken Adam, specifically) which I'll be posting here soon. There are nothing wonderful, just copy utilities which will move floppy images into the TURTLE RAMdisks, and a copy utility program which can create directories, copy entire directories with recursive descent, allow files to be selected by time and date stamp, etc. They don't address the more serious problems of GEMDOS performance, but make the restore process a little less painful. They're probably a couple of weeks away yet.

> 2) When running from the desktop, can the path
> given be more than one directory? For example,
> can it be "C: D: E:" (or would it be "C:,D:,E:")?

Yes. In the more recent versions, I've expanded the path dialog box to allow more typing space. You can enter different paths, if you want them all to be backed up at once. Use spaces for separators, not commas. And, be sure you enter paths, not files. C: is a path, for all of drive C, while C:*.* is a whole bunch of files (presumably) which will not get you what you want. Entering C:\BIN C:\LIB C:\INCLUDE (assuming that BIN, LIB, and INCLUDE are directories) will cause all files in those three directories to be backed up. Whether nested directories in BIN, LIB, and INCLUDE would be backed up is controlled by the FILES ONLY menu option.

The only other thing to note is that if you have sub directories on different drives, with the same names, and enter both those drives in a single execution, you may encounter some trouble. If the first directory was present in the RAMdisk when the second identically named sub directory was encountered, the files from the second sub directory would be added to the first sub directory. If, however, the RAMdisk was filled, and written to the floppies before the second identically named sub directory was encountered, you would then get two identically named sub directories on different backup floppies.

>
>Thanks again,
>Joe Gilray (hplabs!hpldola!jg)

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

DATE: 04/19/88 11:31:44 EST
TO: info-atari16@score.stanford.edu
FROM: #FJMORA%WMMVS.BITNET@CUNYVM.CUNY.EDU
SUBJECT: Re: AtariDOS live!

Hello,

I use TurboDOS from Atari France since september 87. It is a 100K
hard-disk cache, and only that. It doesn't make any good with
a diskette based system. IT DOES NOT FIX THE 40 FOLDER BUG.
And my SH 205 never complained about it. Despite my efforts,
I never jammed a file with it :-). It seems to be very robust.
But it is _NOT_ a miracle program, just a cache. Don't expect
too much.

Regards,

Frederic Mora BITNET:
The College of William and Mary #fjmora%wmmvs.bitnet
Dept. of Computer Science
Williamsburg, VA. 23185
USA

****
* *
* "Was uns nicht vertoetet, verstaerkt uns." *
* Friedrich Nietzsche *
* What does not kill us makes us stronger *

Date: Tue, 19 Apr 88 12:16:04 +0200
From: mcvax!lasso!ralph@uunet.UU.NET (Ralph P. Sobek)
To: info-atari16@score.stanford.edu
Subject: Re: Underscore crash bug (was: ...)

| Date: 12 Apr 88 12:50:34 GMT
| From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
|
| I was in error about the underscore bug. You don't even have to enter a
| Return! Just entering the '_' on the directory line of the File Selector Box
| will crash the ST *very* hard!

I understand the bug, and bugs are bad!! But why would one enter anything
at all in the directory line other than, for example, D: to change drives?
After that one can use the directory selection mechanism in fselect(?) to go
up and down the directory tree to the proper directory. If one lands on a
directory that contains the ubiquitous underscore, that does not crash the
ST. I find the standard file selection mechanism sufficiently versatile
that I have not yet put fselect2 in my \AUTO\ folder. I must admit that the
documentation on fselect is virtually non-existant. Thanks to the discussions
here on info-atari16 digest (and the newsgroups) I've learnt a lot about
fselect's functionality. Thanks folks!

But then, I may be missing something.... Replies directly to me or info-atari16
but I can't access any of the newsgroups. ;-{

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET

F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)

End of Info-Atari16 Digest
****

3399. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 02:54:16 UTC
From: leo@sunybcs.uucp
Message-ID: <10400@sunybcs.UUCP>
Source record: 252899

In article <115@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:
>Rumor has it that WordPerfect Corp. is so disgusted with ST users
>pirating ST WordPerfect that it is considering withdrawing it from the
>market. As I said, it's only a rumor. If true, however, it seems
>to support my thesis that software should be priced for the intended
>audience, and I know no ST users who would buy it for $300.

Sorry to kick this same old dog around, but I can't believe some of the prices people have been throwing around. I don't think I've EVER bought a program for "Suggested Retail Price". They always sell for pretty close to a third less than list at retail outlets. I bought WP for the ST for the company I used to work for for (I think) $195.00, and it was enough worth the price to also pay for the person using it to go to a couple of seminars, which incidentally cost quite a chunk more than the software.

Personally, I don't see that the cost of software should reflect anything more than the market will bear. If the use you get out of Word Perfect or for that matter any other software, isn't worth the price you pay for it, DON'T BUY IT. Don't steal it, either. You made the choice by not buying it.

What has purchase price got to do with anything at all? "Geez, if I buy this software I can save 19 man-hours per week (at $9.00/hr) for the next two and a half years, but I'll pass because the initial cost is $200." Makes LOTS of sense to me to pass it by...
===
Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

3400. Minix for ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 04:37:10 UTC
From: bull@noao.arizona.edu
Message-ID: <682@noao.UUCP>
Source record: 252900

This just came in on comp.os.minix. Thought it might be of some interest
to our news group.

:In article <8804141742.AA01455@decwrl.dec.com> powers@devcim.dec.com (Bill Powers
HLO1-1/T05 DTN 225-7094) writes:
:>
:> Has anyone ported minix to the atari st?? If yes, where can I
:> get a hold of it, and at what cost??
:
:MINIX for the ATARI ST is now finished and has been sent to Prentice-Hall
:for reproduction and publication. I will post a thorough description of
:the system, etc. as soon as P-H can give me more definite information about
:date of availability, pricing etc. It will probably be available sometime
:during the summer, and for a price under $100 (including all the sources).
:I will post more when I know more. Please don't send mail asking, because
:I don't know. I won't forget to post an announcement when I know. Honest.
:If anyone is seriously interested in porting MINIX to the Amiga or Macintosh
:I or II, let me know. It will be several months of hard work for an expert who
:knows the target machine up and down, backward and forward, inside and out. The
:main issue is writing I/O drivers for the clock, tty, disk, etc., or hooking
:up to the ROM routines, where appropriate. Beginners need not apply.
:
:Andy Tanenbaum (ast@cs.vu.nl)

"Facts are finite, but ignorance is as boundless
as the Universe"

bull@noao.arizona.edu
Frank Bull
Central Computer Services
National Optical Astronomy Observatories

3401. Re: binary file editor (was: UniTerm XMODEM bug suggestion)

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 04:46:59 UTC
From: martin@lakesys.UUCP
Message-ID: <600@lakesys.UUCP>
Source record: 252801

In article <10383@sunybcs.UUCP> leo@sunybcs.UUCP (Leo Wilson) writes:

>I downloaded an accesory from GENIE that does all you could want. It will
>edit memory, disk sectors or binary files. It is GEM based, has a very
>handy search capability, and is easy to use. The program is called MemFile
>v1.3 and should be available in more public forems, too. Look around for it.

How about posting it? Or would you consider mailing me a copy? Sounds like a
very handy utility.

Marty Wiedmeyer
martin@lakesys
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3402. Re: Caching in GEMDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 04:54:45 UTC
From: saj@chinet.UUCP
Message-ID: <4897@chinet.UUCP>
Source record: 252802

The referenced posting (a detailed explanation of the builtin cacheing done by GEMDOS) seems to explain a bug I encountered in a toy program I wrote to manipulate floppy disk volume labels. It openned a file marked as a volume label (ala MS-DOS), then hunted out the directory entry (after closing the file) and changed trailing spaces to trailing nulls (to match the format of a desktop-created volume label)(I may have blanks and nulls reversed). Well, after the program terminated, the blanks were back! (Yeah, I reread the directory entry after changing it). But 2 separate caches...one flushed on file closing, the other on program termination---interesting.

3403. Big arrays in C

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 06:30:10 UTC
From: mrd@sun.mcs.clarkson.edu
Message-ID: <791@sun.mcs.clarkson.edu>
Source record: 252803

Does the new version of MWC support arrays > 64K. I have an older
version (? 2.- ?) and it seems to get fairly upset at large arrays.
If not, do any of the compilers have large arrays or am I going to be
forced to hack the output of TeX-to-C?

3404. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 06:30:17 UTC
From: Postmas@UNCACDC.BITNET
Message-ID: <880421003017.0000FB00.AAHB.D2@UNCACDC>
Source record: 252804

```
Received: from UNCAMULT(NETWORK) by CANADA01 (Mailer X1.24) id 1221;
Tue, 19 Apr 88 03:55:29 EDT
Date: 19 Apr 88 01:47 MDT
From: Network_Server.Daemon at UNCAMULT.BITNET
Subject: Unable to deliver mail from MAILER@CANADA01@UNCACDC

To: >udd>Ench425>MWHoffos>MWHoffos.mbx at UNCAMULT.BITNET: Unable to queue mail.

--------------------RETURNED MAIL FILE--------------------
Received: from UNCAMULT(NETWORK) by CANADA01 (Mailer X1.24) id 1274;
Tue, 19 Apr 88 04:03:50 EDT
Received: from UNCACDC by UNCAMULT.BITNET with Mailnet id <2754892017334375@UNCA
Received: by CANADA01 (Mailer X1.24) id 0160; Tue, 19 Apr 88 02:28:41 EDT
Date: Mon, 18 Apr 88 17:37:45 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.EDU
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #190
To: Michael Hoffos <MWHOFFOS@UNCAMULT>

Info-Atari16 Digest Monday, April 18, 1988 Volume 88 : Issue 190

This weeks Editor: Bill Westfield

Today's Topics:

Reuse of miniscribe 20MB driive
Re: Atari 030 box
Re: TurboDos observations
re: Downloading of PD Programs
Turbodos docs
The ADAP sound rack
Re: Trouble unARCing UNIX toolkit (really: anyone have a new ARC ?)
The DANGERS of TURBO-DOS
Re: Uniterm 2.0c
Re: Degas file format
Re: Microsoft "Word"
Re: Mark Williams C 3.0 Update
Re: MWC v3.0 (was: rsrc_load and drop-down menus)
re: d&d

------------------------------------------------------------------------

Date: 12 Apr 88 13:14:10 GMT
From: sbmsg1!scbhq!ooa@gatech.edu (O.Atkins)
```

Subject: Reuse of miniscribe 20MB driive
To: info-atari16@score.stanford.edu

Does anyone know of a way to reuse a Miniscribe 20MB drive from a
AT&T 7300/UN*X-PC for the Atari-ST? I have upgraded the UN*X-PC
to a 40MB drive, and I am looking for a way to use the 20MB I
removed on the ST. Anyone know if the BMS box will work?

owen (two nothin's is just double-nothin)

UUCP: ...!scbhq!ooapc!ooa

Date: 12 Apr 88 22:13:15 GMT
From: portal!atari!good@uunet.uu.net (Roy Good)
Subject: Re: Atari 030 box
To: info-atari16@score.stanford.edu

In article <449@nikhefh.hep.nl>,t19@nikhefh.hep.nl(Geert J v Oldenborgh) writes:
> In the magazine 'Atari ST Nieuws' I read that the '030 would have the Sun
> NFS file system. Is this true? Does this mean that it can network easily with
> Suns? Other Unix machines? Even Apollos maybe? This would make it very
> interesting ...
NFS is indeed one of the currently proposed products for the '030.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

Date: 13 Apr 88 14:00:34 GMT
From: braner@tcgould.tn.cornell.edu (braner)
Subject: Re: TurboDos observations
To: info-atari16@score.stanford.edu

In article <207@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:
>I was able to play around a bit with the GEMDOS 'Ersatz' from Atari France:
>...
> GEMDOS TurboDOS
> LaTeX : 9 min 40 s : 9 min 40 s : Comment: tmp files on Ramdisk
> 50 files: 3 min 6 s : 0 min 42 s :

- seems that TurboDOS is more than a cache: creating new files on an
almost-full HD is slow since GEMDOS has to analyse the FAT to find empty
space, and it does so very inefficiently. No disk cache (of the kind
that just keeps _sectors_ in RAM) can fix that, Turbodos must intercept
the GEMDOS functions that operate at the _file_ level. The Latex
test did not speed up since it was mostly calculating rather than
I/O, and the tmp files were created on a (small?) RAMdisk (small FAT
to analyse). It _is_ true that GEMDOS could benefit from caching of

(sub)directory sectors, something that it does not do much of. It could also use hashing of files found in directory trees, for faster finding of them next time (i.e., the second time you access the file, say a compiler library file or a utility program, via a long PATH variable). This could be done inside a shell, too.

Any chance TurboDOS could be posted on Usenet or put up for FTP?

- Moshe Braner

PS: PENICILIN, since it is supposed to suppress a VIRUS, should have been named INTERFERON :-)

Date: Wed, 13 Apr 88 23:20:48 EDT
From: Communications Satellite <COMSAT@MC.LCS.MIT.EDU>
To: Info-Atari16@SCORE.STANFORD.EDU

Error in input request file.
Request too large.
Message not sent and not queued; 17 Kbytes is far too large for me.
Please use the FTP program to transfer huge files around the network.

Date: 13 Apr 88 01:57:37 GMT
From: rubbs1!Steve_Godun@rutgers.edu (Steve Godun)
Subject: re: Downloading of PD Programs
To: info-atari16@score.stanford.edu

The Atari ST and IBM PC are file compatible, which means you can write a program to an IBM disk, plug it into the ST's drive and be able to read, write, delete, copy, etc with no problems. Of course, you can't run IBM programs directly on an ST (although there are a good quality IBM emulators available), but you can, for example, read an IBM-written text file into 1st Word or any other popular word processor on the ST.

By the way, what did you mean by "Atari 12"?

--
Mail coming to you from the Fidonet Gateway - Node 1:107/330

To respond, please send mail to ...rutgers!rubbs1!net!node!user_name

---

Date: Thu, 14 Apr 88 16:23:09 MET
From: Damir Sudar <TNPHSUD%HDETUD1.BITNET@forsythe.stanford.edu>
Subject: Turbodos docs
To: INFO-ATARI16@score.stanford.edu

Hi netfolks,

I just received a copy of Turbodos from the Atarinet server at
Houston. That copy however did not include any documentation. Could
somebody send me info about this seemingly usefull piece of software.

Thanks, Damir.

Date: Thu, 14 Apr 88 11:28:27 EDT
From: dmb@TIS.COM (David M. Baggett)
To: info-atari16@score.stanford.edu
Subject: The ADAP sound rack

Bill Rosenkranz mentioned sampling keyboards.

Bill: What about the ADAP sound rack? Isn't that a 16-bit sampler? I
thought they were about $2K -- competitive with the 12-bit
samplers if you have a good controller keyboard.

There's a strore here in Maryland called the Guitar Exchange which
sells keyboards (as well as guitars and everything else musical). I was
down there about a month ago and saw the ADAP rack, controlled by
guess what, an ST! They have a mac too...
The guy gave me a demonstration of the E-mu II (another sampling
keyboard). Basically, he had "obtained" samples from "Owner of a
Lonely Heart" and was playing the song entirely with the keyboard
(it actually sounded like the recording) and mentioned that Yes actually
used exactly this method to produce most of 90125.
Aren't samplers neat?

Dave
arpa: dmb@tis.com

Date: Thu, 14 Apr 88 17:55:13 SET
To: Info-Atari16@Score.Stanford.EDU
From: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU
Subject: Re: Trouble unARCing UNIX toolkit (really: anyone have a new ARC ?)

UNIX Toolkit ? Whatever is that ? Must be one more of all those goodies that
we here in the backwoods of BITNET/EARN never get to see ...

Let's make a deal: someone sends me the uuencoded arc file, and I'll decode
it back home on my IBM, and send the problem files back to him ... ;-)

Seriously: is there anyone out there who could write a new ARC version for the
ST that includes all IBM Arc compression methods ??? Also, the ST Arc is *so*
slow, it could use a little speedup. Alternatively, one could use the DCOPY
utility, but that doesn't seem to arc correctly (unarcing works fine, and 4x
as fast as ST Arc).

(NB: If YOU REALLY want to send me a copy of that archive, send me a note
first. I don't want to get crushed by thousands of postings ... ;-)

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (?) Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1@CUNYVM.CUNY.EDU (?) (Bonn, West Germany)

Date: 14 Apr 88 07:31:11 GMT
From: mcvax!nikhefh!gert@uunet.uu.net (Gert Poletiek)
Subject: The DANGERS of TURBO-DOS
To: info-atari16@score.stanford.edu

In article <8804131634.AA17900@ucbvax.Berkeley.EDU> WALDI@DHDIHEP1.BITNET writes:
>
>Hello! I tried TURBODOS (downloaded from UH-INFO). Really impressing
>speed-up, BUT: It spoilt a disk. Apparently it did not recognize
>a disk change, and copied the old disk's FAT to the changed new disk.
>The disks have different serial numbers, and I did never have this problem
>with TOS-GEMDOS, although I'm aware it might happen under certain circum-
>stances there. Has anyone similar experiences with TURBODOS?
>----------------- Roland Waldi

It becomes more and more clear that TURBO-DOS is not a disk caching program but a real file system. I it is very likely that the French guys that did this TurboDos took a disassembly of the original TOS/GemDos as a guidance.

If all of this is true, then TurboDos is as vulnerable to disk change events as the original GemDos. However, DISK CHANGE EVENTS ARE HANDLED BY THE BIOS, and the old GemDos has problems with these too. BUT, the old GemDos does practically do no disk caching whatsoever (you can't call two disk sectors a cache, can you?). There is a provision in GemDos for a disk cache mechanism, although in the old GemDos this does not work correctly (i.e., the cached blocks are invalidated every once in a while causing the cache to do noo harm to your disk, it just eats memory).

If TurboDos has fixed these problems it may be even more dangerous than the original GemDos. GemDos' provision for disk caching is NOT A WRITE THROUGH CACHE, but like the UNIX buffer cache A DELAYED WRITE CACHE. This is very dangerous if you do not have a system call like 'sync' on UNIX. What happens when say 20 blocks are in the buffer cache when you decide to eject the floppy by hardware (your thumb)?? You'll get the problems described by Ronald Waldi.

Solution: IFFF TurboDos works a bit like our local hack on GemDos (called JamDos) then you might avoid the described problem by quitting from the current application (too bad if that's the DeskTop, there's no way out of that), since the original GemDos would then flush all cached buffers to the the disks.

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert

bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

Date: 14 Apr 88 13:24:35 GMT
From: portal!cup.portal.com!R_Tim_Coslet@uunet.uu.net
Subject: Re: Uniterm 2.0c
To: info-atari16@score.stanford.edu

Sam Mesbah sam@garfield.uucp writes:
>Is it just me or what. I downloaded Uniterm 2.0c from
>comp.binaries... and the xmodem doesn't work. I set it up
>exactly the same way as in Uniterm 2.0a but 2.0c always
>gives a 'bad chksum' error.
>
>Has anyone else encountered this problem?

Yes, I have encountered problems like this with Uniterm 2.0c 008
but thought I might have misconfigured something. I still
have my Uniterm 2.0a 006 to fall back to if 2.0c doesn't work
(and I can't figure out how to get around it) but I haven't
had a chance to experiment with 2.0c much yet (only got it monday).

Date: 13 Apr 88 07:21:06 GMT
From: mcvax!inria!irisa!decouty@uunet.uu.net (Bertrand Decouty)
Subject: Re: Degas file format
To: info-atari16@score.stanford.edu

Could anybody send .IMG (.GEM) and .PIC (for wordplus) file formats?

Thanks a lot.

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+------------------------------+---+
: IRISA - INRIA : EMAIL : decouty@irisa.fr :
: Campus de Beaulieu : UUCP : {mcvax,inria!}irisa!decouty :
: F-35042 Rennes Cedex : decouty@irisa.UUCP :
: FRANCE : BITNET: DECOUTY@FRCICB71 :
+--------------------------+---+--------------------+------------------------+
: PHONE : +33 99 36 20 00 : TELEX : 950473 UNIRISA : FAX : +33 99 38 38 32 :

Date: 13 Apr 88 07:26:27 GMT
From: mcvax!inria!irisa!decouty@uunet.uu.net (Bertrand Decouty)
Subject: Re: Microsoft "Word"
To: info-atari16@score.stanford.edu

Does WRITE (MS word for ST) has a Postscript driver ?

Some thing for Wordperfect.

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+---+
: IRISA - INRIA : EMAIL : decouty@irisa.fr :
: Campus de Beaulieu : UUCP : {mcvax,inria!}irisa!decouty :
: F-35042 Rennes Cedex : decouty@irisa.UUCP :
: FRANCE : BITNET: DECOUTY@FRCICB71 :
+-------------------------+---+--------------------+-------------------------+
: PHONE : +33 99 36 20 00 : TELEX : 950473 UNIRISA : FAX : +33 99 38 38 32 :

Date: 13 Apr 88 07:39:59 GMT
From: mcvax!inria!irisa!decouty@uunet.uu.net (Bertrand Decouty)
Subject: Re: Mark Williams C 3.0 Update
To: info-atari16@score.stanford.edu

In article <113@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <1647@ncsuvx.ncsu.edu>, wolf@csclea.ncsu.edu (Thomas Wolf) writes:
>: In article <1066@cosmo.UUCP> hmk@focus.UUCP (Hans-Martin Kroeber) writes:
>: >[deleted text]
>: >Now my question: Is it possible to get the update directly from Mark
Williams
>: >and how do I get it?
>:
>: I'm not sure about Mark William's policy for overseas owners of their com-
>: pilers, but here in the US, I just received my upgrade notice this week.
>: I assume that if you're a registered owner, you'd get the same notice.
>
>Hans - you might try calling or writing to MWC. I got my upgrade
>notice Monday, and drove straight to the post office. I put my trusty
>ol' credit card # on it, and Express-Mailed it to them.
>--
I have received my upgrade notice 7 days ago and I have done the same thing!
OH, I live in France, so MWC policy is OK for overseas customers (I have not
yet received the package).

One question abour MWC V3.0 :
Has the macro buffer been raised from 200 bytes? It is a value
smaller than other compilers on Mac, Sun.. and this implies difficulties
when porting programs using many and large macros.

Thanks

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+---+
: IRISA - INRIA : EMAIL : decouty@irisa.fr :
: Campus de Beaulieu : UUCP : {mcvax,inria!}irisa!decouty :
: F-35042 Rennes Cedex : decouty@irisa.UUCP :
: FRANCE : BITNET: DECOUTY@FRCICB71 :
+-------------------------+---+--------------------+-------------------------+
: PHONE : +33 99 36 20 00 : TELEX : 950473 UNIRISA : FAX : +33 99 38 38 32 :

Date: 12 Apr 88 18:02:12 GMT
From: clyde!watmath!watcgl!lily!jafischer@bellcore.bellcore.com (Jonathan A. Fischer)
Subject: Re: MWC v3.0 (was: rsrc_load and drop-down menus)
To: info-atari16@score.stanford.edu

[]
Just to keep everyone up to date (i.e., to make sure everyone has the latest piece of misinformation...): I called MWC last Thursday, & was told that version 3 will be shipped in "2 weeks." They did not specify what type of weeks -- Standard Weeks, Tramiel Weeks, a week of Sundays...

Oh well. Presumably the delays are due to beta-testing & bug-fixing, so at least they won't likely be releasing a bug-filled product. I hope I hope.
--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
...{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
Pascal SUCC()'s.

--
- Jonathan A. Fischer, jafischer@lily.waterloo.edu
..{ihnp4,allegra,decvax,utzoo,utcsri}!watmath!lily!jafischer
Pascal SUCC()'s.

Date: 13 Apr 88 02:01:48 GMT
From: rubbs1!Steve_Godun@rutgers.edu (Steve Godun)
Subject: re: d&d
To: info-atari16@score.stanford.edu

There is Phantasie, Phantasie II, Bard's Tale, Bard's Tale II, and a host of other D&D-type games available for the ST.

--
Mail coming to you from the Fidonet Gateway - Node 1:107/330

To respond, please send mail to ...rutgers!rubbs1!net!node!user_name

----

End of Info-Atari16 Digest
****

--------------------RETURNED MAIL FILE--------------------
Received: from UNCAMULT(NETWORK) by CANADA01 (Mailer X1.24) id 1578;
Tue, 19 Apr 88 04:52:50 EDT
Received: from UNCACDC by UNCAMULT.BITNET with Mailnet id <2754894895663540@UNCA
Received: by CANADA01 (Mailer X1.24) id 0712; Tue, 19 Apr 88 03:03:56 EDT
Date: Mon, 18 Apr 88 17:39:37 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
Comments: Warning -- original Sender: tag was

Info-Atari16-request@Score.Stanford.EDU
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #192
To: Michael Hoffos <MWHOFFOS@UNCAMULT>

Info-Atari16 Digest Monday, April 18, 1988 Volume 88 : Issue 192

This weeks Editor: Bill Westfield

Today's Topics:

Atari ST D&D games (was Re: d&d)
Antic video tape?
Re: The DANGERS of TURBO-DOS
Re: Possible Virus! (Boot Sector)
pc-ditto and Mono Monitor
Re: AUTO-exec sequence
Latest file index from netlib
Re: TEDINFO info requested
Re: rsrc_load, etc.
Re: Adaptec 4000/4070 controller

Date: 13 Apr 88 18:20:23 GMT
From: nunki.usc.edu!sal4.usc.edu!rjung@oberon.usc.edu (Robert Jung)
Subject: Atari ST D&D games (was Re: d&d)
To: info-atari16@score.stanford.edu

In article <21.2263193A@rubbs1.UUCP> Steve_Godun@rubbs1.UUCP (Steve Godun) writes:
>There is Phantasie, Phantasie II, Bard's Tale, Bard's Tale II, and a host of
>other D&D-type games available for the ST.

You forgot FTL's _Dungeon Master_, which is the *best* of the bunch!

Talk about realism, details, quality, depth, excitement, and sheer adrenalin level. If _Star Raiders_ was the game that "sold" the 8-bit Ataris in the days of old, this would be the ST equvalent...

And all for *only* $35!

Support your local quality software developer, and BUY this baby!

--R.J.
B-)

P.S. Sorry if I sound like a raving lunatic, but when something *this*good* comes down the pike, we should all rally around and support it...

P.P.S. Now if only we can get high quality/low priced APPLICATION software for the ST... ($150 for Microsoft Write? >blanch<)

P.P.P.S. Gee, should we even be talking about **games** here? After all, the Atari is a professional machine...

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

Date: 14 Apr 88 05:06:22 GMT
From: dalcs!aucs!870646c@uunet.uu.net (barry comer)
Subject: Antic video tape?
To: info-atari16@score.stanford.edu

I have caught wind of a rumor that Antic mag. will be/have released a video tape containing different scenes created with CAD 2.02. Has anyone else heard about this project, I am sending a letter to Antic to find out first hand, but any info in the mean time would be nice.
later
Barry

Date: 15 Apr 88 04:43:22 GMT
From: csclea!wolf@ncsuvx.ncsu.edu (Thomas Wolf)
Subject: Re: The DANGERS of TURBO-DOS
To: info-atari16@score.stanford.edu

In article <451@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
>In article <8804131634.AA17900@ucbvax.Berkeley.EDU> WALDI@DHDIHEP1.BITNET writes:
>>
>>Hello! I tried TURBODOS (downloaded from UH-INFO). Really impressing
>>speed-up, BUT: It spoilt a disk. Apparently it did not recognize
>>a disk change, and copied the old disk's FAT to the changed new disk.

This wouldn't be a problem on a hard-disk (inkling of ignorance showing through) would it?

tw

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

Date: 12 Apr 88 08:09:44 GMT
From: mcvax!ukc!its63b!hwcs!neil@uunet.uu.net (Neil Forsyth)
Subject: Re: Possible Virus! (Boot Sector)
To: info-atari16@score.stanford.edu

In article <8804010103.AA17773@ucbvax.Berkeley.EDU> BHOLMES@WAYNEST1.BITNET (Brian Holmes) writes:

>
>
>I recently posted about a disk crash problem I was having.
>This disk just crashed on me and here is a dump of the boot sector.
>
> 0 1 2 3 4 5 6 7 8 9 A B C D E F
>00 603800004E4E4E4E6145D60002020100

(rest of article deleted)

There is a branch instruction ($6038) at the start of the boot sector which
branches to what looks like a load of nonsense. My first impression is that
the disk has an executable checksum. The checksum is the sum of all 256 words
(Motorola style) in the boot sector. If the total is $1234 then the OS will try
to execute the code in the boot sector. I have not calculated the checksum.
If this is the case then the nonsense code crashes the system when booted.
You can get and change the checksum using my Disk Toolbox posted recently.

"I think all right thinking people in this country are sick and tired of being
told that ordinary decent people are fed up in this country with being sick and
tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

Date: 14 Apr 88 16:15:30 GMT
From: g15%psuvm.BITNET@jade.berkeley.edu.user@host.BITNET (John F. Gbruoski)
Subject: pc-ditto and Mono Monitor
To: info-atari16@score.stanford.edu

Has the new version of pc-ditto that supports monochrome monitors
been released yet? I haven't heard anything about pc-ditto in quite awhile.
Any help will be sincerely appreciated. Thanks.

****
* John F. Gbruoski <The Captain> G15 @ PSUVM.BitNet *
* UUCP: {akgua,allegra,cbosgd,ihnp4}!psuvax1!psuvm.bitnet!g15 *
* *
* "Omnia mutantur; omnia fluunt; quod fuimus aut sumus, cras non erimus."-Ovid*

Date: 12 Apr 88 08:45:45 GMT
From: mcvax!ukc!its63b!hwcs!neil@uunet.uu.net (Neil Forsyth)
Subject: Re: AUTO-exec sequence

To: info-atari16@score.stanford.edu

In article <4283@cup.portal.com> Jinfu@cup.portal.com writes:
>
>RE: auto execute order
>
>From my experience, the order of programs in auto folder being
>executed are the modified time of each program. The 'oldest'
>one runs first and the 'youngest' one last. A simple experiment
>can prove this:
>

The execution sequence is determined by the order in which the directory
entries actually appear on the disk. This is usually the order in which you
put them in the freshly created folder but the dates have no effect. I posted
A Disk Toolbox to the moderator about a week ago which allows you to change
the sequence by swapping entries with eachother to get them in the order you
want.

"I think all right thinking people in this country are sick and tired of being
told that ordinary decent people are fed up in this country with being sick and
tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

Date: 15 Apr 88 02:58:05 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Latest file index from netlib
To: info-atari16@score.stanford.edu

Here is the latest file index from netlib@lakesys.UUCP. The most noteworthy
additions are UniTerm V2.0 009, dlibs v1.10 and ST UNIX Toolbox man.arc, which
can be unARCed with the version of ARC which is presently available for the
ST.

Your contributions and comments are always welcome.

netlib is accessable via UUCP, so you'll be able to request files from netlib
if you can't reach ATARI-NET or CANADA01. :-)

Marty Wiedmeyer
martin@lakesys.UUCP

---
lakesys netlib index - archives.atari - Atari ST files

NOTE: All files are ARCed and then uuencoded with Dumas' implementaion of
uuencode, 'uue'. It is compatable with 'uudecode', but it makes decoding
multiple part uue files very simple. The ST binaries and a DOC file are
in uuxbin.uaa.

==========

archives.atari would like to express our thanks to
Steven Goodman, Owner and System Administrator of lakesys!

==========

1stw2ps/part.uaa 880310 1st Word to Postscript conversion utility
1stw2ps/part.uab 880310 1st Word to Postscript conversion utility
acache.uaa 880317 Disk Cache program v1.1
ctv201.uaa 880323 Copy files & preserve the time stamp v 2.01
dcclk31.uaa 880317 A digital clock from Double Click
dcfmtcl2.uaa 880317 Disk Formatter from Double Click (RGB)
dcfmtmn2.uaa 880317 Disk Formatter from Double Click (Mono)
dcopy19.uaa 880317 Very nice Disk Utilities program
distomwc.uaa 880315 Disassemble DRI format files to MWC assembler
dlibs110/part.uaa 880413 Binaries and header files for dlibs v1.1
dlibs110/part.uab 880413 Binaries and header files for dlibs v1.1
dlibs110/part.uac 880413 Binaries and header files for dlibs v1.1
dlibs110/part.uad 880413 Binaries and header files for dlibs v1.1
dlibs110/part.uae 880413 Binaries and header files for dlibs v1.1
dlibssrc/part.uaa 880321 source for dlibs v1.1 for Alcyon C
dlibssrc/part.uab 880321 source for dlibs v1.1 for Alcyon C
dlibssrc/part.uac 880321 source for dlibs v1.1 for Alcyon C
dscan100/part.uaa 880317 Disk Librarian program like HDSCAN
dscan100/part.uab 880317 Disk Librarian program like HDSCAN
gulam/part.uaa 880309 Gulam shell executable & support files (beta)
gulam/part.uab 880309 Gulam shell executable & support files (beta)
gulamdoc/part.uaa 880309 Documentation for the Gulam shell
gulamdoc/part.uab 880309 Documentation for the Gulam shell
gulamdoc/part.uac 880309 Documentation for the Gulam shell
gulamdoc/part.uad 880309 Documentation for the Gulam shell
icon65/part.uaa 880309 Icon 6.5 for the ST
icon65/part.uab 880309 Icon 6.5 for the ST
icon65/part.uac 880309 Icon 6.5 for the ST
icon65/part.uad 880309 Icon 6.5 for the ST
icon65/part.uae 880309 Icon 6.5 for the ST
levee/part.uaa 880309 Levee - a Shareware vi clone executable v3.4f
levee/part.uab 880309 Levee - a Shareware vi clone executable v3.4f
man.uaa 880413 ST UNIX Toolbox MAN pages (old ARC will unARC)
mjc_c/part.uaa 880318 Mark Johnson's Shareware C Compiler v1.2
mjc_c/part.uab 880318 Mark Johnson's Shareware C Compiler v1.2
mjc_c/part.uac 880318 Mark Johnson's Shareware C Compiler v1.2
mjclibnu.uaa 880317 Updated libs for Mark Johnson's C
monoware.uaa 880317 Run mono prgs on RGB
progem/part.uaa 880317 Professional GEM Tutorials
progem/part.uab 880317 Professional GEM Tutorials

progem/part.uac 880317 Professional GEM Tutorials
progem/part.uad 880317 Professional GEM Tutorials
progem/part.uae 880317 Professional GEM Tutorials
stevie.uaa 880309 C source for STevie - PD vi clone
stevittp.uaa 880309 Executable for STevie - PD vi clone
templmon.uaa 880317 Monitor prgs for debugging v1.1

UniTerm 2.0c 009 and support files

ezgem.uaa 880413 GEM file converter (Normal to EZ Draw)
keyedit.uaa 880413 Keyboard table editor
ugasc/part.uaa 880413 UniTerm User's Guide - ASCII format
ugasc/part.uab 880413 UniTerm User's Guide - ASCII format
ugasc/part.uac 880413 UniTerm User's Guide - ASCII format
ugtex/part.uaa 880413 UniTerm User's Guide - TeX format
ugtex/part.uab 880413 UniTerm User's Guide - TeX format
ugtex/part.uac 880413 UniTerm User's Guide - TeX format
uniedit.uaa 880413 Sample program using $VAR
unimisc.uaa 880413 Misc. support files
unisrc.uaa 880413 Example macros and 'docs' for $VAR facility
unitrm2c/part.uaa 880413 UniTerm V2.0c 009 program
unitrm2c/part.uab 880413 UniTerm V2.0c 009 program
unitrm2c/part.uac 880413 UniTerm V2.0c 009 program
unitrm2c/part.uad 880413 UniTerm V2.0c 009 program
unitrm2c/part.uae 880413 UniTerm V2.0c 009 program
unitrm2c/part.uaf 880413 UniTerm V2.0c 009 program

uupcst.uaa 880310 C source for UUPC for the ST
uuxbin.uaa 880309 Dumas' UUE.TTP and UUD.TTP with .DOC
xlib.uaa 880317 Experimental C source for shared libs
xlisp/part.uaa 880317 Implementation of Lisp for the ST v1.4
xlisp/part.uab 880317 Implementation of Lisp for the ST v1.4
zmdmprg/part.uaa 880317 Z Modem file transfer for the ST v1.2
zmdmprg/part.uab 880317 Z Modem file transfer for the ST v1.2

==========

To request files send a message to netlib@lakesys.UUCP consisting of:

send filename/part.uaa from archives.atari
send filename/part.uab from archives.atari
send filename/part.uac from archives.atari
etc.

Subject for the message is not necessary.

Use the form above to assure that the parts will arrive as separate messages.
Parts are approximately 50k each.

This index can be obtained by sending:

send index from archives.atari

to netlib@lakesys.UUCP

A path which has proven to be successful for some users is:

lakesys!netlib@csd1.milw.wisc.edu

Any comments, problems or suggestions, please mail to martin@lakesys.UUCP.
--
: Marty Wiedmeyer :
: Lake Systems, Milwaukee, WI :
: UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin :
: Disclaimer: I take the heat for my own (mis)statements..... :

Date: 9 Apr 88 17:39:29 GMT
From: uplherc!sp7040!jsp@gr.utah.edu (John Peters)
Subject: Re: TEDINFO info requested
To: info-atari16@score.stanford.edu

In article <8804072002.AA09315@grumpy.tis.com>, dmb@TIS.COM (David M. Baggett)
writes:
> 1) When I put up the TEDINFO, I type and nothing is accpeted. I used
> both the Digital Research RCS and the Laser RCP to make the resource
> and I haven't gotten the TEDINFO that either one produces to work.
> I have the template set to "XXXXXXXXXXXXXXXXX", so it should
> take all characters, right? Nope, the cursor just sits there...

Have you set the PVALID string? The validation characters are as follows:
Char Input Allowed
9 Numeric
a Both case alpha, plus space
n Digits + a
p All valid DOS path name characters
A Uppercase alpha, maps lower to upper
N Uppercase version of n
F Valid DOS filename characters, plus wildcards * and ?
P Valie DOS pathname characters, plus wildcards * and ?
X Anything.

The template field is what will initially be in the field. The valid field
validates what can be entered into the field. If the valid field is empty,
nothing can be entered. See pp. 75-78 in the Sybex book.

Date: 10 Apr 88 06:31:54 GMT
From: uplherc!sp7040!obie!wes@gr.utah.edu (Barnacle Wes)
Subject: Re: rsrc_load, etc.
To: info-atari16@score.stanford.edu

In article <8804052209.AA25739@ucbvax.Berkeley.EDU>, 0ALEVI@POMONA.BITNET
writes:
> After getting a retcode of 0 from rsrc_load, I did an rsrc_gaddr
> and ended up with a retcode of 1.
> What does this mean?

From MWC 2.1.7 Lexicon (Sybex _Programmer's Guid to GEM_ concurs):

int rsrc_load(filename)
char *filename;
rsrc_load returns 0 if an error occurred, and a number greater than 0
if one did not.

int rsrc_gaddr(type, index, address)
int type, index;
char **address;
rsrc_gaddr returns 0 if an error occurred, and a number greater than 0
if one did not.

> Is the Abacus book 'Gem Programming Reference Guide' correct in saying
> that 0 is an error?

Yep.

> Somebody told me that he thought that this is incorrect. He didn't sound
> completely sure though.
> Can anybody give me a definite answer?
> If so, what am I doing wrong?

Are you sure you have the correct filename for the resource file? Did
you put the complete filename in, including the .RSC extension? Have
you checked to make sure the RSC file hasn't been garbaged?

> -any help will be greatly appreciated.

Hope it did :-)

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

Date: 10 Apr 88 18:05:29 GMT
From: uplherc!sp7040!obie!wes@gr.utah.edu (Barnacle Wes)
Subject: Re: Adaptec 4000/4070 controller
To: info-atari16@score.stanford.edu

In article <8804062128.AA02500@decwrl.dec.com>, heiden@kbomfg.DEC.COM (MATTHIAS
HEIDEN, DEC KAUFBEUREN, # 08341/ 913392) writes:
> Is there any problem with replacing the Adaptec 4000 controller in the SH204
> by the 4070 model and using an ST506 RLL drive?

I'm sure you'd have to patch or modify the device driver software,
since the RLL disk will have more sectors/track than the standard
ST506. There was mention of a German magazine article with source to
a hard disk device driver in it a couple of days ago, you might be
able to modify that.

Does anyone know if the current Supra drivers support RLL controllers?

> What about transfer rate? Can the ATARI - SCSI interface catch up?

The AHDI part should be a problem, but then only way to tell if your
SCSI->AHDI interface board is fast enough is probably to test it.

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

End of Info-Atari16 Digest
****

--------------------RETURNED MAIL FILE--------------------
Received: from UNCAMULT(NETWORK) by CANADA01 (Mailer X1.24) id 1824;
Tue, 19 Apr 88 05:16:10 EDT
Received: from UNCACDC by UNCAMULT.BITNET with Mailnet id <2754896534571908@UNCA
Received: by CANADA01 (Mailer X1.24) id 0530; Tue, 19 Apr 88 02:49:57 EDT
Date: Mon, 18 Apr 88 17:39:05 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.EDU
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #191
To: Michael Hoffos <MWHOFFOS@UNCAMULT>

Info-Atari16 Digest Monday, April 18, 1988 Volume 88 : Issue 191

This weeks Editor: Bill Westfield

Today's Topics:

Re: batch files from GEM
Re: TurboDOS
Re: MONO- & COLOR-emulators
Screen Dump in Personal Pascal
Re: UNIX Toolkit for the ST, Manual pages and one binary
Re: Missing Uniterm files
Re: Trouble unARCing UNIX toolkit (really: anyone have a new ARC ?)
Re: Info-Atari16 Digest V88 #178, 179, 180
UNITERM 2.0C Macros
RE: CZ-101
Re: Adaptec 4000/4070 controller
Re: CAD 3-D 2.0 and CYBERPAINT
TurboDOS / Publishing Partner Pro / BACKGROUND DL/UL
Re: WHAT ATARI NEEDS TO DO...

Date: 13 Apr 88 16:54:17 GMT
From: bungia!com50!ems!viper!john@umn-cs.arpa (John Stanley)
Subject: Re: batch files from GEM
To: info-atari16@score.stanford.edu

In article <353@ritcv.UUCP> jdb9608@ritcv.UUCP (J. David Beutel) writes:
>> GEMBOOT provides the possibilty to execute
>>a batch file as the last step of the \AUTO\ folder sequence. By default it
>>looks for *.BAT files in \BOOTBAT\. Batch files are executed by default by
>>COMMAND.PRG. One can select amongst the batch files.
>
> I've never heard of batch files for GEM before. Would someone
>please fill me in? Are *.BAT only in France?

Batch (.BAT) files are text files containing a series of commands.
These files are offen used to repeat a series of often-used functions
rather than having to type in the commands time after time by hand.
Most CLI (command line interface) programs have some form of batch
capability.

Many allow the person setting up the file to use special codes in
the file that replace key filenames to make the batch file more
flexable. An example would be a series of commands to compile and
link a program. One of the changeable code fields in the file would
be the name of the file to compile. One batch file could then be used
to compile and link any number of programs and save the user a -lot-
of typing.

No, batch files are definately not limited to France. I think I'd
go nuts if I had to go without batch capabiltiy and I live in
Minnesota... To make it a bit clearer.. the batch files are not
"batch files for GEM", they're batch files that will work with
CLI programs on the ST. COMMAND.PRG is the "standard", but I don't
know of anyone who uses it localy, there are far too many better CLI
programs available for little cost or public-domain...

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

Date: 13 Apr 88 18:09:50 GMT
From: pyramid!prls!gert@hplabs.hp.com (Gert Slavenburg)
Subject: Re: TurboDOS
To: info-atari16@score.stanford.edu

Great that TurboDOS has made it to the U.S. ! But the article
by Michael Vederman that 'TurboDOS is now available from the
ATARINET server' does little but make me jealous : I have NO
IDEA on how to (or even if I can) access this server from
a simple minded UUCP host.

Michael, or any other friendly soul that CAN access the ATARINET
server : Can you tell us how to get it, or publish the thing
itself, don't brag that YOU have it. I'm too jealous right now.

I would just love to have my 20 MByte floppy behave like a
hard disk...

Gert Slavenburg
(gert@prls.UUCP or ..!pyramid!prls!gert)

Date: 13 Apr 88 17:12:10 GMT
From: bungia!com50!ems!viper!john@umn-cs.arpa (John Stanley)
Subject: Re: MONO- & COLOR-emulators
To: info-atari16@score.stanford.edu

In article <8804071050.AA25384@ucbvax.Berkeley.EDU> GASPARD@HROEUR5.BITNET
writes:
>Because I have seen no mail about it, I think it's not known to the ST-users.
>There are 2 monochrome and color-emulators for the ST now.

Make that three... There's also OmniRes developed by Silicon
Springs in Canada. It's available thru E.A.Brown in the U.S.

OmniRes ($34.95 + $4.95 P&H = $39.90)
E. Arthur Brown Co.
3404 Pawnee Dr.
Alexandria, Mn. 56308
U.S.A.
(612)-762-8847

>This little programs makes it possible to run color-programs on
>a monochrome system or monochrome-programs on a color-system.
>I have tested them both, and they have both other options.
>But one thing is for sure: IT WORKS!!!!!!!!!!
>
>The first is distributed (in holland) by the dutch
>ST-foundation, outside holland proberly by ROBTEC.
>The other is sold by GFA-System-technick in germany.
>The first will cost about 20 US-dollar and the other about 45 US dollar.

How about more information on addresses to send to and prices? I'm
sure I'm not the only person interesed in seeing the alternatives...
OmniRes does a reasonable job, but I'd sure like to see if the others
can handle some of the programs OmniRes won't work with.. (Especialy
certain games I'd love to be able to use on my mono monitor... :^)

>
>Bert Rozenberg
>Dutch ST-Foundation.
>
>
>

>Disclaimer:
>YES I'm connected to the dutch ST-foundation but not to GFA.
>The ST-Foundation is NOT commercial.

Disclaimer: I have no connection to Silicon-Springs or E.A.Brown...
(I just buy their software.. :)

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

Date: 14 Apr 88 18:40:03 GMT
From: avsd!govett@ucbvax.Berkeley.EDU (David Govett)
Subject: Screen Dump in Personal Pascal
To: info-atari16@score.stanford.edu

Does anyone know how to print sceen while using the Personal Pascal
environment? I though control-alt-help would work, but it doesn't.

I wrote a simple PP program that displays a few things on the screen,
and would like to dump this screen to the printer. After the
program executes, I type ctl-alt-help keys simultaneously, but
I just end up back in the PP environment and nothing is printed
because PP is waiting for any key input so that it can return.
I tried using READLN as my last instruction, but PP still
doesn't recognize ctl-alt-help.

Is there any way to dump the screen within PP?

Date: 13 Apr 88 05:11:32 GMT
From: uflorida!codas!burl!clyde!watmath!water!ljdickey@gatech.edu (Lee Dickey)
Subject: Re: UNIX Toolkit for the ST, Manual pages and one binary
To: info-atari16@score.stanford.edu

In article <1561@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz)
writes:
>
>
>wait a minute...don't these people plan to try and SELL at least some of this
>code?

Yes, I think so.

> if so, why on earth are they posting it in a format that only (as far
>as i can tell) people with an ibm pc AND pkarc can extract?

I think it was a mistake. It seems that the ARC was done on a PC.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.

ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

Date: 13 Apr 88 16:06:00 GMT
From: killer!convex!authorplaceholder@AMES.ARC.NASA.GOV
Subject: Re: Missing Uniterm files
To: info-atari16@score.stanford.edu

Greg Onufer exodus@uop.edu writes:
>We are missing parts 2-4,6,8,9 of the recent uniterm postings in
>the binaries newsgroup. Could some kind soul please forward them to us?
Tim Coslet @cup.portal.com writes:
>These parts of uniterm are missing here too....

I agree: These parts of uniterm are missing here too....
Perhaps they should be reposted.

Date: 14 Apr 88 22:28:55 GMT
From: sunybcs!leo@boulder.colorado.edu (Leo Wilson)
Subject: Re: Trouble unARCing UNIX toolkit (really: anyone have a new ARC ?)
To: info-atari16@score.stanford.edu

In article <8804141613.AA08392@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET
writes:
>Seriously: is there anyone out there who could write a new ARC version for the
>ST that includes all IBM Arc compression methods ???

If you follow alt.sources, the guy who ported arc 5.2 to BSD said something
about beginning a port to his ST in a couple of days. In any event, the arc
posted in alt.sources works on BSD, or seems to so far. I only compiled it
today and need to check into it further before asking the site manager to
actually install it. Does 5.2 have "all IBM Arc compression methods"?

Please note that I have nothing more to do with arc than using it, and
I don't know Howard personally (he's done a number of good things for the
ST), so this is PURE RUMOR for the time being...
Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

---

Date: Thu, 14 Apr 88 22:15:53 EST
From: Peter Jaspers-Fayer <SOFPJF%UOGUELPH.BITNET@forsythe.stanford.edu>
Subject: Re: Info-Atari16 Digest V88 #178, 179, 180
To: Atari ST users <Info-Atari16@score.stanford.edu>
In-Reply-To: Message of Thu, 14 Apr 88 07:49:09 PDT from

Huh, wha? Gee, this stuff is beginning to sound awfully familiar. Either:
a) My mail software has gone berserk,

b) I'm going crazy (something I won't rule out), or
c) The last 3 (178-179) digests really WERE were identical except for
date/timestamps and the serial numbers.

1) Is it just me?
2) What gives? and (a totally unrelated but completely valid question):
** FLAME ON **
3) Can ANYONE make those people nattering about non-ST stuff GO AWAY ?!?

(All together now, shout it)
P U L L E E - E E Z E S T A A W W W P P P P ! No more:

- Multi-taking Pros and Cons
- Copy protection ditto
- GATT ditto
- Other non-ST related ramblings. Please think before (cross) posting.
** FLAME OFF **

(OK, so what does THIS epistle have to do with the ST? ;-) sorry.

I don't dispute anyone's right to talk about the above, I only object to
them doing it HERE! (More than) 'nuff said.
/PJ

OPPCODE: GREM Generate Random Error Message

Date: 14 Apr 88 07:00:51 GMT
From: pasteur!cory.Berkeley.EDU!landay@ucbvax.Berkeley.EDU (James A. Landay)
Subject: UNITERM 2.0C Macros
To: info-atari16@score.stanford.edu

I like UNITERM 2.0C. Great work again Simon!! The new macros are much better
than in the last version, but in converting my old ones I ran into a problem
that took me a long time to figure out:

functions must be of the form: func()
not: func ()

NO SPACE!! I didn't find it in the manual, but it may be there!!
(Simon, you may wish to confirm this) Just wanted to save everyone else
the trouble I had.

TRADITIONAL UNITERM WISH LIST

1. Unix Windows capability
2. The above with some way of doing background file transfer
while in a different shell (with its own window.) This may require
some more software (other than UW) on the Unix side. (I am
not sure)
James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

Date: 7 Apr 88 19:32:21 GMT
From: leigh%byuvax.BITNET@jade.berkeley.edu.user@host.BITNET
Subject: RE: CZ-101
To: info-atari16@score.stanford.edu

Check out rec.music.synth and their recommendations. The CZ-101 isn't
that highly rated and most people I talk to say it's sounds are nothing
special.

CHad

Disclaimer: Above is just a casual observation. I don't have a CZ-101
and don't remember ever hearing one.

Date: 11 Apr 88 15:48:44 GMT
From: tektronix!sequent!mntgfx!dclemans@ucbvax.Berkeley.EDU (Dave Clemans)
Subject: Re: Adaptec 4000/4070 controller
To: info-atari16@score.stanford.edu

From article <8804062128.AA02500@decwrl.dec.com>, by heiden@kbomfg.DEC.COM
(MATTHIAS HEIDEN, DEC KAUFBEUREN, # 08341/ 913392):
>
> Is there any problem with replacing the Adaptec 4000 controller in the SH204
> by the 4070 model and using an ST506 RLL drive ? What about transfer rate ?
> Can the ATARI - SCSI interface catch up ?
> Does somebody have the specification for these controllers or may be even
> the address of Adaptec ?
>
> many thanks,
> Matthias Heiden

The Adaptec 4070 works fine with the ST. Make sure you have a drive that
can support RLL.

dgc

Date: 13 Apr 88 02:10:14 GMT
From: rubbs1!Steve_Godun@rutgers.edu (Steve Godun)
Subject: Re: CAD 3-D 2.0 and CYBERPAINT
To: info-atari16@score.stanford.edu

CAD 3-D was designed to be a modeling tool, primarily for things sich (oops -
such) as buildings and such. Yes, you can do molecular modeling (as in that
DNA example), and contrary to your comments, the results are very agreeable.
However, you can get better results if you use Antic's Molecular Design disk
(or something like that -- it's in The Catalog).

Processing speed is fairly slow, but I have played with it for a while and I find it bearable. With the addition of a Blitter chip (yes, I have played with CAD 3-D on a Mega ST-4 w/Blitter) and expanded memory, processing time is *quite* rapid.

Please be more objective in your comments.

--
Mail coming to you from the Fidonet Gateway - Node 1:107/330

To respond, please send mail to ...rutgers!rubbs1!net!node!user_name

----

Date: 13 Apr 88 22:06:21 GMT
From: pyramid!prls!philabs!sbcs!lean@decwrl.dec.com (Lean L. Loh)
Subject: TurboDOS / Publishing Partner Pro / BACKGROUND DL/UL
To: info-atari16@score.stanford.edu

I've also used TurboDOS for a while, and am very happy with this product (except for chewing up 103 K of my precious RAM). From what I've learned, it does more than just caching. It intercepts some i/o calls (as braner pointed out) and speeds them up, and supposedly fixes the famous 40-folder bug (note the 'supposedly') too. The result is much faster disk accesses, etc. You should be seeing this posted to the net soon. TurboDOS is from Atari FRANCE, and is available from Atari Germany BBS and the server at Houston.

Has anyone any news about PP Pro?

Also a new product called SHADOW just came out. It's the commercial version of dctran.acc (the PD demo that was posted here ages ago) and is marketed by ANTIC for $29.95. Features:
i) full background download and upload from
ANY program (.TOS, .TTP, .PRG). Amazing.
ii) VT-52 emulator
iii) RAMDISK/buffer user re-configuration
iv) Xmodem CRC / checksum / 1 K/ ASCII
v) Compu-Serve B Protocol
... and more

--
if you can dream it, you can do it. CSNET:lean@sbcs.csnet
.. go sleep ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

Date: 6 Apr 88 16:58:47 GMT
From: leigh%byuvax.BITNET@jade.berkeley.edu.user@host.BITNET
Subject: Re: WHAT ATARI NEEDS TO DO...
To: info-atari16@score.stanford.edu

>In article <166leigh@byuvax.bitnet> leigh@byuvax.bitnet writes:
>>If Atari would like to be somewhat successful with their non-8-bit machines,

>>they need to get rid of their game-machine image. To do that, they need
>>to form a new subsidiary that doesn't conspicuously bear the Atari name
>>and use it to market the STs, ABAQ, and UNIX-boxes and leave the Atari name
>>for the 8-bit machines and Game Systems.
>>
>>Chad

>I hope this was meant as a joke. The problems that Atari is having with

nope. no joke. Of course you are right, the problem isn't just their
name, but I would be willing to wager that even if they did *repent* :-)
and become the most 'honest' supporting forthright computer company that
ever existed I doubt that they would become successful quickly. Too many
people get a bad taste in their mouths when the name Atari comes up (either
because of their track record or because they are 'just' a game company...).

>regards to establishing themselves as a "credible" computer company goes
>deeper than just their name. For Commodore, this strategy may have worked;
>they made the Amiga name MUCH more prominent than the company's, BUT they
>were successful with this because they changed their attitude towards their
>customer (ie. they became more attuned to the customers' and developers' needs)
>whereas Atari still treats customers & developers as they have for their
>8-bit products: crummy.

>I know I know, this is becoming yet another Atari-bash. But what else can I
>(or we, in general) do? Oh we keep hearing promises from the Atari management
>and the Atari guys that post to this net BUT after waiting for nearly TWO YEARS
>for some of these promises to come true, I'm becoming too disillusioned to
>believe in anything that Atari decides to announce. I'll believe Atari again
>when they start fulfilling some of their promises and when they "grow up" as
>a company.
>
>
>As usual, these are my personal opinions. But it seems that numerous other
>people share this view.
>
>
>Tom Wolf
>ARPA (I think): tw@cscosl.ncsu.edu
> or wolf@csclea.ncsu.edu
>

Chad

End of Info-Atari16 Digest
****

--------------------RETURNED MAIL FILE--------------------
Received: from UNCAMULT(NETWORK) by CANADA01 (Mailer X1.24) id 2083;
Tue, 19 Apr 88 05:58:30 EDT

Received: from UNCACDC by UNCAMULT.BITNET with Mailnet id <2754898852362422@UNCA
Received: by CANADA01 (Mailer X1.24) id 1041; Tue, 19 Apr 88 03:26:25 EDT
Date: Mon, 18 Apr 88 17:40:10 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.EDU
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Subject: Info-Atari16 Digest V88 #193
To: Michael Hoffos <MWHOFFOS@UNCAMULT>

Info-Atari16 Digest Monday, April 18, 1988 Volume 88 : Issue 193

This weeks Editor: Bill Westfield

Today's Topics:

ISO 8859/1 Latin Alphabet #1
program to replace trailing spaces in uuencoded files
TurboDOS / Shadow
Re: looking for a C compiler that runs on a vax and produces ST code
Re: rsrc_load and drop-down menus
turbodos problem
Uniterm 2.0c XMODEM bug (Was Re: Uniterm 2.0c)
Lost most of the 18 Uniterm 2.0c parts - help !
CC for Alcyon
Re: Turbodos docs
Re: setinit.prg

Date: Fri, 15 Apr 88 07:59:47 EDT
From: csrobe@icase.arpa (Charles S. Roberson)
To: info-atari16@score.stanford.edu
Subject: ISO 8859/1 Latin Alphabet #1

I saw this on a unix mailing list and was curious if anyone could confirm
it. Does the ST actually conform to this extended character set?

---begin forwarded message---
From: Peter da Silva <peter%sugar.UUCP@uunet.UU.NET>
Newsgroups: comp.std.unix
Subject: Re: 8-Bit ASCII Standard on UNIX-POSIX
Reply-To: sugar!peter@uunet.UU.NET (Peter da Silva)
Organization: Sugar Land UNIX - Houston, TX
Date: 14 Apr 88 00:54:17 GMT
Apparently-To: std-unix-list

From: peter@sugar.UUCP (Peter da Silva)

> From: guy@Sun.COM (Guy Harris)
> The ISO 8859/1 character set, also known as "ISO Latin
> Alphabet #1", has been adopted or will be adopted by a number of vendors for

> Western European use; AT&T ... Sun ... Apollo ... DEC ...

Add the Commodore Amiga and (I think) the Atari ST to the list...
--
-- Peter da Silva `-_-' ...!hoptoad!academ!uhnix1!sugar!peter
-- "Have you hugged your U wolf today?" ...!bellcore!tness1!sugar!peter
-- Disclaimer: These aren't mere opinions, these are *values*.

Volume-Number: Volume 13, Number 51

---end forwarded message---

Thanks,
-c
+---+
:Chip Roberson ARPANET: csrobe@icase.arpa :
:1105 London Company Way BITNET: $csrobe@wmmvs.bitnet :
:Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe:
+---+
"One world is enough, for all of us..." - The Police.

Date: Fri, 15 Apr 88 09:38:48 EDT
From: csrobe@icase.arpa (Charles S. Roberson)
To: info-atari16@score.stanford.edu
Subject: program to replace trailing spaces in uuencoded files

I saw this program on the Sun-Spots mailing list and thought it might
be of use to some Atarians. I have not compiled or tested it, so
I don't know anything more than what was said in the note. Personally,
I use J.P.H.Dumas' uue and uud, which I find to be very robust. However,
if I ever receive a munged uuencode file I will definitely give this a
try.

enjoy,
-c

---snip---snip---snip---
SUN-SPOTS DIGEST Monday, 4 April 1988 Volume 6 : Issue 44

Date: Wed, 23 Mar 88 21:50:25 EST
From: Brian Glendenning <brian@radio.toronto.edu>
Subject: uudecode and trailing blanks

In a recent Sun-Spots Steve Platts complains of uuencoded files being
mangled by having trailing spaces being stripped out (bitnet is the usual
culprit). The following program is quite useful for fixing this. I grabbed
the code off the net a while ago, I'm afraid I don't know who the author
is.

/*
Try to repair uuencoded files when trailing space has been removed.

```
It pads short lines with spaces whenever needed.
It reads from stdin and writes to stdout.

use: pgm <uuencoded > repaired
uudecode repaired

or: pgm <uuencoded : uudecode

If it doesn't work, I can't help you.
*/

#include <stdio.h>

main()
{
char c;
int tab, len;

tab = 0;
while ((c = getchar()) != EOF)
{
if (tab == 0)
{
if (' '<=c && c<='Z') len = ((c-' '+2)/3)*4+1;
else len = 1;
}
if (c == '\n')
{
while (tab++<len) putchar(' ');
tab = 0;
}
else tab++;
putchar (c);
}
}
/* End of text from mirror:comp.sys.ibm.pc */

Brian Glendenning INTERNET - brian@radio.toronto.edu
Radio Astronomy, U. Toronto UUCP - {uunet,pyramid}!utai!radio!brian
+1 (416) 978-5558 BITNET - glendenn@utorphys.bitnet

---snip---snip---snip---
+-------------------------------------------------------------------------+
:Chip Roberson ARPANET: csrobe@icase.arpa :
:1105 London Company Way BITNET: $csrobe@wmmvs.bitnet :
:Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe:
+-------------------------------------------------------------------------+
"One world is enough, for all of us..." - The Police.

------------------------------

Date: 14 Apr 88 01:15:59 GMT
From: pyramid!prls!philabs!sbcs!lean@decwrl.dec.com (Lean L. Loh)
```

Subject: TurboDOS / Shadow
To: info-atari16@score.stanford.edu

I forgot to mention that the background dl/ul facility of SHADOW
(see previous posting) is reset-proot !!!! Yes, you can reset the
computer and the transfer would still be okay .

I just did some timing on TurboDOS. My setup is 1040 monochrome with
20 Meg Supra HD. All programs were run from BDT Micro C-Shell:

Without TurboDOS With TurboDOS
---------- ----------
Load uniterm 2.0c 6.03 sec 3.95 sec
3.95 sec ***

Load Publishing Partner 7.02 sec 3.38 sec
(with 4 fonts) 3.38 sec ***

Memleft 2.5 sec 1.3 sec
(a C program which 0.67 sec ***
shows amount of RAM left)

Clear 1.72 sec 0.55 sec
(a C program which clears the screen) 0.30 sec ***

df on partition C 7.11 sec instantaneous
(3.8 Meg free / 8 Meg)

df on partition D 8.09 sec instantaneous
(8.4 Meg free / 9 meg

*** means running that program a second time immediately after running
it once. Note the decrease in time for MemLeft and Clear (both
are very small TOS programs (of < 2K, i think))

With TurboDOS, all those little Unix utility programs run like built-in
commands.
--
if you can dream it, you can do it. CSNET:lean@sbcs.csnet
.. go sleep ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

Date: 10 Apr 88 18:16:35 GMT
From: uplherc!sp7040!obie!wes@gr.utah.edu (Barnacle Wes)
Subject: Re: looking for a C compiler that runs on a vax and produces ST code
To: info-atari16@score.stanford.edu

In article <3208@hcr.UUCP>, miken@hcr.UUCP (Mike Nemeth) writes:
> the subject line says it all folks. does there exist such a beastie?

The summary line says it all folks. I've seen ads lately in either
Dr. Dobb's Journal or Computer Language. I think Atari did most of

their early development using an Alcyon compiler running on a VAX with Unix. Can anyone at Atari verify this?

Whitesmiths also has VAX-hosted cross-compilers that generate 68000 code. I don't know if they have a GEMDOS library, but it would not be hard to write interfaces to the BIOS, XBIOS, and DOS calls, and then modify the standard library to use the interface routines for low-level I/O.

Last, but CERTAINLY not least, you could try MWC. I'm pretty sure they DON'T develope MWC on STs :-). It would probably be a fairly quick process for them to prepare their compiler to be a cross-compiler; they may have already done it in-house. Most compilers are "boot-strapped" by compiling the code on a system that already has a compiler, then running the source for the compiler through itself.

Given my drudthers, and enough budget, I'd get MWC, but I'm prejudiced.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

Date: 10 Apr 88 06:13:09 GMT
From: uplherc!sp7040!obie!wes@gr.utah.edu (Barnacle Wes)
Subject: Re: rsrc_load and drop-down menus
To: info-atari16@score.stanford.edu

In article <2779@crash.cts.com>, sreeb@pnet01.cts.com (Ed Beers) writes:
> Actually you can't get the resource construction set by buying the developers
> kits. The developers kit I received last month consisted of:
>
> a) Lots of documents but no schematics.
> b) MWC ver 2.1.7
> c) A nondisclosure agreement
> d) Nothing else.
> e) NONE of the DRI software.
>
> I think that Kuma? sells a resource editor.

Guess what I got from the Federal Express girl today? MWC compiler version Beta 2.9, MWC Resource program, compiler, and decompiler version 1.01, and CSD version 0.9.something.

I was a beta tester for MWC for 2.0 and 2.1, this might have had something to do with my receiving the beta versions. I was, of course, hip deep in another project when I picked up the envelope, and had to wait almost 6 hours before tearing into the software.

Immediately upon arriving home, my brother (known to the net as sp7040!jsp or wsccs!john) and I installed the software on the ol' SH204. We ran through one of the CSD tutorials - nifty keano.

Then we went off and played with the Resource program (GEM version) for a little while - I really like the user interface. They have floppy disks for the floppy drive icons, a stack of blocks for each of the hard disk partitions (labelled `block device'), and a paper-shredder icon for getting rid of things. Perhaps this is to keep Apple from suing MWC? It doesn't look the least bit like a Mac, and it is more appropriate; recovering things from a shredder is difficult beyond belief.

We worked with the compiler a bit too. It does *seem* to compile notable faster, we haven't run any benchmarks yet. We'll try to do a drystone tomorrow and post the results.

Then we went and made a large program John has been working on debuggin, and started through it with CSD. I have used Microsoft's Codeview a fair amount, in C, MASM, and Fortran, and have used the VAX/VMS debugger in C, Modula-2, and Fortran, and Unix Sys V `sdb' in C and f77. CSD blows them all away with one little feature: CSD has what MWC calls an EVALUATION WINDOW. You can type the name of a variable (and even type-cast it), or *any valid C expression*, and it will be re-evaluated *each time a breakpoint is reached*. Think about this - if you want to trace a variable in a loop, all you do is break point at the beginning (or end) of the loop, and put a printf statement to print the variable in the evaluation window.

```
+------------------------------------------------------------+
: I LOVE THIS DEBUGGER! I HAVE ALWAYS WANTED THIS DEBUGGER! :
: CSD IS THE BEST PROGRAMMING TOOL OF THE DECADE! :
+------------------------------------------------------------+
```

OK, OK, I'm calmed down again. Anyhow, the new version of MWC includes an RCS that is better than any I've seen yet, and a debugger that will make it so you don't DREAD debugging anymore. Don't bother with Kuma until you've sent in your update card and gotten MWC 3.0!

Disclaimer: As I stated earlier, I was a beta tester for MWC 2.0 and 2.1. I recieved free compiler updates for beta testing. I am not nad have never been an employee of Mark Williams Co. (although if asked to be one, I'd probably have to think it over for 4 or 5 nanoseconds before agreeing :-). I just think they do a really good job of producing compilers for the ST.

```
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes
```

Date: 14 Apr 88 15:55:32 GMT
From: mcvax!cernvax!jmg@uunet.uu.net (jmg)
Subject: turbodos problem
To: info-atari16@score.stanford.edu

Small problem with Turbodos for those who use the program issued in a
very early volume of STart which allows one to have different icons:
Turbodos completely rewrites low memory and so the icon rewriter
fails to find the string "DESKTOP.RSC" (or equivalent in German or French
models): may even find something and screw one completely!
Have not yet figured out a fix.
--
_ _ o : __ : jmg@cernvax.uucp
: : : : _ / \ _ __ _ __ _: jmg@cernvax.bitnet
: : : : :_) /_) : __/_) : (___\ : (_/ : J. M. Gerard, Div. DD, CERN,
: : :_:_: _/___ __/ ___: (_:_: _:_ 1211 Geneva 23, Switzerland

---

Date: 14 Apr 88 10:08:35 GMT
From: mcvax!ukc!dcl-cs!bath63!pes@uunet.uu.net (Smee)
Subject: Uniterm 2.0c XMODEM bug (Was Re: Uniterm 2.0c)
To: info-atari16@score.stanford.edu

I found the following in my mailbox today, from Simon Poole (via Stephan
Leicht). Not going to bother with it myself, since I don't use XMODEM,
but if you want to have a go... (Amazingly, it seems to have retained its
format in transit thru several mailers. :-)

#12 (26 lines in body):
Delivery-Date: 14 April 1988 10:44 bst
Delivery-By: Network_Mailer.Daemon (XBR1Y055@EARN.DDATHD21@UK.AC.RL.)
Date: Thursday, 14 April 1988 08:49 bst
From: XBR1Y055 at EARN.DDATHD21
Subject: correction of Uniterm bug
To: SMEE at AUCC
X-Vms-To: "@thd$hrzdsk:[.uniterm]v20c.dis"

From: K538915@CZHRZU1A.BITNET

Whoops, there is a bug in the code for caculating the checksum
in UniTerm's (2.oc 008 and 009) XModem (CRC work's ok), to fix
change the sequence

064000FF

(only occurs once) to

024000FF

for the more nervous here's a few more bytes around the problem..

660C
D019
064000FF

51CBFFF8
4ED0

Sorry
Simon Poole

Bitnet: K538915@CZHRZU1A
UUCP: ...mcvax!cernvax!forty2!poole

3405. Re: LaTeX ST: does it exist?

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 07:44:38 UTC
From: poole@forty2.UUCP
Message-ID: <223@forty2.UUCP>
Source record: 252805

In article <453@nikhefh.hep.nl> t19@nikhefh.hep.nl (Geert J v Oldenborgh) writes:
>There is another version available for the ST for about the same price:
>ST-TeX from Kettler EDV-Consulting, Ludwig-Thoma-Weg 9, 8172 Lenggries,
>West Germany, (08042)8081. When we compared the two (almost a year ago)
>this one was very much superior: faster, recognized paths and a nicer
>previewer. This may have changed with Tools 2.0 which I have not seen.

The Tools 2.0 TeX version is a LOT better than the original version, faster
(if you saw the timings for the UniTerm manual which was around 9 min,
compared to 7 min on a otherwise completly empty mVax II), knows about
paths (via a setup file or enviroment variables), the previewer has improved
a lot, you can improve the speed even more if you put all your fonts for one
document into to a library. Some of the functions of the previewer are still
pretty obscure (random access of pages is one example), there is a version
which supports the Atari Laser and a lot of other goodies....

>There also is a public domain previewer which beats both in speed and
>also has the nice possibility of cooperating with a mainframe host
>(for .dvi and/or font files).

This I simply don't believe (the speed claim), the Tools previewer is
very quick (and is supposedly written completly in assembler), perhaps
we are not talking about the same resolution?

What used to be a BIG problem with Tools was their customers service,
but that has improved too.

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

3406. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 09:32:57 UTC
From: u13@nikhefh.hep.nl
Message-ID: <455@nikhefh.hep.nl>
Source record: 252806

```
[ Lots of stuff 'bout 286 and 68000 raw CPU-power deleted]
>
>But remember that it's pretty slow becuase you're emulating a hardware with
>software running on a 8Mhz 68000 CPU. I think it's something like 50%-80%
>the speed of an old 4.77 Mhz IBM PC (which nobody uses anymore), and whole
>lot slower than an 8Mhz 8088.

Actually 0.33 "standard" IBM-PC (Benchmark Norton-SI)
--
-------------------------------------------------------------------------------
R. van 't Veen .. mcvax!nikhefh!u13. All opinions are my own.
-------------------------------------------------------------------------------
```

3407. Re: *** VIRUS KILLER ***

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 10:58:41 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <309@laura.UUCP>
Source record: 252807

In article <538@csvax.liv.ac.uk> unpowell@csvax.liv.ac.uk writes:
>
> I've noticed quite a growing concern about ST viruses on the net.
>The following uuencoded program is a virus killer. It allows examination
>of a disk's boot sector, the removal of an auto executing boot sector and
>the installation of an "anti virus" on a disks boot sector. This anti virus
>is simply a program, on the boot sector, that tells the user (on boot up)
>that his/her disk is virus free.

- I won't install anything on the boot sector of any disk if I
don't have the source of it (and have compiled it myself for
sure).

- Sources and binaries should be posted to the moderator of
comp.sources.atari.st resp. comp.binaries.atari.st.

+--------------------------+---+
Rainer Klute	UUCP: klute@unido.uucp
University of Dortmund	(...uunet!mcvax!unido!klute)
Dept. of CS	BITNET: klute@unido.bitnet
P.O. Box 500500	
D-4600 Dortmund 50	
+--------------------------+---+
| Federal Republic of Germany |
+---+

3408. Posting GEMDOS improvements.

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 11:47:50 UTC
From: t68@nikhefh.hep.nl
Message-ID: <456@nikhefh.hep.nl>
Source record: 252808

I have a legal/moral question about posting programs.

If I make a disassembly of a small part of an operating system (guess which one) and make some improvements/bug fixes, can I post the resulting binary in such a form that people may run it from their auto folder? The point is that it is impossible to run this program if you don't have the ROM version for which the bug fix was made (it is only part of the operating system), so I am not robbing anybody from their just revenues.

The particular cases I have in mind are:

1: recent noise about improvements in the performance of GEMDOS.

2: a book that was recently published in Germany with a discompilation of of GEMDOS. This last thing seems to be fully illegal to me. Is one really allowed to do this?

If the concensus is that I am allowed to post improvements to GEMDOS I will post the improvements that go currently under the name JAMDOS. They have now some months of testing and seem to work rather well in about 10 systems that are mainly used by scientists and hackers for programming purposes.

Thanks,

Jos Vermaseren,
t68@nikhefh.uucp

3409. Re: UniTerm XMODEM bug suggestion

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 12:44:57 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <4668@cup.portal.com>
Source record: 252809

In article <596@lakesys.UUCP>...
martin@lakesys.UUCP (Martin Wiedmeyer) Writes:
>In article <4564@cup.portal.com> Dave_Ninjajr_Flory@cup.portal.com writes:
>>I used two different disk/file editor programs to try and make the fix to
>>Uniterm xmodem and could not find the sequence described, 06 40 00 FF, I even
>>searched twice for the supposedly correct sequence 02 40 00 FF and it wasn't
>>found either. Looked in both the .PRG file and the .RSC file. Either Simon
>>mad a mistake, or someone fixed it. I was looking at 2.0c edit 008.
>
>I had the same lack of success finding the string in either the .PRG or the
>.RSC file. I was looking in the V2.0c 009, the version which is now available
>on netlib (Thanks, Simon!).
>
>Is it possible that the bug only exists in earlier edits than 008? ... .. .
I had no problem finding and fixing the bug in UniTerm 2.0c 008.
I used a _monitor_ program called MONST to load UniTerm into memory,
find the bug, patch it, and write a new copy of UniTerm back out to disk.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

3410. Re: LaTeX ST: does it exist?

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 13:58:12 UTC
From: decouty@irisa.UUCP
Message-ID: <403@irisa.UUCP>
Source record: 252810

In article <594@lakesys.UUCP> mark@lakesys.UUCP (Mark Storin) writes:
>
> I too would like to know of the availibility of LaTeX for the ST.
>
[deleted text]

A german company sells a version of TeX/LaTeX for ST:

Tools, Gmbh
Kessenicher Strasse 108
5300 Bonn 1
West Germany

It is Tex version 2.1.
Seems very interesting but the 56-pages manual is still in German. An english
version is planned. Uses environment file for input, output, fonts, format...
Has a previewer and other features but I do not understand German...
I have used previous version and, except some bugs, it is useable. Needs
a lot of memory! Price is around 300 DM.

From TUGboat, volume 7, No 3 (1986), another company has a TeX version
for ST:

Kettler EDV-consulting
P.O. Box 1345
d-8172 Lenggries
Federal Republic of Germany
phone (49) 8042 8081

No more info.

Disclaimer: I am only a customer of Tools.

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+---+
IRISA - INRIA	EMAIL : decouty@irisa.fr
Campus de Beaulieu	UUCP : {mcvax,inria!}irisa!decouty
F-35042 Rennes Cedex	decouty@irisa.UUCP
FRANCE	BITNET: DECOUTY@FRCICB71
+-------------------------+---+--------------------+-------------------------+
| PHONE : +33 99 36 20 00 | TELEX : 950473 UNIRISA | FAX : +33 99 38 38 32 |
+-------------------------+------------------------+-------------------------+

3411. Re: Screen Saver?

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 15:36:03 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <641@csvax.liv.ac.uk>
Source record: 252811

In article <1524@ucdavis.ucdavis.edu>, ccs011@vega.ucdavis.edu (Bill Frazer) writes:
>
> I was wondering if any of you could tell me where I could find
> the specs on Dega files, or, if its not too much trouble, send
> me a description. Better yet, if anyone has some C source
> (preferably Megamax, but its not neccessary) that will save the screen
> to a Degas file please send it to me!
>

A Degas file (without animation data) is 32034 bytes long. The last
32000 bytes is the actual screen image. The first 34 bytes are the resolution
and the pallettes.
The first word of these bytes is the resolution (0,1 or 2) and the
next 32 words are the pallette registers 0 to 15.
I don't the format of the compressed files.

C source? ... Yeuch!

Mark Powell

****

"...I hate the white JANET unpowell@uk.ac.liv.csvax
man, and the man UUCP {backbone}!mcvax!ukc!mupsy!liv-cs!unpowell
who turned you all ARPA unpowell%csvax.liv.ac.uk@nss.cs.ucl.ac.uk
loose..." R. Harper

****

3412. mail for JP ANDRE

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 15:36:25 UTC
From: everett@hpcvlx.HP.COM
Message-ID: <1080001@hpcvlx.HP.COM>
Source record: 252812

I can't get mail through to Andre, so here it goes to everybody.

I've gotten your messages re:SNARF-ST, and all sounds great. My messages to you all bounce back, no matter what path I use. The latest two paths from you were:

!hplabs!decwrl!sun!seismo!uunet.UU.NET!mcvax!cnetlu!andrejp
!hp-pcd!cmcl2!ll-xn!BBN!harvard!ut-sally!uunet!mcvax!cnetlu!andrejp

I suspect the problem may be with uunet, but I'm not sure. Anyway, once you have your port of SNARF finished, and in a shape that YOU're happy with, please post it to this notes group. I'm sure that everyone else would enjoy seeing it. (The posting should include the ST sources, as well as the executable.) Congratualations on the work you've done.

Everett Kaser
!hplabs!hp-pcd!everett
(503) 750-3569

3413. Re: UniTerm XMODEM ... Binary Scan Programs

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 15:41:57 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <3330@brspyr1.BRS.Com>
Source record: 252813

From article <2848@crash.cts.com>, by sreeb@pnet01.cts.com (Ed Beers):
>
> I found the sequence in uniterm.prg about 50200 bytes into the file. My only
> binary file editor had no search capability so I hacked a C program to do it.
> Are there any PD binary file editors with search capability?

I just downloaded a great little desk accessory from GEnie -- its called
MEMFILE, and provides binary display/search/modification to memory,
disk sectors and files. It is extremely handy, and works very well.
I used it to patch the UniTerm program in less than a minute.

I highly recommend it.

--
Tim "The Enchanter" Northrup
--------------------------- "She's strange,
tim@brspyr1.BRS.Com or uunet!steinmetz!brspyr1!tim and I like it!"
== -- Cameo

3414. MS-DOS Emulator

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 15:50:08 UTC
From: TNPHSUD@HDETUD1.BITNET
Message-ID: <8804240542.AA10334@ucbvax.Berkeley.EDU>
Source record: 252814

Hi netfolks,

Has anybody already seen the hardware MS-DOS emulator called "SuperCharger"
from a German manufacturer. According to the rumours the thing should be
available by now.
The MS-DOS emulation is a nice bonus in that box but I am really
interested in the 1 Mbyte memory that can be used as a Ramdisk in ST-mode
and all that for about DM 800.- (= US$ 450). If somebody has seen it
are these promised specifications true?

Bye
- Damir

BITNET: TNPHSUD at HDETUD1 . BITNET

TTTTTT UU UU
TT UU UU
TT UU UU
TT UUUU DELFT
Acknowledge-To: <TNPHSUD@HDETUD1>

3415. Re: 68030 Un*x Workstation

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 16:14:38 UTC
From: steenkl@diku.dk
Message-ID: <3785@diku.dk>
Source record: 252815

A lot of people seemes to be confused about the ABAQ and UNIX.

After a chat with Perihelion at the Hannover faire i realised that

1) The ABAQ has NO MMU. (i.e. no protected memory and no UNIX)

2) The filesystem on the Helios operating systems looks like
the UNIX filesystem. BUT....

3) The process environment in Helios i different from UNIX.

4) Helios is developed in C -not OCCAM.

5) The 1k x 1k graphics board has a palette with 4 million
colours. The "colour blitterchip" in the board can draw
50 million pixels pr. second. This board is also used in
the Atari 68030 UNIX box.

The ABAQ is an experimental machine that gives a speedy system
with great potential for parallel programming and graphics.

The UNIX box is (going to be) a cheap UNIX workstation for the guy
who whants a standard (UNIX & Xwindows) system with MMU security.

Two very different products !

Kind regards

Steen Koefoed Larsen, steenkl@diku.denet.UUCP

[If you read this: There is no line eater !!]

3416. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 16:40:40 UTC
From: govett@avsd.UUCP
Message-ID: <116@avsd.UUCP>
Source record: 252816

```
>
>>>How well does it emulate IBMs?
>>According to my friends, "Excellently!" I cannot judge because I do not have
>>PC Ditto.
>
>
> But remember that it's pretty slow becuase you're emulating a hardware with
> software running on a 8Mhz 68000 CPU. I think it's something like 50%-80%
> the speed of an old 4.77 Mhz IBM PC (which nobody uses anymore), and whole
> lot slower than an 8Mhz 8088.

We tested pc ditto here, and it has a Norton of index of .3, which
means .3 x 4.77 MHz. Still, it's fast enough for most tasks and
completely compatible so far.
```

3417. Re: WARNING: Bug (?) in TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 18:38:02 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1714@ncsuvx.ncsu.edu>
Source record: 252817

Am I the exception or something? I've been using TurboDos for over a week now and never had any trouble. Of course, my system isn't configured in an "exotic" fashion; just a plain 1040ST with Supra 20Meg. I don't use any other caching program while TurboDos is loaded, because of the warnings against that. Also, whenever I power the system up, I automatically enter GULAM (using GEMSTART in the AUTO folder), AND before powering down, I exit GULAM -- this, I imagine will close all remaining open files and flush buffers that TurboDos keeps.

Anyway, I just thought I'd proclaim that there ARE folks who've not yet been disappointed by TurboDos.

Tom Wolf

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3418. Re: TurboDOS

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 18:43:37 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <4673@cup.portal.com>
Source record: 252818

Since Atari's current position, expressed on GEnie is that Turbodos has not been released to the PD in the US it would be better to shelve all this until it is.

3419. Gulam and MWC

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 19:26:23 UTC
From: mberkley@watnext.waterloo.edu
Message-ID: <4129@watcgl.waterloo.edu>
Source record: 252819

I have been playing around with Gulam and MWC for quite some time, but I cannot seem to get the right setting for env_style for use with MWC.

If I set the env_style to "gu", then I seem to be getting just the command tail, and no argv[0] which I would get if I was getting MWC style arguments.

If I set the env_style to "mw" or "bm", then all of the arguments show up as one argument. Looking at the environment, I do find an ARGV= entry, but the value is just NULL.

One side effect of all this is that when I use the MWC cc, it thinks that I'm compiling from the desktop, so I have to press return after every cc command, a logical thing for it to do, but very annoying.

Can someone tell me how I should be setting env_style, or if there is some patch that needs to be made to gulam itself? It just seems as if gulam is using an older style of ARGV. I am using gulam version 1.00.00.02 (110287) and MWC version 2.0. Is there a newer version of gulam?

Thanks

Mike Berkley, University of Waterloo

```
*********************************************************
* bitnet: mberkley@watsup.waterloo *
* cdnnet: mberkley@watsup.waterloo.cdn *
* internet: mberkley@watsup.waterloo.edu *
* uucp: {ihnp4,utai,uunet}!watmath!watsup!mberkley *
*********************************************************
```

PS - I tried to get this message directly to the author of gulam, but my mailer can't find a way to him.

3420. Re: ST Minix

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 20:22:30 UTC
From: wsinjj@eutrc3.UUCP
Message-ID: <218@eutrc3.UUCP>
Source record: 252820

In article <1615@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
> ----
>
> thought you'd be interested in this item:
>
>
> In article <203@eutrc3.UUCP> wsinjj@eutrc3.UUCP (Jan Joris Vereyken) writes:
> ->Because of friend of mine has Minix for the Atari ST, and promised me to
> ->give me a copy, I was wondering wether or not there are other people on
> ->usenet who have experience with the ST version. If you have, please mail
> ->me! Thanx in advance :-)
> ->
> -> Jan Joris Vereijken
> ->
> -> wsinjj@eutrc3.uucp
> -> rcst14@heitue5.bitnet
>
> [from Neth.]

Yes I said this... Although some people *do* have ST Minix, it is not
available (yet?) to the masses. It was kinda stupid from me to put this
out in the public, but I was only trying to find some fellow-ST'ers using
it. I was *NOT* announcing "ST Minix has arrived, go get it". So please
don't mail me to get it, especially don't mail Tanenbaum, because he lives
quite nextdoor to me (that's why I got it in the first place :-) and he
might kill me or do other compatible nasty things.....

- *SORRY* folx! _my_ fault... -

Jan Joris Vereijken

wsinjj@eutrc3.uucp
rcst14@heitue5.bitnet

Ps: Maybe, just maybe, I'm allowed to tell all you Minix-hungry ST'ers
that Minix might, just might, be available soon. (maybe)

3421. External Ram Disk

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 20:54:43 UTC
From: stone@amc-vlsi.UUCP
Message-ID: <453@amc-vlsi.UUCP>
Source record: 252821

Hi,

Well, I'm peeing myself constantly. The external ram disk will run
from any hard disk driver as I had hoped (expected). Thus if you have
a hard disk then the software that it comes with (ie. Atari, Supra)
will run it. You can even boot from it. Hell, you can even "park the head."
I'll still supply a driver though, as people with just floppies will
need it.

Currently I'm running a 2 meg ram disk using 256K chips and a SH204
hard disk. Things are working great. I've loaded my bin, lib, and
include to the ram disk (as well as temp). Running from a shell my
response time has improved.

I compiled a program consisting of 4 c files and 3 s files from hard
disk and from ram disk, the times are:

Ram Disk: 177 sec
Hard Disk: 241 sec

I'm using Alcy(holic) 4.14 and the Bammi cc program. Oh yes, using
MadMac and Aln.

For those interested, you maybe should phone. Mail doesn't always make
it here.

Glen Stone
(403) 277-9171 night
(403) 289-2043 day

3422. DEGAS file format information request

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 22:12:19 UTC
From: kevin@kjvw.UUCP
Message-ID: <207@kjvw.UUCP>
Source record: 252822

I have a couple of graphics programs that I have written, that I would like to be able to write Degas files. If you have any information or sources which would help me load or save Degas format would you please send them to me at tektronix!teksce!bucket!kjvw!kevin (kevin@kjvw). I usually use MWC, so sources which were for that ilk would be the most useful. I have Pascal & most of the other flavors of C too.

Thanks.

3423. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 22:56:32 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <50424@sun.uucp>
Source record: 252823

In article <184chad@byuvax.bitnet> chad@byuvax.bitnet writes:
>Question: Is it true that MACs use the top of the disk while Atari/IBM
>use the undersides?

No. Both use the same side. Sometimes bogus disk salespersons will lie
to you and say that DSDD disks and SSDD disks are exactly the same to
make a sale but they aren't. The disk manufacturing process goes something
like this :
(I toured Dysan/Xidex once ...)
o A sheet of mylar is coated on both sides with their own
custom oxide.
o It is cut into little circles.
o The circles are buffed to near flat on *one* side.
o Disks are tested for R/W errors, ones that fail are recycled
o Some of the ones that pass get packaged as SS disks.
o The rest get burnished on the *other* side and tested again.
o The ones that fail get recycled (humans can't tell which side
failed) The ones that pass become DSDD disks.

>That is what I have heard. If it is true, then it is the biggest scam
>around.

There *is* oxide on both sides of the disk and they are processed to be
DSDD disks, even though some get pulled early in the process. The problem
is that on 3.5" disks, where one is storing 135 Tracks/Inch, it is a *lot*
easier to get defects. (As opposed to 5.25" disks at 40 TPI). What does it
mean to you? It means
1) Some percentage of that disks you buy that are labeled SS can
be recorded on the uncertified side.
(This will be higher than on similar lots of 5.25" disks. Based
on the tour I would guess it to be about 10% (5 out of 50))
2) These disks will *always* cause excessive head wear on the disk
head on the 'wrong' side because they are not burnished.
3) The may not be capable of retaining data reliably on the wrong
side.

I don't know where you buy disks but I find that bulk disk usually go for
$1.00 ea for SS and $1.20 ea for DS. If you lose 5% because they can't be
formatted then you are actually paying $1.00/.95% good = 1.05 each. Or
saving about 15 cents per disk. The risks you are incurring are early
death of your disk drive because one head is reading an unburnished disk
and being sanded to nothingness, and having a backup go bad 'in the can'
because the oxide on the other side didn't have the retention power it
would have required to be certified.

It's not worth it to me, but I am not you. You be the judge.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

3424. mshrink & lattice C

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 23:18:14 UTC
From: knop@dutesta.UUCP
Message-ID: <1138@dutesta.UUCP>
Source record: 252824

Bill writes:(Bill Rosenkranz)

>Mshrink is a gemdos call that returns memory to the operating system. a far
>as i know, when you double-click (or otherwise start a program) it take
>ALL available memory for itself. since rsrc_load needs to allocat space
>(using a Malloc call, probably the gemdos version NOT the gemlib malloc,
>there is none available and it would probably bomb. this is why the alcon
>startup file GEMSTART.S does the Mshrink almost as soon as the program tarts.
>the gemstart module is the first thing that executes when your program tarts
>and eventually calls your "main" function. i don't know how lattice
>works but it probably does something similar. check your docs to see if
>they mention something about linking and a certain object that has to b
>first. you should probably solicit a response from lattice hackers.

The alternative startup.asm include in this article was written by my
friend Harm Salomons, who is responsible for its contents. (Reply to me)

The problem:
On startup of a GEM program all available memory is allocated (and zeroed).
This means that sub-processes or resource files cannot allocate any more
memory. Therefore all programs must de-allocate all memory that they do
not need. This is done in the startup routine of the runtime library of
the C-compiler with a call to the mshrink function. Mshrink must be given
two addresses:
1: the address that was returned by rbrk when the program was loaded
(known only inside startup.asm)
2: the size of the memory that must be retained.

Lattice runtime memory layout is as follows:

```
High | stack | grows down
| ----- |
| |
| ----- |
| heap | grows up
|-------|
|program|
Low |-------|
```

(Naturally the size of the space between heap and stack must remain
positive at all times)
The position of the stack is determined by startup.asm. With this memory
organization you cannot alter the amount of memory used from within your
C code, because you cannot move the stack to another location.

The solution is to reverse the order of stack and heap.
This assumes lattice C version 3.04.01

I will give only the changes to STARTUP.ASM that is supplied with the C compiler. (Something similar should be possible with gemstart.asm.)

To the list of XDEF's you must add the line:

```
--------
XDEF _dealloc
--------
Replace
--------
mem3:
move.l d2,d0 ; d0 = base of free memory
sub.l a1,d0 ; d0 = size of program
add.l d3,d0 ; add heap requirements
add.l _STACK,d0 ; add stack requirements
move.l d0,-(a7) ; length of retained memory
move.l a1,-(a7) ; base of retained memory
clr.w -(a7) ; filler
move.w #gem_shrk,-(a7) ; function code
trap #1 ; Memory now shrunk
addq.l #4,(a7)
tst.l d0 ; check it worked
bne.s abort
;
mem4: move.l d2,a7 ; set up stack
add.l d3,a7 ; add heap size
move.l a7,_base ; set base of stack
add.l _STACK,a7 ; add stack size for new sp
move.l a7,_top ; set top of stack
move.l d2,_mbase ; set base of heap
move.l d2,_mnext ; set heap next pointer
move.l d3,_msize ; set size of heap
--------
by
--------
mem3:
mem4: move.l d2,a7 ; set up stack
move.l a7,_base ; set base of stack
add.l _STACK,a7 ; add stack size for new sp
move.l a7,_top ; set top of stack
move.l a7,_mbase ; set base of heap
move.l a7,_mnext ; set heap next pointer
move.l d3,_msize ; set size of heap
jsr rbrk ; free all level 1 memory
--------
```

To the end of of the TEXT part of startup.asm you must add the following lines:

```
--------
_dealloc:
move.l 4(a7),d0 ; address to dealloc from
```

```
sub.l _pbase,d0 ; start address of memory
move.l d0,_msize ; new length
;
move.l d0,-(a7) ; length of retained memory
move.l _pbase,-(a7) ; base of retained memory
clr.w -(a7) ; filler
move.w #gem_shrk,-(a7) ; function code
trap #1 ; Memory now shrunk
adda #12,a7 ; restore stackpointer
rts ; return with result in d0
;
--------
```

The program must (after startup) decide how much memory it needs for heap space. The remaining RAM must be released by a call to _dealloc. Example:

```
Mem_buf = malloc(Max_mem);

if(_dealloc(Mem_buf + Max_mem) != 0)
{
fprintf(stderr, "Not enough memory");
exit(-1);
}
```

Happy Hacking!

--
Peter Knoppers, Delft Univ. of Technology
...!mcvax!dutrun!dutesta!knop
or
knop@dutesta.UUCP

3425. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 23:22:22 UTC
From: dragon@olivej.olivetti.com
Message-ID: <20428@oliveb.olivetti.com>
Source record: 252825

> We tested pc ditto here, and it has a Norton of index of .3, which
> means .3 x 4.77 MHz. Still, it's fast enough for most tasks and
> completely compatible so far.

Argh!

Norton's SI does *NOT* reflect an accurate performance comparison. It also depends on which version of SI you use.

For instance, using SI Ver. 3.0, if you take an otherwise stock IBM PC/XT, replace the 8088 with an NEC V20, and run SI, the reading you will get is around 1.8. This wildly exaggerates the 10%-20% speedup one gets with an NEC V20.

In actual benchmarks (PC Magazine's) pc-ditto was slow in some instances yet faster in others. For this reason, I feel that pc-ditto runs at about 50%-75% the speed of a vanilla IBM PC/XT.

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!oliveb!olivej!{dragon-oatc,lobster}!dean

Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

3426. Re: *** VIRUS KILLER ***

Newsgroup: comp.sys.atari.st
Date: 1988-04-21 23:55:45 UTC
From: bw0i+@andrew.cmu.edu
Message-ID: <gWPck1y00WE2ATM0mK@andrew.cmu.edu>
Source record: 252826

I'm not sure it's a great idea to have an anti-virus floating around.
If it copies itself to disks and multiplies, it's potentialy as dangerous as a
normal virus. Why not just use the boot sector checking program to check your
boot sector if you believe there's a virus on your disk?
I personally don't want a program scattered on my disks that I didn't
put there myself. I'm sure many others feel the same.

3427. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 00:27:35 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2496@ihuxy.ATT.COM>
Source record: 252827

In article <10400@sunybcs.UUCP> leo@sunybcs.UUCP (Leo Wilson) writes:
>In article <115@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:
>>Rumor has it that WordPerfect Corp. is so disgusted with ST users
>>pirating ST WordPerfect that it is considering withdrawing it from the
>>market. ....

I got a copy of First CADD for my ST more than a year ago. The last time
I talked to Generic Software about when I could expect an update, they
said that they are not expending very much effort on the ST version. When
I asked why, I got an earfull about how ST users are such pirats. This
statement they claimed was backed up by the large ratio of tech-calls to
number of products shiped. I feel there high ratio is due to the combination
of a lousy, unsupported os and the fact that the product lacks luster, but
then what do I want for a $50.00 CAD package, right!!

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

3428. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 02:35:19 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1534@water.waterloo.edu>
Source record: 252828

In article <226500010@trsvax> johnm@trsvax.UUCP writes:
>
[... lots deleted ...]

>>Does it communicate through the SCSI interface of the mac?
>Not to my knowledge. What is it you want to communicate?
Well, not directly. But there are several companies that sell converter
boards that go for about $100 to $140 each.

>>Can it use a Paged Memory Managment Unit?
>You mean like swapping memory out to disk? No, there is no micro with that
>facility that I know of.
I think I need to ask what a "Paged Memory Management Unit" is.
There are micro software implementations that provide virtual memory
to the user by swapping from the disk.
I think I agree that there is no such implementation for the ST!

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@waterloo.edu
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP or ...!uunet!water!ljdickey

3429. Re: ST Minix

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 08:38:43 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1793@brahma.cs.hw.ac.uk>
Source record: 252829

In article <1615@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
>no disrepect intended but how come the people in europe always seem to know/
>have more info/products/hacks/etc for the ST than us poor picturesque
>subhumanoids in the brain-drain states? sheesh, atari must REALLY be pulling
>in mega$$$ from across the swamp. at least it helps our GNP/trade deficit :^)

No disrespect here either but when I bought my ST I thought that because it's a US computer I would see very little info/products/hacks/etc. I was pleasantly surprised. Even more so when we saw the Atari Laser Printer,PC and the all American "Gauntlet" (I laughed until a boulder hit me on the head :-).

But who got Landon Dyer's MADMAC assembler and Allan Pratts ALN Linker first? I spent the best part of a year trying get these. When Allan's new ROMs finally appear who'll have them first? The USA probably. I am chewing the carpet here waiting for them (any chance of an ETA Allan).

Also unless you understand German most of the great ST info/.. is nbg anyway.

(No doubt the above comments are a flameable offence :-)

"I think all right thinking people in this country are sick and tired of being told that ordinary decent people are fed up in this country with being sick and tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

3430. Re: ST hardware scrolling

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 09:07:58 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1794@brahma.cs.hw.ac.uk>
Source record: 252830

In article <4484@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>(1) The ST's video pointer must be on a 512-byte boundary, NOT 256.
>Thus, incrementing it by $500 (1280) (to scroll by one text line)
>is NOT feasible. (I tried it: the screen goes crazy!) One could
>scroll TWO text lines at a time, though.

No. It can go on a 256 byte boundary. I tried, and suceeded long ago for some smooth scrolling I did and it worked just fine for me. The screen just looks crazy because 256 bytes doesn't use an integer number of scanlines.
(1.6 in colour modes)

>(2) This solution only applies to scrolling the entire screen,
>while Tempus, Laser C, etc fast-scroll arbitrary WINDOWS. Rather
>impressive.

Yup! I have not seen Tempus but my guess is they use "movem.l" all over the place and possibly force the windows to lie on 8 or 16 pixel boundaries so that there is no half characters to slow the thing down.

It is often the case that a little machine (not OS) dependance goes a long way.

"I think all right thinking people in this country are sick and tired of being told that ordinary decent people are fed up in this country with being sick and tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

3431. Connecting 8-bits and ST's

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 09:39:52 UTC
From: rankinp@cs.glasgow.ac.uk
Message-ID: <1016@crete.cs.glasgow.ac.uk>
Source record: 252831

[Apologies to those who who have seen this before]

Has anyone out there ever used an ST as a file server for an 8bit machine? I would like to keep all my 8bit stuff on ST disks. A 'get' type command given on the 8bit would then cause the ST to send over the file needed (via a joystick port?). This would mean that an ST hard drive could be used in the same way. Is there any code available to do this? If so, can it be done without the ST user being aware of what is going on (or at least without disturbing any program running on an ST).

I would think that any routine to do this would have to be interrupt driven. The ST watches for the 'get' signal during a VBI. When it arrives, an interrupt is generated on the ST. The ST procedes with the request using the VBI to send blocks of data over. Any program running on the ST is only frozen during disk access. Is my thinking correct?

3432. Re: ST hardware scrolling (It works!)

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 09:46:22 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <787@csvax.liv.ac.uk>
Source record: 252832

In article <4484@batcomputer.tn.cornell.edu>, braner@batcomputer.tn.cornell.edu (braner) writes:
> []
>
> Two problems with the suggestion for "hardware scrolling":
>
> (1) The ST's video pointer must be on a 512-byte boundary, NOT 256.
> Thus, incrementing it by $500 (1280) (to scroll by one text line)
> is NOT feasible.

The video pointer goes on a 256 byte boundary. You must have a pretty weird ST there. I've had the hardware scrolling working fine.
The screen memory location is held in addresses $ff8201 (high byte) and $ff8203 (mid byte). The low byte is always taken as 0 by the ST. Thus, as you can see, this allows the screen to be put on 256 byte boundaries.

> (I tried it: the screen goes crazy!)

Maybe it's just you thats crazy?

Mark Powell

****

"...I hate the white JANET unpowell@uk.ac.liv.csvax
man, and the man UUCP {backbone}!mcvax!ukc!mupsy!liv-cs!unpowell
who turned you all ARPA unpowell%csvax.liv.ac.uk@nss.cs.ucl.ac.uk
loose..." R. Harper

****

3433. Re: DCFORMAT v.2.21

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 09:58:06 UTC
From: ralph@lasso.UUCP
Message-ID: <8804220958.AA18680@lasso.laas.fr>
Source record: 252833

Michael B. Vederman asks me the following:

| Why are you running GDOS all the time?
|
| I would only suggest running GDOS with programs that need it. I have the new
| ROMS, which really speed up system response, and when I run GDOS the sytem is
| really unusable -- ie., SLOOOOOWWWWW!!!

I thought that GDOS had to be in the \AUTO\ folder, and therefore loaded each
and every time! Mine doesn't like to be loaded manually. Am I missing
something?

| The problem has to do with VDI handles and the like. I will look into it.

Thanks, though!

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =
P.S. Does anybody know of a trivial program that could be put in a batch file
and cause the ST to reset (or reboot)?
P.P.S. Reply directly to me since I do not get USENET news.
= =

3434. Re: fast scrolling

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 10:00:51 UTC
From: markov@ruuinf.UUCP
Message-ID: <421@ruuinf.UUCP>
Source record: 252834

To get fast scrolling, the first thing to do is to avoid VDI at
all. Just write the Raster routines yourself in Assembly and take care
that everything starts and ends at word boundaries. The overhead caused by
VDI for all the special features is large. Also write the routines for putting
text on the screen yourself (again starting at byte boundaries and not including
all these things like bold etc.).

Mark Overmars

3435. Atari St ---> Amiga?

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 15:19:33 UTC
From: cjs900@csc.anu.oz
Message-ID: <31@csc.anu.oz>
Source record: 252835

Greetings net people.

I am posti
I am posting this to comp.sys.atari.st 'causen unfortunately our
site no longer receives comp.sysng -
Is there any truth to the rumour that there is forthcoming
an Atari-St Emulator for the Amiga? This may be another in
the longish line of 'Emulator Rumours' - but i'd like to know
whether this has any substance.

The idea is akin to putting a VW engine in a Porsche 8-D ,
but i have seen some nice ST proggies that i would like to
run, (mostly games...)

Thanks in anticipation.

Chris Stanek.

Computer Services Centre,
Australian National University.

3436. Re: Bombs

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 17:30:16 UTC
From: jsp@sp7040.UUCP
Message-ID: <365@sp7040.UUCP>
Source record: 252836

In article <735@nunki.usc.edu>, rjung@nunki.usc.edu (Robert Jung) writes:
>
> Hi, folks, back again (tho I fear not for long)...
>
> Just a simple request: Does anyone have a list of the ST's error code
> numbers (bombs) and their corresponding message? I just realized that I
> don't have such a listing anywhere, and it would be nice to have one for the
> old archives.

Get a reference manual on the 68000. The number of bombs corresponds
to the hardware error on the chip. The only one i have memorized is 2 bombs
and it indicates a bus error or illegal address error.

-- Johnnie --

3437. Re: ST Minix

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 17:46:18 UTC
From: jsp@sp7040.UUCP
Message-ID: <366@sp7040.UUCP>
Source record: 252837

In article <1615@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
> thought you'd be interested in this item:
>
> In article <203@eutrc3.UUCP> wsinjj@eutrc3.UUCP (Jan Joris Vereyken) writes:
> ->Because of friend of mine has Minix for the Atari ST, and promised me to
> ->give me a copy, I was wondering wether or not there are other people on
> ->usenet who have experience with the ST version. If you have, please mail
> ->me! Thanx in advance :-)
> ->
> no disrepect intended but how come the people in europe always seem to know/
> have more info/products/hacks/etc for the ST than us poor picturesque
> subhumanoids in the brain-drain states? sheesh, atari must REALLY be pulling
> in mega$$$ from across the swamp. at least it helps our GNP/trade deficit :^)
>
> -bill

This may be true but there is a reason for this particular situation. Minix
was and is still being developed at the University of Amsterdam by Andrew
Tanenbaum. If there is a copy of ST-Minix floating around there I am sure
it is still a beta copy. When I asked in December about ST-Minix Andrew
sent a message to me saying it will be out sometime in the late spring. I
eagerly await its arival but I would rather have one with most of the
bugs fixed and not a beta version.

As a side note, I got a file of of comp.os.minix awhile back that had a lot
of fixes in it for the PC version. In it it stated that they were fixes that
were discovered while doing the ST port. Give it just a couple more months
and then we can do away with TOS.

Hope this information helped.

-- Johnnie --

3438. Re: PC-Ditto speed

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 19:16:38 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4538@batcomputer.tn.cornell.edu>
Source record: 252838

[]

I tried Word Perfect and Turbo C on PC-Ditto. Both are way too slow to be useful, in my opinion. I expected WP to be OK since it is an interactive program but it is rather slow on a real 8088 and about 4 or 5 times slower still in PC-Ditto. 20+ seconds to jump from one end of a 30K file to another. Disgusting.

Anyone with experiences of the ST (native) WP? Can you print to a Laser printer from it? Save as Postscript? Gem Metafile?

- Moshe Braner

3439. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 19:23:19 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4539@batcomputer.tn.cornell.edu>
Source record: 252839

[]

IS it really true (as claimed by Chuck McManis) that SS disks are "burnished" (polished?) on one side only and that the other side physically wears down your drive's head? That would mean that SS disks (including the original disks of almost all commercial SW for the ST!) are a bad idea in a DS drive, EVEN IF ONLY ONE SIDE IS USED!

I personally cannot see a difference in smoothness between the sides, but you might need a microscope...

- Moshe Braner

SS drives are OBSOLETE

3440. Re: The ADAP sound rack

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 20:19:32 UTC
From: jac423@leah.Albany.Edu
Message-ID: <700@leah.Albany.Edu>
Source record: 252840

Sampling keyboards and rack-mount units are not just neat. A sampler takes any sound and stores it digitally for later replay (that's the simplified version, since most good samplers let you edit the sound after it has been 'sampled').

Sampling drum machines can incorporate percussive sounds like a drum, for instance the human voice screaming "Oi!" or the sound of breaking glass. Once digitally stored, the sound can be replayed from a computer (in fact most samplers involve the use of a computer). The sounds in Dungeon Master and Gauntlet for the Atari ST were done this way.

A CD player, by the way, is a sort of high memory sampler. The data is read from the disc instead of RAM.

Hmmm... Why did I write this? I dunno... Maybe it'll help some of you to understand samplers and sound digitizing...

J.A.Cisek
jac423@leah.albany.edu

3441. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 21:06:02 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <4699@cup.portal.com>
Source record: 252841

D. Govett says 'I don't know anyone who would buy WP for $300' (in the ST community). Well he doesn't know enough ST people 'cause WP corporation has sold a lot at $300. The pullout rumor is only about 5 weeks old and WP put out the word in no uncertain terms that it wasn't going to happen. I never cease to me surprised and how some folks will seize on a rumor to support something they want to believe and pass it on as tho' it were true, without any apparent effort to check on the validity. Well educated people too, who should learn from experience. What you want to believe is easy shore up, no matter how false, for whatever reason. If you want to know what is going on in the world of Atari, check CI$ or GEnie. Don't depend on the naysayers of the Usenet for up to date info.

3442. MicroEMACS with MWC

Newsgroup: comp.sys.atari.st
Date: 1988-04-22 23:23:22 UTC
From: jma@hpcvmb.HP
Message-ID: <3300001@hpcvmb.HP>
Source record: 252842

Has anyone successfully installed MicroEMACS Version 3.9e by Daniel Lawrence on the ST and then made it work with Mark Williams C? By this I mean that the above version of MicroEMACS is called automatically when compiling and giving the -A option if the compilation process has errors. It seems that I would need a custom error.cmd file or emacs.rc file. Any help would be apprreciated.

John Altendorf
...!hplabs!hp-pcd!jma
jma%hp-pcd@hplabs.hp.com

3443. Re: Gulam and MWC

Newsgroup: comp.sys.atari.st
Date: 1988-04-23 02:41:23 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1719@ncsuvx.ncsu.edu>
Source record: 252843

In article <4129@watcgl.waterloo.edu> mberkley@watnext.waterloo.edu (Mike Berkley) writes:
[some deleted text]
>One side effect of all this is that when I use the MWC cc, it thinks
>that I'm compiling from the desktop, so I have to press return after
>every cc command, a logical thing for it to do, but very annoying.

I have the same problem. Could someone post a solution?
I think that I've seen one before, but that was before I began using
GULAM, so I didn't bother keeping it in storage (my brain is of limited
capacity, so I tend to de-allocate things rather quickly :-)

I too have an older version of MW (although I hope that my v3.0 will
arrive in the mail soon), and v1.00.00.02 of GULAM.

Thanks for any information leading to a solution of this problem.

Tom Wolf

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3444. Borland/Phillipe Kahn

Newsgroup: comp.sys.atari.st
Date: 1988-04-23 05:41:32 UTC
From: euloth@dalcsug.UUCP
Message-ID: <450@dalcsug.UUCP>
Source record: 252844

I was noticing some recent postings which indicated Turbo C being
test marketed in Europe. I found this on a New York BBS as an uploaded
text file.

Date: Fri Mar 18, 1988 4:34 pm EST
From: Michael Gaitor / MCI ID: 271-0310
TO: Philippe Kahn / MCI ID: 227-2940 (Receipt)
CC: * Michael Gaitor / MCI ID: 271-0310 (Print)
Subject: Taking Care of the Future...
Message-Id: 44880318213444/0002710310N23EM
18 March 1988

Philippe,
I read with great interest your "talk" about "taking care of the future"
in the Jan/Feb issue of Turbo Technix. It sounded rational and made sense to
me, except for the (not so) small detail of conviction, or rather, the lack
thereof. You talk about innovation, about taking chances, about not waiting
for others to "make that change" (as Michael has implored us), about leading
the way. As regards these very issues, I'd like to call your attention to
something that is personally important to me and I'm sure to many others -
the Atari ST market.

It seems to me that the sole trouble with the ST market is that no major
player has had the balls to commit to a solid product to support it. Surely
the market isn't so small that absolutely no profit could be made, just not
outrageously large profit. Yet, this is the very concept you discussed in
your article. I quote: "If someone makes the first move, we'll get started.
If everyone makes the first move, watch out!"
Yes, I know about WordPerfect. So far, though, that product has been
less than satisfactory as a "solid" piece of work, by WordPerfect's own
admission. Anyway, a single word-processing application is not enough to
support an entire market. Whether you choose to believe it or not, a good,
strong version of Turbo Pascal and the Toolboxes would do much more for the
ST than the best version of WordPerfect ever could. You've got a product
which has become a standard unto itself, with which other Pascals strive for
compatibility, which is known for its quality of documentation (a far from
universal attribute), and very importantly, a product which is used to
create other products. Especially now with the enhancements offered in
version 4.0, I believe that Borland is the company that could almost
single-handedly "validate" the ST as a "serious" machine, which it
certainly has the potential to be. Think of the interest and revenue that
would be generated by the Turbo line, the probable influx of Turbo-generated
new programs and the new outlets for third-party support packages. Include
extensions for easy access to the MIDI ports and you've got yet another
sub-market to draw on.

With all of this seemingly self-evident, and in light of your article, I can't begin to imagine why you turn your back on ST owners. If Borland were to be successful in the ST market (and how could it help but be?), what do you think would happen to the market in general? Others (the others you mentioned not waiting for) would then begin to consider the ST viable, yet MORE products would appear and all of a sudden the ST is no longer known primarily for Dungeon Master, good though it may be. Is there something inherently undesirable about this scenario? Wouldn't it strike your fancy just the least bit to have been responsible for this occuring? Do you seriously believe that ST owners wouldn't be ecstatic to be able to buy your products for their machines? (Running under PC-ditto does not give us access to the inherent qualities of our machine that prompted us to buy it in the first place.) Do you really think you wouldn't make any money? (Let's be serious...)
Major companies won't enter the marketplace because there's no one else there and you're as guilty of that as the rest. Why not show some of that foresight, daring and leadership you were talking about and get the ball rolling? I'd be willing to guess there's much less risk involved than people tend to think.

Command (or MENU or EXIT): NEXT

Date: Fri Mar 18, 1988 8:50 pm EST
From: Philippe Kahn / MCI ID: 227-2940

TO: * Michael Gaitor / MCI ID: 271-0310
Subject: RE: Taking Care of the Future...

Thanks and we are presently considering some things with the ST.

^^^^^^^^^^^^^^^^^^^^^

Well? What do you think?

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

3445. preloading programs

Newsgroup: comp.sys.atari.st
Date: 1988-04-23 06:32:52 UTC
From: collinge@uvicctr.UUCP
Message-ID: <390@uvicctr.UUCP>
Source record: 252845

Someone said that OS9 68k is capable of "preloading" commands; that is, loading some programs into memory and executing them there when invoked rather than loading them from disk. This seems to be yet another excellent idea incorporated in OS9 that no-one else seems to have thought of. I have always hated RAMdisks on the conceptual ground that any program loaded from RAMdisk occupies twice the memory that it needs - half for the executing image and half for the copy in the RAMdisk. (Yes, of course I use one...) Temporary files in RAMdisk are also stupid (the filesystem should handle this need in its buffering scheme) but less so, since only the data in the buffers is duplicated. Preloading commands eliminates the major stupidity and seems extremely easy to implement in any shell. Which brings me to my question:

How difficult would it be to hack this into Gulaam? Perhaps pm would be kind enough to consider this in a future release. Or maybe he has a hard disk and doesn't care, in which case he might allow someone else to put it in for the rest of us. Maybe someone could point out this note to him if he doesn't see it.

I love Gulaam and use it all the time.

--
Doug Collinge
School of Music, University of Victoria,
PO Box 1700, Victoria, B.C.,
Canada, V8W 2Y2
collinge@uvunix.BITNET
decvax!uw-beaver!uvicctr!collinge
ubc-vision!uvicctr!collinge

3446. Re: UniTerm XMODEM ... Binary Scan Programs

Newsgroup: comp.sys.atari.st
Date: 1988-04-23 16:05:39 UTC
From: frankg@nikhefk.UUCP
Message-ID: <346@nikhefk.UUCP>
Source record: 252846

In article <3330@brspyr1.BRS.Com> tim@brspyr1.BRS.Com (Tim Northrup) writes:
>From article <2848@crash.cts.com>, by sreeb@pnet01.cts.com (Ed Beers):
[deleted some lines]
>MEMFILE, and provides binary display/search/modification to memory,
>disk sectors and files. It is extremely handy, and works very well.
>I used it to patch the UniTerm program in less than a minute.
>
>I highly recommend it.
>
>--
>---------------------------- "She's strange,
>tim@brspyr1.BRS.Com or uunet!steinmetz!brspyr1!tim and I like it!"
>== -- Cameo

Why don't you post it to the moderator..

Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

3447. Apple weenies

Newsgroup: comp.sys.atari.st
Date: 1988-04-23 16:33:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8804240149.AA06073@ucbvax.Berkeley.EDU>
Source record: 252847

Date: 23 April 1988, 11:25:59 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Apple weenies

For anyone interested in Apple's suit against Microsoft and Hewlett-Packard, the April 4 edition of INFO WORLD has at least three good essays about those weenies at Apple. There are comments by Steven Jobs, an essay by Jerry Pournell and another article by William F. Zachmann. All these articles are flaming Apple for their foolish and anti-user lawsuits. First DRI, and now Microsoft (for Windows and the forthcoming Presentation Manager OS/2 shell) and HP (for a program called "New Wave" which uses, as Apple describes it, the "Macintosh look-and-feel" (read, "graphic interface").

What a bunch of weenies. Don't get me wrong, I like the Macintosh. I wish the ST was as asthetically attractive as the Mac. However, I hate Apple Computer Corp. with a passion. They overprice their machines up the wazzoo and they sue everyone else when they implement the obvious graphical user interface. Oh well... Some people predict that this is the last era of Apple dominance -- let's hope so.

+----------------------+----------------------------+
Jim McCabe	BITNET: mccabe @ mtus5
G31 ECH MTU	jemccabe @ mtus5
Houghton, MI 49931	UUCP: mccabe @ m-net
+----------------------+----------------------------+

3448. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-23 17:57:02 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <4738@cup.portal.com>
Source record: 252848

David Beckemeyer writes:
>The AT Clones ... 286 ... Have memory management...
Except if the point is to use MSDos Software, you can't use the protected mode, since it does things which make many (most?) MSDos programs incompatible. The 386 has a 'virtual real memory mode' (no, that is not a contradiction, it emulates an 8086 address space in paged memory, so you can still play segment overlap games (theoretically)), and there may be one or more products out that take advantage of this, but I don't know how "protected" it would be. And there are PC Emulators (100% software) running on fast 68020 unix systems. PC Ditto is slow (for a PC), but if it can be ported to the '030 box and run under unix, it might be something.
But to get back to the point of the MMU, if you change operating systems, you probabaly can add one to the ST, since if the point is to run a different OS, you almost need the extra hardware. So it would probabaly be better to buy a UNIX designed box in the first place (and with a 680x0 instead of a 286 unless you like segments).

3449. Re: ST Minix

Newsgroup: comp.sys.atari.st
Date: 1988-04-23 19:22:17 UTC
From: <>
Message-ID: <165@e.Ue.UUCP>
Source record: 252849

In article <1615@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
> In article <203@eutrc3.UUCP> wsinjj@eutrc3.UUCP (Jan Joris Vereyken) writes:
> ->Because of friend of mine has Minix for the Atari ST, and promised me to
>
> no disrepect intended but how come the people in europe always seem to know/
> have more info/products/hacks/etc for the ST than us poor picturesque
> subhumanoids in the brain-drain states? sheesh, atari must REALLY be pulling
> in mega$$$ from across the swamp. at least it helps our GNP/trade deficit :^)

Atari had little or nothing to do with Minix for the ST. ST Minix was written by Andy Tanenbaum and his students at VU Informatica (which is in the Netherlands, BTW) and so it would obviously work its way into users hand there first. M. Vereyken's friend might well be one of the developers!

On the other hand, I do agree about Atari's strategies regarding Europe and the USA. I don't mind them announcing everything at the Hannover Fair, as opposed to Comdex or the CES, but to sell everything in Europe for MONTHS before it comes out here is irritating. Perhaps the Tramiels don't realize part of the reason the US market is so unfriendly to their company is that their company is so unfriendly to the US market!

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - e.Ue!wes
#

3450. Re: ST Minix

Newsgroup: comp.sys.atari.st
Date: 1988-04-23 19:22:17 UTC
From: wes@obie.UUCP
Message-ID: <165@obie.UUCP>
Source record: 252850

In article <1615@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
> In article <203@eutrc3.UUCP> wsinjj@eutrc3.UUCP (Jan Joris Vereyken) writes:
> ->Because of friend of mine has Minix for the Atari ST, and promised me to
>
> no disrepect intended but how come the people in europe always seem to know/
> have more info/products/hacks/etc for the ST than us poor picturesque
> subhumanoids in the brain-drain states? sheesh, atari must REALLY be pulling
> in mega$$$ from across the swamp. at least it helps our GNP/trade deficit :^)

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--
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/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

3451. Re: Writing to the cartridge port.

Newsgroup: comp.sys.atari.st
Date: 1988-04-23 19:39:12 UTC
From: wes@obie.UUCP
Message-ID: <166@obie.UUCP>
Source record: 252751

In article <542@csvax.liv.ac.uk>, unpowell@csvax.liv.ac.uk writes:
> In article <8804132155.AA23202@ucbvax.Berkeley.EDU>, 440488@UOTTAWA.BITNET (Doctor Who) writes:
> > megabyte of ram that plugs into the cartridge port.
> > But according to the infamous Abacus book ST Internals, (p96) writing
> > to this address creates a bus error. They tried putting a ram disk in
> > the port but without sucess.
> >
> > How did Alpha get around this so that the Megadisk would work with
> > out creating bus errors?
>
> Who knows? One Meg seems a little optomistic as the ST only has
> 128K of address space available for the cartridge port. Where will this
> extra memory go?

First, how to write to the cartridge port: You fake it by assigning one of the address lines as a read/write line. This, of course, halves the amount of memory you can put on it, but that's life. So, whenever you 'read' an address with the high-order address bit set, that tells the logic on the cartridge to grab whats on the bus on the next 'data' cycle and write it to the location specified by the low-order 16 bits of the original address, or some such rot.

Second, how to address one meg of data in a ramdisk with only 128K (or 64K with read/write line) of address space: Simple. The Ramdisk doesn't work with addresses, it works with sectors. You send the ramdisk either a 'read sector' or a 'write sector' command, followed by 512 bytes (or whatever your 'sector' size is) of data. You'd probably need a 1-sector buffer on the ramdisk in addition to the memory used for the disk emulator. This would be pretty easy to do as an embedded application with an HD64180 cpu, or something like that.

Wes Peters

P.S. - Don't ask me the particulars of the interfaces, those are hardware problems. Call an engineer.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!utah-gr!
/ \/ \/\/ \ - Contend in Vain." - uplherc!sp7040!
/ U i n T e c h \ - Schiller - obie!wes

3452. Turbodos question

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 01:30:07 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1721@ncsuvx.ncsu.edu>
Source record: 252752

Someone who doesn't have access to usenet would like to know how she could get TurboDos to run (and which it currently doesn't) on her system.

Her configuration is as follows:

"... I am running a 520 stfm (upgraded to 1 meg) - with one ss/dd floppy. I have a 20 meg Seagate partitioned to 10 and 11 megs as drives c and d..."

I'm not sure what utilities she uses to drive her Seagate, but I could ask if necessary. My main question is: Has anyone else been able to successfully run TurboDos with a non-Supra, non-Atari Hard disk configuration?

Any information/help would be appreciated.

Tom Wolf

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3453. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 06:50:20 UTC
From: wes@obie.UUCP
Message-ID: <167@obie.UUCP>
Source record: 252753

In article <184chad@byuvax.bitnet>, chad@byuvax.bitnet writes:
% Question: Is it true that MACs use the top of the disk while Atari/IBM
% use the undersides? If that is true, then all SSDD disks are *certified*
% DSDD disks as the manufacturers wouldn't know which computer is going
% to be used and therefore which side to certify...
% That is what I have heard. If it is true, then it is the biggest scam
% around.

Nope. The single-sided 3.5" disk drives write on the top. The O.S.
has nothing to do with this. A 3.5" SS disk drive is undefined in the
MS-DOS world, by the way - MS-DOS only recognizes 720K and 1.44M 3.5"
disks.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3454. Re: BITNET mail follows

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 07:22:46 UTC
From: wes@obie.UUCP
Message-ID: <168@obie.UUCP>
Source record: 252754

In article <8804200802.AA03159@ucbvax.Berkeley.EDU>, 0ALEVI@POMONA.BITNET writes:
[...]
> what are the two parameters to the Mshrink(a,b) call? Do you know? Are these
> universal to all compilers? Does the function return a value (such as an
> error code)?

From the MWC docs:

Mshrink - gemdos function 74. Shrink amount of allocated memory.

#include <osbind.h>
long Mshrink(begin, length)
long begin, length;

Mshrink shrinks the amount of memory allocated by a program, and
returns dynamic memory to the free memory pool. _begin_ points to the
beginning of the space to be returned, and _length_ indicates the
amount of memory to be returned. *Mshrink* returns zero if memory
could be de-allocated, and non-zero if it could not.

NOTES
The *gemdos* call has a third parameter that is always zero; the
Mshink macro inserts this parameter automatically.

I think the <osbind.h> file came from Atari, so most compilers should
support the two parameters mentioned, and automagically insert the 0
parameter.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3455. Re: Big arrays in C

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 07:30:19 UTC
From: wes@obie.UUCP
Message-ID: <169@obie.UUCP>
Source record: 252755

In article <791@sun.mcs.clarkson.edu>, mrd@sun.mcs.clarkson.edu (Michael R. DeCorte) writes:
> Does the new version of MWC support arrays > 64K. I have an older
> version (? 2.- ?) and it seems to get fairly upset at large arrays.
> If not, do any of the compilers have large arrays or am I going to be
> forced to hack the output of TeX-to-C?

Yes, MWC 3.0 will support arrays > 64K, and yes, MWC 2.1.7 already supports arrays > 64K. The same limitation applies to both: the array MUST be either static or global (static data either way).

The reason for this is simple: the MWC compiler uses the `link' instruction to allocate space for the auto variables from the stack. On the 68000, the link instruction takes a signed 16-bit integer as the stack offset to use. Thus, the link instruction can allocate a maximum of 32K of space for auto variables. Thus the true array size limitation is not really even 64K, it is 32K.

The compiler will complain about `strict: array size exceeds size_t', but this is a `strict' message, which you can safely ignore. It's just telling you there is something you should check and make sure you are doing what you really want to do.

Don't complain too much about making the arrays static, just think - the MS-DOS world really can't get around their 64K limitation at all without some truly WEIRD machinations.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3456. Re: Turbodos question

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 14:06:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500048@iuvax>
Source record: 252756

I have a seagate 251 formatted RRL to 40meg, 2 single sided floppy drives,
and 1 meg of ram. TurboDOS has not failed once yet on my equipment.

3457. converting a TOS prg into a DA

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 14:24:35 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4553@batcomputer.tn.cornell.edu>
Source record: 252757

```
/*
Thought this might be useful for some people. This seems to be about
the minimum code needed to convert a TOS program to a desk accessory.
Note the "manual" saving and restoring of the menu bar bitmap.
Note that a DA should not use dynamic memory allocation.
(The DA version of GNOME uses a large static array to do its own
internal malloc()ing from.)
Also beware: the "current directory", as the DA sees it, can change
between openings since the current application can change it and GEMDOS
only keeps one "current directory". Surprisingly, although the desktop
normally makes the top window the current directory, that is not always
the case!

- Moshe Braner
*/

/*
This code manually extracted from a program
that was actually tested with Laser C.
*/

#include <osbind.h>
#include <obdefs.h>
#include <gemdefs.h>
extern int gl_apid;
int menu_id, event, ret;
int xdesk, ydesk, hdesk, wdesk;
int msgbuff[8];
char menusave[1520];
main()
{
int i;
char *cp;
/* your TOS application's initializations here */
Cconws ("\033f"); /* disable vt52 cursor */
appl_init();
menu_id = menu_register (gl_apid," your DA's name");
wind_get (0, WF_WORKXYWH, &xdesk, &ydesk, &wdesk, &hdesk);
daloop:
event = evnt_multi (MU_MESAG,
0,0,0,0,0,0,0,0,0,0,0,0,0,
msgbuff,
0,0, &ret,&ret,&ret,&ret,&ret,&ret);
/* could have simply used evnt_mesag instead:
evnt_mesag (msgbuf); */
```

```
if ((event & MU_MESAG) == 0
|| msgbuff[0] != AC_OPEN
|| msgbuff[4] != menu_id )
goto daloop;
graf_mouse(M_OFF,0x0L);
cp = (char *) Physbase();
for (i=0; i<1520; i++)
menusave[i] = *cp++;
wind_update(TRUE);
form_dial (FMD_START,
xdesk, ydesk, wdesk, hdesk,
xdesk, ydesk, wdesk, hdesk);
/* enable vt52 cursor if needed */
/* your TOS application does its thing here */
/* disable vt52 cursor if on */
form_dial (FMD_FINISH,
xdesk, ydesk, wdesk, hdesk,
xdesk, ydesk, wdesk, hdesk);
wind_update (FALSE);
cp = (char *) Physbase();
for (i=0; i<1520; i++)
*cp++ = menusave[i];
graf_mouse(M_ON,0x0L);
goto daloop;
}
```

3458. Re: TURTLE questions

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 17:07:06 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2375@ttidca.TTI.COM>
Source record: 252758

In article <1522@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
[...edited]
>Wouldn't it be nice if the disk backup program would create an index
>that to help me find the disk that has the file I want.
>It should be quite simple, an ordinary text file with two entries in
>each line of text:

TURTLE is really up against the wall for memory. There are a few things that could be added, but the program would no longer fit into memory with double sided disks (especially 10 sector formats).

The index, however, shouldn't be a difficult stand alone application for someone to write.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

3459. Re: ST Minix

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 18:04:48 UTC
From: bw0i+@andrew.cmu.edu
Message-ID: <EWQWt0y00XoC8SI0Cx@andrew.cmu.edu>
Source record: 252759

Is there any way of hooking up the ST to AppleTalk networks while using Magic Sac?
& Is there any student programs for the ST - cause Macintosh does, a lot of people have Macs here.
& since talent is coming out of colleges, if they use STs when they come out, they'll write for STs later.. eh? - a cheaper Mac than a college bought Mac is what we need.

3460. Re: Posting GEMDOS improvements.

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 18:31:05 UTC
From: wes@obie.UUCP
Message-ID: <170@obie.UUCP>
Source record: 252760

In article <456@nikhefh.hep.nl>, t68@nikhefh.hep.nl (Jos Vermaseren) writes:
> I have a legal/moral question about posting programs.
>
> If I make a disassembly of a small part of an operating system (guess
> which one) and make some improvements/bug fixes, can I post the resulting
> binary in such a form that people may run it from their auto folder? The
> point is that it is impossible to run this program if you don't have the
> ROM version for which the bug fix was made (it is only part of the operating
> system), so I am not robbing anybody from their just revenues.

Under the copyright laws in the United States, if the OS you are
speaking of is copyrighted, you are producing a `derivative work' and
must license the right to distribute it. You can easily defend doing
this for yourself under the clause that allows owners of software to
make adaptations to the software to run _correctly_ on the owners
system. I don't think you could justify distributing your patches
this way (unless, of course, Atari decides not to pursue it).

Morally, I think it's wrong for Atari to NOT distribute the bug fixes
Allan Pratt has worked so hard on, and we need so badly! But the
Tramiels don't seem too worried about moral issues, do they?
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3461. PC-Ditto and Norton SI (was About Atari's, Mac's, and IBM's)

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 18:36:46 UTC
From: wes@obie.UUCP
Message-ID: <171@obie.UUCP>
Source record: 252761

In article <116@avsd.UUCP>, govett@avsd.UUCP (David Govett) writes:
> We tested pc ditto here, and it has a Norton of index of .3, which
> means .3 x 4.77 MHz. Still, it's fast enough for most tasks and
> completely compatible so far.

Remember the Norton SI only rates raw CPU performance. It does not rate any of the system calls. The PC-Ditto system calls seem to mainly consist of taking the correct parameters out of the "8088 registers" and pushing them on the stack, then calling GEMDOS. At any rate, they are pleasingly fast.

If you want a more realistic test for what most people would use PC-Ditto for, load Ditto, start your favorite MS-DOS word processor (if there is such a creature! :-), and then load and save a large file. Now go try the same test on the same file. THIS will give you the relative performance figures for the PC and ST/Ditto. Do the same with all the software you normally use.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3462. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 18:47:54 UTC
From: wes@obie.UUCP
Message-ID: <172@obie.UUCP>
Source record: 252762

In article <50424@sun.uucp>, cmcmanis%pepper@Sun.COM (Chuck McManis) writes:
> The disk manufacturing process goes something like this :
> (I toured Dysan/Xidex once ...)

Hah! You were spoiled! Dysan is truly the BEST manufacturer of floppy disks around. Their manufacturing procedure differs from the rest of the floppy disk world in one important area: Dysan cuts the mylar base into donuts and then applies the magnetic oxide coating in circular tracks and buffs the disk surfaces. Everyone else lays on the oxide coating and buffs the disk in a cross-hatch matrix BEFORE cutting the donuts.

It's a small difference, but Dysan has the best warranty on disks I've ever seen, so they must be pretty sure of their process. BTW, this was explained to me by a factory rep from Syncom (a disk manufacturer) about 6 years ago, when I worked in a computer store in Salt Lake City.

We sold Syncom, Maxell, and Dysan disks. We never had a Dysan come back, we would replace a Maxell every couple of months, and the Syncoms worked great in Apple][s and not at all in anything else. The Maxells sometimes had troubles when we tried to format them on the DEC Rainbow, which had pretty picky floppy drives. DEC sold Dysans with their label on them, so we sold Dysans to the Rainbow and Pro-350 owners.

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3463. Re: Apple Challenges HP New Wave, MS-Windows, Potentially OS/2 PM

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 19:52:41 UTC
From: peter@sugar.UUCP
Message-ID: <1885@sugar.UUCP>
Source record: 252763
Cross-posted to: comp.sys.amiga,misc.legal,comp.sys.ibm.pc,comp.sys.mac,comp.sys.apple,comp.sys.atari.st,comp.sys.hp

In article <1120@neoucom.UUCP>, wtm@neoucom.UUCP writes:
> screen the window happens to be; this is sort of distracting (at
> least distracting to me). I'd rather just always click at the top
> of the screen. Trust me, it isn't really confusing.

I like the Amiga as much as the next guy, but I think putting the menus at the top of the screen like the Mac's is the biggest single design flaw in the generally pretty good Intuition interface. When you have a seperate button for the menu there's no reason to tie the menu to any particular part of the screen. It should come up directly under the mouse pointer, the way it does in most, if not all, of the UNIX based workstations.

> 2. The amiga supports a concept which is apparently unique to the
> Amiga. At least I personally haven't seen it elsewhere. Could
> well be, though as I haven't seen every window based system in
> existance. The Amiga uses a concept called screens. Screens can
> be rolled up and down like the windows on a car go up and down.
> Windows are rendered onto the screens...

You don't mention the particular advantage to screens, which is that it provides a method of supporting multiple palletes for different programs. Each "screen" is a seperate bitmap, rendered into the CRT display by the graphics coprocessor on a scan-line by scan-line basis. This way you can have a 2 bit-plane Workbench screen and a 6 bit-plane painting screen available at once. Screens aren't quite as flexible as windows (for example, they can only be moved vertically), but they're still quite handy.

The Mac uses a "pallete manager" to deal with this problem, and to allow for the use of multiple programs with different depth and palette requirements. The main problem with this is (1) It's expensive in terms of CPU power: if any window requires 8 bitplanes, all windows have to have 8 bit planes. The desktop slows down quite a bit when it has to move so many bits around. (2) Programs interfere with each other. They do a pretty good job of keeping programs out of each other's hair, but it's not really possible, particularly if you load up something like Pixel Paint.

> best of the three ways. The amiga hardware is really just now
> getting to the point where it is honestly capable of delivering the
> performance comensurate with the needs of the O/S.

Why do you say this? The Amiga windowing has always been lightning fast, compared with everyone else's, thanks to a dedicated DMA Blitter.
--
-- Peter da Silva `-_-' ...!hoptoad!academ!uhnix1!sugar!peter

-- "Have you hugged your U wolf today?" ...!bellcore!tness1!sugar!peter
-- Disclaimer: These aren't mere opinions, these are *values*.

3464. Info-Atari16 Digest

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 22:35:43 UTC
From: hortman@UCSCC.UCSC.EDU
Message-ID: <8804242235.AA07577@ucscc.UCSC.EDU>
Source record: 252764

Hi, would you please add me to your mailing list?
Thanks, Michael

3465. Joystick/keyboard conflict

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 22:50:26 UTC
From: csan@its63b.ed.ac.uk
Message-ID: <1200@its63b.ed.ac.uk>
Source record: 252765

Hi ,

I wondered if any of you have had the problem I have just discovered....
When I am using my joystick, I sometimes get characters generated as though
the IKB processor is mis-interpreting joystick signals. It only happens when
the joystick is moved very quickly. Could it be I have an old IKB (my Atari
was 2 last January). The reason I found out about it was I have just bought
a copy of Gunship by Microprose (its an excellent game - totally absorbing)
and the keys it seems to mistake most often are the ones that alter the
position of the collective - i.e. they make me fly up out of control or worse
crash .
Any comments/hints/suggestions will be most gratefully received.

--Andie.
Andie Ness . Department of Computer Science ,Edinburgh University.

ARPA: csan%ed.itspna@nss.cs.ucl.ac.uk UUCP: ...!uunet!mcvax!ukc!itspna!csan
an%ed.lfcs@nss.cs.ucl.ac.uk

JANET: csan@uk.ac.ed.itspna
an@uk.ac.ed.lfcs

% These are my own views and any resemblance to any coherent reasoning is
% probably a typo.

3466. UniTerm Documentation offer

Newsgroup: comp.sys.atari.st
Date: 1988-04-24 23:32:17 UTC
From: leo@leow.UUCP
Message-ID: <125@leow.UUCP>
Source record: 252766

I will reproduce the UniTerm Documentation (laser printer output), copied two sided and spiral bound for those people interested in it. There is a small profit involved (not for me!), so please e-mial me if you're interested in finding out more about it.

--
Leo Wilson 364 West Delavan Ave Buffalo, NY 14213-1412
(..sunybcs!leow!leo) leow!leo@sunybcs.bitnet

3467. Archive & UU**code

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 00:17:00 UTC
From: Poulin@RADC-MULTICS.ARPA
Message-ID: <880425001744.702957@RADC-MULTICS.ARPA>
Source record: 252767

Could someone tell me where I can obtain detailed information on the
many varied archive protocols and also UUencode and UUdecode. I need
this info. for a program I'm developing, so it must be very specific.
Thanx for any information.
--Marc

Marc C. Poulin AT&T: (315)336-7564 GEnie:
MicroByte Distributors ARPA: Poulin@RADC-MULTICS M.POULIN
6480 Monument Road Archive@RADC-SOFTVAX
Rome, NY 13440-7210 CIS: 72737,2703

3468. looking for information on pc HD interface kits

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 02:08:14 UTC
From: miken@hcr.UUCP
Message-ID: <3237@hcr.UUCP>
Source record: 252768

i am looking for information on the alternatives to the packaged hard-disks
available for the ST. i already know of the Berkley Microsystems BMS-100K
hard disk interface kit, but knowing what the ad says is about it.
"pc compatible hard drives" == ST504 drive without controller?
how well does this kit work, who else makes kits like these, and how well do
they work? details, the Teeming Millions want details! reviews, rants/raves
(did you know that rant == rave? look it up), plugs, flames are welcome.

p.s. the best price for a 20M supra around here is $800, available RSN...

--

Mike Nemeth "etch out a future of your own design,
...utzoo!hcr!miken well tailored to your needs" - T. Dolby

3469. Xlisp question

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 03:20:55 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1727@ncsuvx.ncsu.edu>
Source record: 252769

I just recently tried to play with Xlisp on my ST. After reading through the documentation, I noticed that a file (which was mentioned in the docs) was missing -- "init.lsp" Could some kind soul send me this file?

The version of XLisp I have is v1.5b (so if there's a more recent version, I'd be happy to take IT off your hands too :-)

If you can't e-mail me the above item(s), could you point me to an ftp'able site?

Thanks for the help,

Tom Wolf

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3470. Re: MS-DOS Emulator

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 09:17:40 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <316@laura.UUCP>
Source record: 252770

In article <8804240542.AA10334@ucbvax.Berkeley.EDU> TNPHSUD@HDETUD1.BITNET (Damir Sudar) writes:
>Has anybody already seen the hardware MS-DOS emulator called "SuperCharger"
>from a German manufacturer. According to the rumours the thing should be
>available by now.
>The MS-DOS emulation is a nice bonus in that box but I am really
>interested in the 1 Mbyte memory that can be used as a Ramdisk in ST-mode
>and all that for about DM 800.- (= US$ 450). If somebody has seen it
>are these promised specifications true?

I haven't seen it yet but I can tell you a nice detail: The
price is not DM 800.- but DM 698.- (= US$ 420).

Rainer Klute


```
+--------------------------+-----------------------------------------+
| Rainer Klute | UUCP: klute@unido.uucp |
| University of Dortmund | (...uunet!mcvax!unido!klute) |
| Dept. of CS | BITNET: klute@unido.bitnet |
| P.O. Box 500500 | |
| D-4600 Dortmund 50 | |
+--------------------------+-----------------------------------------+
| Federal Republic of Germany |
+-----------------------------------------------------------------------+
```

3471. Re: fast scrolling

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 09:30:43 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2468@bath63.ux63.bath.ac.uk>
Source record: 252771

Matt's is a special case of the general principle, don't work in smaller chunks than you have to. For example, if you are moving a sprite around the screen at high speed, don't move it a pixel at a time. Rather, work out how far it will go in one complete screen frame (1/70 sec mono, 1/50 or 1/60 second in colour) and then move it that many pixels in one jump, synchronized with the VSYNC. You can get a lot of speedup that way in many cases.

Of course, you have to work out whether you are talking to a mono or colour monitor, and if colour, at what frequency, but you can get the OS to tell you all that.

3472. Mega and Xbtimer

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 15:47:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8804251624.AA07682@ucbvax.Berkeley.EDU>
Source record: 252772

I have just upgraded to a Mega 2, and there is one program which I wrote that previsously ran (although sometime would get bus errors if run from MWC msh) that now gets illegal instruction bombs on the Mega. The program involves an Xbtimer interrupt handler which updates some timers, searches a linked list, and possibly outputs Midiws, and deletes records on the linked list. I follow the model given by the 200 Hz routine in Abacus Internals, plus a previous Antic. I use RTE and clear the ISR register.
Are there any unpublished rules about Xbtimer routines?

Aside from that, everything else runs except the msh from MWC Version 2.1. Funny thing, the msh from version 1 does run. I'll call up MWC about that one, I want to get version 3.0 anyway, and fortunately their office is in Chicago.

Getting back to the Xbtimer routines, the linked list can have insertions done from outside the Xbtimer routine, although my program doesnt yet do this. I protect the code which does the pointer tying by disabling the interrupt. I assume the counter keeps counting and resets whether the routine is called or not. A better way would be to just suspend the timer while keeping all the counters the same, and an even better way would be to have the interrupt pending while that sensitive code is done. Does anyone know how to do this?

Thanks for any help, Jeff Beer, UUCJEFF@ECNCDC.BITNET
==========
"Language is a Virus" Laurie Anderson
==========

3473. WordPefect (was: PC-Ditto speed)

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 15:49:11 UTC
From: ron@argus.UUCP
Message-ID: <1176@argus.UUCP>
Source record: 252773

In article <4538@batcomputer.tn.cornell.edu>, braner@batcomputer.tn.cornell.edu (braner) writes:
> []
> [Complaints about (lack of) speed of PC-Ditto.]
> Anyone with experiences of the ST (native) WP? Can you print to a Laser
> printer from it? Save as Postscript? Gem Metafile?
>
> - Moshe Braner

ST WordPerfect is reasonably fast. They have obviously not used the built-in screen handlers, since the screen updates far faster than I've seen in other programs. Included with WP is a 37 page file about printers, moving from one end to the other takes about 3 seconds.

Yes, you can print to a laser printer.

No, you can not save as postscript.

No, you can not save as a Gem Metafile.

If you get ST WP and expect full GEM support and a standard GEM interface, you will be very disappointed. It is a port of their MS-DOS product, and it shows. The interface is good as it is, but it is different. The mouse is supported for every operation, and the menus are fairly straitforward.

I just bought my copy a week and a half ago, and haven't used it for anything serious yet. The dealer gave me a copy of the 1/29/88 upgrade (not sure of the legality of this) since the one in the box was the first release.

I haven't had any problems with crashing with the 1/29 version since the first day, but I was also messing around with reset-proof ramdisks that day. WP and the ramdisks did not seem to get along very well (lockups, etc). I have not hd problems since, and none of the problems were reproducable. I'll look into this further when I have time.

WP is far more powerful than any other word processor for the ST that I've tried. I'm willing to put up with a non-standard interface as a trade-off. WP has standard GEM menus and, in some places, standard windows and dialogs. It's a good user interface as it stands, but there is some "culture shock" when first using it. You can also totally ignore the GEM interface if you know WP for MS-DOS - it will work the same way.
--
Ron DeBlock KA2IKT 213 River Dr.
...!rutgers!galaxy!argus Lk Hiawatha, NJ 07034
ron@wilbur.njit.edu (201) 316-6807
"Oooo...that's mean!" "No, just average."

3474. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 15:54:48 UTC
From: ron@argus.UUCP
Message-ID: <1177@argus.UUCP>
Source record: 252774

Just a note in this debate:

I've used literally HUNDREDS of SS disks as DS disks, both 5.25 and 3.5.
I've done this for years (about 5 years). I have had exactly 3 disks go bad.
For two of them, they wouldn't format. For the third (the only bad 3.5),
it went bad after a couple of hours. I should have known better than to use
it, as it made funny squeaking/squealing noises as it turned.
--
Ron DeBlock KA2IKT 213 River Dr.
...!rutgers!galaxy!argus Lk Hiawatha, NJ 07034
ron@wilbur.njit.edu (201) 316-6807
"Oooo...that's mean!" "No, just average."

3475. Software pricing (was Re: WHAT ATARI NEEDS TO DO...)

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 16:21:18 UTC
From: dcw@doc.ic.ac.uk
Message-ID: <267@gould.doc.ic.ac.uk>
Source record: 252775

In article <10400@sunybcs.UUCP> leo@sunybcs.UUCP (Leo Wilson) writes:
>In article <115@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:
>>Rumor has it that WordPerfect Corp. is so disgusted with ST users
>>pirating ST WordPerfect that it is considering withdrawing it from the
>>market. As I said, it's only a rumor. If true, however, it seems
>>to support my thesis that software should be priced for the intended
>>audience, and I know no ST users who would buy it for $300.
>

[stuff about Suggested Retail Price deleted]

>
>Personally, I don't see that the cost of software should reflect anything
>more than the market will bear. If the use you get out of Word Perfect or
>for that matter any other software, isn't worth the price you pay for it,
>DON'T BUY IT. Don't steal it, either. You made the choice by not buying it.
>

But how do you know how much use you will [in the future] make of a product
which you have to buy/not buy NOW ?

Being able to "test-drive" a piece of software, in the comfort of your own home,
would certainly be attractive to me: mind you, perhaps it would be a cut down
version - so that piracy wouldn't be a problem...

>What has purchase price got to do with anything at all? "Geez, if I buy
>this software I can save 19 man-hours per week (at $9.00/hr) for the next
>two and a half years, but I'll pass because the initial cost is $200."
>Makes LOTS of sense to me to pass it by...

You appear to be talking, here, about BUSINESS USE of ST's.
What about PERSONAL use - games playing, programming, music etc?
I don't put a price on the time I spend on my HOBBY COMPUTER...
so if I see a $200 package [for the sake of argument]
I would want to be REALLY SURE that I was going to use it a lot.

In fact, I probably wouldn't buy it - on cost grounds alone! - if it cost much
more than 100 pounds.

The original poster [David Govett] wrote, in the paragraph before the one
Leo quotes:

>If I may be allowed to generalize, people who buy STs are, on the
>whole, quite different from those who buy PCs and clones. Many PCs
>go into businesses where money exists to buy expensive software, but
>ST users seem to have trouble buying even moderately priced software.

If I may be allowed to meta-generalize :-)

I think this is right: many ST users [at least in the UK] are upgrading
to 520STFM's from earlier home micros, such as the BBC Micro and the Spectrum.
Typically, then, they [or their parents!] just manage to fork out the 300
quid for the basic computer, and then are faced with high software prices
[such as the typical game being 20 quid and Fast Basic being 70 quid or so -
because most of them have used BBC BASIC and want a lookalike]

Not surprisingly, many of them pirate various software - games, Fast Basic,
assemblers, drawing tools etc.

Other buyers [like most of those on Usenet/BITNET/FIDO/whatever else] may use
Unix or similar big systems at work, and were interested much more in
"1MB RAM, 68000, bit mapped graphics, CHEAP" than "look at all the flashy games"
These people probably make some serious use of the machine - it is these
who yell about the quality of the documentation.
It is these sort of people who tend to prefer command-line-interpreters, hate
GEM, and are interested in multi-tasking O/S for the ST...

[Of course, the above is a simplification... what isn't!]

In the above context, I think that the market for something like WordPerfect -
an expensive professional word processor for business use - would be extremely
small in the UK.
Products like First Word Plus and u-emacs/Proff/TeX are much more likely to be
used by the typical user community - the first by those who like GEM and the
second by those multi-tasking lovers.

Now, ok, the ST may be a good cheap small business machine - and Atari
certainly seem to be targetting the desktop publishing market - but with
the advent of cheap PC clones [Amstrad PC1512 at 400 pounds, for instance]
the ST is going to have some stiff competition on price, to get into the
business market.
As many people have remarked, one of the ST's biggest problems [blocking
its use in business] is being seen as a games machine.

The situation may be different in the States, of course... I have little
[or no] knowledge of the typical buyer there...

>===
>Leo E. Wilson 364 West Delavan Avenue Buffalo, NY 14213 (716)883-7573
>(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

Duncan White.

I woke up this morning, hit a few random keys, and lo and behold, this article
appeared. Should I have stayed in bed?

Duncan White, | Flying is the art of aiming oneself
Dept. Of Computing, | at the ground and missing.
Imperial College, | -- Douglas Adams, So Long and Thanks
London SW7, England | for all the fish.

3476. Printer for ATARI ST/ E-Z score plus

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 17:26:28 UTC
From: rwn@ihlpa.ATT.COM
Message-ID: <7741@ihlpa.ATT.COM>
Source record: 252776
Cross-posted to: comp.sys.atari.st,rec.music.synth

I am planning on purchasing Hybrid Arts E-Z Score plus within
the next couple of months. E-Z Score plus is a program that
runs on an ATARI ST that converts midi sequencer files to
music notation suitable for printing.

Since purchasing my ATARI 1040 ST last summer, I've delayed getting
a printer. Any suggestions for a printer that compliments that music
notation capabilities of E-Z score plus? I'll probably use it for
the usual stuff like letters, band songlists, etc. so letter-quality
is important too.

Any experienced users of E-Z score plus? What printer do you use?
Any suggestions for discount mail order sources for the printers?
I don't want to spend more than $200.00 so I guess I'm out of the league
for laser printers.

Thanks for the help.

Bob Neumann

3477. Re: PC-Ditto speed

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 18:07:47 UTC
From: G15@PSUVM.BITNET
Message-ID: <40365G15@PSUVM>
Source record: 252777

In article <4538@batcomputer.tn.cornell.edu>, braner@batcomputer.tn.cornell.edu (braner) says:
>
>[]
>
>I tried Word Perfect and Turbo C on PC-Ditto. Both are way too slow
>to be useful, in my opinion. I expected WP to be OK since it is an
>interactive program but it is rather slow on a real 8088 and about
>4 or 5 times slower still in PC-Ditto. 20+ seconds to jump from one
>end of a 30K file to another. Disgusting.
>
I agree. I recently had a chance to try a friend's copy of pc-ditto
with WP. I was appalled by the speed (or, should I say, the *lack* of
speed) of the emulation. This really surprised me since most magazine
reviews (which I generally trust) of this product proclaimed 'How Great'
it was. Personally, I find pc-ditto to be totally useless for doing any
meaningful work. Considering the fact that a good pc-emulation
system will run you about $400 ($80 for pc-ditto, $120 for upgrade to
1 megabyte ram, $200 for 5 1/4 drive with power supply, cable, etc), you'd
be better-off spending $200 more for a cheap PC-clone.

****
* John F. Gbruoski <The Captain> G15 @ PSUVM.BitNet *
* UUCP: {akgua,allegra,cbosgd,ihnp4}!psuvax1!psuvm.bitnet!g15 *
* *
* "Omnia mutantur; omnia fluunt; quod fuimus aut sumus, cras non erimus."-Ovid*
****

3478. C[con|aux|prn]out redirection bugfix

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 18:16:30 UTC
From: kuebler@incas.UUCP
Message-ID: <418@incas.UUCP>
Source record: 252778

```
For those who are interested in the bugfix of the bombing redirection of
Cconout, like it is done in the FATSPEED program I announced some days ago,
here is what I have changed:
( addresses are for german 86/2/6 roms; for german mega roms the address
is fc983a. If the code has moved in your TOS version, you should find it
by searching for the binary context )

old:
movea.l $8(a6),a0 * fc957e 206e 0008
! move.w $2(a0),(a7) * fc9582 3ea8 0002
move.l #$1,-(a7) * fc9586 2f3c 0000 0001
move.w $ffe2(a6),-(a7) * fc958c 3f2e ffe2

fixed:
movea.l $8(a6),a0 * fc957e 206e 0008
! addq.l #3,a0 * fc9582 5688
! move.l a0,(a7) * fc9584 2e88
move.l #$1,-(a7) * fc9586 2f3c 0000 0001
move.w $ffe2(a6),-(a7) * fc958c 3f2e ffe2

The patch fits in the space of the wrong code, so if someone has an eprom
burner, he can replace two roms by eproms and change the 4 bytes.
This fix is also included in the FATSPEED program, which copies parts of the
rom into ram space and applies some patches, especially a faster FAT lookup.
It will be posted soon, after it is confirmed working with international
roms, too.

- Uli -

Uli Kuebler
University of Kaiserslautern
West-Germany
..!uunet!unido!uklirb!kuebler
```

3479. ST/Apple

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 19:40:16 UTC
From: bw0i+@andrew.cmu.edu
Message-ID: <YWQtMUyT2k-0oNc0--@andrew.cmu.edu>
Source record: 252779

(I think I said this, but..)

Is there any way to hook up the ST w/Magic Sac to an Appletalk Network?
and
Is there a student discount program going on for the ST? cause there should be.
(Apple does and guess what computer a lot of college dorm rooms contain.)

3480. Anyone use Megamax or Lazer C?

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 21:46:25 UTC
From: jac423@leah.Albany.Edu
Message-ID: <710@leah.Albany.Edu>
Source record: 252780
Cross-posted to: comp.lang.c,comp.sys.atari.st

Does anyone here use the Megamax C or Lazer C development package for the Atari ST? I have just received Megamax and am quite pleased with it, although the manual leaves quite a few things vague. I will be developing software during the summer and will probably need some help. For starters, what do they mean by a workstation?

J.A.Cisek
jac423@leah.albany.edu

3481. CURSES package for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-25 21:59:12 UTC
From: jac423@leah.Albany.Edu
Message-ID: <711@leah.Albany.Edu>
Source record: 252781
Cross-posted to: comp.sys.atari.st,comp.lang.c

I have used the CURSES package extensively on the VAX, and the UNIX. Is something similar available for the Atari ST (preferably Megamax or Lazer)?

In case you don't understand, CURSES is a window management library for the UNIX (which has been translated to the VAX as well).

J.A.Cisek
jac423@leah.albany.edu

3482. Re: Printer for ATARI ST/ E-Z score plus

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 02:39:23 UTC
From: jac423@leah.Albany.Edu
Message-ID: <712@leah.Albany.Edu>
Source record: 252782
Cross-posted to: comp.sys.atari.st,rec.music.synth

Definately get an Epson. Epson printers are the most supported printers in the world (they also happen to be relatively cheap and have excellent quality).

By the way, congrats on the purchase of the ST! I've had a 520ST for two years and I'm very happy with it!


```
|\ |\ |\ |\ .--------------------. J.A.Cisek
| \ | \ |\ |\ | \ | \ |\ \/ | Spectral Fantasies | jac423@leah.albany.edu
| \| \|-\|_|| \| \|-\/\ `--------------------' jac423@uacsc1.albany.edu
```

3483. Fighting evnt_multi()

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 04:30:04 UTC
From: saj@chinet.UUCP
Message-ID: <4973@chinet.UUCP>
Source record: 252783

Just a little war story with a happy ending. I have a program which uses just about every level of management of what goes on the screen of an ST-line A through AES. One particular call to evnt_multi() got totally blasted: usually it fell through whether there was an appropriate event or not. The last straw was when it started waiting through appropriate events (ie hanging the program). I put an evnt_multi() that includes a timer event with a time of zero in front of the problem call, and now it seems to work properly. I guess something at VDI level blew away a variable AES needed, and the extra call replaces it. If this helps you, great. If you can explain this kind of behavior, I'd like to hear (read) it.

3484. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 04:44:51 UTC
From: david@bdt.UUCP
Message-ID: <302@bdt.UUCP>
Source record: 252784

In article <115@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:
>>
>>>A software company has to amortize its development costs over projected
>>>sales.
>>
>> Right. And so there's no argument for developing any ST software.
[much of my own stuff from previous deleted]

>Two comments:
>
>If I may be allowed to generalize, people who buy STs are, on the
>whole, quite different from those who buy PCs and clones. Many PCs
>go into businesses where money exists to buy expensive software, but
>ST users seem to have trouble buying even moderately priced software.
>
>Rumor has it that WordPerfect Corp. is so disgusted with ST users
>pirating ST WordPerfect that it is considering withdrawing it from the
>market. As I said, it's only a rumor. If true, however, it seems
>to support my thesis that software should be priced for the intended
>audience, and I know no ST users who would buy it for $300.

You missed my point and seem to be just saying the same thing over again,
and so that's what I'll do too.

From a business standpoint, you said it yourself, you must amortize the
development costs over the projected sales. Yet you also state that
there are fixed price limits in the ST arena. I agree with both counts,
and I therefore re-state that there is no sound reason to develop
Atari ST products.

The equation doesn't add up. You can't expect large volume with an ST
product; and you yourself state that you can't increase the retail price
either. So there's no way you can ever recover the development costs.

So there's no reason for a commercial enterprise to spend any development
money on Atari ST products. You're saying it, not me. I'm just agreeing
with you.

Following this logic, there's no reason to buy an Atari ST computer, becuase
nobody is going to develop software for it. And there's no reason to develop
my own software, unless it's my hobyy, becuase I'll never recover my own
development costs either. This means that my ST will only have non-commercial
software available and eventually it will die. Umm... seems like I agree with
you here too. Now I only wish didn't already have a pile of 'em.
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh

Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

3485. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 04:54:11 UTC
From: rich@lakesys.UUCP
Message-ID: <613@lakesys.UUCP>
Source record: 252785

>Nope. The single-sided 3.5" disk drives write on the top. The O.S.
>has nothing to do with this. A 3.5" SS disk drive is undefined in the
>MS-DOS world, by the way - MS-DOS only recognizes 720K and 1.44M 3.5"
>disks.
>--
> /\ - "Against Stupidity, - {backbones}!
> /\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
> / \/ \/\/ \ - Contend in Vain." - sp7040!obie!
> / U i n T e c h \ - Schiller - wes

Wrong. MS-DOS will work with 360K SS disks also. All one hase
to do is change the information in the config.sys file and one can
make MS-DOS work with SS drives, a 5 1/4 and a SS drive or DS drive
and a SS drive or any combination of the above.

One must remember that since your working with a SS drive (3 1/5)
that you may\will have to have some of the utilities on a seperate disk.
I do tis, and place the most un-used programs on the second disk, therefore
aleveatng the gruesom problem of disk swappng.

rich.....
UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

3486. Re: PC-Ditto and Norton SI (was About Atari's, Mac's, and IBM's)

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 04:59:27 UTC
From: rich@lakesys.UUCP
Message-ID: <614@lakesys.UUCP>
Source record: 252786

In article <171@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <116@avsd.UUCP>, govett@avsd.UUCP (David Govett) writes:
>> We tested pc ditto here, and it has a Norton of index of .3, which
>> means .3 x 4.77 MHz. Still, it's fast enough for most tasks and
>> completely compatible so far.
>

One thing that I found weird, was that I had run another SI from another program and it gives the desctiption of just what type of cpu the machine is running. I was surprised to see that it came back and said I was running a 80286 machine!!!! Strange things ......

rich.....
UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

3487. Re: Anyone use Megamax or Lazer C?

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 05:10:00 UTC
From: al671@unh.UUCP
Message-ID: <405@unh.UUCP>
Source record: 252787
Cross-posted to: comp.lang.c,comp.sys.atari.st

In article <710@leah.Albany.Edu>, jac423@leah.Albany.Edu (Julius A Cisek) writes:
>
> Does anyone here use the Megamax C or Lazer C development package for
> the Atari ST? I have just received Megamax and am quite pleased with it,
> although the manual leaves quite a few things vague. I will be
> developing software during the summer and will probably need some help.
> For starters, what do they mean by a workstation?
>
> J.A.Cisek
> jac423@leah.albany.edu

Generally, Laser C is an order of magnitude better than 'plain vanilla'
Megamax C, especially if you don't have a hard disk (I don't have one,
probably never will). The shell and editor are now integrated, and
automatically use all avaliable RAM as a cache. File accesses go *much*
faster now.

They rewrote the editor to handle files >32K, and the scrolling is FAST.

The manual is ~600 pages long, well organized, and much more lucid than
the original "manual" (and I use that term loosely). In fact, it's
generally much better than the books put out by Abacus that run
~$18 per. (But then again, from what I hear, what _isn't_ better?)

A respectable 'make' utility makes (re-)compilation trivial, and the
UNIX exec() is now supported.

You now get examples for the AES, VDI, BIOS, etc., all of which are
extremely helpful. In 2 hours I constructed a simple menu-driven
windowing application, mostly because the examples were structured
as an expandable skeleton to build programs on top of.

An no longer will your buggy programs cause a system crash -- the shell
catches virtually all exceptions and puts up a dialog: "Error ##
occurred. [Shell] [Reboot] or [Dump]?"

And there's a simple symbolic debugger that you can use to squash
bugs. Breakpoints and parameter value checking are included, and
you can expand the debugger to handle your own data types automatically.

All in all, if the upgrade to Laser C is only $20 (like it was for me),
send in your money NOW!

BTW, I am in no way affiliated with Megamax. I just love Laser C.

```
/*************************************************************************/
/* What, you wanted something funny? */
/* --- Anthony Lapadula */
/* (That's ...!unh!al671 to you!) */
/*************************************************************************/
```

3488. The Right to Flame (was Re: ST Minix)

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 05:25:15 UTC
From: david@bdt.UUCP
Message-ID: <303@bdt.UUCP>
Source record: 252788

In article <1043@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>Please be aware of the facts before flaming Atari! [:-)]
[body of message deleted]
>--
>Roy J. Good
>Product Development, Atari Corporation
>
>Views expressed are my own. Atari may agree or disagree; they have the right.
>--

Well Mr Roy J. Good, I'll flame Atari any time I want, facts or no
facts! [no :-)] Who are you to tell this net they need FACTS to flame?

If I need facts, I'll go over to a real computer news group. This is
the Atari group remember? Hey did I tell you about the new ABAQ transputer
emulator I have for the new 68030 Atari UNIX system? Oh yea and don't
forget about the Holy-Moses Network board I'm gonna have real soon now that
lets my ST communicate with a SDI workstation running in an orbit that
Mr. Spock says "fells just fine".
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

3489. Replacement Desktop

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 05:49:10 UTC
From: Kerovan@UMass.BITNET
Message-ID: <8804260144555B6.BDGC@Mars.UCC.UMass.EDU>
Source record: 252789

Greetings,
The following is a rather interesting press release I recently downloaded from GEnie. It details a new product which is appaerently intended to be a replacement for the normal desktop we all know and love.

The press release follows in full:

Ok, quick! What's the one thing you would give more than anything to see on your ST? Allright, BESIDES MacPlaymate! What about the desktop of your dreams?

Introducing....

N e o D e s k, the Desktop Alternative
(copyright 1988, Gribnif Software)

So, what's it do? Better ask, "what's it NOT do?" Here is an exhaustive, well, extensive, well, allright, SHORT list of some of the features:

o All icons used are editible and an icon editor is included AT NO EXTRA COST! (Does it sound like I'm selling kitchen knives yet?)
o All menu options have keyboard equivalents!
o The normal GEM "rubberbox" that is used to encircle a number of icons has been rewritten so that the box can move in any direction, not just to the lower-right!
o Up to seven windows can be open at once, not just four.
o Each window can have a search template associated with it. If, for instance, you only wanted to see those files ending in .ACC, you would set this to "*.ACC".
o You will never see a horizontal scroll bar. Why not? Simply because there are never any files off the right-hand edge! NeoDesk always draws exactly the number of files that will fit within the window and wraps to the next row only if there is not enough room for half of the next icon.
o The information line in a window not only displays the number of files and their total size, it also displays the creation time, date and read/write flag of any file that is selected by iteself (by single-clicking) or the total size of any number of selected files.
o When performing a diskcopy, three options are available: copy files only (same as dragging icon to a window), copy with format (any format reproduceable with normal GEMDOS calls), and, if the source and destination formats match, copy without format. The number of disk swaps is dependent upon free RAM and is displayed for each type of copy. It

is even possible to use copy with format to make a direct
image of a RAM-disk.
o File copying is performed in a buffer as large as the
currrent free memory. This means faster copying and fewer
disk swaps on single-drive systems!

Ok, like, how much would you pay, eh? But don't answer yet! We also include
the following totally awesome, mega-fantastic features for no extra (don't
believe it for a minute) cost! For all the geeks, er, "applications
engineers", we add:

o Show Information for disks includes the number of sides,
sectors per track, tracks per sector, etc.
o Numerous floppy-disk formats are available, rather than
just one.
o All files on a disk can be deleted without re-formatting
by merely dragging the appropriate icon to the trashcan.
o Up to ten environment strings can be defined. These are
passed to any program executed from NeoDesk. At last! You
can compile from the desktop!
o The parameter tail for TTP programs has been expanded to a
maximum of 128 characters. They are not mapped to upper-
case, as Atari's desktop does.
o Execution of TTP programs can be redirected so that input
normally taken from the console is instead taken from a
file or so that anything that normally goes to the output
portion of the console is written to a file or the printer!
o Install Application WORKS! ('nuf said?)
o If one or more filename icons are highlighted when an
application is opened, their names are automatically
passed as parameters in the command tail, assuming they
all fit, of course.
o Yes, Virginia, it runs batch files!
o Up to ten files of any type can be "dragged" to the
desktop. Once there, they can be executed or displayed
exactly as if they were in a window, so you don't have to
keep going down 5 folders just to get to your favorite program.
o When an application has terminated with any status other
than zero, this number is displayed before returning to
the desktop.
o An option is available to pause after executing TOS and
TTP programs. Too often programs that were written to be
used in a shell do not do this and their output is erased
before the user has a chance to see a bloody thing.
o Pressing the <Control> <Alt> and <Delete> keys
simultaneously will cause the system to perform a "warm-
start". <Control> <Alt> <Undo>, on the other hand,
performs a cold-start.
o A printer queue program is also included. You can drag files
right to the printer icon, go run any GEM program while they
print, and even change their order in the list!

Ok, NOW how much would you pay? I mean, for all this you would expect to have to pay the poor guy who wrote this "beelyuns and beelyuns" of dollars, right?? WRONG!! It's yours for just $29.95. That's right, folx. At that price it could be total trash and still be worth it, so whaddaya say? Did I mention it's not copy protected? Go ahead, kick the tires a few times, take 'er for a test drive...

Gribnif Software
P.O Box 350
Hadley, MA 01035

(413) 584-7887

(Call for quantity pricing and club discounts.
Dealers, ask for a free demo copy!)

(MacPlaymate is a product of Griffin Software, which is in no way associated with Gribnif Software)

Well, I already ordered my copy. The person on the phone said they expect to start shipping May 2nd. (Hey, it's a local call for me :)). I also asked him if it would work allright on my Mega-2 and he assured me that it was written completely with legal calls, and so would always work correctly. Sounds like a great program to me!

Disclaimer: I am not associated with Gribnif Software. I am merely a (hopefully, soon-to-be) satisfied customer, and all that rot.

==========

Kerovan@UMASS.Bitnet "My other program is also a Porsche."

3490. Re: Borland/Phillipe Kahn

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 06:29:44 UTC
From: NETOPRHM@NCSUVM.BITNET
Message-ID: <344NETOPRHM@NCSUVM>
Source record: 252790

> Well? What do you think?

Ask me again when the '20 machine comes to market.....
--hal

3491. Re: PC-Ditto speed

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 07:25:06 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1733@ncsuvx.ncsu.edu>
Source record: 252791

Everyone has been complaining about PC-ditto speed. Perhaps, all this software emulator (and one should realize that software emulation IS slow) needs is the accelerator board from Megabyte :-) If this 16mhz board is as close to completion as it seems (from rumours), pc-ditto ought to be sped up by a notch or two (and for only approx $195 -- the cost of the board). Also, I'm sure that the next version of pc-ditto will be a little speedier than its predecessor. If used in combination, I could imagine speeds in excess of a PC! (Yeah, imagine that -- an ST going at the speed of an IBeMediocre PC :-)

You'll never catch me buying this accelerator board to emulate a PC more swiftly -- I'll buy it to run ST software (compilers) faster :-)

Tom Wolf

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3492. AMIGA disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 11:18:02 UTC
From: F026@CPC865.UEA.AC.UK
Message-ID: <8804261109.AA26974@ucbvax.Berkeley.EDU>
Source record: 252792

Does anybody have some PDware that can read and write Amiga disks?
I have several friends who are itching to get some of the PD stuff from
the net, but have no access to it - they want me to get it down onto my
ST then write Amiga-readable disks for them.

many thanks

Mike.

- - - - - - - - - - - -
Mike Salmon, Climatic Research Unit, University of East Anglia, Norwich, UK
JANET: m.salmon@uea.cpc865 | BITNET: m.salmon%cpc865.uea@ukacrl | BIX: msalmon
Gateways hate me - don't assume I heard you 'til you've got my reply.
Disclaim! Disclaim! | "Oh Zarquon! I think I've dropped my adrenaline pills"

3493. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 12:40:46 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <5259@ihlpg.ATT.COM>
Source record: 252793

In article <167@obie.UUCP>, wes@obie.UUCP (Barnacle Wes) writes:
> Nope. The single-sided 3.5" disk drives write on the top. The O.S.
> has nothing to do with this. A 3.5" SS disk drive is undefined in the
> MS-DOS world, by the way - MS-DOS only recognizes 720K and 1.44M 3.5"
> disks.
Actually, PC-DOS will recognize them but it will not format them for you.
I transfered between my folks PS/2 and my Atari with an SS drive without
problem one.
--j.a.tainter

3494. TurboDos & ATARI

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 12:50:30 UTC
From: marvin@jungfrau.UUCP
Message-ID: <433@jungfrau.UUCP>
Source record: 252794

This is my first posting to the net, so please be patient, if something goes wrong.

This morning I read an article in the may issue of an German magazine (68000er, page 12) about TurboDos. It mentions, that it has been developped by ATARI France (as we all already know), but it also says that it will be part of the driver diskette, included with each SH205 shipped by ATARI in the future. ATARIans who already have an SH20X , should get TurboDos at their local dealers. So far the article. Is this shipped TurboDos the same buggy version that floats around the net, or is it a secure one? Is it shipped on the whole world or only in Germany or France or what? ATARI, what is your comment (Alan ?) ?

Tomas

P.S.: TurboDos does not work with my HD-driver (i.e. produces bombs). My driver is layed out to work with two disks connected to the controller and just works perfectly without TurboDos. It's a pity, if TurboDos won't work with two disks connected to one controller. Any comments, proposals ?

3495. TurboDos & ATARI

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 12:52:03 UTC
From: marvin@jungfrau.UUCP
Message-ID: <434@jungfrau.UUCP>
Source record: 252795

This is my first posting to the net, so please be patient, if something goes wrong.

This morning I read an article in the may issue of an German magazine (68000er, page 12) about TurboDos. It mentions, that it has been developped by ATARI France (as we all already know), but it also says that it will be part of the driver diskette, included with each SH205 shipped by ATARI in the future. ATARIans who already have an SH20X , should get TurboDos at their local dealers. So far the article. Is this shipped TurboDos the same buggy version that floats around the net, or is it a secure one? Is it shipped on the whole world or only in Germany or France or what? ATARI, what is your comment (Alan ?) ?

Tomas

P.S.: TurboDos does not work with my HD-driver (i.e. produces bombs). My driver is layed out to work with two disks connected to the controller and just works perfectly without TurboDos. It's a pity, if TurboDos won't work with two disks connected to one controller. Any comments, proposals ?

3496. Malloc()-owner in system()-call

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 13:09:12 UTC
From: roeder@sbsvax.UUCP
Message-ID: <487@sbsvax.UUCP>
Source record: 252796

I have some problems with the installation of a system-call via the
_shell_p - Interface.
Whenever i call system() inside some program P and then call malloc() inside
the system()-routine, i get a crash after returning from P. I think this is
because the allocated space was owned by the program P and not by the shell.
My shell however needs this allocated space for history-substitution,
variable-values etc.
Now here is my question:
Is there some way to tell TOS, that the owner of this Malloc()-ated
space is another program ? Or equivalent: can i substitute the current
process P by the shell during the Malloc()-call ? (only setting the
system-variable _current_proc at 0x602C seems not to work)

-- Edgar

3497. Re: GIF/IFF Picture formats

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 13:20:28 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <891@csvax.liv.ac.uk>
Source record: 252797

In article <39602G15@PSUVM>, G15@PSUVM.BITNET (John F. Gbruoski) writes:
> Are there any PD programs capable of displaying (or converting to
> Degas, Neo, etc) pictures in IFF or GIF format? I'm more interested in
> GIF than in IFF (note: I don't have access to Compuserve.).
> -----

Degas can read and write IFF files. To read set "pic type" to IFF.
If you grab a "block" of the screen, then this can be saved in IFF format
by saving it out as a brush file. i.e. extension "BL1" (I think)

Mark Powell

****

"...I hate the white JANET unpowell@uk.ac.liv.csvax
man, and the man UUCP {backbone}!mcvax!ukc!mupsy!liv-cs!unpowell
who turned you all ARPA unpowell%csvax.liv.ac.uk@nss.cs.ucl.ac.uk
loose..." R. Harper

****

3498. Re: TRAP handler question (ST hardware scrolling)

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 13:35:59 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1204@usl-pc.UUCP>
Source record: 252798

Mark,

How did you get the machine to scroll from a non-512 byte boundary?

In the past, when I changed the address of the logical screen I had to make sure that I placed it on a 512 byte boundary. When I did not I got a really screwy screen if I did not crash. How did you get around that?

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/

3499. Re: Gulam and MWC

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 15:14:05 UTC
From: wes@obie.UUCP
Message-ID: <187@obie.UUCP>
Source record: 252799

In article <1719@ncsuvx.ncsu.edu>, wolf@csclea.ncsu.edu (Thomas Wolf) writes:
% In article <4129@watcgl.waterloo.edu> mberkley@watnext.waterloo.edu (Mike Berkley) writes:
% [some deleted text]
% >One side effect of all this is that when I use the MWC cc, it thinks
% >that I'm compiling from the desktop, so I have to press return after
% >every cc command, a logical thing for it to do, but very annoying.
%
% I have the same problem. Could someone post a solution?
% I think that I've seen one before, but that was before I began using
% GULAM, so I didn't bother keeping it in storage (my brain is of limited
% capacity, so I tend to de-allocate things rather quickly :-)

double panic: Seek error on /dev/brain! vmcore dumped! :-)

Try setting the environment variable 'camefrom=gulam'. This is a
variable used by the cc program and msh to tell where it came from
(obviously). If it doesn't find 'camefrom' in the environment, it
assumes 'camefrom=desktop'. If 'gulam' doesn't work, try 'msh'.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3500. Re: Joystick/keyboard conflict

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 15:24:53 UTC
From: whitbye@cs.glasgow.ac.uk
Message-ID: <1033@crete.cs.glasgow.ac.uk>
Source record: 252800

The reason for the conflict is because the keyboard buffer has some bug attached to it.I have been trying to get Atari to upgrade my keyboard for about 2 years now, but they do'nt seem to accept any responsibility for this particular problem. At the moment the only way to fix this problem is to buy another keyboard straight from Atari,or to get your local Atari dealer to get one for you.It should cost about #80.00.
:

3501. Re: PC-Ditto speed

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 15:28:37 UTC
From: jac423@leah.Albany.Edu
Message-ID: <713@leah.Albany.Edu>
Source record: 252701

In article <40365G15@PSUVM>, G15@PSUVM.BITNET (John F. Gbruoski) writes:
> I was appalled by the speed (or, should I say, the *lack* of
> speed) of the emulation. This really surprised me since most magazine
> reviews (which I generally trust) of this product proclaimed 'How Great'
> it was. Personally, I find pc-ditto to be totally useless for doing any
> meaningful work. Considering the fact that a good pc-emulation
> system will run you about $400 ($80 for pc-ditto, $120 for upgrade to
> 1 megabyte ram, $200 for 5 1/4 drive with power supply, cable, etc), you'd
> be better-off spending $200 more for a cheap PC-clone.

Well, what the hell do you expect from an all software emulator? The
program IS great. It's also quite usefull in my opinion. Also, your
comment about spending the money is rediculous. Many IBM programs are
now available on 3.5" disks! I have an Atari 520ST without the 1 meg,
and I have not spent any money, since I got PC-Ditto, on the IBM
emulation! And there are quite a few programs that I run with it!

|\ |\ |\ |\ .--------------------. J.A.Cisek
| \ | \ |\ |\ | \ | \ |\ \/ | Spectral Fantasies | jac423@leah.albany.edu
| \| \|-\|_|| \| \|-\/\ `--------------------' jac423@uacsc1.albany.edu

3502. Re: Anyone use Megamax or Lazer C?

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 15:32:01 UTC
From: jac423@leah.Albany.Edu
Message-ID: <714@leah.Albany.Edu>
Source record: 252702
Cross-posted to: comp.lang.c,comp.sys.atari.st

You sound like my brother who just bought Lazer C himself :-). However, since right now I'm not gonna be getting the upgrade I have to work with Megamax. So, what is a workstation, anyway?

|\ |\ |\ |\ .--------------------. J.A.Cisek
| \ | \ |\ |\ | \ | \ |\ \/ | Spectral Fantasies | jac423@leah.albany.edu
| \| \|-\|_|| \| \|-\/\ `--------------------' jac423@uacsc1.albany.edu

3503. HP DeskJet problems

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 15:49:53 UTC
From: paulhus@euclid.dec.com
Message-ID: <8804261549.AA04870@decwrl.dec.com>
Source record: 252703

I'm having problems getting a Hewlett Packard DeskJet printer
to communicate with my ST. I would like to correspond with an ST
owner who has had problems with a DeskJet and solved them.
My problem is that the printer does not receive input from the ST.
I can drive another printer using the parallel port with no problems.
The DeskJet does a self test, no problems. I have bought the HP
cable that they suggest, to no avail. An HP tech swapped the electronics
board/section out with a tested good board, didn't help. [this was when
they said to get a genuine HP cable].
The unit worked intermittently for a while, putting out such great stuff
(as good as a laser printer) that I want very much to get it going, rather
than return it. Any ST owners work at HP? HELP!

N. Chris Paulhus GEnie PAULHUS.C CompuServ 71231,607

3504. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 16:08:29 UTC
From: tim@ism780c.UUCP
Message-ID: <9790@ism780c.UUCP>
Source record: 252704

In article <4738@cup.portal.com> Thomas_E_Zerucha@cup.portal.com writes:
< The 386 has a 'virtual real memory mode' (no, that is not a contradiction,
< it emulates an 8086 address space in paged memory, so you can still play
< segment overlap games (theoretically)), and there may be one or more products
< out that take advantage of this, but I don't know how "protected" it would
< be.

On many (most?) implementations of Unix for the 386, there are products
available that use this mode (called 'virtual 86 mode') to provide for
the execution of msdos programs under Unix.

When in virtual 86 mode, the 386 computes addresses in the same way an
8086 would ((segment number << 4) + offset), but instead of this being
a physical address, as it would be on an 8086, it is sent to the paging
unit for address translation.

A process running in this mode is as "protected" as any other process
running in protected mode.

Combine this with a Unix that implements the dos filesystem under the
System V3 file system switch, and you have a quite reasonable union of
dos and Unix (why you would want to slime your Unix with dos is
another matter...)
--
Tim Smith tim@ism780c.isc.com
"I don't practice what I preach because I'm not the
kind of person I'm preaching to" -- J.R. "Bob" Dobbs

3505. Re: Mshrink() (was "BITNET mail follows")

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 16:16:02 UTC
From: dag@chinet.UUCP
Message-ID: <4983@chinet.UUCP>
Source record: 252705

I believe that some of the confusion here stems from the Abucus Internals book (first edition, I don't have the second edition) which not only has a description which is incomprehensable, but uses a different name than most other docs. The name they give it is SETBLOCK... The function should not be compiler specific if the compiler package offers bios/xbios/gemdos calls. The Mark Williams C package does it with macros in the file osbind.h, the Lattice C package uses functions in the library (since they use a 32 bit 'int' and TOS uses 16 bit ints...)

Mshrink() takes two parameters, the first is a pointer to the beginning of a block of memory that has been allocated by a call to Malloc() (this includes the basepage/TPA of a program in memory) and the second parameter is a long containing the number of bytes to be freed. Mshrink() is a GEMDOS function and has function code 74.

*WARNING***WARNING***WARNING***WARNING***WARNING***WARNING***WARNING***WARNING*
* DO NOT CALL MSHRINK WITH THE FIRST PARAMETER POINTING TO ANYTHING EXCEPT *
* THE BEGINNING OF A BLOCK ALLOCATED WITH THE *GEMDOS* Malloc FUNCTION OR THE *
* BASEPAGE OF A PROCESS IN MEMORY! (Pexec() does an Malloc()) THE SYSTEM *
* WILL VERY LIKELY GO BERZERK! *
*WARNING***WARNING***WARNING***WARNING***WARNING***WARNING***WARNING***WARNING*
--
Daniel A. Glasser dag@chinet.UUCP
One of those things that goes "BUMP!!! (ouch!)" in the night.
...!att-ih!chinet!dag | ...!ihnp4!mwc!dag | ...!ihnp4!mwc!gorgon!dag

3506. Picture Formats

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 16:38:28 UTC
From: dmb@TIS.COM
Message-ID: <8804261638.AA18349@TIS.COM>
Source record: 252706

I have gotten a lot of responses to my request for picture formats.
Thanks to all who replied. As soon as I can compile a list of
formats in a single file, I'll post it here.
Dave
dmb@tis.com

PS> Anyone have .GEM or .IFF formats? Who uses these two?

3507. Re: Printer for ATARI ST/ E-Z score plus

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 18:24:56 UTC
From: manis@faculty.cs.ubc.ca
Message-ID: <2208@ubc-cs.UUCP>
Source record: 252707
Cross-posted to: comp.sys.atari.st,rec.music.synth

In article <712@leah.Albany.Edu> jac423@leah.Albany.Edu (Julius A Cisek) writes:

>Definately get an Epson. Epson printers are the most supported printers
>in the world (they also happen to be relatively cheap and have excellent
>quality).

Well, er, that may not be the best advice. One should definitely buy an Epson *compatible*; but that could be anything from a bottom-of-the line Panasonic (that's what I have, and I'm quite happy with it) to a laser printer. Generally, when one compares on prices, Epson (the company) does not come out as the leader. When I bought mine (2 years ago), Panasonic/Roland (the same printer under different labels) was far ahead on price; two Epson dealers *told* me to buy Panasonic instead.

If you're printing music scores, you should probably look at a 24-pin printer. ALPS (I believe) recently announced one for US$449. The increased resolution may well be worth it to you.

BTW, although just about all Epson compatibles have a graphics mode, most of them are slow in graphics mode: whether I'm using First Cadd in ST mode, or MS Word in Mac mode, throughput can be measered as around 10 pages per *hour* (no, I'm using the parallel interface, not the serial one!). If you're really serious about doing a lot of graphics printing, look for the fastest printer you can afford.

Best bet: generate a file full of stuff typical of what you're planning to print. Put it on a disk formatted on an IBM PS/2 (your ST can read or write such disks). Then take it into various stores and ask to print it on various printers. Look at the quality of the print, and the time taken to print it. List the printers which do an acceptable job on that test, and then think about price, support, etc. If a dealer won't let you do that, then find another dealer.

Vincent Manis | manis@cs.ubc.ca
The Invisible City of Kitezh | manis@cs.ubc.cdn
Department of Computer Science | manis@ubc.csnet
University of British Columbia | {ihnp4!alberta,uw-beaver,uunet}!
<<NOTE NEW ADDRESS>> | ubc-cs!manis

3508. *** VIRUS KILLER *** (Source code Rainer)

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 18:30:47 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <961@csvax.liv.ac.uk>
Source record: 252708

Recently I posted a virus killer to comp.sys.atari.st. A certain
Rainer Klute, commented that he would only use it if he had the source for
it. The source, in 68000 assembly language, follows....
This program allows examination of floppy disks, for auto executing
boot sectors, and allows such boot sectors to be disabled. It also allows
an "anti-virus" to be installed on a disk (which is what, I think, Rainer
was wary about). This is simply a program on the boot sector, which on boot
up informs the user that the disk doesn't have a virus on it. This is done
by turning the screen red (on a colour monitor), reversing the screen (on
a monochrome monitor), printing the message "Virus free disk", making
the "bell" sound or any combination of those three. So on boot up, with a disk
with an anti virus installed, if your screen changes colour and/or the message
is printed and/or the bell sounds you know that the anti-virus is still
installed on your disk and it hasn't "yet" been written over by a virus.
If you boot up with a disk with the anti-virus on it and you don't get your
audio, visual or textual message than you know that something or other has
written over your boot sector, possibly a virus. This can then be dealt
with.
The anti-virus does not stay resident after boot up, it simply executes
during boot up and no other time.
Does this put your mind at ease, Rainer?

Mark Powell

****

"...I hate the white JANET unpowell@uk.ac.liv.csvax
man, and the man UUCP {backbone}!mcvax!ukc!mupsy!liv-cs!unpowell
who turned you all ARPA unpowell%csvax.liv.ac.uk@nss.cs.ucl.ac.uk
loose..." R. Harper

****

----------Cut here----------

```
* ST Virus Killer
* Copyright Mark Powell 18/4/1988
* Permission is granted to copy this source, provided no profits
* are obtained from such copying
* Written for Devpac assembler, GenST, by Hisoft

begin
clr.l -(sp)
move #32,-(sp)
trap #1
addq.l #6,sp
```

```
move.l d0,-(sp)
move $484.w,-(sp)
bclr #1,$484.w

dc.w $a00a

start lea mess0(pc),a0
bsr print
bsr prntant
lea mess01(pc),a0
bsr print

wait bsr getkey
cmp #'1',d0
beq.s examine
cmp #'2',d0
beq remove
cmp #'3',d0
beq install
cmp #'4',d0
beq alterc
cmp #'5',d0
beq changdr
cmp #'6',d0
beq save
cmp #'7',d0
bne.s wait

move (sp)+,$484.w
move #32,-(sp)
trap #1
addq.l #6,sp
clr -(sp)
trap #1

changdr cmp #1,$4a6.w
beq.s wait
eor #1,drive
bra.s start

examine bsr cls
bsr read
bsr getchk
add (a5)+,d1
cmp #$1234,d1
bne.s noboot

cmp #$601c,(a6)
bne.s notanti
lea $1e(a6),a5
lea code(pc),a0
move #endcode-code-1,d0
```

```
chkcode move.b (a0)+,d1
cmp.b (a5)+,d1
bne.s notanti
dbra d0,chkcode
lea anti(pc),a0
bsr print
lea info-code+$1e(a6),a3
bsr prntan1
bsr anykey
bra start

notanti lea is(pc),a0
bra.s prntres

noboot lea isnt(pc),a0
prntres bsr print
bsr anykey
bra start

install bsr cls
bsr read
lea $1e(a6),a0
move.l a0,a1
move #480/4-1,d0
clrboot clr.l (a0)+
dbra d0,clrboot

lea code(pc),a0
move #endcode-code-1,d0
movecd move.b (a0)+,(a1)+
dbra d0,movecd

move #$601c,(a6)
bsr getchk
sub #$1234,d1
neg d1
move d1,(a5)
bra.s write

remove bsr cls
bsr read
bsr getchk
sub #$1235,d1
neg d1
move d1,(a5)
write pea 1.w
pea $10000
move d7,-(sp)
subq.l #4,sp
pea (a6)
move #9,-(sp)
trap #14
```

```
lea 20(sp),sp
tst d0
beq start
bsr error
beq start
bra.s write

save lea insert(pc),a0
bsr print
bsr anykey
open clr -(sp)
pea name(pc)
move #$3d,-(sp)
trap #1
addq.l #8,sp
tst d0
bpl.s sokay
moveq #-18,d0
bsr error
bne.s open
bra start
sokay move d0,d6
clr -(sp)
move d6,-(sp)
pea (info-begin+$1c).w
move #$42,-(sp)
trap #1
lea 10(sp),sp
pea info(pc)
pea 3.w
move d6,-(sp)
move #$40,-(sp)
trap #1
lea 12(sp),sp
move d6,-(sp)
move #$3e,-(sp)
trap #1
addq.l #4,sp
bra start

alterc lea alter(pc),a0
bsr.s print
lea info(pc),a3
lea coloryn(pc),a0
bsr.s getyn
lea textyn(pc),a0
bsr.s getyn
lea soundyn(pc),a0
bsr.s getyn
bra start
```

```
getyn bsr.s print
move.b #1,(a3)
getynw bsr.s getkey
bclr #5,d0
cmp #'Y',d0
beq.s ynokay
cmp #'N',d0
bne.s getynw
clr.b (a3)
ynokay lea yn(pc),a0
move.b d0,(a0)
addq.l #1,a3
bra.s print

cls lea clear(pc),a0
bra.s print

getkey pea $10002
trap #13
addq.l #4,sp
tst d0
beq.s keyget
bsr.s keyget
bra.s getkey
keyget pea $20002
trap #13
addq.l #4,sp
move.l d0,d1
swap d1
rts

print pea (a0)
move #9,-(sp)
trap #1
addq.l #6,sp
rts

getchk move.l a6,a5
clr d1
move #255-1,d0
chklp add (a5)+,d1
dbra d0,chklp
rts

anykey lea any(pc),a0
bsr.s print
bra.s getkey

read moveq #0,d7
move.b drive(pc),d7
sub #'A',d7
lea buffer(pc),a6
readag pea 1.w
```

```
pea $10000
move d7,-(sp)
subq.l #4,sp
pea (a6)
move #8,-(sp)
trap #14
lea 20(sp),sp
tst d0
bpl.s okayr
bsr error
bne.s readag
addq.l #4,sp
bra start
okayr rts

prntant lea info(pc),a3
prntan1 moveq #0,d6
tst.b (a3)+
beq.s nocol
lea color(pc),a0
bsr.s print
moveq #1,d6
nocol tst.b (a3)+
beq.s notext
lea text+1(pc),a0
tst d6
beq.s first1
subq.l #1,a0
first1 bsr.s print
moveq #1,d6
notext tst.b (a3)+
beq.s nosound
lea sound+1(pc),a0
tst d6
beq.s first2
subq.l #1,a0
first2 bra print
nosound rts

* This is the actual anti-virus code, that is written
* to the boot sector.

code lea info(pc),a3
tst.b (a3)+
beq.s nocolq
btst #7,$fa01.w
bne.s colour
move.l $456.w,a0 * If monochrome then set up
lea vbl(pc),a1 * VBL to set reverse screen
move.l a1,28(a0)
colour move #$700,$8240.w
```

```
nocolq tst.b (a3)+
beq.s notext1
pea mess(pc)
move #9,-(sp)
trap #1
addq.l #6,sp
notext1 tst.b (a3)+
beq.s nosund1
move #7,-(sp)
pea $30002
trap #13
addq.l #6,sp
nosund1 rts

vbl move.l $44e.w,a0 * VBL to set screen to white on black
tst.l 31992(a0) * when desktop finally appears
beq.s scrclr
move.l $456.w,a0
clr.l 28(a0)
clr $8240.w
scrclr rts

mess dc.b 27,'EVirus free disk',0
info dc.b 1,0,0
endcode

* Anti-virus code ends here

error neg d0
add d0,d0
lea errpnt-2(pc,d0),a3
lea messe(pc),a0
bsr print
moveq #0,d0
move (a3),d0
lea e1(pc,d0),a0
bsr print
lea messe1(pc),a0
bsr print
bsr getkey
cmp #1,d1
rts

errpnt dc.w 0,e2-z,e3-z,e4-z,e5-z,e6-z,e7-z,e8-z,e9-z,e10-z,e11-z
dc.w e12-z,e13-z,e14-z,e15-z,e16-z,e17-z,e18-z

z
e1 dc.b '#1 General error'
e3
e5
e7
e9
```

```
e14
e16 dc.b 0
e2 dc.b '#2 Drive not ready',0
e4 dc.b '#4 CRC error. Read error',0
e6 dc.b '#6 Seek error, track not found',0
e8 dc.b '#8 Sector not found. Read error',0
e10 dc.b '#10 Write error',0
e11 dc.b '#11 Read error',0
e12 dc.b '#12 General error',0
e13 dc.b '#13 Disk write protected',0
e15 dc.b '#15 Unknown device',0
e17 dc.b '#17 Insert disk',0
e18 dc.b 'Couldn',39,'t access disk',0

mess0 dc.b 27,'E ST Virus Killer',13,10,13,10
dc.b ' Copyright 18/4/1988 by M.S.Powell',13,10
dc.b 'Permission granted to copy for no profit',13,10,13,10
dc.b '1. Examine a disk',13,10
dc.b '2. Remove auto executing boot sector',13,10
dc.b '3. Install anti virus: ',0
mess01 dc.b 13,10,'4. Alter anti virus characteristics',13,10
dc.b '5. Drive '
drive dc.b 'A',13,10
dc.b '6. Save defaults',13,10
dc.b '7. Exit',0

any dc.b 13,10,13,10,'Press any key',0

anti dc.b 'Disk has an anti virus installed,',13,10
dc.b 'with characteristics: ',0

is dc.b 'Disk has an executable boot sector',13,10
dc.b 'Possibly a virus.',13,10
dc.b 'Could also be entirely innocent',0

isnt dc.b 'Boot sector isn',39,'t executable',0

color dc.b 'Colour',0
text dc.b ':Text',0
sound dc.b ':Sound',0

coloryn dc.b 'Colour (y/n)? ',0
textyn dc.b 'Text (y/n)? ',0
soundyn dc.b 'Sound (y/n)? ',0

clear dc.b 27,'E',0

yn dc.b '@',13,10,0

insert dc.b 27,'EInsert the disk that this program was',13,10
dc.b 'loaded from',0

alter dc.b 27,'EAnti virus characteristics are:',13,10,13,10,0
```

```
messe dc.b 13,10,'Error occurred:- ',0

messe1 dc.b 13,10,'Esc to abort. Any other key to try again',13,10,0

name dc.b 'viruskil.prg',0
even
buffer
```

3509. unsubscribe

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 18:34:57 UTC
From: R53111AE@AWIUNI11.BITNET
Message-ID: <8804261834.AA01005@ucbvax.Berkeley.EDU>
Source record: 252709

please unsubscribe me from this list, I don't exist anymore.

3510. Re: Big arrays in C

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 18:37:06 UTC
From: manis@faculty.cs.ubc.ca
Message-ID: <2209@ubc-cs.UUCP>
Source record: 252710

```
You actually don't want to have large arrays be 'auto'. Such an array
swells up the stack, and if you should make a procedure with a large
auto array be recursive, you will suddenly get many copies of the
array. This is rarely what is wanted.

There is another method of getting an array which works on just about
every compiler, and doesn't require that the array size be known at compile
time. I use this method in preference to static arrays:

typedef ... element_type;

element_type *array;

array = calloc(n_elements, sizeof(element_type));
/* In MWC, you'd probably use lcalloc to get more than 64K.
malloc/lmalloc are faster, because they don't initialise
the array to 0. */

array[42] = ... ; /* Pointers can also be subscripted, so
you can just use it like an array. */

free(array); /* When you no longer need it. */

Vincent Manis | manis@cs.ubc.ca
The Invisible City of Kitezh | manis@cs.ubc.cdn
Department of Computer Science | manis@ubc.csnet
University of British Columbia | {ihnp4!alberta,uw-beaver,uunet}!
<<NOTE NEW ADDRESS>> | ubc-cs!manis
```

3511. ST Hack?

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 19:04:26 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <980@csvax.liv.ac.uk>
Source record: 252711
Cross-posted to: rec.games.hack,comp.sys.atari.st

Can someone please e-mail me an ST version of "Hack!", as I don't
seem to be able to find one anywhere. A binary is preferable as source would
probably overflow my tiny disk quota.

Mark Powell

****

"...I hate the white JANET unpowell@uk.ac.liv.csvax
man, and the man UUCP {backbone}!mcvax!ukc!mupsy!liv-cs!unpowell
who turned you all ARPA unpowell%csvax.liv.ac.uk@nss.cs.ucl.ac.uk
loose..." R. Harper

****

3512. Re: MS-DOS Emulator

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 19:15:47 UTC
From: ron@argus.UUCP
Message-ID: <1178@argus.UUCP>
Source record: 252712

There was a bit in an article by David Small in this months Atari Explorer about a box called the ParaBox by Paradox. It's supposedly a hardware add-on with a NEC B20 (sic - I'm not sure if he meant V20) to run MS-DOS. Not many details, priced at $350.

The company also has a rather small ad in the same issue. It's supposed to be available in May.

--
Ron DeBlock KA2IKT 213 River Dr.
...!rutgers!galaxy!argus Lk Hiawatha, NJ 07034
ron@wilbur.njit.edu (201) 316-6807
"Oooo...that's mean!" "No, just average."

3513. Re: CURSES package for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 19:54:42 UTC
From: karl@haddock.ISC.COM
Message-ID: <3640@haddock.ISC.COM>
Source record: 252714
Cross-posted to: comp.sys.atari.st,comp.lang.c

In article <711@leah.Albany.Edu> jac423@leah.Albany.Edu (Julius A Cisek) writes:
>I have used the CURSES package extensively on the VAX, and the UNIX.

What do you mean, "on the VAX and the UNIX"??? Everyone knows that "VAX" and "UNIX" are synonymous! Just ask the folks at Berkeley!

:-) :-) :-)

Karl W. Z. Heuer (ima!haddock!karl or karl@haddock.isc.com), The Walking Lint

3514. Re: Anyone use Megamax or Lazer C?

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 20:28:13 UTC
From: jeff@polyof.UUCP
Message-ID: <302@polyof.UUCP>
Source record: 252715
Cross-posted to: comp.lang.c,comp.sys.atari.st

In article <405@unh.UUCP>, al671@unh.UUCP (Anthony Lapadula) writes:
> The manual is ~600 pages long, well organized, and much more lucid than
^^^^^^
|
!?!
manual?, when did you order or upgrade? i'm still waiting for my copy.
Has any one else gotten a copy of the manual yet. The letter that came
with the upgrade said the manuals would be out in March sometime, if memory
serves me correctly. I don't want to flame Megamax, I like Laser C
but without the manual its difficult to use all the nice features.

One other question, has anyone gotten(sp?) Laser to work with Gulam? I
used Setenv blah=c:\megamax\etc. The compiler doesn't complain
about the lack of shell variables, but it doesn't work either. I appreciate
anything that could help.

Geoffrey Giordano

Me? What do I know? I'm just a brain dead Poly student.

UUCP: ...!iguana!polyof!jeff or ...!trixie!polyof!jeff
Internet: 128.238.10.100, I'm not sure of the format but that is our address
and my local address is jeff.

3515. OS-9 68K

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 20:38:29 UTC
From: mikep@lakesys.UUCP
Message-ID: <616@lakesys.UUCP>
Source record: 252716

I had heard several years ago that Microware was working on a port of it's OS-9 operating system to the Atari ST. Has this in fact transpired?

--
Michael J Pluta (mikep@lakesys.UUCP) c/o |
Tri-Sys Computer Corp., Inc. |
207 East Buffalo Street, Suite 600 |
Milwaukee, WI 53202 |

3516. Re: unsubscribe

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 20:49:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <910001@acf5.NYU.EDU>
Source record: 252717

```
test test.
```

3517. Re: Connecting 8-bits and ST's

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 21:09:45 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <2751@pasteur.Berkeley.Edu>
Source record: 252718

In article <1016@crete.cs.glasgow.ac.uk> rankinp@cs.glasgow.ac.uk (Peter Rankin) writes:
>
>Has anyone out there ever used an ST as a file server for an 8bit machine?

This is not impossible. There has already been a program/cable between the
two machines via the rs232. I think one possibility could be the midi ports.
If they could be reduced to 19.2Kbaud and connected to the 8-bit serial port,
they could emulate one helluva drive.
BTW, this is a takeoff on Bits and Peices from ANALOG, where they are telling
how to turn an 8-bit into a printer buffer for an 8-bit.
imagine...

```
:drive 1: :modem:->-:bbs: :plotter off R2:
| | |
:800:-+---------+----------------+----user 1
| | |
| :?: :400 Pbuff:---+--+--+--user 3
|
| :drives galore: :?:
| | |
:st Drive 2:-+------------------+-----------user 2
|
:modem:->-:unix system:
/\ ___ ___ /\ John Kawakami c60b-at@buddy.berkeley.edu
\| o|/\| o|/ "Shouldn't we read the instructions?" -Hobbes
|___| |___| "Do I look like a sissy?" -Calvin
```

3518. Re: (a) The Right to Flame & (b) WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 21:13:35 UTC
From: wallman-george@CS.YALE.EDU
Message-ID: <27969@yale-celray.yale.UUCP>
Source record: 252719

```
(a)>Well Mr Roy J. Good, I'll flame Atari any time I want, facts or no
(a)>facts! [no :-)] Who are you to tell this net they need FACTS to flame?
(a>

(b)> [Stuff about the undesirability of the ST deleted]

(a)
Dave your are getting bitter and rather tiresome. I too
am the not-so-proud owner of an ST, but believe me I can still
control myself. I concur with you on one thing "Screw those ':-)s'"
Either you mean it and write it, or you don't and don't.

(b+a)
Atari isn't much but still about the only bet I have as a supplier
for a new computer. Specs : '30 or '386 power palenty of pixels
and colors, UNIX or possibly ( zzz ) OS/2. Affordable!

------------------------ The "serious" machines -----------------------

Apple - Hell I don't have that kind of money. It's still gonna be
some sort of Mac then I believe. Natuerlich! just says no.

IBM/Clone - I wan't a computer not a desktop calculator! Case dismissed.
To that day I have used Turbo-C with plenty of pleasure on
an AT but else, the machine is just no fun. Its an INTEL
chip, the software is boring.

-----------------------The not so serious machines --------------------

Commodore - Are there any people left there who can design a good
machine ? Will Commodore/Braunschweig put out an
Amiga 3000 with a 80368 and optional 68000 to run old
Amiga software (har har) ? We will see. Until now
prospects are bleak. [Flaming Amiga-amigos please Email]
Dream : 68030 or RISC + UNIX + sexy graphics. If anyone
will build it Amiga/Commodore will. Prediction : They wont.

Atari - The Abaq w/o MMU and UNIX ? Har Har. Thats gonna be
the Atari videogame for the 90's. The hardware
upto the MMU is the right thing, but then... Prediction:
Development discontinued... a workstation company buys
INMOS. The Transputer will become a Megahit in the work-
station business.
The 68030 ? Quite possibly. Not that I am particularly
fond of yet another featureless Shivi-creation, but UNIX
on top of it and I might be buying.
```

Oddballs - Archimedes : nice CPU, the rest sounds like a loser.
Sinclair ??? : I am not british.
The big japanese unknown threat : Won't happen.

For Natuerlich! the last thing he needs is a
serious Atari going after the business market. That just raises
prices gives him a featureless machine (-Shivi- : "i think a sprite
for the mouse cursor, would really be a great idea" -Tramiel- :
"Sshhhh! It's a business machine, we can't put sprites in it")
and leaves me to buy : the Hyundai XL 11/c or some crap of that sort.
Natuerlich! probably needs Atari to keep on hacking in a pleasurable
environment through the 90s (I never started hacking on the ST).

So please please keep those suckers at Atari alive, don't flame them
to a crisp.

Natuerlich!
{ If this as usual doesn't make sense to some people. Feel free
to let me know although I won't care }

Loveletters & Hatemail to : wallman@yalecs (or is it cs.yale ?)
Files to : WALLMANN@CTSTATEU (Bitnet)
Talk to : wallman@yale-zoo-suned.arpa

Loveletters & Hatemail to : wallman@yalecs
Files to : WALLMANN@CTSTATEU (Bitnet)
Talk to : wallman@yale-zoo-suned.arpa

3519. Re: ST hardware scrolling

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 21:28:37 UTC
From: poole@forty2.UUCP
Message-ID: <237@forty2.UUCP>
Source record: 252720

My two cents:

- Screen refresh rate is 50/60/70 Hz, even if you switch
screens faster, nobody actually sees your work of art,
so you can just as well scroll 2-3 lines at once in
software and synchronize it with the VBI and get the
same effect.

- Doesn't work in 50 line mode on monochrome screens.

- As soon as you start having portions of the screen which
should stay static, your performance win gets smaller
and smaller (in uEmacs or in a VT100 Emulator this would
lead to added complexity that's just not worth the
trouble).

- While hardware scrolling on the ST might be great to
show off to your friends:
"Hey look, it scrolls so fast that you can't read the
text anymore!"
it's not realy useful, typically 40 to 50 lines/second
give a pleasing (and half legible) effect (Tempus does
~46 lines/second on normal text with full size window).

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

3520. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 21:36:31 UTC
From: 85033634%VAX1.NIHED.IE@FORSYTHE.STANFORD.EDU
Message-ID: <8804261411.AA29494@ucbvax.Berkeley.EDU>
Source record: 252721

HELP

3521. Re: All new neato keen file selector?

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 23:26:24 UTC
From: hase@netmbx.UUCP
Message-ID: <1769@netmbx.UUCP>
Source record: 252722

In article <8804191913.AA01927@TIS.COM> dmb@TIS.COM (David M. Baggett) writes:
> 5) Is Atari supporting it?

or anything else?

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3522. Re: TRAP handler question (ST hardware scrolling)

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 23:32:46 UTC
From: hase@netmbx.UUCP
Message-ID: <1770@netmbx.UUCP>
Source record: 252723

In article <544@csvax.liv.ac.uk> unpowell@csvax.liv.ac.uk writes:
>
> I've never seen or heard of this program Tempus, but one way I know
>of to considerably speed up character output and one that may be used in
>this program is to "hardware scroll" the screen.

And what about scrolling windows?
Tempus (new version coming Real Soon Now) supports 4 windows on screen.
One can be scrolled...
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3523. Re: Writing to the cartridge port.

Newsgroup: comp.sys.atari.st
Date: 1988-04-26 23:43:31 UTC
From: hase@netmbx.UUCP
Message-ID: <1771@netmbx.UUCP>
Source record: 252724

In article <542@csvax.liv.ac.uk> unpowell@csvax.liv.ac.uk writes:
>> But according to the infamous Abacus book ST Internals, (p96) writing
>> to this address creates a bus error. They tried putting a ram disk in
>> the port but without sucess.
WRITING to the adresses of the rom port does not generate a DTACK respose
and ends in a bus error. READING is possible, of course.
>>
>> How did Alpha get around this so that the Megadisk would work with
>> out creating bus errors?
Simple. READ the port and let a littlie GAL take the lower byte of the
adress bus out to the world (RAM or port or write only memory or the like).
> Who knows? One Meg seems a little optomistic as the ST only has
>128K of address space available for the cartridge port. Where will this
>extra memory go?

It's a RAMDisk.
The idea is the same as with the EMS boards for PCs: a little window is
"currently" accessed and this window is sliding over the Meg, or two
or...
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3524. Re: Bomb list

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 00:00:05 UTC
From: hase@netmbx.UUCP
Message-ID: <1773@netmbx.UUCP>
Source record: 252725

In article <2905@saturn.ucsc.edu> koreth@ssyx.ucsc.edu (Steven Grimm) writes:
>Here's a list of what the various numbers of bombs mean...
>
> 1 - Impossible. If you get 1 bomb, take your ST to a repair shop.

Possible but not very probable.
I got one bomb some day; the ST hang while drawing the bomb.
[...]
>10 - Line-A. You shouldn't get this, as it's the interface Atari uses to get
> to graphics routines.
Same as above: if some error occures while drawing the bombs, the Xbios
will draw too many bombs (?).
>11 - Line-F. This is supposed to be a hook for math coprocessors, but Atari
> (DRI?) used it for GEM instead. I would have preferred a coprocessor.

So do I.
A Trap is alittle faster and smaller than a JSR. I think it helped to
put GEM into the ROM.
A Freak here in Germany removed the F-Line Traps from the Rom and
substituted them with new A-Line Traps (to work with a PAK68 board
containing a 68020).

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3525. Re: Turbodos question

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 00:16:11 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2879@crash.cts.com>
Source record: 252713

>
wolf@csclea.ncsu.edu (Thomas Wolf) writes:
>Someone who doesn't have access to usenet would like to know how she could
>get TurboDos to run (and which it currently doesn't) on her system.
>
>Her configuration is as follows:
>
>"... I am running a 520 stfm (upgraded to 1 meg) - with one ss/dd floppy. I
>have a 20 meg Seagate partitioned to 10 and 11 megs as drives c and d..."
>
>I'm not sure what utilities she uses to drive her Seagate, but I could ask
>if necessary. My main question is: Has anyone else been able to successfully
>run TurboDos with a non-Supra, non-Atari Hard disk configuration?
>
>Any information/help would be appreciated.
>
>Tom Wolf
>
>
>Tom Wolf
>ARPA (I think): tw@cscosl.ncsu.edu
> or wolf@csclea.ncsu.edu

I'm using an ICD controller with the Supra 2.62 driver and it works fine.
Messages on our local board indicate that the Haba disks aren't compatible.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3526. anybody out there have "kermit" for the ST?

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 01:42:26 UTC
From: miken@hcr.UUCP
Message-ID: <3245@hcr.UUCP>
Source record: 252726

i COULD spend my life porting kermit-for-the-macintosh to the ST, but
being a Real Programmer (Real Programmers never reinvent the wheel),
I thought I would ask first. source prefered (cause i want to test out my
new MWC compiler on my new hard disk)

--

Mike Nemeth "etch out a future of your own design,
...utzoo!hcr!miken well tailored to your needs" - T. Dolby

3527. Re: preloading programs

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 03:26:58 UTC
From: jsp@sp7040.UUCP
Message-ID: <375@sp7040.UUCP>
Source record: 252727

In article <390@uvicctr.UUCP>, collinge@uvicctr.UUCP (Doug Collinge) writes:
> Someone said that OS9 68k is capable of "preloading" commands; that is,
> loading some programs into memory and executing them there when invoked
> rather than loading them from disk. This seems to be yet another
> excellent idea incorporated in OS9 that no-one else seems to have
> thought of. I have always hated RAMdisks on the conceptual ground that
> any program loaded from RAMdisk occupies twice the memory that it needs
> - half for the executing image and half for the copy in the RAMdisk.
> (Yes, of course I use one...) Temporary files in RAMdisk are also
> stupid (the filesystem should handle this need in its buffering scheme)
> but less so, since only the data in the buffers is duplicated.
> Preloading commands eliminates the major stupidity and seems extremely easy
> to implement in any shell. Which brings me to my question:
>
> How difficult would it be to hack this into Gulaam? Perhaps pm would
> be kind enough to consider this in a future release. Or maybe he has a
> hard disk and doesn't care, in which case he might allow someone else
> to put it in for the rest of us. Maybe someone could point out this
> note to him if he doesn't see it.
>
> I love Gulaam and use it all the time.

This would not be an easy hack. This is not a good idea on any system that
does not swap or page. What happens when you run out of memory. Remember
when people thought 2k bytes would never be all used up. Well I have
already run into memory problems on accation (on the 1040ST) with MT-shell,
a 100k ram disk, 30k of print spool buffer and acash installed when the c
(MWC that is) tried to compile a large source file. What if the editor had
been left in memory. No thanks. As for systems that provide the capability
to leave executable text (UNIX terminology) as memory resident you just have
to look at any real operating system. On UNIX if the sticky bit is set on a
file then it stays resident after the first time it is involked. This is
typacle of programs such as vi, ls, pwd and others that are often executed.
On the VMS operating system this capabilty has been taken quite a bit further.
As part of its real time facilitys, the user can make a system call that tells
the O.S. to lock it in memory or increase the total available memory for that
program (non pagable that is). You can even tell it whit segments of memory
you can swap and which it can't. This is not a new concept but it will
take a system that is much more sophisticated that TOS can ever dream of
being. However, I expect that it is implemented in Idris. The redeming
factor for the ST is the emminent release of Minix for it. There are allready
ports of it for the PC that are swapping and paging kernels and I can see
it implemented for the ST as a locigal extension. Then such thing will be
possible to the average St user. Since Minix does not use the ROM's at any

time after the boot cycle, the ST with it's more standardized hardware
should provide a platform for Minix that will make it easy to port applications
to. Mybe we can soon have the "sticky bit" on it also.

I realize that I have rambled somewhat. That is the result of being in my
last quarter of school and working too much at the same time. The ST is
a great hardware platform that has suffered from a lack of operating system.
Most of the question and grips I've seen on the net has stemed from this cause.
I don't agree with Ataris marketing, but I realize that the only way to change
things is for the users to do it themselves. That is why I like the idea of
Minix. Basically for free you get a real operating system and the ability
to extend it (i.e. Source Code). This will be an environment that will allow
porting of much of the public domain unix software without major rewrite.
Try doing something with TOS's file system, what a drag.

Well enough of building for Minix. Hopefully by mid summer I'll see large
numbers of requests for a "comp.os.minix.st" group and we can continue
this discussion there.

-- Johnnie --

What do you mean the last backup was in 1984?

3528. Re: MS-DOS Emulator

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 03:53:19 UTC
From: david@bdt.UUCP
Message-ID: <304@bdt.UUCP>
Source record: 252728

In article <316@laura.UUCP> klute%trillian.irb@unido.UUCP (Rainer Klute) writes:
>In article <8804240542.AA10334@ucbvax.Berkeley.EDU> TNPHSUD@HDETUD1.BITNET (Damir Sudar) writes:
>> [asking about MS-DOS emulator "SuperCharger" availablity]
>
>I haven't seen it yet but I can tell you a nice detail: The
>price is not DM 800.- but DM 698.- (= US$ 420).

I love these kinds of comments. It seems like I've been seeing them
about ST related stuff for as long as I can remember. "No it doesn't
exist yet. But it only costs $39.95".
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

3529. Re: ST Minix

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 08:01:05 UTC
From: rosenkra@Alliant.COM
Message-ID: <1655@alliant.Alliant.COM>
Source record: 252729

---

just a followup to my original post regarding minix/ST:

a) i kinda figured the pre-pre-announcement about minix on the ST was either from a close contact to the developer(s), and obviously not the _REAL_ thing. i just wanted to let everyone know that "it's on its way..."

b) there was no ill thoughts whatsoever on my part in this matter with respect to either atari, our friends in europe, or anyone else for that matter. i'm actually glad that the ST is doing so well in europe, since that means that ST developers can make some $$$ of their own, if their products get to europe.

c) i know that atari probably has no ties at all to andy tannenbaum, other than perhaps interest in the project.

d) i, and alot of other people out there _STILL_ have legit gripes with atari on other matters.

e) i really like my ST. it generally runs circles around my more expensive XT clone (512k, 20 MB HD, 360k floppy, no 8087). it has to be the best buy around, still. we just want it better, that's all (so there, mr. good!!!)

looky here, smiley faces {:-> !:^) [8-o so no flames, pls...

-bill

3530. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 09:00:25 UTC
From: sjl@eagle.ukc.ac.uk
Message-ID: <4856@eagle.ukc.ac.uk>
Source record: 252730

In article <172@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <50424@sun.uucp>, cmcmanis%pepper@Sun.COM (Chuck McManis) writes:
>> The disk manufacturing process goes something like this :
>> (I toured Dysan/Xidex once ...)
>
>Hah! You were spoiled! Dysan is truly the BEST manufacturer of
>floppy disks around. Their manufacturing procedure differs from the

I remember getting 11 bad disks out of a batch of 400 once. There may have been more duff disks, we didn't bother to go through the lot it didn't seem worth while. By bad I mean they failed to format of three different machines, and when we they were sent back to the UK distributor they checked them and agreed the disks were faulty. It still took a solicitors letter to get a refund. I was less than impressed and never have anything to do with Dysan if I can help it.

There is/was a rumour that Dysan disks in Europe are largely made by Rhone Poulac (well the name is almost right). Whether or not this is true I don't know, but it might explain differences between the USA and Europe.

sean

3531. Hexadecimal calculator accessory

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 09:04:44 UTC
From: ralph@lasso.UUCP
Message-ID: <8804270904.AA21022@lasso.laas.fr>
Source record: 252731

I'm looking for a programmers' calculator accessory, one that does hexadecimal and possibly octal calculations. Can anybody send me one, or mention where it might be available (lakesys, canada01, or atarinet). I can't ftp and I don't get the newsgroups, so reply directly to me.

Thanks.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

3532. Re: OS-9 68K

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 10:52:44 UTC
From: jejones@mcrware.UUCP
Message-ID: <695@mcrware.UUCP>
Source record: 252732

In article <616@lakesys.UUCP>, mikep@lakesys.UUCP (Mike Pluta) writes:
>
> I had heard several years ago that Microware was working on a port of it's OS-9
> operating system to the Atari ST. Has this in fact transpired?

It has--as a matter of fact, various users of OS-9/68K on the Atari have been known to post messages on comp.sys.atari.st. (Avy Moise comes to mind.)

James Jones

3533. Re: CURSES package for Atari ST (mild flame at stupid use of terms)

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 13:41:29 UTC
From: 811318w@aucs.UUCP
Message-ID: <1064@aucs.UUCP>
Source record: 252733

In article <711@leah.Albany.Edu> jac423@leah.Albany.Edu (Julius A Cisek) writes:
>I have used the CURSES package extensively on the VAX, and the UNIX. Is
[stuff deleted]
>In case you don't understand, CURSES is a window management library for
>the UNIX (which has been translated to the VAX as well).
> J.A.Cisek
> jac423@leah.albany.edu

arghhhhhhh
why why why do people insist on calling THAT operating system THE UNIX
there is no such thing as THE UNIX as there are as many flavors as
BASKIN-ROBBINS.

Especially given the condescending tone of the article,
ie " if you don't understand"
if they dont understand they probably won't be of much help will they?

if this seems like a little thing tough......

a piece of software rarely runs on a machine it runs on a machine/operating
system pair. that is why you see references to VAX/VMS or VAX/SYSV or
VAX/BSD.

btw
there is no such single entity as THE VAX either .

3534. New Arc compressing method.

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 14:35:00 UTC
From: USER@DJUKFA53.BITNET
Message-ID: <8804271609.AA26681@ucbvax.Berkeley.EDU>
Source record: 252734

Hi atarians.

Can anyone send me an Arc-file with the new level 9 compressing
method (called 'squached'). I want to implement this method into
my VMSARC program. Please send the file if possible uuencoded.

Thanks

Christian Bode USER@DJUKFA53.BITNET

3535. Re: PC-Ditto speed "XDOS"

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 14:56:09 UTC
From: fred@pnet01.cts.com
Message-ID: <2882@crash.cts.com>
Source record: 252735

What we really need is a product like 'XDOS'. XDOS takes a MS-DOS program
and converts it to 680X0 machine code. When this is done the program often
runs faster then the INTEL machine it was written for. This product is already
running on UN*X systems maybe someone will get an ST version.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

3536. Re: *** VIRUS KILLER *** (It doesn't multiply!!!!!)

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 15:43:44 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <1070@csvax.liv.ac.uk>
Source record: 252736

In article <gWPck1y00WE2ATM0mK@andrew.cmu.edu>, bw0i+@andrew.cmu.edu (Bryan Wu) writes:
>
> I'm not sure it's a great idea to have an anti-virus floating around.
> If it copies itself to disks and multiplies, it's potentialy as dangerous as a
> normal virus. Why not just use the boot sector checking program to check your
> boot sector if you believe there's a virus on your disk?
> I personally don't want a program scattered on my disks that I didn't
> put there myself. I'm sure many others feel the same.

There seems to have been a misunderstanding (mainly due to my lack
of explanation) about the anti virus. In no way does the anti virus stay
resident after boot up nor does it reproduce in any way. It simply runs
at boot up to inform the user that his/her disk does not have a virus on
it.
The source to my program has recently been posted, for those worried
that it might be a trojan virus spreading program.
I see no reason for not using it other than intense paranoia.

Mark Powell

****

"...I hate the white JANET unpowell@uk.ac.liv.csvax
man, and the man UUCP {backbone}!mcvax!ukc!mupsy!liv-cs!unpowell
who turned you all ARPA unpowell%csvax.liv.ac.uk@nss.cs.ucl.ac.uk
loose..." R. Harper

****

3537. Re: Mshrink() (was "BITNET mail follows")

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 17:04:56 UTC
From: apratt@atari.UUCP
Message-ID: <1047@atari.UUCP>
Source record: 252737

From article <4983@chinet.UUCP>, by dag@chinet.UUCP (Daniel A. Glasser):

> Mshrink() takes two parameters, the first is a pointer to the beginning
> of a block of memory that has been allocated by a call to Malloc() (this
> includes the basepage/TPA of a program in memory) and the second
> parameter is a long containing the number of bytes to be freed.
> Mshrink() is a GEMDOS function and has function code 74.

Poor Dan Glasser has forgotten something: the macro Mshrink includes
a dummy parameter, because the Gemdos call has an unused argument.

```
#define Mshrink(base,newsize) gemdos(0x4a,0,base,newsize)
```

Most macro files (including Atari's osbind.h) have this definition, but
you have to know it's there if you're setting up your own bindings.

This is a handy time to mention that the arguments to Fdatime are
documented wrong: the correct call is:

```
Fdatime(timebuf,handle,wflag)
int *timebuf; /* pointer to two int's */
int handle; /* handle of file to change */
int wflag; /* 1 for write, 0 for read */
```

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3538. Re: looking for information on pc HD interface kits

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 17:19:39 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1749@ncsuvx.ncsu.edu>
Source record: 252738

In article <3237@hcr.UUCP> miken@hcr.UUCP (Mike Nemeth) writes:
[deleted text]
>p.s. the best price for a 20M supra around here is $800, available RSN...

You must live in an expensive neighbourhood. When I bought my Supra over
1 1/2 years ago, I paid $659 for it. I think now you can get them mail-order
for around $500.00.

Tom Wolf

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3539. Re: ST hardware scrolling

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 17:49:27 UTC
From: magore@watdcsu.waterloo.edu
Message-ID: <4650@watdcsu.waterloo.edu>
Source record: 252739

My 2 cents to do 'hardware' scrolling would be to do it partly
in software and hardware. If we were to use the horizontal interrupt
we could maintain a linked list of scan lines - or even a group of
scan lines. This could be run as a interrupt driven display process that
would then be a set up as a display list of sorts. In order to scroll the
entry link for the beginning of the display would only need to be changed. If
a group of scan lines were used to make up a single character line interrupt
Overhead could be reduced and character I/O would be slightly easier. The
disadvantage to this method would be the waisted space at the end of each line
[required to fall on 256 byte offsets] and interrupt overhead.

Comments ???

Mike Gore
Institute for Computer Research. (watmath!mgvax!root - at home)
These ideas/concepts do not imply views held by the University of Waterloo.

3540. Re: ST Minix

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 18:32:11 UTC
From: good@atari.UUCP
Message-ID: <1049@atari.UUCP>
Source record: 252740

In article <1655@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
>
> -----
> just a followup to my original post regarding minix/ST:
>
> [deleted, not because they weren't good points, but to save space]
>
> looky here, smiley faces {:-> !:^) [8-o so no flames, pls...
>
> -bill
My sincere thanks for your posting, Bill.
Your comments are appreciated, and Atari wants to improve the products too.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

3541. Re: The Right to Flame (was Re: ST Minix)

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 19:36:35 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <2771@pasteur.Berkeley.Edu>
Source record: 252741

In article <303@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>In article <1043@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>>Please be aware of the facts before flaming Atari! [:-)]
>[body of message deleted]
>>--
>>Roy J. Good
>>Product Development, Atari Corporation
>>
>>Views expressed are my own. Atari may agree or disagree; they have the right.
>>--

>Well Mr Roy J. Good, I'll flame Atari any time I want, facts or no
>facts! [no :-)] Who are you to tell this net they need FACTS to flame?

>If I need facts, I'll go over to a real computer news group. This is
>the Atari group remember? Hey did I tell you about the new ABAQ transputer
>emulator I have for the new 68030 Atari UNIX system? Oh yea and don't
>forget about the Holy-Moses Network board I'm gonna have real soon now that
>lets my ST communicate with a SDI workstation running in an orbit that
>Mr. Spock says "fells just fine".

>David Beckemeyer | "Yuh gotta treat people jes' like yuh
>Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
>478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
>UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

Really, Mr. Beckemeyer? You know, I've just been reading some stuff
on the startrek group that sounds like what you've said. There are people
on that group who feel that they have the right to flame anyone that they
please, insulting everyone in an infantile manner, and otherwise offending
anyone else whom they haven't directly flamed. Maybe you don't need facts
to flame, but flaming on pure opinion alone will soon cause this net to
degenerate into shouting matches (so to speak), and certainly not a real
computer group anymore.

Please. If you feel the Atari (and the Atari community) isn't WORTH
your while, then by all means, go to a REAL computer news group, and offer
your REAL opinions. If you have some worthwhile opinions to offer this
group, then I'd appreciate it if you do it in a more reasonable, less
extreme fashion. There are some of us who read this group for news and
information, to exchange help with others, and in general try to promote
a better atmosphere for the Atari, and hopefully help to sway the management
at Atari in a mature manner.

In conclusion, I'd like to say something that many others have said,
which is that I'm very happy with the Atari ST that I own. I'm not

completely satisfied with the decisions made by the company behind the computer, but I believe that with some time, and a lot of help from this Net, things can change.

Remember, guys, the quoted flame here is from a guy who likes to say "Yuh gotta treat people jes' like yuh do mules..." Having seen how Mr. Beckemeyer's company treats its customers, I think he might actually believe in this.

\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ _/oung
| - Disclaimer: I'm definitely not associated with the company
_| above in any way.

3542. Blitter Information?

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 20:00:00 UTC
From: mts338@uxa.cso.uiuc.edu
Message-ID: <111500006@uxa.cso.uiuc.edu>
Source record: 252742

Does anybody have any information about the Blitter (registers, hog mode, benchmarks, etc.)? I haven't seen anything and am curious. Maybe someone at Atari (APRATT?) can post something?

Thanks.

```
/-----------------------------------------------------\
|You say the hill's too steep to climb...Try climbing... |
\-----------------------------------------------Pink Floyd/
|
```

3543. Re: (a) The Right to Flame & (b) WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 20:42:44 UTC
From: arcarese@andromeda.rutgers.edu
Message-ID: <585@galaxy>
Source record: 252743

```
----- Unsent message follows -----
Return-Path: <arcarese>
Received: by andromeda.rutgers.edu; Wed, 27 Apr 88 13:30:57 EDT
Date: Wed, 27 Apr 88 13:30:57 EDT
From: arcarese (John C Arcarese)
Message-Id: <8804271730.AA25691@andromeda.rutgers.edu>
To: wallman-georrge@CS.YALE.EDU

NOTE: THIS REPLY BOUNCED BACK VIA MAIL, SO I AM POSTING IT HERE!

I read the article you posted under comp.sys.atari.st.
I disagree with a few of the points that you made. Here goes:

>Atari isn't much but still about the only bet I have as a supplier
>for a new computer. Specs : '30 or '386 power palenty of pixels
>and colors, UNIX or possibly ( zzz ) OS/2. Affordable!

Unix & OS/2 sound good, but what about supporting GEM/TOS. Perhaps by not
stating that fact, you assume (quite properly) that the next atari machine
will be incompatible with current ST's. If atari really wants to produce
a really great machine, compatibility with their current systems should
be their TOP PRIORITY. When you say affordable, I hope you don't mean cheap.
The starting price for such a system should be $3000.00

----------------------- The "serious" machines -----------------------

>Apple - Hell I don't have that kind of money. It's still gonna be
> some sort of Mac then I believe. Natuerlich! just says no.
>
Apple may price their new machines expensively, but they SUPPORT
(a word foreign to atari) their customers. Also I believe that
if apple felt competition from the low end market, they would
release a low end 32 bit machine. Also Apple can charge whatever
price they want, because there is a great DEMAND for their products.

>IBM/Clone - I wan't a computer not a desktop calculator! Case dismissed.
> To that day I have used Turbo-C with plenty of pleasure on
> an AT but else, the machine is just no fun. Its an INTEL
> chip, the software is boring.

For the most part I agree, but you forget one thing: IBM and
business go hand in hand. Whatever new machines they release
will be favorably accepted by the business world, regardless
of their overall quality. Note: OS/2 & PS/2. Nothing more need
be said on the subject.

>----------------------The not so serious machines --------------------
```

>Commodore - Are there any people left there who can design a good
> machine ? Will Commodore/Braunschweig put out an
> Amiga 3000 with a 80368 and optional 68000 to run old
> Amiga software (har har) ? We will see. Until now
> prospects are bleak. [Flaming Amiga-amigos please Email]
> Dream : 68030 or RISC + UNIX + sexy graphics. If anyone
> will build it Amiga/Commodore will. Prediction : They wont.

Predictions all good & well, but C= has been quoted as saying that
in 1989 they will release a 68030 box. You seem to think that C=
has very few people left to design a next generation machine. For
a moment look at Atari. If they had enough money for R&D they'd
have released an 020 box by now. At least C= has been upgrading
the OS. That brings up a crucial point. The next generation machine
(regardless of who makes it) will need a well developed operating
system. As an example, look @ the Mac II; any software written to
support color for the old Mac's work (in color) properly on
the II. For Atari to really succeed, they have to have an extremely
well developed operating system. GEM/TOS (;-)). Now that's not
to flame the ST's OS, since the Amiga's operating system still needs
mucho work. At least C= is constantly upgrading on the operating
system. Can the same be said for Atari???

>Atari - The Abaq w/o MMU and UNIX ? Har Har. Thats gonna be
> the Atari videogame for the 90's. The hardware
> upto the MMU is the right thing, but then... Prediction:
> Development discontinued... a workstation company buys
> INMOS. The Transputer will become a Megahit in the work-
> station business. The 68030 ? Quite possibly. Not that I
> am particularly fond of yet another featureless Shivi-creation,
> but UNIX on top of it and I might be buying.

I think the ABAQ might be a joke if you're looking for market
acceptance, but as far as hardware goes, it looks quite nice.
Knowing Atari, they would release it, with an incompatible
OS(meaning incompatible w/ UNIX), then everyone would have to wait
3yrs. for software to meet the users expectations. I would like
to see Atari (and C=) use the 88000 in future designs. That way they
could get transputer speed, with compatibility. If the transputer is
used for anything, I think it'll be used as a graphics controller.
Lastly, it isn't how powerful the hardware is, but how compatible
current operating systems & software are with it. I think that's the
main reason for the delay in 32 bit machines from Atari & C=. When
the 32 bit machines arrive, they will have been worth the wait.

>--
>Loveletters & Hatemail to : wallman@yalecs
> Files to : WALLMANN@CTSTATEU (Bitnet)
> Talk to : wallman@yale-zoo-suned.arpa
>--

John A.

OS/2, the beginning of a bad dream...

3544. unsubscribing

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 21:10:32 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8804272110.AA11571@mitre-bedford.ARPA>
Source record: 252744

Patrick Maun <R53111AE%AWIUNI11.BITNET@forsythe.stanford.edu> writes...

"Please unsubscribe me from this list. I don't exist any more."

Arghhh!!!! Not ANOTHER one! **** P L E E E E E A A A S E ! ! ! **** folks, when your time comes to unsubscribe, remember how ***DUMB*** all these people looked who couldn't understand that telling the whole darn subscriber list that they wanted to unsubscribe did NOTHING WHATSOEVER toward actually getting themselves unsubscribed.

Surely, ***YOU*** will remember that the proper way is to send a note to info-atari-REQUEST, not info-atari16 itself, asking the MODERATOR to unsubscribe you instead of sending a message to every darn person on the whole distribution list, asking ALL OF THEM to please unsubscribe you.

Or, if you are on BITNET, as Mr. Maun is, perhaps you will even go one step further and unsubscribe YOURSELF by sending the appropriate message to your friendly LISTSERV server. See the info-atari user documentation package that was sent to you for the exact format.

-John Sangster
jhs@mitre-bedford.arpa

"When all else fails, try reading the directions..."

3545. mshrink & lattice C

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 22:30:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880427223042.6.JRD@MOA.SCRC.Symbolics.COM>
Source record: 252745

Date: 21 Apr 88 23:18:14 GMT
From: mcvax!dutrun!dutesta!knop@uunet.uu.net (Peter Knoppers (knop@dutesta.UUCP))

Bill writes:(Bill Rosenkranz)
[...]
On startup of a GEM program all available memory is allocated (and zeroed).
^^^^^^^^^^^^
[...]

Is THAT why every time I add more memory to my 520 I have to wait longer
after loading an image before it starts running???? Does anyone know of
a way to disable this 'feechur'?

3546. Re: Software pricing (was Re: WHAT ATARI NEEDS TO DO...)

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 22:35:45 UTC
From: david@bdt.UUCP
Message-ID: <305@bdt.UUCP>
Source record: 252746

In article <267@gould.doc.ic.ac.uk> dcw@gould.UUCP (Duncan C White) writes:
>In article <10400@sunybcs.UUCP> leo@sunybcs.UUCP (Leo Wilson) writes:
>>In article <115@avsd.UUCP> govett@avsd.UUCP (David Govett) writes:
>>What has purchase price got to do with anything at all? "Geez, if I buy
>>this software I can save 19 man-hours per week (at $9.00/hr) for the next
>>two and a half years, but I'll pass because the initial cost is $200."
>>Makes LOTS of sense to me to pass it by...
>
>You appear to be talking, here, about BUSINESS USE of ST's.
>What about PERSONAL use - games playing, programming, music etc?
>I don't put a price on the time I spend on my HOBBY COMPUTER...
>so if I see a $200 package [for the sake of argument]
>I would want to be REALLY SURE that I was going to use it a lot.
>
>In fact, I probably wouldn't buy it - on cost grounds alone! - if it cost much
>more than 100 pounds.

And this is the reason that the ST will follow in the footsteps of the VIC-20, TRS-80, and a slew of others. There aren't enough computer buyers for the number of computers trying to stay alive in this "home-computer" market. And there certainly aren't enough ST software buyers in this market. The ST is relatively new "home" computer (compared to C-64, C-128 and PC Clones). It has a MUCH smaller installed base. There's enough of these machines out there to finance new software development. Not so for the ST.

This is also the reason Atari is trying desperately to move into the "real" computer business. They're seeing devlopers drop off like long horns in a snow drift. But this brings us to the next point...

>Now, ok, the ST may be a good cheap small business machine - and Atari
>certainly seem to be targetting the desktop publishing market - but with
>the advent of cheap PC clones [Amstrad PC1512 at 400 pounds, for instance]
>the ST is going to have some stiff competition on price, to get into the
>business market.
>As many people have remarked, one of the ST's biggest problems [blocking
>its use in business] is being seen as a games machine.

Not only cheap PC clones, but what about real brand-name machines like cheap Macs, cheap IBMs. Atari is always advertising that the ST is so much cheaper that IBM and Apple. But how in the heack to they back that up? A recent Atari Mega ST ad said that the Mega ST is "faster, more feature-rich that a Mac SE. For just about half the price." How do they figure? I'm not even a Mac fan, but realistically I'd have to say the SE has a lot to offer compared to the Mega ST. The SE has a real bus, with real (not vaporware) boards I can buy today. It has industry wide support. It has

software that works in real world and is supportted by the vendors and the industry. etc. etc. The Mega has a Atari proprietary bus that's never going to have much hardware available for it (I' not going to hold my breath for Atari to release something, and not too many big players in the hardware dept. are going to develop something for an Atari computer (witness the number of big-name software companies that have done Atari software).

Now what about the price. I can buy a Mac SE with a 40MB hard disk for about $2300. If I could buy a Mega ST2, mono, it would cost me at least $1200. Then I need a 40MB hard disk. Hummm... I don't see a 40MB HD on my Atari Price list. I guess I'll have to use a 3rd party. (What exactly do they mean by feature-rich?). OK a Supra 40MB drive at my local dealer is $995. That makes a 40MB Mega ST2 mono. total system price of just about $2200. Wow a whole $100 savings over the Mac SE! The ads always compare list prices, but never talk about real-world prices. Not to mention the savings of a Mac Plus over a Mega ST!

The same comparison can be made with IBM PS-2 systems. The Ataris aren't really much cheaper, if at all, when you go out in the world and really try to buy a system.

And of course the clones are usually way cheaper than an ST. So how does Atari back up what they claim in their ads?

--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

3547. Re: Printer for ATARI ST/ E-Z score plus

Newsgroup: comp.sys.atari.st
Date: 1988-04-27 22:48:01 UTC
From: jac423@leah.Albany.Edu
Message-ID: <720@leah.Albany.Edu>
Source record: 252747
Cross-posted to: comp.sys.atari.st,rec.music.synth

In article <2208@ubc-cs.UUCP>, manis@faculty.cs.ubc.ca (Vince Manis) writes:
> If you're printing music scores, you should probably look at a 24-pin
> printer. ALPS (I believe) recently announced one for US$449. The increased
> resolution may well be worth it to you.

Sure! But keep in mind that the person who originally asked about this
was not willing to spend more than $200! Also, the REAL Epsons have
better quality print than any other printer. And most importantly (for
music prints) it doesn't have those ugly blank lines in the graphix
mode.

|\ |\ |\ |\ .--------------------. J.A.Cisek
| \ | \ |\ |\ | \ | \ |\ \/ | Spectral Fantasies | jac423@leah.albany.edu
| \| \|-\|_|| \| \|-\/\ `--------------------' jac423@uacsc1.albany.edu

3548. Re: PC-Ditto and Norton SI (was About Atari's, Mac's, and IBM's)

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 00:04:33 UTC
From: schuster@dasys1.UUCP
Message-ID: <4137@dasys1.UUCP>
Source record: 252748

In article <171@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>The PC-Ditto system calls seem to
>mainly consist of taking the correct parameters out of the "8088
>registers" and pushing them on the stack, then calling GEMDOS. At any

In the first online pc-ditto conference on CompuServe, Bill Teal (the
author of pc-ditto_ said that he doesn't use TOS for _anything_.
The ST's firmware is asleep when pc-ditto is running.

--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

3549. Personal Pascal V 1.1 vs. V 2.02

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 03:36:12 UTC
From: mstreet@pnet01.cts.com
Message-ID: <2887@crash.cts.com>
Source record: 252749

I have version 1.1 of Personal Pascal and have been informed from OSS that I should send my disk and manual with $30.00 to upgrade to version 2.02. Could anyone explain the differences between the 2 and suggest whether or not I should upgrade? Thanks in advance for any comments or suggestions.

Mike Street

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!mstreet
ARPA: crash!pnet01!mstreet@nosc.mil
INET: mstreet@pnet01.cts.com

3550. Re: Anyone use Megamax or Lazer C?

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 03:53:15 UTC
From: al671@unh.UUCP
Message-ID: <409@unh.UUCP>
Source record: 252750

```
In article <302@polyof.UUCP>, jeff@polyof.UUCP (A1 jeff giordano ) writes:
> In article <405@unh.UUCP>, al671@unh.UUCP (Anthony Lapadula) writes:
> > The manual is ~600 pages long, well organized, and much more lucid than
> ^^^^^^
> |
> !?!
> manual?, when did you order or upgrade? i'm still waiting for my copy.
>
> Geoffrey Giordano
>
> UUCP: ...!iguana!polyof!jeff or ...!trixie!polyof!jeff
> Internet: 128.238.10.100, I'm not sure of the format but that is our address
> and my local address is jeff.

Well, I sent in my $20 as soon as I knew about Laser C -- probably about
3 months ago. I got the manual around March 15th, a few weeks after
the software arrived.

Granted, these are off-the-top-of-my-head recollections, so I might
be off by a bit. (Just like Reagan: Do any of _you_ remember what
_you_ were doing a year ago?)

Just drop 'em a line to let 'em know you you haven't gotten yours yet.

/*************************************************************************/
/* What, you wanted something funny? */
/* --- Anthony Lapadula */
/* (That's unh!al671 to you!) */
/*************************************************************************/
```

3551. Light and Smoke (was: The Right to Flame)

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 04:32:18 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <11855@tut.cis.ohio-state.edu>
Source record: 252601

In article <2771@pasteur.Berkeley.Edu> c162-br@zooey.Berkeley.EDU.UUCP (Warner Young) writes:
>In article <303@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>>In article <1043@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>>>Please be aware of the facts before flaming Atari! [:-)]
>>[body of message deleted]
>>>--
>>>Roy J. Good
>>>Product Development, Atari Corporation
>>>
>>Well Mr Roy J. Good, I'll flame Atari any time I want, facts or no
>>facts! [no :-)] Who are you to tell this net they need FACTS to flame?
>
>>If I need facts, I'll go over to a real computer news group. This is
>>the Atari group remember? Hey did I tell you about the new ABAQ transputer
[...]
>>David Beckemeyer | "Yuh gotta treat people jes' like yuh
>>Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
[reverse flame on Dave Beckemeyer deleted]

"What we got here is a failure to communicate..."

We aren't getting anywhere flaming each other to death. This is getting all of us nowhere. Now I understand Mr. Beckemeyer's point about Atari's attitudes about support and the fact that most of us agree, and Mr. Young's point about how some of us like our ST and just want to be able to use the computer more successfully, but...

Now, in defence of Dave, he _can_ flame when he darn well pleases, but he will be held responsible for what he says. And, anyone who really doesn't want to read something from Mr. Beckemeyer, one can use the 'n', 'k' or 'K' keys. 'Nuf said.

Enough talk. Enough preaching. I have been thinking, what the ST really needs. And whether or not Atari will supply it (I'd guess not.) Dave, Warner, et. al., here are a few things that would make life easier, if all were treated in a standard way:

1. File Formats.

IFF is a good idea, in theory at least. Whether it'd be good for the Atari or not, what do you think? I think that a 'clipboard'-type interface (like the Mac) would be an welcome addition. Could this be achieved in a GDOS-type method, using some sort of metafile, or would the IFF method be easier? I remember Tom Hudson writing in STart magazine how he'd like to see everyone use a

standard method of sharing information. Recently something called 'pbm' (for portable bitmap manipulator) came across the net to allow for a generic standard for bitmap manipulation. Would this be usable on the ST?

2. Desktop.

How come no one has come out with a better Desktop? Has someone else tried it? Am I missing something? Is it impossible, does everyone else like using shells all the time (I personally use gulaam, which is very nice, but a graphical interface is nice sometimes too...how about a graphical interface over gulaam? Hm...) We don't need X (although it'd be damn nice) but the desktop, well, it sucks. Really bad.

3. Multitasking.

Okay, laugh, ha ha. I know that BDT's RTX works well, or at least from what I've heard, but I guess I would like to see it. I didn't see anything, Dave, but did you ever decide one whether or not to make RTX 'PD', or 'semi-PD' or whatever? I'd be very interested in seeing a 'standardized' multitasking 'upgrade' to the ST. Others would too, as you may have already found out. But no one has seemed very serious (besides you) of doing anything about it.

4. The future.

Wither Atari? "Hello, is anyone listening out in Sunnyvale" has been the comp.sys.atari.st call to battle. I am as guilty as anyone else of flaming Atari while not mailing/calling them personally. Like flaming is gonna change anything. This is not to say that Atari will sit up and take notice if I do snailmail/call, but it would be worth a try (apologies to Dave again, since it has been thoroughly thrashed out how Atari is not receptive, or so it seems, to developers, so please pardon any naivete or ignorance on my part.) Would we buy an ST again? (Replys to weaver@tut.cis.ohio-state.edu only, _PLEASE_ do not hit the 'f' button)

I want to see the ST work. Hey, I know of people who still use Timex 2068s and have active user groups for a computer that, in this country at least, seems to be more or less extinct (in a marketing sense.) Again, this may all sound very optimistic or very naive, but then how much light has been shed in all the smoke of the current flame wars in this group alone? Let's be real.

Flame me if you will, but I'd really rather see something constructive come out of this discussion...

Andrew Weaver weaver@tut.cis.ohio-state.edu
OSU College of Business soon: andy@osu-pisa.UUCP

We don' need no iteration
We don' need no flow control
No strong typecasting in our program
Teacher leave my obfusgated code alone...

Hey Pascal! Leave us kids alone!
All in all its just a-nother list in the code...

3552. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 05:34:44 UTC
From: Jinfu@cup.portal.com
Message-ID: <4885@cup.portal.com>
Source record: 252602

Off the topic a little bit. Last night in the TV "Computer Show" they showed the Amiga 2000. A comment made by the guy from Commordore about how many Amigas have been sold was "over 600,000". Now if my memory is right Sam Triemal mentioned a number of STs sold in a GEnie conference is 300,000 (I read this from ZMagazine a week ago). Is the ST number a little too low?

Jinfu Chen

jinfu@cup.portal.com
...sun!portal!cup.portal.com!jinfu

3553. Re: preloading programs

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 06:12:30 UTC
From: wes@obie.UUCP
Message-ID: <188@obie.UUCP>
Source record: 252603

In article <390@uvicctr.UUCP>, collinge@uvicctr.UUCP (Doug Collinge) writes:
> Someone said that OS9 68k is capable of "preloading" commands; that is,
> loading some programs into memory and executing them there when invoked
> rather than loading them from disk. This seems to be yet another
> excellent idea incorporated in OS9 that no-one else seems to have
> thought of.

Yes, that is one of the many good features of OS9. Another is
pre-loaded modules. You can have "external" modules on OS9 - when
your program calls such a module, the OS looks to see if it is in
memory. If not, it searches for it in the current execution
directory, and loads it. The OS manages the module tables all by
itself. You can, of course, pre-load modules. Nice feature.

> How difficult would it be to hack this into Gulaam?

Probably VERY difficult. TOS is not setup to handle pre-loaded
programs; whenever a program exits (via the Pterm or Pterm0 sys
calls), the OS unloads all of the memory allocated to the program,
including the text segment. This would be difficult to hack around.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3554. Re: Printer for ATARI ST/ E-Z score plus

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 06:23:00 UTC
From: wes@obie.UUCP
Message-ID: <189@obie.UUCP>
Source record: 252604

In article <712@leah.Albany.Edu>, jac423@leah.Albany.Edu (Julius A Cisek) writes:
> Definately get an Epson. Epson printers are the most supported printers
> in the world (they also happen to be relatively cheap and have excellent
> quality).

In my experience, Epsons cost too much, break too much, and jam too much.
I used to sell both Epson and Oki printers; I'd much rather sell the
Okis because they generate fewer service calls. I own an old SG-10 from
Star (almost as old as my ST, bought in 8/85). I like it so much I
specified a bunch of Star NX-10s and NX-15s when buying for my office
at work (which is equipped with 5 Mega 2s). I also have an Oki laser
printer (HP LJ clone). Shop around and look for features and price.
Good brands (among others) include Star, Okidata, Citizen, Panasonic,
and Toshiba. A good place to look for price is Midwest Micro
Periperhals - they usually have 25 pages of ads in each Computer Shopper.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3555. Reissues of Info-Atari16 Digest

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 09:12:22 UTC
From: ralph@lasso.UUCP
Message-ID: <8804280912.AA21393@lasso.laas.fr>
Source record: 252605

I am receiving reissues of digests from beginning of April. I have received two of each of the following: 198, 199, 200, and 201 -- for now. The problem is that the articles *all* have appeared before (for example the 199 that I received today contained articles dating back to #192) BUT NOT IN THE SAME ORDER.

In addition, they are probably overwriting and destroying the original valid messages in the archives!

It seems like messages are not getting proberly flushed after being digested. Maybe it's related to the identical numbers: 178, 179, and 180 -- which was a previous problem.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

3556. Re: BITNET mail follows

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 10:48:30 UTC
From: leo@philmds.UUCP
Message-ID: <471@philmds.UUCP>
Source record: 252606

In article <8804200802.AA03159@ucbvax.Berkeley.EDU> 0ALEVI@POMONA.BITNET writes:
>Bill writes:(Bill Rosenkranz)
>>Mshrink is a gemdos call that returns memory to the operating system. a far
>>[...middle of article deleted...]
>>first. you should probably solicit a response from lattice hackers.
>Bill,
> What you said makes perfect sense. I even think it will help! But,...
>what are the two parameters to the Mshrink(a,b) call? Do you know? Are these
>universal to all compilers? Does the function return a value (such as an
>error code)?
>[...middle of article deleted...]
>Alan Levi

Here is an answer from a Lattice hacker: In Lattice the linking process
starts with a INPUT startup.bin. This module does indeed a Mshrink. As far as
I remember without having the documentation with me, this is equivalent with
a gemdos 0x4a call: setblock. It takes two parameters, the first the block's
start adress, the second the block's size. I don't know, but I think Mshrink
returns a -1 on fail and 0 on success (the standard gemdos return values). All
decent C compilers for the ST should offer the Mshrink function in some way;
Lattice does it by a macro definition that uses a function gemdos().
Typically the start address is
the address of the base page, the length is the sum of the text, data, bss,
spare and stack segments. You should obtain a copy of Data Becker's Atari St
Intern, the gemdos calls are, if not very superfluous, explained there.
Startup.bin takes standard all memory but 4K (that four K is for stuff like
.RSC files!). You can however overrule this by assigning to the external variable _mneed,
e.g.:

```
int _mneed = 10240;

main()
{
....
}
```

As far as I understand it, the size of the spare room (above the bss, under
the stack space) is now set to 10240. This spare room is typically used for mallocs etc.
(the C mallocs, not the gemdos call!).

For the stack something similar applies: the standard stack size is 2K, this is
adequate if you don't do too weird things. You can overrule this by, analoguous
to the _mneed variable, assigning to the variable _stack. Note that there are
no checks against the stack overrunning the data space, so you should indeed
use this variable when you need lots of stack space (sbrk will only allocate
till the bottom of the stack segment).

All this talk about _mneed and _stack you should be able to find in your Lattice manual. It also says that you always must link with startup.bin; this is not
quite true; I have managed to link without it; it saves you K's!
If you are interested, I'll describe how (C source).

Hope you find these hints useful.

Leo.

3557. Re: Bomb list

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 11:17:39 UTC
From: leo@philmds.UUCP
Message-ID: <473@philmds.UUCP>
Source record: 252607

In article <4481@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>[... story about bombs, rest deleted ...]
>- Moshe Braner

Apart from throwing bombs, the bios also saves the registers in a specific area in Ram. In case of Bus or Address error (2, resp. 3 bombs) some more info is saved. I wrote a (C) program to read and display this information; if there is enough interest I will forward it to this newsgroup (the program is small enough). Please use e-mail.

Leo.

3558. RE: cartridge tape on ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 12:10:00 UTC
From: HELLER@cs.umass.EDU
Message-ID: <8804290623.AA14189@ucbvax.Berkeley.EDU>
Source record: 252608

Bill:
I'm planning on putting a 1/4" cartridge tape drive on my 1040ST.
(A 45/60 MB drive - uses DC300XL or DC600A carts.) I have a psuedo-Supra
hard disk system: A Supra DMA/SCSI adapter, an Adaptec 4000 SCSI/ST506
controller, a ST251 drive, and a not-yet-installed Adaptec 3530 SCSI/QIC-36
controller. I don't have a tape drive mechanism yet. I'll probably have
to write a driver for the SCSI/QIC-36 controller (I'll be doing it under
OS-9/68000 though). Most ST Hard Disk subsystems use a SCSI-bus drive or
controller, with a ST-DMA to SCSI adapter. Depending on this adapter, it
should be posible to interface any SCSI controller as a second (third, etc.)
SCSI device. Upto 8 SCSI devices are posible (this is *address space* - you
may be limited by hardware limits (i.e. bus drivers, lack/limits on decoding).)
Robert

3559. Re: MS-DOS Emulator

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 13:19:40 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <322@laura.UUCP>
Source record: 252609

In article <304@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>In article <316@laura.UUCP> klute%trillian.irb@unido.UUCP (Rainer Klute) writes:
>>In article <8804240542.AA10334@ucbvax.Berkeley.EDU> TNPHSUD@HDETUD1.BITNET (Damir Sudar) writes:
>>> [asking about MS-DOS emulator "SuperCharger" availablity]
>>
>>I haven't seen it yet but I can tell you a nice detail: The
>>price is not DM 800.- but DM 698.- (= US$ 420).
>
>
>I love these kinds of comments. It seems like I've been seeing them
>about ST related stuff for as long as I can remember. "No it doesn't
>exist yet. But it only costs $39.95".

Please don't be so cynical, David! There's quite a difference
between seeing an ad for the SuperCharger saying it costs DM
698.- (so it really *does* exist, or do you know any reason why
the manufacturer else should pay for the ad?) and actually
seeing and *using* that box.

Rainer Klute

+--------------------------+---+
Rainer Klute	UUCP: klute@unido.uucp
University of Dortmund	(...uunet!mcvax!unido!klute)
Dept. of CS	BITNET: klute@unido.bitnet
P.O. Box 500500	
D-4600 Dortmund 50	
+--------------------------+---+
| Federal Republic of Germany |
+---+

3560. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 13:21:38 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2892@ihlpe.ATT.COM>
Source record: 252610

In article <4699@cup.portal.com>, Dave_Ninjajr_Flory@cup.portal.com writes:
> D. Govett says 'I don't know anyone who would buy WP for $300' (in the ST
> community). Well he doesn't know enough ST people 'cause WP corporation has
> sold a lot at $300.
WP hasn't sold any copies at $300. They sell them at wholesale prices
to distributors who resell them to retailers. Retailers can then sell
tham at whatever price they want to up to SRP. I suppose they could
sell them at more than SRP if they could find anyone willing to pay it,
but that is rare.

>The pullout rumor is only about 5 weeks old and WP put
> out the word in no uncertain terms that it wasn't going to happen. I never
> cease to me surprised and how some folks will seize on a rumor to support
> something they want to believe and pass it on as tho' it were true, without
> any apparent effort to check on the validity.
This 'rumor' came from WP Corp. itself. They reversed themselves and
then went on a CompuServe conference and made it sound like they never
said it, but several people swear that they were told by WP Corp that
they were dropping Atari ST support and pulling the product.
> If you want to know what is going
> on in the world of Atari, check CI$ or GEnie. Don't depend on the naysayers
> of the Usenet for up to date info.
Believe it or not, a lot of the information on the net comes from
CIS, GEnie, Delphi, etc.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

3561. Re: ST Minix (and DTP)

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 13:46:01 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2894@ihlpe.ATT.COM>
Source record: 252611

In article <165@obie.UUCP>, wes@obie.UUCP (Barnacle Wes) writes:
> In article <1615@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
>
> On the other hand, I do agree about Atari's strategies regarding Europe
> and the USA. I don't mind them announcing everything at the Hannover
> Fair, as opposed to Comdex or the CES, but to sell everything in
> Europe for MONTHS before it comes out here is irritating.

Atari doesn't announce everything in Europe. Below is an article that appeared in EE Times (printed without permission) that came out of a desk top publishing show right here in good old Chicago, USA.

ATARI ADOPTS IMAGEN POSTSCRIPT SOFTWARE CLONE FOR LASER PRINTER

"Desktop publishing for Atari computer users got much easier last week, with Atari's public showing of a PostScript laser printer software clone.

The software, dubbed UltraScript, enables Atari's laser printer to produce documents that are formatted and structured in Adobe's PostScript page description language.

Insiders say that Adobe normally demands a royalty of about $100 per printer for PostScript licensees. That was too steep for Atari, which markets an under-$2000, 300-dpi laser printer. But because Atari's printer receives its pixel-page generation commands from the 68000-based ST or Mega host, a PostScript-like interpreter can command the printer to act like a PostScript hardware device.

That's where Imagen (San Jose, CA) comes in. The QMS subsidiary has long had its own proprietary text and graphical rotation routines. Now, it has developed a fast interpreter which Atari engineers say is actually faster than Adobe's own in many instances.

The UltraScript package comes on a single Atari diskette, allowing the computer to perform PostScript-like image on the fly.

Normally, PostScript is licensed in ROM form, as pioneered in Apple's Laser-Writer printer three years ago. A RAM-image UltraScript interpreter works for Atari because its laser-printer commands stem from the host computer. That allows Atari--and third-party desktop publishing companies--to exploit PostScript's curve-generation prowess.

Third-party desktop publishing was the theme at Atari's Corporate Electronic Publishing Systems booth last week. Several publishers said they intend to offer UltraScript support this summer.

Atari will show the UltraScript system at Comdex this spring, and hope
to ship the software "at low cost" in mid-summer."

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

3562. Re: Connecting ST and 8bit

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 14:37:48 UTC
From: wes@obie.UUCP
Message-ID: <190@obie.UUCP>
Source record: 252612

In article <1006@crete.cs.glasgow.ac.uk>, rankinp@cs.glasgow.ac.uk (Peter Rankin) writes:
> Has anyone out there ever used an ST as a file server for an 8bit
> machine? I would like to keep all my 8bit stuff on ST disks.
> A 'get' type command given on the 8bit would then cause the ST to
> send over the file needed (via a joystick port?).

I know for a fact this won't work -- the joystick ports on the ST are
NOT bi-directional; they're read-only. Your best bet would be either
the RS-232 port or the parallel (printer) port on the ST side. If you
have an XL series 8-bit, you could probably use the parallel (user?)
port on the back to connect to the parallel port on the ST.

> I would think that any routine to do this would have to be interrupt
> driven. The ST watches for the 'get' signal during a VBI. When it
> arrives, an interrupt is generated on the ST. The ST procedes with
> the request using the VBI to send blocks of data over. Any program
> running on the ST is only frozen during disk access. Is my thinking
> correct?

Actually, you've just covered the easy part. The hard part is that
TOS is NOT really ready for any sort of multitasking (by itself). The
OS routines are not re-entrant, so you would have to be careful to
make sure that your interrupt routine did not call ANY OS routines if
an OS routine was in process when the interrupt arrived. (Whew, that
was a long sentence even for me!)

Your best bet to get around this problem would be to buy Micro-RTX
from Beckmeyer Tools and write the server program as a 'backgroundable'
(my term) task using RTX. RTX handles all of the re-entrancy and
exclusion problems, giving you re-entrant systems calls and background
tasks while still being able to use (correctly written) GEM programs.

Care to continue on this, Dave Beckmeyer?
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3563. Re: Anyone use Megamax or Lazer C?

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 14:48:29 UTC
From: wes@obie.UUCP
Message-ID: <191@obie.UUCP>
Source record: 252613
Cross-posted to: comp.lang.c,comp.sys.atari.st

In article <714@leah.Albany.Edu>, jac423@leah.Albany.Edu (Julius A Cisek) writes:
> You sound like my brother who just bought Lazer C himself :-). However,
> since right now I'm not gonna be getting the upgrade I have to work with
> Megamax. So, what is a workstation, anyway?

Sounds like you need a good book on GEM. A `workstation' is GEM
terminology for a virutal screen device, which can be placed on any
graphics device - the screen, a GEM metafile on disk, a printer, a
polaroid palette, etc.

Get a copy of the ST Pro GEM articles from one of the file servers - I
know lakesys has them. Best intro to HOW TO PROGRAM GEM there is.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3564. Re: CURSES package for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 14:58:00 UTC
From: wes@obie.UUCP
Message-ID: <192@obie.UUCP>
Source record: 252614
Cross-posted to: comp.sys.atari.st,comp.lang.c

In article <3640@haddock.ISC.COM>, karl@haddock.ISC.COM (Karl Heuer) writes:
> In article <711@leah.Albany.Edu> jac423@leah.Albany.Edu (Julius A Cisek) writes:
> >I have used the CURSES package extensively on the VAX, and the UNIX.
>
> What do you mean, "on the VAX and the UNIX"??? Everyone knows that "VAX" and
> "UNIX" are synonymous! Just ask the folks at Berkeley!

Come on, Mr. Lint! EVERYONE knows that UNIX is synonymous with SPARC!
(Ack! Phhpptttt! Panic: no TAS instruction! vmcore dumped)
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3565. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 15:33:47 UTC
From: manis@faculty.cs.ubc.ca
Message-ID: <2242@ubc-cs.UUCP>
Source record: 252615

I'm most definitely not an expert on disks. What I do know is that disk quality seems to be highly variable. If you're as ignorant as I am, you tend to do a number of things:

1) buy a brand name you have some confidence in: with 5 1/4 inch disks, I used to buy Dysan. I've been buying Sony microfloppies since they were the only supplier; I have yet to get a bad one, but that could happen tomorrow.

2) never save a few cents by putting valuable data on a cheap disk, or an SS disk which has been formatted DS. This might work most of the time, but I'm not confident it will work for me (Manis' Law: the probability of a disk failing is directly proportional to the importance of its contents).

3) keep backups anyway.

If I were not a computer scientist but rather an expert in magnetic recording media, I might very well know enough to be able to spend a few dollars less a year on disks. But, being ignorant in these matters, I don't really buy assurances that "I've formatted 8 zillion SS disks DS, and never had a problem." Maybe so, but I don't want to take the chance.

Vincent Manis | manis@cs.ubc.ca
The Invisible City of Kitezh | manis@cs.ubc.cdn
Department of Computer Science | manis@ubc.csnet
University of British Columbia | {ihnp4!alberta,uw-beaver,uunet}!
<<NOTE NEW ADDRESS>> | ubc-cs!manis

3566. how do I print-screen (Alt<help>) on Epson LQ-500/800?

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 16:19:00 UTC
From: SYSTEM@UVPHYS.BITNET
Message-ID: <8804281839.AA00314@ucbvax.Berkeley.EDU>
Source record: 252616

I would like to use the print-screen (Alt<help>) feature of the ST for fast dumps of graphics to an Epson LQ-500 printer. Since the TOS printer driver is for an Epson fx/mx printer, it does not work with the LQ-500--I guess the two printers use different esc. sequences for graphics--.
Is there a way to somehow install an LQ-500 driver (in GDOS?) and re-direct the output thru this driver instead of the default WITHOUT going thru one of the progrmas that do use such drivers (eg. DEGAS ELITE).
Bear in mind that, although I know how to write a DEGAS printer driver, I have no information on how to write the driver and install it, so that TOS can use it.
Is there anyone who could help me solve this problem? Some code in C would be of great help as well.

Thank you in advance

Nik Zapantis
UVIC,Physics and Astronomy
Victoria,BC
V8W 2Y2
(604)721-7729

zapantis@uvphys.bitnet
system@uvphys.bitnet
41337::zapantis (HEPnet/SPAN)

3567. Weather Satellite decoder hardware and software

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 16:42:56 UTC
From: magore@watdcsu.waterloo.edu
Message-ID: <4651@watdcsu.waterloo.edu>
Source record: 252617
Cross-posted to: comp.sys.atari.st,sci.electronics,rec.ham-radio

Hello All,

I recently posted a 3 part set of articles to rec.ham-radio that describes
a demodulator and ST software for decoding the transmissions of NOAA 9 ,
NOAA 10 and the Soviet Meteor satellites. I am planning a detailed follow up
to these articles in order to describe in greater detail the experiments I
attempted and which methods I finally rejected in order to reach the final
design of the decoder. Also I will include information on antenna design ,
preamp design and receiver modification for the Radio shack PRO27.
I would be interested in hearing from anyone who is working with any
related projects in this area...

ps. - for those who already have sent me email I will be responding
soon ... yes finally! :-) ...

Best Regards,

Mike Gore
Institute for Computer Research. (watmath!mgvax!root - at home)
These ideas/concepts do not imply views held by the University of Waterloo.

3568. Re: HP DeskJet problems

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 16:50:46 UTC
From: roydant@hpgrla.HP.COM
Message-ID: <4110005@hpgrla.HP.COM>
Source record: 252618

Hearing your problems about the printer makes me worry a little bit. I have one coming in the two days and will be integrating it to my ST. Since I know a few folks at the division where the Deskjet is made I will be posting the solution to the problems that you have presented here. If you want you can send me mail with very specific problems and I will work on resolving them. Just for everyones information I do not work at that site so please don't ask me question on other printers or plotters.

Thanks,

Roydan Tomlinson

3569. Re: HP DeskJet problems

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 18:10:12 UTC
From: davel@hpvcla.HP.COM
Message-ID: <4730018@hpvcla.HP.COM>
Source record: 252619

>
> I'm having problems getting a Hewlett Packard DeskJet printer
> to communicate with my ST. I would like to correspond with an ST
> owner who has had problems with a DeskJet and solved them.

I have a DeskJet connected to my ST and it works fine.

> My problem is that the printer does not receive input from the ST.
> I can drive another printer using the parallel port with no problems.
> The DeskJet does a self test, no problems. I have bought the HP
> cable that they suggest, to no avail. An HP tech swapped the electronics
> board/section out with a tested good board, didn't help. [this was when
> they said to get a genuine HP cable].

I can't personally vouch for the HP cable, I made my own. Parrallel cables
have become fairly standard, unlike RS232, and I doubt this is your problem.
My DeskJet is a prototype, they make them here, and I have one problem I
thought was fixed in production units. If I turn on my DeskJet AFTER my ST
the interface handshake gets confused and the ST won't send data. Turning
on the DeskJet FIRST solves the problem. My solution is to leave the DeskJet
on all the time. If you are having this problem I would like to know. If its
not your problem I'll need more specifics to help. Send me mail.

Dave Lowe
hplabs!hp-pcd!hpvcla!davel
davel%hpvclx@hplabs.hp.com

3570. Re: New Arc compressing method.

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 18:13:15 UTC
From: rosenkra@Alliant.COM
Message-ID: <1667@alliant.Alliant.COM>
Source record: 252620

```
---
In article <8804271609.AA26681@ucbvax.Berkeley.EDU> USER@DJUKFA53.BITNET writes:
->Hi atarians.
->
->Can anyone send me an Arc-file with the new level 9 compressing
->method (called 'squached'). I want to implement this method into
->my VMSARC program. Please send the file if possible uuencoded.
->
->Thanks
->
-> Christian Bode USER@DJUKFA53.BITNET

while rooting around on compu$erv last nite, i ran across pkunarc.arc
(a stripped-down version of pkxarc for the ST). it claims to unsquash
squashed arcs, though i have not tried it. it was either in "go atari16"
dl 3 or "go midi" dl ? if u want to get it yourself.

if this is old news, sorry. if not, i'll try it out and post here (unless
someone can tell me in 25 words or less how to get it to comp.binaries.atari.st
without bitnet, only uucp). just give me a couple of days...

-bill

p.s. it's probably on genie as well (i haven't had time to check)
```

3571. Corrupt uniprg.uae

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 18:26:59 UTC
From: davel@hpvcla.HP.COM
Message-ID: <4730019@hpvcla.HP.COM>
Source record: 252621

I got the binaries of Uniterm with the xmodem fixes from comp.binaries.atari.st for which I give much thanks. Uniterm is wonderful, thanks Simon. However, the last part, uniprg.uae, was corrupt. Around line 130 I get this line with and extra character.

```
MW:P9#O#%64$'A6$%SRT E""?\>N<UT/%#.X-=2P!>AXTM1DUXF W!!+_Y* #k
M/&+_/:D^:::!CW*!C@*!C>*!C=-"\J;O%!/S%64$'A>$%SRT E""?2^R<U[/ j
M#%Z%ZH,&.L8-.@8(.H8'.D8'S:O\T"LS@E"]^$L!6$8(,A ("U^;_#DI@D"^i
M3=@TB& #@]#-FK&LAY];SRT E& -3+B3ZJ/\T,N_^%O%";#PM?D""D"^&;P h
MM44%W2S"7_Q6NF6Y%FT-3+B3ZE, S[?9P!(N_59P "U^;+Z Y)O!"U!;#M#-g <<<<<<<<
M(OS%;Z5;EFO1UL"$.ZD^"_"\*\*_^%O%";#PM?D""D"^&;P _%+1(0QO7_Q6f
MNF6Y%FT-3+B3ZL, S[?B_(N_59P "U^;+Z Y)O!"\ O\1C"\/;%64$/A2'.e
M3"T E& -=5_/6- B<L 8FUZ;,%;/9"55O*.\$ZYC^*!CS*X+_J )<48/<=;;d
M(1$'SZ*Z6@_&KFNY%FT-K*T $FYG.B8/.G9G8N4-;?W6TM71I 4"SRT E& -c
```

And the end looks a suspicious, although it may be just the lost 'd' from the word 'end'.

```
M* &$0 $*@ D40 $R*@2<PGT!H M^Y 448 &&#@$@H ",H $4 (*@ $!8 5Ld
M@ 6"4!%&8%$@JP>'TB5D\LJ'8@3K'P K!@W6'0 &H 0@ $(($\F(0,,P !^c
MQ' &( )$H (H (H .H *8 $&H +]; 0&X &X !J: !60 $(H(8&\%PKb
MA@(*H (& 0*( 0*H $& 0* (&@ (8 @.H(8&X *X (X %6$#:&P' &a
/H !J& #R9 L$0+( !H z
y
en
```

If someone can mail or post the fixes. Or mail the entire part, I would greatly appreciate it.

Dave Lowe
hplabs!hp-pcd!hpvcla!davel
davel@hpvclx@hplabs.hp.com

3572. Reading Mac disks?

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 18:54:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880428185422.2.JRD@MOA.SCRC.Symbolics.COM>
Source record: 252622

This question has probably been answered before, but that's never stopped me in the past...

Does anyone know of a PD/Freeware way of reading and writing MAC disks on my ST? I have access to a MAC II at work, and it'd be nice to be able to cart data back and forth on floppettes instead of via phone lines. No, I DON'T want to run Magic Sac, I just want to read and write the disks.

Thanks in advance for any info.

3573. Re: CURSES package for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 19:32:43 UTC
From: jac423@leah.Albany.Edu
Message-ID: <729@leah.Albany.Edu>
Source record: 252623
Cross-posted to: comp.sys.atari.st,comp.lang.c

In article <3640@haddock.ISC.COM>, karl@haddock.UUCP writes:
> Everyone knows that "VAX" and "UNIX" are synonymous! Just ask the
> folks at Berkeley!

They are? Too bad VAX VMS doesn't know it.... ;-)

|\ |\ |\ |\ .--------------------. J.A.Cisek
| \ | \ |\ |\ | \ | \ |\ \/ | Spectral Fantasies | jac423@leah.albany.edu
| \| \|-\|_|| \| \|-\/\ `--------------------' jac423@uacsc1.albany.edu

3574. Re: CURSES package for Atari ST (mild flame at stupid use of terms)

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 19:37:27 UTC
From: jac423@leah.Albany.Edu
Message-ID: <730@leah.Albany.Edu>
Source record: 252624

In article <1064@aucs.UUCP>, 811318w@aucs.UUCP (Rob Wolfe) writes:
> arghhhhhhh
> why why why do people insist on calling THAT operating system THE UNIX
> there is no such thing as THE UNIX as there are as many flavors as
> BASKIN-ROBBINS.

I asked you a legitimate question. I didn't need a bunch of bullshit as
an answer!

> btw
> there is no such single entity as THE VAX either .

I'm very sorry, but I prefer saying VAX and UNIX when speaking about a
portable language like C!!!! What should I say? The VAX8650 running VMS
v4.2??? The Sperry 7000 'leah' running UNIX v3? Give me a break!

|\ |\ |\ |\ .--------------------. J.A.Cisek
| \ | \ |\ |\ | \ | \ |\ \/ | Spectral Fantasies | jac423@leah.albany.edu
| \| \|-\|_|| \| \|-\/\ `--------------------' jac423@uacsc1.albany.edu

3575. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 21:20:14 UTC
From: rosenkra@Alliant.COM
Message-ID: <1669@alliant.Alliant.COM>
Source record: 252625

---

in spite of the fact that this discussion is interesting, educational, and helpful, i think the *real interesting* question was the one originally asked: is it true that computer X uses one side of a SS disk while computer brand Y uses the other? as originally stated, this would mean every SS disk *IS* really certified on both sides and we can all save at least 30 to 50% by buying SS certified disks (which would essentially give you DS certified disks).

i think computer "X" was a mac and computer "Y" was probably ibm/atari/...

how 'bout it...does anybody know for sure?

-bill

(it seems unlikely since the certification process does cost something and would thus have to be done on both sides of every disk produced)
(still, i would not put it past this industry to do something like that...)

3576. Re: Turbodos and the ideal disk cache

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 21:51:06 UTC
From: rowley@ORVILLE.NAS.NASA.GOV
Message-ID: <8804282151.AA29462@orville.nas.nasa.gov>
Source record: 252626

I have a couple of programming questions related to building a hard disk cache.

To build such a cache at the rwabs level, what is the cleanest to do it?
Intercepting all BIOS traps and looking for rwabs calls would be one way.

My MWC manual lists a variable named "hdv_rw" under System Variables. This
variable is said to point to the hard disk read/write routine. Does anybody
know what parameters the hard disk read/write routine expects when called?
Is this routine used by all calls to rwabs?

Karl Rowley
ames!orville.nas.nasa.gov!rowley
rowley@orville.nas.nasa.gov

"Any opinions expressed are my own."

3577. Re: Re: SS Disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 22:04:23 UTC
From: S071768@UMRVMA.BITNET
Message-ID: <8804290225.AA09065@ucbvax.Berkeley.EDU>
Source record: 252627

It was stated that MS-Dos does not recognize SS (3.5) disks. While that may be advertised (in fact, I thought that for a while), Thanks to the instructions included with PC-Ditto, I have formatted 3.5" SS disks on my PC clone running PC Dos 3.2 that work just fine on the ST. It is done by specifying in the config.sys file

device=driver.sys/d:x/t:80/s:9/h:1

where x is 0 or 1 depending on which physical drive you
want this assigned to.

So SS 3.5 disks can be used with an IBM. But I couldn't find this info
in the PC-Dos manual.
Acknowledge-To: <S071768@UMRVMA>

3578. Re: CURSES package for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 22:50:14 UTC
From: u14@nikhefh.hep.nl
Message-ID: <457@nikhefh.hep.nl>
Source record: 252628
Cross-posted to: comp.sys.atari.st,comp.lang.c

In article xx karl@haddock.ima.isc.com (Karl Heuer) writes:
>In article xx jac423@leah.Albany.Edu (Julius A Cisek) writes:
>>I have used the CURSES package extensively on the VAX, and the UNIX.
>
>What do you mean, "on the VAX and the UNIX"??? Everyone knows that "VAX" and
>"UNIX" are synonymous! Just ask the folks at Berkeley!
>
>Karl W. Z. Heuer (ima!haddock!karl or karl@haddock.isc.com), The Walking Lint

Sorry to disturb your dreams, but DEC has two operating systems for
their VAXes: UNIX and VMS. And there are a lot of machines not coming
from DEC running UNIX... UNIX and VAX are not *really* synonomous!

Daan Josephus Jitta.

3579. Re: mshrink & lattice C

Newsgroup: comp.sys.atari.st
Date: 1988-04-28 23:04:08 UTC
From: rosenkra@Alliant.COM
Message-ID: <1670@alliant.Alliant.COM>
Source record: 252629

```
---
In article <19880427223042.6.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
->
-> Date: 21 Apr 88 23:18:14 GMT
->
-> Bill writes:(Bill Rosenkranz)
->[...]
-> On startup of a GEM program all available memory is allocated (and zeroed).
-> ^^^^^^^^^^^^
->[...]
->
->Is THAT why every time I add more memory to my 520 I have to wait longer
->after loading an image before it starts running???? Does anyone know of
->a way to disable this 'feechur'?

first of all, i meant to have a "?" after "(and zeroed" because i just wasn't
*quite* sure. when your program starts, all .data stuff is initialized
to zero, though. i think some programs use this fact, eventhough it is not
portable (but then again, why make any GEM program portable :^). short
of patching Mshrink, i don't know how to disable this, as you put it,
'feechur'. actually, i like the fact that i'll always get space filled
with zeros.

-bill
```

3580. Re: preloading programs

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 03:34:03 UTC
From: hase@netmbx.UUCP
Message-ID: <1779@netmbx.UUCP>
Source record: 252630

In article <390@uvicctr.UUCP> collinge@uvicctr.UUCP (Doug Collinge) writes:
>Someone said that OS9 68k is capable of "preloading" commands; that is,
>loading some programs into memory and executing them there when invoked
>rather than loading them from disk. This seems to be yet another
>excellent idea incorporated in OS9 that no-one else seems to have
>thought of.

OS/9 uses "modules" in RAM.
If you envoke a program, it is loaded to the RAM as a module and gets
execuded.
The "load" system call loads a module from disk and it stays there.
If you envoke a module already in RAM is is just executed, not loaded:
thats all.

Remember: OS/9 is no virtual memory system.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3581. Re: (a) The Right to Flame & (b) WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 04:20:27 UTC
From: david@bdt.UUCP
Message-ID: <306@bdt.UUCP>
Source record: 252631

Sorry, but I can't take this one sitting still...

In article <27969@yale-celray.yale.UUCP> wallman-george@CS.YALE.EDU (Natuerlich!) writes:
>(a)>Well Mr Roy J. Good, I'll flame Atari any time I want, facts or no
>(a)>facts! [no :-)] Who are you to tell this net they need FACTS to flame?
>(a>
>
>(b)> [Stuff about the undesirability of the ST deleted]
>
>(a)
>Dave your are getting bitter and rather tiresome. I too
>am the not-so-proud owner of an ST, but believe me I can still
>control myself. I concur with you on one thing "Screw those ':-)s'"
>Either you mean it and write it, or you don't and don't.

You're right. And I'm glad I'm getting tiresome. I'm not gonna stop
becuase of it either. Do you you think I'm going to let those %&^%#^
screw me, my wife, some of my friends, and even some people I don't like
very much and let them get away with it!? No way. I think too many people
are letting them get away with it. JT is still finding suckers! I want
to help stop it. You only live once ... Now I see the light...

>(b+a)
>Atari isn't much but still about the only bet I have as a supplier
>for a new computer. Specs : '30 or '386 power palenty of pixels
>and colors, UNIX or possibly (zzz) OS/2. Affordable!
>
> [lot's of relevent stuff about computers deleted]

All I will say is that I still argue that the ATARI ISN'T CHEAPER. And
with the big names (e.g. Sun, AT&T, IBM, DEC, and little Apple) reducing their
prices all the time, I'll make book on the fact that the Atari will never
be cheaper. Certainly not in the long run, when you have to throw out
your Atari dinosaur and buy a "real" computer.

>So please please keep those suckers at Atari alive, don't flame them
>to a crisp.

While a tall platform and a short rope sounds attractive at times, I've
never advocated the practice in any place where Mr T. personnel could
have possibly placed a sophisticated shivji masterpiece listening device.
--
David Beckemeyer | "Yuh gotta treat people jes' like yuh
Beckemeyer Development Tools | do mules. Don't try to drive 'em. Jes'
478 Santa Clara Ave, Oakland, CA 94610 | leave the gate open a mite an' let 'em
UUCP: ...!ihnp4!hoptoad!bdt!david | bust in!"

3582. Re: (a) The Right to Flame & (b) WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 06:10:40 UTC
From: markv@uoregon.uoregon.edu
Message-ID: <1900@uoregon.uoregon.edu>
Source record: 252632

In article <585@galaxy> arcarese@andromeda.UUCP (John C Arcarese) writes:
>I read the article you posted under comp.sys.atari.st.
>I disagree with a few of the points that you made. Here goes:

And I disagree with your disagreements :-)
And even some of your agreements... But on to the flames!!!

>>Atari isn't much but still about the only bet I have as a supplier
>>for a new computer. Specs : '30 or '386 power palenty of pixels
>>and colors, UNIX or possibly (zzz) OS/2. Affordable!

I don't believe that OS/2 will be as widely accepted as some
people in the industry believe. Part of this is a mild
fanaticism about Unix, but the other part of it is that I am
unconvinced that it will penetrate to alot of users. OS/2
requires a great deal of memory to do very mild things.

Atari's Abaq and rumored '030 based products sound good, but I
seriously doubt that Atari has the marketing savvy to compete
with the "big boys" (Apple, IBM). Their level of support for
the ST series has been abominable. They cannot sell expensive
workstations without providing a much higher level of support.
I haven't seen it.

>Unix & OS/2 sound good, but what about supporting GEM/TOS. Perhaps by not
>stating that fact, you assume (quite properly) that the next atari machine
>will be incompatible with current ST's. If atari really wants to produce
>a really great machine, compatibility with their current systems should
>be their TOP PRIORITY. When you say affordable, I hope you don't mean cheap.
>The starting price for such a system should be $3000.00

NOOOO!!!! NOT ANOTHER GENERATION OF TOS/GEM.......!!!!

GEM/TOS is just about the weakest operating system of any
personal computer (barring messy-dos). It doesn't support
multitasking like the Amiga, it is not as consistent or well
debugged as the Macintosh. Frankly, it is brain dead. Better
to abandon it now while there is still a chance.

> Apple may price their new machines expensively, but they SUPPORT
> (a word foreign to atari) their customers. Also I believe that
> if apple felt competition from the low end market, they would
> release a low end 32 bit machine. Also Apple can charge whatever
> price they want, because there is a great DEMAND for their products.

I don't believe Apple will ever drop their prices significantly.
The fact is, they are making money doing what they are doing.

They provide good support, both for customers and developpers.
The MacII was a significant improvement over existing Macintosh
products, so they are able to sell them.

[in regards to the PC and clones]

> For the most part I agree, but you forget one thing: IBM and
> business go hand in hand. Whatever new machines they release
> will be favorably accepted by the business world, regardless
> of their overall quality. Note: OS/2 & PS/2. Nothing more need
> be said on the subject.

If you mean their quality is questionable I agree. 80386
machines are beginning to be at a performance level where they
are reasonable. Of course, MS-DOS is an antiquated atrocity,
run Unix on the suckers....

>>Commodore - Are there any people left there who can design a good
>> machine ? Will Commodore/Braunschweig put out an
>> Amiga 3000 with a 80368 and optional 68000 to run old
>> Amiga software (har har) ? We will see. Until now
>> prospects are bleak. [Flaming Amiga-amigos please Email]
>> Dream : 68030 or RISC + UNIX + sexy graphics. If anyone
>> will build it Amiga/Commodore will. Prediction : They wont.

I actually think that Commodore is in a good position to bring
out a nice little graphics workstation using the 020 or 030.
Intuition has undergone some changes that make migration to the
020 and 68881 painless, that must be for some reason.

My prediction: Commodore will release a high powered machine in
the next year, that it will be well accepted, not outshadowing
Apple, but making a fair market share for themselves.

> Now that's not
> to flame the ST's OS, since the Amiga's operating system still needs
> mucho work. At least C= is constantly upgrading on the operating
> system. Can the same be said for Atari???

While not enormously familiar with the Amiga (mild usage), I
never have noticed the number and severity of bugs in Intuition
as I have with GEM/TOS. Atari should be flamed about this, GEM
has the same !#@%!!& bugs it had when they first left the
loading dock. Inexcusable.

> I think the ABAQ might be a joke if you're looking for market
> acceptance, but as far as hardware goes, it looks quite nice.
> Knowing Atari, they would release it, with an incompatible
> OS(meaning incompatible w/ UNIX), then everyone would have to wait
> 3yrs. for software to meet the users expectations.

If past performance can be used as a barometer, that is exactly
what will happen. Of course no personal computer currently

distributes unix as its default OS. *sigh*

> I would like
> to see Atari (and C=) use the 88000 in future designs. That way they
> could get transputer speed, with compatibility.

Excuse me, but the 88000 series (just announced Motorola RISC
engine) is not compatible with any of their other products. I
would like to see them used too, but it won't buy immediate
compatibility.

> If the transputer is
> used for anything, I think it'll be used as a graphics controller.
> Lastly, it isn't how powerful the hardware is, but how compatible
> current operating systems & software are with it. I think that's the
> main reason for the delay in 32 bit machines from Atari & C=. When
> the 32 bit machines arrive, they will have been worth the wait.

The transputer is a very powerful processor. Surely it will
make a great graphics processor, but it is also great at just
about everything else as well.

As for power of hardware vs. compatibility, give me power. If
users are ever to progress beyond the level of Basic and MS-DOS,
then they are going to need power to do it. Computers are
changing, new computers shouldn't be anchored by old technology,
software or hardware.

> John A.
>
>OS/2, the beginning of a bad dream...

mark vandewettering, visions of an OS/2 free future...

3583. Re: Replacement Desktop

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 06:19:09 UTC
From: Gribnif@UMass.BITNET
Message-ID: <88042902112267C.AFJL@Mars.UCC.UMass.EDU>
Source record: 252633

I was surprised to see the press release for NeoDesk appear here recently. Due to its appearance on GEnie, it has also found its way onto Compuserve, Delphi, and the program has been receiving attention on FidoNet for some time now. The press release certainly did succeed in its task. It got people talking.

My reasons for writing this letter are twofold: The first is to dispell the idea that the press release I wrote is for a fictitious program that will either never ship or was merely a late April Fools joke. As the person who has put every waking hour of the past 3 1/2 months into its creation, I can assure one and all that it is far from a joke. The program exists and *is* going to ship.

Which brings me to my second point. It ships tomorrow (okay, "today"), April 29. Our original shipping date was to have been May 2, but we found that we were in a position to tempt fate and do the impossible; ship early. The first copies will be going-out to the people who have so far ordered the program, as well as several dealers and magazine reviewers. Also, a large number will be available at the Atari fair in Bellport, NY (on Long Island) this coming Sunday, May 1.

To be a bit more technical than my lighthearted press release would have allowed, NeoDesk is an alternative to the normal GEM desktop written by Atari. It makes no attempt to rewrite GEM itself, only the "application" which is the desktop that allows you to manipulate files and run other programs. As such, it is subject to all of the normal GEM inadequacies, though it tactfully avoids the more obvious ones, such as the underline bug, for instance.

NeoDesk is being marketed by The Computer Bug, Inc. Allthough they are responsible for answering any technical questions received on the order line, I would not be totally against answering the more complex ones that arise from its use here. However, please be reasonable: my mailbox is only so big and if the number and types of improvements suggested by people placing orders so far is any indication, I may get swamped for volunteering. Gribnif Software should also be available in the near future on one or more of the large BBS systems I mentioned earlier, though we are still working on that.

Short of repeating the press release (which, for me, would be unethical :-() I can say that it appears in Digest #216, along with the phone number and address for orders.

"In those days, men were real men, Dan Wilga
women were real women, and small

furry creatures from Alpha Gribnif@UMASS.BITNET
Centauri were REAL small furry Gribnif%UMASS.BITNET@Forsythe.
creatures from Alpha Centauri" Stanford.EDU

3584. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 08:43:19 UTC
From: cochrane@spot.Colorado.EDU
Message-ID: <5735@sigi.Colorado.EDU>
Source record: 252634

In article <1669@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:

>in spite of the fact that this discussion is interesting, educational, and
>helpful, i think the *real interesting* question was the one originally
>asked: is it true that computer X uses one side of a SS disk while computer
>brand Y uses the other? as originally stated, this would mean every SS
>disk *IS* really certified on both sides and we can all save at least 30
>to 50% by buying SS certified disks (which would essentially give you
>DS certified disks).
>...
>-bill

I'm afraid I can't answer your question, but I have an observation that
appears to be relevant to this discussion. I've noticed that in at least
a couple ads I've seen, mail order houses were offering double sided
disks for the same price as for single sided disks. Whether this is
because DS and SS disks are essentially the same or whether it's for some
other reason I cannot say. Perhaps others on the net would have some kind
of explanation for this phenomenon.

3585. Strange bug in FAT allocation

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 10:19:13 UTC
From: federico@actisb.UUCP
Message-ID: <211@actisb.UUCP>
Source record: 252635

There are times when I wish I had taken kite construction or chess as a hobby. But I've chosen computers, and sometimes things like this happen.

A couple of days ago, I formatted a diskette with DCFORMAT, 80 tracks, 9 sectors, and wrote an MS-DOS boot sector to it. Then I went back to the desktop, grabbed three files from the hard disk and placed them over the floppy icon. When the copy operation was ready, I opened the floppy icon "just to make sure". Good I did: the title bar showed "0 Bytes in 0 Files", and the window was really empty. I tried again (starting at the formatting stage), the same thing happened, the third time it worked. By the same time, some weird things started to happen whit my floppy drive: one and the same disk would show, when inserted, either absolute garbage (filenames with commas, arrows, happy faces, etc) or the correct directory.

The next time the "vanishing copied file" effect showed, I decided to inspect the disk. I found something pretty strange: the boot sector information (both TOS and MS-DOS) says that the floppy has 5-sector FATs, although 3 sectors would suffice. Then I discovered why no files were found. The boot sector information said 5-sector FATs and 7-sector root directory, in other words:

```
Boot sector #: 0
First FAT starts at: 1
Second FAT starts at: 6
Root starts at: 11
First avail. cluster: 18
```

but looking at the first sectors of the floopy I saw that the names of the files I had copied were written in sector #7, and that the first allocated cluster started in sector #14, which are the correct values for a 3-sector FAT disk!

I have come to some conclusions, but I don't think that I've got the complete picture. I have determined that DCFORMAT's idea of using 5-sector FATs is a bug, but not a fatal one. It gives away 2 clusters (2 KBytes) that could be used for data, but that's about it, it souldn't have any malign effects. It looks like somebody deep in the OS doesn't notice this FAT size change, and screws the whole thing up.

My two questions now are: WHY doesn't my cute little Isabelle (that's my Mega's name) notice the FAT size change? And why does this happen NOW? It has worked fine all the time until now. The third question is why does it happen to ME, but I think this is a bit egocentrical. Any ideas?

--
Federico Heinz "In Dubio Pro Libido"
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

3586. Re: *** VIRUS KILLER *** (Source code Rainer)

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 12:29:11 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <323@laura.UUCP>
Source record: 252636

```
In article <961@csvax.liv.ac.uk> unpowell@csvax.liv.ac.uk writes:
> [Description of virus killer program incl. source code]
>
> Does this put your mind at ease, Rainer?

Yes, it does. Thank you

Rainer Klute

+--------------------------+-----------------------------------------+
| Rainer Klute | UUCP: klute@unido.uucp |
| University of Dortmund | (...uunet!mcvax!unido!klute) |
| Dept. of CS | BITNET: klute@unido.bitnet |
| P.O. Box 500500 | |
| D-4600 Dortmund 50 | |
+--------------------------+-----------------------------------------+
| Federal Republic of Germany |
+-----------------------------------------------------------------+
```

3587. Atari news from Paris.

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 12:46:42 UTC
From: NETWORK@FRSAC11.BITNET
Message-ID: <8804291558.AA26615@ucbvax.Berkeley.EDU>
Source record: 252637

Date: 29 April 1988, 12:35:45 GMT
From: NETWORK at FRSAC11
To: INFO-ATARI16 at SCORE

'Went to the SICOB yesterday (Our french big annual computer/office
fair), saw the Atari huge area, saw the PC2, PC4, ABAQ.

PC2/PC4 are not for sale, hardware problems, list price for PC2 was given
anyway.

ABAQ (?) was running, a graphic demo on a beautiful screen (a NEC Multisynch
XL).

No trace of the '030.

Seen a working version of Turbo C for Atari, seen the thing compile/link
at very interesting speed, and even do the run for the well known
Dhrystone 1.1 benchmark, saying: 1503. (I am impressed, the best I got with
MWC 1.x was around 950, never did with 2.x. Somebody with 3.0 ?)
(Hell it runs at more than 23000 on my usual UNIX box, but then it
is a really expensive box.)
But it is not for sale yet. the About Turbo C window says:
Turbo C for Atari version 1, Borland & ???? (A german name most probably)
Anybody got reliable infos about Turbo C on Atari. (I love good C compilers)

That's all for now folks.

Jean-Pierre H. Dumas

network@frsac11 (bitnet)
network%frsac11.bitnet@cunyvm.cuny.edu (arpanet)
dumas@sumex-aim.stanford.edu (arpanet)

3588. RE: OS-9 68K

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 13:37:00 UTC
From: HELLER@cs.umass.EDU
Message-ID: <8804300827.AA17804@ucbvax.Berkeley.EDU>
Source record: 252638

OS-9/68000 (V2.2) on the ST is alive and well. $600 buys "Profession OS-9":
comes with a full set of utilities (sans network stuff), umacs, C compiler,
Macro assembler, linker and user-state debugger. For somewhat less (I
forget the amount - something like $200 more or less) you can get
"Personal OS-9" - this gives you BASIC and not much else (I supposed you can
run "canned" programs developed under the professional version).

Contact Microware directly for full details...
Robert

3589. Re: (a) The Right to Flame & (b) WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 13:58:18 UTC
From: dss@apr.UUCP
Message-ID: <429@apr.UUCP>
Source record: 252639

In article <585@galaxy> arcarese@andromeda.UUCP (John C Arcarese) writes:
>>Atari - The Abaq w/o MMU and UNIX ? Har Har. Thats gonna be
>> the Atari videogame for the 90's. The hardware
>> upto the MMU is the right thing, but then... Prediction:
>> Development discontinued... a workstation company buys
>> INMOS. The Transputer will become a Megahit in the work-
>> station business. The 68030 ? Quite possibly. Not that I
>> am particularly fond of yet another featureless Shivi-creation,
>> but UNIX on top of it and I might be buying.
>
> I think the ABAQ might be a joke if you're looking for market
> acceptance, but as far as hardware goes, it looks quite nice.
> Knowing Atari, they would release it, with an incompatible
> OS(meaning incompatible w/ UNIX), then everyone would have to wait
> 3yrs. for software to meet the users expectations. I would like
> to see Atari (and C=) use the 88000 in future designs. That way they
> could get transputer speed, with compatibility. If the transputer is
> used for anything, I think it'll be used as a graphics controller.
> John A.

Hi folks, I've been reading this group for a while now and can't hold
back my humble reflections any longer. I really like my ST and a lot
of other machines that don't have segmented architectures.

I really like the prospect of Atari in the workstation market with
a Un*x box ('030). It can only help. The Transputer machine (any
transputer machine) is an entirely different animal. The 88000 and
RISC and SPARC and '436 machines are all rather clever red herrings.
The point isn't reduced instruction sets, memory management or even
MIPS per processor. The real issue is parallelism, virtually unlimited
parallelism; and the transputer has it.

The most significant challenge to the ABAQ project is to come up with a useable
operating system which can effectively take advantage of the parallel
processors. The base hardware already exists, and works! The OS
(Helios), will really be a challenge. No matter who does it (especially
someone like Atari) I'm certain it won't be 'quite right' on the first
try. Even then I'll give it my enthusiastic support. I believe
the present state of parallel processors is analogous to the state of
Random Access Memory in the mid 1950's!! And I expect to see advances
in the computer industry of similar magnitude BECAUSE of parallel
processing.

I have to defend the decision to make Helios 'look-like' Unix. It will
inspire the same sort of tools, and programmers like it. After listening

to Mr. Beckmeyer you have to agree how important that is :-).
It's just too bad that this makes people want it to BE unix. Unix just can't (in it's present, SVID, form) support parallelism at all levels.

I feel bad about chastising the people who site the lack of an MMU as a liability. They seem the closest to understanding the things that are really important! 'tis true, without an MMU 'virtual memory' is not going to be feasible. The ABAQ is suppose to implement a greater goal, _Virtual_Processors_. Each task doesn't get just its own memory to muck about in, without worry; but its own processor (and anything on that processor) to muck with.

Imagine the price/performance curve of present day computers. Plotting performance vs incremental cost. At the left end are the older 8 bits, followed by clones, ST's and other micro's. Then moving up through mainframes in a sharp curve to present day Crays. Each additional MIPS costs more to squeak out.

With the transputer's version of parallelism, the ABAQ would jump onto the curve at around the same place as a MAC II or very fast '386 clone, and then continue in a line to the right... flat... continuing flat out BEYOND the Crays. Need just 4 more MIPS's, add one more $800.00 processor. Need 400 more MIPS, add 100 more $800.00 processors. For a total of $80,000.00, flat...

Of course this assumes that Helios is up to the task, the transputer has been proven to work this way with OCCAM.

Well I've gone on much too long for a first post ... thanks for listening.

dan

3590. Re: SS DISKS

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 14:25:24 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8804291632.AA27804@ucbvax.Berkeley.EDU>
Source record: 252640

I have formated 360K 3 1/2 inch disks on a PS/2 model 80 running
DOS 3.3 using the following command:
FORMAT A:\T:9\S:80 I believe this is correct?

3591. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 14:43:47 UTC
From: wes@obie.UUCP
Message-ID: <194@obie.UUCP>
Source record: 252641

In article <167@obie.UUCP>, wes@obie.UUCP (Barnacle Wes) rambles:
% Nope. The single-sided 3.5" disk drives write on the top. The O.S.
% has nothing to do with this. A 3.5" SS disk drive is undefined in the
% MS-DOS world, by the way - MS-DOS only recognizes 720K and 1.44M 3.5"
% disks.

In article <613@lakesys.UUCP>, rich@lakesys.UUCP (Rich Dankert) writes:
> Wrong. MS-DOS will work with 360K SS disks also. All one hase
> to do is change the information in the config.sys file and one can
> make MS-DOS work with SS drives, a 5 1/4 and a SS drive or DS drive
> and a SS drive or any combination of the above.

Yes, a couple of days ago, I re-read the options to the DEVICS.SYS
device driver. You can make MS-DOS recognize just about any
combination that the floppy controller can handle now; you just can't
format them with the DOS formatter (which is brain-dead anyhow).
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3592. (A possible) MacKermit port to the ST...

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 15:27:45 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <1249@csvax.liv.ac.uk>
Source record: 252642

In article <3245@hcr.UUCP>, miken@hcr.UUCP (Mike Nemeth) writes:
> i COULD spend my life porting kermit-for-the-macintosh to the ST, but...

Funny you should mention that, but a friend of my has almost completed
exactly that i.e. he has 95% completed a port of MacKermit to the ST -
even the face icons of the original MacKermit authors are the same !
I'll talk to him when I next see him and see if the project is finished
yet.
In the meantime, unless you're writing a comms package of your own,
I'd recommend using the Kermit in UniTerm.

Richard K. Lloyd, **********
Computer Science Dept., * JANET : SQRKL@UK.AC.LIV.CSVAX *
Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL *
Merseyside, England, * ARPA : SQRKL%csvax.liv.ac.uk@nss.cs.ucl.ac.uk *
Great (?) Britain. **********

"I have VERY strong opinions which are nothing whatsoever to do with the
University of Liverpool, so blame ME if I bitch about useless IBM PC clones,
even more redundant IBM mainframes and the terrible Atari ST..."

3593. RE: PRINTER FOR E-Z/SCORE PLUS

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 15:28:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8804291639.AA28056@ucbvax.Berkeley.EDU>
Source record: 252643

Regarding the person who wants a printer for E-Z Score Plus. This was recently asked on the Hybrid Arts BBS, and Stefan Daystrom, the developer of Hybrid Arts software, recommends the Citizen printer.

Jeff Beer , UUCJEFF@ECNCDC

3594. Re: TurboDos & ATARI

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 15:56:34 UTC
From: grieggs@devvax.JPL.NASA.GOV
Message-ID: <1922@devvax.JPL.NASA.GOV>
Source record: 252644

In article <433@jungfrau.UUCP> marvin@jungfrau.UUCP (Tomas Felner) writes:
>P.S.: TurboDos does not work with my HD-driver (i.e. produces bombs). My
>driver is layed out to work with two disks connected to the controller
>and just works perfectly without TurboDos. It's a pity, if TurboDos won't
>work with two disks connected to one controller. Any comments, proposals ?

What hard disk driver are you using? I am using TurboDos with my
Astra, and it works just fine.

I will not enter fewer new lines than original lines.
I will not enter fewer new lines than original lines.
I will not enter fewer new lines than original lines.
I will not enter fewer new lines than original lines.
I will not enter fewer new lines than original lines.
I will not enter fewer new lines than original lines.
I will not enter fewer new lines than original lines.

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-0465
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

3595. xlisp

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 16:06:15 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8804291737.AA29979@ucbvax.Berkeley.EDU>
Source record: 252645

Greetings:

Does anyone know if there has been and update to xlisp
version 1.4 dated January 1, 1985 which is available at lakesys.
Are there other lisps for the st close to the common lisp standard?

* flame on *

I though David Beckmeyer's flame about Holy-Moses and Dr. Spock was
absolutely hilarious and I nearly died laughing when I read it. More
is the pity, I feel it reflects the sentiment of many in the atari
community. I have been giving the praises of the 1040 to many
of my co-workers but nevertheless one has bought an Amiga 500 and
two others are seriously considering an Amiga 500 or 2000. Wake
up Atari before it is too late! Atari needs to fix the OS now,
give the blitter upgrade now, add a native mulitasking kernel now,
upgrade the graphic standard to 4096 colors, or maybe we should
all sell our machines and buy Amigas.

Isn't this fun?

* flame off *

Regards, Norm Frech

<nfrech@almsa-1.arpa>

3596. ST ROM and Charset Differences: US, French, German, UK, ??

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 16:22:57 UTC
From: cape@ncrcce.StPaul.NCR.COM
Message-ID: <671@ncrcce.StPaul.NCR.COM>
Source record: 252646

Date: Friday, April 29, 1988
From: Robert Cape
Location: NCR Comten, Information Services
To: Whoever knows

Subject: ST ROM and Charset Differences: US, French, German, UK, ??

On several occasions, ST owners in Europe have expressed frustration over patching US-written ST software to overcome differences in ROM character set mappings. I also recall a plea for using/respecting all 8 bits for characters.

So, my question is this:

Has anyone mapped out the differences in the character sets for the various national versions of the ST ROMS? Also, any other important ROM differences? What about the 8-bit characters. I'm aware of more than one ISO mapping.

How many different national ROMs are there? What are they?

If someone would post this information to the net, I'd appreciate it. If the national differences were more clearly documented, perhaps more US developers might lose their myopea.

Thanks ... Bob

Robert M. Cape DOMAIN: r.cape@stpaul.ncr.com
NCR Comten, Inc. UUCP: {backbone}!ncr-sd!ncrlnk!ncrcce!cape
Information Services Audio: (612) 638-7211 (AT&T)
2700 Snelling Ave. N. 652-7211 (NCR VOICEplus)
St. Paul, MN 55113
==========
Any opinions expressed here are my own and not those of NCR Comten, Inc.

3597. Re: ST hardware scrolling

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 16:32:18 UTC
From: poole@forty2.UUCP
Message-ID: <238@forty2.UUCP>
Source record: 252647

In article <4650@watdcsu.waterloo.edu> magore@watdcsu.waterloo.edu (Mike Gore) writes
>My 2 cents to do 'hardware' scrolling would be to do it partly
>in software and hardware. If we were to use the horizontal interrupt
>we could maintain a linked list of scan lines - or even a group of
>scan lines. This could be run as a interrupt driven display process that
>would then be a set up as a display list of sorts. In order to scroll the
>entry link for the beginning of the display would only need to be changed. If
>a group of scan lines were used to make up a single character line interrupt
>Overhead could be reduced and character I/O would be slightly easier. The
>disadvantage to this method would be the waisted space at the end of each line
>[required to fall on 256 byte offsets] and interrupt overhead.

> Comments ???

If I understand you correctly, you want to change the current value
of the display position counter on the fly in the HBI, well this
is a very neat idea I had about two years ago , if possible it would
allow some really nice effects like overlaying screens etc.. So what
about writing to Atari and ask them to make the register writable in
the next revision of the ST.....

(BTW if you where thinking about actually copying the scanlines, a
simple calculation shows (for mono screen):

1 Scanline = 80 Bytes = 20 Longs
1 move.l ~ 20 Cycles ~ 2 uS
20 * 2 uS = 40 uS (Time to copy a scanline)
400 * 40 uS = 16'000 uS = 16 mS (Total time used in one vertical scan)
70 * 16 mS = 1120 mS = 1.1 S (Total time used for 70 screen refreshes)

and as you know 1.1s > 1s........)

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

3598. Re: CURSES package for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 17:32:41 UTC
From: wallman-george@CS.YALE.EDU
Message-ID: <28188@yale-celray.yale.UUCP>
Source record: 252648

In article <457@nikhefh.hep.nl> u14@nikhefh.hep.nl (Daan Josephus Jitta) writes:
>In article xx karl@haddock.ima.isc.com (Karl Heuer) writes:
>>In article xx jac423@leah.Albany.Edu (Julius A Cisek) writes:
>>>I have used the CURSES package extensively on the VAX, and the UNIX.
>>
>>What do you mean, "on the VAX and the UNIX"??? Everyone knows that "VAX" and
>>"UNIX" are synonymous! Just ask the folks at Berkeley!
>>
>>Karl W. Z. Heuer (ima!haddock!karl or karl@haddock.isc.com), The Walking Lint
>
>Sorry to disturb your dreams, but DEC has two operating systems for
>their VAXes: UNIX and VMS. And there are a lot of machines not coming
>from DEC running UNIX... UNIX and VAX are not *really* synonomous!
>
>Daan Josephus Jitta.
A public message to Karl W. Z. Heuer : "Never post anything slightly
humorous to a newsgroup, people will just not understand."
Except of course if you liberally apply ^*$% ':-)'s all over your
your piece therefore degrading it's artistic value to NIL.

And for people who didn't get it this time either..

**/*
:) ;) ;| ;(;0 * * (Exploding smiley face)
*/**

Natuerlich!

Loveletters & Hatemail to : wallman@yalecs
Files to : WALLMANN@CTSTATEU (Bitnet)
Talk to : wallman@yale-zoo-suned.arpa

Loveletters & Hatemail to : wallman@yalecs
Files to : WALLMANN@CTSTATEU (Bitnet)
Talk to : wallman@yale-zoo-suned.arpa

3599. Re: AMIGA disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 19:01:08 UTC
From: ali@polya.STANFORD.EDU
Message-ID: <2719@polya.STANFORD.EDU>
Source record: 252649

In article <8804261109.AA26974@ucbvax> F026@CPC865.UEA.AC.UK writes:
>I have several friends who are itching to get some of the PD stuff from
>the net, but have no access to it - they want me to get it down onto my
>ST then write Amiga-readable disks for them.

There are programs for the Amiga that allow the Amiga to read IBM format.
If you can't find a way to create Amiga disks, you might try writing stuff
out in IBM format and have your friends get a hold of the software to
read IBM format. Or, cheaper yet, kermitting between the two machines will
work...

Ali Ozer, ali@polya.stanford.edu

3600. Re: Blitter Information?

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 19:22:33 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <672@ncrcce.StPaul.NCR.COM>
Source record: 252650

In article <111500006@uxa.cso.uiuc.edu> mts338@uxa.cso.uiuc.edu writes:
>Does anybody have any information about the Blitter (registers, hog mode,
>benchmarks, etc.)? I haven't seen anything and am curious. Maybe someone
>at Atari (APRATT?) can post something?

According to Atari it will be available for current ST owners in September -
1986 :-(!

I've about quit expecting it myself :-) !
--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN

3601. Re: ST hardware scrolling at hblank

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 19:38:42 UTC
From: apratt@atari.UUCP
Message-ID: <1050@atari.UUCP>
Source record: 252651

From article <4650@watdcsu.waterloo.edu>,
by magore@watdcsu.waterloo.edu (Mike Gore, Institute Computer Research - ICR):
> [... The only trouble would be ...] interrupt overhead.

Well, interrupt overhead will cost you PLENTY, buster. Just having the
hblank interrupt vectored to RTE costs about 18% of the CPU, last time we
tried it.

On a monochrome system, you get 400 lines * 50Hz = 20 KHz (20 Kilo
hblanks/sec); the exception takes 44 cycles, RTE takes 20, so that's (66
cycles per hblank) times 20 KHz = 1,320,000 cycles/sec in overhead;
that's 12% of the CPU mathematically -- there are lost cycles when the
CPU can't get the bus (during video fetch and refresh), and other
vagaries... People here computed (years ago) that you lose more like
22% of the CPU with an RTE in Hblank.

And now you want to do WORK during hblank? Count those cycles!

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3602. Re: Software pricing (was Re: WHAT ATARI NEEDS TO DO...)

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 19:40:03 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <673@ncrcce.StPaul.NCR.COM>
Source record: 252652

In article <305@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>And this is the reason that the ST will follow in the footsteps of the VIC-20,
Sadly, the VIC-20 had better support than the ST, both from its maker and from 3rd parties.

>They're seeing devlopers drop off like long horns in
>a snow drift.
Is this true? Seems to me that its more a problem of developers never getting into the ST market in the first place. Can anyone name some developers who have dropped the ST?

>Not only cheap PC clones, but what about real brand-name machines like
>cheap Macs, cheap IBMs.
Good point - I was surprised to find that both the Mac Plus and low-end PS-2s are now cheaper than comparable ST systems. Atari _had_ price as a selling point -- what's left now?

>And of course the clones are usually way cheaper than an ST. So how
>does Atari back up what they claim in their ads?
It's a Tramiel operation - they don't have to back up their claims!
--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN

3603. Re: transputer

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 19:54:42 UTC
From: wallman-george@CS.Yale.EDU
Message-ID: <28201@yale-celray.yale.UUCP>
Source record: 252653

>dan writes
>MIPS per processor. The real issue is parallelism, virtually unlimited
>parallelism; and the transputer has it.
> [DELETIONS]
>I feel bad about chastising the people who site the lack of an MMU as a
>liability. They seem the closest to understanding the things that are
>really important! 'tis true, without an MMU 'virtual memory' is not
>going to be feasible. The ABAQ is suppose to implement a greater goal,
>_Virtual_Processors_. Each task doesn't get just its own memory to muck
>about in, without worry; but its own processor (and anything on that
>processor) to muck with.
> [DELETIONS]
> dan
Natuerlich! welcomes the insight that parallel processing is indeed the
way, I hope many more people would share that. A 68030 box is a dead
end and probably not enough power past 1995 AD. A transputer is
expandable hurray!.

But but but. Limiting the OS to run as many processes
as there are processor is no step forward. Even if each processor gets
1MB space (sounds about right for a personal computer) and we have four
processors. Would we like to waste 1MB for my printer spooler,
1MB for the little iconized clock in the upper-left corner of my screen
and so on ? Of course not. We wan't to have the processors multitasking
as well. Process space is swapped into the processors local area executed
swapped out etc. that needs at least one humongous MMU or lots of little
per processor MMU. But from my (possible limited viewpoint) I don't
see a way around a MMU. (*) And I don't see how a modified UNIX couldn't do
the job as the governing OS as well. (**)
I mean of course you can't compile plain vanilla BSDxy and hope that
that would work instantly.
I strongly believe that a vendor like Atari who comes out with an
incompatible OS and no major backing (like the Defense Dept. or IBM
(or is that the same ?)) will even with super-duper superior hardware
make no dent in the workstation/upscale-personal-computer market.
If though the OS *IS* Unix (***) I see indeed a good possibility that
something will move.

In conclusion : Would someone like to tell me how process management/
communication under HELIOS will work ?

Natuerlich!

(*) Except if the transputer can generate the necessary bus
errors itself to implement VM completely in software. Or

by my oversight the chip already has some MMU capabilities.

(**) To keep the machine hopping I'd envision one processor
dedicated to OS use only, communication via message
passing...

(***) Ooops I wrote Unix instead of Un*x, what nasty things might
possibly happen to me now ?

Loveletters & Hatemail to : wallman@yalecs
Files to : WALLMANN@CTSTATEU (Bitnet)
Talk to : wallman@yale-zoo-suned.arpa

3604. Re: The Right to Flame (was Re: ST Minix)

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 20:55:42 UTC
From: rwa@auvax.UUCP
Message-ID: <615@auvax.UUCP>
Source record: 252654

The summary says it all. Dave had a multitasking kernel running on an ST before most people on this net figured out how to boot their STs. He's invested heavily in development tools (priced a MicroVAX lately? I have.) And he actually seems to know whereof he speaks, a virtue honoured more often in the breach than the observance locally.

I (speaking for Athabasca University) am a registered developer. Big deal. We have had STs since mid-1985; they are popular and cheap. BUT they are the *least supported* machine around. If there is a bug in TOS, the customer, not Atari, fixes it or lumps it. Remember TOS-in-ram? Why can't interim bug fixes be distributed that way? Because IT WOULD COST MONEY and that sort of thing doesn't seem to be part of the Atari game plan.

We plan to continue developing for the Atari. Under Minix. Have a nice day without us, Jack!

--
Ross Alexander, Sr Systems Programmer, Athabasca University alberta!auvax!rwa
"My other computers are 3 VAXen and 4 Suns and a pair of 3B2s"

3605. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 21:12:40 UTC
From: wheels@mks.UUCP
Message-ID: <445@mks.UUCP>
Source record: 252655

In article <1669@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:

> in spite of the fact that this discussion is interesting, educational, and
> helpful, i think the *real interesting* question was the one originally
> asked: is it true that computer X uses one side of a SS disk while computer
> brand Y uses the other?
>
> -bill

Agreed -- I don't think that question was ever answered. In my experience, having opened several single-sided drives, both 5.25" and 3.5", they all use the bottom. That is, they read/write the side of the diskette opposite the label. The upper part of the arm arrangement in the drive usually has just a felt pressure pad. I haven't dealt with any Mac drives, but I can't imagine they would go so far as to severely modify an existing drive. (Maybe Mac never even used SS drives?)

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

3606. Re: mshrink & lattice C

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 21:18:58 UTC
From: wheels@mks.UUCP
Message-ID: <446@mks.UUCP>
Source record: 252656

In article <1670@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
- In article <19880427223042.6.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
- -> On startup of a GEM program all available memory is allocated (and zeroed).
- -> ^^^^^^^^^^^^
- ->Is THAT why every time I add more memory to my 520 I have to wait longer
- ->after loading an image before it starts running???? Does anyone know of
- ->a way to disable this 'feechur'?
-
- short
- of patching Mshrink, i don't know how to disable this, as you put it,
- 'feechur'. actually, i like the fact that i'll always get space filled
- with zeros.

Yes, this is why it takes so long for a program to start doing something.
It seems the routine to write zeroes is poorly written. I noticed it when
I upgraded to 1 Meg. I believe a fix for this is one of the items in the
new ROMs in the Megas -- it wouldn't do to have the machine look slow
even before the memory is expanded!
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

3607. Re: CURSES package for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 22:11:46 UTC
From: karl@haddock.ISC.COM
Message-ID: <3719@haddock.ISC.COM>
Source record: 252657
Cross-posted to: comp.sys.atari.st,comp.lang.c

In article <457@nikhefh.hep.nl> u14@nikhefh.hep.nl (Daan Jitta) writes:
>Sorry to disturb your dreams, but DEC has two operating systems for
>their VAXes: UNIX and VMS. And there are a lot of machines not coming
>from DEC running UNIX... UNIX and VAX are not *really* synonomous!

I know that. The smileys, which you deleted when you quoted me, were intended to denote sarcasm. The reference to Berkeley was a dig at the common BSD assumption that "all the world's a VAX". I didn't think I'd have to explain.

I presume that when the original poster said "VAX" (in contrast to UNIX), he really meant "VMS".

Karl W. Z. Heuer (ima!haddock!karl or karl@haddock.isc.com), The Walking Lint

3608. Re: how do I print-screen (Alt<help>) on Epson LQ-500/800?

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 23:03:56 UTC
From: euloth@dalcsug.UUCP
Message-ID: <458@dalcsug.UUCP>
Source record: 252658

In article <8804281839.AA00314@ucbvax.Berkeley.EDU>, SYSTEM@UVPHYS.BITNET (NIK ZAPANTIS) writes:
>
> I would like to use the print-screen (Alt<help>) feature of the ST for fast
> dumps of graphics to an Epson LQ-500 printer. Since the TOS printer driver
> is for an Epson fx/mx printer, it does not work with the LQ-500--I guess the
> two printers use different esc. sequences for graphics--.
> Is there a way to somehow install an LQ-500 driver (in GDOS?) and re-direct
> the output thru this driver instead of the default WITHOUT going thru one of
> the progrmas that do use such drivers (eg. DEGAS ELITE).
> use it.

I know that there is a program that does exactly that. I can't remember the name, but I think it might have appeared in Start. I have seen it posted on BBS's several places in the US. I assume it is possible to find over there. If I see this driver loader I will download and send to Steve Grimm as well as yourself. Might be a few days though. My phone bills have been pretty atrocious.

George Seto - Using a friend's account.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

3609. Re: Printer for ATARI ST/ E-Z score plus

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 23:35:28 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <4958@cup.portal.com>
Source record: 252659
Cross-posted to: comp.sys.atari.st,rec.music.synth

I haven't used it too much, but I have EZ Score +. I use my Panasonic 1080 and it makes very nice printouts. They are improving the drivers (and upping the price) for 1.1 which should be available in may - they use GDOS fonts, but not GDOS itself, and support most common printers - it comes with many config files, but I suspect that any inexpensive but good Epson compatible will work well with it.

3610. Re: New Arc compressing method.

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 23:45:40 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <4959@cup.portal.com>
Source record: 252660

Squashed is Crunched, but using an extra bit (13 v.s. 12), and no repeat packing. I wrote an unarc for the ST supporting it (pkunarc might be it under a different name - pk are the PC version author's initals). There is VMS source available (I found elsewhere) that was _supposed_ to do unsquashing, and I simply hacked it until it worked for the ST. Actually, the compression used by ARC/PKARC comes right out of compress (also available on USENET), but hacked differently (repeat packing added for crunching, limiting to X bits, etc.).

3611. Re: how do I print-screen (Alt<help>) on Epson LQ-500/800?

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 23:51:26 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <4960@cup.portal.com>
Source record: 252661

A while ago, STart magazine had an accessory, which could use any Degas printer driver and replace the alt-help vector (which is what you need to do, change alt-help to point to your routine). I have some source based loosely on that accessory in MadMac/ALN (it uses ALN's include data file to import the Degas driver directly in) if that would help.

3612. Re: Reading Mac disks?

Newsgroup: comp.sys.atari.st
Date: 1988-04-29 23:54:16 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <4961@cup.portal.com>
Source record: 252662

There is no way of doing so without a translator box, and that requires a Magic Sac, unless you also plan on adding a PC compatible drive to your Mac II (I don't think the disk controller on it can do one on the built in drive) - but if you do so, you can use PC format disks (720K PS/2 style) in the ST directly.

3613. Re: HP DeskJet problems

Newsgroup: comp.sys.atari.st
Date: 1988-04-30 00:22:00 UTC
From: mikeh@hplsla.HP.COM
Message-ID: <5440003@hplsla.HP.COM>
Source record: 252663

> I'm having problems getting a Hewlett Packard DeskJet printer
> to communicate with my ST. I would like to correspond with an ST
> owner who has had problems with a DeskJet and solved them.
> My problem is that the printer does not receive input from the ST.
> I can drive another printer using the parallel port with no problems.
> The DeskJet does a self test, no problems. I have bought the HP
> cable that they suggest, to no avail. An HP tech swapped the electronics
> board/section out with a tested good board, didn't help. [this was when
> they said to get a genuine HP cable].
> The unit worked intermittently for a while, putting out such great stuff
> (as good as a laser printer) that I want very much to get it going, rather
> than return it. Any ST owners work at HP? HELP!
>

I have had my production version of DeskJet for about a week and have had absolutely no problems. I am using a parallel cable that I bought at a local computer shop for my old printer (years ago).

I usually turn the DeskJet printer on after the main computer, so I don't think that is the problem.

Sorry, but no other useful information.

3614. Re: CURSES package for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-30 01:38:59 UTC
From: guy@gorodish.Sun.COM
Message-ID: <51411@sun.uucp>
Source record: 252664
Cross-posted to: comp.sys.atari.st,comp.lang.c

> > What do you mean, "on the VAX and the UNIX"??? Everyone knows that "VAX"
> > and "UNIX" are synonymous! Just ask the folks at Berkeley!

"Mr. Lint" may explain this, but I'll mention it as well:

Statements such as the above are generally referred to as "sarcasm". I somehow suspect Karl knows better than to equate VAXes and UNIX. Unfortunately, there are zillions of people out there who *don't* know better.

> Come on, Mr. Lint! EVERYONE knows that UNIX is synonymous with SPARC!

Gee, I don't "know that UNIX is synonymous with SPARC"; my current machine happens to have a SPARC chip in it, but I work with 68K machines and occasionally 80386 machines and VAXes as well. (The nice thing about a portable OS such as UNIX is that 99% of the time it doesn't matter what chip the machine uses; the same OS runs there.)

It is conceivable that some Sun sales and marketing people may be trying to convey the *impression* that UNIX is synonymous with SPARC; such people should be tarred and feathered and dumped outside the city limits.

> (Ack! Phhpptttt! Panic: no TAS instruction! vmcore dumped)

No, SPARC has no instruction named TAS; the test-and-set instruction on SPARC is called LDSTUB (Atomic Load-Store Unsigned Byte).

Have you actually *read* the architecture manual carefully, or do you just think a detailed knowledge of something is unnecessary if you want to make reasonable comments about it?

3615. Re: CURSES package for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-04-30 02:10:00 UTC
From: sarge@fraud.Berkeley.EDU
Message-ID: <2853@pasteur.Berkeley.Edu>
Source record: 252665
Cross-posted to: comp.sys.atari.st,comp.lang.c

> > What do you mean, "on the VAX and the UNIX"??? Everyone knows that "VAX" and
> > "UNIX" are synonymous! Just ask the folks at Berkeley!
>
> Come on, Mr. Lint! EVERYONE knows that UNIX is synonymous with SPARC!
> (Ack! Phhpptttt! Panic: no TAS instruction! vmcore dumped)
> --
> /\ - "Against Stupidity, - {backbones}!
> /\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
> / \/ \/\/ \ - Contend in Vain." - sp7040!obie!
> / U i n T e c h \ - Schiller - wes

I left your .sig in since it seems the best comment on your post (and
on those of others who have followed/will follow up in the same vein.)
To wit: "VAX" and "Berkeley VAX/UNIX" are the items being identified.
That's all the programmer's manual has ever promised. Yes, the
situation is uncomfortable at times for code-porters (I'm one of them.)
Yes, people who prefer 4bsdish systems to usgish systems (I'm guilty
again!) have the "not-phone-company-approved" canard to explain to their
management. Yes, Mr. Heuer joins a vast chorus of voices, all of which decry the situation
with great wailing and gnashing of teeth.
(And yes, the people who bring you 4.3 are -- reportedly: I haven't
seen the fruits of their work -- improving the situation.)

Now can we get on to something else?

Steven Sargent
Internet: sarge@scam.berkeley.edu/sarge%scam.berkeley.edu@ucbvax.berkeley.edu
TPCnet: {anywhere at all, really}!ucbvax!scam!sarge

3616. recovery from destroyed FAT

Newsgroup: comp.sys.atari.st
Date: 1988-04-30 03:05:32 UTC
From: rich@jolnet.UUCP
Message-ID: <528@jolnet.UUCP>
Source record: 252666

A friend of mine called last night in a panic. It seems
that a program that he ran destroyed his fat and directory
on C:\. Is there any program that will allow him to recover
(rebuild) his c:\ partition?

thanks,

rich andrews

--

Any opinions expressed are my own. Now, for a limited time, they can be yours
too, for the incredible price of only $19.95. Simply send $19.95 (in Alterian
dollars) to ...killer!jolnet!rich. Or call (312) 301-2100 (data) Rich Andrews

3617. pd prolog for the ST?

Newsgroup: comp.sys.atari.st
Date: 1988-04-30 03:44:18 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1760@ncsuvx.ncsu.edu>
Source record: 252667

Someone on the National ST Echo (a national bbs-newsgroup) has mentioned
a PD-Prolog from Germany. If anyone knows of such a program, could you
e-mail it to me or send me the address of where I can anonymous-FTP it?

Any help would be appreciated.

Tom Wolf

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3618. Re: All new neato keen file selector?

Newsgroup: comp.sys.atari.st
Date: 1988-04-30 04:56:56 UTC
From: rosenkra@Alliant.COM
Message-ID: <1685@alliant.Alliant.COM>
Source record: 252668

```
---
In article <1769@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
->In article <8804191913.AA01927@TIS.COM> dmb@TIS.COM (David M. Baggett) writes:
->> 5) Is Atari supporting it?
->
->or anything else?
^^^^^^^^^^^^^^^^^^
->
->hase
->--
->Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP

it seems like there a a few of us frustrated developers (myself included in
spades) on the net who mostly like the ST but find a lot lacking in Tramiel,
Inc. (i'm trying to be as kind as possible :^). we started out giving what
we thought would be serious, constructive comments to our favorite company
and a few compasionate souls there (a. pratt, et al) were actually concerned
and tried to respond. the problem is THEY take pride in themselves (and
presumably) their company. the ringleaders have a more fiscal outlook and
recognize that we are an awfully small sample, hardly worth the effort.

in a fit of compasion we also though we were trying to educate our fellow
readers as to what goes on "behind the scenes" (as if they really did not
know). now we are getting sarcastic and hence bitter. i guess i'm just too
tired of the same old thing. let's ask ourselves: is it really worth the
extra gray hair or two? i mean, why the heck bother anymore? it does zero
good. the "average" reader of this newsgroup (based on postings) is either
not a developer and hence happy with the machine (because it's a good value)
or just doesn't care anymore.

and you know nothing you say has any impact AT ALL on how the T's run the
show. forget it, guys, it's not working. just count to 10, calm down, and
don't use the F or f key!

-bill

(i will remain forever silent about atari. i will also refrain from doing
much serious development work on any atari product, not that commodore/apple
are much better. better to tough it out in the ibm [serious] world. besides,
if all goes well, i should have a sun 386 to play with in a month or two :^)
```

3619. Re: Software pricing (was Re: WHAT ATARI NEEDS TO DO...)

Newsgroup: comp.sys.atari.st
Date: 1988-04-30 06:02:04 UTC
From: jdg@elmgate.UUCP
Message-ID: <924@elmgate.UUCP>
Source record: 252669

I could'nt agree w/ Mr. Beckmeyer more! I can buy a PC-Clone much cheaper than a mega. And, the public domain applications software is in most cases better than commercial grade ST software. I do blame atari for claiming what nice support I was going to get on my $3000 purchase, and when it came right down to it, all that was tripe. During Deskcart!'s construction, several hardware/software questions were asked of atari and absolutely NO decent answers given. In fact, at one point QMI was told it cannot be done. Water under the bridge... QMI will be lucky to break even on the product. I rasied real comotion(sp?) on a local BBS by asking a simple question "Why should I develop software for the ST?". By the time it was done with, 3 people sold there ST's, and, still no decent answers. PRINT-IT!, another program I coded that never made it to market (another story completly) was given to Beta testers... And one day I recieve a phone call from a chap I had'nt talked w/ since early 8 bit days. We chatted botu' this and that... and, I was told (to my total astonishment!) that PRINT-IT! was on bulletin boards in california... He downloaded it and showed it to me! And I'm gonna make enough money to justify the time and effort put into an application? (har! har!). A mac II developers system was/is able to be had for $3500... Apple has an upgrade for AUX thats free... a total motherboard replacement... I would love to think that atari could reverse the trends that snowballed during their "we don't care syndrome". I like coding on the ST (did I say that?), beyond the masses of bugs, and the "I can only run this program if I dont have that program resident & that program I need because I want to do this... So, I'll go spend useless money on a program that works." (I wish atari had put the reset button on a function key, as, it gets as much action as any other key.) The root I guess is that the market has me (and I guess many others) totally perplexed.

(P.S. This is a borrowed acnt. send any email to the address below. It'll be forwarded to me).

cheers... Rick

--
Jeff Gortatowsky .....allegra!rochester!kodak!elmgate!jdg
Eastman Kodak Company
These comments are mine alone and not Eastman Kodak's. How's that for a simple and complete disclaimer?

3620. Re: Printer for ATARI ST/ E-Z score plus

Newsgroup: comp.sys.atari.st
Date: 1988-04-30 07:08:08 UTC
From: wes@obie.UUCP
Message-ID: <195@obie.UUCP>
Source record: 252670

In article <720@leah.Albany.Edu>, jac423@leah.Albany.Edu (Julius A Cisek) babbles:
> Sure! But keep in mind that the person who originally asked about this
> was not willing to spend more than $200! Also, the REAL Epsons have
> better quality print than any other printer. And most importantly (for
> music prints) it doesn't have those ugly blank lines in the graphix
> mode.

If this is so, why did Migraph do all of their original demo printouts on a Star SG-10? Because, in their humble opinions (as the producers of one of the best ST applications to date, EasyDraw), the SG-10 produced better output than the Espon FX-80. And cost less, too. Now you can buy the NX-10 from Midwest Micro for about $165. I think this printer would fit the original posters' bill pretty well. If you can afford it, the ND-15 (24-pin) is even better.

Epson printers are rather like IBM computers - they think they're the best, so they make their prices higher, even when many other companies offer more REAL performance at a significantly lower price. You do own an Atari ST, don't you Mr. Cisek?
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3621. Re: MS-DOS Emulator

Newsgroup: comp.sys.atari.st
Date: 1988-04-30 15:46:31 UTC
From: hase@netmbx.UUCP
Message-ID: <1789@netmbx.UUCP>
Source record: 252671

In article <304@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>>> [asking about MS-DOS emulator "SuperCharger" availablity]
>>
>>I haven't seen it yet but I can tell you a nice detail: The
>>price is not DM 800.- but DM 698.- (= US$ 420).
>I love these kinds of comments. It seems like I've been seeing them
>about ST related stuff for as long as I can remember. "No it doesn't
>exist yet. But it only costs $39.95".

It exists. As a prototype.

beta-versions are out for test.

whether or not You will see it in the USA is not known yet; still it seems
to be very probable.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3622. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-04-30 17:22:09 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <4978@cup.portal.com>
Source record: 252672

The problem I was getting at with "virtual" MS-DOS emulators, even in a UNIX environment is how do you use the "virtual" MS-DOS devices? Can I delete your files (MS-DOS doesn't allow for protection) - can I read them? What about things like screen writes? There is a BIG difference between PC compatibility and MS-DOS compatibility, a and many PC programs are PC specific (or would be slower or have other problems). PC Ditto is useful mainly because it is 98% PC compatible - I can boot games directly. Can I stick Flight Simulator into the '386 UNIX box and have it run properly? My main point is that having a multitasking system with all it's protection is one thing - as soon as you try emulating a nonprotected, nonmultitasking environment you must trade off compatibility for other features. It can be done - just not that simply, and not without tradeoffs.

3623. Re: Gulam and MWC

Newsgroup: comp.sys.atari.st
Date: 1988-04-30 17:27:37 UTC
From: mem@zinn.MV.COM
Message-ID: <306@zinn.MV.COM>
Source record: 252673

In article <187@obie.UUCP>, Barnacle (wes@obie.UUCP) sez:
< In article <1719@ncsuvx.ncsu.edu>, wolf@csclea.ncsu.edu (Thomas Wolf) writes:
< % In article <4129@watcgl.waterloo.edu> mberkley@watnext.waterloo.edu (Mike Berkley) writes:
< % [some deleted text]
< % >One side effect of all this is that when I use the MWC cc, it thinks
< % >that I'm compiling from the desktop, so I have to press return after
< % >every cc command, a logical thing for it to do, but very annoying.
< %
< Try setting the environment variable 'camefrom=gulam'. This is a
< variable used by the cc program and msh to tell where it came from
< (obviously). If it doesn't find 'camefrom' in the environment, it
< assumes 'camefrom=desktop'. If 'gulam' doesn't work, try 'msh'.

How very strange. I have been running MWC with my own shell, from version 1 right up to the latest beta that I got of version 3, and I have neither had this problem, nor have I ever set (or was aware of) a "camefrom" variable. A scanning of the Lexicon entries for "msh" and "cc" yields no mention of this variable, or of any other thing that might cause "cc" to decide whether to wait for a return after it is finished.

I note that if even if I *do* set 'camefrom=desktop' (or CAMEFROM=DESKTOP, or CAMEFROM=desktop, or camefrom=DESKTOP'), "cc" *still* runs as it ought to from a shell, i.e. it does not wait for a return after it is done. Perhaps this "camefrom" thing is only one of the cues that it uses. There is also the special "_iovector" encoding (look up crts0 in the Lexicon). The _iovector value tells what devices the standard i/o streams are attached to. I wonder if Gulam sets this up properly?

-mm-
--
Mark E. Mallett PO Box 4188/ Manchester NH/ 03103
Bus. Phone: 603 645 5069 Home: 603 424 8129
uucp: mem@zinn.MV.COM (...decvax!elrond!zinn!mem or ...sii!zinn!mem)
BIX: mmallett

3624. Re: Hexadecimal calculator accessory

Newsgroup: comp.sys.atari.st
Date: 1988-04-30 18:42:05 UTC
From: martin@lakesys.UUCP
Message-ID: <622@lakesys.UUCP>
Source record: 252674

DeskPak, a multi-function DA, has a very nice calculator. It does hex, octal as well as decimal, not to mention a plethora of other functions, notepad, phonebook, appointment calendar, ect. It's shareware so I can send it to you or make it available on netlib.

Marty Wiedmeyer
martin@lakeys.UUCP
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3625. Joystick handler routines needed.

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 02:35:22 UTC
From: jac423@leah.Albany.Edu
Message-ID: <749@leah.Albany.Edu>
Source record: 252675
Cross-posted to: comp.sys.atari.st,comp.lang.c

I need C source for handling Joystick input on the Atari ST, preferably
in Megamax C.


```
|\ |\ |\ |\ .--------------------. J.A.Cisek
| \ | \ |\ |\ | \ | \ |\ \/ | Spectral Fantasies | jac423@leah.albany.edu
| \| \|-\|_|| \| \|-\/\ `--------------------' jac423@uacsc1.albany.edu
```

3626. Source level debugger wanted.

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 02:38:14 UTC
From: jac423@leah.Albany.Edu
Message-ID: <750@leah.Albany.Edu>
Source record: 252676
Cross-posted to: comp.sys.atari.st,comp.lang.c

I'm also looking for a source level debugger for the Atari ST Megamax C package.


```
|\ |\ |\ |\ .--------------------. J.A.Cisek
| \ | \ |\ |\ | \ | \ |\ \/ | Spectral Fantasies | jac423@leah.albany.edu
| \| \|-\|_|| \| \|-\/\ `--------------------' jac423@uacsc1.albany.edu
```

3627. Sticking up for Atari

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 02:41:34 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <2878@pasteur.Berkeley.Edu>
Source record: 252677

Once again, we seem to be getting a rash of postings from people
who have given up on Atari, want to have nothing to do with Atari, and yet
have nothing to do but write tirades against Atari. As a satisfied Atari
customer, I feel compelled to respond.

Last time I checked, there was nothing which gave you all the Atari
did for a lower price. Dave, if this has changed, please feel free to post
your figures. I have found Atari software to fulfill every need I have.
Nothing extrodinary, just the basics: Terminal emulator (Uniterm),
Word Processer (Word Perfect (which has just put out another upgrade)),
Database (dbMaster One), spreadsheet (vc), Modula-2 compiler (TDI),
Drawing (EZ-Draw, again recently upgraded, IBM emulator for doing class
work which was to be graded on an IBM (PC-Ditto). A handful of other
miscellaneous utilities for printing and disk management. Not a lot,
but what I think the vast majority of users need. ST software exists for
just about every other common home and business user needs.

The only other computer I have worked with extensively is the Amiga.
in my experience, it crashed about as often as my ST: about once every two
weeks. The "buggy" OS has not hampered my use of my computer in any way.
Nor has it stopped the production of a number of fine programs for the ST.

The ST monochrome diplay screen is the best I know of for a home
computer, short of buying an expensive add-on monitor for your Mac.
Atari employees often give information and support here on the net.

I could continue, but I will summarize. The ST has never failed
to do the job I required of it. No other computer does the things I need
for as little money. I have heard no more complaints about it than any
other computer. I still would reccommend it to anyone who wants to buy a
computer.

Matthew Seitz
seitz@cory.berkeley.edu

3628. Computer to VCR?

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 03:04:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880501030428.625908@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252678

I am wondering if it is possible to hook up your computer to a VCR or camcorder and superimpose graphics or text with a picture you are taking without videodigitizing the picture. I know there are character generaters out there, for camcorders, but is it possible to hook up the Atari as one of those?

This is something I've been waiting for it to come out, and now I see Electronic Arts has done it on the Amiga. I think the colloquial term is genlock. If anyone knows how long until it comes out on the Atari or how much it costs, please tell me, I am very interested.

P.S. I am also interested (there has been a little talk about it) if anyone has used a satelite dish to recieve weather radar pictures.

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

3629. Eprom burner question

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 03:14:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880501031421.051617@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252679

I know that it is possible to hook up an eprom burner to your ST and make cartridges for it, but I was wondering if it is possible to make cartridges for the Atari 2600 game system with the ST?

thanks

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Exterminate! Exterminate!"---Daleks

3630. 2 CAD 3-D animation questions

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 03:21:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880501032101.318284@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252680

I was doing a CAD 3-D animation, and accidentally saved my file as a sequential image file (without realizing it) instead of an animation file. I was wondering if there is a way to change the type of file it is so I can view it as an animation.

P.S.

If you have a 3 Meg animation on a disk, and you have a 1 Meg computer, can you play that animation, or does it have to be fully memory-resident?

Thanks in advance

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Exterminate! Exterminate!"---Daleks

3631. Re: Atari's Marketing Approach

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 03:33:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880501033303.871547@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252681

I feel that Atari should change the name on their 16-bit computers to fully lose their game image. I also feel the 'cartridge' port should be called an expansion port. There are many hardware products that would plug in through the expansion slot of an IBM PC, that plug in through the cartridge slot on an ST. I also feel that meeting deadlines, not making vaporware, and coming out with bug free software would help their reputation. A software program should have new versions come out to add features, not to fix problems. One last thing that would help is more expansion slots and expansion capabilities.

Atari needs to do more advertising. Atari relies all on "word-of-mouth" to advertise thier products. Although "word-of-mouth" is a major aspect of sales, you cannot expect to reach everyone by this method. I have seen numerous commercials for the Atari game systems, that use the approach that they need to use for their computers. They need to compare the ST to the Mac and the PC. The ST is much better than these computers, and I think this would get more busineses interested in Atari (which is Atari's goal, isn't it?). What they should do is have two comercials circulating during sports on TV. One commercial comparing the ST to the Mac, and one comparing it to the PC. They should also advertise in busines magazines, such as "Time" and "Newsweek". The ads in magazines should compare it to the Mac and PC, but also emphasize the laser printer/desktop publishing capabilities, and advertise other "aspects" of the ST (because you can say more for less in a magazine ad then on a TV ad).

I feel all of this should be done (especially the name change) before they introduce their next computer, which supposedly is the 030 box.

The ST is a good machine, everyone is always complaining, but I think it is about the best microcomputer on the market. I think it is an excellent computer for just about everything. But Atari must make people realize this.

(I'm not flaming anyone!)

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Exterminate! Exterminate!"---Daleks

3632. Color Printer Questions

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 03:37:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880501033736.573118@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252682

Does anyone know if there is a color laser printer available for the Atari ST, and if so, how much does it cost?

P.S. Speaking of printers...

I own a Quadram Quadjet printer, and am wondering if there are any printer drivers for it, for use with a wordprocessor such as First Word, or if I could get info. on how to make a printer driver. I also would like to know how I can get my printer to print screen dumps, and how I can get it to print Spectrum 512 color pictures.

Any help is greatly appreciated.

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Exterminate! Exterminate!"---Daleks

3633. Re: Atari news from Paris.

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 03:49:54 UTC
From: saj@chinet.UUCP
Message-ID: <5067@chinet.UUCP>
Source record: 252683

I just got back from a Borland spectacular at the Chicago computer so-
ciery. A regional level mucky-muck answered a question about Turbo C for
the ST with "It isn't on my beta list". I guess that means not right
away, and no promises.

3634. Supra's FD-10 10 Meg Disk Drive

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 03:52:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880501035227.357484@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252684

I just saw (actually about a month ago, but I havn't seen anyone post about it so here goes) the Supra FD-10 disk drive in "Byte". This drive allows you to save ten megabytes on a 5 1/4 floppy disk. It acts as a hard disk, and is said to take 80 milliseconds to access. It comes with software and cables. It plugs into the DMA port, and costs $895 for the Atari and Mac, and $1095 for the Amiga<--Ha Ha they have to pay more he,he. :-)

I called up my Atari dealer, and they said that they had talked to Supra a week ago. Supra was finishing the software, and the store expected to have it in about two weeks.

If you want more info, contact Supra yourself: Supra Corp. 1133 Commercial Way Albany OR 97321 Phone: (503) 967-9075

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Exterminate! Exterminate!"---Daleks

3635. Expandability

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 04:01:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880501040119.855327@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252685

I have heard very different stories, I have heard that 4 Megs is a high as you can expand a 1040, I have heard that 4.5 Megs is as High as you can expand the 1040, and I have heard that 16 Megs is as high as you can expand the 1040.

I heard the 4 Meg limit was due to the OS.

I heard the 16 Meg limit was only possible if you cut open (to make room for the memory) the computer case, but that the limit was due to the microprocessor architecture.

I didn't hear why there was a 4.5 Meg limit.

Well, which is it?

(thanks in advance)

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Exterminate! Exterminate!"---Daleks

3636. Arcade games on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 04:13:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880501041352.036351@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252686

Well I guess my machine is more of a business computer than most :-).
Everyone says that they have a lot of games for their Atari. Well I
only have 3 (plus about 4 PD ones and a few I have programmed). The
reason I don't have too many is because I like arcade action games, not
text adventure games (which seem to be the most common type). I would
like to see Atari (arcade games division) get together with Atari
(computer division) and program some of their arcade games for the ST.
I have played two fairly new games in the arcade by Atari, and they are
excellent. They are Roadblasters, and Blasteroids. These games are
very realistic in control response (at least they seem to be, I mean I
really dont know how it feels to control a spaceship shooting asteroids
:-)). Blasteroids is like a modern version (and much improved version)
of Asteroids. Roadblasters is like Pole Position, except you shoot your
apponents. These games have the most astounding resolution, sound, and
controls. I know it would be impossible to program these games for the
2600, because it is too limited, but the ST might just have enough power
for a very good reproduction. I hope Atari would change its mind about
not making games for the ST (after all, they
already made a few games for the ST, and Atari is the best arcade game
manufacturer). Oh well enough said, I just hope Atari is listening. I
really don't see why they won't make just a few games, I don't think
that would change the way anyone feels about the computer as far as
being for games only.

Aric Friesen

P.S.

Sometimes people ask, "If you knew when you bought your Atari, what you
know now, would you have bought it?

My answer is YES!YES!YES!YES!YES!YES! I love my Atari!!!!!!

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Exterminate! Exterminate!"--Daleks

3637. Re: Computer to VCR?

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 05:29:57 UTC
From: ali@polya.STANFORD.EDU
Message-ID: <2738@polya.STANFORD.EDU>
Source record: 252687

In article <880501030428.625908@HIS-PHOENIX-MULTICS.ARPA>
Friesen%PCO@BCO-MULTICS.ARPA writes:
>
>I am wondering if it is possible to hook up your computer to a VCR or
>camcorder and superimpose graphics or text with a picture you are taking
>without videodigitizing the picture. I know there are character
>generaters out there, for camcorders, but is it possible to hook up the
>Atari as one of those?
>This is something I've been waiting for it to come out, and now I see
>Electronic Arts has done it on the Amiga. I think the colloquial term
>is genlock.

It's not Electronic Arts's doing; Amiga comes genlock-ready, and there
are several companies making genlock units for the Amiga, priced from
$150 (Mimetics "Amigen") to several thousand dollars. Electronic Arts
and other companies do manufacture programs that let you do animations
& titling suitable for superimposing on videos. Of course, the Amiga
also provides some other features that make it desirable for video,
such as full overscan output that prevents solid borders around images
when recorded on video tape.

This is not to say genlocking isn't possible on the Atari; I remember
seeing an article in an German computer magazine for a genlock unit for the
1040ST. I remember it costing a bundle (> 1000DM), and I do not
remember any details...

Ali Ozer, ali@polya.stanford.edu

3638. Re: Mshrink() (was "BITNET mail follows")

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 06:59:09 UTC
From: wes@obie.UUCP
Message-ID: <197@obie.UUCP>
Source record: 252688

```
In article <1047@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
% This is a handy time to mention that the arguments to Fdatime are
% documented wrong: the correct call is:
%
% Fdatime(timebuf,handle,wflag)
% int *timebuf; /* pointer to two int's */
% int handle; /* handle of file to change */
% int wflag; /* 1 for write, 0 for read */

For those of you with MWC, Fdatime is documented correctly there.
<grin, snicker, chuckle> :-) Of course, this includes all the new
registered developers, doesn't it?

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes
```

3639. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 07:08:04 UTC
From: wes@obie.UUCP
Message-ID: <199@obie.UUCP>
Source record: 252689

In article <4699@cup.portal.com>, Dave_Ninjajr_Flory@cup.portal.com writes:
| The pullout rumor is only about 5 weeks old and WP put
| out the word in no uncertain terms that it wasn't going to happen. I never
| cease to me surprised and how some folks will seize on a rumor to support
| something they want to believe and pass it on as tho' it were true, without
| any apparent effort to check on the validity.

In article <2892@ihlpe.ATT.COM>, kimes@ihlpe.ATT.COM (Kit Kimes) writes:
> This 'rumor' came from WP Corp. itself. They reversed themselves and
> then went on a CompuServe conference and made it sound like they never
> said it, but several people swear that they were told by WP Corp that
> they were dropping Atari ST support and pulling the product.

I'd be careful about what you hear about/from Word Perfect Corp. for a
little while. There has been a persistent rumor that WP is pulling
out... OF UTAH! Yes, folks, they are moving out from behind the Zion
curtain to the Silicon Prarie in Texas. Or so the rumors say.

Perhaps the people above misinterpreted what WP was `pulling out of.'
This rumor makes more sense; another branch of my company is doing the
same thing.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3640. Re: DCFORMAT v.2.21

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 15:05:24 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <577@uhnix2.uh.edu>
Source record: 252690

In article <8804220958.AA18680@lasso.laas.fr> ralph@lasso.UUCP (Ralph P. Sobek) writes:
>Michael B. Vederman asks me the following:
>
>| Why are you running GDOS all the time?
>|
>| I would only suggest running GDOS with programs that need it. I have the new
>| ROMS, which really speed up system response, and when I run GDOS the sytem is
>| really unusable -- ie., SLOOOOOWWWWW!!!
>
>I thought that GDOS had to be in the \AUTO\ folder, and therefore loaded each
>and every time! Mine doesn't like to be loaded manually. Am I missing
>something?
>
>| The problem has to do with VDI handles and the like. I will look into it.
>
>Thanks, though!
>
>Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
> | ralph@lasso.uucp
>LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
>7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
>F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
>+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
>= =
>P.S. Does anybody know of a trivial program that could be put in a batch file
>and cause the ST to reset (or reboot)?
>P.P.S. Reply directly to me since I do not get USENET news.
>= =

We have found our bug, and will have it fixed in our next releases of
DC Formatter, version 3.0.

The problem (altho trivial now) took me some time to discover. We had our
handles correct, we simply initialized the intin array incorrectly (by one
element) and this caused stupendous crashes using GDOS.

I still can't see why anyone would bootup GDOS, unless they really needed it.
That program could use much improvement in the way it handles coordinate
conversions. No offense to Atari, but I bet it is written in 'C.'

Don't get me wrong, I love 'C' but for time critical code (and GDOS is since
it has to steal the trap #2 vector and do horrendous conversions) I would
surmise that pure hand massaged assembly would vastly improve it's speed.

If Atari would like, Double Click Software will do a PURE assembly conversion.
All we need is the source code. :-)

BTW - Maybe someone at Atari can tell me why when I boot up GDOS v1.1 with new ROMs (maybe with old ROMs too) I get a trap #1 (divide by zero error) so many times, before it does a good boot up? This seems to happen more on resets than on cold-starts.

- Mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

3641. booting from a hard drive? what? this is possible?

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 15:20:52 UTC
From: miken@hcr.UUCP
Message-ID: <3252@hcr.UUCP>
Source record: 252691

okay, just got my spiffy new supra 20M HD from the UofT. on sale yet!
aha, now i understand the concept "service after sale", or rather the
LACK thereof. came complete with NO documentation and apparently missing
a prg to go along with the resource file "suputil.rsc". if anyone out there
has this file, can you forward me a copy, as the UofT refuses to return
telephone calls.

now, onto the matter at hand. i've heard that it's possible to boot from
the HD. is this true? but how, he wails in total bewilderment, how, how?
details, details, please send details!

--

Mike Nemeth "more logic than Mr Spock!"
...utzoo!hcr!miken

3642. Re: Reading Mac disks?

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 17:55:40 UTC
From: hase@netmbx.UUCP
Message-ID: <1798@netmbx.UUCP>
Source record: 252692

In article <19880428185422.2.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>Does anyone know of a PD/Freeware way of reading and writing MAC disks
>on my ST?

It is impossible. You need extra hardware.
Our solution to the same problem was a ST and a serial cable on top of the MAC.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3643. Re: Reading Mac disks?

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 18:35:57 UTC
From: wes@obie.UUCP
Message-ID: <202@obie.UUCP>
Source record: 252693

In article <19880428185422.2.JRD@MOA.SCRC.Symbolics.COM>,
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
> Does anyone know of a PD/Freeware way of reading and writing MAC disks
> on my ST? I have access to a MAC II at work, and it'd be nice to be
> able to cart data back and forth on floppettes instead of via phone
> lines. No, I DON'T want to run Magic Sac, I just want to read and write
> the disks.

You can't read Mac disks on the ST without hacking your disk drive and
controller some. The Mac disk controller, the IWM (stands for
Integrated Woz Machine), uses a peculiar format.

Most floppies, and all hard disks (that I know of) use _constant angular
velocity_. That means the disk always _spins_ at the same speed. The
Mac, on the other hand, uses _constant linear velocity_ (or very near
constant) which means they speed up and slow down the rotational speed
to keep the part of the disk passing under the head moving at the same
speed _relative to the head_.

To be able to read and write Mac disks on the ST, you need a disk
drive and controller pair that supports this speeding up and slowing
down of the rotational speed. Data Pacific sells one that goes with
the Magic Sac. Other than that, you are pretty much out.

There is a program for the Amiga which will read/write Mac disks, or
so I'm told. It will also read/write/format IBM PC and ST disks. Got
a friend with an Amiga? I might also be possible to write a Mac
program that can read/write ST disks - I don't know that much about
how programmable the IWM is.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3644. Re: GIF/IFF Picture formats

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 18:42:10 UTC
From: wes@obie.UUCP
Message-ID: <203@obie.UUCP>
Source record: 252694

In article <39602G15@PSUVM>, G15@PSUVM.BITNET (John F. Gbruoski) writes:
> Are there any PD programs capable of displaying (or converting to
> Degas, Neo, etc) pictures in IFF or GIF format? I'm more interested in
> GIF than in IFF (note: I don't have access to Compuserve.).

In article <891@csvax.liv.ac.uk>, unpowell@csvax.liv.ac.uk writes:
| Degas can read and write IFF files. To read set "pic type" to IFF.
| If you grab a "block" of the screen, then this can be saved in IFF format
| by saving it out as a brush file. i.e. extension "BL1" (I think)

Have you looked at TIFF (Tag Image File Format) yet? It is becoming
very popular in the MS-DOS world, and will be the file format of
choice in OS/2. Perhaps we should strive for this additional bit of
compatibility. The spec for it, I am told, is huge.

There is a good article about TIFF in the latest (May 88?) Dr. Dobb's
Journal. It is a pretty good explanation of what TIFF includes, and
includes addresses/phone numbers for getting more information,
including the TIFF library for MS-DOS and Mac (free!).
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3645. Re: AMIGA disks

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 18:46:33 UTC
From: wes@obie.UUCP
Message-ID: <204@obie.UUCP>
Source record: 252695

In article <8804261109.AA26974@ucbvax.Berkeley.EDU>, F026@CPC865.UEA.AC.UK writes:
> Does anybody have some PDware that can read and write Amiga disks?
> I have several friends who are itching to get some of the PD stuff from
> the net, but have no access to it - they want me to get it down onto my
> ST then write Amiga-readable disks for them.

Ah, but ST disks ARE "Amiga-readable." I have some friends at the
school that have a program for the Amiga that allows it to
read/write/format ST, PC, and Mac disks. I know it works for ST and
PC disks - I've used it for that. I don't remember the name of the
program, but I will have them post it here.

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3646. Re: CURSES package for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 18:53:48 UTC
From: wes@obie.UUCP
Message-ID: <205@obie.UUCP>
Source record: 252696
Cross-posted to: comp.sys.atari.st,comp.lang.c

In article <457@nikhefh.hep.nl>, u14@nikhefh.hep.nl (Daan Josephus Jitta) writes:
> In article xx karl@haddock.ima.isc.com (Karl Heuer) writes:
> Sorry to disturb your dreams, but DEC has two operating systems for
> their VAXes: UNIX and VMS. And there are a lot of machines not coming
> from DEC running UNIX... UNIX and VAX are not *really* synonomous!

Wrong! DEC has several operating systems for the VAX, and NONE of
them are named "UNIX." They have Ultrix, which is a DEC-bastardized
port of 4.2BSD, which is sort of Unix. (My System V bigotry showing
through again, I see.) They also have a real-time system called
VAXELN (I think), and then there is good ol' RSX-11, which runs as a
guest on VAXen with the PDP-11 compatibility mode.

To sum up, COULD WE PLEASE GET RID OF THIS USELESS DISCUSSION ON
COMP.SYS.ATARI.ST? Until VMS or one of the others runs on the ST, it
really doesn't belong here!

"Thank you for your support."
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3647. Re: Turbodos and the ideal disk cache

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 19:05:37 UTC
From: wes@obie.UUCP
Message-ID: <206@obie.UUCP>
Source record: 252697

In article <8804282151.AA29462@orville.nas.nasa.gov>, rowley@ORVILLE.NAS.NASA.GOV (Karl Rowley) writes:
> I have a couple of programming questions related to building a hard disk cache.
>
> To build such a cache at the rwabs level, what is the cleanest to do it?
> Intercepting all BIOS traps and looking for rwabs calls would be one way.

It would slow down ALL BIOS calls as a side-effect.

> My MWC manual lists a variable named "hdv_rw" under System Variables. This
> variable is said to point to the hard disk read/write routine. Does anybody
> know what parameters the hard disk read/write routine expects when called?
> Is this routine used by all calls to rwabs?

Yes, this vector is used by all (GEMDOS) reads/writes from/to the hard disk. The easiest way I know of to find out how the `rwabs' call works is to look at the source for Moshe Braners original ramdisk program for the ST. Is that still available on the net? I've got an extensively-hacked copy of it around here somewhere....
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3648. Re: Computer to VCR?

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 19:23:30 UTC
From: rjung@castor.usc.edu
Message-ID: <832@nunki.usc.edu>
Source record: 252698

In article <880501030428.625908@HIS-PHOENIX-MULTICS.ARPA> Friesen%PCO@BCO-MULTICS.ARPA writes:
>I am wondering if it is possible to hook up your computer to a VCR or
>camcorder and superimpose graphics or text with a picture you are taking
>without videodigitizing the picture. I know there are character
>generaters out there, for camcorders, but is it possible to hook up the
>Atari as one of those?
>
>This is something I've been waiting for it to come out, and now I see
>Electronic Arts has done it on the Amiga. I think the colloquial term
>is genlock. If anyone knows how long until it comes out on the Atari or
>how much it costs, please tell me, I am very interested.

Yes, this is called genlock. The idea is to take your ST's signal, synchronize it with your VCR/TV's signal, and blend the two together. Genlock is a fundamental part of the Amiga, and that's where all the "desktop video" hype comes from.

As for getting it NOW, I don't think there is such a beast avaliable. However, there are rumors that Antic (you know them guys, Spectrum 512, CAD 3D, all that terrific Atari stuff) is coming out with a genlock system for the ST.

This is not just wishful thinking: I've seen a promotional videotape from Antic for Atari's display at the West Germany Hannover faire, and one of the segments on the tape was "Genlock on the Atari ST". Whether or not Antic will market such a device (probably a hardware box), or whether someone else will, is another question.

--R.J.
B-)

P.S. I don't find my ST to be a "horrible" machine (Heck, it's the best one I've seen and afford!), but I do wish Atari management would get their act together (and maybe they have -- Anyone heard about Atari Computers, the newly-formed subsidiary?)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

3649. Re: Source level debugger wanted.

Newsgroup: comp.sys.atari.st
Date: 1988-05-01 19:50:05 UTC
From: jeff@polyof.UUCP
Message-ID: <304@polyof.UUCP>
Source record: 252699
Cross-posted to: comp.sys.atari.st,comp.lang.c

In article <750@leah.Albany.Edu>, jac423@leah.Albany.Edu (Julius A Cisek) writes:
>
> I'm also looking for a source level debugger for the Atari ST Megamax C
> package.
For $20 you can get an upgrade for Megamax, which has a source degugger.

I just recieved my manual, and have not yet had a chance to try it.

Geoffrey Giordano

Me?!?, Don't ask me. I'm just a brain dead poly student.

PS. Thanx to those who responded about the docs. I Megamax about them
they said they were sorry and would mail them right out. Two days later
they were in my mailbox. Thats what I call good customer service. Maby
ATARI should take lessons. :-)

3650. st keyboard buffering

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 00:25:38 UTC
From: newman@dasys1.UUCP
Message-ID: <4215@dasys1.UUCP>
Source record: 252700

Sorry if this has whizzed by in this group before, but I would like to know if someone has a solution to the problem of buffering raw keyboard input on the ST, such as obtained by using the C routines Crawcin() or Bconin(). There doesn't seem to be any buffering at all with these routines, although I believe there is using the standard getchar (which is no good for my purposes). I would like perhaps a full 80-char line of typeahead and haven't been able to make sense of the keyboard queue routines in the Megamax docs. Thnx in advance.

--

Ken Newman
Big Electric Cat Public UNIX
..!cmcl2!phri!dasys1!newman

3651. Re: Sticking up for Atari

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 01:35:35 UTC
From: euloth@dalcsug.UUCP
Message-ID: <465@dalcsug.UUCP>
Source record: 252551

In article <2878@pasteur.Berkeley.Edu>, seitz@cory.Berkeley.EDU (Matthew Eric Seitz) writes:
>
> Once again, we seem to be getting a rash of postings from people
> who have given up on Atari, want to have nothing to do with Atari, and yet
> have nothing to do but write tirades against Atari. As a satisfied Atari
> customer, I feel compelled to respond.
>

Thank you Matthew. I have been quite happy with a 520ST (note NOT expanded to 1 Meg or with Modulator) that I bought back in January '86. I have several pieces of PD programs and a few other commercial programs that ALL work. Usually together or separately. I myself use Flash, as I love the editor in it. For WP, I use FirstWord Plus and as a database, SDB from David Betz, Thanks Dave. I have found a replacement, which I have sent to Steve Grimm, for VC.TTP called Sheet, now up to version 1.4.

>
> The ST monochrome diplay screen is the best I know of for a home
> computer, short of buying an expensive add-on monitor for your Mac.
> Atari employees often give information and support here on the net.
>
> I could continue, but I will summarize. The ST has never failed
> to do the job I required of it. No other computer does the things I need
> for as little money. I have heard no more complaints about it than any
> other computer. I still would reccommend it to anyone who wants to buy a
> computer.
>
So do I. I recommend it to many people. I was at a recent Music/Midi demo at a local Music store and the people doing the demos were from out of town and also recommended the ST for its' price and MIDI interfacing. They didn't sell the computers and sold software for many computer systems but seemed to recommend the ST for many things.

Hope others feel the same way.

George Seto - Using a friend's account.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

3652. Re: PC-Ditto speed "XDOS"

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 08:00:58 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1805@brahma.cs.hw.ac.uk>
Source record: 252552

In article <2882@crash.cts.com> fred@pnet01.cts.com (Fred Brooks) writes:
>What we really need is a product like 'XDOS'. XDOS takes a MS-DOS program
>and converts it to 680X0 machine code. When this is done the program often
>runs faster then the INTEL machine it was written for. This product is already
>running on UN*X systems maybe someone will get an ST version.

Interesting but I wonder what XDOS does about vector tables in the data
segment since Intel and Motorola store longwords differently ie. reversed.
And then there is always the clowns who pervert the idea by putting data in
the code segment.

"I think all right thinking people in this country are sick and tired of being
told that ordinary decent people are fed up in this country with being sick and
tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python - "I could be arguing in my spare time"

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

3653. Re: preloading programs

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 11:25:04 UTC
From: leo@philmds.UUCP
Message-ID: <474@philmds.UUCP>
Source record: 252553

In article <188@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <390@uvicctr.UUCP>, collinge@uvicctr.UUCP (Doug Collinge) writes:
>> Someone said that OS9 68k is capable of "preloading" commands; that is,
>> loading some programs into memory and executing them there when invoked
>> rather than loading them from disk. This seems to be yet another
>> excellent idea incorporated in OS9 that no-one else seems to have
>> thought of.
>
>Yes, that is one of the many good features of OS9. Another is
>pre-loaded modules. You can have "external" modules on OS9 - when
> [...stuff deleted...]
>itself. You can, of course, pre-load modules. Nice feature.
>
>> How difficult would it be to hack this into Gulaam?
>
>Probably VERY difficult. TOS is not setup to handle pre-loaded programs;
> [...stuff deleted...]

Never used gemdos call 0x4b (Exec) with a mode of 4?
You can have preloaded programs on the Atari ST as well, and it works quite nicely. I used it in a find command and in a shell I programmed for the Atari (yes, the Unix find command!), for example:
find .. -type d ! -name . ! -name .. -exec ls -l {} \;
(For those not familiar with find, this one finds all directories beneath the current directory's parent (excluding . and .. names) and does a ls -l on each one of them).

Each time loading ls worked fine on the ramdisk I used to use, but once I started working on a hard disk, it becomes really slooooooooooowwww!
Then I decided to preload the ls command (with gemdos(0x4b,3,"ls",0,0)). The gemdos function returns the basepage address of the loaded program. Now 'find', each time it has to 'ls', copies the argument string into the basepage; then it runs 'ls' by gemdos(0x4b,4,0,0,0) (I don't remember whether these are the correct values for the parameters). It is now (nearly) as fast as a builtin function!

There are however a few problems (and I have not solved all of them):
1) When the parent program changes directories, the child stays in the directory it started in (the current directory and disk are saved somewhere on the basepage, start+55?).
2) There is also a problem with the memory; the loaded child obtains, as usual the rest of the memory available (in addresses basepage+4 to basepage+7 the address of the 'next free location' or something like that is found: 0xF8000 on my 520 ST+). Thus there is a problem with multiple preloaded childs or childs requesting additional memory. I've overcome this (sort of) by using setblock

(gemdos 0x4a) and adjusting the 'next_free_location' ptrs on the childs basepages. It's better now, but still buggy (I don't know all about Gemdos memory management, I'm finding out now).
3) There could be problems as well with file descriptors (they're also on the basepage).
4) Initialized static and extern variables do not regain their initial value after a run. This is in consequence of the 'once-only' load. It could be overcome by a) always explicit initializing (by the child process), or
b) make a copy of the initialized data space (by the parent process) and use this to re-initiate from the next time (more expensive, but not breaking existing code).

If you manage to overcome these difficulties, it should not be very hard to code this preloading into a shell (I did it, having still these little problems ...). The shell maintains a list of preloaded programs, their pathname and their fat number and handles loading/executing depending on memory available, programs preloaded etc. Preloaded programs are almost as fast as functions built into the shell.

If anybody has suggestions about the memory management part, or questions 'about the real code', or want examples, please RESPOND! A commented disassembly of the gemdos part of the O.S. would also be great ....

leo.

3654. Local Atari User Group - May Meetings

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 12:50:52 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <18596@watmath.waterloo.edu>
Source record: 252554
Cross-posted to: kw.micro,ont.micro,comp.sys.atari.8bit,comp.sys.atari.st

The Kitchener-Waterloo Atari user group, Vector-GTIA,
has a separate 8-bit meeting and 16-bit meeting.
We meet monthly, have special interest groups (SIGs),
associated bulletin boards, and public domain libraries.

I am on the executive of the group
so I should be able to handle most questions or
get replies from the rest of executive.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

The group currently meets at :
DCS Course Room, Room 2009 (2nd floor)
Math & Computer Building
University of Waterloo

Next Meetings
****
8-bit - 7:00 pm, Wed May 4, 1988
16-bit (ST) - 7:00 pm, Wed May 11, 1988
Games Night - 7:00 pm, Fri May 27, 1988

Hope to see you there,
Dani Roloson
579-3695

3655. Re: Software pricing (was Re: WHAT ATARI NEEDS TO DO...)

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 14:44:58 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <5111@umn-cs.cs.umn.edu>
Source record: 252555

In article <924@elmgate.UUCP> rg@aurora.UUCP writes:
>I could'nt agree w/ Mr. Beckmeyer more! I can buy a PC-Clone much cheaper
>than a mega. And, the public domain applications software is in most
>cases better than commercial grade ST software.

So. Go out and buy a PC-Clone and quit bitching in comp.sys.atari.st. It is getting pretty boring hearing nothing but "Jack Tramiel did me wrong."

> PRINT-IT!, another program I coded that never made it to
>market (another story completly) was given to Beta testers... And one day
>I recieve a phone call from a chap I had'nt talked w/ since early 8 bit
>days. We chatted botu' this and that... and, I was told (to my total
>astonishment!) that PRINT-IT! was on bulletin boards in california...
>He downloaded it and showed it to me! And I'm gonna make enough money
>to justify the time and effort put into an application? (har! har!).

Sounds like you have more of a problem with your "Beta testers" than with Atari. Or, do you blame Jack Tramiel for the fact that YOU let your program out to someone without scruples? You can, of course, rant and rave about all of those mean nasty people who buy STs for the sole purpose of pirating software -- but do it somewhere other than in a semi-technical ... no scratch that, THIS newsgroup is really the "I HATE JACK TRAMIEL" newgroup, right?

Your problem is that you should be developing software for another computer. There's an easy solution -- buy another computer and work with it. At least then I won't have to wade through umpteen messages from folks complaining "Jack Tramiel did me wrong".

>A mac II developers system was/is able to be had for $3500... Apple has
>an upgrade for AUX thats free... a total motherboard replacement...

There, you see. I thought you could find a computer that suits you more than the Atari ST. Buy a Macintosh and program using AUX (fully realizing that the folks who shell out $$ for a Mac II running A/UX will expect your program to be worth running on their $7500-$10,000 machine.)

>cheers... Rick

I understand how difficult it is to market software -- even for computers with great support. I understand how frustrating Atari management can get. I just do not want to hear it, day in and day out, in this particular forum. There are other things to do than hear people carp about a hardware company.

-- Dave Meile

3656. Re: Reading Mac disks?

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 14:51:50 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <5112@umn-cs.cs.umn.edu>
Source record: 252556

In article <4961@cup.portal.com> Thomas_E_Zerucha@cup.portal.com writes:
>There is no way of doing so without a translator box, and that requires a
>Magic Sac

Not exactly true. You *can* run the Translator One box without a Magic Sac.
There is at least one shareware program on the program disk that comes with
the Translator One which allows you to transfer files from Macintosh to
GEM format. (I think the author asks for $ to register and get the "full
function" program that allows transfers from GEM to Macintosh.) The
program runs under GEM, and no Macintosh ROMs are used, so you don't "need"
a Magic Sac. [Though I *will* say that the Magic Sac is quite nice in
and of itself].

-- Dave Meile

3657. Re: 2 CAD 3-D animation questions

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 15:02:02 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <5113@umn-cs.cs.umn.edu>
Source record: 252557

In article <880501032101.318284@HIS-PHOENIX-MULTICS.ARPA> Friesen%PCO@BCO-MULTICS.ARPA writes:
>If you have a 3 Meg animation on a disk, and you have a 1 Meg computer,
>can you play that animation, or does it have to be fully
>memory-resident?

There is a program called HDVIEW.PRG, which reads the animation from Hard Disk, allowing you to view >memory size animations. Last I knew, it was on GEnie. Don't know about anwhere else. If enough people wanted it, I could look for the doc file and ARC it back together and send it to lakesys and uh-info.

-- Dave Meile

3658. Re: ST ROM and Charset Differences: US, French, German, UK, ??

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 16:12:02 UTC
From: gert@prls.UUCP
Message-ID: <11124@prls.UUCP>
Source record: 252558

I compared the UK ROM's dated 851120 to my USA ROM's (when living in
Europe in 1986). The only differences where minor (tables, not routines)
and are listed below.
These where the ONLY differences in the first ROM release to Atari owners
in the Netherlands and UK versus USA. I seem to remember however that there
was a mistake : these differences did not include a 60Hz -> 50 Hz patch,
which later ROM's do have (?).

address USA ROM UK ROM Comment

$FC001D $00 $07 config byte
$FC205F $5C $23 keytable \ -> ♯
$FC2094 $00 $5C \
$FC20B7 $40 $22 @ -> "
$FC20B8 $23 $9C ♯ -> u.k. pound
$FC20DC $22 $40 " -> @
$FC20DD $7E $FF ~ -> _
$FC20DF $7C $7E | -> ~
$FC2114 $00 $7C |
$FC215F $5C $23 \ -> ♯
$FC2194 $00 $5C \

This shows that - at least for the first ROM release - differences are
minor and only related to tables. Not to addresses of data or code.

Gert Slavenburg
(UUCP : ..!pyramid!prls!gert)

3659. Re: Strange bug in FAT allocation

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 18:09:08 UTC
From: apratt@atari.UUCP
Message-ID: <1051@atari.UUCP>
Source record: 252559

From article <211@actisb.UUCP>, by federico@actisb.UUCP (Federico Heinz):
> ... the boot sector
> information (both TOS and MS-DOS) says that the floppy has 5-sector
> FATs, although 3 sectors would suffice. Then I discovered why no files
> were found. The boot sector information said 5-sector FATs and 7-sector
> root directory, ...
>
> but looking at the first sectors of the floopy I saw that the names of
> the files I had copied were written in sector #7, and that the first
> allocated cluster started in sector #14, which are the correct values
> for a 3-sector FAT disk!

Does your formatter put a unique (or at least random) serial number on the disk, even when you ask for an MS-DOS boot sector? If it doesn't, you're in trouble. The ST checks the serial number AND NOTHING ELSE to detect media change, and if the serial number is the same, it doesn't reload any of the other information. So if a disk goes from a three-sector FAT to a five-sector FAT without changing its serial number, the ST won't know of the change.

Incidentally, the format code *is* smart enough to set the media's state to "maybe changed" when you format or write to the boot sector. But if the serial number is the same, the state goes from "maybe" to "not changed" without reloading the BPB.

Does MS-DOS *require* the words MS-DOS (or something) in the "OEM" field? It's the last three bytes of this field which TOS uses for the serial number.

I know three sectors is enough for a FAT. One possible explanation for the five-sector FAT is so on a double-sided disk, the first sector of the root directory is on Side 1, not Side 0. Otherwise, you could use a single-sided drive to write to a double-sided disk, until you actually tried to write the data: the file-create could succeed.

That is just one hypothesis; only apple!landon knows for sure. But whether he thought of it or not, it's sufficient justification for me to keep that "feature" in GEMDOS.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3660. Re: xlisp

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 19:43:20 UTC
From: hakanson@mist.cs.orst.edu
Message-ID: <4402@orstcs.CS.ORST.EDU>
Source record: 252560

In article <8804291737.AA29979@ucbvax.Berkeley.EDU> nfrech@ALMSA-1.ARPA ("Norman R. Frech") writes:
>Greetings:
>
>Does anyone know if there has been and update to xlisp
>version 1.4 dated January 1, 1985 which is available at lakesys.
>Are there other lisps for the st close to the common lisp standard?

I guess it's time to post this again. XLISP v2.0 for Atari ST, Macintosh, and IBM PC is available for anonymous FTP on host cs.orst.edu, in the directory pub/xlisp. If the operators of the archives at lakesys.UUCP will contact me, I will be happy to mail the ST stuff to them so those without FTP access can get XLISP v2.0.

BTW, the functions that XLISP v2.0 implements are compatible with those in Common LISP (of course, the object stuff is not in Common LISP). But XLISP v2.0 does not include all of Common LISP (in particular, defstruct is missing -- sigh).

--
Marion Hakanson Domain: hakanson@cs.orst.edu
CSNET : hakanson%cs.orst.edu@relay.cs.net
UUCP : {hp-pcd,tektronix}!orstcs!hakanson

3661. Re: Re: HP DeskJet problems

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 19:46:37 UTC
From: roydant@hpgrla.HP.COM
Message-ID: <4110006@hpgrla.HP.COM>
Source record: 252561

I installed the printer this last weekend (April 30- May 1) and have had no problems at all. The cable number I was using is HP part number 24542D. If you (or other users with Deskjet) have anymore problems drop a line.

Roydan

3662. WordPerfect upgrade (was Re: Sticking up for Atari)

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 19:55:51 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <2933@pasteur.Berkeley.Edu>
Source record: 252562

In article <2878@pasteur.Berkeley.Edu> seitz@cory.Berkeley.EDU (Matthew Eric Seitz) writes:

> Last time I checked, there was nothing which gave you all the Atari
>did for a lower price. Dave, if this has changed, please feel free to post
>your figures. I have found Atari software to fulfill every need I have.
>Nothing extrodinary, just the basics: Terminal emulator (Uniterm),
>Word Processer (Word Perfect (which has just put out another upgrade)),
> ... [rest deleted]
> Matthew Seitz
> seitz@cory.berkeley.edu

Something I want to add about the new upgrade from WordPerfect.
I can't say that I've tested it extensively, but what time I have
had for testing it have shown that:

in general, the text display routines are faster than before, perhaps
not more than 5% to 10% faster, but it's noticeable
scrolling from one end of the document to the other is also faster.
I timed it to be 12 seconds from top to bottom, 8 from bottom
to top, on an 82K document.
scrolling, in general, is also faster. If you hold down <Shift>-
<DwnArrow> or <Up>, the program will wait until you stop,
then figure out where you are, and just show that screen,
instead of showing all the screens in between where you
start and where you end. I'm sorry if that's not very
clear, but trust me, it's faster.
Help is now an option under the Special menu, for those people who
want to touch the keyboard as little as possible
all those places where it used to say <PgDwn> or other incompre-
hensible things now have the correct ST equivalent, so
that <PgDwn> is now <Ctrl-DwnArrow>
an additional file has been added to generate correct Postscript
output (I haven't been able to test this yet)
and overall, all the little "nits" I've had to pick with it have
been fixed.

The other nice thing about this very nice upgrade is that it came with a
letter which claims that this (April 29) is not the final version, and
that they are working on another one. Frankly, I can think of very little
for them to improve now, unless they upgrade to v4.2 or 5.0.

A main point of this article is that, even is WordPerfect Corp. is
an exception, at least here is one "major" software company that is committed
to the ST, and I am very satisfied with their product. I would urge anyone
who needs a "full-blown" word processor to take a look at WP; I think

you'll like it.

\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ _/oung
| - Disclaimer: I'm not associated with the company
_| above, in any way except as a customer.

3663. Re: Blitter Information?

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 20:00:29 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <2934@pasteur.Berkeley.Edu>
Source record: 252563

In article <111500006@uxa.cso.uiuc.edu> mts338@uxa.cso.uiuc.edu writes:
>Does anybody have any information about the Blitter (registers, hog mode,
>benchmarks, etc.)? I haven't seen anything and am curious. Maybe someone
>at Atari (APRATT?) can post something?

As a developer, I've received two documents about the blitter,
one about "programming" it, and the other is a general purpose document
describing the chip and how it works. I'm not sure of the legality of
posting these, but if Allan Pratt or Roy Good (people at Atari, in any
case) do not object, then I'll go ahead and post them. I'm afraid I
would not have the time to email them to individual people, though,
unless the demand was very low.

- Warner Young
c162-br@zooey.Berkeley.EDU

3664. dvist

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 20:12:38 UTC
From: mrd@sun.mcs.clarkson.edu
Message-ID: <865@sun.mcs.clarkson.edu>
Source record: 252564

I just downloaded dvist which was posted to comp.sources.atari.st

Well... I can't get it to work. There are two programs dvistdl and dvistnd and I haven't the faintest idea what the differences are between the two (they aren't documented). When I try to run either one it says that /fonts/cmbx10/157pk can't be found. This is very reasonable as I don't have it, but I shouldn't have to have it. You see it should be loading cmbx10@magstep3 for 96dpi that translates to 166pk. For it to comeout as 157 you need to have ~91dpi fonts. As the old version of dvist (1.0-) processes the same file just fine, I am a little confused. Does anyone know how to fix this? What is wrong. Where I can get a copy that works?

thankyou

Views expressed here do not represent Clarkson University or any part of it.
Michael DeCorte // (315)268-3704 // P.O. Box 652, Potsdam, NY 13676
Internet mrd@clutx.clarkson.edu // BIX DMichael
Bitnet mrd@clutx.bitnet // Compuserve 72220,3724

3665. Re: PC-Ditto speed "XDOS"

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 20:39:16 UTC
From: jsp@sp7040.UUCP
Message-ID: <381@sp7040.UUCP>
Source record: 252565

In article <2882@crash.cts.commore>, fred@pnet01.cts.com (Fred Brooks) writes:
more> What we really need is a product like 'XDOS'. XDOS takes a MS-DOS program
more> and converts it to 680X0 machine code. When this is done the program often
more> runs faster then the INTEL machine it was written for. This product is already
more> running on UN*X systems maybe someone will get an ST version.
more>
more>
more> UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
more> ARPA: crash!pnet01!fred@nosc.mil
more> INET: fred@pnet01.cts.com

This sounds very interesting to me. Is XDOS public domain. If not or
so (either one) where can it be found. Thanks for this bit of info.

-- Johnnie --

3666. Magic Sac performance and prices

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 20:44:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8805022214.AA25895@ucbvax.Berkeley.EDU>
Source record: 252566

Date: 2 May 1988, 15:25:41 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Magic Sac performance and prices

[This probably isn't necessary for Bitnet folks but what-the-hell, eh?]

Does anyone here own the Magic Sac cartridge? I'm considering buying it
but I'd like to hear more about it if possible. I'd be very thankful if
people could answer any if not all of the following questions:

a) How fast does it run? I've seen one software-only Mac emulator (it
was apparently illegal) that was very slow. The mouse would jump all
over the place because it couldn't keep up with its speed. I'm
assuming that the Magic Sac is a more professional system than this
hack. Is the mouse movement just as smooth as on an ST?
b) How well does the Translator work? And how good is the disk
performance compared to a real Mac and compared to the normal ST?
c) Does Turbo Pascal run on it without problems?
d) Does the larger screen resolution affect programs poorly? (I know some
programs [including the Mac desktop] can take advantage of the larger
screen but how many other programs choke on it?)
e) How expensive are Magic Sac upgrades? I've heard good things about
how fast David Small gets bugs fixed and adds new improvements, so
how much will it cost me to get the newer versions once I have bought
the current one?
f) Is there a very reliable dealer of the Sac + Mac ROMs?
g) Does Mr. Small have plans of eventually getting the Sac to work with
the latest ROM release? (Isn't that the SE version?)

Respond however you wish. I'm sure there are lots of people who are
interested in these questions besides myself. (But direct mail to me
sure gets here faster than the digests do...)

I hate to say it but I might just have to "convert" my ST system into
a Mac clone. The Mac has Turbo Pascal out for it and lots more support,
and I personally feel that its interface is much prettier than the ST's,
so there are some good reasons to get the Sac. However, I've put lots
of time into an ST project of mine that would probably be fairly hard
to port. I'd probably continue its development on the Atari but
eventually slowly make a Mac version as well.

Thanks to everyone who responds!

+----------------------+----------------------------+
| Jim McCabe | BITNET: mccabe @ mtus5 |

```
| G31 ECH MTU | jemccabe @ mtus5 |
| Houghton, MI 49931 | UUCP: mccabe @ m-net |
+----------------------+----------------------------+
```

3667. ST version of zoo?

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 20:48:44 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <676@ncrcce.StPaul.NCR.COM>
Source record: 252567

Is there an ST version of the "zoo" archive program? If it exists, where
can I get a copy?

Thanks,
--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN

3668. Re: ST hardware scrolling

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 21:44:12 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <1282@csvax.liv.ac.uk>
Source record: 252568

In article <237@forty2.UUCP>, poole@forty2.UUCP (Simon Poole) writes:
>
> My two cents:
>
> - Screen refresh rate is 50/60/70 Hz, even if you switch
> screens faster, nobody actually sees your work of art,
> so you can just as well scroll 2-3 lines at once in
> software and synchronize it with the VBI and get the
> same effect.

However, the hardware scrolling takes up (alot) less processor time than
the software method. This is it's main advantage! I know you can only scroll
a 25 line screen with it, but the speed achieved cannot be equaled by any
of these "scroll as many times as the user lets you" methods.

> - Doesn't work in 50 line mode on monochrome screens.

Never said it did!

> - As soon as you start having portions of the screen which
> should stay static, your performance win gets smaller
> and smaller (in uEmacs or in a VT100 Emulator this would
> lead to added complexity that's just not worth the
> trouble).

I agree, your Uniterm wouldn't benefit from this method.

> - While hardware scrolling on the ST might be great to
> show off to your friends:
> "Hey look, it scrolls so fast that you can't read the
> text anymore!"
> it's not realy useful, typically 40 to 50 lines/second
> give a pleasing (and half legible) effect (Tempus does
> ~46 lines/second on normal text with full size window).

The method wasn't suggested as "the fastest and the only that you
need use ever again", it is merely another method. Albeit the fastest!
When I say fastest I mean, the method that uses up the least processor time
(a factor which is pretty important in a lot of programs); not the method which
produces the fastest line movement (which incidentaly, it does also do).
A lot of programs which are written for speed, lose a considerable
proportion of their speed on the output of data. If they used hardware
scrolling they could devote more of the processor time to the job inhand than
the actual outputting of results. This is the factor that first prompted
me to write a hardware scrolling routine. I was timing a "super fast" (?)
prime number generator, out of curiousity. It took 3 seconds to produce

it's list of numbers when it was outputting them to the screen and less than one when it didn't do any outputting. Quite a difference, don't you agree? Well okay I'm a bit of a speed freak (like to make the best use of the processor not an amphetamine addict).

Mark Powell

****

"...I hate the white JANET unpowell@uk.ac.liv.csvax
man, and the man UUCP {backbone}!mcvax!ukc!mupsy!liv-cs!unpowell
who turned you all ARPA unpowell%csvax.liv.ac.uk@nss.cs.ucl.ac.uk
loose..." R. Harper

****

3669. ADVSYS

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 21:54:11 UTC
From: jsd@UMass.BITNET
Message-ID: <880502175226288.ADHZ@Mars.UCC.UMass.EDU>
Source record: 252569

Has anyone investigated the ADVSYS language package? It's a public
domain, LISP-like language optimized for writing text adventure games
ala Infocom. It has got me stymied however, and if anyone has done
anything useful with it, please drop me a line via E-Mail!

Thanks,

Jon Drukman BITNET: jsd@umass
209-C2 McNamara ARPANET: jsd%umass.bitnet@cunyvm.cuny.edu
University Of Massachusetts (or) jsd%umass.bitnet@mitvma.mit.edu
Amherst, MA 01003 PHONE: 413-546-4262
"Lighten up and pass the cup." - J. Siberry

3670. Re: TRAP handler question (ST hardware scrolling)

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 22:01:13 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <1283@csvax.liv.ac.uk>
Source record: 252570

In article <1204@usl-pc.UUCP>, jpdres13@usl-pc.UUCP (John Joubert) writes:
> ----------
> Mark,
>
> How did you get the machine to scroll from a non-512 byte boundary?
>
> In the past, when I changed the address of the logical screen I had to make
> sure that I placed it on a 512 byte boundary. When I did not I got a really
> screwy screen if I did not crash. How did you get around that?

I'm not quite sure what your problem is. If you do displace the screen
by, say, 256 bytes while the desktop is being displayed you do get a "really
screwy screen". This is due to each raster line of the screen requiring
160 bytes in colour and 80 bytes in monochrome. So this displacment of the
screen puts the display somewhere in the "middle" of a "display line". The
first number that is a multiple of 160, 80 and 256 is 1280, which is
incidentally the amount of memory each character row (on a 25 row display)
occupies. Thus moving the screen by this amount, $500, will displace the
screen by an entire character row. With a careful bit of manipulation this
effect can be turned into a hardware screen scrolling routine.
I don't know about the crashing, the STs not "that" bad.

Mark Powell

****

"...I hate the white JANET unpowell@uk.ac.liv.csvax
man, and the man UUCP {backbone}!mcvax!ukc!mupsy!liv-cs!unpowell
who turned you all ARPA unpowell%csvax.liv.ac.uk@nss.cs.ucl.ac.uk
loose..." R. Harper

****

3671. Re: The Right to Flame (was Re: ST Minix)

Newsgroup: comp.sys.atari.st
Date: 1988-05-02 22:59:27 UTC
From: jsp@sp7040.UUCP
Message-ID: <382@sp7040.UUCP>
Source record: 252571

In article <615@auvax.UUCP>, rwa@auvax.UUCP (Ross Alexander) writes:
>
> We plan to continue developing for the Atari. Under Minix. Have a
> nice day without us, Jack!
>
> --
> Ross Alexander, Sr Systems Programmer, Athabasca University alberta!auvax!rwa
> "My other computers are 3 VAXen and 4 Suns and a pair of 3B2s"

I think I hear another vote for a "comp.os.minix.atari" sig on
the net. Your sentaments are stongly echoed here. I would like to propose
not only the new sig but maybe a group to coordinate developement of public
domain utilities under Minix. I seems to me that the ST-Minix community would
benifit from coordinated development instead of 15 people working on versions\
of the same thing.

-- Johnnie --

3672. Re: Light and Smoke (was: The Right to Flame)

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 02:33:39 UTC
From: david@bdt.UUCP
Message-ID: <308@bdt.UUCP>
Source record: 252572

Some people are taking this a little too seriously.

It reminds me of the AT&T customer service joke that raised so
much hell a while back.

It was really meant to be a joke kids. A poke at Atari vaporware
yes, but it's really gotten blown out of control.

A few of you are getting too serious about things. It was supposed
to be a jab about some of the recent flame wars, not a "real" flame.

And for those of you dragging BDT the company into this. If you've
got problems with BDT the company, let BDT people know about it, and
be specific. When I flame Atari for real, I try to present more than
something like "they suck".

As for flaming me personally, go ahead make your best play; I'm always
game for a round.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

3673. Re: Supra's FD-10 10 Meg Disk Drive

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 02:55:54 UTC
From: david@bdt.UUCP
Message-ID: <309@bdt.UUCP>
Source record: 252573

In article <880501035227.357484@HIS-PHOENIX-MULTICS.ARPA> Friesen%PCO@BCO-MULTICS.ARPA writes:
>I called up my Atari dealer, and they said that they had talked to Supra
>a week ago. Supra was finishing the software, and the store expected to
>have it in about two weeks.

I hope they do release this soon too. But they (Supra) have been telling me
two weeks for at least a year.

Does anybody have a beta of this drive?
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

3674. Re: Atari news from Paris.

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 03:11:45 UTC
From: david@bdt.UUCP
Message-ID: <310@bdt.UUCP>
Source record: 252574

I was also told that Borland "officially" denies the existance of Turbo C
for the Atari ST. Sonds like a marketing or legal issue to me.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

3675. Re: CURSES package for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 03:59:29 UTC
From: pete@tsc.dec.com
Message-ID: <467@tsc.dec.com>
Source record: 252575
Cross-posted to: comp.sys.atari.st,comp.lang.c

In article <205@obie.UUCP>, wes@obie.UUCP (Barnacle Wes) writes:
> > In article xx karl@haddock.ima.isc.com (Karl Heuer) writes:
> > Sorry to disturb your dreams, but DEC has two operating systems for
> > their VAXes: UNIX and VMS. And there are a lot of machines not coming
> > from DEC running UNIX... UNIX and VAX are not *really* synonomous!
>
> Wrong! DEC has several operating systems for the VAX, and NONE of
> them are named "UNIX." They have Ultrix, which is a DEC-bastardized
> port of 4.2BSD, which is sort of Unix.

No, your wrong. DEC also will sell UNIX SYSV for VAXes. Developed in Holmdel,
NJ. Guess who is the major buyer of DEC's SYSV for the VAX? AT&T that's who.

pete schmitt
ihnp4!tsc!pete

3676. Re: Sticking up for Atari

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 04:24:27 UTC
From: wes@obie.UUCP
Message-ID: <213@obie.UUCP>
Source record: 252576

In article <2878@pasteur.Berkeley.Edu>, seitz@cory.Berkeley.EDU (Matthew Eric Seitz) writes:
> Last time I checked, there was nothing which gave you all the Atari
> did for a lower price.

Hmm... Perhaps for home use, but not for business/professional use. One of the major drawbacks with the ST is the difficulty/impossibility of networking them in any way, shape, or form. This is where the Mac kills everything else. Networking has been built into the Mac OS for quite some time now. The IBM PC has it kludged in (Token Ring/NetBIOS, Novell NetSlime, etc) and the ST doesn't have it at all.

Last week, we got two new Mac IIs at work. To hook them up to the AppleTalk in the building so they could print to the two laser printers, all we had to do was plug into the LocalTalk connector and tell the system to use the LaserWriter+ printer resource via the AppleTalk connector. THAT SIMPLE.

> I have found Atari software to fulfill every need I have.
> Nothing extrodinary, just the basics: Terminal emulator (Uniterm),
> Word Processer (Word Perfect (which has just put out another upgrade)),
> Database (dbMaster One), spreadsheet (vc), Modula-2 compiler (TDI),
> Drawing (EZ-Draw, again recently upgraded, IBM emulator for doing class
> work which was to be graded on an IBM (PC-Ditto).

I have 5 Mega 2's at work (which I picked). We have recently gotten WordUp for a word processor. The output is really stupendous on the HP LaserJet II. One big problem is that it takes 8-12 minutes to layout and print a page using this setup.

Also, try this: draw a chart using your favorite draw or paint program, then incorporate it into a document on your word processor. On the Mac, you would just cut it to the clipboard, hop into the word processor, and then paste it into the document. You can't do that on the ST yet.

As I said, the ST line has some major holes that need to be filled in to compete in the business/professional market. The hardware that is there is quite adequate for the job, if we could just get the software to talk and work together. And the seperate systems to talk and work together via networks. Sigh. I really hate the idea of paying Apple for being so snotty about everything, but Atari and C= really haven't given us much of an alternative yet.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!

/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3677. Re: Turbodos and the ideal disk cache

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 04:26:12 UTC
From: mem@zinn.MV.COM
Message-ID: <307@zinn.MV.COM>
Source record: 252577

In article <1042@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
< From article <8804192256.AA06919@orville.nas.nasa.gov>,
< by rowley@orville.nas.nasa.GOV (Karl Rowley):
<
< > How much a delayed write cache would really buy on the ST is a good
< > question. In a lot of cases it may not buy much over a write-through
< > cache.
<
< If you could save the writes to the FAT and directory until all the
< files are copied, you would save quite a bit. Remember that the FAT and
< root directory are at the beginning of the disk, so the head is seeking
< back and forth all this time. With cached reads AND DELAYED WRITES you
< save the seek time as well.
<
< Unfortunately, you don't know when the whole operation is complete.
< That's why it's dangerous. It gets much worse with removable media, of
< course.

well, there's another answer somewhere between write-through and write-back cache, and that is the idea of having some control over when updates are posted to disk. This works especially well when controlled judiciously. four or five years ago, i had to do an MS-DOS filesystem implementation. the way I did it was that all i/o went through a buffer cache. i arranged to be able to specify how the buffers were to be released to the cache, in one of three ways: 1: buffer was unmodified; 2: mark buffer as modified; 3: write the buffer immediately. another function would write all "dirty" buffers. incremental file allocation was done such that the FATs were released with the second mode. With this scheme (and a little other bookkeeping), it was possible to selectively sweep the cache (thereby updating the cache) only at major checkpoints, such as the final update to the directory entry. i used variations on this scheme in later systems, as well.

Another part of an answer (which I have combined with the above) is to do preallocation. Here, whenever a file is about to undergo automatic extension, the extension can be done in an amount greater than a single cluster (under control of some fixed or variable parameter). this works especially well when contiguous-best-try is used. at file close time (again, along with some bookkeeping), the extra clusters can be released. must less wear and tear on the FAT, better data organization.

-mm-
--
Mark E. Mallett PO Box 4188/ Manchester NH/ 03103
Bus. Phone: 603 645 5069 Home: 603 424 8129

uucp: mem@zinn.MV.COM (...decvax!elrond!zinn!mem or ...sii!zinn!mem)
BIX: mmallett

3678. Re: Expandability

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 04:29:41 UTC
From: wes@obie.UUCP
Message-ID: <215@obie.UUCP>
Source record: 252578

In article <880501040119.855327@HIS-PHOENIX-MULTICS.ARPA>,
Friesen@HIS-PHOENIX-MULTICS.ARPA writes:
| I have heard very different stories, I have heard that 4 Megs is a high
| as you can expand a 1040, I have heard that 4.5 Megs is as High as you
| can expand the 1040, and I have heard that 16 Megs is as high as you can
| expand the 1040.
| [...]
| I didn't hear why there was a 4.5 Meg limit.
|
| Well, which is it?

The addressing limit on the ST without hacking the hardware is 4 meg.
The MMU chip does the majority of the address decoding, and it only
deocodes a1..a21. If you "fall off" the end of the MMU, it will
(should?) give you a bus error or address error. This could, of
course, be changed by replacing the MMU chip.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3679. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 08:07:28 UTC
From: Jinfu@cup.portal.com
Message-ID: <5061@cup.portal.com>
Source record: 252579

Let me throw in my cents:

Why can those frustrated ST developers/users sell their STs to recoup some money to buy a Mac or Amiga, or PS/2 and stop whinning here? If you are not happy with the computer, the best thing to do is go for another one and stop crying. Just leave us 'stupid' happy users alone will you?

To offer my best help, I am willing to buy a ST from whoever decides to leave the ST world. My friend is looking for a used ST, it can be a 520 or 1040 in mint condition(i.e. no jumper wires in the mother board, clean memory upgrade is okey), with a double side drive (no 520FTM please). No monitor is needed since he has a NEC multi-sync.

For serious seller, call (612)898-5338(day), or leave me an email to:

Jinfu@cup.portal.com
...sun!portal!cup.portal.com!Jinfu

P.S.

A local rumor says one of the programmers from Jefferson Software (JS Modular-2), Ken (sorry I couldn't remember his last name, his GEnie handle is KBAD), just joined Atari in the third party development support group. Congradulation Ken (if you are reading).

3680. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 08:59:14 UTC
From: easterb@ucscb.UCSC.EDU
Message-ID: <3139@saturn.ucsc.edu>
Source record: 252580

In article <5735@sigi.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>In article <1669@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
>>...is it true that computer X uses one side of a SS disk while computer
>>brand Y uses the other? as originally stated, this would mean every SS
>>disk *IS* really certified on both sides and we can all save at least 30
>>to 50% by buying SS certified disks (which would essentially give you
>>DS certified disks).
>>...
>>-bill
>
>...a couple ads I've seen, mail order houses were offering double sided
>disks for the same price as for single sided disks. Whether this is
>because DS and SS disks are essentially the same or whether it's for some...

I have been having disk access errors recently with disks that checked
out okay with disk verifying programs. I took this disk and my 1040ST
to my local maintenance guy. After doing some tests, he concluded that
I should stop using my brand of SS disks.

He said many SS disks are verified for the Mac drives which have the
heads on the opposite side as ST's drives. He once tested 100 SS
disks, reading, writing, formatting repeatedly. He determined that
about _20_ of them developed seriously bad data corruptions.

He recommends Sony SS disks, because he says they are verified on both
sides, so that they can be used as SS disks on either Mac or ST or
what-have-you drives. So I am going to trade my disks to someone
with a Mac.

/* -- */
William K. Karwin ARPA : easterb@ucscf.ucsc.EDU
"As my will, so mote it be" UUCP : ...!ucbvax!ucscc!ucscf!easterb
- evil guys BITNET: easterb@ucscf.BITNET

3681. Re: how do I print-screen (Alt<help>) on Epson LQ-500/800?

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 09:37:28 UTC
From: leo@philmds.UUCP
Message-ID: <476@philmds.UUCP>
Source record: 252581

In article <8804281839.AA00314@ucbvax.Berkeley.EDU> SYSTEM@UVPHYS.BITNET (NIK ZAPANTIS) writes:
>
>I would like to use the print-screen (Alt<help>) feature of the ST for fast
>dumps of graphics to an Epson LQ-500 printer. Since the TOS printer driver
>is for an Epson fx/mx printer, it does not work with the LQ-500--I guess the
>two printers use different esc. sequences for graphics--.
>Is there a way to somehow install an LQ-500 driver (in GDOS?) and re-direct
>the output thru this driver instead of the default WITHOUT going thru one of
>the progrmas that do use such drivers (eg. DEGAS ELITE).
>Bear in mind that, although I know how to write a DEGAS printer driver, I have
>no information on how to write the driver and install it, so that TOS can
>use it.
>Is there anyone who could help me solve this problem? Some code in C would be
>of great help as well.
>[...rest of message deleted...]

A few suggestions:
1) Alter the bios, as follows. Save the old bios vector. The new bios vector
must point to a function that does the following:
a) If the bios function is not conout (3 I guess??) jump to the old
vector.
b) If the output device is not the printer jump to the old vector.
c) Now if the character to be printed is one of the graphic esc. sequences for an Epson
fx/mx printer, note this (in variable(s)). Other characters
must be printed using the old vector.
d) At the end of a graphic sequence (use the variable(s)) you print the
corresponding sequence for the LQ-500, using the old vector. You will have to
fiddle somewhat here, because you can't use the old vector as a subroutine
(having a RTE at the end). Et voila! If you want some more detailed information,I suggest
you read the book Tips und Tricks ... from Data Becker; it contains a
bios 'redirection' in the way I just described.
2) Catch the Alt-Help combination yourself, by adding a VBL (vertical blank) interrupt.
Find an empty slot in the list of vertical blank vectors
(a nil pointer). Make it point to a routine of yours that checks on Alt-Help
pressed (this info is kept in a system variable, 0x4??). If so, reset this flag
and print the screen. There is a problem however: you cannot use bios, being in
a interrupt (would cause problems with interrupted bios calls). So you have to
do it using I/O addresses and the like: nice and dirty! I've done something
similar: I use the Alt-Help for a quick dump of my screen. The program is
called FASTDUMP and I'm planning to forward it to the comp.sources.atari.st
group. It scans the screen memory and tries to match on the TOS characters.
If the character matches, it is send out as an ASCII character to the printer.
If not, a space is send (or CR-LF if more appropriate). It is as fast as

printing a file (and thus much faster than graphic dumping). It is very nice for programs that do not have a printer option or for catching e.g. the output of a compiler (or printing a page whilst in the editor). It is also suitable for any printer that can do ASCII characters (and which cannot?); only graphics cannot be printed. If you will have a little patience??

leo.

P.S.: Now I come to think of it, altering the bios won't help if you use Alt-Help; maybe it does when you use the Print File option? I dunno...

3682. Re: Bomb list

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 11:21:48 UTC
From: leo@philmds.UUCP
Message-ID: <477@philmds.UUCP>
Source record: 252582

Having recieved a few enthousiastic reactions for the Bomb detector program,
here is it. You can run it afterwards whenever a bombing has taken place.
The main pre is that it does not have to be resident and that it is an
ordinary C program (what is ordinary C? :=).

The program is called LASTERR and compiles succesfull on a Lattice-C compiler,
so note that int == 4 bytes, and short == 2 bytes!
It could be cleaned up a bit, replacing the 'magic numbers' by macro's etc.
It is mainly self-explainatory; the data referenced (addresses 0x380 etc.)
have already been filled in by the standard error routine (the one that also
throws bombs).

------------------------------ CUT HERE -------------------------------------

```
/* lasterr.c: report last occured error and stack dump.
* Copyright L.J.M. de Wit, 1988.
* This source and the generated code may be freely distributed, if not used
* commercially.
*/

#define PEEKB(a) (*(unsigned char *)(a))
#define PEEKW(a) (*(unsigned short *)(a))
#define PEEKL(a) (*(unsigned long *)(a))

main()
{
int ssp, i;

ssp = gemdos(0x20,0); /* switch to supervisor mode, save stack pointer */

if (PEEKL(0x380) != 0x12345678) { /* magic marker */
printf("No error occured since last reset\n");
} else {
static char *errmsg[] = {
"Reset", "Reset",
"Bus error",
"Address error",
"Illegal instruction",
"Division by zero",
"CHK",
"TRAPV",
"Privilege violation",
"Trace"
};
short excepno, offset;
```

```
excepno = PEEKB(0x3c4);
offset = ((excepno == 2) || (excepno == 3)) ? 8 : 0;

printf("Exception no. %d (%s)\n",excepno,
(excepno >= sizeof(errmsg)/sizeof(errmsg[0]))
? "Unassigned" : errmsg[excepno]);

for (i = 0; i < 8; i++) {
printf(D%d : %8x\tA%d : %8x\n",
i, PEEKL(0x384 + 4 * i), i, PEEKL(0x3a4 + 4 * i));
}
printf(PC : %8x\tUSP: %8x\nSR : %8x\n",
PEEKL(0x3ce + offset), PEEKL(0x3c8), PEEKW(0x3cc + offset));

if (offset == 8) { /* exceptions 2 and 3 */
short status = PEEKW(0x3cc);
static char *accmode[] = {
"unassigned",
"user mode data reference",
"user mode program reference",
"unassigned",
"unassigned",
"supervisor mode data reference",
"supervisor mode program reference",
"interrupt acknowledge"
};

printf("\nRead/Write : %s\n",
(status & 16) ? "read" : "write");
printf("In-/Extern : %s\n",
(status & 8) ? "extern" : "intern");
printf("Access mode : %s\n",accmode[status & 7]);
printf("Address : %8x\n", PEEKL(0x3ce));
printf("Instruction : %8x\n", PEEKW(0x3d2));
}
}
gemdos(0x20,ssp);
}

------------------------------ CUT HERE -------------------------------------
```

I hope no errors have crept into the source while I was typing it over; but
then, you could use this program to see what bomb was produced (:=)).
Have fun!

leo. (What you C is what you get).

3683. Re: AMIGA disks

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 12:16:05 UTC
From: unpowell@csvax.liv.ac.uk
Message-ID: <1298@csvax.liv.ac.uk>
Source record: 252583
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <8804261109.AA26974@ucbvax.Berkeley.EDU>, F026@CPC865.UEA.AC.UK writes:
> Does anybody have some PDware that can read and write Amiga disks?
> I have several friends who are itching to get some of the PD stuff from
> the net, but have no access to it - they want me to get it down onto my
> ST then write Amiga-readable disks for them.

I've had no success trying to read Amiga disks on an ST, I don't
think it's possible.
However, there is a PD program out on the Amiga called "DOS to DOS"
which allows an Amiga to format MS-DOS, and ST (in the later versions),
disks. Files can then be easily transfered between Amiga and ST as both
machines can now read these disks, the Amiga because of this piece of software
and the ST as it is able to read MS-DOS formatted disks.
If you get a more recent version of this program, which I believe
has the filename "d2d" (just thought I'd tell you as amiga disks tend to
have lots of files you never knew you had on them), then you can just download
the Amiga PD stuff onto an ST disk and then give this disk to your friends
who will be able to easily transfer the files onto an Amiga disk. If you
have an early version of DOS to DOS which doesn't support ST disks, just
MS-DOS, then you just get a friend to format a few disks to MS-DOS format,
with his/her Amiga, and then you use these disks to download the files onto.
I think (hope) this program is public domain. A friend has got it,
so if it is I'll post it into comp.amiga.binaries in the next week or so.

Mark Powell

****

"...I hate the white JANET unpowell@uk.ac.liv.csvax
man, and the man UUCP {backbone}!mcvax!ukc!mupsy!liv-cs!unpowell
who turned you all ARPA unpowell%csvax.liv.ac.uk@nss.cs.ucl.ac.uk
loose..." R. Harper

****

3684. Epson (was Printer for ATARI ST/ E-Z score plus)

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 12:19:56 UTC
From: leo@sunybcs.uucp
Message-ID: <10870@sunybcs.UUCP>
Source record: 252584

In article <195@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>Epson printers are rather like IBM computers - they think they're the
>best, so they make their prices higher, even when many other companies
>offer more REAL performance at a significantly lower price.

I can't really complain about Epson pricing, it seems reasonable if you shop well. I CAN AND WILL complain about this though: I bought an Epson LQ-1000 last year, for an employer to use for WP, and this year you can't buy a sheet feeder for the thing! OK, Epson's association with IBM may have taught them arrogance (Gee, those people at IBM know about that!), but you can still buy parts and support for IBM CPU's that are 20 years old. This printer was new last year and this year you can't get a sheet feeder for it? Well, Epson, if you want to play tag-along, play by the rules of the people you tag along with!

Anyone know of a vendor that sells "old" Epson hardware that Epson doesn't sell anymore?
===
Leo E. Wilson 364 West Delavan Avenue, Buffalo, NY 14213-1412 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

3685. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 13:13:43 UTC
From: PICHER@MAINE.BITNET
Message-ID: <8805031528.AA11444@ucbvax.Berkeley.EDU>
Source record: 252585

unsubscribe

3686. Re: Strange bug in FAT allocation

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 13:22:46 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2444@ttidca.TTI.COM>
Source record: 252586

In article <211@actisb.UUCP> federico@actisb.UUCP (Federico Heinz) writes:
...[edited]...
> A couple of days ago, I formatted a diskette with DCFORMAT, 80 tracks,
>9 sectors, and wrote an MS-DOS boot sector to it. Then I went back to
>the desktop, grabbed three files from the hard disk and placed them over
>the floppy icon. When the copy operation was ready, I opened the floppy
>icon "just to make sure". Good I did: the title bar showed "0 Bytes in 0
>Files", and the window was really empty.

> The next time the "vanishing copied file" effect showed, I decided to
>inspect the disk. I found something pretty strange: the boot sector
>information (both TOS and MS-DOS) says that the floppy has 5-sector
>FATs, although 3 sectors would suffice. Then I discovered why no files
>were found. The boot sector information said 5-sector FATs and 7-sector
>root directory, in other words:
>
> Boot sector #: 0
> First FAT starts at: 1
> Second FAT starts at: 6
> Root starts at: 11
> First avail. cluster: 18
>
>but looking at the first sectors of the floopy I saw that the names of
>the files I had copied were written in sector #7, and that the first
>allocated cluster started in sector #14, which are the correct values
>for a 3-sector FAT disk!
>
> I have come to some conclusions, but I don't think that I've got the
>complete picture. I have determined that DCFORMAT's idea of using
>5-sector FATs is a bug, but not a fatal one. It gives away 2 clusters
>(2 KBytes) that could be used for data, but that's about it, it souldn't
>have any malign effects. It looks like somebody deep in the OS doesn't
>notice this FAT size change, and screws the whole thing up.
>
> My two questions now are: WHY doesn't my cute little Isabelle (that's
>my Mega's name) notice the FAT size change? And why does this happen
>NOW? It has worked fine all the time until now. The third question is
>why does it happen to ME, but I think this is a bit egocentrical. Any
>ideas?

Yes. In a word: Mediachange.

It is quite probable that you had an MS-DOS disk in the drive with three
sector FATs, removed it, put in an MS-DOS disk with five sector FATs, and
attempted to write on it. This is a sure-fire path to a trashed disk.

MS-DOS does not use disk serial numbers. The ST does. When the ST hardware detects a possible media change (a state change in the write-protect sensor), it sets the disk status to "Media-may-have-changed". When the disk is next accessed, the O/S checks the serial number of the disk to see if it is the same disk, or if it really has changed. If the serial number is the same, the O/S concludes that the disk did not change, and continues read/write operations based on the known disk parameters. In this case, that meant a disk with three sector FATs.

The MS-DOS disk boot sector contains a field for "O/S-ID", which will contain something like "IBM 3.2" or "IBM 3.3" or the like. The last three bytes, the "3.2" or whatever, are the same three bytes the ST uses for the disk serial number. When you change disks, from one MS-DOS disk to another, the ST's O/S sees the same serial number, and concludes that the disk has not been changed. Note that just insuring all your MS-DOS disks are formatted the same is no solution, since one may have files on it, and when a change is made, the new disk will not have the same sectors in use.

What to do:

Ounce-of-prevention-method:
Don't use MS-DOS boot sectors unless you absolutely have to. They are a non-standard disk, as far as the ST is concerned, since they have no serial number.

Pound-of-cure-method:

1) Label all disks with MS-DOS boot sectors as being MS-DOS disks.
2) Whenever you remove one from your ST, immediately insert a standard format ST disk, and force a read of it (directory, or show info).
That will insure that a media change has been detected, and that if you next insert another MS-DOS disk, another media change will be detected.

Note that a five sector FAT is standard on the ST, and DCFORMAT is providing you with the standard configuration on the disk. That does not constitute a bug in DCFORMAT, in my opinion.

*** Bun Warmer ON *** (Weak sort of flame)

Not directed specifically at Mr. Heinz, but at anyone who puts non-standard anything into any computer, then expects the computer to magically cure all their problems.

All computers, from a Sinclair to a Cray, expect to operate in an environment that conforms to the standards for that system. When you alter their working environment to something that does not meet their standards, the onus of insuring that things will work falls directly on you.

For the ST, specifically, standards include 9 sectors per track, 80 tracks, and unique serial numbers on disks. The utilities built into the ST will provide disks that meet those standards. It is not reasonable to expect that the built in features of the machine can figure out that you have 10 or eleven sectors, 81 or 82 tracks, or all your disks serial numbered the same.

And I won't start on software that alters system variables directly rather
than via system calls.....

*** CLICK ***

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

3687. laser printers on ST - query for experience

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 13:23:11 UTC
From: toml@xrxns.UUCP
Message-ID: <282@xrxns.UUCP>
Source record: 252587

i am thinking seriously about investing in a laser printer, both for personal and professional use. applications include text and graphics, desktop publishing, software development, and anything else i can think of which is fun and/or profitable.

i am interested in hearing of the experience of others in coaxing laser-quality output out of their atari st's. naturally one of the biggest decisions i have to make is whether to opt for a postscript printer or not. money is definitely an issue, but a useful future may prevail over a short life and saved money.

key questions i have are: what packages support postscript output? and the followup, what packages can drive non-postscript lasers, e.g. hp laserjet, and cheaper lasers like the kyocera, okidata, etc. what about interfacing - any problems with any particular machines?

i'm interested in (but don't yet own) wordperfect, softlogik's desktop publishing package (can't recall the name), cyber-stuff, easy-draw, and any of a variety of databases/spreadsheets/etc.

i guess the two machines at the top of my list are the apple laserwriter plus, which seems to be available used for around $2500, and the hp laserjet 2 which is available new for around 1700 or so. i view postscript as an attractive selling point for the apple printer. other postscript printers don't seem to be available used, and all the postscript printers cost too much new for me to consider.

anyone have any experience with hp's deskjet yet?

just a cry in the wilderness for some advice. please mail me or respond here - my mail path is a bit convoluted. thanks.

tom love Xerox Engineering Design and Documentation Systems
leesburg, va 22075 (703)729-8000 GEnie: TOMLOVE
{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!rocksanne!xrxns!toml
{rocksvax, sunybcs}!rocksanne!xrxns!toml
...!sundc!xrxedds!toml
--
tom love Xerox Engineering Design and Documentation Systems
leesburg, va 22075 (703)729-8000 GEnie: TOMLOVE
{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!rocksanne!xrxns!toml
{rocksvax, sunybcs}/

3688. Re: Connecting ST and 8bit}i (* MX2 *)

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 14:36:49 UTC
From: fred@pnet01.cts.com
Message-ID: <2907@crash.cts.com>
Source record: 252596

xDOR use my MX2 kernel to write the background task . I already have a
disk shareing network written for ST's that use the RS232 ports. You
would have to just port the driver over to the 8 bit machine. xD
If you need a copy of MX2 just write me at this address . It's PD.

}iFred Brooks
4145 44st #5
san diego ca 92105

It includes complete source code.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

3689. Picture Formats!!

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 16:09:43 UTC
From: dmb@TIS.COM
Message-ID: <8805031609.AA01371@TIS.COM>
Source record: 252588

A while back I asked about picture formats. Thanks to all who responded.
Since *lots* of people have being asking about formats, I compiled all
the format descriptions and rewrote them. Hopefully, they're coherent and
correct. Please report errors in the file to me (dmb@tis.com).
Here 'tis:

---------------------------Cut Here--
ST Picture Formats

Introductory information

word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

The Formats

<NEOChrome>

1 long resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
12 bytes filename (" . ")
1 byte Left color animation limit (starting color number)
1 byte Right color animation limit (ending color number)
1 byte color rotation speed
1 byte color rotation direction
1 word color rotation duration (number of iterations)

```
18 longs reserved for expansion
16000 words picture data (screen memory)
-----------
32128 bytes total

<DEGAS>

1 word resolution (0 = high res, 1 = medium res, 2 = low res)
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite>

1 word resolution (0 = high res, 1 = medium res, 2 = low res)
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]
-----------
32066 bytes total

<C.O.L.R. Object Editor Mural>

16000 words picture data (screen memory)
-----------
32000 bytes total

<Tiny>

1 byte resolution (same as NEO, but +3 indicates rotation
information follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

1 word number of control bytes
1 word number of data bytes
16 words palette
3-10667 bytes control bytes
2-32000 bytes data bytes
-------------
42-32044 bytes total
```

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 long is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

<Spectrum 512 (Uncompressed)>

80 words First scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)>

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme. The
data map is stored as a sequence of records. Each record consists of a
header byte followed by one or more data bytes. The meaning of the header
byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map decompression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included; i.e., stays
the same). The least significant bit of the bit vector refers to
palette entry zero, while the most significant bit refers to palette
entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette
entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the
background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

---------------------------Cut Here--

3690. Re: Printer for ATARI ST/ E-Z score plus

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 16:41:50 UTC
From: jac423@leah.Albany.Edu
Message-ID: <754@leah.Albany.Edu>
Source record: 252589

In article <195@obie.UUCP>, wes@obie.UUCP (Barnacle Wes) writes:
> Epson printers are rather like IBM computers - they think they're the
> best, so they make their prices higher, even when many other companies
> offer more REAL performance at a significantly lower price. You do
> own an Atari ST, don't you Mr. Cisek?

Quite... I've probably owned it a lot longer then you have. And in
support of Epson, all the printers you spoke of are incomplete Epson
compatibles. Just as I would buy the real IBM over an Epson Equity, I
would get the real Epson over any of the others. This is just my
personal opinion, nothing to flame about...

|\ |\ |\ |\ .--------------------. J.A.Cisek
| \ | \ |\ |\ | \ | \ |\ \/ | Spectral Fantasies | jac423@leah.albany.edu
| \| \|-\|_|| \| \|-\/\ `--------------------' jac423@uacsc1.albany.edu

3691. Re: HP DeskJet problems

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 19:19:07 UTC
From: jfadams@tc.fluke.COM
Message-ID: <3636@fluke.COM>
Source record: 252590

In article <8804261549.AA04870@decwrl.dec.com> paulhus@euclid.dec.com (N. Chris Paulhus DTN 223-6871 MLO 8-3/T13) writes:
>
> I'm having problems getting a Hewlett Packard DeskJet printer
> to communicate with my ST. ...
>

I have a similar problem with my LaserJet Series II. It works fine with my Epson IBM Clone, but refuses to print anything sent by my ST. The problem lies in the termination resistors in the HP. Their values are < 2 kOhm, and require more current to drive than the Yamaha chip in the ST can deliver. The solution, according to Atari's Service Bulletin (I saw a copy this week-end), is to replace the termination resistors in the printer with higher valued resistors >3.3 kOhm, [or buy an Atari printer ;^)].

I tried replacing the 1 kOhm pull-up R107 (I think) on my ST mother board with other values to no avail. At least I have an out of using the serial port on the LaserJet with my ST. I don't believe the DeskJet has one.

I know this doesn't solve your problem, but I hope it answers your question.

Oh, incidently, I'm told that not all STs exhibit this behavior. Wonderful, no? I've already had to replace my marginal DMA chip so I could communicate with my Hard Disk, my MMU [sic] so I could run Spectrum, and now they tell me I need to replace my Laser Printer! :^|

--
James F. Adams John Fluke Mfg. Co., Inc. Everett, Washington USA
WORLD:jfadams@tc.fluke.COM
UUCP:{ihnp4!uw-beaver,ucbvax!lbl-csam,allegra,decvax!microsoft}!fluke!jfadams
ARPA:fluke!jfadams@uw-beaver.ARPA GEnie:J.F.ADAMS CIS:74036,2517

3692. Re: Arcade games on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 20:41:04 UTC
From: greg@bilbo
Message-ID: <223@snjsn1.SJ.ATE.SLB.COM>
Source record: 252591

In article <880501041352.036351@HIS-PHOENIX-MULTICS.ARPA> Friesen%PCO@BCO-MULTICS.ARPA writes:
>
>Well I guess my machine is more of a business computer than most :-).
>Everyone says that they have a lot of games for their Atari. Well I
>only have 3 (plus about 4 PD ones and a few I have programmed). The
>reason I don't have too many is because I like arcade action games, not
>text adventure games (which seem to be the most common type).
>
> [stuff re Atari Video marriage with Atari Computer deleted...]
>

There are some excellent video games for the ST. Atari's own Star Raiders has been updated and enhanced to take advantage of the graphics capabilities of the ST. It has the feel of the original with lots of pretty little touches added, like multiple simulated "computer displays" within the main window...

>Sometimes people ask, "If you knew when you bought your Atari, what you
>know now, would you have bought it?
>
>My answer is YES!YES!YES!YES!YES!YES! I love my Atari!!!!!!

Well, this brings up an excellent point: why did YOU buy this machine?

Mr. Beckemeyer apparently chose the machine because it was the fastest, cheapest 68000 box around and he intended to concentrate on that aspect of it; unfortunately in his enthusiasm or niavete he either overlooked the machine's designed-in limitations (no external bus connections, buggy OS ROMS), or underestimated their impact on the power of the machine. Now he bemoans the fact the Atari is slow in fixing things. Did Atari hold a gun to your head, and force you to develop for their machine, Mr. Beckemeyer? It was your choice. If it was a bad one, then move on. No one likes sour grapes.

I chose the machine for several reasons. I had been working with an S-100 bus system based on a Z80-A computer, running CP/M 2.2. I was tired of hitting the limits of the Z80's speed and memory. The graphics board I had was limited to 265 x 192 resolution with a fixed palette of 16 colors (based on the TI9918A chip). I could see the possibilities with more speed, more memory, better graphics.

Then, along come both the Amiga and Atari. Both are based on 68000's, with its large linear address space, rational register architecture and instruction set. The Atari is available, stock with a MEGAbyte of memory (ye gods! How could I EVER fill that up? :-). The screen

resolutions are nearly double what I had. The prices are within my budget. Now, how to choose?

At the time (about two years ago), all the talk on the Amiga side was about how buggy the operating system is, how slow the file management is, what a pain Kickstart is, etc. So I bought Atari. Now, to my sardonic amusement, all the talk in Atariland is about how buggy TOS is, how slow FAT searching is, where is the blitter, etc! And Amigaland? Well, they get their OS updates on disk, so they're WAY ahead of where they were 2 years ago! So knowing what I know now, I would probably buy an Amiga, maybe... except that there have been a number of EXCELLENT software packages published exclusivly for the Atari, such as Antic Publishing's Cyber Studio. This stuff is EXACTLY what I wanted the computer for.

Personally, I haven't found any of the TOS bugs fatal; except that I don't have a hard disk so I stand to loose less than others. I don't mind that the floppies aren't as fast as they could be, since they hold 1/3 more data (800K vs. 600K) than my 8" floppies, in a fraction of the space. I do wish Atari would release new ROMS, and a blitter mod for the 1040, but I never had a blitter before (hell, I had to write my own graphics routines from the SET/GET PIXEL level on up!). I guess I can live without one for a while longer...

P.S. Apologies to Mr. Beckemeyer if I have misspelled your name. I do not have your posting in front of me. If I have, and it makes you feel any better, feel free to misspell mine.

Greg Wageman ARPA: greg%sentry@spar.slb.com | To err is human; to
Schlumberger Technologies BIX: gwage | REALLY screw things
1601 Technology Drive CIS: 74016,352 | up requires a
San Jose, CA 95110 GEnie: GWAGEMAN | computer.
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg |

The opinions expressed herein are solely the responsibility of the author.

3693. Re: how do I print-screen (Alt<help>) on Epson LQ-500/800?

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 20:56:54 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4675@batcomputer.tn.cornell.edu>
Source record: 252592

In article <476@philmds.UUCP> leo@philmds.UUCP (L.J.M. de Wit) writes:
> 1) Alter the bios, as follows... (much follows)

- actually replacing the screen dump routine is rather simple, since there is a vector to it (albeit not well publicized). The LONG at the address $502 points to the standard routine, called by both the Alt-Help mechanism and the XBIOS Scrdmp() function (in turn called by various paint programs). You can simply replace the contents of that vector with the address of your custom screen dumper, which should be a Terminate-and-stay-resident TOS program you can place in the auto folder. You have to do something to avoid reentry of the actual dump code if one presses Alt-help while the dump is in progress. Also, you should provide for abortion on request or if the printer does not respond.

I have actually written such a beast for my printer (an Apple Dot Matrix, no kiddin!) (which is really a modified NEC 8023), so if there is much demand I can post the source code. Warning: it is in assembly language.

- Moshe Braner

3694. German MS-DOS emulator

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 21:34:55 UTC
From: rob@hhb.UUCP
Message-ID: <956@hhb.UUCP>
Source record: 252593

[This space intentionally not blank.]

I recently got a copy of the May 88 issue of the German magazine c't,
and it has several articles about the ST. I have translated one of the
articles for those of you interested in MS-DOS emulation:

At CeBit, ABD Electronic introduced the Supercharger, a 'co-computer'
for the Atari ST. The equipment shown consisted of a single-board computer
with an 8086, sockets for an 8087 and one Meg RAM, and working at a clock rate
of 8 MHz. It comes complete with MS-DOS 3.2, a power supply, and a cable
to connect it to the DMA port on the ST. The communication is handled by a
gate-array.
Since the equipment at the fair contained a prototype gate-array afflicted
with errors, we restricted ourselves to the arithmetic benchmarks
(c't 10/87, S.104). The Turbo-Pascal version gave the following results:

INTM: 0.72 sec.
REALM: 33.50 sec.
TRIG: 47.80 sec.

The Supercharger seems to be somewhat faster than a standard XT at 4.77 MHz.
June availability is anticipated; because of the increasing cost of memory
chips the existing pricing of close to 700 DM might be surpassed by about
100 Marks.
-----

rob

Robert Stegmann
{allegra,ihnp4,decvax}!philabs!hhb!rob
Disclaimer, Datclaimer, D'udderclaimer.

3695. Re: AMIGA disks

Newsgroup: comp.sys.atari.st
Date: 1988-05-03 21:43:31 UTC
From: giao@infmx.UUCP
Message-ID: <167@infmx.UUCP>
Source record: 252594

In article <204@obie.UUCP>, wes@obie.UUCP (Barnacle Wes) writes:
> In article <8804261109.AA26974@ucbvax.Berkeley.EDU>, F026@CPC865.UEA.AC.UK writes:
> > Does anybody have some PDware that can read and write Amiga disks?
>
> Ah, but ST disks ARE "Amiga-readable." I have some friends at the
> school that have a program for the Amiga that allows it to
> read/write/format ST, PC, and Mac disks. I know it works for ST and
> PC disks - I've used it for that. I don't remember the name of the
> program, but I will have them post it here.

The program is DOS-2-DOS from:

Central Coast Software
286 Bowie Drive
Los Osos, California 93402
Phone: (805) 528-4906

I frequently use it to exchange data between my Amiga and the PC at
work. The documentation also claims the capability to read ST floppies.
I don't think it can read Mac disks though.

giao

3696. Re: The Right to Flame (was Re: ST Minix)

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 00:07:54 UTC
From: wes@obie.UUCP
Message-ID: <217@obie.UUCP>
Source record: 252595

In article <615@auvax.UUCP>, rwa@auvax.UUCP (Ross Alexander) writes:
>
> We plan to continue developing for the Atari. Under Minix. Have a
> nice day without us, Jack!
>
> --
> Ross Alexander, Sr Systems Programmer, Athabasca University alberta!auvax!rwa
> "My other computers are 3 VAXen and 4 Suns and a pair of 3B2s"

In article <382@sp7040.UUCP>, jsp@sp7040.UUCP (John Peters) writes:
| I think I hear another vote for a "comp.os.minix.atari" sig on
| the net. Your sentaments are stongly echoed here. I would like to propose
| not only the new sig but maybe a group to coordinate developement of public
| domain utilities under Minix. I seems to me that the ST-Minix community would
| benifit from coordinated development instead of 15 people working on versions\
| of the same thing.
|
| -- Johnnie --

I second the motion for comp.os.minix.atari. Is this worth taking to
formal voting? If we get more than a few replies (not followups!),
we'll open it for voting via the official channels. If course I am a
little prejudiced about this, Johnnie is my brother.

P.S. - My other computers consist of 2 WSCs, 3 LCSCs, and an ALCSC.
No, you're not supposed to know what those are! :-)
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3697. Re: dvist

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 02:54:20 UTC
From: tyler@stpl.UUCP
Message-ID: <143@stpl.UUCP>
Source record: 252598

In article <865@sun.mcs.clarkson.edu> mrd@sun.mcs.clarkson.edu (Michael R. DeCorte) writes:
>
>I just downloaded dvist which was posted to comp.sources.atari.st
>
>Well... I can't get it to work. There are two programs dvistdl and
>dvistnd and I haven't the faintest idea what the differences are
>between the two (they aren't documented).

Well, the two versions are very similar but one
loads only those characters that are required, and the
other loads the entire font set regardless of what is used (the dl = demand load). The server works well with the former, and the latter works best when the fonts are available on the ST.

Time for a poor excuse for the poor documentation. A great many people have requested the new version of the program for the last while and we have been promising that it would be out "next week". Well "next week" had come and gone (more than a few times) and we felt that the functional differences between the versions were small enough to avoid a great deal of confusion and that the original file with a small addendum would be sufficient. I suspect that we were incorrect and I apologise for that but time is scarce right now. Besides, we felt that we provided the ultimate documentation -- the source! However, I thought that I described some of this as an addendum in the .dvi and the .tex file....Hmmmm I had better check the distribution again!

> When I try to run either
>one it says that /fonts/cmbx10/157pk can't be found. This is very
>reasonable as I don't have it, but I shouldn't have to have it. You
>see it should be loading cmbx10@magstep3 for 96dpi that translates to
>166pk. For it to comeout as 157 you need to have ~91dpi fonts. As
>the old version of dvist (1.0-) processes the same file just fine, I
>am a little confused. Does anyone know how to fix this? What is
>wrong. Where I can get a copy that works?

Here again, a functional difference between the old version and this one pops out. In this version the system will search for the font file, in this case 157pk and if it can't find it, a search for a font +/- 10pk will be performed. The error message reports the last font name that it had attempted to open. However, this doesn't explain why it didn't find the file 157pk. I'll take a wild guess that the dvist.rc startup file does not contain the correct search path-list.

BTW a help message can be obtained with the '?' key while running the previewer or with the -h option when invoked.

Finally assuming that you have a good archive but that somehow
the programs are corrupt, you can alway recompile them from the source
(assuming that you have the Alcyon compiler).

P.S.
The email uucp address for both Avy and myself has changed
as our connectivity has changed recently.

Avy: ...mnetor!yunexus!yugas!avy Tyler ...mnetor!yunexus!stpl!tyler
...utzoo! ...utzoo!

P.P.S.
Avy and I plan to release the Atari Laser printer version
soon. However we are having trouble with speed. Right now we are
lucky if we can print out 2 ppm. Compare that to our HP laserjet
version that can dump out the printers maximum rate (I believe it
is 8ppm). We are also going to place a print preview into the
screen preview program and will release the new atari.h when completed.

3698. Re: Computer to VCR?

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 02:56:23 UTC
From: hase@netmbx.UUCP
Message-ID: <1810@netmbx.UUCP>
Source record: 252599

In article <880501030428.625908@HIS-PHOENIX-MULTICS.ARPA> Friesen%PCO@BCO-MULTICS.ARPA writes:
>I am wondering if it is possible to hook up your computer to a VCR or
>camcorder and superimpose graphics or text with a picture you are taking

Yes. Possible.

>This is something I've been waiting for it to come out, and now I see
>Electronic Arts has done it on the Amiga. I think the colloquial term
>is genlock. If anyone knows how long until it comes out on the Atari or
>how much it costs, please tell me, I am very interested.

The ST has one built in, one nobody seems to know about.

You can configure the SHIFTER Chip to take the HSync and VSync lines as
an input rather than output (external syncronisation).
If your VCR provides the synchron signals (possibly with an EURO
AV/SCART connector) just feed them into your ST, switch to external sync
and look at the picture on the monitor: it is a superposition.

I did this (for fun) with the pictures of two STs: resolution of 640*200
by 512*512 colors! Wonderful (almost Amiga)!

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3699. Re: Magic Sac performance and prices

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 03:06:24 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <5087@cup.portal.com>
Source record: 252600

I have a magic Sac, and it makes my ST run Mac software better than a real Mac in some cases (larger screen, 8 Mhz v.s 5.77(?), fast disk access). It reads any mac formatted disk with the translator, however formatting using the translator may not work on any given mac. Turbo Pascal might run, but I am not sure. I use lightspeed C with no problems. There are a lot of minor problems (no 128K rom-only software (yet), hardware accesses cause crashes), but overall, I can get away without a mac.

3700. netlib index

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 03:26:59 UTC
From: martin@lakesys.UUCP
Message-ID: <632@lakesys.UUCP>
Source record: 252501

Here is the latest index of files which are available from
netlib@lakesys.UUCP. Please note that we are using volumes to help organize
the files which are able to be requested. The name of the volume must be
included in the path of the file requested e.g. send volume1/aim2_31/part.uaa
from archives.atari.

As always your contribution of files is always welcome. Please send
submissions to my login.

Thanks!

Marty Wiedmeyer
martin@lakesys.UUCP

---
lakesys netlib index - archives.atari - Atari ST files

NOTE: All files are ARCed and then uuencoded with Dumas' implementaion of
uuencode, 'uue'. It is compatable with 'uudecode', and it makes decoding
multiple part uue files very simple. The ST binaries and a DOC file are
in uuxbin.uaa.

==========

archives.atari would like to express our thanks to
Steven Goodman, Owner and System Administrator of lakesys!

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unitrm2c/part.uad 880413 UniTerm V2.0c 014 program
unitrm2c/part.uae 880413 UniTerm V2.0c 014 program
unitrm2c/part.uaf 880413 UniTerm V2.0c 014 program

uudecode.bas 880419 Bootstrap version of uudecode in ST Basic
uupcst.uaa 880310 C source for UUPC for the ST
uuxbin.uaa 880309 Dumas' UUE.TTP and UUD.TTP with .DOC
xlib.uaa 880317 Experimental C source for shared libs
xlisp17/part.uaa 880419 Implementation of Lisp for the ST v1.7
xlisp17/part.uab 880419 Implementation of Lisp for the ST v1.7
zmdm1200/part.uaa 880419 Z Modem file transfer for the ST v1.21
zmdm1200/part.uab 880419 Z Modem file transfer for the ST v1.21

---- volume1 ---

aim2_31/part.uaa 880429 Atari Image Manager, v2.31
aim2_31/part.uab 880429 Atari Image Manager, v2.31
aim2_31/part.uac 880429 Atari Image Manager, v2.31
aim2_31/part.uad 880429 Atari Image Manager, v2.31
aim2_31/part.uae 880429 Atari Image Manager, v2.31
aim231im/part.uaa 880429 IMage files for AIM, original files
aim231im/part.uab 880429 IMage files for AIM, original files
aim231im/part.uac 880429 IMage files for AIM, original files
aim231im/part.uad 880429 IMage files for AIM, original files
aim231im/part.uae 880429 IMage files for AIM, original files
aim231im/part.uaf 880429 IMage files for AIM, original files
aim231im/part.uag 880429 IMage files for AIM, original files
aim231im/part.uah 880429 IMage files for AIM, original files
dvist3_2/part.uaa 880502 DVI Previewer for the ST v3.2 source
dvist3_2/part.uab 880502 DVI Previewer for the ST v3.2 source
dvist3_2/part.uac 880502 DVI Previewer for the ST v3.2 source
dvist3_2/part.uac 880502 DVI Previewer for the ST v3.2 source
dvist3_2/part.uac 880502 DVI Previewer for the ST v3.2 source
dvist3_2/part.uac 880502 DVI Previewer for the ST v3.2 source
dvist3_2/part.uac 880502 DVI Previewer for the ST v3.2 source
dvist3_2/part.uac 880502 DVI Previewer for the ST v3.2 source
dvist3_2/part.uac 880502 DVI Previewer for the ST v3.2 source
fnt/part.uaa 880503 A Collection of GDOS fonts
fnt/part.uab 880503 A Collection of GDOS fonts
filefix.uaa 880427 Replacement GEM File Selector
gifshw2.uaa 880427 Graphic Interchange Format Display .PRG
memfile.uaa 880427 Memory, Binary and Sector Editor w/Search v1.3
uw/part.uaa 880502 Unix Windows for the ST
uw/part.uab 880502 Unix Windows for the ST

==========================================================================

To request files send a message to netlib@lakesys.UUCP consisting of:
```

send filename/part.uaa from archives.atari
send filename/part.uab from archives.atari
send filename/part.uac from archives.atari
etc.

If the file is found in one of the new volumes, (the example is volume 1) the
syntax is:

send volume1/filename/part.uaa from archives.atari
send volume1/filename/part.uab from archives.atari
send volume1/filename/part.uac from archives.atari
etc.

Note there is no space between the word "volume" and the number of the volume.

Subject for the message is not necessary.

Use the form above to assure that the parts will arrive as separate messages.
Parts are approximately 50k each.

This index can be obtained by sending:

send index from archives.atari

to netlib@lakesys.UUCP

A path which has proven to be successful for some users is:

lakesys!netlib@csd1.milw.wisc.edu

Any comments, problems or suggestions, please mail to martin@lakesys.UUCP.
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3701. Cellular Automata for ST?

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 05:52:05 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <677@ncrcce.StPaul.NCR.COM>
Source record: 252502

Can anybody mail me or point me to any cellular automata programs for the ST (must be able to run in color)? Thanks.
--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN

3702. 16MHz 68000

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 06:04:22 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <3002@pasteur.Berkeley.Edu>
Source record: 252503

It has already been discussed what a problem it would be to get a
68020 working in the ST. Now that Motorola has announced a 16MHz version
of the 68000 (for less than $40 in quantity of ~400) I was wondering
what it would take to get one of these working in place of the 68000.
(Alan?)

thanks

James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

3703. logging answering machine calls on ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 06:16:45 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <3003@pasteur.Berkeley.Edu>
Source record: 252504

Does anyone have the public domain program CALLTIME. It is supposed to log (through time and date stamp on screen and printer) calls to your answering machine. It was mentioned to be on a public domain disk put out by ST Informer. If you have it could you email it to me or if there is interest post it to the binaries group.

thanks

James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

3704. Re:WHAT ATARI NEEDS TO DO (epilogue)

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 06:21:21 UTC
From: NETOPRHM@NCSUVM.BITNET
Message-ID: <351NETOPRHM@NCSUVM>
Source record: 252505

Postings with this heading a trailing off, thankfully....

Developers and users who are unhappy with Atari should realise that all of the yelling in the world isn't going to make much difference. GEM for the ST still is has the same problems it had when it was first released (over two years ago). Many people have pointed out problems, and a few have supplied work arounds. But nothing from Atari.

I strongly recommend that these people sell their machines, and buy something from a company that will support their product. Quit wasting your time and money.

Those who like their ST's, accept things as they are, and work from there. I wish you the best of luck, really. The ST does have a few strengths. It is a pity that Atari has failed to exploit them fully (at least in the US).

Me? I had thought of buying a 520ST to run Magic Sac on and keep my Amiga 2000 company. Now? No way, jose'.

--hal

3705. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 09:46:25 UTC
From: dal@syntel.UUCP
Message-ID: <401@stag.UUCP>
Source record: 252506

[wes@obie.UUCP (Barnacle Wes) writes...]
> In article <1006@crete.cs.glasgow.ac.uk>, rankinp@cs.glasgow.ac.uk (Peter Rankin) writes:
>> Has anyone out there ever used an ST as a file server for an 8bit
>> machine? I would like to keep all my 8bit stuff on ST disks.
[...some deleted...]
>
> Your best bet to get around this problem would be to buy Micro-RTX
> from Beckmeyer Tools and write the server program as a 'backgroundable'
> (my term) task using RTX. RTX handles all of the re-entrancy and
> exclusion problems, giving you re-entrant systems calls and background
> tasks while still being able to use (correctly written) GEM programs.

I believe that the latest version of MX2 includes a file server which
uses the midi port, or so that documentation implied. This is another
possibility you may want to investigate. MX2 seems much less complete
and "polished" than RTX, but it's less expensive.

--
Dale Schumacher 399 Beacon Ave.
(alias: Dalnefre') St. Paul, MN 55104
..ihnp4!bungia!stag!syntel!dal United States of America
"The ability of new supercomputers to make 10 million mistakes per second
adds a whole new dimension of meaning to the term 'Megaflop'". -David Robb

3706. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 09:46:26 UTC
From: dal@syntel.UUCP
Message-ID: <402@stag.UUCP>
Source record: 252507

[mem@zinn.MV.COM (Mark E. Mallett) writes...]
>In article <187@obie.UUCP>, Barnacle (wes@obie.UUCP) sez:
> < In article <1719@ncsuvx.ncsu.edu>, wolf@csclea.ncsu.edu (Thomas Wolf) writes:
> < % In article <4129@watcgl.waterloo.edu> mberkley@watnext.waterloo.edu (Mike Berkley)
writes:
> < % [some deleted text]
> < % >One side effect of all this is that when I use the MWC cc, it thinks
> < % >that I'm compiling from the desktop, so I have to press return after
> < % >every cc command, a logical thing for it to do, but very annoying.
> < %
> < Try setting the environment variable 'camefrom=gulam'. This is a
> < variable used by the cc program and msh to tell where it came from
> < (obviously). If it doesn't find 'camefrom' in the environment, it
> < assumes 'camefrom=desktop'. If 'gulam' doesn't work, try 'msh'.
>
> How very strange. I have been running MWC with my own shell, from version
> 1 right up to the latest beta that I got of version 3, and I have neither
> had this problem, nor have I ever set (or was aware of) a "camefrom"
> variable. A scanning of the Lexicon entries for "msh" and "cc" yields no
> mention of this variable, or of any other thing that might cause "cc" to
> decide whether to wait for a return after it is finished.
>
> I note that if even if I *do* set 'camefrom=desktop' (or CAMEFROM=DESKTOP,
> or CAMEFROM=desktop, or camefrom=DESKTOP'), "cc" *still* runs as it ought
> to from a shell, i.e. it does not wait for a return after it is done.
> Perhaps this "camefrom" thing is only one of the cues that it uses. There
> is also the special "_iovector" encoding (look up crts0 in the Lexicon).
> The _iovector value tells what devices the standard i/o streams are attached
> to. I wonder if Gulam sets this up properly?

Aaaah.. such strange incantations in attempt to divine if one was executed
from the desktop, or elsewhere. Yes, this is a useful thing to know. Many
times I've wished programs were written to pause before exit, but NOT if
they're run from a shell. Following a suggestion given to me by Allan
Pratt, I've come up with a fairly clean way to determine this information.
The idea is this; Your process basepage contains a pointer to your parent
process. By tracing the parent->parent chain, you should be able to
gather enough information to determine where you came from. In order to
attempt to make this portable to other ROMs, you should NOT depend on
the desktop to reside at a specific location. The approach I use is to
check to see if your parent's text base is in high-memory ROM, and if so,
count the number of levels deep you are in the parent chain. The three
cases I look for are; Auto folder, which is shallow and in ROM; Desktop,
which is one level deeper than Auto and in ROM; and shell, which is not

in ROM at all. I admit that this is not fool-proof. If future OS versions change the number of nesting levels for default processes, or if the OS is RAM loaded, this method will fail, but for now it works on the 520/1040ST and it should work on the Mega. The following C program demonstrates...

```
/*
* camefrom -- tell what our parent process was.
*/

#include <stdio.h>
#include <basepage.h>

#define FROM_AUTO (-1)
#define FROM_SHELL (0)
#define FROM_DESKTOP (1)

main()
{
register int from;

printf("camefrom() = ");
switch(from = camefrom())
{
case FROM_AUTO:
puts("\AUTO folder.");
break;
case FROM_SHELL:
puts("a shell program.");
break;
case FROM_DESKTOP:
puts("the desktop.");
break;
default:
puts("outer space.");
break;
}
if(from)
{
printf("Hit [RETURN]...");
getch();
}
}

camefrom()
{
register BASEPAGE *p = _base;
register int n = 0;

p = p->p_parent;
if((((long) (p->p_tbase)) & 0x800000L) == 0L)
return(FROM_SHELL);
while(p = p->p_parent)
```

```
++n;
return((n == 1) ? FROM_AUTO : ((n == 2) ? FROM_DESKTOP : FROM_SHELL));
}
```

--
Dale Schumacher 399 Beacon Ave.
(alias: Dalnefre') St. Paul, MN 55104
..ihnp4!bungia!stag!syntel!dal United States of America
"The ability of new supercomputers to make 10 million mistakes per second
adds a whole new dimension of meaning to the term 'Megaflop'". -David Robb

3707. Re: st keyboard buffering

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 10:45:32 UTC
From: leo@philmds.UUCP
Message-ID: <478@philmds.UUCP>
Source record: 252508

```
In article <4215@dasys1.UUCP> newman@dasys1.UUCP (Ken Newman) writes:
>
>Sorry if this has whizzed by in this group before, but I would like to
>know if someone has a solution to the problem of buffering raw keyboard
>input on the ST, such as obtained by using the C routines Crawcin() or
>Bconin(). There doesn't seem to be any buffering at all with these
>routines, although I believe there is using the standard getchar (which
>is no good for my purposes). I would like perhaps a full 80-char line of
>typeahead and haven't been able to make sense of the keyboard queue
>routines in the Megamax docs. Thnx in advance.
>--
>Ken Newman
>Big Electric Cat Public UNIX
>..!cmcl2!phri!dasys1!newman

Here's how keyboard buffering is done (at least I thought so ...) :
The keyboard ACIA chip reads the keyboard and makes the characters available
at an I/O address (0xFF????). The processor, as part of the VBL routine,
reads the byte at that address (if the status, another I/O address is O.K.)
and places it in a buffer, let's call it the terminal I/O buffer.
This buffer is used by the BIOS for reading a single character and testing
availability of a character; also GEMDOS uses it to read a single character
with/without echo and to read a complete line with editing capabilities (I
think these are your Crawcin() and Bconin()). I don't quite see why you
should need direct access to the terminal I/O buffer; you can use bios
calls to check availability of a character (or use something like kb_hit())
and if there's a character, store it in your buffer. It could however be
possible that you just want to look at characters in the buffer, and not
mark them read, so here is some code (I used it to trap control C's: I can
now use stdio without control C terminating the program - a shell):

/* sh.prg */
.
.
.
#define TRUE 1
#define FALSE 0

#define CONTROLC 0x2e0003
#define CONTROLQ 0x100011
#define CONTROLS 0x1f0013

typedef struct iorec {
char *ibuf;
short ibufsize, ibufhead, ibuftail, ibuflow, ibufhigh;
```

```
} iorec;

typedef unsigned char bool;
.
.
.
iorec *iop;
.
.
.
iop = (iorec *)xbios(14,1); /* get ptr. to terminal I/O buffer structure */
.
.
.
bool test_ctrlc() /* test for control C; discard buffer if you see one */
{
int i;

for (i = iop->ibufhead; i != iop->ibuftail; ) {
i += 4;
if (i == iop->ibufsize) {
i = 0;
}
if (*(int *)(iop->ibuf + i) == CONTROLC) { /* had one */
iop->ibufhead = iop->ibuftail; /* effectively clears the buffer */
return (bool)TRUE;
}
}
return (bool)FALSE;
}

Some remarks:
a) Lattice has int == 4 bytes, short == 2 (Megamax I thought int == 2).
So you should replace the *(int *) by *(long *), and the short by int.
b) The buffer struct contains:
ibuf: start of the buffer
ibuftail: index of write position
ibufhead: index of read position
ibuflow : index of low water mark
ibufhigh: index of high water mark
Each character is stored as a (4-byte) int, the scancode in the high
word, the ASCII code in the low word. This is the same int as you get
from gemdos(7) (character in without echo). Note that old BIOS versions
used 2 bytes int to store a character (I know, I had TOS in RAM!), so
there may be portability problems (i.e. between Ataris).
c) An empty buffer is indicated by ibufhead == ibuftail.
d) The xbios call returns a pointer to the structure.
e) It would have been possible to define ibuf as (int *); the trouble is
that then the indexes have to be converted (being byte-offsets).
f) Of course, you can also use gets() or fgets(ptr,size,stdin) to read
a line or use gemdos(10) (READLINE), but that is not very raw; several
```

characters are interpreted and there must be a termination character
(mostly Newline).

I hope this helps and is raw enough? Have a nice byte (%-) !
(please mail me if not).

Leo. (What you C is what you get).

3708. Re: HP DeskJet problems

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 12:49:59 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <986@xn.LL.MIT.EDU>
Source record: 252509

In article <3636@fluke.COM>, jfadams@tc.fluke.COM (Jim Adams) writes:
> In article <8804261549.AA04870@decwrl.dec.com> paulhus@euclid.dec.com (N. Chris Paulhus DTN 223-6871 MLO 8-3/T13) writes:
> >
> > I'm having problems getting a Hewlett Packard DeskJet printer
> > to communicate with my ST. ...
>
> I have a similar problem with my LaserJet Series II. It works fine with my
> Epson IBM Clone, but refuses to print anything sent by my ST. The problem
> lies in the termination resistors in the HP. Their values are < 2 kOhm, and
> require more current to drive than the Yamaha chip in the ST can deliver.
> The solution, according to Atari's Service Bulletin (I saw a copy this week-
> end), is to replace the termination resistors in the printer with higher
> valued resistors >3.3 kOhm, [or buy an Atari printer ;^)].
>
> Oh, incidently, I'm told that not all STs exhibit this behavior. Wonderful,
> no? I've already had to replace my marginal DMA chip so I could communicate
> with my Hard Disk, my MMU [sic] so I could run Spectrum, and now they tell
> me I need to replace my Laser Printer! :^|
>
> --
> James F. Adams John Fluke Mfg. Co., Inc. Everett, Washington USA

I too have a related problem. I have an ST and a 386 clone hooked up to
a Citizen MSP-20. Both machines can talk to the printer just fine when
cabled directly, but if I put a switch box in between, then the ST
wont talk to it....

M. Singer

3709. Atari warranty estimates are EXTREMELY accurate

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 13:01:00 UTC
From: Crawley@ALDERAAN.SCRC.SYMBOLICS.COM
Message-ID: <19880504130143.5.CRAWLEY@FLIGHTLESS-WATERFOWL.SCRC.Symbolics.COM>
Source record: 252510

[I'm not one to send messages like this but this irritates me so that I thought I should share it and possibly warn others.]

Exactly 92 days after purchasing my SH204 hard disk, it failed to spin up. Of course, the 90 day Atari warranty had just expired along with my drive. The drive would start to spin up and then a relay would click in and spin it down. As usual with this kind of failure, it came at the most inappropriate time. My wife had just put the final edits on several long papers earlier in the day and I was planning to do a backup after she printed them out. So now I'm stuck with a dead SH204 that the repair shop says they might be able to save, the repair bill that follows, and a frantic wife.

Regardless of whether I get the data off the SH204 or not, I'm getting rid of it and buying a Supra 20MB drive. At least it is smaller and quieter. Hopefully, it will be more reliable. I still like my ST, I just don't have any faith in Atari hard disks anymore.

3710. Re: transputer

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 13:52:40 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4679@batcomputer.tn.cornell.edu>
Source record: 252511

[]

The transputer is built to support, right in the _microcode_, multiple processes per CPU, and interprocess communication both inside the same CPU and between neighboring CPUs. The _hardware_ takes care of time-slicing between low-priority (user) processes, synchronizing communicating processes, preempting low-priority processes for high-priority wake-ups (e.g. a message sent to a system process), etc. And all with _very_ low overhead.

I agree that limiting the number of concurrent processes to the number of CPUs (currently low, say 4 for a starter machine --- wish I had such a starter now...) is not a viable solution. And I agree that an MMU would be nice. BUT: many people multitask on one lousy 68000 (e.g., Amiga (shish!) or even the ST w/RTX). The main problem, as I see it, is that if one process, say the program you are developing, bombs, the whole system goes down. That's where 4 transputers w/1Meg each are good enough: 1 for you DA's, one for your compiler system, 1 for your background uploads, and still one left for your crash-prone experimental program. If the latter crashes, you reboot just that one transputer.

Helios is NOT Unix. Unix is NOT designed for a multiprocessor personal machine, either. To quote a Helios document (by N.H. Garnett, Perihelion Software):

"That the transputer is in need of an operating system is self evident... Most existing microprocessor OS's cannot support multi-processor hardware, even where they support multi-tasking. Unix is too large, its model of processes does not correspond to that of the transputer, and it remains essentially a uni-processor OS..."

Helios is supposed to be a general OS for a network of transputers, not just for the ABAQ. Whether they did a good job of it, and whether it will take off, I have no idea. I wish somebody else was marketing it rather than uncle Jack...

- Moshe Braner

PS: still looking for a used 520ST system.

3711. Re: Strange bug in FAT allocation

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 14:07:19 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4681@batcomputer.tn.cornell.edu>
Source record: 252512

[]

The utility IBMFMT, which formats MS-DOS disks on the ST, in its later version (1.1?), does overwrite the critical 3 bytes with a random serial number. MS-DOS does not seem to mind, and it's safer on the ST side. (I have no idea what DCFORMAT does.) The ST doesn't mind 3-sector FATs either.

- Moshe Braner

PS: still looking for a used 520ST system.

3712. Re: Atari warranty estimates are EXTREMELY accurate

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 14:43:25 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <988@xn.LL.MIT.EDU>
Source record: 252513

In article <19880504130143.5.CRAWLEY@FLIGHTLESS-WATERFOWL.SCRC.Symbolics.COM>,
Crawley@ALDERAAN.SCRC.SYMBOLICS.COM (Eric S. Crawley) writes:
> [I'm not one to send messages like this but this irritates me so that I
> thought I should share it and possibly warn others.]
>
> Exactly 92 days after purchasing my SH204 hard disk, it failed to spin
> up. Of course, the 90 day Atari warranty had just expired along with
> my drive. The drive would start to spin up and then a relay would click
> in and spin it down. As usual with this kind of failure, it came at the
> most inappropriate time. My wife had just put the final edits on
> several long papers earlier in the day and I was planning to do a backup
> after she printed them out. So now I'm stuck with a dead SH204 that the
> repair shop says they might be able to save, the repair bill that
> follows, and a frantic wife.
>
> Regardless of whether I get the data off the SH204 or not, I'm getting
> rid of it and buying a Supra 20MB drive. At least it is smaller and
> quieter. Hopefully, it will be more reliable. I still like my ST, I
> just don't have any faith in Atari hard disks anymore.

As much as I love to rant and rave about Atari's poor QC and complete/total
lack of support (not to mention vaporware), you really can't blame this
one on them. I too had an SH204 die (although after a year, not 90
days), but you have to remember that for the hard disk, Atari just
buys someone elses and sticks it in their case. The only thing they
really make is the DMA line interface.

Just out of curiousity, my SH204 had an NEC drive in it. What did yours?
Since we know Atari didn't single source it...

M. Singer
Commnet Systems

3713. Re: preloading programs

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 15:37:43 UTC
From: wes@obie.UUCP
Message-ID: <219@obie.UUCP>
Source record: 252514

In article <474@philmds.UUCP>, leo@philmds.UUCP (Leo de Wit) writes:
> [...]
> Then I decided to preload the ls command (with gemdos(0x4b,3,"ls",0,0)).
> The gemdos function returns the basepage address of the loaded program.
> Now 'find', each time it has to 'ls', copies the argument string into the
> basepage; then it runs 'ls' by gemdos(0x4b,4,0,0,0) (I don't remember whether
> these are the correct values for the parameters). It is now (nearly) as fast
> as a builtin function!
>
> There are however a few problems (and I have not solved all of them):

One of the problems is that GEMDOS will release all of the memory
allocated to program, including that gotten in the original
load/Mshrink process, when the program exits via Pterm or Pterm0. I
don't know if the Pexec(,4,,,) call re-allocates that memory or not.

You might want to experiment by loading a program, then finding the
size of memory in the parent program. Exec the program, then again
find the size of memory in the parent. If it goes up, DOS has freed
the memory consumed by the child program.

You might also want to make the child program find the free memory
size and print it, too. If it goes up after the first exec, down
during the second exec, and up after the second exec (get that?),
the DOS is re-allocating the memory when you do Pexec(,4,,,).

BTW, you find the "free memory size" is Malloc(-1L). It returns a
(long) size of memory in bytes.
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3714. Re: laser printers on ST - query for experience

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 15:47:23 UTC
From: roydant@hpgrla.HP.COM
Message-ID: <4110007@hpgrla.HP.COM>
Source record: 252515

I have just recently purchased a HP DeskJet and like it alot. I have responded to another note in this group about a connection problem. I personally have had no problem using it at all. We have Laserjet's (all variations) at work here and the only difference's I have seen is the speed that it takes to get the output. Another rumour about DeskJet is that it won't print text and graphics on the same line, however I have not tried yet. My present system is a 1040 with Magic Sac, Translator , both types of Atari monitors, Supra ACSI to SCSI interface card, two HP 97054B SCSI interface cards, four HP 97501 20 megabyte hard disks, 2400 Baud US robotics modem and the DeskJet on the parallel interface. I have printed from the desktop as well as from WordPerfect Version 4.1 . The printer driver I use for WordPerfect is the LaserJet driver. I plan on contacting WordPerfect corp. for a Deskjet driver or asking Vancouver division here at HP to get one for the ST.

If you have your heart set on a postscript printer you can convert a Laserjet to a postscript printer with a card QMS makes, however QMS also makes the companion card that plugs into a IBM pc backplane so how complete this conversion I am not sure. If you are interested alot drop me a line and I will send out the info.

As stated before in previous note I will be testing out this printer more as time goes along and will post any problems along with solutions (if I have any). If you are having problems you can try me but since I don't work at the Division that makes DeskJet I can't resolve all issues concerning the DeskJet.

Addressing an earlier comment on the interfaces available on the printer, it does have both serial and Centronics parallel built in. By the way you can't use both at the same time though.

Roydan Tomlinson

3715. Re: CURSES package for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 15:48:32 UTC
From: wes@obie.UUCP
Message-ID: <220@obie.UUCP>
Source record: 252516
Cross-posted to: comp.sys.atari.st,comp.lang.c

In article <467@tsc.dec.com>, pete@tsc.dec.com (Pete Schmitt) writes:
> > Wrong! DEC has several operating systems for the VAX, and NONE of
> > them are named "UNIX." They have Ultrix, which is a DEC-bastardized
> > port of 4.2BSD, which is sort of Unix.
>
> No, your wrong. DEC also will sell UNIX SYSV for VAXes. Developed in
> Holmdel, NJ. Guess who is the major buyer of DEC's SYSV for the VAX?
> AT&T that's who.

Oops! I forgot that one, but I was still right about DEC not selling
an OS called "UNIX." If you will check, the System V for VAXen is
called "Holmdel 32V" or something like that. The PDP-11 version of
Unix that DEC sells is called V7M11. Only AT&T gets to call Unix
"Unix." The system I am typing this on right now is called "Microport
System V/AT." No "Unix" in the name anywhere!
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3716. Re: ST ROM and Charset Differences: US, French, German, UK, ??

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 15:54:12 UTC
From: poole@forty2.UUCP
Message-ID: <254@forty2.UUCP>
Source record: 252517

First a clarification, the character sets are the same for ALL ST computers,
what is different is: the characters you can produce via the keyboard (and
the key combinations used).

In article <11124@prls.UUCP> gert@prls.UUCP (Gert Slavenburg) writes:
>I compared the UK ROM's dated 851120 to my USA ROM's (when living in
>Europe in 1986). The only differences where minor (tables, not routines)
>and are listed below.
*

This can only be true for keyboards that do not have to generate some 7-bit
ASCII charcters via <Alternate> + <Key> (this is the case with all languages
that have a lot of none ASCII characters, example: German), there is special
code in the ROM's which hardwires these keys! On the german keyboard I have
to press <Alternate> + <a Umlaut> to get ']', there is absolutley NO way
to override this short of writing your own keyboard interrupt handler.

(This also explains why some programs that are quite useful in the US, are
absolutly hopeless on a lot of european machines)

*(The english keyboard has got one more key than the US one, so they don't
need the <Alternate> trick to produce the single character that's different
(the pound sign), matter of fact I'm typing this on a real UK ST.....)

--
UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

3717. Re: AMIGA disks

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 16:24:26 UTC
From: schein@cbmvax.UUCP
Message-ID: <3722@cbmvax.UUCP>
Source record: 252518
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <1298@csvax.liv.ac.uk> unpowell@csvax.liv.ac.uk writes:
>In article <8804261109.AA26974@ucbvax.Berkeley.EDU>, F026@CPC865.UEA.AC.UK writes:
>> Does anybody have some PDware that can read and write Amiga disks?
>> I have several friends who are itching to get some of the PD stuff from
>> the net, but have no access to it - they want me to get it down onto my
>> ST then write Amiga-readable disks for them.
>
> However, there is a PD program out on the Amiga called "DOS to DOS"
>
> I think (hope) this program is public domain. A friend has got it,
>so if it is I'll post it into comp.amiga.binaries in the next week or so.
>
Sorry to break the bad news to you, but Dos to Dos is *NOT* Public Doamin
or even ShareWare. It is a commercial (copyrighted) product.

I have used it several times and it will work well for this application
as you have described.

> Mark Powell

--
Dan "Sneakers" Schein uucp: {ihnp4|allegra|burdvax|rutgers}!cbmvax!schein
Commodore AMIGA ARPANET: cbmvax!schein@uunet.uu.net
1200 Wilson Drive Bix: dschein Plink: Dan*CATS
West Chester PA 19380 phone: (215) 431-9100 ext. 9542
+---+
Call BERKS AMIGA BBS - 24 Hrs - 3/12/2400 Baud - 40Meg - 215/678-7691
+---+
I help Commodore by supporting the AMIGA. Commodore supports
me by allowing me to form my own suggestions and comments.

3718. Why'd ya buy the ST? (was Re: Arcade games on the ST)

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 16:43:53 UTC
From: rjung@castor.usc.edu
Message-ID: <852@nunki.usc.edu>
Source record: 252519

(Okay! An opportunity to stop this rash of negativism on the net!)

The question was raised, out of curiousity, of what reasoning did we net.atari.people used to buy an ST. Being one ever willing to chime in my three bits, I'll write:

About a year and a half ago, I began running into walls with my 800XL system. Not that anything was WRONG, mind you, but things such as memory limitations (especially for word processing) and the overall slowdown of new software (yes, even games B-) was getting a bit noticeable. Being the skinflint that I am, I bit the bullet and decided it was time to upgrade.

Like most people, the choice boiled down to the Atari ST vs. the Amiga (please, black & white Macs don't cut it). I was considering the Amiga for a while, but when I compared the cost of the 1040ST and what it offered, along with the Amiga's price and what it offered ("okay, so I don't get 4096 colors, but the ST costs less, comes with a megabyte of RAM, and is COMPLETE..."), the decision was clear.

And to tell the truth, I haven't regretted my decision yet. I still haven't found a TOS bug that was cause for *major* concern (What underscore bug?), and the quality products that have come out for the ST are truly first rate (Three cheers for Antic!).

Admittedly, Atari Corp.'s management has been a tad lackluster lately, but what HAS come out is good. And hopefully, from some of the signs on the net, Atari will be improving itself, and maybe soon we can call "flames" (such as those by Mr. Beckmeyer) a faint memory.

If you're still reading this, thanks for sticking around through this ramble. It's 9:30am, and my biorhythm gets verbose this time of the year...

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

3719. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 17:47:03 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <51972@sun.uucp>
Source record: 252520

In article <4738@cup.portal.com> Thomas_E_Zerucha@cup.portal.com writes:
>The 386 has a 'virtual real memory mode' (no, that is not a contradiction,
>it emulates an 8086 address space in paged memory, so you can still play
>segment overlap games (theoretically)), and there may be one or more products
>out that take advantage of this, but I don't know how "protected" it would
>be.

The Virtual 8086 Mode of the '386 allows programs to run as though they were running native on an 8086. The 1 meg address space of the 8086 can be mapped thru the '386 MMU to any space in memory (and paged in and out) and the I/O calls are trapped so that the supervising OS (a so called Hypervisor) can take the appropriate action. Entire sections of memory such as the video display ram area, can be protected to cause traps so that writing directly to the bits can be emulated. Strangely enough because it takes longer to emulate video after the trap than it does to emulate the BIOS call, programs that *don't* write directly to the video ram run faster than those that do. (Sort of poetic justice I guess). Sun uses this mode on the Sun 386i workstation to run DOS programs under UNIX.

On a completely different note, at the Amiga developers conference Commodore showed a Transputer board that could be plugged into the 2000. This was only a 'technology' demonstration and I don't think they could make it into a product in less than a 18 months maybe longer. They also gave out copies of the 1.3 OS in ROM so that developers could upgrade their machines. All in all and interesting time..

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

3720. Re: Turbodos and the ideal disk cache

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 17:51:33 UTC
From: apratt@atari.UUCP
Message-ID: <1052@atari.UUCP>
Source record: 252521

From article <307@zinn.MV.COM>, by mem@zinn.MV.COM (Mark E. Mallett):
> well, there's another answer somewhere between write-through and write-back
> cache, and that is the idea of having some control over when updates are
> posted to disk.
>
> [Important stuff deleted; go read the original article if you care.]

Please! GEMDOS is not so foolish as to write to the disk every time a cluster is added to a file. Buffers in the cache are ALWAYS tagged in the "mark as dirty" mode when written to. Then, if the operation doing the writing wants it updated immediately, it says so.

However, GEMDOS always flushes its whole cache when you close a file. This is to update the FATs, directory, and any data sectors in the cache. Also, when you do most directory operations (rename, create, delete) the directory sector is written immediately.

This introduces inefficiency when you are (for example) deleting a bunch of files. Rather than write the FAT and directory sectors after each delete, a delayed-write cache could do the whole sequence of deletes in RAM, and write them only once. The trouble, as I mentioned in my original posting, is that you can't tell when a series of deletes is finished.

Delayed writes are hazardous to your disks, and especially to your floppies.

Can anybody tell me categorically that TurboDOS does or does not delay writes? For instance, can you give me a recipie for demonstrating and reproducing the delayed-write phenomenon?

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3721. AIM Image processing

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 19:19:03 UTC
From: sethk@sco.COM
Message-ID: <677@nod2sco>
Source record: 252522

Hi,
Does anyone ahve the doc to the PD Image processing package "AIM"?
For that matter, is there doc in English?
The package look powerful, if buggy.
I intend to use it with my IMGscanner.

Maybe I can do something for you in exchange for the docs?

sethk@sco.COM

--
microsof Black coffee's not enough for me,
uunet ____sco!sethk I need a better friend.
ucscc / -They Might Be Giants
ihnp4

3722. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 19:40:30 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <405@stag.UUCP>
Source record: 252523

In article <4961@cup.portal.com> Thomas_E_Zerucha@cup.portal.com writes:
>There is no way of doing so without a translator box, and that
>requires a Magic Sac

Wrong.. Read on...

In article <5112@umn-cs.cs.umn.edu> davidli@umn-cs.UUCP (Dave Meile) writes:
>Not exactly true. You *can* run the Translator One box without
>a Magic Sac.

True...

>There is at least one shareware program on the program disk that
>comes with the Translator One which allows you to transfer files
>from Macintosh to GEM format.

Nope Dave, you have it reversed. The demo of the shareware
program that comes with the Translator-One (and the Magic-Sac)
for transfering files will take a Macbinary file on a TOS disk
and correctly place it onto a Magic-Sac disk or (if you have the
Translator-One) a Macintosh disk. This allows a person to
download Macintosh files using his/her favorite ST terminal
program and then run them using the "Sac".

>(I think the author asks for $ to register and get the "full
>function" program that allows transfers from GEM to Macintosh.)

The upgrade you get when you pay for the "full" version of the
program will take files from the Mac side and transfer them to
an ST format disk.

> The program runs under GEM, and no Macintosh ROMs are used, so
>you don't "need" a Magic Sac. [Though I *will* say that the
>Magic Sac is quite nice in and of itself].

All true... :)

>-- Dave Meile

John Stanley (dynasoft!john@stag.UUCP)
Software Consultant / Dynasoft Systems

3723. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 19:40:30 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <404@stag.UUCP>
Source record: 252524

Subject: Re: GIF/IFF Picture formats

In article <39602G15@PSUVM>, G15@PSUVM.BITNET (John F. Gbruoski) writes:
> Are there any PD programs capable of displaying (or converting to
> Degas, Neo, etc) pictures in IFF or GIF format? I'm more interested in
> GIF than in IFF (note: I don't have access to Compuserve.).

There is a program called GIFSHOW which does a reasonable
job. If you have the BARREL brogram by Moshe Braner, you could
then capture a copy of the screen and save it to disk in Degas
format.

In <203@obie.UUCP>, wes@obie.UUCP (Barnacle Wes) writes:
>Have you looked at TIFF (Tag Image File Format) yet? It is becoming
>very popular in the MS-DOS world, and will be the file format of
>choice in OS/2. Perhaps we should strive for this additional bit of
>compatibility. The spec for it, I am told, is huge.

1) What, if any is the relationship between IFF and TIFF??
2) What is the standard 3 character file extension for TIFF files?

John Stanley (dynasoft!john@stag.UUCP)
Software Consultant / Dynasoft Systems

3724. part 2 of UW distribution in binaries group broken

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 20:19:25 UTC
From: axel@coma.UUCP
Message-ID: <353@coma.UUCP>
Source record: 252525

Part two of the three part UW posting (article v01i052) in comp.binaries.atari.st was broken. I couldn't uudecode it completely. All news-sites I checked out had the same bad article, so I suppose many people might be interested in a repost. And here's my plea: Steve, would you check UW part 2 one more time and repost it, please ?

Axel.

--
Axel Mahler, Tech.Univ. Berlin

UUCP: axel@coma.uucp (unido!coma!axel)
BITNET: axel@db0tui62.bitnet

3725. Re: Arcade games on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 21:07:08 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1786@ncsuvx.ncsu.edu>
Source record: 252526

In a previous posting on the subject, someone mentioned an updated version of Star Raiders for the ST. Does this version work in monochrome?

My reason for posting this message is to express my amusement: Here we have Atari Corp. who has marketed a single computer for which a software developer has to develop TWO distinct versions of a game if he/she wishes to have them run on both colour AND monochrome. But does Atari set a good example by doing exactly that with its arcade-style games? Apparantly not. The first version of Star Raiders at least did not run in monochrome. Atari apparently expects other developers to go through the extra trouble but doesn't do so itself.

The only publisher of Atari ST games to have undergone that "extra effort" (as far as I know) seems to be RainBird/Firebird. Their "StarGlider", "Tracker", etc. games all work fine in monochrome. Since I only own a mono chrome system, I would like to commend them for their efforts (btw, I have no affiliation with this publisher -- I'm just a satisfied user.)

Maybe in the future we will see other companies taking that extra step in developing their games? Perhaps they already do in Europe? (since there, monochrome systems are much more common than in the US)

Tom Wolf
Arpa: wolf@csclea.ncsu.edu
tw@cscosl.ncsu.edu

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3726. Re: Bomb list

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 22:58:40 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <12463@tut.cis.ohio-state.edu>
Source record: 252527

Here is a question I don't think I have ever heard hashed around
on here before. Is there a way to intercept the 'bombs' that come onto
the screen with some sort of dialog like on the Mac: "Sorry,
a system error has occureed [Restart|Resume]" or on the Amiga: "System
Error: Guru Meditiation xxx:xxxxxxx [Continue]" so that one can better
diagnose problems with one's own (or someone else's) program? It seems
to me that having a number of non-descript cherry bombs (or mushroom clouds,
which I am told appeared on earlier STs) is not a very good way of represent-
ing an error, but I guess that's just me.

On a similar note, has anyone purchased and/or received the
"NeoDesk" program that was announced in this group last week? It
sounds as if it promises a lot, (but at what return?) I'd be interested
in whether or not this would be a 'wise' purchase.

--
Andrew Weaver weaver@tut.cis.ohio-state.edu
Soon to be a 'Zip' at the University of Akron ...ihnp4!cbosgd!osu-cis!weaver

(does anyone know of a Usenet site at the University of Akron? ...akw)

3727. re: booting from a hard drive? what? this is possible?

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 23:00:43 UTC
From: Robert_Lisowski@rubbs1.UUCP
Message-ID: <29.22801A4D@rubbs1.UUCP>
Source record: 252528

Yes, its easy to boot from the hard drive. You need to use the SUPUTL.PRG and choose ENABLE when in the boot enable part.

Call Supra tech support at (503) 967-9081 or write Supra Corporation, 1133 Commercial Way, Albany, OR 97321. They can get you a manual and the software to run the drive utilities. I don't know if you will have to pay for it or not (depends on how you got the drive).

Rob

3728. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 23:42:17 UTC
From: root@stag.UUCP
Message-ID: <407@stag.UUCP>
Source record: 252529

[I'me reposting this for john...someone must have typoed...
---> comp.sts.atari.st@stag <--- -trb]

In <8805022214.AA25895@ucbvax.Berkeley.EDU>, Jim McCabe writes:
>
>Does anyone here own the Magic Sac cartridge? I'm considering buying it
>but I'd like to hear more about it if possible. I'd be very thankful if
>people could answer any if not all of the following questions:

I'll answer all I can..

>a) How fast does it run? I've seen one software-only Mac emulator (it
> was apparently illegal) that was very slow. The mouse would jump all
> over the place because it couldn't keep up with its speed. I'm
> assuming that the Magic Sac is a more professional system than this
> hack. Is the mouse movement just as smooth as on an ST?

It runs at full Mac speed. (Actualy, that's not totaly true,
it's faster than a Mac on many things. :-)

>b) How well does the Translator work? And how good is the disk
> performance compared to a real Mac and compared to the normal ST?

The Translator-One works fine. With it, I can boot directly
from a Macintosh 3.5" floppy disk.

The one drawback is that when reading/writing a Mac format disk
the access speed is noticably slower than a Mac. This won't be
problem if you copy your Mac files/programs to a "Magic-Sac format"
disk (which will then read/write faster than a Mac)...

Reading/writing with a hard disk using the Sac is very fast. The
single problem I know of is that it's so fast you may have problems
when you go to using a normal Mac hard disk. (You'll find yourself
wanting to toss the Mac hard disk in the garbage...)

>c) Does Turbo Pascal run on it without problems?

Tell you what, send me a legal copy and I'll let you know.. :)

>d) Does the larger screen resolution affect programs poorly? (I know some
> programs [including the Mac desktop] can take advantage of the larger
> screen but how many other programs choke on it?)

Most programs on the Mac play by the rules. (This means they
use the Quickdraw routines to access the screen.) 99% of the Mac
programs I've tried to run on the Magic-Sac work just fine with
the expanded screen. Most exceptions will still run and be

useable, they only have the disadvantage that they won't make
use of the extra space.

>e) How expensive are Magic Sac upgrades? I've heard good things about
> how fast David Small gets bugs fixed and adds new improvements, so
> how much will it cost me to get the newer versions once I have bought
> the current one?

The price of a call to GEnie or Compuserve. I imagine you
could force a few $$ into the hands of the people at dP to get
them to send out a disk, but you can download the newest version
(or get it from a friend) free... This is because you need the
Magic-Sac cartridge to legaly run the Magic-Sac program.

--- Warning, personal-comment ---

All praise directed to Dave Small and his crew is well deserved.
The speed with which Dave has fixed bugs, sometimes within hours of
the bug report, is nothing less than fantastic. dP's policy allowing
free distribution of updates to the program (to registered owners of
Magic-Sac) is a wonderfuly refreshing attitude. Since it's only
legal to use the Magic-Sac program with a Magic-Sac cartridge, they
post the updates on national systems.

--- end of personal comments --- :)

>f) Is there a very reliable dealer of the Sac + Mac ROMs?

Who's your most reliable dealer of ST realated stuff? Go to that
person and force $$ into their hand. If you don't have a local ST
dealer, I could probably put you in touch with one of the dealers in
my area who carry the Sac.

You can often get the roms from the same dealer you buy the Sac
from. If not, you can go to your nearest Apple dealer and get the
roms from there for $30-$50.

>g) Does Mr. Small have plans of eventually getting the Sac to work
> with the latest ROM release? (Isn't that the SE version?)

He wants to, but it's not going to be soon. If he does decide to
do it, It will require almost as much work as it took to develop the
current version. Needless to say, this means LOTS and LOTS of work...

>Thanks to everyone who responds!

Glad to help...

John Stanley (dynasoft!john@stag.UUCP)
Software Consultant / Dynasoft Systems
--
Testing

3729. Re: 16MHz 68000

Newsgroup: comp.sys.atari.st
Date: 1988-05-04 23:57:24 UTC
From: apratt@atari.UUCP
Message-ID: <1053@atari.UUCP>
Source record: 252530

From article <3002@pasteur.Berkeley.Edu>,
by landay@cory.Berkeley.EDU (James A. Landay):

> It has already been discussed what a problem it would be to get a
> 68020 working in the ST. Now that Motorola has announced a 16MHz version
> of the 68000 (for less than $40 in quantity of ~400) I was wondering
> what it would take to get one of these working in place of the 68000.
> (Alan?)

It's not easy. The ST runs with a synchronous 8MHz bus, even though the
68000 doesn't have to. This is because we interleave video RAM fetches
with the processor instruction/data fetches. Since 16MHz is (obviously)
exactly twice 8MHz, it might be pretty straightforward, but then it
might not, and in any case it is debatable if this will yield
substantial speed improvements.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3730. Re: preloading programs (shell)

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 00:16:10 UTC
From: fred@pnet01.cts.com
Message-ID: <2920@crash.cts.com>
Source record: 252531

>Never used gemdos call 0x4b (Exec) with a mode of 4?
>You can have preloaded programs on the Atari ST as well, and it works quite
>nicely. I used it in a find command and in a shell I programmed for the Atari
>(yes, the Unix find command!), for example:
>find .. -type d ! -name . ! -name .. -exec ls -l {} \;
>(For those not familiar with find, this one finds all directories beneath
>the current directory's parent (excluding . and .. names) and does a ls -l
>on each one of them).
>
>Each time loading ls worked fine on the ramdisk I used to use, but once I
>started working on a hard disk, it becomes really slooooooooooowwww!
>Then I decided to preload the ls command (with gemdos(0x4b,3,"ls",0,0)).
>The gemdos function returns the basepage address of the loaded program.
>Now 'find', each time it has to 'ls', copies the argument string into the
>basepage; then it runs 'ls' by gemdos(0x4b,4,0,0,0) (I don't remember whether
>these are the correct values for the parameters). It is now (nearly) as fast
>as a builtin function!
>
>There are however a few problems (and I have not solved all of them):
>1) When the parent program changes directories, the child stays in the directory
>it started in (the current directory and disk are saved somewhere on the
>basepage, start+55?).
>2) There is also a problem with the memory; the loaded child obtains, as usual
>the rest of the memory available (in addresses basepage+4 to basepage+7 the
>address of the 'next free location' or something like that is found: 0xF8000 on
>my 520 ST+). Thus there is a problem with multiple preloaded childs or childs
>requesting additional memory. I've overcome this (sort of) by using setblock
>(gemdos 0x4a) and adjusting the 'next_free_location' ptrs on the childs
>basepages. It's better now, but still buggy (I don't know all about Gemdos
>memory management, I'm finding out now).
>3) There could be problems as well with file descriptors (they're also on the
>basepage).
>4) Initialized static and extern variables do not regain their initial value
>after a run. This is in consequence of the 'once-only' load. It could be
>overcome by a) always explicit initializing (by the child process), or
>b) make a copy of the initialized data space (by the parent process) and use
>this to re-initiate from the next time (more expensive, but not breaking
>existing code).
>
>If you manage to overcome these difficulties, it should not be very hard to
>code this preloading into a shell (I did it, having still these little problems
>...). The shell maintains a list of preloaded programs, their pathname and
>their fat number and handles loading/executing depending on memory available,
>programs preloaded etc. Preloaded programs are almost as fast as functions

>built into the shell.
>
>If anybody has suggestions about the memory management part, or questions
>'about the real code', or want examples, please RESPOND! A commented disassembly
>of the gemdos part of the O.S. would also be great ....
>
> leo.

Is your shell PD or can you post it. I'm looking for a complete unix bourne
or korn shell source so i can add the multitasking part with my MX2 kernel.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

3731. Re: About Atari's, Mac's, and IBM's

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 00:57:45 UTC
From: david@bdt.UUCP
Message-ID: <313@bdt.UUCP>
Source record: 252532

In article <4978@cup.portal.com> Thomas_E_Zerucha@cup.portal.com writes:
>The problem I was getting at with "virtual" MS-DOS emulators, even in a UNIX
>environment is how do you use the "virtual" MS-DOS devices? Can I delete
>your files (MS-DOS doesn't allow for protection) - can I read them? What
>about things like screen writes? There is a BIG difference between PC
>compatibility and MS-DOS compatibility, a and many PC programs are PC
>specific (or would be slower or have other problems). PC Ditto is useful
>mainly because it is 98% PC compatible - I can boot games directly. Can
>I stick Flight Simulator into the '386 UNIX box and have it run properly?

The '386 UNIX DOS products actually provide a "virtual machine" environment,
where each user that wants to use DOS gets his own virtual PC running DOS.
I think the file layout is just a plain DOS partition; I don't know exactly
how multiple file accesses at the DOS level are handled. And yes, you
CAN run FS or other programs that write directly to screen memory and such
becuase the devices are "emulated".

--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

3732. Re: PC-Ditto speed "XDOS"

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 01:16:27 UTC
From: trb@stag.UUCP
Message-ID: <409@stag.UUCP>
Source record: 252533

In article <2882@crash.cts.com> fred@pnet01.cts.com (Fred Brooks) writes:
>What we really need is a product like 'XDOS'. XDOS takes a MS-DOS program
>and converts it to 680X0 machine code. When this is done the program often
>runs faster then the INTEL machine it was written for. This product is already
>running on UN*X systems maybe someone will get an ST version.

We called the XDOS people recently (interested in using it on Sun's).
It appears that they have several programs 'ported' using XDOS and
they were willing to help 'port' programs for us. I got the strong
feelings that there is a lot of binary 'patching' going on in this
porting process. It definitely didn't sound like we could copy
something like flight simulator over to the Sun and run it after some
magical (i.e. automatic) transform by XDOS...of course, I am using
flight simulator as an example, since we wouldn't think of wasting
time playing games on an expensive Sun :-).

-Todd Burkey "A member of STdNET-The ST developers' Network"
trb@stag.UUCP

3733. Re: Gulam and MWC

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 03:56:27 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2921@crash.cts.com>
Source record: 252597

I recall having this problem but don't see it anymore. Are you using gulam v1.03? Have you "set env_style mw"?

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3734. ARC COMPACTION

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 04:31:36 UTC
From: Gary_Tate@rubbs1.UUCP
Message-ID: <30.22801A52@rubbs1.UUCP>
Source record: 252534

DOES ANYONE KNOW WHERE I CAN GET A COPY OF THE ARC COMPACTION PROGRAM FOR THE ATARI ST?
AND ARE THERE ANY OTHER BOARDS LIKE THIS ONE AROUND, IF SO, WHAT ARE THERE NUMBERS?
GARY TATE

3735. Re: Computer to VCR?

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 06:06:11 UTC
From: rich@jolnet.UUCP
Message-ID: <536@jolnet.UUCP>
Source record: 252535

In article <832@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
>In article <880501030428.625908@HIS-PHOENIX-MULTICS.ARPA> Friesen%PCO@BCO-MULTICS.ARPA writes:
>>This is something I've been waiting for it to come out, and now I see
>>Electronic Arts has done it on the Amiga. I think the colloquial term
>>is genlock. If anyone knows how long until it comes out on the Atari or
>>how much it costs, please tell me, I am very interested.
>
> Yes, this is called genlock. The idea is to take your ST's signal,
>synchronize it with your VCR/TV's signal, and blend the two together. Genlock
>
> As for getting it NOW, I don't think there is such a beast avaliable.
>However, there are rumors that Antic (you know them guys, Spectrum 512,
>CAD 3D, all that terrific Atari stuff) is coming out with a genlock
>system for the ST.
>
Neither Antic nor Atari nor anyone else is going to genlock the ST unless
Atari engineering reworks the glue chip. There have been several different
versions of the GLUE chip around and the very first rev. was able to be
genlocked, but that version has not been made in over 2 years. The only
way to genlock it now is with a frame synchronizer (read $5,000). It
appears that Atari does not plan to make the ST genlockable. Maybe
in the "new" machine it will be able to be genlocked "easily".

I have spent many an hour hacking 2 ST's to get them to genlock
and I DID genlock the oldest one. It was impossible to genlock anything
newer (higher rev number on the GLUE chip) than that though. I even
bought 2 new glue chips to verify it. The display is impressive if
everything is brought into the ST and is timed properly. As I recall
the main crystal had to be changed along with the addition of a loose
PLL circuit so that the crystal oscillator would be a multiple of
Horizontal Sync and then some additional work had to be done
to the 3.58 circuit so that you could drive 3.58 into the ST to obtain
color lock. There were a few other things that i seem to have
forgotten, but they must be trivial. The biggest hassle was to get
the "correct" master oscillator crystal cut. I had to call a crystal
house and had to have them cut the crystal for me.

If anyone needs any additional information, let me know.

Rich Andrews
Asst. Chief Engineer
WCFC-TV

--

Any opinions expressed are my own. Now, for a limited time, they can be yours
too, for the incredible price of only $19.95. Simply send $19.95 (in Alterian
dollars) to ...killer!jolnet!rich. Or call (312) 301-2100 (data) Rich Andrews

3736. Problems running TURTLE and TurboDOS on a Mega 4

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 11:03:17 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8805051100.AA23390@ucbvax.Berkeley.EDU>
Source record: 252536

I've just bought a Mega ST4 (including blitter), and now I'm having trouble running Turtle. It always crashes after displaying the "work" screen (the one saying "Drive A: ... disk needed ... etc."), displaying a varying number of 3 - 5 (!) bombs. Now I can't back up my hard disk :-(

What is the newest version of Turtle ? Has anyone sucessfully used this program with 4 MB ?

Also, I seem not to be able to use TurboDOS at all. The instructions just say "stick it into your AUTO folder". This I've done, in a number of combinations. I have an SH204 and use HDB (by Konrad Hahn). When I boot from the hard disk without any programs in the AUTO folder, the system enters an endless cycle of reboots. Using FOLDER100 (I have ~ 90 folders on partitions C: and D:) fixed this. When I then added TURBODOS.PRG (both before and after FOLDER100), the system booted normally, but after a few minutes of work with Gulaam, empty directories and directories containing garbage began to appear. At this point, a statement like "ls" or "cd" resulted in a return to the desktop, bombs and a "frozen" system.

I suspect a problem with 4 MB, but I don't really know. Has anyone been able to use TurboDOS with 4 MB ?

There are a number of programs that don't work correctly with 4 MB, but they're not interesting. The only real problem was ETERNAL, which doesn't work due to a hardware incompatibility of the Megas. I was able to fix that easily.

Any and all help is most welcome.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (?) Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1@CUNYVM.CUNY.EDU (?) (Bonn, West Germany)

3737. Re: Arcade games on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 12:44:14 UTC
From: rgn@ecsvax.UUCP
Message-ID: <5038@ecsvax.UUCP>
Source record: 252537

In article <1786@ncsuvx.ncsu.edu>, wolf@csclea.ncsu.edu (Thomas Wolf) writes:
> In a previous posting on the subject, someone mentioned an updated version of
> Star Raiders for the ST. Does this version work in monochrome?
>
> My reason for posting this message is to express my amusement: Here we have
> Atari Corp. who has marketed a single computer for which a software developer
> has to develop TWO distinct versions of a game if he/she wishes to have them
> run on both colour AND monochrome. But does Atari set a good example by doing
> exactly that with its arcade-style games? Apparantly not. The first version
> of Star Raiders at least did not run in monochrome. Atari apparently expects
> other developers to go through the extra trouble but doesn't do so itself.
>
[some stuff deleted]

The developers kit that I bought back in early '86 even had
a letter enclosed urging developers to write resolution independent
software.

When Star Raiders became available I ordered it without checking
to make sure it ran on a monochrome system, and was very dissapointed
when it arrived and I couldn`t use it.

Anyway, I have both monitors now, so hopefully I have all the
bases covered! :-)

Rob

--
Rob Norris
Dept. of Math Sciences UUCP: ...!mcnc!ecsvax!rgn
Appalachian State Univ. BITNET: rgn@ecsvax
Boone, NC 28608 (704) 264-2366

3738. Creating 32 MB hard disk partitions ?

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 13:05:40 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8805051303.AA25402@ucbvax.Berkeley.EDU>
Source record: 252538

I have heard that in the new "blitter" TOS roms, a bug has been fixed that limited the maximum size of any single hard disk partition to 16 MB. Now, partitions of up to 32 MB in size are possible.

While looking at the WINCAP file provided on the hard disk driver disk, I noticed that there is an entry for the maximum partition size in sectors which amounts to 16 MB (and is marked "*** don't change ***").

Am I correct in thinking that I would only need to double this value and then be able to create a 32 MB partition using the HDX partitioning option ?

Has anyone done this ?

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (?) Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1@CUNYVM.CUNY.EDU (?) (Bonn, West Germany)

3739. Re: st keyboard buffering

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 13:19:33 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4694@batcomputer.tn.cornell.edu>
Source record: 252539

[]

In article <478@philmds.UUCP> leo@philmds.UUCP (L.J.M. de Wit) writes:

>Here's how keyboard buffering is done (at least I thought so ...) :
>The keyboard ACIA chip reads the keyboard and makes the characters available
>... The processor, as part of the VBL routine, reads the byte...

- the keyboard (and mouse and joystick) events have their own interrupt.

>#define CONTROLC 0x2e0003
> ...
> for (i = iop->ibufhead; i != iop->ibuftail;) {

- note that what "they" call head and tail may be the reverse of what you
(or I, anyway) would call them...

> if (*(int *)(iop->ibuf + i) == CONTROLC) {

- this may fail if "conterm" is set so that the kbdshift info is in the top
byte of the top word. Better use:
if (((*(int *)(iop->ibuf + i)) & 0xFF00FF) == CONTROLC)
^^^^^^^^^^
> a) Lattice has int == 4 bytes, short == 2 (Megamax I thought int == 2).
> So you should replace the *(int *) by *(long *), and the short by int.

- yup, in Megamax (and Laser) int==16 bits, long==32 bits. Avoid shorts.
(I _think_ they're 8 bits in old Megamax, 16 in Laser.)
Better to write code like this:

#define WORD int /* this is for megamax */
...
... WORD ... /* all through the code where it matters */

(Makes it a lot easier to port to another compiler.)

>I hope this helps and is raw enough? Have a nice byte (%-) !

- thanks, Leo!

> Leo. (What you C is what you get).

- Moshe Braner. (YAFIYGI) (You asked for it, you got it.) (TeX)

(Still looking for a used 520ST system)

STOP CONTRA AID: BOYCOTT COCAINE

3740. DMA/Hard Disk Reset

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 13:35:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1813@brahma.cs.hw.ac.uk>
Source record: 252540

I heard a rumour (nothing more, nothing less) that the Atari Hard disk drives don't use the reset pin from the DMA port. Is this true? Anyone care to comment.

"I think all right thinking people in this country are sick and tired of being told that ordinary decent people are fed up in this country with being sick and tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

3741. Re: MS-DOS Emulator

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 13:38:17 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8805051336.AA25931@ucbvax.Berkeley.EDU>
Source record: 252541

In Info-Atari16 Digest V88 #219, david@ucbvax.Berkeley.EDU (David Beckemeyer)
writes:
>In article <316@laura.UUCP> klute%trillian.irb@unido.UUCP (Rainer Klute) writes
>>In article <8804240542.AA10334@ucbvax.Berkeley.EDU> TNPHSUD@HDETUD1.BITNET
>(Damir Sudar) writes:
>>> [asking about MS-DOS emulator "SuperCharger" availablity]
>>
>>I haven't seen it yet but I can tell you a nice detail: The
>>price is not DM 800.- but DM 698.- (= US$ 420).
>
>I love these kinds of comments. It seems like I've been seeing them
>about ST related stuff for as long as I can remember. "No it doesn't
>exist yet. But it only costs $39.95".

Well, David may actually be right there. The newest story is:

Due to some design problem with the first batch of the Supercharger PCBs,
availability is now "somewhere around" 3rd quarter 88. And due to the increased
RAM chip prices (thanks, Ronnie, for screwing us Europeans yet again), the
price calculation is now "somewhere around" DM 800.- and not DM 698.- as
advertised originally.

I have seen a number of advertisements in German computer magazines at prices
varying from 648.- to 698.-, but I do not know anyone who has bought one, and
I do not know a single store where you could buy one.

The dealer terms for this "Supercharger" product are among the worst I've ever
seen ...

If this is all old news to you: sorry. Atari-Digests take their time while
travelling through netland.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (?) Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1@CUNYVM.CUNY.EDU (?) (Bonn, West Germany)

Disclaimer: I've nothing to do with anything mentioned above. In fact,
everything I've said is wrong, including this disclaimer. ;-)

3742. Re: Arcade games on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 13:40:19 UTC
From: knutsen@athos.rutgers.edu
Message-ID: <May.5.09.40.18.1988.19483@athos.rutgers.edu>
Source record: 252542

In article <880501041352.036351@HIS-PHOENIX-MULTICS.ARPA> Friesen@HIS-PHOENIX-MULTICS.ARPA writes:

> like to see Atari (arcade games division) get together with Atari
> (computer division) and program some of their arcade games for the ST.

Atari Games is a subsidiary of Warner Communications. Atari Corp is a computer company, sold by Warner to the Tramiels several years ago. The two companies, therefore, are totally distinct (they do not have the same corporate parent, in fact, Atari Corp is public), and neither really cares what the other does.

> I have played two fairly new games in the arcade by Atari, and they are
> excellent. They are Roadblasters, and Blasteroids.

Roadblaster (singular, I believe) is indeed excellent, but then, the quality of the average Atari coin-op is very high. Witness 720, Rolling Thunder, I Robot, Dragon Spirit, Gauntlet and Gauntlet II, Major Havoc, APB, et. al.

("Sure could use a doughnut...")
--
\ I don't drink, so how \ Jersey \ GEnie GE Mail: M.KNUTSEN \ |||
\ come I live in Barr \ Atari \ The JACG BBS: (201)298-0161 \ / | \
||| \ Hall on Busch Campus? \ Computer \ NetLand: knutsen@rutgers.edu \
/ | \ \ --Mark Knutsen, R.U. \ Group \ or: {...}!rutgers.edu!knutsen \

3743. Turbo-C availability

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 16:24:10 UTC
From: rob@hhb.UUCP
Message-ID: <957@hhb.UUCP>
Source record: 252543

[This space intentionally not blank.]

Here is another article I translated from the May 88 issue of the German computer magazine c't. I thought it would be of interest to all of you talking about Borland products.

'Turbo': in the PC world a by-word for a fast, efficient compiler - a foreign word to Atari users.
That shall soon change: for 283 DM Heimsoeth & Borland will finally offer Turbo-C for the ST, complete with assembler and symbolic debugger.
The adaptation to the Atari was done by a Munich-based firm; Heimsoeth would not yield any information about Turbo-Pascal or Turbo-BASIC.
Turbo-C presents a fully GEM-oriented development environment.
The compile-link time on a hard-disk for a hundred-line program was under ten seconds.
The compiler produces object files in DRI format.
In the demonstrated beta version, the production of 68020, 68030, or 68881 code was available as an option.
The ANSI runtime library is written entirely in assembly and permits a practicable program with a length of less than three kilobytes to be produced.
Libraries for all BIOS, XBIOS, GEM, DOS, VDI, and AES functions permit programs which use the full power of the ST to be created.
Heimsoeth estimates programs can achieve 1470 dhrystones.
Using several HL-benchmarks, we obtained results agreeing almost exactly with those the DRI compiler gave.
---

rob

Robert Stegmann
{allegra,ihnp4,decvax}!philabs!hhb!rob
Disclaimer, Datclaimer, D'udderclaimer.

3744. Re: dvist

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 16:25:45 UTC
From: saj@chinet.UUCP
Message-ID: <5101@chinet.UUCP>
Source record: 252544

I'm also having trouble with dvist32. There is a real possibility that the distribution became corrupted on the way to me, although all the ascii text is readable and the programs load. dvistdl simply returns to the shell without showing anything, while dvistnd says its processing the file, types 'server' and locks up the machine. I'd like to recompile for insurance purposes, but I have Mark Williams C, and the stdio.h differences are pretty substantial. Sure I can guess that _fp should probably be changed to _ff, and suchlike. But just 1 bad guess and the result is garbage. Could someone post the description of the struct FILE in Alcyon C, and the values #define-d for IO_READ and IO_WRITE (if there's a legal problem, don't)? I'm really looking forward to being able to see TeX output the way it was meant to be.

3745. Re: laser printers on ST - query for experience

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 16:55:38 UTC
From: brinsmead@calgary.UUCP
Message-ID: <1568@vaxb.calgary.UUCP>
Source record: 252545

In article <282@xrxns.UUCP>, toml@xrxns.UUCP (Tom Love) writes:>
...
> i guess the two machines at the top of my list are the apple laserwriter plus, which
> seems to be available used for around $2500, and the hp laserjet 2 which is available
> new for around 1700 or so. i view postscript as an attractive selling point for the
> apple printer. other postscript printers don't seem to be available used, and all the
> postscript printers cost too much new for me to consider.
>
> anyone have any experience with hp's deskjet yet?

I recall reading recently (perhaps in this newsgroup) that Atari will
be providing a RAM-resident postscript interpreter for their own laser
printer. While I've heard no claims about performance (anybody out there
care to comment?) this may give you the desired combination of low cost
and high utility.

Apparently, the argument was that Postscript in ROM costs an arm and a leg
to license from ADOBE, but ram-based licenses are quite reasonable. Sound
fishy? Maybe I read an April Fool's joke and didn't notice the date?

3746. Re: AMIGA disks

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 17:36:16 UTC
From: artw@pnet01.cts.com
Message-ID: <2925@crash.cts.com>
Source record: 252461

There were a few messages posted on the subject of reading ST disks on the Amiga. There is an Amiga program called Dos-2-Dos, from Central Coast Software which alows the Amiga to read, write, and even format ST, and IBM disks. Dos-2-Dos will produce a genuine TOS formatted disk and has single or double sided options.

...Art

3747. FX80 driver for DVI files

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 17:41:34 UTC
From: u14@nikhefh.hep.nl
Message-ID: <460@nikhefh.hep.nl>
Source record: 252546

Does anybody know whether there is a FX80 printer driver (Public Domain) for DVI files floating around (using the same font file format as the recently posted dvist)? It's the main reason I'm still using the Tools TeX previewer- to have two large sets of fonts for both dvist and Tools will be too much for my harddisk...

Thanks in advance, Daan Josephus Jitta.

3748. Re: PC-Ditto speed "XDOS"

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 18:19:55 UTC
From: df@nud.UUCP
Message-ID: <780@nud.UUCP>
Source record: 252547

Neil Forsyth (neil@cs.hw.ac.uk) writes:
=In article <2882@crash.cts.com> fred@pnet01.cts.com (Fred Brooks) writes:
=>What we really need is a product like 'XDOS'. XDOS takes a MS-DOS program
=>and converts it to 680X0 machine code. When this is done the program often
=>runs faster then the INTEL machine it was written for. This product is already
=
= Interesting but I wonder what XDOS does about vector tables in the data
= segment since Intel and Motorola store longwords differently ie. reversed.
= And then there is always the clowns who pervert the idea by putting data in
= the code segment.

Yes, it has to maintain some data in the original Intel byte order. There
is a performance hit, but it shouldn't be that difficult a programming task.

As to data in the code segment, this must be detected and accounted for.
It works.

--
Dale Farnsworth 602-438-3092 uunet!unisoft!nud!df

3749. Re: Problems running TURTLE and TurboDOS on a Mega 4

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 19:07:22 UTC
From: rwa@auvax.UUCP
Message-ID: <628@auvax.UUCP>
Source record: 252548

Volker Brandt mentions that Turbodos on his 4 meg machine seems to be
a loose due to the (pardon my negativism, folks) stupid 40-folder bug,
and speculates that FOLDRxxx.PRG doesn't fix this because he's on an ST4.

FOLDRxxx.PRG and TURBODOS.PRG don't work together properly on my
(vintage) 1040ST, either. Why am I not surprised :-(? Anyone dug
into this in depth ? Fixes ?

--
Ross Alexander, Athabasca University.
alberta!auvax!rwa

3750. Re: ST ROM and Charset Differences: US, French, German, UK, ??

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 19:58:01 UTC
From: poole@forty2.UUCP
Message-ID: <262@forty2.UUCP>
Source record: 252549

In article <254@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:
.....
>This can only be true for keyboards that do not have to generate some 7-bit
>ASCII charcters via <Alternate> + <Key> (this is the case with all languages
>that have a lot of none ASCII characters, example: German), there is special
>code in the ROM's which hardwires these keys! On the german keyboard I have
>to press <Alternate> + <a Umlaut> to get ']', there is absolutley NO way
>to override this short of writing your own keyboard interrupt handler.
....

I forgot to mention one nasty side effect of the additional code,
<Alternate>+<Control>+<Key> doesn't produce the correct control
characters, so on my ST at home I can't produce all ASCII control
characters (Example: Control [) without remapping the keyboard...I
don't know if Atari thinks this a feature or a bug.....

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

3751. Re: Atari warranty estimates are EXTREMELY accurate

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 20:22:54 UTC
From: rosenkra@Alliant.COM
Message-ID: <1718@alliant.Alliant.COM>
Source record: 252550

In article <19880504130143.5.CRAWLEY@FLIGHTLESS-WATERFOWL.SCRC.Symbolics.COM>
Crawley@ALDERAAN.SCRC.SYMBOLICS.COM (Eric S. Crawley) writes:
->Exactly 92 days after purchasing my SH204 hard disk, it failed to spin
->up. Of course, the 90 day Atari warranty had just expired along with
->my drive. The drive would start to spin up and then a relay would click
->in and spin it down.

a very similar thing happened to me...

Gee, a 90 day warranty. how novel! as a "registered developer", i was told
by atari that because i get a "break" on equipment costs (i also buy 3-5
times more equipment than a "typical" user) i get only a 24 hour warranty.
consider yourself lucky. i saved $75-$100 on the initail drive purchase (i
bought 2 SH204 for the 3 1040's and 5 or 6 odd monitors i have) and
after having to pay atari about $250 for a trade-in PLUS cost to ship,
i did not really save ANYTHING, now did i? to top it off, the first replacement
drive was defective as was the SECOND! the third one is still sitting in
a box (i haven't even tried it out...i'm using a borrowed drive which
i know to be reasonably reliable. i can't afford to loose another few
days work).

i wouldn't count on the Supra to be any more reliable than the atari. i know
several people who have had problems with them, also. i have heard that
the astra drives are built "like brick (fill-in-the-blanks)...", being
almost hardened (mil spec)! if they use the same drivr mech and boards,
i can't see how they could be any better, however, unless really packaged
will (cooling, dust, shock mount, etc).

-bill

3752. Re: 16MHz 68000

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 20:26:46 UTC
From: mikep@lakesys.UUCP
Message-ID: <638@lakesys.UUCP>
Source record: 252451

On the note of replacing the 68000 with a faster chip, would it be possible
to pop in a 68020 or 68030?

--
Michael J Pluta (mikep@lakesys.UUCP) c/o | {ihnp4,uwvax}!
Tri-Sys Computer Corp., Inc. | uwmcsd1!lakesys!
207 East Buffalo Street, Suite 600 | mikep
Milwaukee, WI 53202 |

3753. Re: HP DeskJet problems

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 20:42:24 UTC
From: Robert_Lisowski@rubbs1.UUCP
Message-ID: <32.22816340@rubbs1.UUCP>
Source record: 252452

The Desk Jet DOES have both a parallel AND a serial port, so you can use the thing as a serial printer.

If the ST is not delivering enough current (and I kinda doubt that), you can put in a set of non inverting buffers (chips made for interfacing low current to high current devices).

The ports on the ST conform to industry standards, so if the ST can't deliver the current, other machines would have the same problem. I can say, as an ST and Desk Jet owner, I have had NO trouble with either unit. The only problems arise when I don't have a driver with the proper control codes for a particular software package. The ST can't do a screen dump to the Desk Jet as is. But, I hear that you can stick a little program on your boot partition or disk that has the graphics codes for the DJ, so t

hat is not a major problem.

Software support for the Desk Jet will rapidly increase by this summer.
Be patient. Any new machine takes time to get settled into the market.

Rob

3754. re: laser printers on ST - query for experience

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 21:04:14 UTC
From: Robert_Lisowski@rubbs1.UUCP
Message-ID: <33.22816345@rubbs1.UUCP>
Source record: 252453

I can highly recommend the HP Desk Jet. Although it will take a few months for more software support, the printer is useable for text dumps and word processors that have user-configureable printer control codes. Soft Logik will be supporting it in their new Publishing Partner Pro package (which I am getting--when they get around to shipping it). HP says that it can be used with some Laser Jet compatible programs.

The print quality, on good tight paper, is exactly the same as a laser (and I'm quite picky about such things). The speed of printing is about 1/2 to 1/4 of the speed of most lasers, depending on if you use draft or letter quality (draft saves ink and looks almost as good, except a bit lighter).

Any questions--leave me a not here or on echomail atari st.

Rob

3755. ST minix (was Re: The Right to Flame (was Re: ST Minix))

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 21:50:19 UTC
From: wheels@mks.UUCP
Message-ID: <451@mks.UUCP>
Source record: 252454

In article <382@sp7040.UUCP>, jsp@sp7040.UUCP (John Peters) writes:
> I think I hear another vote for a "comp.os.minix.atari" sig on
> the net. Your sentaments are stongly echoed here. I would like to propose
> not only the new sig but maybe a group to coordinate developement of public
> domain utilities under Minix. I seems to me that the ST-Minix community would
> benifit from coordinated development instead of 15 people working on versions\
> of the same thing.

I agree 100% about ST Minix, but do you really think we need a new group
already? Shouldn't we co-exist with the IBM Minix users for a while so
we can learn from them? There isn't so much traffic in comp.os.minix
that we need separate groups, I don't think. The IBM folks might get a
little jealous of our "large model" compiler though :-). Maybe this
discussion should be repeated in the minix group before doing anything.

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

3756. Re: part 2 of UW distribution in binaries group broken

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 22:16:54 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <3175@saturn.ucsc.edu>
Source record: 252455

In article <353@coma.UUCP> axel@coma.UUCP (Axel Mahler) writes:
>Part two of the three part UW posting (article v01i052) in
>comp.binaries.atari.st was broken. I couldn't uudecode it
>completely.

If you look at the text at the beginning of part 2, it says that you have to manually concatenate some of the parts together to get the complete uudecoded file. If it still doesn't work after doing that, send me a mail message (I usually respond more quickly to mail than to news messages...)

-Steve
...!ucbvax!ucscc!ssyx!koreth

3757. Re: transputer

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 22:29:24 UTC
From: hase@netmbx.UUCP
Message-ID: <1816@netmbx.UUCP>
Source record: 252456

In article <28201@yale-celray.yale.UUCP> wallman-george@CS.Yale.EDU (Natuerlich!) writes:
>But but but. Limiting the OS to run as many processes
>as there are processor is no step forward. Even if each processor gets
The Transputer processors are able to run multiple processes on one
processor. He does the multitasking in hardware (!).
The idea is: one T414 runs an operating system and some applications.
TWO of them will run the same thing (almost) twice as fast (if there are
any asynchronous processes to be spread over the network).
>1MB space (sounds about right for a personal computer) and we have four
>processors. Would we like to waste 1MB for my printer spooler,
Whith multitasking you print in backround. You need no "Spooler".
>I mean of course you can't compile plain vanilla BSDxy and hope that
>that would work instantly.
Right. There is no support for virtual memory (or MMU or the like).
T's are _different_. Nothing like the old stuff.
>I strongly believe that a vendor like Atari who comes out with an
>incompatible OS and no major backing (like the Defense Dept. or IBM
>(or is that the same ?)) will even with super-duper superior hardware
^^ almost...
>make no dent in the workstation/upscale-personal-computer market.
Hmm, Perihelion (the people, who made not just Helios but the ABAQ as
well) intends HELIOS to become THE operating system for T's.
It runs even on a PC with a TEK4/8 or Inboard B004 (seen in Hannover).
>Natuerlich!
Of course!
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3758. FLASH woes

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 23:14:27 UTC
From: miken@hcr.UUCP
Message-ID: <3271@hcr.UUCP>
Source record: 252457

To my total horror, I have just discovered that FLASH turns tabs into 8 spaces when downloading files in ASCII download mode. marvellous. no wonder "arc" always fails. can anybody out there tell me how to disable this "feature"? and if there are any other "features" that this package has, I would be interested in knowing about them.

--

Mike Nemeth "more logic than Mr Spock!"
...utzoo!hcr!miken

3759. Re: Arcade games on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 23:16:27 UTC
From: rjung@castor.usc.edu
Message-ID: <857@nunki.usc.edu>
Source record: 252458

In article <1786@ncsuvx.ncsu.edu> wolf@csclea.UUCP (Thomas Wolf) writes:
>My reason for posting this message is to express my amusement: Here we have
>Atari Corp. who has marketed a single computer for which a software developer
>has to develop TWO distinct versions of a game if he/she wishes to have them
>run on both colour AND monochrome. But does Atari set a good example by doing
>exactly that with its arcade-style games?

Yes. Read on.

> Apparantly not. The first version
>of Star Raiders at least did not run in monochrome. Atari apparently expects
>other developers to go through the extra trouble but doesn't do so itself.

Despite all the Atari flaming ("constructive criticism"?) going on here,
you can't pin this one on them. I don't know about the latest release of
Star Raiders ST, but Atari's _Missile Command_ game not only runs in low
and high resolution, but medium as well. I do believe (but cannot confirm)
that their gun-shooting (mouse-shooting?) game _Crack'ed_ also runs in
monochrome...

>The only publisher of Atari ST games to have undergone that "extra effort"
>(as far as I know) seems to be RainBird/Firebird. Their "StarGlider",
>"Tracker", etc. games all work fine in monochrome. Since I only own a mono
>chrome system, I would like to commend them for their efforts (btw, I have
>no affiliation with this publisher -- I'm just a satisfied user.)

Everybody who's bought a Firebird product is a satisfied sustomer. They and
FTL are among the best Atari ST developers around. Long may they live!

>Maybe in the future we will see other companies taking that extra step in
>developing their games? Perhaps they already do in Europe? (since there,
>monochrome systems are much more common than in the US)

You could also check out that new program _Monoware_, which is supposed to
make your monochrome monitor emulate a color monitor perfectly, and vice
versa. I haven't used it myself, but everything I've heard says that it
delivers.

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

3760. Bye-bye, Atarians

Newsgroup: comp.sys.atari.st
Date: 1988-05-05 23:26:30 UTC
From: rjung@castor.usc.edu
Message-ID: <858@nunki.usc.edu>
Source record: 252459

Like many of us non-employeed types, I'm going to be gone from the net,
because I'm losing system access at the end of the semester.

I'll make this short and sweet (well, Nutrasweetened, maybe):

* Don't send me mail. It's a waste of time, and aggravates the net.

* I'll miss all of you guys. It's been fun seeing how "professional
developers" approach the ST, and I wish it didn't have to end (Maybe
this fall... B-)

* We all know the ST is essentally a good machine, but Atari Corp. needs some
sprucing up. While the Atari-flaming can get depressing at times,
DO NOT STOP! If we keep this criticism constructive, maybe things
will improve (Hope, y'know).

* I love my ST, and still don't regret the purchase.

Bye everybody,

--R.J.
B-)

Bitnet: rjung@castor.usc.edu "Who needs an Amiga?" = == =
= == =
Power WithOUT the Price = == =
===== == =====
Just because it's 8-bits doesn't make it obsolete. ==== == ====

3761. RE: FLASH woes

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 00:14:05 UTC
From: miken@hcr.UUCP
Message-ID: <3273@hcr.UUCP>
Source record: 252460

(sheepish grin)

oops. it appears that i should've checked to see if something up the line
wasn't doing what i excepted it to be doing before flaming FLASH.
checking my terminal magic with "stty" revealed that the option "tab3"
automagically changes tabs to spaces. oops. oh well, another day, another
foot in the mouth ...

--

Mike Nemeth "more logic than Mr Spock!"
...utzoo!hcr!miken

3762. Re: PC-Ditto speed "XDOS"

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 00:36:22 UTC
From: fred@pnet01.cts.com
Message-ID: <2929@crash.cts.com>
Source record: 252465

neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <2882@crash.cts.com> fred@pnet01.cts.com (Fred Brooks) writes:
>>What we really need is a product like 'XDOS'. XDOS takes a MS-DOS program
>>and converts it to 680X0 machine code. When this is done the program often
>>runs faster then the INTEL machine it was written for. This product is already
>>running on UN*X systems maybe someone will get an ST version.
>
>Interesting but I wonder what XDOS does about vector tables in the data
>segment since Intel and Motorola store longwords differently ie. reversed.
>And then there is always the clowns who pervert the idea by putting data in
>the code segment.
>
>--
>"I think all right thinking people in this country are sick and tired of being
>told that ordinary decent people are fed up in this country with being sick and
>tired. I'm certainly not and I'm sick and tired of being told that I am!"
>- Monty Python - "I could be arguing in my spare time"
>
> Neil Forsyth JANET: neil@uk.ac.hw.cs
> Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
> Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
> Edinburgh
> Scotland
>--

I think the idea would be a 8086 machine language compiler. If you think of
what a C or Modula-2 compiler does then expand that up to a complete
CPU chip language. I don't the data would be that hard to work with if
you had a configuration file for each program to help it compile to 680X0
machine code. Of course you would have to do data flow and global check on
the process to keep things compiling correctly.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

3763. Re: laser printers on ST - query for experience

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 05:33:55 UTC
From: wes@obie.UUCP
Message-ID: <223@obie.UUCP>
Source record: 252462

In article <282@xrxns.UUCP>, toml@xrxns.UUCP (Tom Love) writes:
> i am thinking seriously about investing in a laser printer, both for
> personal and professional use. applications include text and graphics,
> desktop publishing, software development, and anything else i can think
> of which is fun and/or profitable.
>
> i am interested in hearing of the experience of others in coaxing
> laser-quality output out of their atari st's. naturally one of the
> biggest decisions i have to make is whether to opt for a postscript
> printer or not. money is definitely an issue, but a useful future
> may prevail over a short life and saved money.
>
> key questions i have are: what packages support postscript output?

I can't think of any EXCEPT Word Perfect right off the bat. Too bad, since postscript is usually quite a bit faster than creating a bit map, as you must do with the HP LJ.

> and the followup, what packages can drive non-postscript lasers, e.g.
> hp laserjet, and cheaper lasers like the kyocera, okidata, etc. what
> about interfacing - any problems with any particular machines?

Here's my setup: at home, I own an ancient (8/85) 520ST, upgraded to 1 meg. I also have an Oki Laserline 6, which is an HP LJ compatible, with 512K memory. At work, I have several Mega-2s (belong to my employer, that is), and the use of an HP LJ II with 4.5 meg of RAM.

I use/have used WordPerfect with the HP, using WPs driver - it works pretty well. I use First Word Plus, using a driver I wrote in about an hour one afternoon for my Oki. It works great, if you have enough fonts to be interesting. The LJ II does not come with an Italics font in it (but the Oki does).

I also use the WordUp word processor and EasyDraw. I have Migraph's HP300.SYS GDOS device driver for the LaserJet. It works well with both EasyDraw and WordUp, but IT IS SLOW AS MOLASSES IN JANUARY!!

The driver has to create the entire page in memory, as a bitmap, and then send it out to the printer a byte at a time. The average time for a page full of text, with 1/2" margins all around, is about 12 mins on the Mega-2.

The Migraph driver has an option for printing on an HP (or clone) with limited memory. I haven't tried this yet, but the docs say it slows it down by a factor or 3 or so. This will make for 35-40 minutes per page.

I haven't seen a GDOS device driver for postscript printers, does
anybody know of one yet? Does anybody want to write one?

> i'm interested in (but don't yet own) wordperfect, softlogik's desktop
> publishing package (can't recall the name), cyber-stuff, easy-draw, and
> any of a variety of databases/spreadsheets/etc.

See above.

> i guess the two machines at the top of my list are the apple laserwriter
> plus, which seems to be available used for around $2500, and the hp
> laserjet 2 which is available new for around 1700 or so. i view
> postscript as an attractive selling point for the apple printer. other
> postscript printers don't seem to be available used, and all the
> postscript printers cost too much new for me to consider.

If you can get the driver(s) for the LaserWriter, buy it. Postscript
is the way to go, for speed if nothing else.

> anyone have any experience with hp's deskjet yet?

Not me. See other postings (lamentations) here.

--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3764. Re: Atari warranty estimates are EXTREMELY accurate

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 07:06:42 UTC
From: DaveFlory@cup.portal.com
Message-ID: <5157@cup.portal.com>
Source record: 252463

> thought I should share it and possibly warn others.]
> Exactly 92 days after purchasing my SH204 hard disk, it failed to spin
> up. Of course, the 90 day Atari warranty had just expired along with

Just curious, did you try contacting the dealer, or Atari? I have heard
a lot of just out of warrantee stuff being replaced while in the vicinity
of customer service.

3765. Re: st keyboard buffering

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 10:02:42 UTC
From: leo@philmds.UUCP
Message-ID: <480@philmds.UUCP>
Source record: 252464

In article <4694@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>In article <478@philmds.UUCP> leo@philmds.UUCP (L.J.M. de Wit) writes:
>>Here's how keyboard buffering is done (at least I thought so ...) :
>> ...[stuff deleted]...
>> for (i = iop->ibufhead; i != iop->ibuftail;) {
>- note that what "they" call head and tail may be the reverse of what you
> (or I, anyway) would call them...

Agree, but I got (a hint for) the names from Data Becker's Atari ST Intern.
I think with a circular buffer, a reader and a writer it's anyway a question
whose side you're on.

>> for (i = iop->ibufhead; i != iop->ibuftail;) {
>> if (*(int *)(iop->ibuf + i) == CONTROLC) {
>- this may fail if "conterm" is set so that the kbdshift info is in the top
> byte of the top word. Better use:
> if (((*(int *)(iop->ibuf + i)) & 0xFF00FF) == CONTROLC)
> ^^^^^^^^^^

Still better maybe:
for (i = iop->ibufhead; i != iop->ibuftail;) {
if (((*(int *)(iop->ibuf + i)) & 0xFF0000) == CONTROLC)
the ascii bindings may be changed by an xbios call, it's safer to use just
the scancode. But thanks for the correction, anyway!

> Better to write code like this:
> #define WORD int /* this is for megamax */
> ... WORD ... /* all through the code where it matters */
> (Makes it a lot easier to port to another compiler.)

or to use:
#include "portab.h"
which just includes such definitions (at least for Lattice there's such a file).

>- Moshe Braner. (YAFIYGI) (You asked for it, you got it.) (TeX)
>(Still looking for a used 520ST system)

I use one. A plus that is (520 ST++ :=)

Leo (C-ing is believing).

3766. Re: how do I print-screen (Alt<help>) on Epson LQ-500/800?

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 11:08:30 UTC
From: leo@philmds.UUCP
Message-ID: <481@philmds.UUCP>
Source record: 252466

In article <4675@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>In article <476@philmds.UUCP> leo@philmds.UUCP (L.J.M. de Wit) writes:
>> 1) Alter the bios, as follows... (much follows)
>- actually replacing the screen dump routine is rather simple, since there
>is a vector to it (albeit not well publicized). The LONG at the address
>$502 points to the standard routine, called by both the Alt-Help mechanism

So I got curious. Disassembled the relevant parts yesterday, and guess what?
Scrdmp (the XBIOS entry): In VBL:
movea.l $502, a0 tst.w $4ee(a5)
jsr (a0) bne.s no_dump
move.w #-1, $4ee bsr Scrdmp
rts no_dump:

Hey, this guy seems right. But reading a disassembly from D.B.'s book:
Scrdmp (the XBIOS entry): In VBL:
clr.w $4ee tst.w $4ee(a5)
bsr $5a60 bne.s no_dump
move.w #-1, $4ee bsr $5a60
rts no_dump:

The last fragments, which are used in the disk-based TOS versions, are obviously hard-coded. Seems the TOSses are incompatible in this respect. Very likely an old TOS will throw bombs when using $502 (or just completely reset by jumping to address 0); but who wants old TOS, anyway?
Maybe you or others know of other compatibility problems? I would like to registrate these. Use e-mail to send them to me; I will forward them to the net if there is some response (probably the guys at Atari Corp. already have some info?).

>program you can place in the auto folder. You have to do something to avoid
>reentry of the actual dump code if one presses Alt-help while the dump
>is in progress. Also, you should provide for abortion on request or if
>the printer does not respond.

Actually, the VBL itself prevents re-entrance by setting the vertical blank semaphore:
vbl:
addq.l #1, $466 # frclock (increment frames counter)
subq.w #1, $452 # vblsem (decrement vbl semaphore)
bmi.s vbl_ex
...
vbl_ex:
addq.w #1, $452 # vblsem (increment vbl semaphore)
rte

Mostly the skip is not performed; vblsem's value is 1, 0 within the routine.
A screen dump takes a lot of time (many, many VBL's!), so when interrupts come while performing a screen dump, the vbl just skips to vbl_ex (leaving with a value of 0 in vblsem).
You should however test the value in the word at $4ee (Alt-Help pressed) to abort the dump when the key was pressed (for compatibility with the 'standard routine').

>I have actually written such a beast for my printer (an Apple Dot Matrix,
>no kiddin!) (which is really a modified NEC 8023), so if there is much demand
>I can post the source code. Warning: it is in assembly language.
>
>- Moshe Braner

I've got one in C (with a tiny bit of assembly coded in); it does not dump in graphics mode, but scans the screen and tries to interpret pixels as TOS characters. It is much faster than graphic dumps, and useful for programs that generate TOS character output (editors, compiler output, etc.), not for GEM.
It is about 290 lines of code. If you or other people are interested, please e-mail.
(Maybe we can make it a combined posting, Moshe?).

Leo. (C for yourself).

3767. Re: Problems running TURTLE and TurboDOS on a Mega 4

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 12:24:56 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2468@ttidca.TTI.COM>
Source record: 252467

In article <8805051100.AA23390@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
[...edited...]
>
>I've just bought a Mega ST4 (including blitter), and now I'm having trouble
>running Turtle. It always crashes after displaying the "work" screen (the one
>saying "Drive A: ... disk needed ... etc."), displaying a varying number of
>3 - 5 (!) bombs. Now I can't back up my hard disk :-(
>
>What is the newest version of Turtle ? Has anyone sucessfully used this
>program with 4 MB ?

The current version, posted in comp.binaries.atari.st recently, is 2.17.

I was meticulous in writing Turtle to do absolutely everything with
standard, supported system calls. I'm rather discouraged to hear of
problems on the ST4. I'll try to locate one here for testing. If there is
a problem with executing in 4 MB, I'll create a fix for it. I have heard
of no problems with local people running on 2 MB Mega systems, though.

.
.
(Needed a few more lines)
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

3768. Suspected GEMDOS bug or where did the disk sectors go?

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 13:02:20 UTC
From: bdeskin@cognos.uucp
Message-ID: <2936@cognos.UUCP>
Source record: 252468

A week ago I posted a question about what happens to 2K when formatting a floppy disk. That is, formatting a single sided disk gives you 349K whereas the calculation 80 tracks times 9 sectors (720) less 1 boot sector, 2 FATs at 5 sectors each, and a directory of 7 sectors (18) leaves 702 sectors or 351K. I have since been told that this is an old GEMDOS bug where GEMDOS "looses" 2K or 4 sectors. It explains why most RAM disks I have provide 2K less than what's asked for. Can anyone confirm this bug (Atari???) and is it fixed in the new ROMs. Thanks in advance.

--
Bob Deskin decvax!utzoo!dciem!nrcaer!cognos!bdeskin
Cognos Incorporated P.O. Box 9707
(613) 738-1440 3755 Riverside Dr.
Ottawa, Ontario, CANADA, K1G 3Z4

3769. clocks that fit under ROM chips?

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 14:16:21 UTC
From: miken@hcr.UUCP
Message-ID: <3275@hcr.UUCP>
Source record: 252469

i have read of clock chips that are installed under one of the ROMs.
what is/are the name/number of this/these chip(s)? how does one go about
setting the clock, or does it come pre-set? anyone have information on this?

--

Mike Nemeth "more logic than Mr Spock!"
...utzoo!hcr!miken

3770. re: Atari support

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 14:20:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8805061426.AA20860@ucbvax.Berkeley.EDU>
Source record: 252470

For all of you who have been ragging at Atari for its poor support, it is always the same reason, namely the Tramells. Have it ever occured to you that the reason it may not be as good as Apple or others is because that the price of the Atari stuff is too low to provide enough revenues to pay for the kind of support that you want? Remember, this is America, and no one gets away without paying. To qualify this, let's look at some of the big companies. In my professional experience, I have found DEC support to be the best. However, with what we pay in 1 year for this support, we could buy 10 1040 STs. As for IBM, they are a real pain. I once called them to arrange repair of some mainframe terminals, and when I gave them the serial numbers, they said Amoco owned them and insisted I was crazy for saying otherwise. And IBM will always try to sell you a machine that just barely meets your requirements, push a bunch of hoggy software on you, so you need to upgrade in 6 months.
If you want support to be as good as some others, would you be willing to pay what you do to the others?

Now just for the record, I have phoned Atari for some technical support, and of coursethe person wasnt in, and of course they said they'd call back, and of course they didnt. But other times I have gotten through, and they have answered my questions. And that isn't different than most other companies I have dealt with. Lately I have been trying to get through to Fairlight with with the same result, and here is the Mercedes of the electronic musical instruments manufactures.

I am happy with my ST, iuntil I win the lottery it is the best for musical applications. With the Hybrid Arts stuff, I will be able to make CD quality masters at 1/10 the cost of synclavier, and that is cool.

Jeff Beer, UUCJEFF@ECNCDC

3771. Re: Personal Pascal V 1.1 vs. V 2.02

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 15:28:44 UTC
From: ugbernie@sunybcs.uucp
Message-ID: <10981@sunybcs.UUCP>
Source record: 252471

Does anyone know anything about FTL's Modula-2 compiler
for the ST?

bernie

3772. Re: pd prolog for the ST?

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 16:45:26 UTC
From: hans@duttnph1.UUCP
Message-ID: <8805061645.AA08898@duttnph1.sun.com>
Source record: 252472

In Info-Atari16 Digest V88 #226 csclea!wolf@ncsuvx.ncsu.edu (Thomas Wolf) writes:

>Someone on the National ST Echo (a national bbs-newsgroup) has mentioned
>a PD-Prolog from Germany. If anyone knows of such a program, could you
>e-mail it to me or send me the address of where I can anonymous-FTP it?

Xprolog was written by A.Toenne from Dortmund University (atoenne@unido.bitnet) I obtained an ancient version from CANADA01 some time ago, which had a bug in it. Andreas Toenne told me that he had a new version ready which I would get from him if I sent him some floppies. When I have it and it works satisfactory, I will send it to CANADA01, Atarinet or so.

Hans Buurman (tnphhbu@hdetud1.bitnet, mcvax!dutrun!duttnphg!hans.uucp)

3773. Re: Computer to VCR?

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 17:22:42 UTC
From: martin@lakesys.UUCP
Message-ID: <644@lakesys.UUCP>
Source record: 252473

Rich,

What is the part # on the "old" glue chip? (The one which can be genlocked?)

Marty Wiedmeyer
martin@.lakesys.UUCP
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3774. Re: Gulam and MWC

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 18:54:04 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <1794@ncsuvx.ncsu.edu>
Source record: 252474

Could someone post the address of an ftp'able site that has Gulam v1.03?

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

3775. Re: st keyboard buffering

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 19:14:19 UTC
From: apratt@atari.UUCP
Message-ID: <1054@atari.UUCP>
Source record: 252475

Leo@philmds's description of keyboard input on the ST is imaginitive, but totally off the wall. The ST has INTERRUPT-DRIVEN keyboard input: when a character is pending at the keyboard port, the processor is INTERRUPTED (no Vblank). The character is read from the port, and placed in the keyboard input buffer (the one whose address you can get from the Iorec Xbios call). You don't need to use this buffer, however, if you understand the interactions between BIOS and GEMDOS I/O.

The potentially confusing part is that if you do GEMDOS cooked input or output, the BIOS buffer is COMPLETELY EMPTIED into a GEMDOS buffer. So if you follow GEMDOS output with BIOS input you will get "no characters waiting." GEMDOS "cooked" I/O is Cconin, Cnecin, Cconout, Cconws, and Cconrs, and Fread and Fwrite on handles which refer to the console, such as handles 0 and 1 (stdin, stdout), handles DUP'ed from those, or -1, which always refers to the console, even if handles 0 and 1 are redirected.

If you don't want ^C to terminate your program, you can either
(A) use only BIOS calls, or
(B) use only GEMDOS raw calls (Crawcin, Crawio, Cconis), or
(C) use a terminate-vector handler which longjmp's to your recovery code.

The best reason to use the buffer structure returned by the Iorec call is as a quick check for input keys pending. Checking to see if in == out (meaning the buffer is empty) is lots quicker than the equivalent BIOS call. This only works if you use NO GEMDOS console I/O calls. (I haven't forgotten about critical sections: I investigated, and they don't matter here.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3776. Re: Creating 32 MB hard disk partitions ?

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 19:20:23 UTC
From: apratt@atari.UUCP
Message-ID: <1055@atari.UUCP>
Source record: 252476

From article <8805051303.AA25402@ucbvax.Berkeley.EDU>,
by VBRANDT@DBNUAMA1.BITNET:

} I have heard that in the new "blitter" TOS roms, a bug has been fixed that
} limited the maximum size of any single hard disk partition to 16 MB. Now,
} partitions of up to 32 MB in size are possible.
}
} While looking at the WINCAP file provided on the hard disk driver disk, I
} noticed that there is an entry for the maximum partition size in sectors
} which amounts to 16 MB (and is marked "*** don't change ***").
}
} Am I correct in thinking that I would only need to double this value and
} then be able to create a 32 MB partition using the HDX partitioning option ?

No, you are not correct. The fatal flaw in your logic is believing the
rumor that the 16MB limit was gone. It is not gone; it's still there.

Please don't flame me for inaction. It took action for me to determine
that I couldn't safely remove the limit.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3777. Supra drives (was Re: Atari warranty estimates...)

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 19:43:25 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <3141@pasteur.Berkeley.Edu>
Source record: 252477

In article <1718@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:

>i wouldn't count on the Supra to be any more reliable than the atari. i know
>several people who have had problems with them, also. i have heard that
>the astra drives are built "like brick (fill-in-the-blanks)...", being
>almost hardened (mil spec)! if they use the same drivr mech and boards,
>i can't see how they could be any better, however, unless really packaged
>will (cooling, dust, shock mount, etc).

>-bill

I, on the other hand, have a different story. I bought one of the
20 Meg Supra drives, and it's working very well. For a while there, I was
having the strangest problems with it, so I sent it in for repairs. It
turned out to be interference (at least, all they did was shorten the DMA
cable, and it worked), and the person on the phone at Supra was very
helpful about everything. All in all, I'm well pleased.

- Warner Young

3778. Re: transputer

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 20:24:26 UTC
From: wallman-george@CS.YALE.EDU
Message-ID: <28623@yale-celray.yale.UUCP>
Source record: 252478

In article <4679@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>[Lots of interesting stuff about the transputer]
>

Thanks for some information about the transputer, I would be most happy if the following points could be cleared up too.

Well if there is an OS, will there be a copy for every processor, will it be in shared (slooow) memory or will there be a processor running os code exclusively passing results to the other transputers. (all of the above methods sound not tooo great to say the least).

Same for shared resources like graphics, I/O and stuff. How ?

I had actually expected that the system would run more like this,
A table with processes that are to be run. Lots of processors (say 4 in the beginning, (- stolen from M.B.-)) grabbing processes that need to be run, swapping in the process space from disk (*) and executing those merrily. If we have 1MB per processor, we don't -quite- have Virtual Memory, but something inbetween, and it sounds quite Unix-like. Arguably it might not be the perfect thing to do for the transputer, neglecting maybe some hardware niceties.

Natuerlich!

(*) poor overworked HD

Loveletters & Hatemail to : wallman@yalecs
Files to : WALLMANN@CTSTATEU (Bitnet)
Talk to : wallman@yale-zoo-suned.arpa

3779. Bugs in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 22:08:05 UTC
From: ericg@sco.COM
Message-ID: <678@nod2sco>
Source record: 252480

Is there a list of the known bugs in TOS/GEM. I am specifically interested in those regarding hard drives.

Namely, recently, writes to my hard drive have become somewhat unreliable. Sometimes characters get scrambled, other times the file turns out to have a zero size.

Is this a known problem or is my hard drive sick?

If it is a known problem, is there a patch for it?

I have a 1040ST with a Supra 20Mb. I've made no modifications to either the Atari or the Supra.

--
I do not speak for SCO, I barely have enough room for my own opinions.
"When there is no more room in the river, the trout shall walk the earth."

Eric Griswold |<help! i'm caught in the middle of a .signature>| ericg@sco.com

3780. Publishing Partner screen & printer font file & char formats

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 22:10:37 UTC
From: dcaffey@geinah.unm.edu
Message-ID: <3037@charon.unm.edu>
Source record: 252481

To whoever can help,
I would like to write a program to translate GDOS fonts into Publishing Partner screen and printer fonts. The problem is that I don't know what the font file and char matrix formats are that Publishing Partner needs for both the color and monochrome versions. I would appreciate any imput concerning this subject.

Thanks in advance,

Dominic Caffey

3781. Re: transputer

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 22:26:26 UTC
From: david@bdt.UUCP
Message-ID: <314@bdt.UUCP>
Source record: 252483

In article <4679@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>Helios is NOT Unix. Unix is NOT designed for a multiprocessor personal
>machine, either. To quote a Helios document (by N.H. Garnett, Perihelion
>Software):

I'm sure a lot of people already know this, but for those that don't.
There are multi-processor hacks of UNIX in development, even by some
pretty major companies. Unix isn't designed for a multi-CPU system
but it has been hacked to run on multi-CPU systems by basically dividing
the kernel up and letting parts run concurrently. Some vendors have
gone with "message passing". I know of at least one company putting
in major efforts to get a multi-CPU version of BSD UNIX to run faster.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

3782. Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 22:55:00 UTC
From: minow@thundr.dec.com
Message-ID: <8805062000.AA15492@decwrl.dec.com>
Source record: 252484

This is really a reply to Jinfu@cup.portal.com, but mail bounced and the phone number didn't seem to work. In an earlier posting, Jinfu mentioned a friend interested in buying an Atari ST. I have one for sale:

Atari 1040 ST, bought in November 1986, in perfect condition, with
-- monochrome monitor
-- Timesaver battery back up clock.
-- all Atari software (Basic, Logo, 1st Word)
-- one disk with p.d. software (Uniterm, Arc, Kermit, etc.)
-- Flight Simulator
price $750.

Sold seperately:

-- Mark Williams C V3 (on order) (includes source-level debugger). $140. Note: I won't warrant that this is usable without a hard disk. I was using V2 w/o a hard disk for a year without difficulty, and I'll try to set up a satisfactory working environment. Note that a single floppy system is not officially supported by Mark Williams.

-- Supra 30Mb hard disk, bought in October 1987. $800. Includes latest Supra software toolkit and a manual for the disk drive.

-- Panasonic 1080i printer, including cable: $160.

The only Atari motherboard modification was a power supply eco to remove a whine caused by attaching a modem. The modification was made in November 1986.

I'll guarantee that everything is in working order when it arrives at your home. If it's not satisfactory, you return it within a week and I'll refund your money.

Please feel free to phone me (home: (617) 646-2199, work (617) 493-9922) if you want to discuss this further.

Martin Minow
minow%thundr.dec@decwrl.dec.com
decwrl!dec-rhea!dec-thundr!minow

The above does not represent the position of Digital Equipment Corporation.

3783. Re: WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 22:55:06 UTC
From: david@bdt.UUCP
Message-ID: <315@bdt.UUCP>
Source record: 252485

In article <5061@cup.portal.com> Jinfu@cup.portal.com writes:
>
>Let me throw in my cents:
>
>Why can those frustrated ST developers/users sell their STs to recoup
>some money to buy a Mac or Amiga, or PS/2 and stop whinning here? If
>you are not happy with the computer, the best thing to do is go for
>another one and stop crying. Just leave us 'stupid' happy users alone
>will you?

It's easy for you to say. I would love to be able to dump my Atari
hardware to somebody who could use it. But it's not that simple.

I can't, in good conscience, just forget about the 15,000 or so users
we have that need support for ST products. It takes ST hardware to
maintain ST products.

We originally had to pay FULL PRICE for Atari devlelopment hardware
(like $800 for an early SH204 drive!). It wasn't that bad. I knew it
was risky. Just the same, I know Atari could have done more for those
of us that helped launch the machine. We were there back in 1985.
Micro C-Shell sold one hell of a lot of Atari STs in those days!

I've got nothing against anybody out there that likes their ST. I'm
sorry if that message came accross, becuase it's not how I feel. I'm
not frustrated with the public. I'm fed up with Atari Corp.

I was simply letting off steam about what the Atari management has done
(and not done) and unless you've dealt with them, you have no room to talk.
You just couldn't possibly understand what it's like. The worst thing
that's happened to you is that you have to hit 'n' or read about it a
little bit. Oh that's real tough - a few screens of pain and agony.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

3784. list of changes and additions in new ROMS

Newsgroup: comp.sys.atari.st
Date: 1988-05-06 23:56:16 UTC
From: rfpfeifle@violet.waterloo.edu
Message-ID: <6703@watdragon.waterloo.edu>
Source record: 252486

Hi. Instead of asking "when are the new ROMs going to be available", I'd like to pose a different question...

Can someone post the list of bug fixes and enhancements which will be found in the new ROMs (whenever they come out ;-). The poster should preferably be from Atari, since this is their baby. Also, it would be nice to know if the list is merely a prelim. list (ie, vaporspec) or the etched-in-stone (silicon) list.

Thanks!

Ron

3785. Braner's UPROOT

Newsgroup: comp.sys.atari.st
Date: 1988-05-07 00:02:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8805062325.AA00968@ucbvax.Berkeley.EDU>
Source record: 252487

Date: 6 May 1988, 19:01:12 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Braner's UPROOT

( )

Could someone please send me Moshe Braner's UPROOT program? I would
actually like source more than executables... (Or, Moshe, could you
explain how it works? I'd like to be able to force the new directory
to be loaded no matter what, sorta like clicking on the "close" box
in the file selector...)

Thanks in advance!

+----------------------+----------------------------+
Jim McCabe	BITNET: mccabe @ mtus5
G31 ECH MTU	jemccabe @ mtus5
Houghton, MI 49931	UUCP: mccabe @ m-net
+----------------------+----------------------------+

3786. corrected alternate address for netlib

Newsgroup: comp.sys.atari.st
Date: 1988-05-07 00:28:55 UTC
From: martin@lakesys.UUCP
Message-ID: <646@lakesys.UUCP>
Source record: 252482

It has been brought to my attention that the alternate address for netlib is incorrect due to a typo. The correct alternate address is:

netlib!lakesys.uucp@csd1.mil.wisc.edu

All future copies of the index will have the correct alternate address.

I apologise for any inconvenience which you may have had.

Marty Wiedmeyer
martin@lakesys.UUCP

BTW, the latest additions to netlib are:

---- volume1 ---

calltime.uaa 880506 Log calls to answering machine on the ST
deskpak/part.uaa 880504 Multi-DA. Calculator, appointment book etc.
deskpak/part.uab 880504 Multi-DA. Calculator, appointment book etc.
deskpak/part.uac 880504 Multi-DA. Calculator, appointment book etc.
deskpak/part.uad 880504 Multi-DA. Calculator, appointment book etc.
deskpkdc/part.uaa 880504 DOCs for DeskPak
deskpkdc/part.uab 880504 DOCs for DeskPak
deskpkdc/part.uac 880504 DOCs for DeskPak
gifshw2.uaa 880427 Graphic Interchange Format Display .PRG
memfil14.uaa 880427 Memory, Binary and Sector Editor w/Search v1.4
uw/part.uaa 880502 Unix Windows for the ST
uw/part.uab 880502 Unix Windows for the ST

==========

To request files send a message to netlib@lakesys.UUCP consisting of:

send filename/part.uaa from archives.atari
send filename/part.uab from archives.atari
send filename/part.uac from archives.atari
etc.

If the file is found in one of the new volumes, (the example is volume 1) the syntax is:

send volume1/filename/part.uaa from archives.atari
send volume1/filename/part.uab from archives.atari
send volume1/filename/part.uac from archives.atari
etc.

Note there is no space between the word "volume" and the number of the volume.

Subject for the message is not necessary.

Use the form above to assure that the parts will arrive as separate messages.
Parts are approximately 50k each.

This index can be obtained by sending:

send index from archives.atari

to netlib@lakesys.UUCP

A path which has proven to be successful for some users is:

netlib!lakesys@csd1.milw.wisc.edu

Any comments, problems or suggestions, please mail to martin@lakesys.UUCP.
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

3787. Re: dvist

Newsgroup: comp.sys.atari.st
Date: 1988-05-07 03:49:11 UTC
From: tyler@stpl.UUCP
Message-ID: <144@stpl.UUCP>
Source record: 252488

W.R.T. your dvist problems here are a couple of questions/hints.

1) Question. I presume that the arc program didn't croak in file extraction
which strongly implies that the distribution arrived OK.

2) Check the dvist.rc file and insure that the default search path is
correct. Don't try to implement the server at this point.

3) Install the fonts into \font subdirectory as per the instructions.
Basically create a subdirectory for each root font type and
then rename the corresponding font file as the size with
pk appended to it. e.g. cmr10.96 would be placed into the
subdirectory \font\cmr10 as the file 96pk. Now try to preview the
dvist.dvi file with the command:

dvist -f\font dvist

This command assumes that you are running under something like
gulam or gemcsh. If not, insure that the program have been renamed
to a .ttp file so that you can provide command arguments. If this
works, then the programs are ok. If not, send email to me and I'll
look into it a bit further.

4) Recompilation? I would try to disable the CLIENT protocol by undefing
the CLIENT flag (I believe set in system.h). Thus you should not have
to play with stdio etc.

Avy and I are always open to help others with our mistakes and
of course to suggestions. Please feel free to email or phone us.

...mnetor!yunexus!stpl!tyler or ...mnetor!yunexus!yugas!avy
fs300022@yusol.bitnet
Ph (416) 736-2100 x7765 (416) 736-5359

3788. (None)

Newsgroup: comp.sys.atari.st
Date: 1988-05-07 05:07:14 UTC
From: the_medic@pedro.UUCP
Message-ID: <106@pedro.UUCP>
Source record: 252489

I have seen on a few online services an Atari 8-bit PD or shareware emulation program. Has anyone used this? (If this was covered in messages in the past, please forgive me) Is it good? Is it completely compatible? Any special requirements I should know about? Thanks for any info I might receive.

3789. Atari News

Newsgroup: comp.sys.atari.st
Date: 1988-05-07 15:37:50 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <2918@ihlpe.ATT.COM>
Source record: 252490
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I found the following article in the latest issue of the electronic atari newspaper called Zmagazine. It is attributed to the Computer Shopper though, so credit should go there. Since the Zmagazine is carried on many BBS's and CompuServe, it is public domain, but I am giving proper credit.

BULLETIN BULLETIN BULLETIN BULLETIN BULLETIN BULLETIN

835 27-APR 21:27 General Information
Atarians Rejoice (?)
From: DFSCOTT
To: ALL

This is a Computer Shopper exclusive story.

Atari Corp. is undergoing another corporate restructuring, but this time more massive than before. A division company, to be known as Atari Computers, is being formed. Charles Babbitt has been named Atari Computers President, and Anthony Gould his Vice President for Sales. Although still under the umbrella leadership of the Tramiels, it appears at this time that a semi-autonomous company in the manner of Amiga Corp. is being spun off. In an exclusive interview, Atari chief spokesman Neil Harris told this reporter that Babbitt has been given two months to form a new corporate strategy for Atari Computers. During that period of time, says Harris, Corporate leadership has ordered no one at Atari Computers to speak with the press. Nonetheless, Babbitt was cornered into releasing general information to Computer + Software News about a special packaging arrangement of the Mega 4, perhaps for sales to Value-Added Resellers.

It apparently has yet to be decided what role current Atari Corp. management will play in leading the new Computers division. More details as they become available.

END OF ARTICLE

Since it is not dated April 1, I assume it is for real. If so, it may be the answer to all those that have been Atari bashing lately. I view it as a positive step for Atari and one that could raise their credibility IF they can bring more products to market. I have also read that because of chip problems, etc., Atari will be out of virtually all products by the end of the year. No amount of reorganization will help if you don't have a product to sell.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

3790. Re: Atari warranty estimates are EXTREMELY accurate

Newsgroup: comp.sys.atari.st
Date: 1988-05-07 16:49:36 UTC
From: wes@obie.UUCP
Message-ID: <225@obie.UUCP>
Source record: 252491

In article <19880504130143.5.CRAWLEY@FLIGHTLESS-WATERFOWL.SCRC.Symbolics.COM>,
Crawley@ALDERAAN.SCRC.SYMBOLICS.COM (Eric S. Crawley) writes:
> Exactly 92 days after purchasing my SH204 hard disk, it failed to spin
> up.

This sounds like a problem with the disk itself. You might want to
check and see if the drive manufacturer has a long warranty than Atari
does. Many hard disk manufacturers have 1-year warrantys. If it is a
problem with the disk, the manufacturer will repair it for you if it
is still under warranty.

> Regardless of whether I get the data off the SH204 or not, I'm getting
> rid of it and buying a Supra 20MB drive. At least it is smaller and
> quieter. Hopefully, it will be more reliable. I still like my ST, I
> just don't have any faith in Atari hard disks anymore.

Funny, I sold my Supra hard disk to buy an Atari SH204, becaus the
Atari was so much quiter. Have you listened to a Supra lately? Supra
makes good products, but don't expect miracles from them, or any other
hardware manufacturer for that matter. If you had gotten the same
drive in a Supra box, it would have failed there, too.

Just out of curiosity, was your SH204 one of the older ones with a
Seagate ST225 disk in it?
--
/\ - "Against Stupidity, - {backbones}!
/\/\ . /\ - The Gods Themselves - utah-cs!uplherc!
/ \/ \/\/ \ - Contend in Vain." - sp7040!obie!
/ U i n T e c h \ - Schiller - wes

3791. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-05-07 18:49:00 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <416@stag.UUCP>
Source record: 252492

In article <3139@saturn.ucsc.edu>
easterb@ucscb.UCSC.EDU (William K. Karwin) writes:
>
>I have been having disk access errors recently with disks that
>checked out okay with disk verifying programs. I took this disk
>and my 1040ST to my local maintenance guy. After doing some
>tests, he concluded that I should stop using my brand of SS
>disks.
>
[questionable head info deleted]
>
>He recommends Sony SS disks,

I do too. I have over 400 disks formatted double-sided. Over
90% of them are Sony single-sided. Out of all the SS formatted
as DS, only 4 of the Sonys have failed on me. I've tried this
with other brands and generics (many that are suppost to be
"made by Sony"), but with significantly higher failure rates on
all of them.

(Disclaimer: This info only covers using 3.5" disks with an
Atari ST. I have very little knowledge as to how well this would
work on a Mac or any other machine...)

John Stanley (dynasoft!john@stag.UUCP)
Software Consultant / Dynasoft Systems

3792. Re: Bomb list

Newsgroup: comp.sys.atari.st
Date: 1988-05-07 19:55:18 UTC
From: ahinds@hvrunix.UUCP
Message-ID: <424@hvrunix.UUCP>
Source record: 252493

In article <12463@tut.cis.ohio-state.edu>, weaver@tut.cis.ohio-state.edu (Andrew Weaver) writes:
>
> Here is a question I don't think I have ever heard hashed around
> on here before. Is there a way to intercept the 'bombs' that come onto
> the screen with some sort of dialog like on the Mac: "Sorry,
> a system error has occureed [Restart|Resume]" or on the Amiga: "System
> Error: Guru Meditiation xxx:xxxxxxx [Continue]" so that one can better
> diagnose problems with one's own (or someone else's) program? It seems
> to me that having a number of non-descript cherry bombs (or mushroom clouds,
> which I am told appeared on earlier STs) is not a very good way of represent-
> ing an error, but I guess that's just me.
>
> --
> Andrew Weaver weaver@tut.cis.ohio-state.edu
> Soon to be a 'Zip' at the University of Akron ...ihnp4!cbosgd!osu-cis!weaver

What follows is somewhat long and technical in nature...

Well, I hacked up something in 'C' on my Amiga, similar to what you're attempting. I didn't like my machine going down on things like divide by zero, opcode A emulation, and things like that. So, I wrote a little (actually not that little) that runs in the background to catch cpu traps like those mentioned above. I don't know if you'll be able to do it, since you don't have a multitasking environment. Maybe a desk top accessory?

I'm not too familiar with the ST, so I can tell you what I did on my Amiga as generically as possible, and maybe you can go from there. This discussion presumes some knowledge of 68000 assembly and 'C'.

O.k. What I did was get a list of the 68000 trap vectors, and I reset them to point to my code. It went something like this:

```
void (*ptr()); /*For a pointer to a function that returns void.
I actually just used an unsigned long*/

void MyTrapCode()

{

/*Stuff. See below*/
}

main()
{
ptr = 0000014; /*Some thing like this for divide by zero.
I don't have my source in front of me right
```

```
now!*/
*ptr = &MyTrapCode;

}
```

Voila! Now any program that would divide by zero executed my function! Unfortunately, where you want to go from there can get very tricky indeed. For me, I didn't want the machine to pop up a task failed requester and crash.
Do accomplish that, (This is greatly simplified, but communicates the essence of what I did), MyTrapCode() looked like:

```
void MyTrapCode()
{
#asm /*This will differ for your compiler!*/
move -(sp),d2/d4
unlk a5;
#endasm
/*The above lines undo the default startup code for a function*/
#asm
/*Here's where I removed all the things pushed onto the stack
because of a trap*/
#endasm
Wait(-1); /*Stupid, but effective. Task was held until
I pressed ctrl-c in it's window*/
}
```

I know this was kind of general, but if you use your imagination, I think you can take it from there. You can learn alot about your compiler and machine in so doing. There are alot of subtelties to watch out for, some I didn't really discuss. So, be careful, and happy hacking!
Well, I hope this helps. If you have any specific questions, I'd be glad to try and help you out. Just send me mail...

Alexander Hinds
ahinds@hvrford

3793. AD&D Character Generator

Newsgroup: comp.sys.atari.st
Date: 1988-05-07 21:29:53 UTC
From: jac423@leah.Albany.Edu
Message-ID: <771@leah.Albany.Edu>
Source record: 252494
Cross-posted to: rec.games.frp,comp.sys.atari.st

Paul Cisek of Spectral Fantasies is just finishing his AD&D character generator for the Atari ST. This program will be ShareWare and I will probably be posting it on comp.binaries.atari.st in two to three weeks.

The AD&D Character Generator covers all the rules in the AD&D game spanning all the rule books including the Survival Guides. Every aspect of the character is covered. The program features full use of GEM, a full 3+ page character sheet printout, library functions, and is the first in a series of compatible DM assistant programs. It is written in Lazer C and will run on any Atari ST. (An Amiga version written by Tom Mikalsen will also be available soon.)

--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@uacsc1.albany.edu

3794. Thanks!

Newsgroup: comp.sys.atari.st
Date: 1988-05-07 21:57:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8805072058.AA22540@ucbvax.Berkeley.EDU>
Source record: 252495

Date: 7 May 1988, 16:55:34 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Thanks!

To David Beckemeyer (couldn't reach you by mail):

Thanks for the info on the Magic Sac -- you're about the only one
to respond so far... And cast one more vote in from me in favor
of a public domain RTX!

By the way, does anyone have a double-sided disk drive (in good shape)
for sale?

+----------------------+----------------------------+
Jim McCabe	BITNET: mccabe @ mtus5
G31 ECH MTU	jemccabe @ mtus5
Houghton, MI 49931	UUCP: mccabe @ m-net
+----------------------+----------------------------+

3795. "Atari Computers" , was Re: Atari News

Newsgroup: comp.sys.atari.st
Date: 1988-05-07 23:50:27 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <3179@pasteur.Berkeley.Edu>
Source record: 252496
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

That Atari Corp. is spinning off a Computers division should be very good; as long as they get money from Corp. At last, there will be an organization that will deal with Computers. Not games, calculators, or suits against chipmakers. Maybe there's the slightest chance that Atari will start acting like a real computer company.

Here is my wish list:

1. More updates to GEM. It's the ST's _OS_ for chrissakes, everyone :-) has to use it so it better get fixed and enhanced.
2. More support for developers. Face it, Atari has no respect so it might as well be nice to the people who can keep the machines alive.
3. Buy an IC factory (unless this has already been done). and get the blitters out. THEN get the roms for the new GEM out. And on the latest TOS; send it to stores to be distributed by them. Have the retailers copy the disks for them. It would get customers for the retailers and get the revisions out.
4. For the 8-bitters. The next batch of OS roms should have the Newell Fastchip routines built in. Buy rights to put out the Newell code and maybe Newell will make a profit. I see his Fastchip going for $15 every-where. I don't see how he can be making anything, considering the size of the 8-bit market.
5. Again, 8-bitters. Sell Flight Simulator 2 on cart, maybe someone will buy a FSII that does no disk access! Indicate on the XEGS packs which machines a given cart will run on. (and accurately)
6. More user support and service.
7. Give the computers better names (from now on, it's too late for the st and xe). The computer is be an extension of the HUMAN mind. A computer should have a short (4 syllables or less) name that has a minimum of "whiny" sounds (ee,aye).
Here are some bad names and why I think I hate them:
ecks-ee too whiny, and it sounds like a sports car
ess-tee ditto
a-mee-ga whiny. reminds me of amoeba and Velveeta.
ps/2 says nothing, in other words, very IBM personality wise
Microsoft sheesh. not only is it small, it's soft. feminists may protest, but a weak phallic association turns everyone off. Note: I am not advocating "LargeHard" as an alternative:-> Imposing names are also bad.

Generally, these names do not sound good in conversation.
These do:
Macintosh canadian/scotch sounding. not wimpy (the machine may be though)

Dr. Halo luminescent sounding.
Dell (as in Dell computers) just good sounding
Grid one of the best Hi-teck sounding names.
etc.
And pertaining to the topic is the choice of numbers, i.e. 1040ST, Apple2.
obviously, XF551 is vastly worse than 1040 or 520. But 1040 is not as
1 or 2. I know very little about this, but I guess that the "best" numbers:
have no suffix like hundres or billion, can be said with few words as in
ten-forty or fifty-five, or have repetitive digits if they are long as in
six-two-six three-twenty-three, or are single digits. There should also
not be too may different models for one name. Imagine mega 2,4,6,8,10,11,14.

I realize that some people believe the name of a product has little to do
with it's desirability, and back when micros were bought by hobbyists this
was true, but now, we are dealing with "normal" people who don't have a
hacker's appreciation for programmability, instruction sets, and power
requirements. It's going to be a mass market, and that demands mass market
measures. Now, computer companies must hire logo, case, and graphics
designers as well as engineers. This is inevitable, even for a cost-cutting
outfit like Atari. Promotion and design are as much a part of business
as is manufaturing.
I am not advocating that Atari change the name of the ST and XE, they
already have name recognition, but they should not name the next product
the TT or EST or A?AQ (or promiseLAN, that's plain stupid). How about
names like: The Roadway, the Michael, the David (as in D&Goliath for all
the Bible nuts out there :-), the Stone (for go players), the Audrey.

--John

:the:end:is:near:get:all:your:files:onto:another:machine:fast:
John Kawakami c60b-at@buddy.berkeley.edu

3796. Re: German MS-DOS emulator

Newsgroup: comp.sys.atari.st
Date: 1988-05-08 04:34:33 UTC
From: hase@netmbx.UUCP
Message-ID: <1821@netmbx.UUCP>
Source record: 252497

In article <956@hhb.UUCP> rob@hhb.UUCP (Robert R Stegmann) writes:
> At CeBit, ABD Electronic introduced the Supercharger, a 'co-computer'
>for the Atari ST. The equipment shown consisted of a single-board computer
>with an 8086, sockets for an 8087 and one Meg RAM, and working at a clock rate
>of 8 MHz. It comes complete with MS-DOS 3.2, a power supply, and a cable
>to connect it to the DMA port on the ST. The communication is handled by a
>gate-array.
The gate array will also emulate most registers of the 80XX hardware of
a PC.
Still there are just prototypes; there is no stable working version so
far; this is coming "real soon now".

Hmm, I do not like the idea of this thing. It has no slots.
Ok, it will run MS DOS 3.2 and clean DOS programs, it will not support
new hard/software (VGA OS/2). This is coming "real soon now" as the AT
(80286) version.
Hmm.
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3797. Re: Expandability

Newsgroup: comp.sys.atari.st
Date: 1988-05-08 04:50:42 UTC
From: hase@netmbx.UUCP
Message-ID: <1822@netmbx.UUCP>
Source record: 252498

In article <215@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>The addressing limit on the ST without hacking the hardware is 4 meg.
>The MMU chip does the majority of the address decoding, and it only
>deocodes a1..a21. If you "fall off" the end of the MMU, it will
>(should?) give you a bus error or address error. This could, of
>course, be changed by replacing the MMU chip.

No. You don't need to do that.
The GLUE chip monitors -AS (adress strobe of the 68000). After a memory
cycle the 68k waits for DTACK or VPA; if neithe comes, no new cycle
starts, so there is no new AS. A simple monoflop, retriggered by AS,
will interrupt the wait by saying "BUSERR" to her majesty.

If you generate your own DTACK on your RAM board, you can easyly expand
memory beyond 4 Meg.
I did it; I added 2 Meg of DRAM (as resetproof Ramdisk) and 256 KByte
battery backed SRAM (for fast booting) by decoding the full adress bus.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3798. Re: dvist

Newsgroup: comp.sys.atari.st
Date: 1988-05-08 17:53:58 UTC
From: gordan@maccs.UUCP
Message-ID: <1179@maccs.UUCP>
Source record: 252499

In article <5101@chinet.UUCP> saj@chinet.UUCP (Stephen Jacobs) writes:
-
-I'm also having trouble with dvist32. There is a real possibility that the
-distribution became corrupted on the way to me, although all the ascii text
-is readable and the programs load. dvistdl simply returns to the shell
-without showing anything, while dvistnd says its processing the file, types
-'server' and locks up the machine.

I had the same problem. Check the DVIST.RC file -- as distributed, it
specifies a path of D:\FONTS for the font files. If you don't have a D:
disk, this simply hangs forever with no error message. Simple to fix:
just change DVIST.RC to contain A:\FONTS (or whereever you happen to
have installed them).

Also, don't forget to set up subdirectories properly for the font files,
e.g.
FOOBAR.96 -> \FONTS\FOOBAR.96PK

By the way, DVIST _is_ usable on a color monitor if you use a monochrome
emulator (e.g. MONOWARE.PRG, which came over the net a while ago). Best
to use a speed of 10 with MONOWARE (slowest screen refreshes, but least
amount of CPU cycle stealing).

--
Gordan Palameta
uunet!mnetor!maccs!gordan

3799. Re: PC-Ditto speed "XDOS"

Newsgroup: comp.sys.atari.st
Date: 1988-05-08 18:56:09 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2939@crash.cts.com>
Source record: 252404

df@nud.UUCP (Dale Farnsworth) writes:
>Neil Forsyth (neil@cs.hw.ac.uk) writes:
>=In article <2882@crash.cts.com> fred@pnet01.cts.com (Fred Brooks) writes:
>=>What we really need is a product like 'XDOS'. XDOS takes a MS-DOS program
>=>and converts it to 680X0 machine code. When this is done the program often
>=>runs faster then the INTEL machine it was written for. This product is already
>=
>= Interesting but I wonder what XDOS does about vector tables in the data
>= segment since Intel and Motorola store longwords differently ie. reversed.
>= And then there is always the clowns who pervert the idea by putting data in
>= the code segment.
>
>Yes, it has to maintain some data in the original Intel byte order. There
>is a performance hit, but it shouldn't be that difficult a programming task.
>
>As to data in the code segment, this must be detected and accounted for.
>It works.
>
>--
>Dale Farnsworth 602-438-3092 uunet!unisoft!nud!df

I think the real advantage to compiling the programs rather than interpreting
them like pc-ditto is that you can apply optimizing techniques. I think that
xdos looks ahead and computes only those flags which will actually be used.
An interpreter must compute all the flags although most are ignored.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3800. Re: Arcade games on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-08 19:03:42 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <421@stag.UUCP>
Source record: 252500

In article <857@nunki.usc.edu> rjung@castor.usc.edu (Robert Jung) writes:
>
> Everybody who's bought a Firebird product is a satisfied sustomer. They and
>FTL are among the best Atari ST developers around. Long may they live!

While I agree in general, I don't think bringing up FTL in a
discussion about the problems involved in color-ONLY programs is
a good idea. While Dungeon-Master is one of the best games on
the ST, it's so color-only that even OmniRes can't get it to run
on a monochrome monitor.

> You could also check out that new program _Monoware_, which is
>supposed to make your monochrome monitor emulate a color monitor
>perfectly, and vice versa. I haven't used it myself, but
>everything I've heard says that it delivers.

You've got it backwards... Monoware runs monochrome programs
on a color system, not the other way around. There is, to my
knowledge, no existing public-domain or shareware program to run
color programs on a monochrome monitor. (And no commercial
versions that are capable of running Dungeon-Master.)

John Stanley (dynasoft!john@stag.UUCP)
Software Consultant / Dynasoft Systems

3801. postscript interpreter searched

Newsgroup: comp.sys.atari.st
Date: 1988-05-08 19:46:57 UTC
From: A0061@DK0RRZK0.BITNET
Message-ID: <8805081946.AA09986@ucbvax.Berkeley.EDU>
Source record: 252401

This is a reprise of a question posted about a year ago.
What I am still looking for is a postscript interpreter program (preferably
written in C) to read postscript programs and contruct a bit map of page
data points (which should be eazyly done on an atari mega st2 e.g.).
Any ideas, pointers ?
(public domain software is preferred, but others are also of interest).

Many greetings from Cologne .. ~ ~
| | | |
Claus Kalle | | | |
Cologne University, Regional Computing Center / \/ \
| || |
BITNET: A0061@DK0RRZK0 | \/ |
ARPA : A0061%DK0RRZK0.BITNET@WISCVM.WISC.EDU / \
Letter: Regionales Rechenzentrum der Uni Koeln | The |
Robert-Koch-Str. 10 | Koeln |
D-5000 Koeln 41 | Cathe- |
West Germany | dral |

3802. Re: Light and Smoke (was: The Right to Flame)

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 00:58:42 UTC
From: peter@sugar.UUCP
Message-ID: <1951@sugar.UUCP>
Source record: 252402

I own an Amiga. It replaced my Atari ST. Enough of that... here are a couple of comments...

> 1. File Formats.

> IFF is a good idea, in theory at least.

IFF is a great idea, and you can get all sorts of good code from comp.sources.amiga.

> I think that a
> 'clipboard'-type interface (like the Mac) would be an welcome
> addition.

Well, we've found that the clipboard isn't used much on the Amiga. Scratch files in RAM: are just as useful and a lot more versatile. Think of them as named clips.

> 2. Desktop.

> How come no one has come out with a better Desktop?

Well, apparently someone has. It's not PD though.

It's *hard*. One thing you could do would be to look at something other than the Mac for inspiration. I wish Commodore had.

Maybe someone would like to port my Browser to the ST?

> 3. Multitasking.

This is vital, particularly in combination with #1 and #2.
--
-- Peter da Silva `-_-' ...!hoptoad!academ!uhnix1!sugar!peter
-- "Have you hugged your U wolf today?" ...!bellcore!tness1!sugar!peter
-- Disclaimer: These aren't mere opinions, these are *values*.

3803. Atari Mega prices

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 04:49:03 UTC
From: dragon@olivej.olivetti.com
Message-ID: <21430@oliveb.olivetti.com>
Source record: 252403

So, where is the cheapest place to get a Mega ST? I am interested in one and would like to obtain the best possible price. I am looking for the unit only, with no monitors, but may be swayed into getting one if the price is right! I am interested in mail order or local places.

Please email replies, I'll post a summary if there is significant interest.

Thanks!

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
{ucbvax,etc.}!oliveb!olivej!{dragon-oatc,lobster}!dean

Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

3804. Repairing a 1040ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 10:36:02 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1821@brahma.cs.hw.ac.uk>
Source record: 252405

One of our 1040ST's is not working properly. It's a weird problem (they always are :-). It seems to work just fine until you run some programs or call up the Control Panel, then you get some bombs (approx 2 - 10). The GEM Desktop works fine and files can be copied with 100% integrity all over the place so the hard drive, floppy and DMA are OK. We have a 'Tracker' and plenty of machines to compare to, but if anyone can suggest what the possible fault is &/| a solution I would be very grateful. When the machine is back on its feet again the solution will of course be posted here. This may happen to you one day!

"I think all right thinking people in this country are sick and tired of being told that ordinary decent people are fed up in this country with being sick and tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

3805. Re: transputer

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 13:46:43 UTC
From: hase@netmbx.UUCP
Message-ID: <1826@netmbx.UUCP>
Source record: 252406

In article <28623@yale-celray.yale.UUCP> wallman-george@CS.YALE.EDU (Natuerlich!) writes:
>Well if there is an OS, will there be a copy for every processor, will it
>be in shared (slooow) memory or will there be a processor running os code
No. I wonder if there is some literature about the T's there in USA; we
have the c't, a magazine writng a lot about them.
T's are different. All resources are completely local (memory, I/O ..)
and the T communicates over a serials line (with "DMA" and 5/10/20
Megabit per second). All shared devices (hard disk) are local to one
transputer (call it a "server" or whatever you like).
>exclusively passing results to the other transputers. (all of the above
>methods sound not tooo great to say the least).
Thats it! Think object-oriented: procedures for an objekt are residing
in the transputer, messages between the objects are passed through the
links. The T's have no support for virtual memory; I do'nt know who
needs it. My OS/9 or RTOS systems have no VM and I like them for not
wasting processor time in system-code...
>Same for shared resources like graphics, I/O and stuff. How ?
Like above. Nothing is "shared", everything is local (!).

out of time
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3806. Disk problems (continued -- also, media-change)

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 15:26:58 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2511@bath63.ux63.bath.ac.uk>
Source record: 252407

(I have no way of knowing if this is of international or only UK interest. Still, wider distribution is probably better than narrow distribution, both since Cumana are available worldwide, and because other makers may produce similar drives.)

I bought a Cumana 1-Meg disk drive (from a company called LAN) at the recent Atari show in London. Reasons for choosing this were: (a) the price was right; (b) the Cumana drive was fitted with its own internal power supply (unlike many current 3rd party drives which parasite off the joystick port for power); (c) I have a Cumana 1-Meg disk drive at work, and it works fine; and (d) LAN said the drive was ST-compatible. (Indeed, once you've gotten into the box and found the instructions, Cumana also say it is ST-compatible.) It isn't -- though it can be made to be.

The problem: I took the thing home, hooked it up, and began some simple tests. It did not seem to recognize media change -- this was tested by the simple method of opening a window on the drive, swapping (or not swapping) disks, and pressing escape to force a redisplay. After some fiddling, I'd narrowed it down, and it was related to the write-protect state of the disks. If you removed a disk and put in a WRITE-PROTECTED disk, it would detect the swap; if you took out a WRITE-ENABLED disk and swapped in a different WRITE-ENABLED disk, it would not notice. (In full accordance with Murphy's Law, the absolute worst case. I didn't try WP->WE, by the way.)

Not being shy, I opened the beast up. It contains, right next to the WriteProtect sensor, a second ('DiskInserted') sensor. A bit of experimenting confirmed that it does NOT report WriteProtected if there is no disk inserted. (The ST, of course, relies on the disk drive to report WriteProtected when there is no disk in, as this is how it detects MediaChange. {Question for Atari, of course, is, why didn't they use drives with 'DiskInserted' sensors, and use that to detect MediaChange?})

A look at the bottom of the PC board showed that both sensors went into the same three-contact plastic box (a double switch). Markings on this (tiny) switch box indicated that both switches were normally-open types, and that the centre terminal was a common terminal. So, I soldered a small bit of wire in, shorting the 'DiskInserted' sensor so that the drive always believes there is a disk in. (All this action occurs beneath the leads to the 'Active' LED, so is a bit tricky.)

Works fine now; though I've probably voided my warranty. The point of all this, though, is that this is another possible cause of the 'directory window mixed up' problem. If you are sure that your problem

is not identical disk serial numbers, you might want to check this. If you pull a disk out of the drive and put it back, and then hit Esc to force a redisplay, then EVEN IF YOU HAVE PUT IN THE SAME DISK, the drive should spin (and select light come on) as the ST has to read the header block to check the ID. If the drive does NOT spin, then the ST has not noticed the disk being removed -- which means the problem described above may apply.

If you find your drive has this problem, you have two choices, I'd say: either modify the drive (or have it done by a repair shop) as suggested above; or try to return it for refund or replacement on grounds that it is NOT, in fact, ST compatible.

NOTES:

(1) This worked for me. If you decide to open your drive up and fiddle it yourself, I WILL NOT ACCEPT ANY RESPONSIBILITY if you muck it up. Make sure you are VERY gentle, and use a SMALL, LOW-LEAKAGE, soldering iron. Also note that you will almost certainly be voiding any guarantee if you do so.

AND, if you do decide to mod it, MAKE SURE that you nobble the correct sensor switch. If you get the WriteProtect sense switch instead, by mistake, you will end up with a drive which (a) doesn't recognize disk swaps, and (b) thinks that all disks are write enabled.

(2) (As noted) this DOES NOT apply to ALL Cumana drives. The one I use at work (bought about a year ago) worked fine right out of the box. The one I have at home (bought about 2 weeks ago) did not. Cumana drives, in our experience, are very reliable beasts -- but it is not clear that they (or someone doing the repackaging, perhaps) know what 'ST compatibility' is. Also, it MAY apply to some other makers' drives. A Brand A disk drive frequently really is a Brand B drive mech, with Brand C electronics, packaged in a Brand A box. The point is, if at all possible, make sure to see the drive working before you buy it -- testing is simple, as described above. Failing that, make sure that whoever you buy it from gives you a 'statement' that the drive 'is ST compatible' in whatever terms will allow you to use local consumer protection laws to return it if it has this problem.

Cheers, Paul

3807. Re: list of changes and additions in new ROMS

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 17:03:13 UTC
From: good@atari.UUCP
Message-ID: <1057@atari.UUCP>
Source record: 252408

In article <6703@watdragon.waterloo.edu>, rfpfeifle@violet.waterloo.edu (Ron Pfeifle) writes:
> Hi. Instead of asking "when are the new ROMs going to be available", I'd
> like to pose a different question...
>
> Can someone post the list of bug fixes and enhancements which will be found
> in the new ROMs (whenever they come out ;-). The poster should preferably be
> from Atari, since this is their baby. Also, it would be nice to know if
> the list is merely a prelim. list (ie, vaporspec) or the etched-in-stone
> (silicon) list.

We will post a summary listing of new features and fixes at the time the product is released for external test. It is right now in internal test, with development (ie new things) essentially frozen. We have taken some extra time to add performance enhancements beyond those originally intended, and are now doing multiple cycles of regression testing against a library of some 800 games and programs, as well as "try to break it" type testing.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

3808. Re: Suspected GEMDOS bug or where did the disk sectors go?

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 17:09:28 UTC
From: good@atari.UUCP
Message-ID: <1058@atari.UUCP>
Source record: 252409

In article <2936@cognos.UUCP>, bdeskin@cognos.uucp (Bob Deskin) writes:
> A week ago I posted a question about what happens to 2K when formatting a
> floppy disk. [...deleted...]
> I have since been told that this is an old GEMDOS bug where GEMDOS
> "loses" 2K or 4 sectors. [...deleted...]
> Can anyone confirm this bug (Atari???) and is it fixed in the new ROMs.

It is an old GEMDOS problem, and it was fixed in an interim version of the forthcoming ROMs. However, the fix has been backed out due to potentially serious loss of data due to incompatibility problems when disks with the extra 2K get used on systems with old ROMs. The Release Notes will have a full explanation. The unused space amounts to a VERY small percentage of available disk space, even on the lowest capacity floppy drive.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

3809. Re: st keyboard buffering

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 17:51:29 UTC
From: apratt@atari.UUCP
Message-ID: <1059@atari.UUCP>
Source record: 252410

From article <480@philmds.UUCP>, by leo@philmds.UUCP (Leo de Wit):
>>> if (*(int *)(iop->ibuf + i) == CONTROLC) {
> if (((*(int *)(iop->ibuf + i)) & 0xFF0000) == CONTROLC)
> the ascii bindings may be changed by an xbios call, it's safer to use just
> the scancode. But thanks for the correction, anyway!

It is NOT safer to use the scan code, becuase the scan code for the ninth letter from the right of the next-to-bottom row of the keyboard is constant, while the position of the letter 'C' is not. INTERNATIONALIZE your programs. Don't make people hit ^B if that happens to be the key there. (I don't know if the letter C does, in fact, float...)

Also note that European keyboards have a key (called the ISO key) between 'Z' and left-shift... The left-shift key is extra wide to cover this up on USA keyboards. That's why I didn't call the USA 'C' "the fourth key from the left."

Use ASCII codes: check for ((value & 0x000000FFL) == 3). If your document says "^C," check this way. If your document says "^(ninth from right)" you should use the scan code.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3810. Re: Bomb list

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 18:37:24 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <3215@pasteur.Berkeley.Edu>
Source record: 252411

In article <12463@tut.cis.ohio-state.edu>, weaver@tut.cis.ohio-state.edu (Andrew Weaver) writes:

> Here is a question I don't think I have ever heard hashed around
> on here before. Is there a way to intercept the 'bombs' that come onto
> the screen with some sort of dialog like on the Mac: "Sorry,
> a system error has occureed [Restart|Resume]" or on the Amiga: "System
> Error: Guru Meditiation xxx:xxxxxxx [Continue]" so that one can better
> diagnose problems with one's own (or someone else's) program? It seems
> to me that having a number of non-descript cherry bombs (or mushroom clouds,
> which I am told appeared on earlier STs) is not a very good way of represent-
> ing an error, but I guess that's just me.

> Andrew Weaver weaver@tut.cis.ohio-state.edu

As a matter of fact, it is possible to "trap" the exception vectors
to run your own routines. Compute!'s book on C Programming on the ST has
a program that does just this, called Bombsite (or something like that).
I have no permission to post the program here, and it's written in a format
that would be rather unwieldy to post, but I suggest you check out this
book; it's quite good.

\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ _/oung
| - Disclaimer: I'm not associated with any of the companies
_| above, in any way except (possibly) as a customer.

3811. Blitter call

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 18:44:32 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <3216@pasteur.Berkeley.Edu>
Source record: 252412

This is essentially the file I received on disk from Atari. This one only describes how to use the call to the Blitter, it does not give information about the internal format of the chip. If I have time, I will post the document for that (although it's much longer). BTW, this has been formatted for printout on 66 line printers already.

Read and enjoy!

------ cut here ------ ------ cut here ------ ------ cut here ------
0x40 Blitmode - Get/Set Blitter Configuration

Synopsis: WORD Blitmode(flag);
WORD flag;

Extended BIOS (trap #14) function number 0x40 (64 decimal) gets and sets the blitter configuration. If 'flag' is -1 (0xffff), then no set operation is performed, and the current blitter configuration is returned. If 'flag' is not -1, then the blitter configuration is set as follows:

bit 0: 0: set blit mode to software.
1: set blit mode to hardware.

bits 1-14: undefined, reserved.

bit 15: must be zero.

The blitter configuration before the set is returned in the low word of D0. The fields are:

bit 0: 0: blits are being done in software.
1: blits are being done in hardware.

bit 1: 0: no chip is available.
1: a blit chip is installed.

bits 2-14: undefined, reserved.

bit 15: always retrned as zero.

If an attempt is made to set the blit mode to 'hard' on a system that does not contain a blit chip, the mode is forced to software.

The reserved fields are for future blitter capabilities and other graphics chips. They should be treated as "don't care" fields and should be maintained (intact) because they will acquire meaning in the future.

This call works on all ROM versions of the operating system.

XBIOS Blitter Call - page 1

Example - from C
------- ---- -

```
#define Blitmode(a) xbios(64,a);

curmode = Blitmode(-1); /* save state */
Blitmode(curmode | 1); /* turn on blit */
do_stuff(); /* do processing */
Blitmode(curmode); /* restore state */
```

Example - from assembly
------- ---- --------

```
move.w #-1,-(sp) ; do Blitmode(-1)
move.w #$40,-(sp)
trap #14
addq #4,sp
move.w d0,-(sp) ; save state
or.w #1,d0 ; make sure it is on
move.w d0,-(sp) ; do Blitmode(d0)
move.w #$40,-(sp)
trap# 14
addq #4,sp
;
; do some processing
; (the old state is
; still on the stack)
move.w #$40,-(sp) ;restore state
trap #14
addq #4,sp
```

XBIOS Blitter Call - page 2

3812. How to print screen using<ALT><HELP> on EPSON LQ-500/800 printer

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 18:53:00 UTC
From: ZAPANTIS@UVPHYS.BITNET
Message-ID: <8805091816.AA28764@ucbvax.Berkeley.EDU>
Source record: 252413

I would like to thank all the people that responded to my query on how to dump the ST screen using the <ALT><HELP> key, on an EPSON LQ-500 printer. It seems that Moshe Braner has already done this for an Apple printer, and I have asked him for a copy of his program.

Nik Zapantis
UVIC,Physics and Astronomy
Victoria,BC
V8W 2Y2
(604)721-7729

zapantis@uvphys.bitnet
system@uvphys.bitnet
41337::zapantis (HEPnet/SPAN)

3813. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 21:02:07 UTC
From: wheels@mks.UUCP
Message-ID: <453@mks.UUCP>
Source record: 252414

In article <404@stag.UUCP>, dynasoft!john@stag.UUCP (John Stanley) writes:
> In <203@obie.UUCP>, wes@obie.UUCP (Barnacle Wes) writes:
> >Have you looked at TIFF (Tag Image File Format) yet?
> 1) What, if any is the relationship between IFF and TIFF??
> 2) What is the standard 3 character file extension for TIFF files?

The TIFF file format is described (but not in complete detail) in the
May Dr. Dobb's Journal. They also give addresses to send to if you
want to obtain some functions to manipulate TIFF files. And, they
give this address to obtain a complete TIFF spec:

Manny Vellon
Windows Marketing Group
Microsoft Corp.
16011 N.E. 36th Wy.
P.O.Box 97017
Redmond, WA 98073-9717
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

3814. Re: Computer to VCR?

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 21:43:13 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2745@tekig5.TEK.COM>
Source record: 252415

In article <536@jolnet.UUCP>, rich@jolnet.UUCP (Rich Andrews) writes:
> > Yes, this is called genlock. The idea is to take your ST's signal,
> >synchronize it with your VCR/TV's signal, and blend the two together. Genlock
> >
> Neither Antic nor Atari nor anyone else is going to genlock the ST unless
> Atari engineering reworks the glue chip. There have been several different
> versions of the GLUE chip around and the very first rev. was able to be
> genlocked, but that version has not been made in over 2 years. The only
> way to genlock it now is with a frame synchronizer (read $5,000). It
> appears that Atari does not plan to make the ST genlockable. Maybe
> in the "new" machine it will be able to be genlocked "easily".
>
... Stuff delete that shows the author is well versed in genlock
>
> Rich Andrews

I saw an add by Pratical Solutions for a RGB to composit video adaptor. I have also heard of a genlock device that takes in any video signal and locks it to another. I forget the name, but I will get the details. As I understand it isn't that expensive (less than $1000, I think) and gives better results that the cheap genlocks that are normally used for Amigas. Note that the Amiga has a more flexible external video sync control than the ST. If all this is true, it would give the ST a much more flexible genlock device than just a genlock designed for the ST. One could genlock a ST and Atari 800 for example. I try to find out the details and post more later. I think it is much better to try and genlock the signals rather than genlock the computer.

Wayne Knapp

3815. Atari ST Virus hiding place

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 22:28:49 UTC
From: apratt@atari.UUCP
Message-ID: <1062@atari.UUCP>
Source record: 252416

I have posted this to comp.risks, and I'll post it here. "PGN"
is the moderator of comp.risks: Peter G. Neumann @ rl.sri.com.

A perfect hiding place for viruses on the Atari ST has come to my
attention. The reason it's interesting is it is a place where a VERY
LARGE virus can live -- much larger than just the boot sector of a
floppy.

The hole exists because the ST formats floppies with five-sector FATs
(File Allocation Tables) even though at most three sectors will be used.
Since there are two FATs per disk, this leaves four sectors for the
virus. A boot-sector virus could be five sectors in length without
impacting the user-visible free space on the disk.

The sectors in question are logical sectors 4, 5, 9, and 10 (where the
boot sector is sector 0). These sectors are always zeroed by the
built-in formatter (I can't speak for others). The rationale, I
believe, for the five-sector FATs is so the root directory of the volume
will appear on Side 1 of a double-sided disk, so a single-sided drive
will not be fooled into thinking it can work with the disk.

I asked PGN about posting this -- about the tradeoff between warning the
friendlies and informing the hostiles about this hiding place. As PGN
pointed out, "... the underground will find out anyway. The crackers
are networked better than everyone else."

So here is my posting. The cure for an infected disk is to make the
boot sector non-bootable, and zero the four sectors listed above.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

[P.S. I don't know of any viruses which use this hiding place. I only
know it's there, and we should all be careful.]

3816. Re: Sticking up for Atari

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 23:16:49 UTC
From: david@bdt.UUCP
Message-ID: <316@bdt.UUCP>
Source record: 252417

In article <213@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
> [lot's deleted]
>
>As I said, the ST line has some major holes that need to be filled in
>to compete in the business/professional market. The hardware that is
>there is quite adequate for the job, if we could just get the software
>to talk and work together. And the seperate systems to talk and work
>together via networks. Sigh.

I think this is directly attributable to Atari not providing the system software components for doing it. Many parts of the original Mac OS were awful (if you ask me), but they picked a way to do it, did it, and then told developers how to use it. It's still not great, but it's there.

A similar story goes for Microsoft/IBM too. Nothing is pretty; it's just documented and supported. By that I don't mean they provide good support; I mean that it exists in large numbers and is "standard".

With the Atari, every developer is on their own to "hack" whatever they need that's not "supported" by Atari. If you propose it to the idiots there (in management), they say "See figure 1." So you're left either making your program live within the constraints imposed by Atari, or "doing it your way" and being made an outcast in Sunnyvale.

Even if a group of developers agree on "standard" methods, there's no guarantee (without "support" from Atari) that things won't break or be redefined by Atari in the next ROMs (something you apparantly don't have to worry about with great frequency).

Atari leaves it up to the third parties to "fix" and "improve" their system, but then Atari doesn't support the third party either!

So we end up with the pot pouri of incompatible software that we have today. Each developer telling all the other ones that they did something wrong, making their program incompatible. Each developer with their own idea of the "correct" way to do things on the Atari. And Atari only says "don't do it at all."
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

3817. Re: clocks that fit under ROM chips?

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 23:33:26 UTC
From: schuster@dasys1.UUCP
Message-ID: <4340@dasys1.UUCP>
Source record: 252418

In article <3275@hcr.UUCP> miken@hcr.UUCP (Mike Nemeth) writes:
>i have read of clock chips that are installed under one of the ROMs.
>what is/are the name/number of this/these chip(s)? how does one go about
>setting the clock, or does it come pre-set? anyone have information on this?

The chip (actually a circuit module in a DIP socket) is the Dallas Semiconductor DS1216E SmartWatch. There is public domain software, written by TransTech in San Diego, that will use the SmartWatch in any ST rom socket (including cartridge sockets). TT was selling them for about $25 a while back. I don't know if they're still distributing them, but you can try calling them at (619) 283-9328.

Caution: it is physically impossible to install the DS1216E in a 1040ST without cutting into the power supply bracket. The bottom of the pan just clears the tops of the TOS roms as it is.

Alternatively, Radio Shaft will sell you a SmartWatch locally, sans Atari software, at a considerably inflated price.

----mike

--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

3818. Re: Atari support

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 23:44:43 UTC
From: david@bdt.UUCP
Message-ID: <317@bdt.UUCP>
Source record: 252419

In article <8805061426.AA20860@ucbvax.Berkeley.EDU> UUCJEFF@ECNCDC.BITNET writes:
>For all of you who have been ragging at Atari for its poor support, it is
>always the same reason, namely the Tramells. Have it ever occured to you
>that the reason it may not be as good as Apple or others is because that
>the price of the Atari stuff is too low to provide enough revenues to
>pay for the kind of support that you want? ...

Have you checked out the profits reported by Atari Corp? And take a look
at how much cash they have too. They are making a bundle! Money, at
least the lack of it, is not the reason that Atari doesn't support the ST.

To clear up another point, when I'm talking about "support", I don't
mean just answering the telephone and such. I'm talking about a lot
more than that. Trying to call IBM or Apple or Microsoft is often
a major waste of time. I'm not complaining (too much) about that.

When I talk about "support", I mean overall support, in terms of
marketing, development, documentation, dealer support, developer support,
and software maintenance, among other things. The biggest "support"
is to have one helluva lot of systems out there - like 10 million as a
starting point. To get that many systems sold, you have to do
the things I call "support" right first.

The point is that to me "support" means total support, not just the usual
meaning of tech. support. Tech. support is just one aspect of "support".
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

3819. Re: DMA/Hard Disk Reset

Newsgroup: comp.sys.atari.st
Date: 1988-05-09 23:59:00 UTC
From: david@bdt.UUCP
Message-ID: <318@bdt.UUCP>
Source record: 252420

In article <1813@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>I heard a rumour (nothing more, nothing less) that the Atari Hard disk drives
>don't use the reset pin from the DMA port. Is this true? Anyone care to
>comment.

It's my understanding that the RESET makes it to the Host Adapter board,
but doesn't go any farther than that (i.e. it's not passed on to the
SCSI controller).

I believe that this is not unique to the Atari HD. I think it also
applies to the Supra host adapter too. I don't know about ICD. I think
BMS is the only one that passes the RESET to the SCSI controller. It
appears though that Supra does some special things on RESET.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: ...!ihnp4!hoptoad!bdt!david | no attention to what he says"

3820. Oops...

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 03:10:20 UTC
From: Sentine@UMass.BITNET
Message-ID: <880509230840BBC.DIHG@Mars.UCC.UMass.EDU>
Source record: 252421

I tried to send a letter to the digest earlier today, but I think I got the address horribly mixed up. Please forgive me if this letter appears twice.

Hartmut Semken,
I read with extreme interest your letter on using the Hsync and Vsync lines on the ST as a genlock input. But, since I really know nothing about the subject, I am left with many questions.
First, I am guessing that Hsync and Vsynch apply to the RGB lines. What kind of output does the VCR have to have (composite or RGB)? Second, is it possible to do what you described without an RF modulator? When you were using the external inputs, what did you use for screen output?
I guess what I really would like is to ask you if you would PLEASE PLEASE PLEASE post the information on what you did and how you did it. Code, hardware, video equipment, etc. I think I can speak for at least a few others when I say we're dying to know!
I also bought my ST expecting a genlock "real soon now"...

Michael Kieras
116 Casino Ave.
Chicopee, MA 01013

3821. gulam v1.03

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 04:16:29 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2948@crash.cts.com>
Source record: 252479

Does anyone have documentation on gulam v1.03?

The following commands used to work with earlier version but don't now:

```
#fix delete key
kb -r 07f 1d
kb -m 07f 1d
kb -g 07f 1d

#set temp directory to ram disk if present
if -d g:\tmp
setenv TMPDIR g:\tmp
setenv TEMP g:\
ef
setenv TMPDIR d:\
setenv TEMP d:\
endif
```

Any insight into this would be greatly appreciated. I use gulam all the
time but having a delete key that backspaces is driving me nuts.
time but having a delete key that backspaces is driving me nuts.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3822. Mark Williams 'C' ver 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 05:16:34 UTC
From: rich@lakesys.UUCP
Message-ID: <655@lakesys.UUCP>
Source record: 252422

[]

Does anyone happen to know about the hold-up in the shipping
of Mark Williams 'C' ver 3.0 ?

Sent in the $$$$ about a month ago and have seen nothing. Are they
experiencing a late breaking Bug?

Thanks

rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

3823. Re: Connecting ST and 8bit}i (* MX2 *)

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 07:07:28 UTC
From: rankinp@cs.glasgow.ac.uk
Message-ID: <1127@crete.cs.glasgow.ac.uk>
Source record: 252423

In article <2907@crash.cts.com> Fred Brooks writes:

>xDOR use my MX2 kernel to write the background task . I already have a
>disk shareing network written for ST's that use the RS232 ports. You
>would have to just port the driver over to the 8 bit machine. xD
>If you need a copy of MX2 just write me at this address . It's PD.
>

Could you email a copy to me or post it to comp.binaries? I am sure there would be a demand for it. Thanks.

Peter Rankin

3824. Re: Connecting ST and 8bit}i (* MX2 *)

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 07:12:39 UTC
From: rankinp@cs.glasgow.ac.uk
Message-ID: <1128@crete.cs.glasgow.ac.uk>
Source record: 252424

In article <2907@crash.cts.com> Fred Brooks writes:
>xDOR use my MX2 kernel to write the background task . I already have a
>disk shareing network written for ST's that use the RS232 ports. You
>would have to just port the driver over to the 8 bit machine. xD
>If you need a copy of MX2 just write me at this address . It's PD.
>
Could you email a copy to me or post it to comp.binaries? I am sure there would
be a demand for it. Thanks.

Peter Rankin

3825. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 12:40:06 UTC
From: bdeskin@cognos.uucp
Message-ID: <2973@cognos.UUCP>
Source record: 252425

Newsgroups: comp.sys.atari.st
Subject: Re: SS disks
Summary:
Expires:
References: <184chad@byuvax.bitnet>
Sender:
Reply-To: bdeskin@cognos.UUCP (Bob Deskin)
Followup-To:
Distribution:
Organization: Cognos Inc., Ottawa, Canada
Keywords:

In article <184chad@byuvax.bitnet> chad@byuvax.bitnet writes:
>
>Question: Is it true that MACs use the top of the disk while Atari/IBM
>use the undersides? If that is true, then all SSDD disks are *certified*
>DSDD disks as the manufacturers wouldn't know which computer is going
>to be used and therefore which side to certify...
>
>That is what I have heard. If it is true, then it is the biggest scam
>around.

What you say may be true, however, as I understand it, there is no
question about whether both sides of a SSDD disk are usable, its whether
both sides can be used with assurity at the same time. Again, as I
understand it, a DSDD disk has a slightly thicker platter so as to
separate the two sides more. This prevents interference when reading.
Remember that reading a disk means electronically reading the magnetic
encodings. If, when reading the top side, you pick up the bottom, well,
you are going to get garbage. I have heard of many people using SSDD
disks as DSDD without difficulty, but they make sure they have backups.

--
Bob Deskin decvax!utzoo!dciem!nrcaer!cognos!bdeskin
Cognos Incorporated P.O. Box 9707
(613) 738-1440 3755 Riverside Dr.
Ottawa, Ontario, CANADA, K1G 3Z4

3826. Shiraz Shivji reveals future Atari plans

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 12:56:11 UTC
From: steven@cwi.nl
Message-ID: <311@piring.cwi.nl>
Source record: 252426

Shiraz Shivji was interviewed at the Hannover Fair by the Dutch monthly Atari ST News, and I thought net readers might be interested by some of the things he said. What follows has been translated to Dutch by the paper, and then back into English by me, so it might not reflect *exactly* what he said.

"The ST will remain the most important product for Atari. For instance [there is a world-wide shortage of memory chips]: all memory chips that we can get go first to the ST range. Only then do we use them for the PC range. [...] We will offer a path to connect ST's to the TT".

"In contrast to the past, when Atari was known for its 'vaporware', we are going to be much more careful with announcements of new products. We want to get rid of that bad image that we announce all sorts of things that are only years later available, or even are never produced."

He then went on to talk about new Atari products:

- The EST (Enhanced ST) will be the next item in the ST range. 68000 processor at 8MHz, but with higher resolution in both mono and colour, and more colours. Improved VDI, upward compatible with the ST, with for example, horizontal and vertical scrolling. Expected availability: end 1988

- A removable hard-disk, the SR244. The disks have the size and form of a compact-disk box, and will cost ~$120. Cost of the unit itself will be little above the current hard-disk price. Capacity 44Mbytes per disk. Access time 25 msec. (The SH205 has an access time of 65 msec, as a comparison.) It shouldn't be long before there are 60 and 80 Mbyte disks with 15msec access times. Expected availability: 3rd or 4th quarter of 1988.

- A number of new, non-exchangeable, hard-disks, with a much larger capacity than the SH205. Available: in around three months time.

- The CD Rom is expected to be available everywhere in 2 or 3 months time. Price: around $600.

- The TT computer: 68030 processor, 68882 floating-point co-processor, VME bus, Unix V system 3.1, possibility to connect an ST to the DMA port. The ST will then run X-windows. It may be possible that GEM will then run in one of the windows. Price: around $5000. Available: end 1988.

- They have found a new manufacturer for the blitter chips and expect to catch up on back-orders "in a few months".

- Atari has just been having high-level talks with Digital Research. No information about what.

- A portable ST is being developed. No dates for availability.

On this last point, in the May Personal Computer World, a British magazine, a reporter tells that Sam Tramiel assured him that the portable ST should be available by Christmas, at around $1000. The machine, called the Stacey, is being prototyped by Perihelion in Cambridge England (who are also doing the Abaq, by the way). Planned is: 1Mbyte RAM, hard disk, floppy disk, full-screen LCD screen, tracker ball instead of a mouse. Memory shortages may mean that the first versions will have 512K of RAM. Pricing considerations may mean that the hard disk will go.

Steven Pemberton, CWI, Amsterdam; steven@cwi.nl or mcvax!steven.uucp

3827. Re: Problems running TURTLE and TurboDOS on a Mega 4

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 13:50:19 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2479@ttidca.TTI.COM>
Source record: 252427

In article <8805051100.AA23390@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
>
>I've just bought a Mega ST4 (including blitter), and now I'm having trouble
>running Turtle. It always crashes after displaying the "work" screen (the one
>saying "Drive A: ... disk needed ... etc."), displaying a varying number of
>3 - 5 (!) bombs. Now I can't back up my hard disk :-(

I've heard from no one else about this problem, so you may have a hardware
failure. You weren't trying to run Turtle and TURBODOS together, were you?

Meanwhile, if anyone in the US is having this sort of failure, let me know,
and I'll try to work with you to determine the source of the trouble.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

3828. Re: clocks that fit under ROM chips?

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 14:36:30 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <5329@umn-cs.cs.umn.edu>
Source record: 252428

There was a reent article describing how to use a clock-in-a-chip, including installation and software in the April issue of ST X-PRESS. Title of the article was something like "The $25 ST clock" or some such. You might look there first to determine whether you want to build your own or purchase.

(Looked nice enough, but I already had a clock cartridge for my ST, so I didn't try it out...)

-- Dave Meile

3829. Re: Atari News

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 16:00:13 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <52642@sun.uucp>
Source record: 252429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <2918@ihlpe.ATT.COM> kimes@ihlpe.ATT.COM (Kit Kimes) writes:
>Atari Corp. is undergoing another corporate restructuring, ...
>... A division company, to be known as Atari Computers, is being formed.
>
>Since it is not dated April 1, I assume it is for real. If so, it may be
>the answer to all those that have been Atari bashing lately.

Sounds interesting, but if all of the Computer business is one division what
does everyone else do? Video games? I'm thinking this would make the org
chart something like ...

```
Tramiel Bros...
|
+--------------------+-----------------------+
Babbitt ???????
Atari Computers VideoGames (2600 et al)
| |
+-------+--------+
Roy Neil ???
(SW) (Mktg) (HW)
```

Wonder if they can pull it off. They definitely need to restructure it in
some way. There is no way they can sell a UNIX box (aka '030) without a
fully staffed customer support division...

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

3830. Re: Corrupt uniprg.uae

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 17:01:41 UTC
From: davel@hpvcla.HP.COM
Message-ID: <4730020@hpvcla.HP.COM>
Source record: 252430

I need to thank everyone who sent mail with fixes for uniprg.uae. I finally have it decoded and de-arc'd and uniterm is running fine. Thanks again.

I wanted to thank everyone personally but, I can't get any mail out of here today. Then I thought I would post a response to my base note, and the system had archived the base note. It looks like I am going to have a real good day :-).

Dave Lowe
davel%hpvclx@hplabs.hp.com
hplabs!hp-pcd!hpvcla!davel

3831. Fix for ETERNAL to work on Mega STs

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 18:53:55 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8805101853.AA24225@ucbvax.Berkeley.EDU>
Source record: 252431

I recently posted an enquiry to this newsgroup concerning my problems running Turtle and TurboDOS om my Mega ST 4. As an aside, I mentioned that I was able to fix ETERNAL to run with 4 MB.

Several (in fact, two ;-) people emailed me asking what the fix for ETERNAL was. Since this might be interesting for other people also, I decided to post it here. Please do not hesitate to correct me if I'm wrong. Here's my view of what happens:

One of the few differences in hardware between the 'regular ST' and the 'Mega' is the behavior of the system when a non-existant memory location is read. Remember that the ST 'MMU' can handle up to 4 MB RAM. Trying to read a non-existing memory location that is below 4 MB merely returned garbage data (I think it was a constant but I don't remember which) on the 'old' ST. Doing this on a Mega gives you a bus error (two bombs).

The system variable '_phystop' points to the first non-existant memory location (on a 1040 ST, to $10000 = 1 MB). This value is decreased by ETERNAL to protect the RAM disk area. The RAM disk effectively pretends to 'just not be there'. Therefore, after installing ETERNAL, _phystop points to the first word of the RAM disk area. This word is the start of the RAM disk BPB and contains $200 (sector length in bytes).

When starting ETERNAL, the program determines if it is already installed by simply reading the first non-existant memory word and checking if that turns out to be $200. If it doesn't, ETERNAL installs itself. If it does, ETERNAL just tweaks the three hard disk vectors to point to the RAM disk driver which it assumes to be there.

On a Mega ST, the attempt to determine if ETERNAL is resident results in -- you guessed it -- a bus error. What I've done is to check if _phystop is exactly 4 MB -- ETERNAL can't be installed then, right ? This makes my version of ETERNAL work with the old STs and with a Mega 4. I'm not sure what to do about a Mega 2. Checking for exactly 2 MB won't do: suppose you have a resident utility using up exactly 2 MB on a Mega 4. What should ETERNAL do in that case ?

I've also changed the installation procedure: my configuration utility now modifies the executable directly, thus eliminating the need for a separate read-in of the data file ("\AUTO\RAMDISK.DAT") and speeding up the boot process a little. A possible solution would be to add an option to the configuration program allowing Mega users to specify their memory size (2 or 4 MB) that _phystop is checked against.

Other improvements I'm planning to add are:

- displaying a message stating drive identifer and disk size, and whether it's a first-time installation or a restart
- setting up a complete boot sector so that disk editors, unerase utilities and the like have a better chance to work on the RAM disk
- incorporating the resident driver into the boot sector, thus saving the grand total of 512 bytes (wow!)

If anyone's interested in my ETERNAL, email me. If there are enough people who want it, I'll post it (the improvements will take a while yet ;-).

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (?) Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1@CUNYVM.CUNY.EDU (?) (Bonn, West Germany)

3832. clocks for the cartridge port

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 19:52:10 UTC
From: sandra@utah-cs.UUCP
Message-ID: <5481@utah-cs.UUCP>
Source record: 252432

On the subject of clock chips, does anybody have recommendations for a clock chip that plugs into the cartridge port? I don't really want to have to mess with the innards of my machine, or do a great deal of programming to get the thing to do anything useful. I saw one such beast at a local dealer several months ago, but it appeared to have a limited lifetime and no way to replace the batteries. It also set up a bunch of useless (to me, at least) desk accessories. Is there anything better on the market?

-Sandra Loosemore (sandra@cs.utah.edu, sandra@utah-cs.uucp)

3833. Turbodos

Newsgroup: comp.sys.atari.st
Date: 1988-05-10 21:37:37 UTC
From: good@atari.UUCP
Message-ID: <1063@atari.UUCP>
Source record: 252433

May 10th, 1988

TURBODOS

The following is the statement from Atari France regarding the use of
the Turbodos product. I have paraphrased for simplicity.

1 Source code belongs to the contractor, Dominique Laurent, and not to
Atari France. It is the copyright of both Dominique Laurent and of
Atari France.

2 The latest version is 1.05, which includes some fixes for settime
and setdate.

3 The product was developed by Dominique Laurent, but belongs to Atari France
for all commercial purposes. If you wish to give a copy to a friend, you
may do so. However, if you intend to include the product as part of a
sales promotion or similar, you must seek and obtain the agreement of
Atari France.

4 Each Atari subsidiary, at least in Europe, has been authorized by Atari
France to include Turbodos with any SH204/205 disk drive sale.

Atari France may be contacted at: 9 rue Sentou, 92150 Suresnes, France
The technical contact is Eric Cabedoce.

Please address any further queries regarding Turbodos to Atari France.

Thank you.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

3834. Re: Atari Reliability

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 00:27:27 UTC
From: Steve_Godun@rubbs1.UUCP
Message-ID: <37.2287F557@rubbs1.UUCP>
Source record: 252434

Bill...
Having done some private and public domain programming, my Ataris (stock 800XL, 256K 800XL, color 1040ST) have come through with hardly a hint of trouble. The only major trouble I've had came about recently with the 800XL and the two US Doubler-enhanced 1050's I have. The case and keyboard on the XL is looking pretty shoddy (hey, I've only taken it apart a couple of hundred times -- there's the 256K upgrade, the coldstart button, the function key kit, etc) so I had to order and install a replacement, and

the two 1050's have finally hit their limits (after all, the 800XL is only one of the first 50 XL's ever produced, and the 1050's are ONLY about 5 years old) and are getting repaired. The only time I've seen a piece of Atari hardware really and honestly all-out fail was at a computer store when the salesperson DROPPED the disk drive and it wouldn't read. Granted, the "new" Atari IS a bit thrifty when it comes to workmanship, but Atari has always had a reliable service record and I think you were a littl

e harsh in your comments.

By the way, the Astra System HD+ is, as you say, built rock solid. I know someone who uses one constantly and has had it dropped, kicked, banged, and generally abused and it has run without a hitch.
-STeve

3835. Re: AD&D Character Generator

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 04:17:47 UTC
From: tracer@stb.UUCP
Message-ID: <10265@stb.UUCP>
Source record: 252435
Cross-posted to: rec.games.frp,comp.sys.atari.st

That's all fine and well.
That's all just fine and well.

ANYBODY can write a D&D character generator program! ANYBODY! They can even make it a darned good one! I wrote one on my IBM PC in my SLEEP for crying out loud!

What I'd really like to see is the source code (ANSI C preferrably) for a character generator for CHAMPIONS(tm), the Super Hero Role-Playing Game. Try writing one yourself some time! It is nearly IMPOSSIBLE to make a Champions(tm) character generator that lets you use all the options. Heck, I don't even want to THINK about programming in options for Multipowers or Variable Power Pools! Anybody who could make one of these would earn my award for Best Applications Programmer of the Year.
Then everybody could create/alter the "printout.c" file to suit their terminal, their printer, and their taste.
--
Jeff Boeing (which is not my real name)	...!uunet!stb.uucp!tracer
"As of now I'm taking charge." -- Alexander Haig
"Megatron is down! I am your new leader!" -- Starscream

3836. Re: Atari St ---> Amiga?

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 05:21:56 UTC
From: rich@lakesys.UUCP
Message-ID: <658@lakesys.UUCP>
Source record: 252436

In article <31@csc.anu.oz> cjs900@csc.anu.oz writes:
>Greetings net people.
>I am posting this to comp.sys.atari.st 'causen unfortunately our
>site no longer receives comp.sysng -
>Is there any truth to the rumour that there is forthcoming
>an Atari-St Emulator for the Amiga? This may be another in
>the longish line of 'Emulator Rumours' - but i'd like to know
>whether this has any substance.

I cannot say about an Amiga ST Emulator, but I can say that I have
read on GEnie that David Small, creator of the Magic Sac cart, that will
transform the ST into a Mac with 64K roms, is now working on an Amiga
emulator for the ST.

Perhaps you might have read or sean something backwards ????

rich.....

UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

3837. Re: Bomb list

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 08:01:01 UTC
From: wes@obie.UUCP
Message-ID: <228@obie.UUCP>
Source record: 252437

In article <12463@tut.cis.ohio-state.edu>, weaver@tut.cis.ohio-state.edu (Andrew Weaver) writes:
> Is there a way to intercept the 'bombs' that come onto
> the screen with some sort of dialog like on the Mac [...]
> or on the Amiga: [...]

Sure. The bombs are drawn on the screen by the default handler for the following processor exceptions:

2 Bus error
3 Address error
4 Illegal instruction
5 Zero divide
6 CHK instruction
7 TRAPV instruction
8 Priviledge violation
9 Trace trap
A Line A emulator
B Line F emulator
C Reserved
D Reserved
E Reserved

You could simply write a Ptermres program that points the vectors for these exceptions (except Line A and Line F) to your code, and have the code pop up an alert with some useful information. The bombs tell you which exception you got, however, and the information about the processor's context at the time of the crash is stored in a buffer in low memory so you can access after a crash, even after a warm boot.

3838. Re: Atari St ---> Amiga?

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 08:17:27 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8805110817.AA29255@cory.Berkeley.EDU>
Source record: 252438

```
:Greetings net people.
:
:I am posti
:I am posting this to comp.sys.atari.st 'causen unfortunately our
:site no longer receives comp.sysng -
:Is there any truth to the rumour that there is forthcoming
:an Atari-St Emulator for the Amiga? This may be another in
:the longish line of 'Emulator Rumours' - but i'd like to know
:whether this has any substance.
:
:The idea is akin to putting a VW engine in a Porsche 8-D ,
:but i have seen some nice ST proggies that i would like to
:run, (mostly games...)
:
:Thanks in anticipation.
:
:Chris Stanek.
:
:Computer Services Centre,
:Australian National University.

I know of no Atari emulator for the Amiga, or vise-versa.

Query: Is this an attempt to introduce an Australian accent into
your message? I can almost picture it.

-Matt
```

3839. Re: list of changes and additions in new ROMS

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 11:52:15 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <18755@watmath.waterloo.edu>
Source record: 252439

```
>We will post a summary listing of new features and fixes at the time the
[...]
>intended, and are now doing multiple cycles of regression testing against
>a library of some 800 games and programs, as well as "try to break it"
=========
>type testing.

Games? Testing? Wow! Need any extra hired hands? :) I'm a qualified
breaker... 3 years of experience as a baby.

--
achowe@watmsg.waterloo.edu |"I AM THE DREAD PIRATE ROBERTS AND
__ _ | THERE WILL BE NO SURVIVORS"
/ _ _ _ |/ _ _ | _ _ |/ | - The Princess Bride
\__| `<_\<_ |\|= | ` \_/<_\<_ |\ | disclaimer...
```

3840. Re: Mark William 'C' ver 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 12:43:38 UTC
From: Unknown@cvl.umd.edu
Message-ID: <2860@cvl.umd.edu>
Source record: 252440

in receipt order, and I had ordered about 6 weeks ago, so they said I
should be receiving in about 3 weeks.

3841. Re: MWC 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 12:46:37 UTC
From: Unknown@cvl.umd.edu
Message-ID: <2861@cvl.umd.edu>
Source record: 252441

```
#
#
# (darn line eaters!)
#
(append to last message). Called MW earlier this week, said shipping
in receipt order, ordered about 6 weeks ago, said would receive in 3
weeks.
```

3842. Re: Mark Williams 'C' ver 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 13:27:46 UTC
From: javoskamp@watmum.waterloo.edu
Message-ID: <4361@watcgl.waterloo.edu>
Source record: 252442

In article <655@lakesys.UUCP> rich@lakesys.UUCP (Rich Dankert) writes:
> Does anyone happen to know about the hold-up in the shipping
>of Mark Williams 'C' ver 3.0 ?
>
> Sent in the $$$$ about a month ago and have seen nothing. Are they
>experiencing a late breaking Bug?

I called the Mark Williams Company Monday morning (May 9) and they said
they started shipping last week. Given the number of outstanding orders
and the postal system you should be getting it near the end of month,
maybe even sooner.

Jeff Voskamp

3843. Re: transputer (info)

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 14:36:10 UTC
From: fred@pnet01.cts.com
Message-ID: <2953@crash.cts.com>
Source record: 252443

hase@netmbx.UUCP (Hartmut Semken) writes:
>In article <28623@yale-celray.yale.UUCP> wallman-george@CS.YALE.EDU (Natuerlich!) writes:
>>Well if there is an OS, will there be a copy for every processor, will it
>>be in shared (slooow) memory or will there be a processor running os code
>No. I wonder if there is some literature about the T's there in USA; we
>have the c't, a magazine writng a lot about them.
>T's are different. All resources are completely local (memory, I/O ..)
>and the T communicates over a serials line (with "DMA" and 5/10/20
>Megabit per second). All shared devices (hard disk) are local to one
>transputer (call it a "server" or whatever you like).
>>exclusively passing results to the other transputers. (all of the above
>>methods sound not tooo great to say the least).
>Thats it! Think object-oriented: procedures for an objekt are residing
>in the transputer, messages between the objects are passed through the
>links. The T's have no support for virtual memory; I do'nt know who
>needs it. My OS/9 or RTOS systems have no VM and I like them for not
>wasting processor time in system-code...
>>Same for shared resources like graphics, I/O and stuff. How ?
>Like above. Nothing is "shared", everything is local (!).
>
>out of time
>hase
>--
>Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
>I think, you may be right in what I think you're thinking. (Douglas Adams)

For info about transputers read the book 'PRINCIPLES OF PARALLEL AND
MULTIPROCESSING" by Desrochers from McGraw Hill.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

3844. Re: Atari warranty estimates are EXTREMELY accurate

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 14:36:49 UTC
From: kevin@kjvw.UUCP
Message-ID: <235@kjvw.UUCP>
Source record: 252444

In article <1718@alliant.Alliant.COM>, rosenkra@Alliant.COM (Bill Rosenkranz) writes:
> In article <19880504130143.5.CRAWLEY@FLIGHTLESS-WATERFOWL.SCRC.Symbolics.COM>
Crawley@ALDERAAN.SCRC.SYMBOLICS.COM (Eric S. Crawley) writes:
> ->Exactly 92 days after purchasing my SH204 hard disk, it failed to spin
> ->up. Of course, the 90 day Atari warranty had just expired along with
> ->my drive. The drive would start to spin up and then a relay would click
> ->in and spin it down.
>
> a very similar thing happened to me...
>
I have an SH204 that is 18 mos. old and going strong. It has never
crashed of it's own accord. I have always had very good luck with
Atari hardware. As with any hard-disk, you can break them really easy,
but if you don't bounce them, they seem to be pretty reliable.

I don't know anything about Supra drives, but I never heard any complaints
from the people I've known that owned them. They "seem" (sound) like
better machinery than an SH204.

kevin@kjvw
"If it ain' broke don't fix it"

3845. Re: Atari warranty estimates are EXTREMELY accurate

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 14:49:00 UTC
From: Crawley@ALDERAAN.SCRC.SYMBOLICS.COM
Message-ID: <19880511144913.2.CRAWLEY@FLIGHTLESS-WATERFOWL.SCRC.Symbolics.COM>
Source record: 252445

Date: 6 May 88 07:06:42 GMT
From: portal!cup.portal.com!DaveFlory@uunet.uu.net

> thought I should share it and possibly warn others.]
> Exactly 92 days after purchasing my SH204 hard disk, it failed to spin
> up. Of course, the 90 day Atari warranty had just expired along with

Just curious, did you try contacting the dealer, or Atari? I have heard
a lot of just out of warrantee stuff being replaced while in the vicinity
of customer service.

I did contact the dealer and they said it was not possible. I should
have talked directly to Atari though. It turns out that the index
sensor on the disk was dead so the disk could not find out the position
of the heads. The repair shop borrowed a sensor from another disk and
managed to get the data off the disk. A new sensor will be installed
later this week. I picked up a Supra drive last week since I couldn't
wait for the Atari disk to be fixed. It is much quieter than the Atari
drive.

Anybody want to buy a slightly used SH204 drive?

3846. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 15:48:16 UTC
From: wes@obie.UUCP
Message-ID: <229@obie.UUCP>
Source record: 252446

In article <404@stag.UUCP>, dynasoft!john@stag.UUCP (John Stanley) writes:
> 1) What, if any is the relationship between IFF and TIFF??

None. IFF was developed at Electronic Arts as a file format to allow various Amiga applications (and a FEW ST applications) to exchange data. TIFF was developed by Microsoft, Aldus (of PageMaker fame) and the makers of some scanners, most notably Dest, for storing scanned images and moving them between various resolution-independent applications.

> 2) What is the standard 3 character file extension for TIFF files?

It is `.TIF'.

3847. HP DeskJet

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 17:17:56 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <8805111716.AA15635@ucbvax.Berkeley.EDU>
Source record: 252447

Several people have asked about the HP DeskJet. I ordered one for the
student lab I manage here at Washington State U. it came in last week
and has been in solid use since. Observations:

-quality- (of output) is variable, generally better paper produces better
results, but not necessarily, 100% cotton rag paper produces output
indistinguishable from laserjet, but the cheapest paper we have
is also very good, in general photocopy paper is good but some are
better than others. The manual warns about this and suggest try before
you buy a bunch paper. Resolution is 300*300 and dot size is either the
same or very similar to a laser.
There is a draft/letter quality panel button, in draft the print head
goes twice as fast prints half as many dots uses half as much ink,
and looks better than any pin printer. Letter quality is laser quality.
Remember this machine, like a laserjet, uses single sheet cut paper and
autoloads it from am approx. 100 page compartment.

-compatibility- the deskjet is compatable with the anything that will
run a HP laserjet or jet plus or jet II. Lotus and MS Word (on a PC
sorry no ST's in the lab to try out) with laserjet as the printer diver
both worked fine. Also the manual came with a disk with drivers for Word,
WordPerfect, lotus 123 and Framework. Also we bought an epson FX 80
emulaton cartridge which works fine, hi res but with epson fonts and
use epson printer drivers (haven't tryed graphics with the epson emulation).
With the high degree of compatibility to hp laser jet I would not buy the
Epson emulation cartidge.
As far as I can tell the cartidges for the deskjet/laserjet are software
compatible too, that is the same drivers will for a particular cartridge will
work for either printer. However they are definately not the same physical
cartridge (ie you cannot exchange cartridges)

-cost- list $995, $750 at the local hp dealer, on bid we got ours for $475
from the local hp dealer. (here's a shocker this baby is manufactured in
Vancouver WA.)

-speed- is said to be 240 draft and 120 letter quality, but it just isn't
as snappy as HP's other printers, ie page eject is slow compared with 2934
(tho it is considerablely faster than an epson). About 2 page per minute in
letter quality and 4 page per minute in draft, (compare laser 8 page/min with
no such thing as draft). Also there is a 16K buffer but if you send
characters to the printer fast then the printer stops printing while it
receives the data, this allows you to get on with your work but slows down
the printing proccess.

Bye
Bruce Heimbigner

Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
OR Pullman WA 99163-3347 (USA)
BIX:bheimbigner (but I don't get on here very often)
----"It's all very well in practice,
but in theory it just doesn't work."

3848. Re: Atari St ---> Amiga?

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 17:33:46 UTC
From: jac423@leah.Albany.Edu
Message-ID: <779@leah.Albany.Edu>
Source record: 252448

In article <31@csc.anu.oz>, cjs900@csc.anu.oz writes:
> Is there any truth to the rumour that there is forthcoming
> an Atari-St Emulator for the Amiga? This may be another in
> the longish line of 'Emulator Rumours' - but i'd like to know
> whether this has any substance.
>
> The idea is akin to putting a VW engine in a Porsche 8-D ,
> but i have seen some nice ST proggies that i would like to
> run, (mostly games...)

Well gee Chris. I'm glad you like some of those 'nice proggies' enough to be midly interested in the emulator. Of course an ST emulator is quite impossible, unless it will include much hardware. The ST clocks a little faster than the Amiga so it would probably be a lot slower. There used to be a rumour about an Amiga emulator for the ST! The program even existed, but it was just a joke.

I'm not sure if you realize that your comment about the VW engine is not really that funny. See, the Atari ST is becoming a more and more popular computer every day. It has certainly outsold the Amiga. Nobody laughs at the IBM-PC although both the ST and Amiga are superior computers.

Also, you may note that not all of the 'nice proggies' are games. The ST has better music programs and better word processing than the Amiga.

Why is it that Amiga users get so pompous? I recall seeing a message on the Atari Co. BBS where a frustrated Amiga user had a lot to say to all the Atari ST users. It was really very silly, and only makes the Amiga users look bad.

--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@uacsc1.albany.edu

3849. Touch-sensitive screens.

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 21:32:29 UTC
From: collinge@uvicctr.UUCP
Message-ID: <405@uvicctr.UUCP>
Source record: 252449

Does anyone know of a touch-sensitive screen attachment for STs?

--
Doug Collinge
School of Music, University of Victoria,
PO Box 1700, Victoria, B.C.,
Canada, V8W 2Y2
collinge@uvunix.BITNET
decvax!uw-beaver!uvicctr!collinge
ubc-vision!uvicctr!collinge

3850. looking for an up-to-date version of proff.ttp

Newsgroup: comp.sys.atari.st
Date: 1988-05-11 22:52:50 UTC
From: georgew@tekig4.TEK.COM
Message-ID: <2815@tekig4.TEK.COM>
Source record: 252450

A year ago, I read some articles from people who were talking about making enhancements to proff (a simple nroff subset, for those of you who don't know what it is). The version of proff that I have dates back to 1985 and it has always annoyed me that in underlined text, it underlines the punctuation (unlike the nroff default). I could write a trivial post-processor to clean this up, but it occurs to me that someone may have fixed it in proff, as well as adding other nifty features. Also, I posted a small set of ms macros for proff a couple years ago. If anyone has expanded on the set I posted, I'd like a copy.

George S. Walker {decvax,hplabs,...}!tektronix!tekig4!georgew FLAMENET
Tektronix, Inc. georgew@tekig4.TEK.COM DOMAIN
(503) 627-4669 tekig4!georgew.tektronix@Udel-Relay ARPANET

3851. High pitched whine -- Definite ouch!

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 03:15:54 UTC
From: al671@unh.UUCP
Message-ID: <468@unh.UUCP>
Source record: 252351

I don't know how common this problem is, but my 1040 ST emits a high pitched whine whenever it's in operation.

I had this checked out about 1 month after I bought the system, and was told that the sound is probably a sub-frequency of the switching power supply.

Whatever it is, it's *very* annoying, and I wish to make it stop.....

Any hints or suggestions? Note that I'm not a hardware hacker, so please include copious instructions (unless your suggestion is to bring the ST to a _real_ repair shop :-).

Many thanks.

```
/*
** What, you wanted something funny?
** --- Anthony Lapadula
** (That's ...!unh!al671 to you!)
*/
```

3852. Re: Sticking up for Atari

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 04:45:11 UTC
From: benoni@ssc-vax.UUCP
Message-ID: <1920@ssc-vax.UUCP>
Source record: 252352

In article <316@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
> In article <213@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
> >As I said, the ST line has some major holes that need to be filled in
> >to compete in the business/professional market. The hardware that is
> >there is quite adequate for the job, if we could just get the software
> >to talk and work together. And the seperate systems to talk and work
> >together via networks. Sigh.

Actually the hardware isn't there. I have yet to see an Ethernet/TCP/IP
link or an ST network(!)... tho' MacWeek did mention that TOPS was suppose to
be working on TOPS for the ST ... the Mac has AppleTalk/TOPS and third party
Ethernet connections for the SE. The ST has a promised "PromiseLAN" network
(which all sounds kind of recursive to me). Business need networking. More
important, businesses need networks that are independent of vendors
(Ethernet/ TCP/IP, NFS, TOPS all come to mind).

> I think this is directly attributable to Atari not providing the system
> software components for doing it. Many parts of the original Mac OS were
> awful (if you ask me), but they picked a way to do it, did it, and then
> told developers how to use it. It's still not great, but it's there.
> A similar story goes for Microsoft/IBM too. Nothing is pretty; it's just
> documented and supported. By that I don't mean they provide good support;
> I mean that it exists in large numbers and is "standard".

Agreed. The Mac environment is going to pay for their awful overall design
in the long run...just as the ST will also have similar problems.. The
difference is that Apple supported their developer community. It is easier
for Apple to make drastic changes to their OS in the next few years (like
adding multi-tasking and color attributes (24 bitplane stuff)) because the
developer community is better supported and of course their is something
in it for them. The flip side is that similar changes to the ST may see
developers wandering off and spending their resources on higher volume
and better supported machines.

Why has this come about :
Atari's developer problems stem from :
1.Pre-announcing products way too early and promoting unrealistic expectations.
(the blitter and Megas come quickly to mind)
2.Not providing a hard set of user interface guidelines
3.Not providing a generalized font and device mechanism that is standard with
the OS.
4.Licensing GEM and then not maintaining up to date DRI versions.
5.Not providing a network option that is of general value (Ethernet, AppleTalk)
6.Not providing ongoing contact with and documentation updates to developers.

It should be noted that only #5 is hardware. The other points are procedural (#1,2,3,4,6) for the most part. For example : a generalized font mechanism exists (in the form of GDOS) it is a procedural matter why it is not part of the OS a user receives with his/her system.

Naturally My Opinions are my own....and I could be wrong :)

3853. Re: Computer to VCR?

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 05:38:20 UTC
From: rich@jolnet.UUCP
Message-ID: <554@jolnet.UUCP>
Source record: 252353

In article <2745@tekig5.TEK.COM> wayneck@tekig5.TEK.COM (Wayne Knapp) writes:
>In article <536@jolnet.UUCP>, rich@jolnet.UUCP (Rich Andrews) writes:
>> > Yes, this is called genlock. The idea is to take your ST's signal,
>> >synchronize it with your VCR/TV's signal, and blend the two together. Genlock
>> >
>> Neither Antic nor Atari nor anyone else is going to genlock the ST unless
>> Atari engineering reworks the glue chip. There have been several different
>> versions of the GLUE chip around and the very first rev. was able to be
>> genlocked, but that version has not been made in over 2 years. The only
>> way to genlock it now is with a frame synchronizer (read $5,000).
>>
>
> I saw an add by Pratical Solutions for a RGB to composit video adaptor. I
>have also heard of a genlock device that takes in any video signal and locks
>it to another. I forget the name, but I will get the details. As I understand
>it isn't that expensive (less than $1000, I think) and gives better results
>that the cheap genlocks that are normally used for Amigas. Note that the Amiga
>has a more flexible external video sync control than the ST. If all this is
>true, it would give the ST a much more flexible genlock device than just a
>genlock designed for the ST. One could genlock a ST and Atari 800 for example.
>I try to find out the details and post more later. I think it is much better
>to try and genlock the signals rather than genlock the computer.
>
> Wayne Knapp

In most normal situations there is a way to acccomplish a gen-lock situation.
That way is to Gen-lock the VCR to the ST. This has been done in
theory and in practice as I will explain in a bit. To accomplish this we take
the Horizontal and Vertical sync signals from the ST, buffer them (so not to
blow up the GLUE chip, experience dictates that (:>)) and feed it into the
Horiz. and Vertical sync inputs on a Home VCR. The VCR will require modification
by an experienced video engineer. Now that that is accomplished one has to now
take into consideration timing. (Timing ???) For the video signals to mix
properly, without a horizontal shift or a color shift, the two signals must
be in perfect timing at the point of mixing. If you watch TV for any length
or time you will see at some point in time or another, a horizontal shift occur
immediatly after a dissolve or a wipe. This is caused by poor horiz. timing.
If you see a color shift it is due to poor subcarrier timing. This will also
hold true for keying also, but I digress. In Springfield Ill., there is a
TV station that uses some consumer beta machines on air. These machines were
modified to accept external sync and subcarrier and the output of those machines
are then fed into a time base corrector (horizontal freq in asynchronous,
horiz. freq out synchronous) and then to the switcher.

In the case of the home VCR we are using the ST as the "standard"
and are "slaving" everything else from it. Is it worth it? Not really,
unless you are really set on doing it. The right way would be to "slave"
the ST to whatever you are feeding in. To really do it right would require
a good TV sync generator driving all of the other equipment including
using the outputs from the generator to drive the ST. I have seen many ads for
genlock accesories for the ST but have not ever seen any product from the parties
that offer it. Being an RGB analog output, it would be nice to see an inexpensive
effects switcher with chroma key capabilities for home use with an ST.

If all of this sounds confusing, it is probably because it is! (:>) Think
about this one. Digitize a video signal. Store it in RAM. Let an external
source clock it out at any rate it wants to. Now do it in real time.
Now do it in color!
That is what you need to have to build a frame-synchronizer. With that you
don't need to genlock the ST. Just genlock the frame-syncronizer.

rich
andrews

--

Any opinions expressed are my own. Now, for a limited time, they can be yours
too, for the incredible price of only $19.95. Simply send $19.95 (in Alterian
dollars) to ...killer!jolnet!rich. Or call (312) 301-2100 (data) Rich Andrews

3854. Re: Atari news from Paris.

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 09:51:36 UTC
From: gsender@rmi.UUCP
Message-ID: <1069@rmi.UUCP>
Source record: 252354

In article <310@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
:
: I was also told that Borland "officially" denies the existance of Turbo C
: for the Atari ST. Sonds like a marketing or legal issue to me.
: --
: David Beckemeyer | "To understand ranch lingo all yuh

Turbo C was shown on the CeBIT Fair at the ATARI booth by Heimsoeth.
Heimsoeth is the distributor of Borland in West Germany etc..

Turbo C is a German development. It is not from Borland, but if
successfull, will be sold by Borland in the USA. Turbo C is not a port,
it is totaly new written and Borland has given some know-how.

--Gerd

3855. COMPUTE! ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 12:55:10 UTC
From: nelson@kodak.UUCP
Message-ID: <1259@kodak.UUCP>
Source record: 252356

I have heard a rumor from several sources that COMPUTE! ST has gone to the big bit bucket. Does anyone out there have any more info on this?

Bruce D. Nelson | UUCP: ...!rutgers!rochester!kodak!hawkeye!nelson
Eastman Kodak Company | Voice: 716-726-7890
901 Elmgrove Road | Company Mail: Dept 420 Technical Support Services
Rochester, NY 14653-5221 |

3856. Re: Atari ST Virus hiding place

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 14:36:06 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2499@ttidca.TTI.COM>
Source record: 252357

In article <1062@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
[...edited...]
>A perfect hiding place for viruses on the Atari ST has come to my
>attention. The reason it's interesting is it is a place where a VERY
>LARGE virus can live -- much larger than just the boot sector of a
>floppy.
>
>The hole exists because the ST formats floppies with five-sector FATs
>(File Allocation Tables) even though at most three sectors will be used.
>Since there are two FATs per disk, this leaves four sectors for the
>virus. A boot-sector virus could be five sectors in length without
>impacting the user-visible free space on the disk.
>
>The sectors in question are logical sectors 4, 5, 9, and 10 (where the
>boot sector is sector 0). These sectors are always zeroed by the
>built-in formatter (I can't speak for others).

Since I'm the person (or at least one of them) responsible for bringing
this to Allan's attention, let me expand on it a bit, and hopefully head
off a potentially false solution.

I've been spending a fair amount of time examining suspected virus disks
sent to me. I will continue to do so. If you suspect a disk of bearing a virus,
send it to me, and I'll check it out. If there is a virus on it, I'll add
a kill for it to the next generation virus killer.

>[P.S. I don't know of any viruses which use this hiding place. I only
>know it's there, and we should all be careful.]

I do!

One of the virus disks I have contains logic which loads an additional sector
from the disk, one of the FAT sectors Allan mentioned. Note, however, that
it determines which sector to load by examining the disk configuration data
in the boot sector. It checks the FAT size, and the number of reserved
sectors, then determines the last sector in the first copy of the FAT. It
loads that sector, and attempts to execute code it expects to find there.

So, anyone thinking that writing a formatter which allocates only three
sector FATs, don't bother. You will not only fail to stop the spread of the
virus, you'll also get any files on the tail end of the disk wiped out.

My next generation of virus killer will check and zero (after requesting
permission) the unused FAT sectors. As Allan states, that's the safest way
to deal with the problem.

Meanwhile, if you suspect a virus, send the suspect disk to:

George R. Woodside
5219 San Feliciano Drive
Woodland Hills, Ca. 91364 (USA)

Thank you.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

3857. Re: Connecting ST and 8bit}i (* MX2 *)

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 14:36:14 UTC
From: fred@pnet01.cts.com
Message-ID: <2957@crash.cts.com>
Source record: 252363

rankinp@cs.glasgow.ac.uk (Peter Rankin) writes:
>In article <2907@crash.cts.com> Fred Brooks writes:
>
>>xDOR use my MX2 kernel to write the background task . I already have a
>>disk shareing network written for ST's that use the RS232 ports. You
>>would have to just port the driver over to the 8 bit machine. xD
>>If you need a copy of MX2 just write me at this address . It's PD.
>>
>
>
>Could you email a copy to me or post it to comp.binaries? I am sure there would
>be a demand for it. Thanks.
>
>Peter Rankin
>
>

I can't post here but if anyone want's a copy they can send a DS disk and a
S.A.S.E. with $2 to

Fred Brooks
4145 44st #5
San Diego CA 92105

Your will receive the complete Modula-2 source, and all binarys.

For the persons who have already used MX2 earlier versions I would like any
comments on bugs things to improve or programs that have caused problems.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

3858. Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 14:59:06 UTC
From: keithr@vice.TEK.COM
Message-ID: <2523@vice.TEK.COM>
Source record: 252358

I have some software for my ST that I don't use anymore and would like
to get rid of it (to help pay for upgrades of other software):

Eagles Nest $15
Winter Games $12
Sundog $12
Harrier Strike $15

OSS Personal Pascal(1.02) $32
Timeworks Data Manager $37
Haba Writer II(w/spellchecker) $17
Regent Spell Checker $7

I have all the original documentation that came with these.
Shipping costs are include.

Keith Rast
keithr@vice.ICO.TEK.COM

3859. 16MHz board and emulations

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 15:02:04 UTC
From: ins_bjjb@jhunix.HCF.JHU.EDU
Message-ID: <6430@jhunix.HCF.JHU.EDU>
Source record: 252355

I've read numerous articles about the forthcoming 16MHz upgrade for the Atari ST. Completely TOS/GEM compatible, $200, zowie, etc. It's recently occurred to me to wonder whether this will aid the Magic Sac, Translator, and pc-ditto.

I don't think it will work with the Translator at all, because of some of David Small's comments in his Current Notes articles about speed problems between the Translator and ST. I'm not sure about the Sac or pc-ditto, and I don't recall reading anything about the results using these two emulators.

Needless to say, a 16MHz Mac with larger screen, faster hard disk, more memory (maybe), etc. would be a real brain blaster. Not to mention a 2MHz (?) PC . . .

Speaking of memory, I'd also like to ask about RAM upgrades for a 1040ST. Cheapest, best quality, best supported, etc. Also, what is their effect on software (i.e., does anything die painfully and/or destructively with 4 megs in a 1040) ?

--
Jared J. Brennan
BITNET: INS_BJJB@JHUVMS, INS_BJJB@JHUNIX
ARPA: ins_bjjb%jhunix@hopkins.ARPA
UUCP: {allegra!hopkins, ihnp4!whuxcc} !jhunix!ins_bjjb

3860. Date setting program and Uniterm2.0

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 16:03:38 UTC
From: wolenty@inuxj.UUCP
Message-ID: <322@inuxj.UUCP>
Source record: 252359

I have an annoying problem with a time and date setting program that
I believe has been mentioned before. The program insists uses the
old date stamp as a reference and every month when I enter the new month
it is advanced to the next month ie when I enter 5/01 the system
shows the date as 6/01. Does this have something to do with leap year??
Any fixes??

Also, many of the Uniterm2.0 files did not make it to our location.
Could someone mail me parts 1, 5, 7, and 10 through 18??

Ron Wolenty
AT&T Consumer Products
Indianapolis, IN
inuxj!wolenty

3861. TEX

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 16:25:35 UTC
From: SUMIDA@vax.oxford.ac.UK
Message-ID: <8805121535.AA07801@ucbvax.Berkeley.EDU>
Source record: 252360

I remember seeing references to TEX for the ATARI ST, especially one from Germany. Unfortunately, at the time I was not interested in TEX and consequently no messages were saved. The Oxford University Computer Centre has recently installed a local laser printer which will process TEX files. So I'm now sending an appeal for information.

>>>>> Could anyone on the net help with any information? <<<<<

I will pass on the info to local users.

Thanks,

Brian

JANET sumida@vax.oxford.ac.uk PAD: call 000050200100
BITNET sumida%uk.ac.oxford.vax@ac.uk
ARPA sumida%uk.ac.oxford.vax@uk.ac.ucl.cs.nss

B. H. Sumida,
University of Oxford,
Department of Zoology,
Animal Behaviour Research Group,
South Parks Road, Oxford OX1 3PS
G.B.

3862. Re: High pitched whine -- Definite ouch!

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 18:00:09 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <4783@batcomputer.tn.cornell.edu>
Source record: 252361

[]

Over a year ago Atari informed its dealers on how to fix the problem
with whining 1040ST's. It turns out that the culprit is the chip
that generates the +-12V for the RS232 stuff from the main +5V supply.
This chip oscillates, with the help of a capacitor, a resistor and a coil.
All three should be replaced with new components of different values.
I did it myself on my 1040 with success: complete disappearance of
the whine. Ask your local Atari dealer for the info or a fix.
(By now I have a hard disk so my ST system is noisy again :-( )

For all of you who suffer(ed) from that whine: Some people (like me)
can hear the 15,750 Hz whine emitted by the ST _color_ monitor and all
other standard (lo-res) monitors and TV's. It is a lot louder than
that 1040 whine. It causes me physical pain. Please be considerate
with your fellow people (and animals!) when using these archaic devices.

Anxiously awaiting a full transition to higher-resolution video in both
broadcasting and computing...

- Moshe Braner

(Still looking for a used 520ST system)

3863. just testing

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 19:05:26 UTC
From: ron@argus.UUCP
Message-ID: <1188@argus.UUCP>
Source record: 252362

Sorry to dump tests into this group....
Something is screwy here, but misc.test seems to work fine!
Thanks for your patience.

--
Ron DeBlock KA2IKT 213 River Dr.
...!rutgers!galaxy!argus Lk Hiawatha, NJ 07034
ron@wilbur.njit.edu (201) 316-6807
"Oooo...that's mean!" "No, just average."

3864. Re: Mark Williams 'C' ver 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 19:47:48 UTC
From: jma@hpcvmb.HP
Message-ID: <3300002@hpcvmb.HP>
Source record: 252364

Although I have not yet received my order, when I called today they said that they began shipping this past monday. They are shipping out in order based upon when they received the customer's order.

John Altendorf
Hewlett-Packard
Corvallis, Oregon

...!hplabs!hp-pcd!jma
jma%hp-pcd@hplabs.hp.com

3865. News nets in Marin ? How ?

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 20:57:56 UTC
From: davea@hpscdc.HP.COM
Message-ID: <4610002@hpscdc.HP.COM>
Source record: 252365

Help maybe ?

My dad is a st buff up in marin county and I would like to introduce him to this net. What gear will he need and what will it cost to get into the notes network ? Is there a monthly fee?

Please respond by this medium or call me at home 408 978 5732

Thanks in advance
Dave Angelini

3866. Re: AD&D Character Generator

Newsgroup: comp.sys.atari.st
Date: 1988-05-12 22:11:33 UTC
From: jac423@leah.Albany.Edu
Message-ID: <784@leah.Albany.Edu>
Source record: 252366
Cross-posted to: rec.games.frp,comp.sys.atari.st

In article <10265@stb.UUCP>, tracer@stb.UUCP (Jeff Boeing) writes:
> ANYBODY can write a D&D character generator program! ANYBODY! They can
> even make it a darned good one! I wrote one on my IBM PC in my SLEEP for
> crying out loud!
>
> What I'd really like to see is the source code (ANSI C preferrably) for a
> character generator for CHAMPIONS(tm), the Super Hero Role-Playing Game.

You're right, a Champions character generator would be more than
difficult to write. However, don't put down the AD&D Character
Generator. Note that its AD&D not D&D which if you ever looked at all
the possibilities and exceptions, especially through the rules
introduced in the Unearthed Arcana and the Survival Guides, you would
see that this is no easy feat. The SF AD&D Character Generator covers
EVERY aspect of making up the character (except the history, family,
etc...)

--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@uacsc1.albany.edu

3867. Megamax v1.1 Bug?

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 00:53:07 UTC
From: paone@topaz.rutgers.edu.UUCP
Message-ID: <May.12.20.53.04.1988.25733@topaz.rutgers.edu>
Source record: 252367

I have been playing with my v1.1 of Megamax C and found what appears to be a bug in c lib. argc is being initialized to 1 instead of 0 so even when no arguments are passed, argc is 1. I went into the library and patched this up, but the argv also appears to be off. Is this the case, or is this supposed to be different from UNIX's method of handling them (Yes, I know argv[0] does not work)?

Thanks,
Phil Paone

--
Phil Paone
paone@topaz.rutgers.edu
ihnp4!moss!oac!ppaone

"Admiral...There be whales here"

3868. Re: clocks for the cartridge port

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 00:59:27 UTC
From: saj@chinet.UUCP
Message-ID: <5576@chinet.UUCP>
Source record: 252368

In response to Sandra Loosemore's request for experiences with clocks for the cartridge port: I use a LogiKhron module from Shanner International. It can be operated with or without a single desk accessory. It does the job. I have not been motivated to remove the screws and see if the battery can be replaced. Of course, a big hard disk with a clock in the host adaptor is the way to go :-)

3869. Re: Shiraz Shivji reveals future Atari plans

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 01:03:52 UTC
From: david@bdt.UUCP
Message-ID: <321@bdt.UUCP>
Source record: 252369

I've heard every single one of these promises, except the blitter
for THREE YEARS now. This whole article looks like it could have
been a re-print of something from early 1986, except change all the
release dates to from 1988 to 1986.

Does anybody really believe a word of it for a minute?

Now they're even making promises about not making promises anymore!

I say: ACTIONS SPEAK LOUDER THAN WORDS ATARI.

--
David Beckemeyer | "Reckon the Ball's plumb open now,
Beckemeyer Development Tools | and it's `swing partner'!"
478 Santa Clara Ave, Oakland, CA 94610 | - Unnamed Cowboy, upon seeing
UUCP: ...!ihnp4!hoptoad!bdt!david | heap many Indians approaching

3870. Shanner clock cartridge?

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 01:18:09 UTC
From: grieggs@devvax.JPL.NASA.GOV
Message-ID: <2032@devvax.JPL.NASA.GOV>
Source record: 252370

Does anyone out there have the clock cartridge manufactured by Shanner back in the early days of the ST? It is grey, and protrudes several inches from the side of the ST. I lost the software for mine, and my understanding is that the company is out of business. Specifically, I need the program that sets the time, most urgently. Help?

_john

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-0465
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

3871. UUPC: Version 2 - Call For Changes To Version 1 (again)

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 03:58:46 UTC
From: skl@van-bc.UUCP
Message-ID: <1748@van-bc.UUCP>
Source record: 252371
Cross-posted to: comp.mail.uucp,comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sources.d

Version 2 of UUPC is being work on now, with a target release date
of the end of this summer. We would particularly appreciate it if
those of you who have made changes and improvements to version 1
(and would like to share them with us for inclusion into version 2)
would contact us about the changes. (Please do *not* send sources
or diff listings right away, a paragraph or two describing your
changes will do.)

Thanks in advance for your time.

...Sam

P.S. If you had already sent something as a result of the previous
call, please send us an one-liner reminder again, just in case your
mail didn't make it here last time.
--
Samuel Lam {ihnp4!alberta,watmath,uw-beaver,ubc-vision}!ubc-cs!van-bc!skl

3872. Re: SS disks

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 04:00:18 UTC
From: Jinfu@cup.portal.com
Message-ID: <5380@cup.portal.com>
Source record: 252372

Not really related to this topic but I can't help this. Today
I saw a bumper sticker saying:

SS/DD -- Same shit different day

You can come up your DS/DD defintion.

3873. Atari Developers' Conference

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 04:08:41 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <3305@pasteur.Berkeley.Edu>
Source record: 252373

To improve developer support, how about a conference similar to the recently concluded Amiga Developers' Conference. At the Amiga convention, new IFF animation standards were established, gamma versions of WorkBench 1.3 were made available to developers, and various hardware and software workshops were held, among other activities. The conference was sponsered by and well supported by Commodore and received rave reviews on the amiga newsgroup. Would Atari and Atari developers be interested in such a thing?

Matt Seitz
seitz@cory.berkeley.edu

3874. Re: High pitched whine -- Definite ouch!

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 04:45:40 UTC
From: rich@lakesys.UUCP
Message-ID: <665@lakesys.UUCP>
Source record: 252374

In article <468@unh.UUCP> al671@unh.UUCP (Anthony Lapadula) writes:
>I don't know how common this problem is, but my 1040 ST emits a high
>pitched whine whenever it's in operation.
>
>I had this checked out about 1 month after I bought the system, and was
>told that the sound is probably a sub-frequency of the switching
>power supply.

First off, I can say that the problem is NOT from the
whine of a switching power supply in the 1040. The 1040 ST
does not use a switching power supply.

Second, I would check into the RS-232c port as the real
culpret, although I have never seen (or heard) this
personally myself, I have talked with other techs, and
such and have also read , that the RS-232c was the problem.

This being especially, with a Club members machine (1040 ST also)
which he took the machine, and was repaired with in two days.

If you havn't taken you machine into a authorized service station,
Then I suggest that you should.

If you're handy, or know of someone that is, change the
two rs-232 chips in the machine. They can be had at any
local Radio Shack store, both for less than $5.00, including
chips sockets. I will suggest that *if you do decide upon
this route, place in the chip sockets, and be carefull of
the foils, as there is one in particular, that will lift which
will make you have to use some extra hard wiring to repair.

rich.....
UUCP: {Ihnp4,uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

3875. Converting images for various devices

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 04:51:52 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <3309@pasteur.Berkeley.Edu>
Source record: 252375
Cross-posted to: comp.graphics,comp.sys.atari.st,comp.sys.amiga

I'm interested in writing a picture format conversion program. My main obstacle is in writing routines to convert an image from on display capability to another. Basically, I'm looking for an algorithm which will take an image created on one device and convert it to one which can be displayed on another device. The algorithm would be given the following information:

1) The height and width of the original image.
2) The height and width of the target display device (this can be infinite if sliding windows are used).
3) The red, green, and blue intensity of each pixel of the image.
4) The x:y ratio of the image.
5) The x:y aspect ratio of the target display device.
6) The number of bits used to represent the intensity of each color for the image and the number of bits used by the target display device.
7) Restrictions on the palate, such as
a) all colors can be used (Amiga HAM mode);
b) A fixed number of colors can be used, but they can be any which can be displayed by the computer (Amiga/Atari color, IBM EGA);
c) The palate is fixed and not all combinations of RGB can be displayed (Atari Hi-Res, Macintosh, grey-scale devices);

If such an algorithm has been implemented, could you please pass the source along to me. Thank you.

3876. Re: 16MHz board and emulations

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 06:42:14 UTC
From: rosenkra@Alliant.COM
Message-ID: <1757@alliant.Alliant.COM>
Source record: 252376

---

rumor has it (a reliable colleague, reading something on CI$) that a company called xetek is making a floating point chip add-on for the ST, and should realize performance improvements of 2-30x (obviously on code dominated by floating point ops normally done in software on the ST). code has to be recompiled. don't know what happens to line F with this implementation. they are also s'posed to provide a library for flops. company is in Salina, KS. cost: circa $200...

anybody hear any more on this?

-bill

3877. Re: random Champions characters (was Re: AD&D Character Generator)

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 07:56:44 UTC
From: c60a-6ae@web7e.berkeley.edu
Message-ID: <9923@agate.BERKELEY.EDU>
Source record: 252377
Cross-posted to: rec.games.frp,comp.sys.atari.st

In article <10265@stb.UUCP> tracer@stb.UUCP (Jeff Boeing) writes:
>
>What I'd really like to see is the source code (ANSI C preferrably) for a
>character generator for CHAMPIONS(tm), the Super Hero Role-Playing Game.
>Try writing one yourself some time! It is nearly IMPOSSIBLE to make a
>Champions(tm) character generator that lets you use all the options. Heck,
>I don't even want to THINK about programming in options for Multipowers or
>Variable Power Pools! Anybody who could make one of these would earn my
>award for Best Applications Programmer of the Year.

I believe somewhere in one of the Champions supplements (possibly an old Adventurer's Club or one of their modules) exists a bunch of tables for creating a random Champions character. The character that came out could be pretty wierd. The basic way it worked was that you chose from a list of classes like Energy projector, Martial Artist, Brick, etc.. and then rolled on a bunch of tables to find their powers, skills and disads.

Does anyone out there remeber where this thing was?

Sam Shen (c60a-6ae@widow.Berkeley.EDU for 2 weeks!)

3878. Re: Fix for ETERNAL to work on Mega STs

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 12:44:21 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <5389@cup.portal.com>
Source record: 252378

In message: <8805101853.AA24225@ucbvax.Berkeley.EDU>
VBRANDT@DBNUAMA1.BITNET writes:
>I recently posted an enquiry to this newsgroup concerning my problems running
>Turtle and TurboDOS om my Mega ST 4. As an aside, I mentioned that I was able
>to fix ETERNAL to run with 4 MB.
[...]
>On a Mega ST, the attempt to determine if ETERNAL is resident results in --
>you guessed it -- a bus error. What I've done is to check if _phystop is
>exactly 4 MB -- ETERNAL can't be installed then, right ? This makes my
>version of ETERNAL work with the old STs and with a Mega 4. I'm not sure what
>to do about a Mega 2. Checking for exactly 2 MB won't do: suppose you have
>a resident utility using up exactly 2 MB on a Mega 4. What should ETERNAL do
>in that case ?
[...]

I am running ETERNAL right now (and have been running it for > 3 months)
on a MEGA ST2 with no problems. I don't think you need to worry about
"fixing" ETERNAL on the Mega 2.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

3879. Re: Megamax v1.1 Bug?

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 13:15:25 UTC
From: jac423@leah.Albany.Edu
Message-ID: <786@leah.Albany.Edu>
Source record: 252379

In article <May.12.20.53.04.1988.25733@topaz.rutgers.edu>, paone@topaz.rutgers.edu (Phil Paone) writes:
> I have been playing with my v1.1 of Megamax C and found what appears
> to be a bug in c lib. argc is being initialized to 1 instead of 0 so
> even when no arguments are passed, argc is 1. I went into the library
> and patched this up, but the argv also appears to be off. Is this the
> case, or is this supposed to be different from UNIX's method of
> handling them (Yes, I know argv[0] does not work)?

There is always at least 1 argument, the name of the program itself. It
is the same way on the UNIX as on the ST as in any implementation of C.
--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@uacsc1.albany.edu

3880. Re: Personal Pascal v1.1 vs v2.02

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 13:32:00 UTC
From: DMiddleton%pco@BCO-MULTICS.ARPA
Message-ID: <880513133207.911854@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252380

Well, I think v2.02 is a bit better than v1.1, and here is why.

First, I think that they have done a lot of good stuff with the editor. It is much friendlier, even though there are a few bugs waiting to bite. On the mostpart, it is pretty good. I like the page and line motion features and the dropdown menu selection usage is much improved.

The compiler has a much more rigous compilation method which enables the user to selectively define the amount of run-time checking. As one might expect this can generate a lot of executeable and object, so if you are a lowly SS drive user, youmay get a nasty surprise.

And that is really the story. If you have one SS drive, you can get it to work, but wow will you have trouble. It comes on 2 (count em) 2 diskettes which makes it tough for a single SS compiler user to run. If you have the bottom of the line 520, NOW you have trouble because without a RAMdisk or a second SS drive, you might not be able to work effectively.

The good news is that they have added to the repetroire of subroutines in the libraries and now you can blast copies of screens hither and yon. VERY useful when working with dialog boxes. The documentation is 2 to 3 times thicker and is both readable and useful.

There are bugs, and ever since ICD took over PP from OSS, well really BEFORE that happened, no updates were coming out. Promises of free updates to "bug finders" were so many nice words. I know since I have found several weird errors. This includes having to centre dialog boxes since the clipping region for the dialog box is centered. Ever hear of disappearing dialog boxes? Now you have! How about the event routine which cant detect mouse clicks where a menu bar used to live? Hope you know how to use a timer. How about the diabled menu bar item which leaves the machine thinking a menu has popped down but didnt really? Can you say "inverse video data on a screen" - Can you say 4 bombs?

Honestly though, although these are real problems, how often will most people run across them? It does compile and the programs do run ok. With a DD drive or two SS drives you can do ok. A meg wouldnt hurt, but chip prices are another story.

I havent had problems with the linker at all! The configuration technique to locate programs is not too bad, even though it can forget where something resides between boots.

Last gripe, then I'll quit. The only thing they really forgot in the editor was being able to remember how big a tab is. Since I don't like 8 character tabs, then I have a problem. Maybe you won't. If I set it

to 2 characters, it forgets event between compiles. Sigh.

So overall, I think it is pretty good. Too bad they want your manual and old disks though. They never asked me for mine. I just sent in the $30 US and the stuff came in the mail. That is why I can compare the two versions so well. I have both! And they both work well. I prefer 2.02!

Well, it is up to you if you get it, but there is value added. I'm glad I got mind.

Don Middleton

DMiddleton%pco -at bco-multics

Honeywell Bull Ltd, Toronto

"These comments are mine. Blame me - after all I'm just on the net.."

3881. Re: Megamax v1.1 Bug?

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 14:50:05 UTC
From: michel@megamax.UUCP
Message-ID: <1374@megamax.UUCP>
Source record: 252381

argc was set to be 1 always because of compatibility with UNIX(TM). A lot of programs count on the name of the program to be in argv[0]. The ST does not pass the name of the program so argv[0] is set to a string with nothing in it.("").

Hope this helps.

Michel@megamax

--
Anyone who would like a reply to their mail sent to me needs to give a uucp path. The mailer on our system is weird. Either that or give me a tel. number and I'll give you a call.
UUCP: pollux!megamax!michel PHONE: 214-987-4931

3882. Info-16

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 15:03:34 UTC
From: jeffois@ritcsh.UUCP
Message-ID: <2333@ritcsh.UUCP>
Source record: 252382

Please Unsubscribe me from Atari Info-16.

Thank You
--
-=-=-=

3883. Re: Picture Formats!!

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 15:32:48 UTC
From: mj@myrias.UUCP
Message-ID: <592@myrias.UUCP>
Source record: 252383

Does anybody know a picture format for pictures produced by Logo?
(Dr. Logo version distributed with earlier ST's). A long time ago I
asked this question to ...yugas!julius (Atari Canada), but go not a
whiff of an answer. Maybe he is not on the net anymore.

Michal Jaegermann
...ihnp4!alberta!myrias!mj
--
Michal Jaegermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
...{ihnp4, ubc-vision}!elberta!myrias!mj

3884. Re: AD&D Character Generator

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 17:24:05 UTC
From: jellinghaus-robert@CS.YALE.EDU
Message-ID: <29060@yale-celray.yale.UUCP>
Source record: 252384
Cross-posted to: rec.games.frp,comp.sys.atari.st

In article <10265@stb.UUCP> tracer@stb.UUCP (Jeff Boeing) writes:
>What I'd really like to see is the source code (ANSI C preferrably) for a
>character generator for CHAMPIONS(tm), the Super Hero Role-Playing Game.
>Try writing one yourself some time! It is nearly IMPOSSIBLE to make a
>Champions(tm) character generator that lets you use all the options. Heck,
>I don't even want to THINK about programming in options for Multipowers or
>Variable Power Pools! Anybody who could make one of these would earn my
>award for Best Applications Programmer of the Year.

Why bother? Champions character generation was MADE for spreadsheet
packages. I've made up a nice Excel template, with borders and boxes
everywhere, lots of room for explanatory comments, and most of all,
complete freedom to hack with the equations until you get what you
want. Things like: I have a Multipower set up with an END battery.
If I want to see what happens with a different-sized END battery, I
change *one* number, and the whole Multipower recalculates. For
characteristics, I just type in how many points over/under the base
I want; it calculates derived stats (END, STUN, &c), calculates the
point cost, instantly. And this is really really easy to do.

Heck, a spreadsheet is MADE to let you interconnect a bunch of equations
and play with them. What could be more perfect for Champions?

>Jeff Boeing (which is not my real name) | ...!uunet!stb.uucp!tracer
>--|----------------------------
>"As of now I'm taking charge." -- Alexander Haig
>"Megatron is down! I am your new leader!" -- Starscream

Rob Jellinghaus | Robert Anson Heinlein
jellinghaus-robert@CS.Yale.EDU | 1907-1988
ROBERTJ@{yalecs,yalevm}.BITNET | A man who touched many lives.
{y'all}!ihnp4!hsi!yale!robertj | May we be worthy of his legacy.

3885. Re: random Champions characters (was Re: AD&D Character Generator)

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 17:25:49 UTC
From: jellinghaus-robert@CS.YALE.EDU
Message-ID: <29061@yale-celray.yale.UUCP>
Source record: 252385
Cross-posted to: rec.games.frp,comp.sys.atari.st

In article <9923@agate.BERKELEY.EDU> c60a-6ae@web7e.berkeley.edu.UUCP (Sam Shen) writes:
>In article <10265@stb.UUCP> tracer@stb.UUCP (Jeff Boeing) writes:
>I believe somewhere in one of the Champions supplements (possibly an old
>Adventurer's Club or one of their modules) exists a bunch of tables for
>creating a random Champions character. The character that came out could
>be pretty wierd. The basic way it worked was that you chose from a list
>of classes like Energy projector, Martial Artist, Brick, etc.. and then
>rolled on a bunch of tables to find their powers, skills and disads.
>
>Does anyone out there remeber where this thing was?

I don't know if it was ever in an Adventurer's Club, but the rules you're
describing appear at the front of Champions III.

>Sam Shen (c60a-6ae@widow.Berkeley.EDU for 2 weeks!)

Rob Jellinghaus | Robert Anson Heinlein
jellinghaus-robert@CS.Yale.EDU | 1907-1988
ROBERTJ@{yalecs,yalevm}.BITNET | A man who touched many lives.
{y'all}!ihnp4!hsi!yale!robertj | May we be worthy of his legacy.

3886. Re: Atari St ---> Amiga?

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 18:45:51 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <3327@pasteur.Berkeley.Edu>
Source record: 252386

I doubt if there is an ST Emulator on the Amiga. Even if there were, it would be terribly slow. Same if there were an Amiga emulator on the ST. Both machines have a fair amount of system specific hardware (esp. in comparison to the Muckintosh).
In article <779@leah.Albany.Edu> jac423@leah.Albany.Edu (Julius A Cisek) writes:
>Why is it that Amiga users get so pompous? I recall seeing a message on

Because their hardware is better. But then again, the Atari 800 has better hardware than the apple][and C64; nicer OS too. The Mac and PCs are not as hot hardware-wise (except for the macII and 80386). So there's hope yet for Atari. Remember Atari Computers, "ship out or suck d**k" ;-]

:the:end:is:near:get:all:your:files:onto:another:machine:fast:
John Kawakami kawakami@zen.Berkeley.edu

3887. FLASH AND FUNCTION KEYS

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 18:55:00 UTC
From: EDWARDSJ@UNION.BITNET
Message-ID: <8805131903.AA25160@ucbvax.Berkeley.EDU>
Source record: 252387

I am using flash to emulate a dec vt100 terminal, and I need to know
how to define the function keys. The first one I have to define is the
F-1 to be equivilant to "escape shift-o shift-p". Would some one please help.
Also I am new to the bitnet scene and would aprieciate any help or comments
anyone has to offer.

THANK YOU
JACK EDWARDS
EDWARDSJ@UNION

3888. Uniterm is missing ...

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 19:51:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <910002@acf5.NYU.EDU>
Source record: 252388

There is something that uniterm lacks, flash has and I am missing.

Assume that you want to login into different systems
with different boud rate and different RS232 settings in general.

Flash allows you to atach to each telephone number the baud rate
to be set BEFORE the call. Very convenient.
Also, after the call flash allows you to set the RS232 to whatever
you like through a macro.

In uniterm one has to do all the above changes by hand
(there is only the option of creating many setup files
but that is hard to mantain)

While this is the only feature I am missing from uniterm,
I would like to thanks Simon for the best terminal emulator
I have ever used.

Thanasis

3889. Fairlight and Hybrid Arts

Newsgroup: comp.sys.atari.st
Date: 1988-05-13 21:59:28 UTC
From: Robert_Lisowski@rubbs1.UUCP
Message-ID: <38.228BEB6F@rubbs1.UUCP>
Source record: 252389

TO: UUCJEFF@ECNCDC.BITNET

Are you currently using ADAP? How is the the latest release of the software? I was thinking of getting ADAP when it first came out, but I decided to wait for the improvements. I have a Fairlight series III manual, but it is out of date 'cause I never bought the instrument and never updated the manual. Quite frankly, I think the CMI is way overpriced. I'm into human voice analysis and music, so I would be interested in your experiences with different sampling software and hardware.

Rob

3890. aztec c

Newsgroup: comp.sys.atari.st
Date: 1988-05-14 00:16:14 UTC
From: sreeb@pnet01.cts.com
Message-ID: <2960@crash.cts.com>
Source record: 252390

I see my dealer has copies of aztec c on the shelf. Has anyone used it. Is it really worth $229 discounted?

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

3891. Are disk caches safe?

Newsgroup: comp.sys.atari.st
Date: 1988-05-14 02:32:47 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <3343@pasteur.Berkeley.Edu>
Source record: 252392

After all the discusion about the dangers of TurboDOS, I'm hesitant about using any disk cache, including the one posted to .binaries. As I understand it, disk caches which do any sort of write buffering are inherently unsafe because there is no simple way to be make sure your information is actually written to the disk. Does the cache posted to .binaries do any write buffering and, if so, can you be sure that the buffer is written to disk, short of exiting the current program (an accessory to dump the buffer, for example).

Matt Seitz
seitz@cory.berkeley.edu

3892. synchronizing the ST to an external video source

Newsgroup: comp.sys.atari.st
Date: 1988-05-14 04:53:28 UTC
From: hase@netmbx.UUCP
Message-ID: <1832@netmbx.UUCP>
Source record: 252393

I think this is interesting not only to Michael Kieras, who asked me about "gelocking" the ST to an external signal.
Please hit "n" if you do not know the right side of the soldering iron...

>Hartmut Semken,

Just call me hase, like everyone does..

> I read with extreme interest your letter on using the Hsync and Vsync >lines on the ST as a genlock input. But, since I really know nothing about the subject, I am left with many questions.

I'll try to help You; does nobody else know about this?

> First, I am guessing that Hsync and Vsynch apply to the RGB lines.

No. They are just the synchrinisation lines for the ST video output; a pulse on HSync tells the Monitor (RGB or monochrome) to start a new scan line, VSync tells it to start a new screen. The frequency of 35 kHz on the HSync line (in monochrome video mode/high resolution) can be hazardous to color monitors (they exspect 15 kHz on this line) so be careful (a friend of mine killed his green monitor this way..) ! On the RGB lines the ST transmits the brightnes of the current pixel in its red, green and blue components. After pulsing HSync the ST starts to transmit a new line of 620 or 340 pixels. These are the basics; ask your local TV-freak for details (ok?). When operating "normal" the ST is source of the sychronisation signals: the GLUE/Shifter chips decide when to start a new line/picture and tell the monitor so (via H/V-Sync). When programmed for external synchronisation, the Shifter (shifting out the pixels serially after HSync, hence the name) takes the sync lines as inputs and synchronizes his shifting (and thereforethe ST picture) to the external signal.

Now all you need are 2 VCRs with EURO AV (also called SCART) connector or any other [R+G+B+HSync+VSync+ground] input/output, a soldering iron, some wires, ST monitor plugs (about $3 around here in Germany) and a weekend: connect the VCRs and let one play (so it becomes SOURCE of a video (and synchronisation) signal) and the other one record (so it will synchronize on the input signals, you can use a monitor with RGB inputs here). If you now connect the RGB and Sync lines of the ST to the RGB and Sync lines of the VCR/Monitor *and* set the ST for external sync (how? hmm, its somewhere in the Abacus book "ST Internals" of Brueckmann/Englisch/Gerits, I think) and (voila!) the pictures are simply added (the brightness values for each pixel are added). To protect the ST you can do the connection over

one-Microfarad-capacitators (almost never necassary but cheap and
secure). That is all.

This "genlock" cannot do bluebox tricks, of course. It is just possible
to add the two pictures by synchronizing the ST to an external video
source (like a camera to put in titles or the like). A bluebox genlock
is a lot more difficult to make (and too much for my little knowledge..)
and more expensive...

Something wrong about this?
I don't think so; I tried it out: We connected two STs to the same
monitor, and programmed one for external sync.
They both ran NeoChrome with the same picture but slightly different
palettes. Looks great (and makes Amiga-Freaks run for shelter..:-).
Still something wrong? I'm not perfect... Correct me!

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3893. Re: random Champions characters (was Re: AD&D Character Generator)

Newsgroup: comp.sys.atari.st
Date: 1988-05-14 09:16:37 UTC
From: craig@lakesys.UUCP
Message-ID: <666@lakesys.UUCP>
Source record: 252391
Cross-posted to: rec.games.frp,comp.sys.atari.st

In article <9923@agate.BERKELEY.EDU> c60a-6ae@web7e.berkeley.edu.UUCP (Sam Shen) writes:
>In article <10265@stb.UUCP> tracer@stb.UUCP (Jeff Boeing) writes:
>>
>>What I'd really like to see is the source code (ANSI C preferrably) for a
>>character generator for CHAMPIONS(tm), the Super Hero Role-Playing Game.
>
>I believe somewhere in one of the Champions supplements (possibly an old
>Adventurer's Club or one of their modules) exists a bunch of tables for
>creating a random Champions character. The character that came out could
>be pretty wierd. The basic way it worked was that you chose from a list
>of classes like Energy projector, Martial Artist, Brick, etc.. and then
>rolled on a bunch of tables to find their powers, skills and disads.
>

This can be found in Champions III, pages 8-22. Titled the "Champions Character Generator", it is indeed a series of charts that give the character various characteristics, disadvantages, powers, and skills depending on dice rolls. The charts use only material from Champions. Powers from C2 or C3 are not included. They recommend that if you may substitute powers and other abilities as you see fit.

I agree that this could be a "start" for character ideas, but in no way should it be considered an easy way to make good characters. As was pointed out in an earlier post, it can be used to point you in some new conception directions, and for that it works very well.

- Craig L. Stodolenak / craig@lakesys.UUCP
WAUC / Wisconsin Apple Users Club, Inc.
P.O. Box 20743; Greenfield, WI 53220-2099
(414) 482-0399 / {ihnp4,uwvax}!uwmcsd1!lakesys!craig

3894. Re: Mark Williams 'C' ver 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-05-14 12:23:32 UTC
From: leo@sunybcs.uucp
Message-ID: <11239@sunybcs.UUCP>
Source record: 252395

In article <3300002@hpcvmb.HP> jma@hpcvmb.HP (John Altendorf) writes:
>Although I have not yet received my order, when I called today they
>said that they began shipping this past monday. They are shipping out
>in order based upon when they received the customer's order.

I received mine on thursday, and though I haven't had the time to play with
csd or the new resource editor, the docs look hot and the compiled code is
quicker... Point is, I got it and yours will be there soon! -Leo
===
Leo E. Wilson 364 West Delavan Avenue, Buffalo, NY 14213-1412 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

3895. Re: Atari warranty estimates are EXTREMELY accurate

Newsgroup: comp.sys.atari.st
Date: 1988-05-14 13:53:22 UTC
From: btb@ncoast.UUCP
Message-ID: <7772@ncoast.UUCP>
Source record: 252396

In article <5157@cup.portal.com> DaveFlory@cup.portal.com writes:
>> thought I should share it and possibly warn others.]
>> Exactly 92 days after purchasing my SH204 hard disk, it failed to spin
>> up. Of course, the 90 day Atari warranty had just expired along with
>
>Just curious, did you try contacting the dealer, or Atari? I have heard
>a lot of just out of warrantee stuff being replaced while in the vicinity
>of customer service.

my original mouse went bad on me at about 4 months... i noticed that it was "made in taiwan"... i ordered another through the mail from B&C on the west coast... it is "made in japan", and is much better made (i opened both of them up.) i also wrote to atari to complain, and they DID send me a replacement mouse (no questions asked), but it is also "made in taiwan", and has some of the same symptoms that my original mouse had before it failed (not moving the pointer the direction that you move the mouse!)

when i was in college, i took a statistics course, and, as with other courses, i learned much about the real world through the homework problems... one of them was about "memoryless" distributions, and what i "learned" from that problem was that solid state electronics have "memoryless" failure distributions, which means that if they don't fail within the first 90 days, they won't fail under normal conditions (statistically speaking, of course). i have always taken this as a comfortable justification for the 90 day warranties that we get in consumer electronics products, BUT...

there's more than solid state electronics in a hard disk drive... there are electromechanical mechanisms, not to mention the "industrial" abuse factor like IBM builds into their equipment (or used to)... you might be able to drop a PC on the floor and it would still work (not the hard disk, probably, though)... try that with an ST (I still love my ST!)

(and treat it gently)

--
Brad Banko
Columbus, Ohio
(formerly ...!decvax!cwruecmp!ncoast!btb)
btb%ncoast@mandrill.cwru.edu

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

3896. RAM disk and Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-05-14 16:35:27 UTC
From: Updike@UMass.BITNET
Message-ID: <8805141232198DE.BDWZ@Mars.UCC.UMass.EDU>
Source record: 252397

I just wanted to start this letter by saying I love my Atari.
But on the serious side, I have two questions!
1. I am using the SI ramdisk. When I first created it I labeled
it "H". I now want to change it to "C". I have tried the configuration
program, but it doesn't seem to work. Any help would be appreciated.
2. I have been reading a great deal about Magic Sac, but does anyone
know what programs DON'T run on it?

Any help on these subjects would be greatly appreciated!

Damian Roskill
UPDIKE@UMASS

3897. Re: v01i032: Disk cache system in C

Newsgroup: comp.sys.atari.st
Date: 1988-05-14 16:38:28 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <18847@watmath.waterloo.edu>
Source record: 252398

One important point missing from my submission to comp.sources.atari.st
is that I don't know whether it will compile under MWC.
I only know that it will compile with dLibs.

3898. Re: clocks for the cartridge port

Newsgroup: comp.sys.atari.st
Date: 1988-05-14 17:24:02 UTC
From: Roland_Henry_Pesch@cup.portal.com
Message-ID: <5424@cup.portal.com>
Source record: 252399

Sandra Loosemore (sandra@cs.utah.edu, sandra@utah-cs.uucp) asks:

>On the subject of clock chips, does anybody have recommendations for
>a clock chip that plugs into the cartridge port?
> [. . .] Is there anything
>better on the market?

I was long a satisfied user of Navarone Industries' "TimeKeeper" cartridge.
It plugs into the cartridge port, uses a battery in a removable holder,
and even has another cartridge port so that you can use other cartridges
piggybacked on it.

The DA it comes with can be used or not, at your option---it was fairly
decent, but eventually I switched to a freeware clock that was floating
around the local BB's.

The only reason I quit using my TimeKeeper is that I acquired a Magic Sac
cartridge, which as part of its Mac emulation has a clock... it's not
quite as good a clock as the one in the TimeKeeper, but the Magic Sac
does a number of other things for me too-- 8-) .

Can't give you Navarone's address; they've moved since I bought my
TimeKeeper. But I think they're in Mountain View, CA, somewhere.

Oh: I should mention that the first cartridge I had quit working mysteriously
after several months---maybe even a year, I forget. The people at Navarone
(At least the ones doing it then: this is when they were in Sonora CA)
were extremely helpful and rushed me a new cartridge immediately in
exchange for the bad one. As I recall, it was only some time after the
exchange that I realized the warranty period had actually expired when
this happened---Navarone never even brought up the issue. Good folk.

/Roland Pesch (pesch@cup.portal.com)

3899. ST Professional GEM Tutorials

Newsgroup: comp.sys.atari.st
Date: 1988-05-14 21:40:54 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <3381@pasteur.Berkeley.Edu>
Source record: 252400

Well, I asked about this last year and didn't get too much of a
response, so I'll try again. If someone has the C listings for the
ST PRO GEM columns #8 up to #13, could they email them to me? In particular,
I would like to get the alternative form_do() that Tim Oren included.
Since I will be leaving soon, and my class account turned off, please
send anything to:

seitz@cory.Berkeley.EDU

Also, were there any more columns beyond #13? If so, please include
those as well.

Big, big thanks!
- Warner

"You know, Egon, this reminds me of the time
you wanted to drill a hole through your head." - Venkmen
"That WOULD have worked if you hadn't stopped me." - Spengler

-- Ghostbusters (!)

3900. ARC sources, revisited

Newsgroup: comp.sys.atari.st
Date: 1988-05-14 23:07:39 UTC
From: hyc@jeckle.cc.umich.edu
Message-ID: <513@mailrus.cc.umich.edu>
Source record: 252301
Cross-posted to: comp.sys.atari.st,comp.sources.d

Howdy again...
Glad I missed that "standard compression scheme" flamer...
(on comp.sources.d a few days ago...?) Just thought I'd let you know that I've gotten the ARC sources I posted a while back to run on my Atari 1040ST, and plan to post executables to the ST binaries group sometime soon. Meanwhile, I've expunged a few more bugs from the version I posted before. (Thanks to John Gilmore for finding and fixing a particularly nasty one.)
I expect to post the final version of the sources to comp.sources.unix soon. It will support BSD 4.x and Sys V flavors of Unix, and still compiles on MSDOS, as well as running on ST TOS and MTS. Supports Phil Katz' Squashing, as before. I've gotten a good number of requests for the sources by mail - too many, in fact, and I've decided to neglect them in favor of a single posting.

By the way - John Gilmore: my mailer doesn't seem to have much success getting to you, though I seem to receive your mail Just Fine. How 'bout sending me your info on Thom Henderson, and I'll try to contact him. It'd be nice to resolve this last "bug" soon.

/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

3901. RGB to composite video

Newsgroup: comp.sys.atari.st
Date: 1988-05-15 03:26:21 UTC
From: kevin@kjvw.UUCP
Message-ID: <238@kjvw.UUCP>
Source record: 252302
Cross-posted to: comp.sys.atari.st,sci.electronics

I have an Atari ST, which due to brain-damage, has only RGB monitor outputs.
I would like to be able to record animations generated with CAD3d, Aegis
Animator etc. for use with my VCR.

Does anyone have any ideas for building (or know where I can get) a board
which will convert RGB video to composite?.

Because of my "stone knives and bear skins" tool box, I am looking for
a minimum chip count, simplicity is secondary to expense.

Thanks

kevin@kjvw

3902. Re: Connecting ST and 8bit}i (* MX2 *)

Newsgroup: comp.sys.atari.st
Date: 1988-05-15 05:13:35 UTC
From: wes@obie.UUCP
Message-ID: <231@obie.UUCP>
Source record: 252303

In article <2907@crash.cts.com> Fred Brooks writes:
>[...] use my MX2 kernel to write the background task . I already have a
>disk shareing network written for ST's that use the RS232 ports. You
>would have to just port the driver over to the 8 bit machine. xD
>If you need a copy of MX2 just write me at this address . It's PD.

What happens on your network when two users open a file and begin
writing to it? Has anyone tried this with RTX? This is the worst
nightmare of kludging a network onto a boneheaded system like TOS.
What physical connection do you use for your MX2 network - MIDI?

3903. Re: High pitched whine -- Definite ouch!

Newsgroup: comp.sys.atari.st
Date: 1988-05-15 05:29:53 UTC
From: wes@obie.UUCP
Message-ID: <232@obie.UUCP>
Source record: 252304

In article <468@unh.UUCP>, al671@unh.UUCP (Anthony Lapadula) writes:
> I don't know how common this problem is, but my 1040 ST emits a high
> pitched whine whenever it's in operation.

See if you can isolate the problem to the computer or the monitor. If it is the monitor, it is very likely to be the flyback transformer, get it replaced. If the computer is the culprit, either a transformer or a coil is the most likely culprit but I couldn't begin to tell you how to isolate which one :-).

3904. Re: RAM disk and Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-05-15 06:29:59 UTC
From: jdg@elmgate.UUCP
Message-ID: <930@elmgate.UUCP>
Source record: 252305

The magic sac is interesting... HOWEVER! Anybody seriously thinking
of using it, MUST! have a harddisk. Even w/ 2 DS floppy's The disk swaps
will drive ya nuts! This is no fault of the magic sac... Just the way
they grew the apple. I went through CONTORTIONS! getting the system 3.2/
FINDER 5.4 and Harddisk20 (the Hard disk driver for 64k mac roms (you know
the ones w/ the little gray hairs on em')) I thought great here we go!
My hard disk is STILL not working w/ it just blows up every time I tell
it there's a hard disk there!). Why? Got me? Anyone out there?
I've tried every combo I can think of, it just gets an illegal instruction
trap EVERYTIME! (too much gravity from the moon maybe? (hmmm...)).
The Mac IS NOT a "speedy" machine, Cutsie! yeah... I heard pagemaker 4.0
STILL has bugs in it (through I dunno how many revision's (certainly at least
4!) and still has bugs? (Fruit attracts bugs!)). In answer to your question
however... There are some fine programs that run w/ the SAC.. And, a good deal
of semi-respectable PD software available (NOTHING! like the PD on the IBM PC
however (tons of excellant stuff)... But, who wants good usable software at
a decent price!). As I understand it, even w/ the Magic translator (allowing
your ST to read write McFormated McDisks) copy protected Mac software does'nt
run. (bummer, as much of the real nice McStuff is protected). The translator
I'm told is VERY slow.. (Not that any Mac is gonna do 0-60 mph in 8 seconds).
In other words, it's meant to allow an individual to take McWork McHome &
back to work where the REAL mac is. Still.... some excellant programs
are available (Items like Ready Set Go which is lightyears ahead of
ST publishing stuff I've encountered).
Conclusions? Errr... W/ a WORKING harddisk, the $99 magic Sac is a fine buy.
And actually an incredable feat for Dave Small. There's just nothing like
seeing that little McFace staring at ya!. My compliments to Dave.
I digress...

My comments are my own... Yeah... dat's it... own...

RG!

--
Jeff Gortatowsky .....allegra!rochester!kodak!elmgate!jdg
Eastman Kodak Company
These comments are mine alone and not Eastman Kodak's. How's that for a
simple and complete disclaimer?

3905. Can someone please e-mail me the unix end for uw?

Newsgroup: comp.sys.atari.st
Date: 1988-05-15 06:57:20 UTC
From: exodus@uop.edu
Message-ID: <1468@uop.edu>
Source record: 252306
Cross-posted to: comp.sources.wanted,comp.sys.atari.st

Does anyone have the COMPLETE distribution of UW (Unix
Windows) for Unix? I had (past-tense!) it but at least three
files were missing from the server directory. I need it
for a Sun running 4.2.

Thanks,
G. Onufer
University of the Pacific

3906. Re: Are disk caches safe?

Newsgroup: comp.sys.atari.st
Date: 1988-05-15 16:59:01 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <18855@watmath.waterloo.edu>
Source record: 252307

My disk cache (posted to comp.{sources,binaries}.atari.st)
is write-through, it never holds unwritten buffers.

The only thing that would make it unsafe is if media change
is not detected, either due to identical serial numbers to faulty hardware.

3907. Sounds Like Life?

Newsgroup: comp.sys.atari.st
Date: 1988-05-15 17:50:36 UTC
From: Steve_Godun@rubbs1.UUCP
Message-ID: <42.228E8CC0@rubbs1.UUCP>
Source record: 252308

Hmmm...Looks like the Atari ST section here has been getting (finally!) some messages. That's good. Too bad most of it pertains to nothing I know about! 8-)

Anyways, here comes a little advertising and a question. First the question.

Has anyone (else) reading this heard of Zmagazine and/or ST Report? It is a public domain electronic magazine (mostly Atari-oriented, although Zmag carries general computer news) that is distributed nationwide (as in across the USA and now in Sweden and Germany). I was just wondering if anyone out there is a regular reader, or has even heard of it. It has just started it's second year of weekly publication (100+ issues of Zmag; 30+ issues of ST Report) and is very popular. (Zmag is weekly; ST Report is

b
i-weekly.) If anyone is interested in it, it is available in CompuServe (it has its own file area), GEnie, Delphi, and (I think) The Source. You can download it from there or directly rom Zmagazine headquarters, the Syndicate BBS at 201-968-8148 (3/1200, running Carina II BBS).

Now for the advertising...

WANTED: Callers for The Graphics Dump BBS, 201-469-0049, to participate in the Atari section. I have been made co-sysop of that section and things (read: message activity) has been dwindling. There are files for 8-bit and ST alike, and is accessable via PC Pursuit (NJNEW). It runs 24 hours a day, 7 days a week and runs at 3/12/2400 baud. Call, ok? Good.

----------"If there's anything more important that my ego around, I want it caught and shot now." -Zaphod Beeblebrox

Origin: Right here, in my bedroom, at about 2pm on a nice day.
Read: By everyone and his brother.
Why: Because.
- -
<< Jynx >>

3908. Re: Megamax v1.1 Bug?

Newsgroup: comp.sys.atari.st
Date: 1988-05-15 22:18:17 UTC
From: csan@its63b.ed.ac.uk
Message-ID: <1342@its63b.ed.ac.uk>
Source record: 252309

In article <May.12.20.53.04.1988.25733@topaz.rutgers.edu> paone@topaz.rutgers.edu (Phil Paone) writes:
>>
>I have been playing with my v1.1 of Megamax C and found what appears
>to be a bug in c lib. argc is being initialized to 1 instead of 0 so
>even when no arguments are passed, argc is 1. I went into the library
>and patched this up, but the argv also appears to be off. Is this the
>case, or is this supposed to be different from UNIX's method of
>handling them (Yes, I know argv[0] does not work)?
>--

Excuse me if I'm wrong - but isnt it true that you have used an argument - ie. the program name ? In fact I just tried it on two of our Un*x boxes and this is indeed the case - argc should be >=1 argv[0] should be the program name (I know it isnt on the ST),and argv[1]..argv[--argc] contains the arguments.

Andie Ness . Department of Computer Science ,Edinburgh University.

ARPA: csan%ed.itspna@nss.cs.ucl.ac.uk UUCP: ...!uunet!mcvax!ukc!itspna!csan
an%ed.lfcs@nss.cs.ucl.ac.uk

JANET: csan@uk.ac.ed.itspna
an@uk.ac.ed.lfcs

% These are my own views and any resemblance to any coherent reasoning is
% probably a typo.

3909. Re: Personal Pascal v1.1 vs v2.02

Newsgroup: comp.sys.atari.st
Date: 1988-05-15 23:19:16 UTC
From: c60b-at@buddy.Berkeley.EDU
Message-ID: <3416@pasteur.Berkeley.Edu>
Source record: 252310

Is it really only $30 to upgrade? I thought it was $70.
How do I get this upgrade? Where do I write? what do I say?
questions questions questions.

:the:end:is:near:get:all:your:files:onto:another:machine:fast:
John Kawakami kawakami@zen.Berkeley.edu

3910. ATARI 520ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 03:03:19 UTC
From: joel@otto.COM
Message-ID: <575@otto.COM>
Source record: 252311
Cross-posted to: misc.forsale,comp.sys.atari.st

Atari 520 ST for sale with the following equipment:

(1) SM1224 Color Monitor (Original, Ultra-Crisp Monitor)
(1) Atari ST Mouse
(1) Double-Sided Disk Drive (Not the Usual single-sided drive)
(1) 520ST Keyboard Computer

And a whole lot of PD software. (50) Disks

$750.00 or best offer - no reasonable offer will be refused.

--
Joel Ax | "Oh, but I've got gamblin' money..."
The Sun Newspaper - | -David Letterman-
Nevada's Largest Daily Morning |-Late Night With David Letterman Show-
Newspaper |

3911. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 08:39:29 UTC
From: WALDI@DHDIHEP1.BITNET
Message-ID: <8805160839.AA12164@ucbvax.Berkeley.EDU>
Source record: 252312

Date: 16 May 1988, 10:22:05 SET
From: Roland Waldi phone (6221) 564334 WALDI at DHDIHEP1
Inst. fuer Hochenergiephysik
Schroederstr. 90
D-6900 Heidelberg
To: INFO-ATA at SCORE.ST

Jim McCabe wrote (asking for Magic Sac):
>a) How fast does it run? I've seen one software-only Mac emulator (it
> was apparently illegal) that was very slow. The mouse would jump all
> over the place because it couldn't keep up with its speed. I'm
> assuming that the Magic Sac is a more professional system than this
> hack. Is the mouse movement just as smooth as on an ST?
Mouse jumping has nothing to do with the emulation. I'm working
with a real Mac SE (sometimes :-) and observed the mouse cursor jumping
all the time there. The (illegal?) software emulator I have seen once works
at least as fast as a real Mac SE (faster than an old Mac). I've never
seen Magic Sac, though. Anyhow, you cannot expect smooth mouse movement
from any true Mac emulator, since the mouse movement is controlled by
Apple's software there. BTW, although I have to switch between ST and Mac
from home to work, I prefer my ST software, and would never like to run
a Mac emulator.

Roland Waldi

3912. MORE or LESS

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 11:05:07 UTC
From: LOGIN@lasso.UUCP
Message-ID: <8805161105.AA28774@lasso.laas.fr>
Source record: 252313

I like them both but I don't use either. Could someone tell me if either can accept a monochrome ST using a 50-line screen definition? Or do the programs have to be patched? I'll use the first, MORE or LESS ;-), that does it. Oher programs such as UniTerm accept 50-line screens. I'd appreciate also if HDSCAN would accept a 50-line screen -- but maybe the Pro. version does. Thanks in advance + reply directly because I can't get the newsgroups.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

3913. help

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 12:17:06 UTC
From: OFA7@DS0RUS1I.BITNET
Message-ID: <8805161216.AA14550@ucbvax.Berkeley.EDU>
Source record: 252314

```
Please send some information on
- how to use this node
- how to reach it (not via BITNET - other ways)
- how to get information from You
best regards
Joachim
```

3914. Re: Can someone please e-mail me the unix end for uw?

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 13:00:18 UTC
From: stan@sdba.UUCP
Message-ID: <244@sdba.UUCP>
Source record: 252315
Cross-posted to: comp.sources.wanted,comp.sys.atari.st

> Does anyone have the COMPLETE distribution of UW (Unix
> Windows) for Unix? I had (past-tense!) it but at least three
> files were missing from the server directory. I need it
> for a Sun running 4.2.
>
> Thanks,
> G. Onufer
> University of the Pacific

What excatly does this package do (windows on Unix(tm)) obviously
but what terminals (explicitly does it support charcater based terminals)
does it support & what version(s) of UNIX does it run in

Thanks In Advance
Stan

--
Stan Brown S. D. Brown & Associates 404-292-9497
gatech!sdba!stan
"vi forever"

3915. Re: High pitched whine -- Definite ouch!

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 13:36:16 UTC
From: ron@argus.UUCP
Message-ID: <1190@argus.UUCP>
Source record: 252316

```
In article <468@unh.UUCP<, al671@unh.UUCP (Anthony Lapadula) writes:
< I don't know how common this problem is, but my 1040 ST emits a high
< pitched whine whenever it's in operation.
<
< I had this checked out about 1 month after I bought the system, and was
< told that the sound is probably a sub-frequency of the switching
< power supply.
<
< Whatever it is, it's *very* annoying, and I wish to make it stop.....
<
< Any hints or suggestions? Note that I'm not a hardware hacker, so
< please include copious instructions (unless your suggestion is
< to bring the ST to a _real_ repair shop :-).
<
< Many thanks.
<
< /*
< ** What, you wanted something funny?
< ** --- Anthony Lapadula
< ** (That's ...!unh!al671 to you!)
< */

My 1040 ST has started doing the same thing recently. Not all the time -
sometimes it will start whining after an hour or so of operation, sometimes
it doesn't start at all.

I at first though it was the monitor, since the the whine often coincides
with black background on the screen (as when running PC-Ditto). But
sometimes it starts up when the modem hangs up. Weird.

I am now sure that it is not the monitor, even though it sounds like a
typical monitor whine. The proof of this is that it stops when the monitor
is off.

Anthony is right, it is very annoying. Blaming the power supply makes some
sense - a resistor and capacitor are probably forming some type of R/C
resonant circuit. Replacing the filter capacitor would probably help.

I know enough electronic theory to come up with the above explanation,
but not enough to know what to change. Is there an EE out there who can
help?
--
Ron DeBlock KA2IKT 213 River Dr.
...!rutgers!galaxy!argus Lk Hiawatha, NJ 07034
ron@wilbur.njit.edu (201) 316-6807
"Oooo...that's mean!" "No, just average."
```

3916. Re: RAM disk and Magic Sac (Really: Sac & HD20)

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 14:31:54 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <3526@brspyr1.BRS.Com>
Source record: 252317

From article <930@elmgate.UUCP>, by jdg@elmgate.UUCP (Jeff Gortatowsky):
|
| The magic sac is interesting... HOWEVER! Anybody seriously thinking
| of using it, MUST! have a harddisk. Even w/ 2 DS floppy's The disk swaps
| will drive ya nuts! This is no fault of the magic sac... Just the way
| they grew the apple. I went through CONTORTIONS! getting the system 3.2/
| FINDER 5.4 and Harddisk20 (the Hard disk driver for 64k mac roms (you know
| the ones w/ the little gray hairs on em')) I thought great here we go!
| My hard disk is STILL not working w/ it just blows up every time I tell
| it there's a hard disk there!). Why? Got me? Anyone out there?
| I've tried every combo I can think of, it just gets an illegal instruction
| trap EVERYTIME! (too much gravity from the moon maybe? (hmmm...)).

I just went through the same thing. What I did was went back and went through the steps outlined in the notes for Release 5.9 (you are using this release, aren't you???). You must follow the rules EXACTLY -- TO THE LETTER.

In my first attempt, I formatted an MFS and an HFS partition as instructed. Then booted with HD enabled from a floppy w/o HD20. I then copied the System Folder from the boot floppy to the MFS, then HD20 from another floppy to the MFS partition. *** BAD MOVE *** It seems that copying the file "System" from the boot floppy tries to make the MFS partition bootable, which really messes it up. As far as I can tell, everything for the system folder MUST be copied from another disk (not the one used to boot in Mac mode).

Be sure to use Finder 5.3 --- Using Finder 5.4 on the MFS partition really causes some wierdness. You must use 5.3 on the MFS boot partition, but you can put 5.4 on the HFS partition, which is the one that will eventually be used anyway.

I still get crashes every now and then, but the above findings eliminated a lot of them.

If anyone finds anything more, please post or email to me!

[Has anyone read the notes from Data Pacific on GEnie regarding use of the harddisk? I haven't looked there yet, but I remember reading somewhere that there was something there.]

> Conclusions? Errr... W/ a WORKING harddisk, the $99 magic Sac is a fine buy.
> And actually an incredable feat for Dave Small. There's just nothing like
> seeing that little McFace staring at ya!. My compliments to Dave.

Actually, I found it pretty good even with floppy disks. I have 1 meg of memory (I would not recommend less), and use RamDisk+ to create a 350K RAM Disk -- then copy whatever I want to run that session there. It

also allows for copying of the System/Finder stuff and running from there,
but you need HFS installed for that (which leaves out floppy-only systems :-(

Anything that needs the 128K ROMs *will not work*. This includes neat things
like HyperCard, which I think is one of the things Magic Hackers really
want. But there is still a lot of good stuff that does work.

> Jeff Gortatowsky .....allegra!rochester!kodak!elmgate!jdg
--
Tim "The Enchanter" Northrup +--+
+--------------------------------+ Air Warrior Handle: |
UUCP: uunet!steinmetz!brspyr1!tim | "Duke" |
ARPA: tim@brspyr1.BRS.Com +--+

3917. Re: Bugs in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 15:05:13 UTC
From: jfadams@tc.fluke.COM
Message-ID: <3766@fluke.COM>
Source record: 252318

In article <678@nod2sco> ericg@sco.COM (Mwa ha ha) writes:
>
>Namely, recently, writes to my hard drive have become somewhat
>unreliable. Sometimes characters get scrambled, other times the file
>turns out to have a zero size.
>
>Is this a known problem or is my hard drive sick?
> ...
>I have a 1040ST with a Supra 20Mb. I've made no modifications to
>either the Atari or the Supra.
>

I had a similar problem with my 520/1-Meg^ and Supra. I first thought it was my DMA extension cable (3 feet long), but when I hooked it up to a friend's system, it worked perfectly. (The test I used was rapid accesses to the HD by reading, displaying, and writing picture files.)

The problem was a marginal DMA chip. $35 for a new one cured my problem and I haven't had any trouble since.

--
James F. Adams John Fluke Mfg. Co., Inc. Everett, Washington USA
WORLD:jfadams@tc.fluke.COM
UUCP:{ihnp4!uw-beaver,ucbvax!lbl-csam,allegra,decvax!microsoft}!fluke!jfadams
ARPA:fluke!jfadams@uw-beaver.ARPA GEnie:J.F.ADAMS CIS:74036,2517

3918. MWC V3.0 Update

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 15:32:38 UTC
From: Ralf_Bayer@62CSE1.CEO.DG.COM
Message-ID: <164.010739@adam.DG.COM>
Source record: 252319

Has anybody received already received their upgrade for MWC 3.0? I
have mailed in my upgrade card on Easter Monday, and received nothing
up to now.
Thanx,
Ralf Bayer, Data General Corp., Germany

3919. Re: Fix for ETERNAL to work on Mega STs

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 15:39:46 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <586@uhnix2.uh.edu>
Source record: 252320

Actually, the only problem for the Megas is with the Mega 4. Since the ST can only address up to 4 meg, if you try to access above that, you get a bomb. On a Mega 2, you are not breaking that limit, so you can safely test above 2 meg and not get a bomb. The simple test for exactly 4 meg is the proper solution.

- Mike
--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

3920. Re: Atari Developers' Conference

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 17:20:43 UTC
From: good@atari.UUCP
Message-ID: <1064@atari.UUCP>
Source record: 252321

In article <3305@pasteur.Berkeley.Edu>, seitz@cory.Berkeley.EDU (Matthew Eric Seitz) writes:
>
> To improve developer support, how about a conference similar to the
> recently concluded Amiga Developers' Conference. At the Amiga convention,
> [....]
> Would Atari and Atari developers be interested in such a thing?

One is tenatively scheduled for mid-September, and I believe will be addressed in this month's developer newsletter.
I'll make sure we post details here too.
I believe tentative date is 9/15-16 in Sunnyvale. More news anon.
[This is being set up by Sig Hartmann/Joe Ferrari]

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

3921. RE: help

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 18:54:00 UTC
From: WT123713@WVNVMS.BITNET
Message-ID: <8805162045.AA22405@ucbvax.Berkeley.EDU>
Source record: 252322

Hi!!

This is the owner of this account, which had borrowed to sign up for this newsletter. Les has gone home for the summer, and if you would inform me as to how to sign off your newsletter, I will. I no longer wish to receive these files, and as soon as I can, I will sign off.

Thanks!!!!

Tim

3922. 16MHz board -- fast CPU, slow memory?

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 18:56:05 UTC
From: paul@cacilj.UUCP
Message-ID: <725@cacilj.UUCP>
Source record: 252323

My question concerning the "fast" board is this: How much faster will memory references be? It seems to me that the memory on the ST right now has around a 120ns access time, just about right for one memory reference every 8MHz clock cycle. So even if you run the CPU at 16MHz, the memory STILL takes 120ns which now throws the processor into a wait state (or more?). Net gains on memory accesses: 0. (Is my logic correct?)

Question two: would it be possible to replace the memory with faster chips to eliminate or reduce the number of wait states? Otherwise memory won't be faster, I/O won't be faster -- what do you actually gain?
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

Shaw's Principle:
Build a system that even a fool can use, and only a fool will want to use it.

3923. Magic Sac and Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 19:30:01 UTC
From: manis@faculty.cs.ubc.ca
Message-ID: <2603@ubc-cs.UUCP>
Source record: 252324

Jeff Gortakowsky mentioned that he'd had trouble installing a hard disk system under Magic Sac. So did I; I called Data Pacific, and they advised me that you have to go through a longwinded process to install it. The basic problem is that Apple's HD20 driver assumes there's a system on a hard disk, if it's connected. Apple disks (and compatibles) all come with a system folder; Atari drives don't (some trivial licencing problem :-).

What you have to do is to create a tiny little partition (1MB or so) formatted with the Mac (flat) file system. Copy your system to that (using a floppy system disk with no HD20 driver on it). Then reboot with another disk *with* HD20, copy that system to your real partition, and you're away. This is a dumb way of doing it, but blame Apple, not David Small.

Vincent Manis | manis@cs.ubc.ca
The Invisible City of Kitezh | manis@cs.ubc.cdn
Department of Computer Science | manis@ubc.csnet
University of British Columbia | {ihnp4!alberta,uw-beaver,uunet}!
<<NOTE NEW ADDRESS>> | ubc-cs!manis

3924. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 20:14:59 UTC
From: CSC2A7BY@CMS1.UCS.LEEDS.AC.UK
Message-ID: <8805162048.AA22456@ucbvax.Berkeley.EDU>
Source record: 252325

```
Please cancel my subscription...Thankyou....
```

3925. Re: synchronizing the ST to an external video source

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 21:00:58 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <53423@sun.uucp>
Source record: 252326

In article <1832@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
> ...the pictures are
>simply added (the brightness values for each pixel are added)....

This is not as useful as one might hope. If you put a Grey title on the screen then you will be able to see 'through' it because the background is changing. It would be useful if the source VCR just played a black screen so that you could record the Atari's output on the VCR.

>They both ran NeoChrome with the same picture but slightly different
>palettes. Looks great (and makes Amiga-Freaks run for shelter..:-).

Last time I checked one Amiga was a whole lot cheaper than two ST's and took up less desk space too :-)

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

3926. Track Copiers.....

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 23:14:08 UTC
From: ss6349@leah.Albany.Edu
Message-ID: <799@leah.Albany.Edu>
Source record: 252327

Hello,

Does anyone out there in netland have a track copier for that atari st, that does not care if there is a bad sector? I would like it to read the sector and still write it out, even if there are errors. Is this possible? If no-one has done it, would it be easy to do in C? Or Pascal? I have a disk that has a munged track, and even though it is munged it works fine. I would like to make another copy of it, so that I can play with it. without worrying about it losing anything...

Steve S.
--

SS6349@leah.albany.edu {Internet}

Steven H Schimmrich Dep. Of Geology SUNY at Albany

3927. Re: Megamax v1.1 Bug?

Newsgroup: comp.sys.atari.st
Date: 1988-05-16 23:25:21 UTC
From: tainter@ihlpg.ATT.COM
Message-ID: <5365@ihlpg.ATT.COM>
Source record: 252328

In article <May.12.20.53.04.1988.25733@topaz.rutgers.edu>, paone@topaz.rutgers.edu (Phil Paone) writes:
>
> I have been playing with my v1.1 of Megamax C and found what appears
> to be a bug in c lib. argc is being initialized to 1 instead of 0 so
> even when no arguments are passed, argc is 1. I went into the library
> and patched this up, but the argv also appears to be off. Is this the
> case, or is this supposed to be different from UNIX's method of
> handling them (Yes, I know argv[0] does not work)?
>-- Phil Paone

Phil, you are confused. This is UNIX's method. Unix never gives you an
argc < 1, since you always have the name of your program in argv[0].
On the ST they stick some fake name in argv[0]. (I patched mine so it
always says "stupidity".

Go back and unpatch your library!

You know, I really hate the fact that argv[0] isn't initialized intelligently!
If I get annoyed enough I'll come up with some not quite portable way of
getting at the program name, and patch it into my prolog code.

--j.a.tainter

3928. Atari ST RAM DISK

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 01:25:07 UTC
From: Robert_Lisowski@rubbs1.UUCP
Message-ID: <43.228FDE31@rubbs1.UUCP>
Source record: 252329

Have you tried clicking once on the drive and going up to the options menu to choose "Install Disk Drive"? If you do that, you can change the letter & the name of the drive and install it. Then you have to delete the old drive from the desktop using the same sequence. Be sure to save the desktop after doing this. This works for my ram disk as long as I define the new drive with the new letter in the ram disk installation software too.

Rob

3929. Re: ST Clocks

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 02:10:41 UTC
From: Steve_Godun@rubbs1.UUCP
Message-ID: <44.228FDE36@rubbs1.UUCP>
Source record: 252330

Another reply to Sandra Loosemore's request about ST cartridge clocks...While I haven't had the time/money to invest in one (my car recently underwent a $2000 engine rebuild), I do know of someone who has a really neat ST clock -- I forget who makes it and what it's really called, but I like to call it the "Invisible Clock" for reasons given below...

The clock isn't a cartridge. It is a piggyback socket that you plug into your ST. To install it, you just open up your ST, remove one of the socketed chips, plug this clock into it, replace the chip on top of the clock (no soldering; the clock looks like a "fat" socket), and plug in any 9-volt battery. (I strongly suggest insulating the battery with a few strips of electrical tape -- just in case.) That's it! If your computer ever needs servicing, you can just unplug the clock and nobody will ever kno

w you opened up your ST.
Setting the clock is a snap -- it's set via the Control Panel! No extra desk accessories, no extra program, no RAM eaten up!

I want one.
-STeve

"Where," said Ford Prefect quietly, "does it say teleport?"
"Well, just over here in fact," said Arthur, pointing at a dark control box in the rear of the cabin. "Just under the word 'emergency',above the word 'system' and beside the sign saying 'out of order'."

-Conversation between Arthur Dent and Ford Prefect on their way towards a very large, hot sun with no control over their ship.

3930. I Want Some Whine!

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 02:22:09 UTC
From: Steve_Godun@rubbs1.UUCP
Message-ID: <45.228FDE3B@rubbs1.UUCP>
Source record: 252331

I hear a lot of talk about this "ST whine," yet (call it ignorance) I still have no solid idea or what you guys are talking about. SO...

My "whining" experience only occurs when I turn on my SC1224 (color) monitor. When I turn on the ST, fine - no sweat. When I turn on the Avatex, fine - no sweat (well, almost -- the cordless phone picks up a slight amount of static). Then when I turn on the monitor...Wheeeeeeeeeeeeeeeeeeeeeeeeeee!!!!!! You can hear this high frequency pitch coming out of the monitor. At first, it gets on your nerves but after a few minutes of sitting in front of it you kinda "mask it out" and don't hear it any more. I

suspect this is the cause for the occasional line noise (ok, CONTINUOUS line noise) that I get when I call a couple of BBS's (I only get noise from three local BBS's; all others are crystal clear). I have a shielded homemade modem cable, so there shouldn't be any problem there, right?

Anyway, what I want to know is this: Is there a chance that the line noise I get (I don't get noise when I call here) comes from the whine in the monitor? Can I get rid of that whine without voiding my warrantee or encasing my monitor in shielded casing? If so, how?

-STeve

"Ford!" Arthur said, "there's an infinite number of monkeys outside who want to talk to us about this script for Hamlet they've worked out."

3931. Publisher ST - Deserving of accolades

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 03:38:03 UTC
From: parora@gpu.utcs.toronto.edu
Message-ID: <1988May16.233803.18783@gpu.utcs.toronto.edu>
Source record: 252332

PREAMBLE:

I bought Publisher ST from Timeworks on Saturday despite my reservations about Timeworks. I had bought DataManager ST some time back and I thought that that purchase was wasted. THAT program needs a lot more capabilities in my opinion before it can be useful to me (and I don't consider my data management requirements to be very extensive). Happily this isn't the case with Publisher. Before I go any further let me state the following caveat: I haven't used Publishing Partner {Professional}, Fleet Street, or Calamus. Readers should perhaps look for comparisons before commiting. That formality dispensed with, let me continue raving about Publisher. I really like this program! It is easy to use, powerful (enough for me) and really well thought out.

****
Reqirements: 520ST, 1040ST, Mega ST2, ST4
One or two SS floppy drive. ; A real plus. It essentially
One or two DS floppy drive. ; works with any hardware
A Harddrive (+ floppy to ; combination. (refer to NOTES
install the software) ; below.

Colour
or
Monochrome monitor

Printers Supported:
1. Atari SLM 804 laser printer.
2. Any PostScript compatible printer.
3. HP LaserJet II/Plus or compatible.
(Requires 1M for 300x300 dpi resolution)
4. Epson 9 pin {compatibles}.
5. Epson 24 pin {compatibles}.
6. Okidata Laserline 6.
(Requires 512K)
7. NEC P6 or P7.

NOTES: Using a 520ST with 0.5M will limit the # of font sizes somewhat.

There was some comment in the manual about how the Atari
SLM 804 lazer printer can be used only with the MEGA STs.

**File and feature compatible with Publish It! for the PCs which
I understand costs twice as much (??).

IMPORT FROM: 1. WordPerfect
2. 1st Word
3. WordWriter

4. ASCII

Generally a limited import with few attributes being
transferred.

1. GEM Paint
2. EZ Draw
3. NEOChrome
4. DEGAS (will not import compressed files just .PI*)

MY CONFIGURATION:
1. Stock 1040STf.
2. One DS floppy.
3. Roland PR-1012 (Epson RX compatible. 9 pin).

PRICE: Selling for about $85 dollars US through MO firms.
It is selling for $140 up here in Canada but I found it for
$90 (Torontonians check out Smart Screens at York and King).
****

Installation was very painless. A simple dialog box prompts you for your
printer and disk drive set up and then works away until the software is
installed. Reasonable status messages and queries are presented along the
way.

FEATURES:
I always find this the hardest to write about since I am trying
to condense the manual somewhat:

Lots of fonts (6 styles with many sizes available). Many different
types of bullets are also offered.

Frames can hold STORIES, LINE ART, IMAGES i.e. text, object oriented
drawings and bit mapped graphics.

Standard DTP features include text flow around frames, hyphenation,
text flow through linked frames.

The basic steps to developing a document is to use your favourite
WP and import this as a story. Images/drawings are imported similarly
and all of these elements constitute your LIBRARY.

Set up your page layout using frames. Frames are invisible layout
boxes into which elements of your library are 'poured'. i.e. these
are the columns in newspapers.

Elements of the library are poured into frames. Frames may be linked
together so that long 'stories' can be larger than a single frame.
Frames on different pages can be linked together. Textflow is
handled automatically.

Basic units of stories are PARAGRAPHS. These are tagged with a
style such as HEADING, BULLET, BODY TEXT, etc. There are reasonable
predefined tag styles and you are allowed to define your own. In

addition, blocks of text may be tagged independent of the paragraph. NOTE: When importing text, Publisher requires TWO C/R's in order to recognize a paragraph rather than the traditional ONE. This can pose some import problems.

Nice graphic capabilites, including simple line drawing capabilites (circles, ellipses, rectangles, rounded rectangles) and a bit editor. Picture cropping, changing aspect ratios are some of the other features included.

IMPRESSIONS:

A nice clean interface. Intelligent use of icons. These enhance functionality rather then just being cute. A lot of thought went in here. I was up and running in less than 1/2 hr.

Impressive array of features. Logical, and common sense usage. Again, this makes the power available to you quickly.

BEEFS: (All minor)

Installation is for one hardware configuration only (including printer). If you are using multiple printers there are ways around this, but they aren't always clean (i.e. install the program on different hard drive partitions with different parameters).

Text cannot be rotated. Although you are allowed landscape or portrait layouts, text is horizontal only.

No spline (smooth) feature for line drawings. Could someone tell me if this is not possible or not wanted? I find this an essential feature and got addicted to it using MacDraw. I don't find it in EZDraw either.

Automatic kerning (space between characters). Although kerning capabilities are incorporated, there is no auto kerning.

Overall, I really, really like this program. The more I use it the more I think "Wow, is this an intelligent design". I recommend HIGHLY, but as I stated at the offset I haven't had any experience with other DTPs so comparison would be beneficial.

Pavneet Arora
parora@utgpu

3932. pkarc

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 05:46:47 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <3457@pasteur.Berkeley.Edu>
Source record: 252333
Cross-posted to: comp.binaries.ibm.pc.d,comp.sys.atari.st

Could someone send me a pkarc dearchiver for Atari ST or IBM PC? Thanks.

Matt Seitz
seitz@cory.berkeley.edu

3933. Publishing Partner PD fonts

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 06:16:15 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <13499@tut.cis.ohio-state.edu>
Source record: 252334

I have been looking locally for Publishing Partner fonts in the
public domain, with no success. Is anyone here aware of a uucp or Internet
archive (or, if any of you personally) that has some of these elusive
fonts? Also, is anyone aware of a Macintosh => [GDOS | PP] font
conversion program (yeah; I know, ha ha) in existence?

Thanks...

--
//\ Andrew Weaver | weaver@tut.cis.ohio-state.edu
///\\ OSU College of Business | ...ihnp4!cbosgd!osu-cis!tut!weaver
/// \\
///\\\\\\\ "Which key is the any key?"

3934. Redirection

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 09:56:15 UTC
From: leo@philmds.UUCP
Message-ID: <483@philmds.UUCP>
Source record: 252335

Has anybody of you had any experience with redirection? I'm trying to start up a child process from a parent that has redirected input and/or output file descriptors. After much fiddling with Fdup, Fclose, Fopen and Fforce I managed to get the parent opened a file and the child writing to its stdout being this file (using Cconws, or gemdos 0x9). However, when I used the standard library routines coming with my compiler (Lattice-C that is), such as puts() and printf() the child is bombed (Bus Error). Who knows the correct way to achieve redirection (that is, going from parent to child process, I know how to use Fforce for in-process redirection) ?
Please answer by e-mail; if there are others also interested in a solution you can mail to me too; I will forward the results to this group if there's enough response. Maybe I have to figure out things myself after all ...

Leo. (<problem >solution).

3935. Re: Uniterm is missing ...

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 11:04:49 UTC
From: poole@forty2.UUCP
Message-ID: <273@forty2.UUCP>
Source record: 252336

In article <910002@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>There is something that uniterm lacks, flash has and I am missing.
>
...
>
>Flash allows you to atach to each telephone number the baud rate
> to be set BEFORE the call. Very convenient.
...
UniTerm 2.0d has this.......
And: 30 Function-Keys
Statusline: None/Indicator/Hostwritable
Most of the keys of the 'Arrow Keypad' are redefinable (Example:
you can turn <Help> into scrolllock or other braindamage).
Mouse buttons send user-definable characters in GIN-mode
Loadable fonts.

The bad news is: I can't ship it right now as the mailer program I use to
do it, has been changed and as result broke.................

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

3936. MagicSac

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 12:56:02 UTC
From: HAHN_K@DMRHRZ11.BITNET
Message-ID: <8805171255.AA08024@ucbvax.Berkeley.EDU>
Source record: 252337

Date: 17 May 1988, 14:51:44 CET
From: HAHN_K at DMRHRZ11
To: INFO-ATARI16 at SCORE

Hi MagicSac-Freaks;

could some friendly human being give a short summary about the
printer drivers already available for the Sac? Especially I have
to consider using a HP-Laserjet-compatible device. Is this possible?
See you some day,
Klaus.

3937. Go/Bang

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 13:00:43 UTC
From: HAHN_K@DMRHRZ11.BITNET
Message-ID: <8805171300.AA08064@ucbvax.Berkeley.EDU>
Source record: 252338

Date: 17 May 1988, 14:54:30 CET
From: HAHN_K at DMRHRZ11
To: INFO-ATARI16 at SCORE

Next one:
the other day I download GOBANG, the PD game, from the server. I *DO*
like the program, it's well written and astonishingly clever (don't
laugh!). I am interested in the promised 'official' version, or any
other version that incorporates the tournament standards. Does anybody
know of another or an improved / updated GO / Gobang - version ???

Take care,
Klaus.

3938. Re: MWC V3.0 Update

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 13:21:33 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <3096@ea.ecn.purdue.edu>
Source record: 252339

Yes, I just received my update yesterday and I installed it last night.
I haven't re-compiled anything yet. I did try the Csd on a couple of the
examples and it looks pretty neat, although "dbxtool" on suns it's not :-).
I wonder how it will do in real production with larger modules... The
resource editor looks nice too, but I don't have any good uses for it
right now.

Well anyway, 3.0 does really exist and is shipping.

--
/* Ingo Cyliax *
* ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

3939. Re: News nets in Marin ? How ?

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 13:38:38 UTC
From: davea@hpscdc.HP.COM
Message-ID: <4610003@hpscdc.HP.COM>
Source record: 252340

THX to those who gave advice. I'll post how it works when compared to my HP environment at work.

Dave

3940. Re: DMA/Hard Disk Reset

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 15:16:43 UTC
From: stone@amc-vlsi.UUCP
Message-ID: <474@amc-vlsi.UUCP>
Source record: 252341

Hi,
The ram disk chip uses it, and it is passed on. I'd assume that
all controllers would use as it seems to be quite easy to hang the
protocol.

I have off-loaded distribution of the ram disk chip to a company
called Ronsat Technologies, (312) 520 8003. They will be making
a complete ram disk package etc. They are located in the U.S.

Glen Stone
(I'm moving CA, and will be off the net for a while. My new job
does have net access so I will return)

3941. Re: clocks for the cartridge port

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 15:23:43 UTC
From: stone@amc-vlsi.UUCP
Message-ID: <475@amc-vlsi.UUCP>
Source record: 252342

Hi,

I use DeskCart! I don't use the desk acc. much but I do enjoy the
clock. Works well. Replacing the batteries may be a problem. When they go
I'll just rip it apart and put'em in!

How about a battery operated clock chip that attaches to the Hard Disk port?
I may build that next.

Glen Stone

3942. does anyone out there have the resource files for gemkermit?

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 17:32:29 UTC
From: miken@hcr.UUCP
Message-ID: <3338@hcr.UUCP>
Source record: 252343

```
but before emailing me copies of your resource files, please, PLEASE,
check to see that they indeed are complete, because i already have copies
of the aforementioned resource files that cannot be uudecoded
ie. i am really beginning to hate the message "short file".
the c programs themselves look okay.

--

Mike Nemeth "you can do a lot in a lifetime,
...utzoo!hcr!miken if you don't burn out too fast..."
```

3943. Re: Personal Pascal v1.1 vs. v2.02

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 18:23:00 UTC
From: DMiddleton@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880517182337.866675@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252344

I dug up the address for the "new owners" of PP, and it is I.C.D. Inc.,
1220 Rock St., Rockford, Ill. 61101-1437 with a phon of 815-968-2228.

No promises or anything that they will honor the $30 upgrade price that
OSS was giving earlier this year, but $70 sounds more like the price of
Tacklebox ST than PP.

Be sure that you get v2.02! Accept no earlier versions! If anyone gets
an update to PP (2.03?) I know that many of us wouldlike to know it is
available.

Don Middleton

Honeywell Bull Ltd, Toronto

DMiddleton%pco -at BCO-Multics

3944. Inclusion in mailing list

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 21:53:00 UTC
From: scotttb%si01.DECnet@ESDVAX.ARPA
Message-ID: <8805172209.AA04861@ucbvax.Berkeley.EDU>
Source record: 252345

I N T E R O F F I C E M E M O R A N D U M

Date: 17-May-1988 17:53
From: Thomas B. Scott
Username: SCOTTTB
Dept: ESD/SC 2014
Tel No: 377-3600

TO: _MAILER! (_DDN[INFO-ATARI16@SCORE.STANFORD.EDU])

Subject: Inclusion in mailing list

Dear Sir,
PLease include my account SCOTTTB@ESDVAX.ARPA in your mailing
list.
Sincerly,
Thomas Scott

3945. Re: Can someone please e-mail me the unix end for uw?

Newsgroup: comp.sys.atari.st
Date: 1988-05-17 23:15:53 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <3536@brspyr1.BRS.Com>
Source record: 252346
Cross-posted to: comp.sources.wanted,comp.sys.atari.st

From article <244@sdba.UUCP>, by stan@sdba.UUCP (Stan Brown):
>
> What excatly does this package do (windows on Unix(tm)) obviously
> but what terminals (explicitly does it support charcater based terminals)
> does it support & what version(s) of UNIX does it run in

Near as I can tell, the terminals supported is built into the client (ie, the ST or MAC end of the uw connection), not the server.

For expample, the latest MAC version supports ADM31, ANSI, TEK4014 (or close), and a couple others, while the latest ST version supports only the ADM31.

The server end (which will only run under BSD 4.2 or greater Unix, since it requires sockets), manages the output from several processes, multiplexes this output so that the client knows which window to output it to. It acts as a kind of director for the output of all of its child processes. Up to seven windows can be active at once.

The latest MAC version of UW supports a few nifty things that the ST version does not -- it gives the server end more control over the windows, allowing for titling, resizing, etc, at the program end.

For a copy of the Unix end, it was posted to comp.sources.mac a month or so ago. Check a local archive to see if anyone nearby saved it.

--
Tim Northrup +--+
+---------------------------------+ GEnie: TNORTHRUP |
UUCP: uunet!steinmetz!brspyr1!tim | Air Warrior: "Duke" |
ARPA: tim@brspyr1.BRS.Com +--+

3946. Re: Mark Williams 'C' ver 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 00:48:20 UTC
From: hase@netmbx.UUCP
Message-ID: <1842@netmbx.UUCP>
Source record: 252347

In article <11239@sunybcs.UUCP> leo@sunybcs.UUCP (Leo Wilson) writes:
>I received mine on thursday, and though I haven't had the time to play with
>csd or the new resource editor, the docs look hot and the compiled code is
>quicker... Point is, I got it and yours will be there soon! -Leo

Hah!
Really!

In April I got my upgrade offer: CSD, Resource Editor and Ver 3.0 for
just $39.95 plus $20 (!) for shipping.
I answered immediatly; I sent in an Eurocheque over $59.95 wich was
cleared 27/04/88 (as my bank says).
Today I got *another update offer*: CSD, Resource Editor and Ver 3.0 for
just $69.95 plus $20 for shipping.

Is Mark Williams Company just joking or the like?
Hmm.
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3947. Megamax v1.1 bug

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 01:38:46 UTC
From: newman@dasys1.UUCP
Message-ID: <4482@dasys1.UUCP>
Source record: 252348

The following is a very simple program that exhibits a very nasty bug in
Megamax C v1.1. Compiling this program CRASHES THE COMPILER AND CORRUPTS
THE OBJECT FILE!! (two bombs appear).

```
main ()
{
struct x y;
int i;

for (i = 0; i < 1000; i++) ;
}
```

The problem seems to be referencing the undefined structure tag. I don't
know if this bug still exists in Laser C, anyone care to check? Any comments
from Megamax?

Ken Newman

--
Ken Newman
Big Electric Cat Public UNIX
..!cmcl2!phri!dasys1!newman

3948. Re: Magic Sac and Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 04:01:05 UTC
From: dsmall@well.UUCP
Message-ID: <5985@well.UUCP>
Source record: 252349

(the discussion centers around Hard Disk 20 and the Magic Sac, and the "fun" of installing it.)
Yes, this was probably the biggest tech support headache at dP for some time. We finally put the whole procedure in our newsletter, then uploaded it to various places online as well. Getting HFS to work with a hard disk is a multi step and not intuitive process -- as has been noted here.

I should mention that I'm not with Data Pacific anymore, so my replies here are not official. (Dan Moore is gone as well, although I expect he'll be showing up more here on Usenet as a result of his jobchange.)

-- Thanks, Dave Small
Dave Small / assistant diaper changer / Small Children Maintenance, Inc. & formerly of dP.

3949. Macintosh Emulators

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 10:06:50 UTC
From: ralph@lasso.UUCP
Message-ID: <8805181006.AA00712@lasso.laas.fr>
Source record: 252350

There has been some discussion concerning Magic Sac on the Info-Atari16 Digest. What I would like is to receive the relative merits of Magic Sac compered to the other Mac emulator: Aladin (version 2.? I believe). One difference: normally Aladin is sold with the Mac ROMs. Has anybody tested them both? Do any other emulators exist? Please reply directly to me, since I don't get the newsgroups. If there is sufficient interest (which I believe there will be) I'll sumarize to the net.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)

3950. Re: 16MHz board -- fast CPU, slow memory?

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 11:41:16 UTC
From: saj@chinet.UUCP
Message-ID: <5607@chinet.UUCP>
Source record: 252252

Paul Close correctly observed that if you speed up the cpu to 16 MHz but keep the 120 ns memory you'll introduce wait states. But a very rough estimate is that 68000 code has a memory reference about every 3 cycles (that's both operand and instruction references). The big problem is with video refresh, which is all memory references. But the compute part of operation should suffer relatively little from wait states.

3951. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 15:18:01 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8805181517.AA22223@ucbvax.Berkeley.EDU>
Source record: 252253

Subject: Re: Fix for ETERNAL to work on Mega STs

In article <8805101853.AA24225@ucbvax.Berkeley.EDU> I write:

>If anyone's interested in my ETERNAL, email me. If there are enough people
>who want it, I'll post it (the improvements will take a while yet ;-).

I've received 3 requests, so I won't post it, but rather mail them individual
copies.

I couldn't get mail to Walt Ramgulam <uwramgulam@violet.UWaterloo.ca>, however.
Walt, could you please send me an email address I can use from BITNET ? Our
CROSSNET exec doesn't know what network it should use.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1@CUNYVM.CUNY.EDU (Bonn, West Germany)

3952. firstword plus & pictures formats

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 16:12:39 UTC
From: nowlin@ihuxy.ATT.COM
Message-ID: <2535@ihuxy.ATT.COM>
Source record: 252254

I own neochrome 1.0 but I have several PD programs to manipulate picture files in .NEO, .PI? and .TNY formats. I recently purchased firstword plus and really like it as a word processor. I'm especially happy with the built-in spelling checker. One of the main reasons I selected it, aside from the fact that it's compatible with my existing firstword documents, is that it can import and print pictures along with text. It does a real nice job considering I have a nine-pin dot matrix printer.

Well, it turns out that it can only import .IMG files. I have no utility to convert .NEO files to .IMG files. There was a desk accessory called snapshot included with firstword plus that can grab part of a screen and create a .IMG file but when NEO is running none of the installed desk accessories are available. That makes it hard to grab parts of .NEO pictures. Has anyone else solved this problem yet? Are there other painting or drawing programs out there that generate .IMG files and can use .NEO files? Any help would be greatly appreciated. Thanks.

Jerry Nowlin
(...!ihnp4!ihuxy!nowlin)

3953. Re: 16MHz board -- fast CPU, slow memory?

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 16:25:25 UTC
From: rwa@auvax.UUCP
Message-ID: <641@auvax.UUCP>
Source record: 252255

Paul Close wonders (use `p' to read parent article) if a 16 MHz cpu running on the current ST motherboard would be an improvement. My answer is Yes. Of course I/O and memory accesses can't be improved due to the timing and other restrictions of the design. But many, many instructions of the MC68000 repetoire uses cycles for things other than memory access; for instance, division and multiplication times are almost completely CPU-clock-speed dependant rather than memory-speed dependant. On the whole, one might not (will not) get a two-to-one speed up, but for math-intensive applications such as ray-tracing you will notice the improvement.

Ross Alexander, Athabasca University
alberta!auvax!rwa

3954. VT200 in Uniterm

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 17:36:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <910003@acf5.NYU.EDU>
Source record: 252256

It seems to me that something is grong with the emulation of vtxxx terminals.

If I send the string ESC[?3l the screened will be set to the 80 column mode
and the screen will be erased.
The screen will be erased even if originaly was in 80 column mode.

I would assume that if the screen was in 80 columns mode already the command
would have no effect (screen would not be erased).

Is this the normal way vtxxx work?
- If no could Simon please correct it?
- If yes could we have a string which would behave as I described?

Thanks,

Thanasis

3955. Re: MagicSac (Printer Drivers)

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 17:46:00 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <3546@brspyr1.BRS.Com>
Source record: 252257

From HAHN_K@DMRHRZ11.BITNET:
>
> Hi MagicSac-Freaks;
>
> could some friendly human being give a short summary about the
> printer drivers already available for the Sac? Especially I have
> to consider using a HP-Laserjet-compatible device. Is this possible?
> See you some day,
> Klaus.

I currently use EpStart from SoftStyle -- they deliver a MagicSac version on disk in Magic format. It only works with Epson and compatible printers though (I use Panasonic 1091 with no problems).

I know there is at least one other printer driver available in Magic format, but don't know the name, quality, or any details.
--
Tim Northrup +--+
+---------------------------------+ GEnie: TNORTHRUP |
UUCP: uunet!steinmetz!brspyr1!tim | Air Warrior: "Duke" |
ARPA: tim@brspyr1.BRS.Com +--+

3956. MEGABYTE 16Mhz board for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 20:35:30 UTC
From: keithr@vice.TEK.COM
Message-ID: <2537@vice.TEK.COM>
Source record: 252258

I for one have been wondering what the hold up has been on the 16Mhz board for the ST has been, so I called MEGABYTE today to get the scoop. They said that they will be shipping the board to dealers in 2 weeks which will include the 68000-16. The price has gone up a bit. They quoted me $249 which doesn't include installation.

I guess we'll be hearing more in about 2 weeks. Stay tuned...

Keith Rast
keithr@vice.ICO.TEK.COM

3957. Re: Atari's Bundles

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 22:06:59 UTC
From: Steve_Godun@rubbs1.UUCP
Message-ID: <47.2292819D@rubbs1.UUCP>
Source record: 252259

In the beginning (pre-Tramiel), Atari practically alienated third-party developers, leaving them out of CES/Comdex booths, software catalogs (published by Atari), and not even mentioning them in their documentation. Now, in the Tramiel Atari, they are relying too much on third-party developers. Yes, they are included in the CES/Comdex booths, software catalogs, etc, but Atari itself is not producing as much as it could/should. Look at the hard disk -- ICD and Supra had ST hard drives prototypes out befo

r
e Atari did, and Supra had a ready-to-go, marketable version available to the public about 6 months before Atari did. CD-ROM has been available for Apples and IBM's for a few months now (granted, at a higher price, but what can you expect from a bare-bones Apple/IBM computer? Bargains?) and is now just showing up on the ST scene. The same thing applies to the SLM804 laser printer, the Megas, and everything else. Basically, it seems to me that Atari is saying, "OK, we made this ass-kicking computer, now

l
et's sit back, maybe slap a few improvements onto it, and see what the rest of the world puts into our wonder machine."

I have heard rumors that programs such as CAD-3D and VIP Professional were going to be marketed through Atari Corp itself, which would have greatly improved revenue and reputations for Atari (being known as the producer of top-selling software is VERY profitable). Again, this is just a rumor, but the Tramiels have made mistakes in the past. (Ie, Jack says "Hey, let's use TV to promote our C=64," which was a great success. Then he gets Atari and says, "TV? Nah, that won't work for our computers." Now lo

o
k at the sales increase for the Atari games systems after TV ads came out. I have seen an Atari 130XE commercial ONCE on channel 2. Wow. Thrilling. I'm sure that gave everyone the urge to go buy one.)

-STeve

"Ford," said Arthur, "you're turning into a penguin. Stop it."
Ford waddled around his pond in a furious circle.

3958. Re: Amiga ST?

Newsgroup: comp.sys.atari.st
Date: 1988-05-18 22:19:38 UTC
From: Steve_Godun@rubbs1.UUCP
Message-ID: <48.229281A2@rubbs1.UUCP>
Source record: 252260

The chances of an Amiga running ST software is about as remote as seeing a sperm whale climb up Mt Everest and announcing that McDonalds hamburgers are cheap substitutes for floor wax.

Why? First, the programming invloved would be too extensive, taking up at least 400K-500K, which for many Amiga owners would render the "ST Emulator" worthless, since all they have is 512K. Next, the speed of the emulator would be about nil, since an Atari 1040ST running at a full 8Mhz can emulate a wimpy 6502 Atari 8-bit at about .5Mhz. Since the Amiga is almost a full point slower than the ST (8Mhz for the ST compared to 7.16Mhz on the Amiga), the Amiga would process at about .00001Mhz running ST soft

w
are. Third, since most games (since that's what you'd be running, so you say) run in ST low resolution, which is half the resolution of the Amiga screen both vertically and horizontally. Thus, for each refresh cycle of the screen, the Amiga would have to color in FOUR pixels to match ONE ST pixel, slowing down the Amiga even more.

If you think I'm putting down the Amiga, you're basically right. Being an ST owner and avid Atarian since '79, I can give you many reasons why the Amiga can't stand up to the ST, but I don't want to start a war and I'm sure you have the maturity not to start one either.

More vaporware for the Amiga will be announced shortly.

-STeve

PS: Why do you think the ST can emulate a Mac and the Amiga can't?

3959. Bug in MWC 3.0 -VPEEP

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 00:11:12 UTC
From: bammi@mandrill
Message-ID: <2482@mandrill.CWRU.Edu>
Source record: 252261

```
The following C code shows up a bug in MWC V3.0.6 when using the
-VPEEP option.

typedef struct _list { int value; struct _list *next; } LIST;
.....
register LIST *p, *q;

q = p;
p = p->next;
if(p)
p = q;
---------
p is a5 q is a4

No -VPEEP -VPEEP

movea.l a5, a4 movea.l a5, a4
movea.l 2(a5), a5 movea.l 2(a5), a5
move.l a5, -4(a6) move.l a5, -4(a6) <--This line not eliminated
move.l -4(a6), d0 move.l a4, d0 <---SHOULD BE move.l a5,d0
beq.s L1 beq.s L1
movea.l a4, a5 movea.l a4, a5
L1: L1:
----------
the sequence
move.l a5, -4(a6)
move.l -4(a6),d0
should be peephole optimized to
move.l a5,d0

In the cases when correct code is generated, it still does not remove
the first extraneous move.l a5,-4(a6) instruction.

The upgrade is defintly worth it. Csd is really worth it. BTW GULAM
users may have noticed that Csd looks at the PATH environment variable.
If your PATH does not have `.' in it, Csd does not find the executable
program (if it is in the current directory), and exits with error
code -33 (file not found). If PATH has `.' in it, CSD works great.
```

3960. Re: 16MHz board -- fast CPU, slow memory?

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 00:34:54 UTC
From: gert@prls.UUCP
Message-ID: <11652@prls.UUCP>
Source record: 252262

According to some local statistics of 68000's in operation, a crude approximation is that a 68000 spends approximately half of its cycles internal and half externally (due to memory reference statistics). The external cycles still take the same amount of time, the internal cycles go twice as fast. Hence, what used to take 'n' seconds, now takes '0.75*n' seconds. Or at most a performance of 1.33 * that of an ST with a 8 MHz processor.

Add to this the fact that there is an increased number of memory requests per time unit, and hence more collisions with the video accesses (if this applies on the ST, I'm not sure). This would lower the performance a little more.

So you get somehwere between a 1.2 to 1.33 * speedup, roughly.
I wouldn't consider that enough of a speedup in relation to the expected cost.

3961. Re: Disk problems (continued -- also, media-change)

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 10:39:28 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2558@bath63.ux63.bath.ac.uk>
Source record: 252263

I've just had a reply to my letter to Cumana, in which I explained to them the error of their ways, and told them how I'd fixed my drive. Aside from rather profuse thanks, the letter included several bits of information I thought I might pass on --

1) The fix I outlined is apparently appropriate ('elegant in its simplicity')

2) They will be contacting the people who *they* sold this series drives to, telling them how to fix it themselves or to return it for modification. I suspect that this means the *distributors*. Cumana themselves don't seem to require you to send back a registration card, so are unlikely to know who the final owners are. So, unless you bought directly from Cumana, you may have to look up your dealer.

3) The problem relates to a specific variety of Chinon drive mechanism. I infer from this that it may well affect drives 'made' by other makers than Cumana, if they have used the same series Chinon drive. (The 'problem', of course, being that the mech in question is too sophisticated for the ST's way of working -- creeping featurism -- and so needs one of its features nobbled.)

4) They had noticed the problem by the time my letter arrived, but had not yet solved it. They have modified their production procedures so that the problem will not occur in Cumana drives made since they noticed the problem. (They had suspended production pending working out a solution.) Chinon now know about the problem and the solution, so I assume that other makers using Chinon mechs will also be getting their act together, but don't know for sure.

3962. Arcade Games for High Res Monitor

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 10:55:40 UTC
From: gareth@comp.lancs.ac.uk
Message-ID: <507@dcl-csvax.comp.lancs.ac.uk>
Source record: 252264

Okay folks I have a little request. I have got a little fed-up trying to find the odd arcade game that will run on a hi-res monitor.

So can any of you out there give me some information, plus a rating &c. None of the mags in this country gives the necessary info. Frequently neither does the packaging.

This seems particularly studip to me as Atari claimed somewhere that most of their european users had hi-res rather than colour.

Anyway mail me the info and i'll summarise if others want to see it. Myself I just want something to do when my mind won't handle the thesis anymore.

Gareth
--
" I am a doughnut " JFK

UUCP: ...!seismo!mcvax!ukc!dcl-cs!gareth
DARPA: gareth%lancs.comp@ucl-cs JANET: gareth@uk.ac.lancs.comp

3963. Re: 16MHz board -- fast CPU, slow memory?

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 10:57:22 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2559@bath63.ux63.bath.ac.uk>
Source record: 252265

The effect of a faster-clocked 68000 would be non-trivial to determine, and would depend to a great extent on what (precisely) the program is doing -- in particular, how much of what it is doing is in the registers.

Even in the worst case, the 68000 cannot hit memory every clock cycle. I believe that the best you can get out of it (or worst, depending on point of view), if you write a program designed to hit memory as often as possible, is one memory reference every two cycles. More typical programs should make even fewer memory references.

On the other hand, this fact is already used to advantage. In the ST, the memory management chip actually GUARANTEES alternate clock (memory) cycles to the Video Shifter. The Video Shifter ALWAYS wins.

Because most 68000 instructions take even numbers of cycles to do things, typical (or 'normal') operation is that the Video Shifter gets all the even clock cycles, and the CPU gets to reference memory only during odd clock cycles. Usually both the Shifter and the CPU are happy with this arrangement, because the Shifter is getting all the memory refs it needs, and the CPU is being allowed to look at memory as often as it can actually cope with. Since some 68000 instructions may use odd numbers of cycles, and since the CPU and the Shifter are not tightly synchronized, they may occasionally fall into step. In this case, the 68000 is WAITed (the Shifter ALWAYS wins) to get them back onto alternate memory reference cycles again.

So, a faster-clocked 68000 wouold gain you NOTHING AT ALL during sequences of instructions which require maximum rate (every 2 clock cycles) memory references -- it would just spend more time being WAITed. On the other hand, it could go a lot faster when doing things which don't have to hit memory -- like multiply and divide which first come to mind.

The net effect, then, is fairly unpredictable, depends on the precise nature of the program.

3964. Re: 16MHz board -- fast CPU, slow memory?

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 11:04:09 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2560@bath63.ux63.bath.ac.uk>
Source record: 252266

By the way, to anticipate the obvious next question, when the DMA is active, it steals memory cycles from the CPU (68000). The operant principle (as I keep saying) is 'the Video Shifter *ALWAYS* wins'.

3965. Re: clocks for the cartridge port

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 12:39:09 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1329@usl-pc.UUCP>
Source record: 252267

I own a Logikron Clock Card and it is one of the types that supposedly cannot be opened for battery change. This is not true. Logikron had two types of cards which looked very similiar, the first models were sealed and could not be gotten into, and the second model came out as a response to some griping. The second type can be opened with a small standard screwdriver, the battery is then easy to change. This was a little shocking to find, because even the manual that came with the product mentioned that the battteries could not be changed, and the cartridge should be sent back to the factory in 4 or 5 years to be fixed. I think that the manual was never updated to the new cartridge.

A friend of mine has the Navarrone "Time-Keeper" cartridge, it has a slot on the outside of it to allow you to still put things in the cartridge slot of your ST even though you have the clock cartridge in. After the time is read from the cartridge, it disconnects itself and runs the lines straight out of the back of the cartridge to the next cartridge. I spotted this one in an ST magazine (Atari Explorer 2 mos ago I think) for $20 from a mail order company.

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/

3966. Looking for lastest version of XPROLOG.

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 12:48:07 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <18974@watmath.waterloo.edu>
Source record: 252268

Can someone send or tell me where I can find the lastest version of
XPROLOG that works and has docs?

--
achowe@watmsg.waterloo.edu |"I AM THE DREAD PIRATE ROBERTS AND
__ _ | THERE WILL BE NO SURVIVORS"
/ _ _ _ |/ _ _ | _ _ |/ | - The Princess Bride
__| `<_\<_ |\|= | ` _/<_\<_ |\ | disclaimer...

3967. Hardware initialisation ???

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 13:38:21 UTC
From: wichert@quando.UUCP
Message-ID: <428@quando.UUCP>
Source record: 252269

Last time I tried to set up my own little small 'kernel' to see
how my own vbl's and hbl's work. Therefore I have a hardware initialisation-
procedure, similar to the BIOS procedure. But something unexpected happens:
After the init is done, a thin bright vertical stripe at the left border
of the screen appears. This stripe is much brighter than the normal white
of the screen. Does anyone know about this ??? I don't.

Bye, Peter

3968. Gdos info needed

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 14:13:00 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <3140@ea.ecn.purdue.edu>
Source record: 252270

Hi,

I need some information on gdos. I have an application that uses gdos for output to printers. What I would like to have is enough info to be able to configure gdos and write new device drivers. I'm particularly interested in writing a driver that will take advantage of my new 24-pin printer, as well as being able to write the output to a file in some graphics "standard" like PostScript or UNIX plot. Also if anyone already has drivers for the following, I would be interested in obtaining it.

Star NB24-10 (emulates one of the 24-pin epsons)
HP plotters (any one would do, would have to write to a file)
PostScript (would have to write to a file)
Unix Plot or pic (would have to write to a file)

If I can get the information, I would be interested in writing a few of the above drivers.
Thanks,
--
/* Ingo Cyliax *
* ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

3969. Re: Megamax v1.1 bug

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 14:16:59 UTC
From: michel@megamax.UUCP
Message-ID: <1381@megamax.UUCP>
Source record: 252271

```
>> main ()
>> {
>> struct x y; <- causes crash in v1.1 of megamax C
>> int i;
>>
>> for (i = 0; i < 1000; i++) ;
>> }
>> Ken Newman

This has been fixed in Laser C.

Michel@megamax
--
Anyone who would like a reply to their mail sent to me needs to give a
uucp path. The mailer on our system is weird. Either that or give me a
tel. number and I'll give you a call.
UUCP: pollux!megamax!michel PHONE: 214-987-4931
```

3970. Re: Connecting ST and 8bit}i (* MX2 *)

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 14:36:24 UTC
From: fred@pnet01.cts.com
Message-ID: <2984@crash.cts.com>
Source record: 252251

wes@obie.UUCP (Barnacle Wes) writes:
>In article <2907@crash.cts.com> Fred Brooks writes:
>>[...] use my MX2 kernel to write the background task . I already have a
>>disk shareing network written for ST's that use the RS232 ports. You
>>would have to just port the driver over to the 8 bit machine. xD
>>If you need a copy of MX2 just write me at this address . It's PD.
>
>What happens on your network when two users open a file and begin
>writing to it? Has anyone tried this with RTX? This is the worst
>nightmare of kludging a network onto a boneheaded system like TOS.
>What physical connection do you use for your MX2 network - MIDI?

With out real file locking you would have to use lock files to control
access. I could easily add the code to GEMDOS to lock files down to the
byte but "is it reallyxD worth it?" Maybe on the next release I will add
file locking when a file is opened for W or R/W but i think it will cause
more problems that it's worth. As for the physical connection you can use
the MIDI or AUX port for the network.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

3971. MWC 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 15:18:48 UTC
From: gregb@tau-ceti.ISCS.COM
Message-ID: <159@tau-ceti.ISCS.COM>
Source record: 252272

```
Does MWC support in-line assembler code like some of the other
'C' packages i've seem (i.e. asm(move.l 0,0x40C)).
```

3972. Re: Amiga ST?

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 17:23:49 UTC
From: eric@hector.UUCP
Message-ID: <10299@ulysses.homer.nj.att.com>
Source record: 252273

In article <48.229281A2@rubbs1.UUCP> Steve_Godun@rubbs1.UUCP (Steve Godun) writes:
>The chances of an Amiga running ST software is about as remote as seeing a sperm
>whale climb up Mt Everest and announcing that McDonalds hamburgers are cheap
>substitutes for floor wax.

Thank the lord!

>Why? First, the programming invloved would be too extensive, taking up at least
>400K-500K, which for many Amiga owners would render the "ST Emulator" worthless,
>since all they have is 512K. Next, the speed of the emulator would be about
>nil, since an Atari 1040ST running at a full 8Mhz can emulate a wimpy 6502 Atari
>8-bit at about .5Mhz. Since the Amiga is almost a full point slower than the ST
>(8Mhz for the ST compared to 7.16Mhz on the Amiga), the Amiga would process at
>about .00001Mhz running S

Well, not exactly. Remember - a good chunk of that 8Mhz on your Atari is
usurped for video control and refresh as well as floppy disk I/O - the
Amiga has extra support hardware to offload it's 68000 from doing this.

>ware. Third, since most games (since that's what you'd be running, so you say)
>run in ST low resolution, which is half the resolution of the Amiga screen both
>vertically and horizontally. Thus, for each refresh cycle of the screen, the
>Amiga would have
>to color in FOUR pixels to match ONE ST pixel, slowing down the Amiga even more.

Not really guy - the Amiga has a very flexible display architecture, it
can even stoop down to the Atari's "low resolution" mode (320x200) - 'cept
it can do it in 32 colors at a time and more with some tricks. Even if it
were in 640x200 mode, the Amiga would shove display bits around faster than
the ST thanks again to it's custom video co-processor.

>If you think I'm putting down the Amiga, you're basically right. Being an ST
>owner and avid Atarian since '79, I can give you many reasons why the Amiga
>can't stand up to the ST, but I don't want to start a war and I'm sure you
>have the maturity not to start one either.

Wrong - you *do* want to start a war, otherwise you wouldn't have said
that you were putting the Amiga down. If the ST is so great, why do you
find it necessary to put the Amiga down in public so? I'd really recommend
you learn something about the Amiga before continuing any further (hey,
like read the manuals - you can find them in any B Daltons).

>More vaporware for the Amiga will be announced shortly.
>
> -STeve

Betcha I can name more ST vaporware products than you can name Amiga vaporware products ;-)

>PS: Why do you think the ST can emulate a Mac and the Amiga can't?

Why don't you read David Small's recent message in Comp.sys.amiga and find out. Oh, you mean you don't already read that group? Sounds like you're not very informed then about what's going on in the Amiga community - I make it a point to read this ST group as well as ST oriented magazines so *I* know what the ST is all about.

Hey - since you're on rubbs why don't you stop by the JAUG (Jersey Amiga User's Group) meeting at the Rutgers Physics Auditorium tommorrow evening (Friday, May 20th, 7:30 P.M.) and see some of the neat things an Amiga can do. We're gonna have the Amiga User Group premiere of a fully interactive 3D editing and animation system called Caligari - it may open your eyes a bit.

Cheers,
Eric

ARPA: eric@topaz.rutgers.edu or eric@ulysses.att.com
UUCP: {wherever!}ulysses!eric or {wherever!}rutgers!topaz!eric
SNAIL: 34 Maplehurst Ln, Piscataway, NJ 08854

"To err is human; To really f*ck up requires the root password."

3973. Usenix talk on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 19:13:06 UTC
From: sethk@sco.COM
Message-ID: <681@nod2sco>
Source record: 252274

Who is going to attend Usenix?
There will be a talk on Friday, June 24 during the 2-3:30 session
in the continental ballroom on:

"A Low Cost Bitmapped Terminal On The Atari ST"
Given by Peter Collinson, University of Kent, Caterbury (sic?)

Will anyone be willing to send a copy of this (or a review) to this
newsgroup? Peter, are you reading this, and willing to send the text
to us after you give the talk?

Thanks.
--
microsof Black coffee's not enough for me,
uunet ____sco!sethk I need a better friend.
ucscc / -They Might Be Giants
ihnp4

3974. Oki, Ricoh hit with suit over LL-6 defects

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 21:03:10 UTC
From: papa@pollux.usc.edu
Message-ID: <9212@oberon.USC.EDU>
Source record: 252275
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc

If you want to join in the suit, info is at the end of the message.

These are excerpts from Rober Scheir's article in PC Week:

"SUIT CHARGES OKI AMERICA, RICOH WITH FRAUD OVER DEFECTS
IN LASERLINE 6 PRINTER

The makers of the Okidata LaserLine-6 (LL-6) printer knew about serious defects in the printer, but failed to tell customers about them, a disgruntled buyer has clamed in court.

The class action suit was filed April 29 in U.S. District Court by John P. Oakes Jr. of Mont Clare, Pa., according to court documents.

Almost immediately after buying an Okidata LL-6 printer in August 1987, Mr. Oakes found "severe and unacceptable" problems, but he failed to get help from either Oki America, Inc. in Hackensack, N.J. or its Okidata division, which distributed computer peripherals, according to the suit.

Between 20 percent and 80 percent of the LL-6 printers sold produced SHADOWS, BLURS and SPLOTCHES on printouts, the suit claims, because of defects in a part of the printer produced by Ricoh Corp. of West Caldwell, N.J.

Oki America's internal testing campaign revealed the flaws, but the firm went ahead and marketed the printer anyway, according to the complaint.

The manufacturer "never recalledd the units, never warned potential customers about the defects and never withdrew the product from the market to correct the defects," according to the suit.

The suit charges both Oki and Ricoh with fraudolently misrepresenting the quality and capabilities of the LL-6.

Oki America declined comment while it investigates the charges, said Vice President of Finance William J. Timmins. Ricoh corporate counsel Robert D. Polucki also declined comment while his firm investigates the complaint.

The suit is seeking at least $30 million in damages under both state and federal laws."

These are more excerpts from George Abruzzese's article in Computer Reseller (??):

"OKI, RICOH HIT WITH $270 MILLION SUIT

Oki Electric and Ricoh have been slapped with a $270 million suit for allegedly conspiring to defraud and deceive customers of Okidata LL-6

laser printer.

The class-action suit charges the companies with selling the LL-6 with a defective "developer kit" in the laser engine, which is manufactured by Ricoh. The suit further charges that officials of both firms conspired to cover up the defect and use the buying public as a testing ground to correct the problem without their knowledge.

A source, who said he was expecting a subpoena to appear for the plaintiff, indicated the charges may stem from dissatisfaction on the part of American Express, which protects cardmembers with its Buyers Assurance Program.

The source said that the buyers Assurance Program had received numerous complaints about the LL-6 and is behind the suit even though it is not named as the plaintiff.

Dennis Flanagan, Okidata's vice president of sales and marketing, acknowledged that the company had complaints with the LL-6 developer kit, but "there are currently no outstanding issues with any of our existing customers." He said that during October and December of last year the company had experienced problems with a black line that appeared along the edge of a printed page. He added that the problem had, to his knowledge, been resolved by replacing the defective developer kits.

The Ricoh laser print engine also is incorporated in products from IBM, Epson and others."

WHO TO CONTACT

If you are a LL-6 owner and have experienced the problems outlined in the articles (as I have), and are interested to join in the class suit, feel free to contact:

Steve Consul -- Attorney at Law
Kates and Mazzacone Law Firm
1604 Locust Str.
Philadelphia, PA 19103

or call Steve at (215)545-4090

Please DO NOT contact me about it, thank you. This message sent as a public service :-) Feel free to redistribute as you see fit.

-- Marco Papa 'Doc'
-=-=-=

3975. Re: Bugs in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 22:52:01 UTC
From: hase@netmbx.UUCP
Message-ID: <1852@netmbx.UUCP>
Source record: 252283

In article <3766@fluke.COM> jfadams@tc.fluke.COM (Jim Adams) writes:
>The problem was a marginal DMA chip. $35 for a new one cured my problem and
>I haven't had any trouble since.

Hmm, mabe a new socket, a gold plated one, would have done it 8-)
Atari likes to keep the price down with low quality socets, connectors,
keyboards, mice, support, ...

keep repairing (like I do).
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

3976. resource questions

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 23:39:26 UTC
From: c162-br@zooey.Berkeley.EDU
Message-ID: <3562@pasteur.Berkeley.Edu>
Source record: 252276

Well, not a day goes by that does not bring more questions than answers. If you have the feeling that this is leading to a quesiton, then you are right.

Last night, I happened to glance through Byte's review of the 1040 (this was an old issue), and the article mentions that Atari included two new AES calls in the ROMs, called form_button and form_keyboard. My question is, are these the same calls as the ones that Tim Oren gave in column #13's fancy form_do? If not, what are they? Does anybody know what they're used for?

While we're at it, I thought about the underscore bug, and I think I have a solution, if you are willing to use your own form_do routine (or just recycle Tim Oren's). When you are getting keyboard input, you could check to see if the input key was an underscore, and if it is, then go through the validation string, find out what character position you're currently editing, and change the validation character to an X. After the keystroke, change it back to whatever it was before. This should avoid any underscore crashes, no matter what version of TOS you're using. Does this sound right? (I realize it's a pretty messy hack, in terms of the amount of effort, but if you want to do something on the ST, sometimes you have to spend more effort and time.)

Finally, thank you to all those who sent me the Pro GEM source code I requested. I have one more request. One of the ARCed files included source listing for columns 14 up to 16. If somebody has the textual part for these columns, I would really appreciate it if it could be sent to me at:

seitz@cory.Berkeley.EDU

\ /arner - Writer of the dreaded Safety Seal Reviews
\ / / - Owner of the vaporware group Safety Seal Software
\/ _/oung
| - Disclaimer: I'm not associated with any of the companies
_| above, in any way except (possibly) as a customer.

"A waste is a terrible thing to mind."

3977. Re: ETERNAL (was: none)

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 23:41:05 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1572@water.waterloo.edu>
Source record: 252277

In article <8805181517.AA22223@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
>Subject: Re: Fix for ETERNAL to work on Mega STs
>
>In article <8805101853.AA24225@ucbvax.Berkeley.EDU> I write:
>
>>If anyone's interested in my ETERNAL, email me. If there are enough people
>>who want it, I'll post it (the improvements will take a while yet ;-).
>
>I've received 3 requests, so I won't post it, but rather mail them individual
>copies.

Thank you Volker, for what you have done. But I wonder if your modifications
to ETERNAL are the same corrections that Mr. Braner has already done
in his production of ETERNL2? As I understood it, ETERNAL had some
problem (it was not clear to me what it was) and Moshe corrected it.

3978. TRAK disk drive help

Newsgroup: comp.sys.atari.st
Date: 1988-05-19 23:53:21 UTC
From: steveno@tekigm2.TEK.COM
Message-ID: <2958@tekigm2.TEK.COM>
Source record: 252278
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Does anyone out there have any information on TRAK disk drives for atari systems? A friend has a model AT-D1 and AT-D2 that are in need of some fixing. I am looking for any type of service manuals, schematic diagrams, or anything else to repair them. My understanding is that TRAK went out of business and I have not had any luck finding this type of information. I was hoping that somebody out there might point me in the right direction. If you can help please let me know.

Thank you in advance,

Steve Omner
steveno@tekigm2.TEK.COM

3979. unsubscribe

Newsgroup: comp.sys.atari.st
Date: 1988-05-20 00:29:59 UTC
From: wietse@eutwc1.UUCP
Message-ID: <8805182130.AA10675@eutwc1.UUCP>
Source record: 252279

Please remove me (wswietse@heithe5) from your mailing list.
We receive this information directly via USENET.

Thank you,

Wietse Venema

uucp: mcvax!eutrc3!wswietse | Room DG 0-14
bitnet: wswietse@heitue5 | Eindhoven University of Technology
surf: tuerc5::wswietse | Den Dolech 2, P.O. Box 513
phone: 040-472989 | Eindhoven, The Netherlands

3980. Re: Can someone please e-mail me the unix end for uw?

Newsgroup: comp.sys.atari.st
Date: 1988-05-20 00:58:53 UTC
From: woerz@iaoobelix.UUCP
Message-ID: <167@iaoobelix.UUCP>
Source record: 252280
Cross-posted to: comp.sources.wanted,comp.sys.atari.st

In article <244@sdba.UUCP> stan@sdba.UUCP (Stan Brown) writes:
>...
> What excatly does this package do (windows on Unix(tm)) obviously
>but what terminals (explicitly does it support charcater based terminals)
>does it support & what version(s) of UNIX does it run in
>...

UW is a package which implements a terminal elmulator on the
Macintosh, with the capability of using several windows on the
Macintosh side. The I/O of these windows is multiplexed over a serial
line to the UNIX side. There the UW will be started after the first
window has been opened. UW now (de)multiplexes the different streams
from and to the windows on the MAC.
But you need a system which has ptys, otherwise it is difficult to
get it running with multiple windows.
The window front end has also been ported to the ATARI, the UNIX part
remains the same.

Hope this helps.

Dieter Woerz
Fraunhofer Institut fuer Arbeitswirtschaft und Organisation
Abt. 453
Holzgartenstrasse 17
D-7000 Stuttgart 1
W-Germany

BITNET: iaoobel.uucp!woerz@unido.bitnet
UUCP: ...{uunet!unido, pyramid}!iaoobel!woerz

3981. Re: Touch-sensitive screens.

Newsgroup: comp.sys.atari.st
Date: 1988-05-20 01:14:12 UTC
From: david@bdt.UUCP
Message-ID: <322@bdt.UUCP>
Source record: 252281

In article <405@uvicctr.UUCP> collinge@uvicctr.UUCP (Doug Collinge) writes:
>Does anyone know of a touch-sensitive screen attachment for STs?
>
>--
> Doug Collinge

I know of two companies producing touch screens that can be
used with the Atari ST:

Tektronix:
They have a unit that can be retro-fitted on
the ST 13" monitor. I've written drivers for
this one. It works, but it is expensive,
about $1100 in small quantities with no software.

Micro Touch:
Similar to above. OEM pricing. Performs slightly
better than the Tek, in my opinion.
Micro Touch has larger 19" touch screens too.

Another company (I forget the name) makes a screen that is like
a mesh that phyisically sticks to the face of the monitor. It's
a lot cheaper than the above screens (which are actually glass),
but I'm not sure about the reliability or performace.

--
David Beckemeyer | "Reckon the Ball's plumb open now,
Beckemeyer Development Tools | and it's `swing partner'!"
478 Santa Clara Ave, Oakland, CA 94610 | - Unnamed Cowboy, upon seeing
UUCP: ...!ihnp4!hoptoad!bdt!david | heap many Indians approaching

3982. Re: Uniterm is missing ...

Newsgroup: comp.sys.atari.st
Date: 1988-05-20 05:23:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <910004@acf5.NYU.EDU>
Source record: 252282

```
>/* acf5:comp.sys.atari.st / poole@forty2.UUCP (Simon Poole) / 7:04 am May 17, 1988 */
>UniTerm 2.0d has this.......
>And: 30 Function-Keys
> Statusline: None/Indicator/Hostwritable
> Most of the keys of the 'Arrow Keypad' are redefinable (Example:
> you can turn <Help> into scrolllock or other braindamage).
> Mouse buttons send user-definable characters in GIN-mode

Now, if this isn't a good support!

My last (I think) wishes are:
- To be able to set the RS232 Parameters through a macro.
- To have the terminal emulator accept a sequence for changing
screen modes (80/128 cols 24/49 lines) but wouldn't
clear the screen (at least) when the mode requested
is the current.

I wouldn't like to sound greedy though ...

Uniterm is more than satisfactory as it is already.

Thanasis
```

3983. File handle info

Newsgroup: comp.sys.atari.st
Date: 1988-05-20 12:44:44 UTC
From: piet@ruuinf.UUCP
Message-ID: <447@ruuinf.UUCP>
Source record: 252284

Is there a way to find out what kind of file is connected to a file handle,
e.g. disk file/keyboard/screen.
In some old Atari doc I found F_ioctl, but that doesn't seem to be
implemented. The problems come up when you run a program with stdin/stdout
redirected by a shell.

--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-531806 UUCP: ...!mcvax!ruuinf!piet

3984. Re: Go/Bang

Newsgroup: comp.sys.atari.st
Date: 1988-05-20 14:19:15 UTC
From: markov@ruuinf.UUCP
Message-ID: <448@ruuinf.UUCP>
Source record: 252285

I assume the GOBANG game you are talking about is the one I did write some time ago. The 'Official' option has never been included. Neither have I made any other improvement. One of the reasons is that I don't really know what the 'Official' rules are. (Somebody told me they existed but I never learned about them.) So if somebody can tell me ...

I must say that I myself am also quite surprised how well the program plays. Maybe some history. Quite some time ago I implemented the well known game of putting stones on piles and getting four on a row. The technique used was straightforward backtracking with only limited cleverness. A friend of mine told me wheter I could do GOBANG in the same way. My reply was that this was a lot harder because the number of possible moves is very big and, hence, backtracking won't work. Because he continued asking I decided to program the thing completely without backtracking, just looking at the current situation. I was convinced that this would result in a program that was trivial to beat. When I got the first working version ready and started playing for the first time, to my surprise I was defeated in a few moves. Also the second and third time the program did win. Since then, only minor changes have been made to the strategy. Only in the top two level backtracking is added, and only in the case the computer can make rows of 4 (forcing the player to a particular move). Also some randomness was added to avoid similar games all the time.

Since I wrote the program I beat most humans as well. the strategy of the program is so easy that you can play it by hand as well.

Mark Overmars

P.S. there is a UNIX version of the program as well, although it is an older version that is a bit less clever. It uses CURSES to handle the screen.

3985. Batch processing from GEM desktop?

Newsgroup: comp.sys.atari.st
Date: 1988-05-20 15:13:37 UTC
From: jma@hpcvmb.HP
Message-ID: <3300004@hpcvmb.HP>
Source record: 252286

Is there any way to use the equivalent of a batch file from the GEM desktop to allow the sequential execution of multiple programs simply by double clicking on a file icon?

John Altendorf ...!hplabs!hp-pcd!jma

3986. Re: Missing UniTerm 2.0c parts (again!)

Newsgroup: comp.sys.atari.st
Date: 1988-05-20 15:22:29 UTC
From: kirchner@uklirb.UUCP
Message-ID: <2250@uklirb.UUCP>
Source record: 252287

From article <1462@daimi.UUCP>, by olibraga@daimi.UUCP (Olafur Bragason):
> Is there anybody out there that can send me parts of UniTerm 2.0c.
> I have not been able to get my hands on parts 1-4, 6, 8, 10, 12
> plus 'uniterm.rsc' from the eighteen part distribution in
> comp.binaries.atari.st.
>
Here in Germany parts 2-4, 6, 8, 17 are also still missing.

R. Kirchner

3987. Gulam

Newsgroup: comp.sys.atari.st
Date: 1988-05-20 15:53:56 UTC
From: piet@ruuinf.UUCP
Message-ID: <449@ruuinf.UUCP>
Source record: 252288

Does anybody know the e-mail address of the author of Gulam?
--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-531806 UUCP: ...!mcvax!ruuinf!piet

3988. Re: Amiga ST?

Newsgroup: comp.sys.atari.st
Date: 1988-05-20 16:58:51 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2787@tekig5.TEK.COM>
Source record: 252289

In article <48.229281A2@rubbs1.UUCP>, Steve_Godun@rubbs1.UUCP (Steve Godun) writes:
> The chances of an Amiga running ST software is about as remote as seeing a sperm whale climb up Mt Everest and announcing that McDonalds hamburgers are cheap substitutes for floor wax.
>

Get your facts right.
1. The ST and Amiga both have 68000. This is a very different story
than a 68000 emulating a 6502.

2. An Amiga can be expanded up to 8 megabytes without too much troble
just expensive.

3. The amiga low resolution is 320x200 32 color.

I own both machines. I like the ST better, but I see no reason why a 1Meg
Amiga couldn't emulate a ST at 1/2 speed.

Wayne Knapp

3989. Re: MWC V3.0 Update

Newsgroup: comp.sys.atari.st
Date: 1988-05-20 18:15:36 UTC
From: jsp@sp7040.UUCP
Message-ID: <400@sp7040.UUCP>
Source record: 252290

In article <3096@ea.ecn.purdue.edu>, cyliax@ea.ecn.purdue.edu (Ingo Cyliax) writes:
>
> Yes, I just received my update yesterday and I installed it last night.
> I haven't re-compiled anything yet. I did try the Csd on a couple of the
> examples and it looks pretty neat, although "dbxtool" on suns it's not :-).
> I wonder how it will do in real production with larger modules... The
> resource editor looks nice too, but I don't have any good uses for it
> right now.

While trying to debug a large bit of code (6 files about 30,000 lines
of code, one of the files produced by a special processor) I ran into the
problem of "where the heck am i". My brother is a Beta tester for MWC and
had beta test version 2.9 (or the version with 2.9 beta MWC). I took my code
over to his place, recompiled it and started looking through it with CSD.
Ran into immediate problems. I don't know about the shiped version but #line
preprocessor statements got this version lost. I edited the file produced
by my special processor to delete the #line statements and retried. I had the
answer to my addressing problems figured out, fixed, tested and gone 10 minutes
latter. My opinion of CSD is:

THANK YOU!!!! THANK YOU!!!! THANK YOU!!!! THANK YOU!!!! THANK YOU!!!!

Product of the year for the ST. One other little problem is I can't seem to
get it to work with Beckmeyers Multi tasking Shell but I think it is something
I have set up wrong. I am looking forward to the new manuals coming out but
I might suggest to Mark Williams (or David Beckmeyer) that they include a
section on setting up MWC and the MT-Shell to run together.

-- Johnnie --

3990. Re: Amiga ST?

Newsgroup: comp.sys.atari.st
Date: 1988-05-20 20:01:32 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8805202001.AA12803@cory.Berkeley.EDU>
Source record: 252291

>Why? First, the programming invloved would be too extensive, taking up at least 400K-500K, which for many Amiga owners would render the "ST Emulator" worthless, since all they have is 512K. Next, the speed of the emulator would be about nil, since an Atari 1040ST running at a full 8Mhz can emulate a wimpy 6502 Atari 8-bit at about .5Mhz. Since the Amiga is almost a full point slower than the ST (8Mhz for the ST compared to 7.16Mhz on the Amiga), the Amiga would process at about .00001Mhz running S
>

You obviously have little or no experience writing emulators.

The *actual* reason is that there is no reason any Amiga owner
would ever want to emulate an Atari.

-Matt

3991. Re: Megamax v1.1 Bug?

Newsgroup: comp.sys.atari.st
Date: 1988-05-21 00:37:10 UTC
From: rargyle@wsccs.UUCP
Message-ID: <544@wsccs.UUCP>
Source record: 252292

In article <May.12.20.53.04.1988.25733@topaz.rutgers.edu>, paone@topaz.rutgers.edu (Phil Paone) writes:
>
> I have been playing with my v1.1 of Megamax C and found what appears
> to be a bug in c lib. argc is being initialized to 1 instead of 0 so
> even when no arguments are passed, argc is 1. I went into the library
> and patched this up, but the argv also appears to be off.
...
> Phil Paone
...
> "Admiral...There be whales here"

There is apparently one unusable argument passed, the name of the
program. argv[1] _always_ is the first argument after the program name.
So argc = 2 so one can for (i=1;i<argc;i++) printf("%s\n",argv[i]);
instead of kluging for (i=1;i<argc+1;i++)... to get the list.
^^
If it ain't broke ... when all else fails ...
Bob @ wsccs

3992. Re: Amiga ST?

Newsgroup: comp.sys.atari.st
Date: 1988-05-21 03:38:31 UTC
From: NETOPRHM@NCSUVM.BITNET
Message-ID: <367NETOPRHM@NCSUVM>
Source record: 252293

Just what I needed -- a good joke to brighten the day.
Next thing I hear will be ST owners complaining to Commodore for updates
to KS 1.2.......
--hal

3993. Re: Amiga ST?

Newsgroup: comp.sys.atari.st
Date: 1988-05-21 13:40:19 UTC
From: shaulp@pnet02.cts.com
Message-ID: <4134@gryphon.CTS.COM>
Source record: 252294

Why don't you READ comp.sys.amiga,then,if you find something wrong with the Amiga,you can open your trap. Can't you shut up? Why do you want another computer war?
[The rest was answered by Eric Lavitsky, so I don't have to.]

-Sp Amiga fanatical terrorist organization. AFTO (HAFTO)

UUCP: {ihnp4!scgvaxd!cadovax, <backbone>}!gryphon!pnet02!shaulp
INET: shaulp@pnet02.cts.com

3994. Re: Looking for lastest version of XPROLOG.

Newsgroup: comp.sys.atari.st
Date: 1988-05-21 16:50:14 UTC
From: atoenne@laura.UUCP
Message-ID: <336@laura.UUCP>
Source record: 252295

In article <18974@watmath.waterloo.edu> achowe@watmsg.UUCP (CrackerJack) writes:
>
>Can someone send or tell me where I can find the lastest version of
>XPROLOG that works and has docs?

OKOKOK, as this is the 8th request for my Xprolog in the last 8 days I
will set up a distribution for this newsgroup and for the atarinet server
today.

Please note that I have abandoned work on Xprolog about 1/2 year ago.
I realised that prolog can never be my every day programming language
as it is not suitable for LARGE programs (no flames please).

I have looked for a serious programmer that wishes to continue my work
but without luck.

Andreas

3995. Re: 16MHz board -- fast CPU, slow memory?

Newsgroup: comp.sys.atari.st
Date: 1988-05-22 01:01:36 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988May21.210136.28516@gpu.utcs.toronto.edu>
Source record: 252296

Also, why not just unsolder the st's 68000, cut the clock line from the MMU (i think) and add a 16 MHz oscillator? Seems thats all thats needed.
/leonard
16 MHz 68000 are scarce and costly up here in Toronto. What kind iof

3996. Re: Amiga ST?

Newsgroup: comp.sys.atari.st
Date: 1988-05-22 06:56:31 UTC
From: eric@hector.UUCP
Message-ID: <10320@ulysses.homer.nj.att.com>
Source record: 252297

It has been brought to my attention that a portion of my last posting
was in error. This is correct - I said what I said, not what I meant :-)

What I said was that the ST 68000 is usurped for video refresh - this
is of course incorrect. What I meant to say was that ths ST's 68000
is usurped to move information around on the screen (including any
text). I was aware of this all along, guess I slipped 'cos I was
a little peeved at the tone of the original message - my apologies
to all.

I stand behind the rest of my message. I post this merely as a correction,
now perhaps we can get on to more constructive discussion.

Eric

ARPA: eric@topaz.rutgers.edu or eric@ulysses.att.com
UUCP: {wherever!}ulysses!eric or {wherever!}rutgers!topaz!eric
SNAIL: 34 Maplehurst Ln, Piscataway, NJ 08854

"To err is human; To really f*ck up requires the root password."

3997. Re: Batch processing from GEM desktop?

Newsgroup: comp.sys.atari.st
Date: 1988-05-22 14:36:55 UTC
From: jason@lakesys.UUCP
Message-ID: <695@lakesys.UUCP>
Source record: 252299

In article <3300004@hpcvmb.HP>, jma@hpcvmb.HP (John Altendorf) writes:
> Is there any way to use the equivalent of a batch file from the GEM
> desktop to allow the sequential execution of multiple programs simply
> by double clicking on a file icon?
>
> John Altendorf ...!hplabs!hp-pcd!jma

The standard GEM desktop (I don't think that the desktop alternative
I saw advertised does either) will NOT do batch files. The reason is simple:
The desktop interprets clicks & such, not text. One possible way of doing what
you're talking about is to install a specific extender(s) (".SH", or ".BAT", I
dunno) into a shell.

Jason
"Not your average iconoclast"

3998. Re: Arcade Games for High Res Monitor

Newsgroup: comp.sys.atari.st
Date: 1988-05-22 14:47:35 UTC
From: jason@lakesys.UUCP
Message-ID: <696@lakesys.UUCP>
Source record: 252394

In article <507@dcl-csvax.comp.lancs.ac.uk>, gareth@comp.lancs.ac.uk (Gareth Husk) writes:
>
> Okay folks I have a little request. I have got a little fed-up
> trying to find the odd arcade game that will run on a hi-res
> monitor.
>
> [...]
> rating &c. None of the mags in this country gives the necessary
> info. Frequently neither does the packaging.
> [...]
> Gareth
> --
> " I am a doughnut " JFK
^ Im wirklichkeit? Ich auch...

I have no idea as to the volume of software sold via dealers vs.
Mail Order in Europe, but if I'm in doubt, I'll pay the extra $$$ that the
dealer charges to see whether or not the game (or anything else, for that
matter) is worth getting - it would seem that this would be a, uh, viable
way to find out if it ran in Mono...

Jason
"Not your average iconoclast"

3999. Re: RAM disk and Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-05-22 16:44:02 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <5759@cup.portal.com>
Source record: 252300

Quick instructions to get HFS up on hard disk:
1. Format TWO partitions, one small MFS partition to boot from, and the rest to your HFS. These must be one of the Four "standard" (as opposed to Supra's extended ones) partitions. Use the Magichd program to do this. The MFS only needs to be large enough to hold a minimal System file and Hard Disk 20 (but I have my own transfer program which can access my MFS partition and move files back and forth, so mine is bigger).
2. Boot from floppies (having prepared two MFS floppies, 400K, beforehand). Copy ONLY system and finder to one, and System, Finder, AND Hard Disk 20 to the other. Reboot with the disk without Hard Disk 20 (this is needed since HD20 likes to eject each drive as it continues the boot). Now Mount your MFS partition (usually shift-F3) and copy System, Finder AND HD20 there.
3. Reboot from hard disk and it should come up, but you then have to add System and Finder to your HFS in a system folder to complete the process.

I have removed Finder from my MFS partition, and reduced System to nearly nothing since it isn't used except for booting (One small DA, no fonts, etc.). I also have used the resource editor to remove the .sony driver from HD20 (leaving only the dispatch kernel and TFS). I also removed HD20 from my HFS since it INIT's from the MFS.

4000. Is Dave Small on the net?

Newsgroup: comp.sys.atari.st
Date: 1988-05-22 16:48:45 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988May22.124845.8224@gpu.utcs.toronto.edu>
Source record: 252201

```
Hi. I tried to post directly to Dave Small but my mailer barfed.
Does anyone have an address that works?
thanks
/leonard
```

4001. Re: Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1988-05-22 19:12:39 UTC
From: the_medic@pedro.UUCP
Message-ID: <221@pedro.UUCP>
Source record: 252202

Keith, are you still selling Sundog Legacy for the ST? I'd like to buy it. Sorry, this should actually be email, but I'm new to the net, so I'll reply until I figure out the system. Anyway, if it's still for sale (as advertised in message #416), please leave me your address in email and I'll send you cash or check. Thanks.....

Aaron

4002. Re: Amiga ST?

Newsgroup: comp.sys.atari.st
Date: 1988-05-22 20:49:27 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8805222049.AA02208@cory.Berkeley.EDU>
Source record: 252203

```
:What I said was that the ST 68000 is usurped for video refresh - this
:is of course incorrect. What I meant to say was that ths ST's 68000
:is usurped to move information around on the screen (including any
:text). I was aware of this all along, guess I slipped 'cos I was
:a little peeved at the tone of the original message - my apologies
:to all.

Correct me if I'm wrong, but my understanding was that in color
mode video refresh does not take cycles from the 68000, but in monochrome
mode video refresh DOES.

-Matt
```

4003. Re: Japan vs USA

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 00:56:35 UTC
From: Steve_Godun@rubbs1.UUCP
Message-ID: <51.2297C70C@rubbs1.UUCP>
Source record: 252204

FACT: The USA has more natural resources than Japan.
FACT: The USA has a more efficient form of government.
FACT: Business success in the USA is greater than in Japan.
FACT: The USA has more "bargaining power" in most areas than Japan.

FACT: Japan has a more organized, more efficient work force.
FACT: Japanese companies have more pride in their products.
FACT: Japanese companies are mostly hi-tech electronics companies,
so they have little need (unlike the USA) to diversify and can
therefore enhance and improve their products continuously.

Any other questions? Personally, I try to buy American whenever possible (I refuse to drive a foreign car, unless it's a Lamborghini), but there are some areas -- mostly technical -- that Japan excels in.

<< Jynx >>

4004. RS-232 & MWC: Help....

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 02:51:00 UTC
From: helix@bucc2.UUCP
Message-ID: <56200002@bucc2>
Source record: 252205

A couple of weeks ago, I had started to program a Bulliten
Board System for my ST. I have, however, run into a few problems
with the I/O routines for my RS-232 port.
First, I tried to open files to "aux:" and use feof() to see
if any characters were in the buffer, but that did not seem to work
properly. Then, I just changed the routines and used some GDOS functions
like Cauxin, Cauxout, Cauxis, and Cauxos. These seem to work fine, but
they do not use buffers. I would like to write this BBS so that it doesn't
use too many system dependent functions. Is there any way I can access the
RS-232 port with the standard I/O functions or do I have to stick with
GDOS?? Also, I am using the right approach??

Any help would be deeply appreciated....

4005. ST vs. Amiga

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 07:36:11 UTC
From: mstreet@pnet01.cts.com
Message-ID: <2999@crash.cts.com>
Source record: 252298

Hi all of you out there in Net land. I've got a friend that wants to get a 68000 based micro. He doesn't know whether to get an ST or an Amiga. I told him to get an ST. But he thinks I'm biased since I own a 520. I know some of you out there have used both, so could you give him recommendations on which computer to buy and facts to back them up? Thanks.

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!mstreet
ARPA: crash!pnet01!mstreet@nosc.mil
INET: mstreet@pnet01.cts.com
PAPERNET: 1184 Blackbird St. El Cajon, CA. 92020
SOUNDNET: (619) 449-3515

Spock: "They are not the hell your whales."

4006. Picture format conversions

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 13:24:47 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <880523-062743-4282@Xerox>
Source record: 252206

If Jerry Nowlin would like to invest in a copy of Degas Elite I think he'll find that it will solve his problem - there's a facility included for picture conversion.
Rather than clag the DL with such mundanity I'm sure our more advanced (tr.: speaking only C) colleagues would prefer it if Jerry were to email me directly for more info - then, perhaps, I'll get a returnpath for him that actually works.

Hope to hear from you soon, Jerry.

Regards,

Chaz

4007. Personal Pascal GEM question

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 13:54:00 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8805231413.AA17888@ucbvax.Berkeley.EDU>
Source record: 252207

When I use the CLEAR_SCREEN() routine then draw a dialog box then use END_DIALOG() to erase it, a box, the size of the dialog remains on the screen. Is this a bug in PPASCAL or is there some call I can use besides CLEAR_SCREEN to get rid of this box? When I call GET_OUT_FILE() after CLEAR_SCREEN a box the size of the mouse pointer and at the same location appears on the screen. Is this a bug or is there a call I can make to eliminate this?

****
* Brian Holmes *
* Wayne State University *
* Detroit Michigan *
* *
* BITNET : BHOLMES@WAYNEST1 *
* INTERNET : Brian_Holmes%WU@UM.CC.UMICH.EDU *
* UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES *
****

4008. Re: Standing Waves (interrupts)

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 14:16:11 UTC
From: fred@pnet01.cts.com
Message-ID: <3000@crash.cts.com>
Source record: 252219

tran@orion.arc.nasa.gov (Andy-Cuong Tran) writes:
>I have a 1040ST. I notice that whenever I LOAD up a file from the internal
>disk drive or from a ramdisk, diagonal standing waves would appear on my
>Atari SC1224 RGB monitor for a few seconds and then disappear. Is this the
>norm? Can this be fixed? I also notice that certain program causes other
>interference to appear on my monitor. Whenever I use Dcformat, for example,
>to format diskettes, horizontal standing waves would be visible on the screen
>during the process but would disappear afterwords. Any comments on the
>subject matter will be gratefully accepted. Thank you.

I believe it's caused by the IPL being set to 7 for long periods of time
and not being in sync with H blanking. It looks like something in the video
is not being updated during this time causing the lines. This is just a
guess.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

4009. Re: MWC 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 17:14:07 UTC
From: hase@netmbx.UUCP
Message-ID: <1858@netmbx.UUCP>
Source record: 252209

In article <159@tau-ceti.ISCS.COM> gregb@tau-ceti.UUCP (Greg Baker) writes:
>
> Does MWC support in-line assembler code like some of the other
>'C' packages i've seem (i.e. asm(move.l 0,0x40C)).

No.
There is an "full featured" assembler in the package (but I don't like
it :-) and something like "move.l 0,0x40c" (steprate, right?) can be
done with "poke()".

C is almost, but not quite, entirely unlike BASIC...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

4010. Re: RGB to composite video

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 18:23:00 UTC
From: brantly.henr@XEROX.COM
Message-ID: <880523-112456-4931@Xerox>
Source record: 252208

Practical Solutions is now marketing a product that will convert ST RGB monitor outputs to both Composite & RF signals. The price is $119.00 + $3.50 shipping if you order directly from them (expect at least a one month back-order).

I do have one of the units on order, as soon as I have an opportunity to evaluate it I'll post comments to the net......

I am in no way connected with Practical Solutions, except that my credit card account now has ($119.00 + $3.50 shipping) added to the balance.

In case you want to give Practical Solutions a call for one of their brochures on the product, it's (602-884-9612) in Tucson....

Dennis.....
Brantly.Henr@Xerox.Com
Xerox R&D

4011. Where can I find ST Minix?

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 19:02:52 UTC
From: root@rocky.cs.wisc.edu.CS.WISC.EDU
Message-ID: <5774@spool.cs.wisc.edu>
Source record: 252210

(I assume that MINIX is now available -- There was talk about it about 5-6 months ago when I was reading this group regularly.)

Does anyone know where I can get a copy of BOTH the executibles AND the source for this OS?

Also, are there any ethernet/TCP-IP drivers available?

Your help is appreciated.

Jonathan Sadler
Computing Systems Lab (CSL)
University of Wisconsin - Madison

4012. Re: Amiga ST?

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 20:49:07 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2797@tekig5.TEK.COM>
Source record: 252211

In article <8805222049.AA02208@cory.Berkeley.EDU>, dillon@CORY.BERKELEY.EDU (Matt Dillon) writes:
> :What I said was that the ST 68000 is usurped for video refresh - this
> :is of course incorrect. What I meant to say was that ths ST's 68000
> :is usurped to move information around on the screen (including any
> :text). I was aware of this all along, guess I slipped 'cos I was
> :a little peeved at the tone of the original message - my apologies
> :to all.
>
> Correct me if I'm wrong, but my understanding was that in color
> mode video refresh does not take cycles from the 68000, but in monochrome
> mode video refresh DOES.
>
> -Matt

Yes you are wrong. In fact your postings show you have little idea of how the ST really works, and I'm being to think you don't really understand what happen in the Amiga either. Anyway here is the facts.

Unlike the Amiga the ST screen size is always 32k bytes. This of means that as you increase the resolution the bits/per pixcel decrease. Hence while you can normally get only 16 colors in low resolution, there are only 4 colors in medium and the monochrome mode of has the highest resolution. There is no interlacing and no overscan (two things the ST should have, these are outstanding features on the Amiga). Anyway no matter what screen resolution you use the 68000 doesn't see any differences in memory access.

Now we come to the part that most Amiga people are really goofed up about. Under normal conditions the 68000 will at most access memory every other cycle. There are a few exceptions, but they don't happen very often. So as it turns out at least half of possible memory cycles are used by the 68000. The Amiga and the ST both have extra hardware to use the memory extra cycles. The Amiga has more hardware doing that, but the ST actually has hardware doing some of the same things that the Amiga does.

The Video Shifter in the ST uses the bulk of the excess memory cycles. It simply moves the memory out the display hardware. It doesn't do this during vertial retrace so the are still left over cycles. These get used by the DMA stuff and the DMA can steal cycles from the CPU. Normally only a few cycles can be lost to the 68000 without DMA. That is the few times a the 68000 and the video shifter get out of sync the 68000 has to wait a cycle to get it back in sync so that the Video Shifter and 68000 are using alternate cycles.

The Amiga is far more complex. During "normal operation" the Amiga will lose more cycles than the ST and it has to stay in sync with 4 things instead of 2. Still the idea is the same - alternate cycles go to 68000 with the others

going to support hardware. The Amiga has more flexibity in graphics modes, but that amount of cycles the 68000 gets varies with the modes you using. The Amiga graphics modes are very flexible from about 320 x 200 1 bit plane to about 704 x 452 4 bit planes interlaced. Or another way to think of it is 8k of memory to around 150k of memory. At some point, I think about about 40k of graphics memory the graphics refresh starts cutting into the 68000 cycles. This is easy to test, but I haven't done it for some time, just write a basic program and time it in the various display modes.

Things like blitters and the copper do help out but are not always useful for every program. The copper in my mind is much neater than the blitter and is much more unused than the blitter. Anyway the Amiga pays for it's flexiblity in general speed. Some things that lend then selfs to the extra hardware the Amiga has do fine. (windows are a good example of this) Other things can slow down depending on how much flexiblity of the Amiga is being used.

I wish the ST had all the flexiblity of the Amiga. Still there is always a price to pay for flexiblity. In compareable mode the Amiga and ST run neck and neck in speed. (often the ST has a speed advantage) In modes where more graphics specail stuff in being use the basic speed of the Amiga can really slip, but hey at least you can do those modes!

If you want something to be proud of, think sound. The basic sound on the Amiga is great - best I've ever seen. And enjoy the flexiblity the machine has. A lot can be done with it.

Wayne Knapp

4013. Color Monitor for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 21:54:11 UTC
From: S071768@UMRVMA.BITNET
Message-ID: <8805232216.AA26049@ucbvax.Berkeley.EDU>
Source record: 252212

I have an original (made in Japan) color monitor (SC1224) that has rarely been used that I would like to part with. I also have a magic sac with roms and cables (even an extra adaptor to connect with a mac+) that I would also like to sell. Thirdly, I have a Navarrone Sound Digitizer (with improvements made to increase the dynamic range). Since I will no longer have color I would also like to sell Time Bandits and Music Studio.

I am interested in obtaining a monochrome 1040 ST.

Prices are negotiable. Please send all inquiries to:

MATHPG2@UMCVMB.BITNET (and not the address above).

Thanks.
Acknowledge-To: <S071768@UMRVMA>

4014. Re: Batch processing from GEM desktop?

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 22:01:20 UTC
From: greg@bilbo
Message-ID: <268@snjsn1.SJ.ATE.SLB.COM>
Source record: 252213

In article <3300004@hpcvmb.HP> jma@hpcvmb.HP (John Altendorf) writes:
>Is there any way to use the equivalent of a batch file from the GEM
>desktop to allow the sequential execution of multiple programs simply
>by double clicking on a file icon?

Sure. Write yourself a command interpreter. Call it "batch.ttp".
Install this as a "TTP" type application, with file type of "bat".
Create your script of batch commands for this processor to read using
any text editor; call the result "file.bat". Double-clicking on
"file.bat" will launch "batch.ttp" with "file.bat" as a command-line
argument. Your batch program then parses its input file, pexec'ing
the programs named therein. When each command completes in turn, it
reads the next line and repeats, until end of file, at which time it
exits.

"batch.ttp" shouldn't take more than a couple of hours to write and
debug.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

The opinions expressed herein are solely the responsibility of the
author.

4015. Re: Where can I find ST Minix?

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 22:50:43 UTC
From: leo@sunybcs.uucp
Message-ID: <11491@sunybcs.UUCP>
Source record: 252214

In article <5774@spool.cs.wisc.edu> sadler@rocky.WISC.EDU (Jonathan Sadler) writes:
>(I assume that MINIX is now available -- There was talk about it about 5-6
>months ago when I was reading this group regularly.)

Nope, not quite yet. About a month ago AST posted to comp.minix saying that
it IS complete and HAS been delivered to Prentice-Hall, but they have to
tool up for distribution. Should be Real Soon Now ;-)

>Also, are there any ethernet/TCP-IP drivers available?

AST also said something about network support in yet another recent posting
(a brief summary of v1.3 improvements), but I don't know if it applies to
ST-MINIX, but something along these lines is being done.

Bottom line: Patience, it'll be along pretty quickly... Meanwhile, read the
comp.minix group or subscribe to (whatever the digest is called). Your very
legit questions are being answered.

===
Leo E. Wilson 364 West Delavan Avenue, Buffalo, NY 14213-1412 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

4016. Supra Clock!

Newsgroup: comp.sys.atari.st
Date: 1988-05-23 22:54:24 UTC
From: #JMKLAS@WMMVS.BITNET
Message-ID: <8805240001.AA27680@ucbvax.Berkeley.EDU>
Source record: 252215

I purchased a Supra 20 MB hard drive about three weeks ago and was very happy to find a couple of extra features that I didn't have to pay for... Several friends of mine bought Supra 20's a year ago. One of them included an extra port on the back, the other's didn't. To make a long story short, mine had two ports on the back (don't know what they're for -- Supra documentation hasn't been updated recently), and a battery backed-up clock! I'd like to commend Supra for continuing to add features to their products without charging extra!

To get to the point, the programs that are included on the utilities disk for accessing the clock do not work (at least not as expected). SUPCLKRD (to READ the clock only) does not update the system clock at all. SUPCLOCK (I believe that's the name of it), the clock SETTING program, works just fine, and WILL set the system clock if the 're-read' time option is used after setting the clock first. Since the intention of the SUPCLKRD program is to set the system time from an auto folder, it's very unfortunate that it has no effect on the system time!

Has anyone else run across this problem and/or contacted Supra about it? I'd love to be able to use this thing!

Thanks,
<John>

#JMKLAS@WMMVS

4017. Re: Amiga emulation of ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 00:19:10 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2799@tekig5.TEK.COM>
Source record: 252216
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Here is some more information. I forgot about the fast ram vs. chip ram stuff on the Amiga.

On Amiga:
|>At some point, I think about
|>about 40k of graphics memory the graphics refresh starts cutting into the
|>68000 cycles.

| You might also mention that this "cutting into the 68000 cycles" only
| applies to the first 512K (Chip RAM). The other 7.5M of memory does not
| get "cut into" for any video mode (fast RAM).
| Mike Kersenbrock
| Tektronix Microcomputer Development Products
| Aloha, Oregon

This really is true to my experience. An Amiga with 1.5 Megs seems to be a much faster machine than the basic 512K Amiga. When you have a ram disk and other software to enchance the Amiga's disk drives it really improves. Getting rid of any cycle stealing also helps. On the ST you don't see as much improvement since cycle stealing is very rare unless you are doing DMA.

My impression is that a 512K ST often out runs a 512K Amiga. But if they have lots of extra memory, the performance of the Amiga improves much more than the performance of the ST. I do have both machine, but only 512K on my Amiga now.

Wayne Knapp

4018. Re: Arcade Games for High Res Monitor

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 04:34:43 UTC
From: jpexg@mit-hermes.ai.mit.edu.AI.MIT.EDU
Message-ID: <2993@mit-hermes.ai.mit.edu.AI.MIT.EDU>
Source record: 252217

In article <507@dcl-csvax.comp.lancs.ac.uk>, gareth@comp.lancs.ac.uk (Gareth Husk) writes:

> Okay folks I have a little request. I have got a little fed-up
> trying to find the odd arcade game that will run on a hi-res
> monitor.
>
> So can any of you out there give me some information, plus a
> rating &c. None of the mags in this country gives the necessary
> info. Frequently neither does the packaging.
>
> This seems particularly stupid to me as Atari claimed somewhere
> that most of their european users had hi-res rather than colour.

This is a constant problem for anyone who owns a mono-only system; people who control software (publishers, and bbs sysops) just refuse to take seriously the fact that not everyone owns a color system. Hence, you waste time downloading that fun-looking program, and treat yourself to a fine display of bomblets. I've asked the Boston Computer Society's Atari-group sysop to indicate monitor requirements in the listing of downloadable files, with no success; that this also happens with software you have to pay for is ridiculous.

It shouldn't be so bad in Europe, where most systems are said to be mono (in the US it's substantially the other way--except among programmers?) At least the net archivers here understand computers well enough to put all the relevant information at the head of a program file.

4019. Re: Replacement Desktop

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 05:22:39 UTC
From: Allanon@cup.portal.com
Message-ID: <5853@cup.portal.com>
Source record: 252218

I bought a copy of NeoDesk at COMDEX, and I must say, BUY THIS PROGRAM!!
It does everything it claims to do, and at $30, you cannot afford to
be without it. You will NEVER go back to the standard desktop. What more
could I say?

Arnie Elkins
Allanon@cup.portal.com
sun!portal!cup.portal.com!allanon

4020. Re: ST vs. Amiga

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 07:01:51 UTC
From: ltf@killer.UUCP
Message-ID: <4163@killer.UUCP>
Source record: 252220

In article <2999@crash.cts.com> mstreet@pnet01.cts.com (Michael Street) writes:
>Hi all of you out there in Net land. I've got a friend that wants to get a
>68000 based micro. He doesn't know whether to get an ST or an Amiga. I told
>him to get an ST. But he thinks I'm biased since I own a 520. I know some of
>you out there have used both, so could you give him recommendations on which
>computer to buy and facts to back them up? Thanks.
>

I've often considered the possibility of creating a virus program that would
propagate along UseNet nodes, doing the following:

1) wake up once a week.
2) look thru comp.sys.amiga, searching for references to the ST.
3) look thru comp.sys.atari.st, searching for references to the Amiga.
4) compile the results of (2) and (3) above, determining the ratio of these
references to those messages without references to the other machine.
5) if the ratio falls below 2 percent for the week, send out a message
similar to the above.

Perhaps I no longer need to consider it.... :-)

Lance

--
+------------------+ +---+
| Lance T Franklin | | Now accepting suggestions for clever, humourous or |
| ltf@killer | | incredibly insightful .signature quote. Send Now! |
+------------------+ +---+

4021. Re: VT200 in Uniterm

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 11:29:12 UTC
From: poole@forty2.UUCP
Message-ID: <278@forty2.UUCP>
Source record: 252221

In article <910003@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
....

>If I send the string ESC[?3l the screened will be set to the 80 column mode
> and the screen will be erased.
>The screen will be erased even if originaly was in 80 column mode.
....
This is the correct behaviour (I just rechecked on this terminal, an original
VT100)......

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

4022. UW on colour system ...?

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 11:54:08 UTC
From: L12@DHDURZ1.BITNET
Message-ID: <8805241032.AA07348@ucbvax.Berkeley.EDU>
Source record: 252222

Hello ppl,
this is for UNIX multi window emulation on the ST (portet from MAC).
Has anyone ever tried UW on a colour ST system? I did and:)(&*~%)$%~)|*@~%)|!
See!
There must be some simple hacking-patching to make it work, no?
Any hints gratefully appreciated (I'm no C champ, really)!!!

thanxalott *** Wolf-Dieter BATZ

4023. Virus Alert

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 15:05:55 UTC
From: kibo@brazil.UUCP
Message-ID: <114@brazil.UUCP>
Source record: 252223

I seem to have had something in the boot sectors of my disks that seeks
out program files (.TTP, .PRG...) and causes them to no longer be able
to read their data files (even when said files are perfectly good,
on the ramdisk, etc.)
The 'Peniciln' program stops this thing from attacking any more files.

Has anyone seen such a thing before? I'll try to get some more inforamtion
with my sector editor, assuming that I didn't kill all my copies already.
(It seemed to spread very fast...)

Kibo (Jim Parry)
userfe0n%mts.rpi.edu@itsgw.rpi.edu
userfe0n@rpitsmts.bitnet
or wox me on AmonNet!
--
Kibo (with a long "i") kibo%mts.rpi.edu@itsgw.rpi.edu
Jim Parry userfe0n@rpitsmts.bitnet
"Let's wox on AmonNet!" @S@kibo.amonnet

4024. STEVIE wanted

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 15:13:06 UTC
From: javoskamp@watmum.waterloo.edu
Message-ID: <4522@watcgl.waterloo.edu>
Source record: 252224

Over the weekend I accidentally typed

```
mv d:\bin\vi.prg g:\
```

instead of

```
cp d:\bin\vi.prg g:\
```

to put vi on my ram disk. Needless to say it's gone now. Could someone send me a copy? I don't like the learning curve for Emacs all that much.

Jeff Voskamp

4025. Paths to program archives

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 18:03:54 UTC
From: jma@hpcvmb.HP
Message-ID: <3300005@hpcvmb.HP>
Source record: 252225

Could some kind soul please inform me what path to use to access the ATARINET archives at the University of Houston (UACE). My system access is on UNIX through !hplabs!. Thanks in advance. As a side note, the reason I am trying to get at those archives is because I have been unsuccessful trying to communicate with Marty Wiedmeyer's netlib on !lakesys!. Actually, information regarding paths to either of these archives would be greatly appreciated.

John Altendorf ...!hplabs!hp-pcd!jma
Hewlett-Packard jma%hp-pcd@hplabs.hp.com
Corvallis, Oregon

4026. Re: Batch processing from GEM desktop?

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 18:09:01 UTC
From: jma@hpcvmb.HP
Message-ID: <3300006@hpcvmb.HP>
Source record: 252226

I know how to get the task done from a shell (MWC msh). My question is can it be done from the GEM desktop? (I want to make it available to those users in my house that only know how to work from the desktop!)

John Altendorf

4027. Networks for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 18:23:34 UTC
From: keithr@vice.TEK.COM
Message-ID: <2550@vice.TEK.COM>
Source record: 252227

I am looking for some sort of network to connect 3 STs together in order to transfer files back and forth. Is there something available that is fairly inexpensive and easy to use? I'm pretty much in the dark as to whats available, so any feed back would be much appreciated.

Thank you!

Keith Rast
keithr@vice.ICO.TEK.COM

4028. Re: Uniterm is missing ...

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 19:48:20 UTC
From: kwi@kolvi.hut.fi
Message-ID: <123@kolvi.hut.fi>
Source record: 252228

I regard Uniterm as one of the best(useful) programs ever made for ST,
I like it very much and use it every day. Many thanks Simon!!!

Kaj

4029. Re: STEVIE wanted

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 21:11:04 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1582@water.waterloo.edu>
Source record: 252229

In article <4522@watcgl.waterloo.edu> javoskamp@watmum.waterloo.edu (Jeff A Voskamp) writes:
>Over the weekend I accidentally typed
... [something, and] ...
> Needless to say it's gone now.

Dear Jeff,

I have been using "lv". Someone told me it
was more complete than STevie. I have a copy, if you like..
You can pick up a copy from either water or watmath, perhaps?
On both machines, the file name is
/tmp/lv.arc
I would be interested to know your reaction to "lv", whether you
think it is better or worse than "STevie".
I also copied to
/tmp/stevie.arc
on the same two machines.

Yours,
Lee Dickey

--
Prof. L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4030. Re: ARC COMPACTION

Newsgroup: comp.sys.atari.st
Date: 1988-05-24 23:49:24 UTC
From: euloth@dalcsug.UUCP
Message-ID: <475@dalcsug.UUCP>
Source record: 252230

In article <30.22801A52@rubbs1.UUCP>, Gary_Tate@rubbs1.UUCP (Gary Tate) writes:
> DOES ANYONE KNOW WHERE I CAN GET A COPY OF THE ARC COMPACTION PROGRAM FOR THE ATARI ST?
> AND ARE THERE ANY OTHER BOARDS LIKE THIS ONE AROUND, IF SO, WHAT ARE THERE NUMBERS?
> GARY TATE

Gary Tate.

Not quite sure where you are calling from.
There is a program called. ARC.TTP and another one called Dcopy. These are
the two main programs for ARC compacting and uncompacting. If you give us
an idea of your location, we can probably pinpoint a few ST based bbs's
for you to call to get either of these programs. For instance in NY state:

Crystal Palace in the Rochester area of NY, 716-458-2638
Dateline in Brooklyn?, NY, 718-648-0947

In New Jersey, I call :
AtlantiST 201-286-6189
Calcom 301-681-8933

To name a couple on the east coast. In the Midwest

Mhz in Indiana 812-379-1162
Griffin in Michigan 313-332-5452
Club II 313-334-8877

Any one of these systems should have this and many other files.
Enjoy the world of the ST.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

4031. Re: firstword plus & pictures formats

Newsgroup: comp.sys.atari.st
Date: 1988-05-25 00:11:40 UTC
From: euloth@dalcsug.UUCP
Message-ID: <476@dalcsug.UUCP>
Source record: 252231

In article <2535@ihuxy.ATT.COM>, nowlin@ihuxy.ATT.COM (Jerry Nowlin) writes:
>
> Well, it turns out that it can only import .IMG files. I have no utility
> to convert .NEO files to .IMG files. There was a desk accessory called
> snapshot included with firstword plus that can grab part of a screen and
> create a .IMG file but when NEO is running none of the installed desk
> accessories are available. That makes it hard to grab parts of .NEO
> pictures. Has anyone else solved this problem yet? Are there other
> painting or drawing programs out there that generate .IMG files and can
> use .NEO files? Any help would be greatly appreciated. Thanks.
>
Jerry
As mentioned Degas Elite will load Neo pictures into the program and
save out as a Degas file. However there are several programs which will
do that for you in the Public Domain as well plus other kinds of Snapshot
programs as well.

When I want to save a picture of ANY resolution or with or without the
Desktop menmu bar around, I use a program called Degasave.prg which I have
previously loaded into my Auto Folder. This program is really nice in that
it traps the Alt-Help combination, which is usually for a screen dump to
the printer. It dumps the screen instead to the disk in whatever resolution
you are in. You can save as many as you like up to the disk space limitations.

There are several versions of this kind of program. This one is without
documentation, and when ARC'd is 768 bytes, but is about 4K unarc'd. The
others do it in different ways. One popular one needs two programs or
are they accessories. Haven't used them for quite some time. This will
use the Alt-Help combination to save a picture, however, it doesn't save
directly to the disk. It buffers it to a portion of screen memory and
takes up a LOT of room if you have several screens to be saved. When you
exit the program you call upon the accessory and then save the screens.

Now, for the picture conversions and drawing packages. The only one I know
for sure that generates a compatible IMG file is EasyDraw. Maybe JILCAD
does as well. BTW, Publishing Partner uses any one of these formats
according to our newsletter publisher. Tnystuff and its' newer versions
all allow you to interchange between at least TNY, NEO, and PI? formats.
The latest of this popular Shareware package will also convert from
and maybe to other formats as well, including IFF and MAC pictures.
If you want the ultimate all in one picture conversion tool, I have seen
Picswitch in several incarnations, most notably Picsw6 and Picsw7. These
were 0.6 and 0.7 versions of a ShareWare package from John Brochu. Really
nice programs and useful if you have pictures in Atari 8 bit, IFF, MAC
and a variety of choices which you might want to convert to Degas and or

NEO pictures. I believe there is a version 1.0 coming out, which is to be gotten only by registered users of the older versions. It is an excellent program which should be supported. (Note Degas Elite will also convert from ALL these formats. but it will only save to Degas format. It also has an Accessory which will convert TNY pictures as well.)

Hope this helps. If you want the Degasave program, I am not sure if I have sent this to Steve Grimm yet. Thought I did.

George Seto - using a friend's account.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

4032. Virus Alert

Newsgroup: comp.sys.atari.st
Date: 1988-05-25 02:08:10 UTC
From: kibo@pawl20.pawl.rpi.edu
Message-ID: <906@imagine.PAWL.RPI.EDU>
Source record: 252232

(this is a repost. seems my previous posting was sent out from a machine which
didn't spread it - plz forgive if you saw this already.)

I found, three days ago, a virus I had not heard of, on my ST. I'll
attempt to tell you everything I can find out about it, here.
Be warned that I am no expert on virology.

I made sure that this was a virus, not a glitch, by running the usual
gauntlet of coldstarts, memory checks, rebooting from write-protected
system master disks, comparing backups with originals, etc., and I am
confident that this was no fluke.

My system configuration is 1 Meg 1040ST-F, one floppy drive, no hard disk.

ACTIONS OF VIRUS

Seems to attack only executable programs (.TTP and .PRG files were damaged/
destroyed as will be explained; no other files were touched.) Program
files either:
(a) vanish or
(b) become damaged so that they are still executable, but have severe
difficulty accessing data from disks (physical or RAMdisks). For example, I
had two working backup copies of Megamax C before this happened; they have both
been affected and now both perform in the same broken way - either crashing
when they try to compile a good .C file, or claiming that the data file
is about 50% garbage (and the garbage the compiler claims to see is
invariant from try to try, even after coldstarts, for both copies of
the compiler, and my original copy can display the files just fine.)

The virus does not seem to destroy an entire disk's contents at once - it
seems to take files one at a time. I don't know how often, under what
circumstances, etc., but I do know that a good disk can have several files
damaged/erased in about an hour (assuming you're using the disk
frequently, as I did in this one case).

I lost many executable files to the virus either by having them removed or
corrupted in this odd way. No cutesy 'Ha Ha' messages or any such ever
appeared.

PROPAGATION OF VIRUS

It lives in the boot sectors, and can be killed with PENICILN. I don't
know how often it copies itself, or when it does; I think it had spread
to several disks since I realized it was around, but I think that
I actually received my copy of the virus a few months back, so it may
have been idle.

PENICILN definitely stops it.

Basically, I'm at a loss for further information. I Peniciln'ed all my disks frantically (once I tried it on an infected disk to make sure that I would do this) before I realized I should have saved a copy, so I don't have a 'live' copy of the virus. I do have some damaged programs remaining, that I will diff with the originals sometime, and will see if any deleted files can be undeleted (once I get my shareware disk utilities back :-( )

Has anyone else experienced this weird and evil virus?

Kibo (Jim Parry)
userfe0n%mts.rpi.edu@itsgw.rpi.edu
userfe0n@rpitsmts.bitnet

4033. tandy disk drive

Newsgroup: comp.sys.atari.st
Date: 1988-05-25 11:48:08 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8805251230.AA00652@ucbvax.Berkeley.EDU>
Source record: 252233

I just received a Radio Shack sale ad in the mail and noticed an external 3.5 double sided drive for the 1000 on sale for $99. Does anyone know of the prospects for hooking this drive to a 1040? I currently have only one drive and if this drive would connect to my st and I don't think I could pass it up for the price. Any advice or information would be appreciated.

Norm Frech <nfrech@almsa-1.arpa>

4034. Re: Virus Alert

Newsgroup: comp.sys.atari.st
Date: 1988-05-25 13:07:40 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2582@ttidca.TTI.COM>
Source record: 252234

In article <114@brazil.UUCP> kibo@brazil.UUCP (Jim Parry) writes:
>
>I seem to have had something in the boot sectors of my disks that seeks
>out program files (.TTP, .PRG...) and causes them to no longer be able
>to read their data files (even when said files are perfectly good,
>on the ramdisk, etc.)
>The 'Peniciln' program stops this thing from attacking any more files.

PENICILN will kill most anything, virus or not. While that's a saftey
factor, it is rather deadly to disks that are supposed to be self booting.

I'm working on a more intelligent program now, but I need more virus samples.
If anyone suspects they have a virus infected disk, please send me a copy.
If there is a virus, I'll let you know what it's been doing, and add
detect-and-kill capabilities for it to the program.

Yet Another Wanrning Department: One of the virus infections I have a copy
of does not destroy files. It spreads itself like any other virus, but the
attack it launches is more subtle. It waits until the ST has been running
for a while, then does random memory accesses, at random intervals. It
will either step on some word in the screen RAM, causing a glitch on the
display, or some byte above the screen, which may cause a memory address
bomb. So, just because you don't have files being corrupted, don't think
that your system is virus-free. Be wary of new disks, and rely on the
write protect tabs to prevent spreading.

One of the newest virus infections contains code that intercepts the error
if you try to write to a write-protected disk. That means that while it
can't spread to a write=protected disk, you will not get an error when it
tries, so you'll have no clue that it tried. They're getting sneakier...

My next tool will be out soon. Meanwhile, please send samples of infected
disks to:

George R. Woodside
5219 San Feliciano Drive
Woodland Hills, Ca. 91364 USA

Thank you.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

4035. Re: monochrome games

Newsgroup: comp.sys.atari.st
Date: 1988-05-25 15:44:32 UTC
From: #FJMORA@WMMVS.BITNET
Message-ID: <8805251509.AA02606@ucbvax.Berkeley.EDU>
Source record: 252235

Hi folks,

In Info-Atari16 Digest Monday, May 23, 1988 Volume 88 : Issue 263,
Gareth Husk writes:

>Okay folks I have a little request. I have got a little fed-up
>trying to find the odd arcade game that will run on a hi-res
>monitor.
>
>So can any of you out there give me some information, plus a
>rating &c. None of the mags in this country gives the necessary
>info. Frequently neither does the packaging.
>
>This seems particularly studip to me as Atari claimed somewhere
>that most of their european users had hi-res rather than colour.

Very true. For this reason, a lot of european games are working in
both resolutions. For example, all the Firebird and Rainbird games
I know are working in monochrome and color (both companies are
subsidiaries of the british telecoms, I think):

- The Pawn (adv. game, great graphics, funny plot, great parser)
- Guild of Thieves (same as above but even better)
- Tracker (good strategy game)
- Starglider (greatest 3D arcade game with some thinking too after 1st
level)

And here in the US, Sublogic made Flight Simulator II for both rez,
and good ol' Silent Service works fine too with B&W.
On Genie you can get a Public Domain clone of Lode Runner for
monochrome only (sweet revenge!), and this implementation is great!

Something missing on the ST is a hardware to see a color image with a
monochrome monitor (i.e a chip doing the same thing than some recent
softwares). But I will glady swap this chip for a good blitter.

I hope this will help to hamper your productivity :-)

Regards,

Frederic Mora BITNET:
The College of William and Mary #fjmora%wmmvs.bitnet
Dept. of Computer Science
Williamsburg, VA. 23185
USA

```
**************************************************************************
* *
* "Was uns nicht vertoetet, verstaerkt uns." *
* Friedrich Nietzsche *
* What does not kill us makes us stronger *
* *
**************************************************************************

-
```

4036. Re: Batch processing from GEM desktop?

Newsgroup: comp.sys.atari.st
Date: 1988-05-25 15:54:12 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1584@water.waterloo.edu>
Source record: 252236

In article <3300004@hpcvmb.HP> jma@hpcvmb.HP (John Altendorf) writes:
>Is there any way to use the equivalent of a batch file

yes.

>from the GEM desktop

Probably not.

> to allow the sequential execution of multiple programs simply
> by double clicking on a file icon?

I use GULAM and have a number of little GULAM scripts that make things easier for me. For instance one that I use at startup (gulam.g) sets my favorite aliases and copies some of my frequently used programs to my Ramdisk. GULAM is available from a couple of file servers, I think.

OK?

--
Prof. L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4037. Re: Batch processing from GEM Desktop

Newsgroup: comp.sys.atari.st
Date: 1988-05-25 16:02:52 UTC
From: #FJMORA@WMMVS.BITNET
Message-ID: <8805251525.AA02856@ucbvax.Berkeley.EDU>
Source record: 252237

Hello,
In Info-Atari16 Digest Monday, May 23, 1988 Volume 88 : Issue 263,
John Altendorf writes:

>Is there any way to use the equivalent of a batch file from the GEM
>desktop to allow the sequential execution of multiple programs simply
>by double clicking on a file icon?
>
>John Altendorf ...!hplabs!hp-pcd!jma

There is a variety of ways to do that. The one I use involve a command
line interpreter (CLI). You have at least command.prg from Atari and MSHELL
from Michtron. Then you run a text editor and you create a batch file
according to the syntax of your CLI. The extension of such files is usually
".BAT".
Next you click the Install Application item in the Option menu of the
Desktop (after selecting your CLI), and you enter ".BAT" on the line "File
Type". This will allow you to automatically run the CLI anytime you
double-click a .BAT file (given that the CLI is able to get the
file name passed by the Desktop. It works with MSHELL, I don't know
for the others). This way you get the same thing as double-clicking
the CLI and runnig the .BAT file from the CLI.

Regards,

Frederic Mora BITNET:
The College of William and Mary #fjmora%wmmvs.bitnet
Dept. of Computer Science
Williamsburg, VA. 23185
USA

****
* *
* "Was uns nicht vertoetet, verstaerkt uns." *
* Friedrich Nietzsche *
* What does not kill us makes us stronger *
* *
****

-

4038. ATTENTION DOUG COLLINGE...

Newsgroup: comp.sys.atari.st
Date: 1988-05-25 16:28:27 UTC
From: cdj@NADC.ARPA
Message-ID: <8805251628.AA05894@NADC.ARPA>
Source record: 252238

Apologies to those on the net, but...

ATTENTION DOUG COLLINGE:

I have not been able to get mail out to you. I have not
forgotten about you. I will be getting a new account on a different
machine, and hopefully that will solve the problem.

P.S. Your docs are very good....CJ

==
Christopher D. Johnson | "Duct tape is like the Force:
Penn State University, | It has a good side, and a
Dept. of Electrical Engineering | dark side, and it binds
| the Universe together."
cdj@nadc.arpa (UNTIL MAY 27) |
cdj@psuecl.bitnet (AFTER MAY 27)|
==

4039. Re: Amiga ST?

Newsgroup: comp.sys.atari.st
Date: 1988-05-25 18:30:44 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988May25.113048.252@mntgfx.mentor.com>
Source record: 252239

From article <8805222049.AA02208@cory.Berkeley.EDU>, by dillon@CORY.BERKELEY.EDU (Matt Dillon):
>
> :What I said was that the ST 68000 is usurped for video refresh - this
> :is of course incorrect. What I meant to say was that ths ST's 68000
> :is usurped to move information around on the screen (including any
> :text). I was aware of this all along, guess I slipped 'cos I was
> :a little peeved at the tone of the original message - my apologies
> :to all.
>
> Correct me if I'm wrong, but my understanding was that in color
> mode video refresh does not take cycles from the 68000, but in monochrome
> mode video refresh DOES.
>
> -Matt

At no time ever does video refresh "directly" take time away from the 68000 on the ST. However because the ST's cpu and the video refresh system run at different clock rates they can get out of sync. This can happen in any mode, and causes an added wait state. This is why when cpu-only speeds of the ST and the Amiga are compared you don't just say that the ST is 8/7.16 (?) percent faster; you have to give a range (say 5-15% or so).

Also, monochrome mode on the ST is NOT "directly" slower; the amount of memory that the video shifter has to access in monochrome mode can "normally" be accessed in cycles where the cpu is off the bus, similar to what happens in a color mode. Where you might see a slowdown is:

a. depending on the exact program being run, you might see the "out of sync" condition described above in the first paragraph more often.

b. normally the ST has a not insignificant amount of code connected to the vertical blanking interrupt (and user programs can enable other video interrupts). This code will get called more often in monochrome mode.

dgc

4040. Re: HELP ME!!!

Newsgroup: comp.sys.atari.st
Date: 1988-05-25 19:58:33 UTC
From: wilkes@mips.COM
Message-ID: <2248@electron.mips.COM>
Source record: 252240
Cross-posted to: comp.edu,comp.emacs,comp.sys.att,comp.sys.atari.st,comp.sys.cbm,ba.general

Originally I was amused. Then I grew weary. Now I'm *PISSED*. I've seen this same message in at least three separate newsgroups over the past week or so. And today, it's appeared in two more newsgroups (so far).

Some suggestions:

1. Everybody send an envelope with a blank piece of paper in it to:
Jay-Jay's College Fund
PO Box 5631
Lincoln, NE 68505

If we all do this, it will flood the post office in Lincoln, hopefully pissing off the postal authorities. If we each put a blank piece of paper in the envelope, this clown will have to open every envelope in case there really is money in it.

2. Put JJ@cup.portal.com in your global KILL file (if you use rn or some other newsreader).

3. Follups directed to alt.flame.

-wilkes
--
-- work: {decwrl ames pyramid prls}!mips!wilkes -OR- wilkes@mips.com

4041. VIDEFX3D for Amiga; Atari equivalent?

Newsgroup: comp.sys.atari.st
Date: 1988-05-25 21:13:09 UTC
From: lasibley@lion.waterloo.edu
Message-ID: <7035@watdragon.waterloo.edu>
Source record: 252241

The following article appeared in comp.sys.amiga and rec.video:

In article <3073@leo.UUCP> harald@leo.UUCP (Harald Milne) writes:

> VIDEFX3D is a new generation of video titling software for the Amiga.
>Where previous video packages dealt with simple video overlay transitions,
>this software does what is the equivelent of VideoScape3d, only much simpler.
>
> You can use stantard generated titles, use polyfonts, use chrome fonts,
>etc. The fantastic thing about this package is the ability to move titles
>in planes of 3 dimensions. Of course this takes some compute time, but the
>playback is in realtime. The effects are very smooth and professional.

Is there anything like this available for an Atari 1040ST? I am involved with a group called Slipshod productions which produces Star Trek parodies on video (NB this is for our own personal enjoyment, and *not* for profit; we don't plan on selling *anything* we produce, merely showing them at conventions, *free of charge*). Anyway, I have an Atari 1040ST, but I know next to nothing about graphics. It would be nice if I could get this package for my machine and then produce the credits for our projects.

If there is such a package, would the quality be reduced considerably when used on a TV? I haven't got a colour monitor, and don't have the resources for acquiring one. (ie. I'm relatively broke)

--

"Klingons appreciate strong women." Lance A. Sibley
- Lt. Worf, "Angel One" University of Waterloo
Waterloo, Ontario

4042. Pictures sought

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 03:00:44 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <3442@saturn.ucsc.edu>
Source record: 252242

I'm interested in getting my hands on all the Spectrum pictures I can. I am going to set up an archive for them here; mail all your good pictures to atari-pix@ssyx.ucsc.edu (...!ucbvax!ucscc!ssyx!atari-pix) and I will sift through them. Please include a descriptive title (preferably more so than most picture filenames) so I can create a nice index. I'll also take DEGAS and Neo pictures if they're exceptional, but mostly I'm interested in Spectrum pictures. I realize that I'll get a lot of duplicates; I'm prepared to deal with them. Uuencoded .SPC files are best. I will post an index of pictures, along with instructions for accessing the archive, in a couple weeks.

Thanks!

-Steven Grimm
koreth@ssyx.ucsc.edu
Moderator, comp.{sources,binaries}.atari.st

4043. Fortran and C together

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 08:03:31 UTC
From: TNPHHBU@HDETUD1.BITNET
Message-ID: <8805261718.AA27569@ucbvax.Berkeley.EDU>
Source record: 252243

I am looking for a fortran compiler that will produce code that can be linked with the output of a C compiler (preferably MWC). Does anyone know if such a compiler exists ?

Thanks in advance,

Hans Buurman

tnphhbu@hdetud1.bitnet

Should an opinion have slipped into the above, it is my own.
Acknowledge-To: <TNPHHBU@HDETUD1>

4044. Arcade Games for High Res Monitor

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 09:18:54 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <880526-022112-1960@Xerox>
Source record: 252244

In his 24 May 88 04:34:43 GMT John Purbrick writes:

>It shouldn't be so bad in Europe, where most systems are said to be mono...<

[hollow laughter]

I'm the only person I know with a hi-res ST. Most people seem to plug theirs into the back of the telly.

I've got one game, and it's Balance of Power. Brilliant game, and well worth the money, but, having run the ST as mid-res for a week or two, I certainly know what I'm missing -though Star Wars is still not really an acceptable substitute for Star Raiders, and it wrecked my mouse.

Nobody here seems to write games for the hi-res ST - which rather surprises me; I'd have thought someone might have tried porting Mac (spit) games by now. BoP appears to have originally been written for the Mac (spit).

Since I'm clearly stuck with it, can anyone recommend a spreadsheet system? I'd like it to be compatible with 1st Word Plus, if at all possible (sigh).

I suppose I should rig a monitor switch and a modulator so that I can plug it into the back of MY telly. I thought I was through with all that....

Regards,

Chaz
Star Raiders Ace Class II

4045. Re: Hardware initialisation ???

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 11:05:30 UTC
From: leo@philmds.UUCP
Message-ID: <487@philmds.UUCP>
Source record: 252245

In article <428@quando.UUCP> wichert@quando.UUCP (Peter Wichert) writes:
>
>Last time I tried to set up my own little small 'kernel' to see
>how my own vbl's and hbl's work. Therefore I have a hardware initialisation-
>procedure, similar to the BIOS procedure. But something unexpected happens:
>After the init is done, a thin bright vertical stripe at the left border
>of the screen appears. This stripe is much brighter than the normal white
>of the screen. Does anyone know about this ??? I don't.
>
>
> Bye, Peter

Humm, looks like no horizontal scans are done (I'm not quite sure how to say this in English; it seems the voltage for horizontal bending the beam is constant). Are you sure that the IPL mask in the status word is set correctly? I know that the standard HBL does something like:

```
move.w sr,d0
and.w #$700,d0 * test the 3 IPL bits.
bne.s nochange * if not zero
or.w #$300,sr * could be wrong; don't know if this is valid
nochange
rte
```

The ipl bits are available on pins of the MC68000; these probably are used to communicate with peripherals (interrupt control lines). It could be that your HBL is not run, or that it does not set the interrupt control lines correctly (using the status word). Maybe you could supply some more info (could be mail) ?

Leo.

4046. Re: RS-232 & MWC: Help....

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 12:12:49 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <1010@xn.LL.MIT.EDU>
Source record: 252246

In article <56200002@bucc2>, helix@bucc2.UUCP writes:
>
>
>
>
> A couple of weeks ago, I had started to program a Bulliten
> Board System for my ST. I have, however, run into a few problems
> with the I/O routines for my RS-232 port.
> First, I tried to open files to "aux:" and use feof() to see
> if any characters were in the buffer, but that did not seem to work
> properly. Then, I just changed the routines and used some GDOS functions
> like Cauxin, Cauxout, Cauxis, and Cauxos. These seem to work fine, but
> they do not use buffers. I would like to write this BBS so that it doesn't
> use too many system dependent functions. Is there any way I can access the
> RS-232 port with the standard I/O functions or do I have to stick with
> GDOS?? Also, I am using the right approach??
>
>
> Any help would be deeply appreciated....

Your best bet is to use Bconin, Bconout and Bconstat. Route all of
your RS232 out to a small set of routines which can be written for
any machine you want to run it on.

This is what is done for FoReM ST and FoReM PC. The ST version
uses the TOS RS232 driver (although fiddling with the buffers) and
FoReM PC uses the Greenleaf Communications library. Other than that,
the codes is 99.99% the same.

Matt Singer
Commnet Systems

4047. Re: Virus Alert

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 12:29:04 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2590@ttidca.TTI.COM>
Source record: 252247

In article <906@imagine.PAWL.RPI.EDU> kibo () writes:
...[edited]...
>ACTIONS OF VIRUS
>----------------
>Seems to attack only executable programs (.TTP and .PRG files were damaged/
>destroyed as will be explained; no other files were touched.) Program
>files either:
> (a) vanish or
> (b) become damaged so that they are still executable, but have severe
>difficulty accessing data from disks (physical or RAMdisks). For example, I
>had two working backup copies of Megamax C before this happened; they have both
>been affected and now both perform in the same broken way - either crashing
>when they try to compile a good .C file, or claiming that the data file
>is about 50% garbage (and the garbage the compiler claims to see is
>invariant from try to try, even after coldstarts, for both copies of
>the compiler, and my original copy can display the files just fine.)
>
>The virus does not seem to destroy an entire disk's contents at once - it
>seems to take files one at a time. I don't know how often, under what
>circumstances, etc., but I do know that a good disk can have several files
>damaged/erased in about an hour (assuming you're using the disk
>frequently, as I did in this one case).

First, it's unfortunate that you don't have a copy left, since I'm still
trying to get a copy of this one (if it's the one I think it is).

This one (assuming it is the one), is a FAT saboteur. It spreads in the
usual manner, copying itself into boot sectors when the BIOS Media Change
routine accesses a new disk. I don't have any information yet on the
delays it has built in before it starts its dirty work, but the basic
technique is to periodically step on small portions of the FAT (File
Allocation Table). This results in either the premature termination
of a file, or altering the file contents by re-directing the operating
system's trail of sectors that make up a given file. Since it makes
only small changes each time it strikes (I think), you won't notice it until
you access a file that has been hit. Note that since it strikes at the FAT
(both copies, I believe), copying the file yields a bad copy.

Another victim claims that file data was also destroyed, but I believe
the data destruction was a side effect of writing something to the disk
after the FATs had been sabotaged.

The bottom line is that if you haven't written to the disk, the file data
is probably intact, although you can't access the files reliably due to
the FAT damage. You can probably recover text files with a disk utility.

You may be able to recover executables, but only if you're either real
lucky, or a real wizard.

I'm still looking for a copy of this one (and other virus anyone may encounter)
to add it to the next virus killer.

Please send infected disks to:

George R. Woodside
5219 San Feliciano Drive
Woodland Hills, Ca. 91364

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

4048. Need Modem Model # For A Well Account

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 14:30:45 UTC
From: davea@hpscdc.HP.COM
Message-ID: <4610004@hpscdc.HP.COM>
Source record: 252248

I have a few questions for anyone { David Hakins } on what modem to buy to get a Well account for my Dad. First I am a Microwave/Audio person and I always need guidance when it comes to computers. Can someone give me a model number that will work with rn and read news. Also how many catagories are on read news. Is rec. aviation, rec.audio, ba.forsale and rec.video in the read news system?

Thanx,
Dave

4049. re: Personal Pascal GEM question

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 14:48:00 UTC
From: DMiddleton@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880526144826.794202@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252249

If you do a dialog, the system puts back what it thinks should be under the dialog box. in personal pascal. I have found this and have resolved the problem using the PP Scrn_Save and Scrn_Restr functions. Hide your mouse, snap a copy of the screen, do the dialog, begin update, restore screen, end update, show mouse.

This works very well, but I think it is a feature, rather than a bug. On mono, one gets a grey desktop, but this solution will take care of the problem. I think it is legit though, since alerts warn of not exceeding 25% of the screen size (it saves it?) so if your doing alerts it is just a fancy way of speeding up the process of dialogs.

Don Middleton, Honeywell Bull, Toronto

DMiddleton%pco -at BCO-Multics

4050. MT-shell

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 15:38:26 UTC
From: cpm@datlog.co.uk
Message-ID: <775@dlhpedg.co.uk>
Source record: 252250

Someone mentioned the Dave Beckermeyer Multi Tasking shell on the net recently. Is this available in the U.K. and what specifically does it do (i.e. to what extent does it multitask) ?

Also, can anyone tell me when Minix for the ST is due out in the U.K. ?

Thanks in advance.

4051. MIDI problem

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 17:16:04 UTC
From: gdr@pbhya.PacBell.COM
Message-ID: <14252@pbhya.PacBell.COM>
Source record: 252101

A program I wrote creates a string of 256 notes and sends them out the MIDI port one at a time. The problem is, it never gets through the whole string. I don't think it's a software error because: 1) It never stops at the same place, sometimes it gets through 150 notes, sometimes only 5, and 2) there is no random function in the program that could explain this.

What happens when the notes stop is that the monitor blinks and the disk drive starts up (usually). Sometimes I get 4 bombs, if the monitor doesn't go nuts.

Any experienced music hackers out there? What do you suspect? The cables? The optoisolator? My DX-7? A bad chip? Or if it's software why doesn't it bomb at the same place every time?

(Possible hint: I am using timer C when sending the notes.)

-- Guy Ridley

4052. VIRUS ALERT !!!!!

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 17:25:00 UTC
From: GASPARD@HROEUR5.BITNET
Message-ID: <8805261722.AA27626@ucbvax.Berkeley.EDU>
Source record: 252102

Hi there,
I've just got a phone-call from de dutch distributor of GFA-BASIC.
There is a book called GFA-BASIC 3.0 with has a disk inside.
This disk is infected by a 'boot'-virus.
You can kill it with the standard viruskillers.
You can also bring it back to the place where you bought it.

NOTE: It is NOT the disk with the BASIC interpreter (3.0).
That one is allright.

The book is written in German by: G.P. Engels & M.C. Gorgens.
ISBN-3-89317-004-9

I thank GFA-System-technik for letting us know. They could keep it quit if they like, but the didn't. That's sportive.

Bert Rozenberg
Dutch ST-foundation.
Exit

4053. Re: File handle info

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 17:35:01 UTC
From: david@bdt.UUCP
Message-ID: <324@bdt.UUCP>
Source record: 252103

In article <447@ruuinf.UUCP> piet@ruuinf.UUCP (Piet van Oostrum) writes:
>Is there a way to find out what kind of file is connected to a file handle,
>e.g. disk file/keyboard/screen.
>In some old Atari doc I found F_ioctl, but that doesn't seem to be
>implemented. The problems come up when you run a program with stdin/stdout
>redirected by a shell.
>
>--
>Piet van Oostrum, Dept of Computer Science, University of Utrecht
>Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
>Telephone: +31-30-531806 UUCP: ...!mcvax!ruuinf!piet

Micro RTX added this feature to TOS. There are two calls to determine
characteristics of a file handle. Here's the simplest way:

type = Ftype(fd);

The value returned by this call tells you what the handle is:

0-15 The BIOS level device number (e.g. 2=console)
16 A regular file
17 A pipe

Maybe a future versiaon of Atari TOS will also support this.
--
David Beckemeyer | "Reckon the Ball's plumb open now,
Beckemeyer Development Tools | and it's `swing partner'!"
478 Santa Clara Ave, Oakland, CA 94610 | - Unnamed Cowboy, upon seeing
UUCP: ...!ihnp4!hoptoad!bdt!david | heap many Indians approaching

4054. writing on cartridge port

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 18:08:33 UTC
From: paulo@mucs.UX.CS.MAN.AC.UK
Message-ID: <3986@mucs.UX.CS.MAN.AC.UK>
Source record: 252104

A while ago someone posted a description of how a ram-disk using this connector works. A friend of mine wants to use this port to interface some external hardware and doesn't know how to write to it (it seems that a bus error is generated).

Could anyone that saved that description e-mail me a copy, or else, if anyone knows how to achieve writing to the cartridge port please send me a short summary.

Thanks in advance,

--
Paulo L de Geus JANET: paulo@uk.ac.man.cs.ux
Dept of Computer Science Internet: paulo%ux.cs.man.ac.uk@nss.cs.ucl.ac.uk
Univ of Manchester USENET:...!mcvax!ukc!man.cs.ux!paulo
Manchester M13 9PL U.K. BITNET: paulo%uk.ac.man.cs.ux@ukacrl.bitnet

4055. Re: HELP ME!!!

Newsgroup: comp.sys.atari.st
Date: 1988-05-26 22:07:32 UTC
From: jsp@sp7040.UUCP
Message-ID: <404@sp7040.UUCP>
Source record: 252105
Cross-posted to: comp.sys.atari.st,comp.sys.att,comp.sys.cbm

In article <5831@cup.portal.com>, JJ@cup.portal.com writes:
> Poor College Student needs Your Help!! :-(
>
> Hi. I just finished my junior year in college, and now I'm
> faced with a major problem. I can't afford to pay for my senior
> year. I've tried everything. I can't get any more student loans,
> I don't qualify for any more scholarships, and my parents are as
> broke as am I. So as you can see, I've got a major problem. But
> as far as I can see, there is only one solution, to go forward.
> I've come along way, and there is no chance in hell that I'm going
> to drop out now! I'm not a quiter, and I'm not going to give up.

I tried a different route. I got a couple of small scholorships
(I will be graduating in August by the way) but NO loans and the only
help from my parents was a place to lay my body at night. As for the
rest, for the last 3 1/2 years I have been averaging 17 hours a quarter
and worked 25 - 30 hours a week. So GET A JOB!!!!!!!!!!!!!!!!!!!!

-- JOHNNIE --

4056. 1040 default to drive B?

Newsgroup: comp.sys.atari.st
Date: 1988-05-27 05:06:08 UTC
From: mzyla@dasys1.UUCP
Message-ID: <4647@dasys1.UUCP>
Source record: 252106

I had the feeling that when I removed the internal drive on the 1040 for repair (top head has quit functioning) that it would default to the double sided external...part of the chain, right? Wrong.

It just sat there looking around for the missing drive. Surprised me so much that I'm asking anyone out there if they know the reason why. Before the internal drive problems I had wanted to put an off switch on there anyway so I could run two externals (testing purposes) but now I'm not sure how to approach it.

Answers? Thanks in advance...

I\ /I _____
Martin Zyla I \/ I /
Big Electric Cat I I / {allegra,philabs,cmcl2}!phri!dasys1!mzyla
New York, NY, USA I I / {bellcore,cmcl2}!cucard!dasys1!mzyla
I I / GEnie:mzyla DELPHI:gmz CIS:74216,1372
_____/____

4057. Re: Is Dave Small on the net?

Newsgroup: comp.sys.atari.st
Date: 1988-05-27 05:12:53 UTC
From: dsmall@well.UUCP
Message-ID: <6107@well.UUCP>
Source record: 252107

Yes, I'm here.
You can try hplabs!well!dsmall. The only problem is, I often get mail
that I don't seem to be able to reply to; it gets bounced right back to me
with an unknown machine error message. Since I'm a net neophyte, I usually
just rely on the tolerance of my fellow humans and on the Unix Communications
book -- the learning curve can be pretty steep here sometimes.

Why, I still don't know how to uudecode something ..

-- Thanks, Dave Small
Dave Small / Ex DP / Now changing diapers for Small & Small /

4058. Mg 2a editor submited to comp.sources.misc

Newsgroup: comp.sys.atari.st
Date: 1988-05-27 05:20:51 UTC
From: blarson@skat.usc.edu
Message-ID: <9374@oberon.USC.EDU>
Source record: 252108
Cross-posted to: comp.sources.d,comp.emacs,comp.os.os9,comp.os.misc,comp.os.vms,comp.sys.amiga,comp.sys.atari.st,comp.sys.m68k,comp.sys.misc

Mg is an ersatz-emacs text editor that is smaller, faster, more portable, and less functional than GNU emacs, the editor it is patterned after. As much as practical, it tries to act as a subset of GNU emacs.

Mg version 2a has been submitted to comp.sources.misc. Previous versions (1a and 1b) were known as MicroGnuEmacs. (1a is in the comp.sources.unix archives, 1b was only distributed via ftp.) This release has many improvments over the previous versions, including completely rewriten key mapping, keyboard macros, and a new manual (thanks to Sandra Loosemore).

Support is included for the following operating systems:
BSD Unix
Sys V Unix
Os9/68k
VMS
Atari ST
Amiga
Primos

MSDOS support was planned, but was not completed in time for this release.

[Followups are redirected to comp.sources.d only.]
--
Bob Larson Arpa: Blarson@Ecla.Usc.Edu blarson@skat.usc.edu
Uucp: {sdcrdcf,cit-vax}!oberon!skat!blarson
Prime mailing list: info-prime-request%fns1@ecla.usc.edu
oberon!fns1!info-prime-request

4059. Re: VIRUS ALERT !!!!!

Newsgroup: comp.sys.atari.st
Date: 1988-05-27 13:36:17 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2602@ttidca.TTI.COM>
Source record: 252109

In article <8805261722.AA27626@ucbvax.Berkeley.EDU> GASPARD@HROEUR5.BITNET writes:
...[edited]...
>I've just got a phone-call from de dutch distributor of GFA-BASIC.
>There is a book called GFA-BASIC 3.0 with has a disk inside.
>This disk is infected by a 'boot'-virus.
>You can kill it with the standard viruskillers.
>You can also bring it back to the place where you bought it.
>
>NOTE: It is NOT the disk with the BASIC interpreter (3.0).
> That one is allright.
>
>The book is written in German by: G.P. Engels & M.C. Gorgens.
>ISBN-3-89317-004-9

Seems like just a few weeks ago, there was a net discussion of liability
of a commercial vendor if a virus was found on a commercial distribution.
Someone's crystal ball was tuned in quite clearly!

If someone will reproduce this disk, and mail me a copy, I'll add this
virus to the detect-and-kill capabilities for the next posting of the
virus killer.

George R. Woodside
5219 San Feliciano Drive
Woodland Hills, Ca. 91364 USA

Thank you.

.Food
.Food
.Food

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

4060. Re: Is Dave Small on the net?

Newsgroup: comp.sys.atari.st
Date: 1988-05-27 13:37:45 UTC
From: ian@umd5.umd.edu
Message-ID: <2777@umd5.umd.edu>
Source record: 252110

---------- For The Line-Eater -------------

I for one would like to congradulate and thank David Small
for his contributionsto and support of the ST. I think the
ST world would be much smaller without his help.

KEEP UP THE GOOD WORK!!!!

----> Ian.... (ian@umd5.umd.edu)

4061. Re: tandy disk drive

Newsgroup: comp.sys.atari.st
Date: 1988-05-27 15:21:11 UTC
From: med@druhi.ATT.COM
Message-ID: <3057@druhi.ATT.COM>
Source record: 252111

In article <8805251230.AA00652@ucbvax.Berkeley.EDU>, nfrech@ALMSA-1.ARPA ("Norman R. Frech") writes:
>
>
> I just received a Radio Shack sale ad in the mail and noticed an
> external 3.5 double sided drive for the 1000 on sale for $99.
> Does anyone know of the prospects for hooking this drive to a
> 1040? I currently have only one drive and if this drive would
> connect to my st and I don't think I could pass it up for the
> price. Any advice or information would be appreciated.
>
> Norm Frech <nfrech@almsa-1.arpa>

I recently added their upgrade drive kit (on sale? at $129, sure wish I would have waited a bit) to a PC-clone. These drives will work on the ST, with one very large caveat - Radio Shaft machines have drives that are built specifically for their systems, and they distribute the power (+5, +12) on some of the pins on the 34-pin connector where ground is on a normal drive. This is not really a problem if you have a continuity meter and an exacto knife (e.g. cut the traces from the power connector to the 34-pin connector), but this will, of course, keep you from returning it if you screw it up. Other than this headache, and the 14-pin non-standard connector on the ST, you should be in good shape.

Myron Drapal
AT&T Denver
ihnp4!druhi!med

4062. Atari ST developers' Network

Newsgroup: comp.sys.atari.st
Date: 1988-05-27 15:26:10 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <5656@umn-cs.cs.umn.edu>
Source record: 252112

```
STdNet - an Atari ST developers' Network
----------------------------------------

What is STdNet?

STdNet is an alliance for those who develop software for the Atari ST
computer. Members maintain contact via mail, both paper and electronic.
The principal means of electronic communication is USENET. A program called
UUMAIL enables members to send and receive mail, including mailing lists,
via USENET.

What are the goals of STdNet?

Primary goals:

1) Act as a clearinghouse for information relating to the Atari ST -
both hardware and software.

2) Disseminate information regarding "standard" ways of performing
some software operations -- including standard library routines,
ways for getting around bugs in the Atari ST operating system, and
common programming problems.

Secondary goals:

1) Provide electronic mail communications between Atari ST developers.

2) Provide a software library containing source code examples in
a variety of languages.

3) Provide a cohesive voice to express our desires (and help) to
Atari.

Other goals:

1) Maintain and disseminate a "catalog" listing of software
developed by members.

2) Maintain and disseminate a "catalog/review" of PD software.

3) Provide a "help line" to answer questions from Atari ST developers.

How can you join?

Send an electronic mail message to:

ftg!dwm@stag.UUCP
or
Send a letter to:
```

David Meile
STdNet
P.O. Box 13038
Minneapolis, MN 55414

I've posted this a while ago, but have not seen it up on the network, so I am reposting it. Sorry if you've seen this twice. STdNet came out of some discussions we've been having at the MAST Programmers meeting (MAST is the Minnesota Atari ST users group). We hope to encourage anyone who is interested in programming on the ST (including non-Atari registered people who write software).

-- Dave Meile (acting as corresponding secretary for STdNet)

4063. UUPC

Newsgroup: comp.sys.atari.st
Date: 1988-05-27 21:29:09 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <3488@saturn.ucsc.edu>
Source record: 252113

Has anyone gotten UUPC to compile and run successfully under Laser C? I am having lots of problems. The instructions don't make the proper directory structure to set up very clear; I *think* I have everything compiled correctly. When my ST dials up the UNIX system, it handshakes with uucico for a second or so then just sits there doing nothing. Anyone care to help? Respond by email if possible.

-Steven Grimm
koreth@ssyx.ucsc.edu
...!ucbvax!ucscc!ssyx!koreth

4064. Help on Selling my system

Newsgroup: comp.sys.atari.st
Date: 1988-05-27 21:39:36 UTC
From: bohica%centauri@Sun.COM
Message-ID: <54787@sun.uucp>
Source record: 252114

I've had an Atari 1040ST system for a number of years now,
and I'd like to sell it. I need suggestions for places to
advertise (I am told that selling on the net is not kosher).
I live in the San Fransico Bay Area, so it would be nice to
do it locally.

Are there user's groups, BBS, magazines that would be good
for forums for this?

I've got a ton of stuff with my system; color & mono monitors,
Magic Sac, Megamax C, Beckmeyer MT-Cshell, Cambridge Lisp,
Hard Disk, etc. I've had the system about 3 years. What are
the going rates for this stuff?

Any help would be appreciated. Please send comments directly
to me unless they are of a general nature.

Thanks,

-Tom

4065. Beta release TOS et al

Newsgroup: comp.sys.atari.st
Date: 1988-05-27 22:06:34 UTC
From: good@atari.UUCP
Message-ID: <1065@atari.UUCP>
Source record: 252115

BETA RELEASE OF NEW TOS AND HD UTILITIES FOR ST/MEGA

THIS IS *NOT* A SOLICITATION FOR BETA TEST SITES! IT IS THE FULFILMENT OF AN EARLIER PROMISE TO PUBLISH THE STATUS OF THE NEW PRODUCTS.

The Beta shipments of the new ST/Mega TOS went out to Atari subsidiaries this week. Some have even arrived already. Beta versions of the new Hard Disk utilities and a disk "cache" program were included. The entire kit consisted of the following:

TOS ROM set, configured for local keyboard and American text.
Diskette (D/S) containing:
RAM loadable image of TOS, same configuration as ROM
Disk cache program "CACHExxx"
HDX Hard Disk utility, HINSTALL and associated programs
Product Tracking System front-end program "SPRgen"
Release Notes for:
TOS
CACHExxx
HDX, HINSTALL etc (modified to 30/60MB hard disks)
Draft User Manual for HDX, HINSTALL etc.
User guide for Product Tracking System
Various programs, files and tools to assist in translation

Each subsidiary has been invited to select a small set of Beta sites, and has been requested to ensure that each such site accepts, in writing, certain terms and conditions, including:
no copies to be made
products and documentation are prerelease and without warranty
all communications are to be made solely to the Atari subsidiary, and not through public channels
all copies and documentation to be returned to Atari subsidiary on demand
weekly report indicating name(s) of tester(s), tests performed, observations to be filed with Atari subsidiary each Friday
any bug reports to be first verified against the currently released hardware/firmware, to ensure problem is with new TOS

We want to know what works as well as what doesn't work. A report of "no problems" is worthless if it is not accompanied by an explanation of what testing has been performed. If a program fails, it is critical that it be tested with other RELEASED configurations, so that it is very clear whether or not the failure is attributable solely to the new TOS.

In our testing we have found MANY ill-behaved programs which fail because they appear to access beyond the Mega 4's 4MB RAM limit. I believe they

are accessing "just beyond" where they are supposed to, and it's only on the Mega 4 where they run out of physical address space rather than physical memory. Almost all programs which fail this way have been retested on the current TOS and fail in a similar way.

This beta release is not the final one. Programs should not be modified to look for the date encoded in this version.

PLEASE DO *NOT* CONTACT ANYONE IN ATARI R&D TO SUPPORT THIS BETA TEST. ALL ENQUIRIES SHOULD BE DIRECTED TO THE TECHNICAL MANAGER OF THE APPROPRIATE ATARI SUBSIDIARY, OR TO JOE FERRARI (408-745-2010) IN THE USA. The R&D group must now address the port of TOS to revised and new hardware platforms, and so I would appreciate your NOT disrupting the development activity. We have support groups in place, and they MUST be your first line of support if development of new products is to continue at optimum speed.

A summary of the major improvements to TOS follows:

Floppy formatting is "more compatible" with IBM-PC format
A file may be moved (i.e. copy/delete) in one operation
File Copy/Delete/Move can be interrupted with "undo"
GEM programs can be autobooted from disk
If a name conflict occurs during a file copy, Copy/Skip/Quit are allowed
A folder may be renamed via "Show Info"
The static file allocation limit of 400 is removed; limited now by free memory
"Show/Print File" are completely rewritten
File copying on a single floppy system uses all available memory for buffers
"wind_update(FALSE)" is set when recovering from an application crash
All date separators are now "/"
File Selector has had major rework:
16 drive buttons
Application can send a "title" string to FSEL
FSEL now takes first <RETURN> on pathname edit as end-of-edit
FSEL remembers where it was in a file list
Static file allocation of 100 files is removed
Long pathnames and "ABORT/CONTINUE" now handled correctly
Preserves current DTA buffer addresses, clip rectangles and
default directories
New bindings available
"appl_init" returns version 0130 in global(0)
Editable fields may now be followed by non-editable characters in dialog boxes
"wind_get()" with field parameter WF_SCREEN returns address/length of AES
menu/alert buffer
"Ptsin" (VDI) allows 512 vertices (true since 4/22/87)
"vqt_extent": Pixel errors on some 270 degree rotations are fixed
"vq_mouse" reliability enhanced
40-folder bug alleviated to the point of improbability. A folder only takes up space when "active". Limited now by depth of folders and the accumulated depth of open files. FOLDRxxx still available.
"Malloc" restriction of 20 blocks/process lifted.
FAT searching code for floppy and hard-disk is MUCH faster

Sector buffering greatly improved, and "CACHExxx" allows expansion
"Frename" can now rename a folder
Archive bit (0x20) fully supported
Time stamps for "." and ".." are now correct
"Fsettime/Fsetdate" match BIOS and GEMDOS values
"Fdatime" input value byteswap fixed
Major improvements to "Ccon*" and redirection in general
OS Pool reduced to same size as 11/20/85 ROMs (pre Mega). This may allow
some programs which fail on Mega ROMs to work again.
Soft Reset available from Keyboard if using standard keyboard handler.
Soft reset by CTRL/ALT/DEL
Cold Boot clears all available memory (CTRL/ALT/right SHFT/DEL)
"Rsconf(-2,-1,-1,-1,-1,-1) returns last baud rate value set by Rsconf
Structure of the reserved part of DTA has changed, and remains reserved
Improvements made to detection of media change

THE ABOVE IS A SUBSET OF THE ENHANCEMENTS MADE. THERE ARE MANY MORE, FULLY
DOCUMENTED IN THE RELEASE NOTES SENT TO EACH SUBSIDIARY.

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

4066. Viruses on the st

Newsgroup: comp.sys.atari.st
Date: 1988-05-27 23:25:01 UTC
From: coffey@sdsu.UUCP
Message-ID: <3036@sdsu.UUCP>
Source record: 252116

I have been reading about all these horrible viruses and have been concerned about my system. What happens if a virus gets onto your hard disk? I have heard of a program called penicilin -- where does one obtain it?

I would appreciate it if someone could send some anti viral programs to the net.
Pat Coffey

4067. Re: HELP ME!!!

Newsgroup: comp.sys.atari.st
Date: 1988-05-28 05:28:58 UTC
From: wes@obie.UUCP
Message-ID: <238@obie.UUCP>
Source record: 252117
Cross-posted to: comp.sys.atari.st,comp.sys.att,comp.sys.cbm

In article <5831@cup.portal.com>, JJ@cup.portal.com embarrasses itself:
% Poor College Student needs Your Help!! :-(
%
% Hi. I just finished my junior year in college, and now I'm
% faced with a major problem. I can't afford to pay for my senior
% year. I've tried everything. I can't get any more student loans,
% I don't qualify for any more scholarships, and my parents are as
% broke as am I. So as you can see, I've got a major problem. But
% as far as I can see, there is only one solution, to go forward.
% I've come along way, and there is no chance in hell that I'm going
% to drop out now! I'm not a quiter, and I'm not going to give up.

In article <404@sp7040.UUCP>, jsp@sp7040.UUCP (John Peters) replies:
> I tried a different route. I got a couple of small scholorships
> (I will be graduating in August by the way) but NO loans and the only
> help from my parents was a place to lay my body at night. As for the
> rest, for the last 3 1/2 years I have been averaging 17 hours a quarter
> and worked 25 - 30 hours a week. So GET A JOB!!!!!!!!!!!!!!!!!!!!

I second the motion - GET A JOB! That's how I got through school,
with much the same arrangement as jsp@sp7040 (which isn't surprising
since we share the same parents :-). BTW, jsp@sp7040 has a 3.8 / 4.0
GPA (no, mine wasn't nearly THAT good).

--
/|\ Barnacle Wes @ Great Salt Lake Yacht Club, north branch
/ | \ @ J/22 #49, _d_J_i_n_n_i
/__|__\
___|____ "If I could just be sick, I'd be fine."
(/ -- Joe Housely, owner of _E_p_i_d_e_m_i_c --
~~~~~~
~~~~~~

4068. Re: ARC COMPACTION

Newsgroup: comp.sys.atari.st
Date: 1988-05-28 12:46:57 UTC
From: wes@obie.UUCP
Message-ID: <239@obie.UUCP>
Source record: 252118

In article <30.22801A52@rubbs1.UUCP>, Gary_Tate@rubbs1.UUCP (Gary Tate) writes:
% DOES ANYONE KNOW WHERE I CAN GET A COPY OF THE ARC COMPACTION PROGRAM FOR
% THE ATARI ST? AND ARE THERE ANY OTHER BOARDS LIKE THIS ONE AROUND, IF SO,
% WHAT ARE THERE NUMBERS?
% GARY TATE

You can get an ST copy of the 'pkunarc' program from the server at
Lakesys. You can get an index of the files they have by sending an
e-mail message with the following in the message body:

send index from archives.atari

to ...!uwmcsd1!lakesys!netlib. The index includes instructions on how
to request files. I have had good luck with lakesys, but they're only
3 hops away from me.
--
/|\ Barnacle Wes @ Great Salt Lake Yacht Club, north branch
/ | \ @ J/22 #49, _d_J_i_n_n_i
/__|__\
___|____ "If I could just be sick, I'd be fine."
(/ -- Joe Housely, owner of _E_p_i_d_e_m_i_c --
~~~~~~
~~~~~~

4069. re: RGB to composite video

Newsgroup: comp.sys.atari.st
Date: 1988-05-28 16:19:17 UTC
From: Robert_Lisowski@rubbs1.UUCP
Message-ID: <55.229FB0C4@rubbs1.UUCP>
Source record: 252119

The Motorola MC1377 RGB to PAL/NTSC converter chip is the basis for alot of the converters out there. The only problem is creating composite sync (needed by this chip) from the ST's seperate sync. The national semiconductor MM5321N (rather expensive at $11.95, versus under $3. for the motorola) is a TV camera sync generator that outputs equalized pulse composite sync that can drive the motorola. The sync can be pulled off seperately from the ST and input to the national chip's reset pins. The national

chip also has index pulses for field storage applications. I have built alot of video equipment (genlock, composite converters, field storage etc.) that interfaces with the ST.

Practical Solutions is now (?) selling their Video Key, which is a composite converter for the ST. It goes for about $120.

Motorola app note # AN932 describes the use of the MC1377 chip in a circuit. The chip is in the linear databook.

Rob rutgers!rubbs1!robert_lisowski

4070. re: Alternate Color Monitors

Newsgroup: comp.sys.atari.st
Date: 1988-05-28 16:48:29 UTC
From: Robert_Lisowski@rubbs1.UUCP
Message-ID: <56.229FB0C9@rubbs1.UUCP>
Source record: 252120

Doug, unless you are broadcasting, the monitor rates should not be 60MHz & 70MHz! They are 60Hz and 70Hz (vertical scan frequency).

4071. To bobs@moliman (STDCAT)

Newsgroup: comp.sys.atari.st
Date: 1988-05-28 17:18:39 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <3495@saturn.ucsc.edu>
Source record: 252121

I just received your letter about STDCAT, and can't seem to get a reply through to you, so I'm posting here. My apologies to everyone for using up net bandwidth. Anyway, I never received STDCAT, but if you send it again using the address you used for your inquiry, I should get it.

-Steve
koreth@ssyx.ucsc.edu
...!uunet!ucbvax!ucscc!ssyx!koreth

4072. New Roms

Newsgroup: comp.sys.atari.st
Date: 1988-05-28 20:35:06 UTC
From: Flash@UMass.BITNET
Message-ID: <88052816241731B.AFOE@Mars.UCC.UMass.EDU>
Source record: 252122

Just got this from GENIE:

BETA RELEASE OF NEW TOS AND HD UTILITIES FOR ST/MEGA

THIS IS *NOT* A SOLICITATION FOR BETA TEST SITES! IT IS THE
FULFILMENT OF AN EARLIER PROMISE TO PUBLISH THE STATUS OF THE NEW
PRODUCTS.

The Beta shipments of the new ST/Mega TOS went out to Atari
subsidiaries this week. Some have even arrived already. Beta versions
of the new Hard Disk utilities and a disk "cache" program were
included. The entire kit consisted of the following:

TOS ROM set, configured for local keyboard and American text.
Diskette (D/S) containing:
RAM loadable image of TOS, same configuration as ROM
Disk cache program "CACHExxx"
HDX Hard Disk utility, HINSTALL and associated programs
Product Tracking System front-end program "SPRgen"
Release Notes for:
TOS
CACHExxx
HDX, HINSTALL etc (modified to 30/60MB hard disks)
Draft User Manual for HDX, HINSTALL etc.
User guide for Product Tracking System
Various programs, files and tools to assist in translation

Each subsidiary has been invited to select a small set of Beta
sites, and has been requested to ensure that each such site accepts, in
writing, certain terms and conditions, including:
no copies to be made
products and documentation are prerelease and without
warranty
all communications are to be made solely to the Atari
subsidiary, and not through public channels
all copies and documentation to be returned to Atari
subsidiary on demand
weekly report indicating name(s) of tester(s), tests
performed, observations to be filed with Atari subsidiary
each Friday
any bug reports to be first verified against the currently
released hardware/firmware, to ensure problem is with new
TOS

We want to know what works as well as what doesn't work. A report of
"no problems" is worthless if it is not accompanied by an explanation

of what testing has been performed. If a program fails, it is critical that it be tested with other RELEASED configurations, so that it is very clear whether or not the failure is attributable solely to the new TOS.

In our testing we have found MANY ill-behaved programs which fail because they appear to access beyond the Mega 4's 4MB RAM limit. I believe they are accessing "just beyond" where they are supposed to, and it's only on the Mega 4 where they run out of physical address space rather than physical memory. Almost all programs which fail this way have been retested on the current TOS and fail in a similar way.

This beta release is not the final one. Programs should not be modified to look for the date encoded in this version.

PLEASE DO *NOT* CONTACT ANYONE IN ATARI R&D TO SUPPORT THIS BETA TEST. ALL ENQUIRIES SHOULD BE DIRECTED TO THE TECHNICAL MANAGER OF THE APPROPRIATE ATARI SUBSIDIARY, OR TO JOE FERRARI (408-745-2010) IN THE USA. The R&D group must now address the port of TOS to revised and new hardware platforms, and so I would appreciate your NOT disrupting the development activity. We have support groups in place, and they MUST be your first line of support if development of new products is to continue at optimum speed.

A summary of the major improvements to TOS follows:

- Floppy formatting is "more compatible" with IBM-PC format
- A file may be moved (i.e. copy/delete) in one operation
- File Copy/Delete/Move can be interrupted with "undo"
- GEM programs can be autobooted from disk
- If a name conflict occurs during a file copy, Copy/Skip/Quit are allowed
- A folder may be renamed via "Show Info"
- The static file allocation limit of 400 is removed; limited now by free memory
- "Show/Print File" are completely rewritten
- File copying on a single floppy system uses all available memory for buffers
- "wind_update(FALSE)" is set when recovering from an application crash
- All date separators are now "/"
- File Selector has had major rework:
16 drive buttons
Application can send a "title" string to FSEL
FSEL now takes first <RETURN> on pathname edit as end-of-edit
FSEL remembers where it was in a file list
Static file allocation of 100 files is removed
Long pathnames and "ABORT/CONTINUE" now handled correctly
Preserves current DTA buffer addresses, clip rectangles and default directories
New bindings available
- "appl_init" returns version 0130 in global(0)

- Editable fields may now be followed by non-editable characters in dialog boxes
- "wind_get()" with field parameter WF_SCREEN returns address/length of AES menu/alert buffer
- "Ptsin" (VDI) allows 512 vertices (true since 4/22/87)
- "vqt_extent": Pixel errors on some 270 degree rotations are fixed
- "vq_mouse" reliability enhanced
- 40-folder bug alleviated to the point of improbability. A folder only takes up space when "active". Limited now by depth of folders and the accumulated depth of open files. FOLDRxxx still available.
- "Malloc" restriction of 20 blocks/process lifted.
- FAT searching code for floppy and hard-disk is MUCH faster
- Sector buffering greatly improved, and "CACHExxx" allows expansion
- "Frename" can now rename a folder
- Archive bit (0x20) fully supported
- Time stamps for "." and ".." are now correct
- "Fsettime/Fsetdate" match BIOS and GEMDOS values
- "Fdatime" input value byteswap fixed
- Major improvements to "Ccon*" and redirection in general
- OS Pool reduced to same size as 11/20/85 ROMs (pre Mega). This may allow some programs which fail on Mega ROMs to work again.
- Soft Reset available from Keyboard if using standard keyboard handler:
Soft reset by CTRL/ALT/DEL
Cold Boot clears all available memory (CTRL/ALT/right SHFT/DEL)
- "Rsconf(-2,-1,-1,-1,-1,-1) returns last baud rate value set by Rsconf
- Structure of the reserved part of DTA has changed, and remains reserved
- Improvements made to detection of media change

THE ABOVE IS A SUBSET OF THE ENHANCEMENTS MADE. THERE ARE MANY MORE, FULLY DOCUMENTED IN THE RELEASE NOTES SENT TO EACH SUBSIDIARY.

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

4073. Re: Batch processing from GEM desktop?

Newsgroup: comp.sys.atari.st
Date: 1988-05-29 00:38:02 UTC
From: darin_wayrynen@pedro.UUCP
Message-ID: <238@pedro.UUCP>
Source record: 252123

There are several public domain shell programs that accept batch files. To get a batch file to work from the desktop you would have to install the application
in the install application part of the desktop. Then when you double click on the shell's batch file the desktop will automatically run the shell and then the
shell would load the batch file and execute it.

How's the weather in Corvallis? I miss it since I left two months ago! :-(

4074. Re: RS-232 & MWC: Help....

Newsgroup: comp.sys.atari.st
Date: 1988-05-29 02:01:29 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <6029@cup.portal.com>
Source record: 252124

>See if any characters are in the buffers...
I don't know of any completely portable way to do this, so I would suggest isolation to a subroutine. On the ST, the standard way is to use the XBios function Iorec to get the address of the input and output buffers for the RS 232 drivers and compare the head and tail pointers to see if there is anything in the buffer.

4075. Re: VIDEFX3D for Amiga; Atari equivalent?

Newsgroup: comp.sys.atari.st
Date: 1988-05-29 02:09:31 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <6030@cup.portal.com>
Source record: 252125

You can check out Cyber Studio from Antic. For about $350 you can get the three pieces - Cad 3d 2.0, Cyberpaint, and a motion control accessory. Antic produced a video using this and it looks very impressive - and it does not degrade too much using a TV, but might be harder to edit. But it will do the things you are asking about.

4076. Consumer Electronics Show this month?

Newsgroup: comp.sys.atari.st
Date: 1988-05-29 18:00:10 UTC
From: cfchiesa@bsu-cs.UUCP
Message-ID: <3201@bsu-cs.UUCP>
Source record: 252126
Cross-posted to: comp.misc,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga,misc.wanted

Please forgive the wide range and distribution; I'm running short on time and want to hit as many people as possible.

I've seen mention several times hither and yon, of "... the Consumer Electronics Show (CES) in Chicago this month (June)..." but no further data. Can someone please tell me WHEN and WHERE this thing is taking place? I've been wanting to get to one for years and this looks like my first decent "shot at it."

Any info on FUTURE CES's would also be appreciated.

Include any and all info on fees, ticketing (?), parking, qualification for attendance (can ANYBODY just walk in, or what?) etc. etc...

Thanks in advance. I don't read all the newsgroups this is posted to, so please E-mail instead of, or in addition to, posting a followup.

Chris Chiesa
Ball State University

--
UUCP: <backbones>!{iuvax,pur-ee,uunet}!bsu-cs!cfchiesa
cfchiesa@bsu-cs.UUCP

4077. Posting of UN*X software to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-05-29 23:48:21 UTC
From: poole@forty2.UUCP
Message-ID: <305@forty2.UUCP>
Source record: 252127

This is NOT intended as flame of anybody, in particular not of the moderator of comp.sources/binaries.atari.st. This posting is prompted by the posting of rzsz (the UN*X version of zmodem) to comp.sources.atari.st.

I propose that we adopt a policy of not posting software that does not run on the Atari ST to the Atari binaries and sources groups, in particular no software that has previously posted to comp.sources.unix and comp.sources.misc.

Reasons:

- it's a real waste of resources (something the various IBM-PC groups really excell in, I don't think we have to copy all brain-damage from them....)

- most sites that receive netnews and run UN*X, archive comp.sources.unix and comp.sources.misc locally. If you are missing a program, or it's simply not installed at your site, what about asking the person that is taking care of News at your place?

- comp.sources.unix is archived at various public accessible sites. There is no problem accessing archives from BITNET and 'ARPANET' sites. The regular introduction to comp.sources.unix lists all archives.

- if a program is useful and a up to date version hasn't been posted for a long time, you should arrange that it gets posted to one of the major sources groups, so that a maximum of people will profit.

--
UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

4078. Re: Beta release TOS et al

Newsgroup: comp.sys.atari.st
Date: 1988-05-30 08:21:01 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1848@brahma.cs.hw.ac.uk>
Source record: 252128

In article <1065@atari.UUCP> good@atari.UUCP (Roy Good) described the new TOS ROMs.

The upper case warnings fairly blew my hair back. These new ROMs sound brilliant. This is what we've been waiting for! Keep up the good work.
Any rough estimate as to when they are likely to be generally availiable?
(Some nice cool water after all those flames :-)

"I think all right thinking people in this country are sick and tired of being told that ordinary decent people are fed up in this country with being sick and tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

4079. Re: File handle info

Newsgroup: comp.sys.atari.st
Date: 1988-05-30 08:56:49 UTC
From: piet@ruuinf.UUCP
Message-ID: <465@ruuinf.UUCP>
Source record: 252129

I got a few mail replies on my question regarding where a file resides.
Some experimenting and combining the answers gave me a simple way to find
out if a file is on disk or a `terminal':

what I think is the easiest way to do it: if you seek to an illegal
position (like -1), you get an error (-64) if the file is on disk,
otherwise you get 0. If the file is on disk, its position is not changed,
so the operation is effectively always a no-op. So I use:

```
isatty (fd)
int fd;
{ return (Fseek (-1L, fd, 0) == 0); }
```

Please could any of the TOS developers comment on this?

--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-531806 UUCP: ...!mcvax!ruuinf!piet

4080. Re: HELP ME!!!

Newsgroup: comp.sys.atari.st
Date: 1988-05-30 18:00:02 UTC
From: gmark@ihlpf.ATT.COM
Message-ID: <4892@ihlpf.ATT.COM>
Source record: 252130
Cross-posted to: comp.sys.atari.st,comp.sys.att,comp.sys.cbm

In article <238@obie.UUCP>, wes@obie.UUCP (Barnacle Wes) writes:
> Poor College Student needs Your Help!! :-(
>
> Hi. I just finished my junior year in college, and now I'm
...
> I've come along way, and there is no chance in hell that I'm going
> to drop out now! I'm not a quiter, and I'm not going to give up.
>
Okay. By now, you've probably gotten spit upon by every soul in
netland that worked through school and has an axe to grind, Bunky.
Well, there's an alternative. Why do you want to go through school?
To get a job, right? To either make a lot of money or help humanity.
I'll assume that if you wanted to make a lot of money, you'd have
been asking for loans from folks over the net and offering a fair
interest rate. But you didn't, so I'll assume you want to help
humanity (or are so incredibly stupid that you didn't even think of
the personal loan route). And, we'll assume, that you didn't ever
hear of the disk jockey in Texas or the guy in the New York Times
or the dozens of others who tried the "Send your dollars now" scam
and got $K's. Okay, here's how you do it. You go down to, oh, any
major pedestrian traffic intersection and BEG. I've lived in some
major cities, and have seen it work famously. If a job isn't your
cup of tea, just be honest with people on the street. Tell them
you have no disabilities, no disadvantages, have been going to college
for several years and have no intention of performing any extreme
physical or mental labor ever (I'm assuming this is your story, now).
Maybe someone with the same background will stroll by ("look, Mumsy,
a poor chap with clean fingernails is -- 'sweating'!! I'll give him
some money! Would you like my Bentley for the weekend, Fellow?")
There is a downside to this, though, assuming you don't get your head
batted around by someone who'd read the net around now when you
graduate. You might get hired by someone.

G. Mark (sensitive) Stewart

4081. Re: HELP ME!!!

Newsgroup: comp.sys.atari.st
Date: 1988-05-30 18:21:58 UTC
From: pete@umbc3.UMD.EDU
Message-ID: <1000@umbc3.UMD.EDU>
Source record: 252131
Cross-posted to: comp.sys.atari.st,comp.sys.att,comp.sys.cbm

In article <5831@cup.portal.com> JJ@cup.portal.com writes:
>Poor College Student needs Your Help!! :-(
>
>Hi. I just finished my junior year in college, and now I'm
>faced with a major problem. I can't afford to pay for my senior
>year. I've tried everything. I can't get any more student loans,
[.. stuff deleted..]
>
>But here is why I'm telling you all this. I want to ask a favor of every
>one out here on the net. If each of you would just send me a one
>dollar bill, I will be able to finish college and go on with my life.
[.. stuff deleted..]
>of course send more if you want!! :-)
>
>Jay-Jay's College Fund
>PO BOX 5631
>Lincoln, NE 68505
>
>PS. Please don't flame me for posting this to so many newsgroups,
>I really am in dire need of help, and if any of you were as desparate
>as I am, you just might resort to the same thing I am. Also, please
>don't tell me to get a job! I already have one and work over 25 hrs
>a week, plus get in all my classes, plus find time to study! So hey,
>please consider it! It would really mean a lot to me. Thank you!
>
>NOTE: Any extra money I receive will go to a scholarship fund to help
>others in the same situation. :-)

Yeah, right.
This is a SCAM!!!! Do not send anything to this guy.

Why?
1. Nowhere in this posting is the poster's name mentioned. Jay-Jay WHO????
2. I've seen this done before by some radio station DJ... "just send me $20
for no particular reason" and the guy received a significant amount of
money.
3. What organization is this guy from????
4. Mailing address....just a PO box??? I want to see your home address.
5. What college can't you afford? I cannot believe a college would kick you out
just because you have the potental of not paying your tuition.

If this is a legit plea for money, I challenage the poster to answer the above
questions. Please note that it is a federal offense to use the post office for
fraudulant purposes.

Sorry for taking up your valuable disk space, folks, but stuff like this just
makes me sick to the stomach.
--Pete Hsi
Univ of Maryland Baltimore County (UMBC = "U Must Be Crazee" :-)
ARPA: pete@umbc3.umd.edu -or- pete@umbc2.umd.edu
Bitnet: pete@umbc
"Cobol is a virus from outer space"

4082. unsubscribe

Newsgroup: comp.sys.atari.st
Date: 1988-05-30 19:19:16 UTC
From: hortman@UCSCC.UCSC.EDU
Message-ID: <8805301919.AA15838@ucscc.UCSC.EDU>
Source record: 252132

please unsubscribe me from your mailing list.

4083. ST-UNIX sh.prg

Newsgroup: comp.sys.atari.st
Date: 1988-05-30 19:25:09 UTC
From: cochrane@spot.Colorado.EDU
Message-ID: <6383@sigi.Colorado.EDU>
Source record: 252133

Has anyone figured out how to use sh in the newly posted ST-UNIX
utilities (comp.binaries.st) by Andrew Smith and Steve Ashcroft.
The main problems I'm having with it are:

1. I can't seem to set PATH to multiple paths, i.e.:
PATH=a:\bin:b:\bin
It only finds files if the path is a single directory
i.e.: PATH=b:\bin

2. I can't get it to read and execute a shell script; if I
type something like: cmdfl
where "cmdfl" is a shell script which is either in
the current directory or in the (single directory)
path, sh will reply:
cmdfl not found
It will execute commands such as for, if, while
interactively. (It will also execute *.prg or
*.tos files with no problem.)

Has anyone been able to get this to work; or if it's a bug, has anyone
been able to figure out some other way to do it? It seems strange that
it would have these problems since these are two of the most important
functions performed by the Bourne shell. Also if anyone has been able
to get it to read in its environmental variables upon startup, I would
appreciate hearing about how that's done too.

Thanks for any help or suggestions on this.

Jim Cochrane

cochrane@spot.colorado.EDU

4084. NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1988-05-30 20:09:52 UTC
From: #JMKLAS@WMMVS.BITNET
Message-ID: <8805311217.AA28270@ucbvax.Berkeley.EDU>
Source record: 252134

Can somebody give me information on NeoDesk by Gribnif (sp?) software (like an address/phone number/price). I remember seeing a posting about it but can't recall any of the details. If anyone has a copy of that particular digest sitting around, I'd appreciate an e-mail copy. Thanks!

<John> #JMKLAS@WMMVS.bitnet

4085. Re: Viruses on the st

Newsgroup: comp.sys.atari.st
Date: 1988-05-30 21:46:11 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2614@ttidca.TTI.COM>
Source record: 252135

In article <3036@sdsu.UUCP> coffey@sdsu.UUCP (Pat Coffey) writes:
>I have been reading about all these horrible viruses and have been concerned
>about my system. What happens if a virus gets onto your hard disk?

So far, none of the virus programs I've encountered attack a hard disk.
that doesn't mean that they won't, eventually. The only thing you can do is
back up your hard disk frequently, and be careful of new software. Be
especially careful of anything you receive on a disk (From friends, user
groups, P/D distributors, etc.) You should keep one known-to-be-clean
disk around, and always have that disk in your drive when you power the
system up or press reset. And keep your disks in write protect mode
unless you have to write to them.

>I have heard of a program called penicilin -- where does one obtain it?

I posted it here a few weeks ago. It is also on GEnie and Compuserve.

>I would appreciate it if someone could send some anti viral programs
>to the net.
> Pat Coffey

Patience, please. The new one is about 48 hours from being posted. I just
have to get the monochrome version working, and get someone else to test it.
I think it does everything just dandy, but I wrote it, so I'm not too
objective. It attempts to be a useable tool for anyone with an ST. You
don't have to know how a disk is utilized, how a virus works, or even
what a virus is to use the new program. It will detect the virus programs
I've received so far, warn you if they are present, warn you if there is
a virus working in your system when the program is running, clean up disks,
and everything else I could think of. So far, though, the automatic
fix-dinner-and-get-me-a-cold-beer subroutine keeps crashing :^).

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{trwrb|philabs|csun|psivax}!ttidca!woodside

4086. Re: HELP ME!!!

Newsgroup: comp.sys.atari.st
Date: 1988-05-30 22:48:42 UTC
From: bill@isl.Stanford.EDU
Message-ID: <184@isl.stanford.edu>
Source record: 252136
Cross-posted to: comp.sys.atari.st,comp.sys.att,comp.sys.cbm

In article <1000@umbc3.UMD.EDU> pete@umbc3.UMD.EDU (Pete Hsi (C)) writes:
>Yeah, right.
>This is a SCAM!!!! Do not send anything to this guy.

Oh, no. I did. Shoot. Look, if everybody sends me a penny, I'm
sure I'll get my dollar back. Send by e-mail, please.

BIll

PS rumor is the scammer has been "removed", so PARTY DOWN!

4087. Re: ST-UNIX sh.prg

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 04:57:46 UTC
From: mark@lakesys.UUCP
Message-ID: <715@lakesys.UUCP>
Source record: 252137

I too am having the same problems, i.e. it will not source script files, will not set path properly, and there seems to be no way to source a file on startup. It also crashes frequently (usually after a cd, two bombs). The utilities (as far as I have seen) seem to work fine. The toolkit on the whole has much potential, but without a working shell it's virtually useless. Can someone (authors?) please straighten out this mess?

--

Mark A. Storin
Lake Systems, Milw., WI
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark

4088. Re: Batch processing from GEM desktop?

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 06:16:41 UTC
From: mzyla@dasys1.UUCP
Message-ID: <4726@dasys1.UUCP>
Source record: 252138

In article <3300004@hpcvmb.HP> jma@hpcvmb.HP (John Altendorf) writes:
>Is there any way to use the equivalent of a batch file from the GEM
>desktop to allow the sequential execution of multiple programs simply
>by double clicking on a file icon?
>
>John Altendorf ...!hplabs!hp-pcd!jma

Check out 'Neodesk' from Gribnif Software...an alternative desktop that totally replaces the existing one. It handles batch files among many other things (and I mean MANY other things). It's most obvious drawback is that it eats up approximately 145K but it covers enough ground that you would most likely be able to eliminate most of your accessories. I own the program but cannot give you much detail on the batch file function because I haven't had enough time lately to take a good look at it..

Good luck, Martin Zyla mzyla@dasys1.UUCP
.

4089. Nethack for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 13:47:44 UTC
From: andy@bnr-ai.UUCP
Message-ID: <234@bnr-ai.UUCP>
Source record: 252139

Could anyone in atari land tell me if a NETHACK exists for the
Atari ST? I have a vesion of HACK, but would like to get a binary
of NEThack or the source (so I can hack around with my soon-to-arrive
MWC 3.0).

Thanks,
Brian Taylor

UUCP: bnr-vpa!bnr-ai!andy || sask!regina!taylor
BITNET: taylorbd@ureginav.BITNET

4090. Re: Arcade games on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 15:19:06 UTC
From: jac423@leah.Albany.Edu
Message-ID: <680@leah.Albany.Edu>
Source record: 252140

In article <May.5.09.40.18.1988.19483@athos.rutgers.edu>, knutsen@athos.rutgers.edu (Mark Knutsen) writes:
> Roadblaster (singular, I believe) is indeed excellent, but then, the
> quality of the average Atari coin-op is very high. Witness 720,
> Rolling Thunder, I Robot, Dragon Spirit, Gauntlet and Gauntlet II,
> Major Havoc, APB, et. al.

Gauntlet has been out on the ST and is a VERY good version of the arcade game. I especially like the way the sound was done. It was digitized from the video game, so your Atari sounds quite unlike the usual. Rolling Thunder is also in the process of being released (sike!), I think by a European software group.

--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@uacsc1.albany.edu

4091. MadMac & ALN

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 15:34:12 UTC
From: NETWORK@FRSAC11.BITNET
Message-ID: <8806011850.AA27488@ucbvax.Berkeley.EDU>
Source record: 252141

Date: 31 May 1988, 15:29:55 GMT
From: NETWORK at FRSAC11
To: INFO-ATARI16 at SCORE

I would like to be in touch with European users of MADMAC and ALN,
As the version that I got through Atari France seems to be incomplete.
What version number do you have ?
What files came with them ?
What kind of doc did you get ?

Please get in touch by mail directly:

Jean-Pierre H. Dumas

network@frsac11 (bitnet)
network%frsac11.bitnet@cunyvm.cuny.edu (arpanet)
dumas@sumex-aim.stanford.edu (arpanet)

Phone (if you are in France): (1) 69 08 46 87 (office)
(1) 64 93 05 01 (home)

4092. Re: Posting of UN*X software to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 16:34:26 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <3526@saturn.ucsc.edu>
Source record: 252142

In article <305@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:
>This is NOT intended as flame of anybody, in particular not of the
>moderator of comp.sources/binaries.atari.st.

Good! I hate being flamed. :-)

>This posting is prompted
>by the posting of rzsz (the UN*X version of zmodem) to comp.sources.
>atari.st.
>
>I propose that we adopt a policy of not posting software that does not
>run on the Atari ST to the Atari binaries and sources groups, in
>particular no software that has previously posted to comp.sources.unix
>and comp.sources.misc.

The version of rzsz that was posted to comp.sources.atari.st is (according
to the submitter) a greatly modified version of the software. The original
author did not want to make the hacked-up version an "official" release, but
gave his permission to distribute the program as a companion to the Atari
zmdm program. Apparently the program was posted to comp.sources.atari.st
once before (before I became moderator) so there is some precedent.

I agree that in most cases, UNIX programs should be bounced to the appropriate
group, and I will do so. I thought that this case was an exception.

>--
>UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
>BITNET: K538915@CZHRZU1A
>--

-Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu
...!ucbvax!ucscc!ssyx!koreth

4093. Unsubscribe?

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 16:35:00 UTC
From: HINSOND@UNCG.BITNET
Message-ID: <8806011854.AA27572@ucbvax.Berkeley.EDU>
Source record: 252143

Are you guys dropping this DIG?SIG? What That's
a shame, I'm new to this Bitnet stuff
and I was really looking forward to
this one. Oh well, c'Est la vie!est la vie!
L8r

4094. Re: MWC V3.0 Update

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 17:33:59 UTC
From: david@bdt.UUCP
Message-ID: <325@bdt.UUCP>
Source record: 252144

In article <400@sp7040.UUCP> jsp@sp7040.UUCP (John Peters) writes:
>I might suggest to Mark Williams (or David Beckmeyer) that they include a
>section on setting up MWC and the MT-Shell to run together.
>
> -- Johnnie --

Excellent idea. I'll write something up. Look for something on the BDT BBS
soon: (415) 452-4792.
--
David Beckemeyer | "Reckon the Ball's plumb open now,
Beckemeyer Development Tools | and it's `swing partner'!"
478 Santa Clara Ave, Oakland, CA 94610 | - Unnamed Cowboy, upon seeing
UUCP: ...!ihnp4!hoptoad!bdt!david | heap many Indians approaching

4095. Re: RS-232 & MWC: Help....

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 18:03:32 UTC
From: david@bdt.UUCP
Message-ID: <326@bdt.UUCP>
Source record: 252145

In article <56200002@bucc2> helix@bucc2.UUCP writes:
> A couple of weeks ago, I had started to program a Bulliten
>Board System for my ST. I have, however, run into a few problems
>with the I/O routines for my RS-232 port.
> First, I tried to open files to "aux:" and use feof() to see
>if any characters were in the buffer, but that did not seem to work
>properly. Then, I just changed the routines and used some GDOS functions
>like Cauxin, Cauxout, Cauxis, and Cauxos. These seem to work fine, but
>they do not use buffers. I would like to write this BBS so that it doesn't
>use too many system dependent functions. Is there any way I can access the
>RS-232 port with the standard I/O functions or do I have to stick with
>GDOS?? Also, I am using the right approach??

I'll give my recommendations, but remember as with everything else, there is
always more than one way to do it, and this is nothing more than an opinion.

The safest way to solve portability is to NOT assume UNIX style TTY I/O
exists and provide your own TTY interface ("glue") routines. For example,
create a set of routines as follows:

open_line
read_line
write_line
ctrl_line
...etc...

Make the library provide the fundmental functionality necessary for
your application. Then put the system dependencies in one place,
isolated from the rest of the application code. The reason I
recommend this instead of assuming UNIX style TTY I/O is two fold:
1) you may want to port to a non-UNIX system where the UNIX calls don't
work someday, and 2) the TTY I/O control calls aren't the same even between
the various flavors and versions of UNIX.

Now for the Atari ST specific stuff... Depending on the level of control
needed, the BIOS calls may actually be preferable to BDOS (GEMDOS) calls.
If you need more control than these provide, you may have to write your
own interrupt and RS-232 device handlers (e.g. to toggle RS-232 control
lines). Another reason BIOS calls might be better are performance;
they're slightly faster than the BDOS (Caux?? calls use the BIOS Bcon??
calls eventually). The disadvantage to using the BIOS calls is that the
software then becomes more hardware dependent because it is assuming hardware
device 1 is the RS-232, and there is nothing else connectted there (e.g.
a MUX or network).

With RTX, the cleanest way to get both BIOS level speed and flexibility and BDOS device selection flexibiloity is to open the device by name, using a run-time selectable device name, and then use the RTX Ftype call to get the BIOS level device number at run-time. This also means that custom device drivers can be installed supporting the device control operations (e.g. toggling RS-232 control lines) at the driver level.

So in summary, you define a device independent I/O library. Then you use ST calls (probably BIOS, maybe BDOS) to write a ST specific version of the library. When you port to another system, you simply write a new "glue" module, using that system's best RS-232 calls.

Hope this is somewhat informative.

--
David Beckemeyer | "Reckon the Ball's plumb open now,
Beckemeyer Development Tools | and it's `swing partner'!"
478 Santa Clara Ave, Oakland, CA 94610 | - Unnamed Cowboy, upon seeing
UUCP: ...!ihnp4!hoptoad!bdt!david | heap many Indians approaching

4096. Re: HINSTALL

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 19:30:44 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <5016@batcomputer.tn.cornell.edu>
Source record: 252146

[]

Finally, HINSTALL (the official Atari boot-from-hard-disk utility)
has been posted on comp.binaries.atari.st.

Questions: I am now using HDB 2.3 for the same purpose. Is there
any reason to replace it with HINSTALL? If I want to replace it,
how do I get rid of what HDB left in the master boot sector on the
HD? Just deactivating HDB through itself does NOT restore the disk
to its former state before first installing HDB. I once tried to
install the Supra HD booter over HDB and ended up having to reformat
the HD. One (ugly but feasible) solution is to overwrite the
master boot sector, or the relevant parts of it, with the image
of a freshly-formatted (and partitioned the same way as before)
HD boot sector. Alas, I forgot to save such an image before I
installed HDB. Anybody care to post such, perhaps with comments
on what's where on that sector (partition information especially) ?

- Moshe Braner

PS: should I buy Neo-Desk given the description of the new ROMs?

PPS: Stop contra aid: boycott cocaine!

4097. Aztec C for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 20:46:24 UTC
From: nowlin@ihuxy.ATT.COM
Message-ID: <2542@ihuxy.ATT.COM>
Source record: 252147

I recently purchased Aztec C for the Atari ST from MANX Software Systems under a 30 day money back guarantee. Unfortunately, I sent it back. The following is part of a letter I sent to MANX Software Systems on May 29th. I left out the part about my good experiences with their CP/M and MS-DOS versions of Aztec C and the part about them shipping me an empty disk in the first place and the lack of speed with which they corrected that problem. This posting refers strictly to the technical problems I had with their Atari ST C compiler. I thought it might keep some people from making the same mistake I did. I waited almost two years for this product and I was very disappointed.

==========

Problem 1.

Yesterday I finally had time to take a look at Aztec C for the Atari ST. First I scanned the documentation again (remember I'd had it for three weeks already) and installed it on my hard disk. Then I used the example from section 3.3, page Tut.6 of the tutorial to compile a simple hello world program. Unfortunately when I tried "cc hello" all I got was a temporary file and no ".o" file. I read the compile section of the document in detail and could see no reason why I shouldn't have gotten a ".o" file but I eventually tried using the "-t" option to create a ".asm" file and then used the assembler to explicitly create a ".o" file. I was then able to use the linker to get an executable that worked, almost.

Problem 2.

I included a statement in my hello world that printed one line to standard error (stderr) in order to see how your buffering would effect the order of output and if redirection would be supported independently for the two standard output streams. Your manual talks about stderr in a couple of places. Section 2.1 of the library chapter mentions stderr as one of the three "preopened files" and in section 3.3 it is mentioned as the only stream to be unbuffered by default. I could not get the standard error output to show up anywhere. I had no problem with standard out when used implicitly with a simple printf() or explicitly with a fprintf(stdout,). Standard error is sadly missing.

Problems 3. (the clincher)

I then went on from a simple hello world program to a more complicated version of the standard UNIX where(1) command that I have working in Alcyon, Lattice, and Megamax. When I tried to compile it in Aztec I got two very disturbing undefined symbols from the linker. It couldn't find xbios() or gemdos(). I tried linking with all the libraries that came with the Aztec system but no luck. Then I checked the standard osbind.h header

to see how they got around this problem and discovered that Aztec has decided that the library routine names that all the other C compilers have found acceptable weren't good enough. They had to use different ones. Since different osbind.h headers have been the source of several bugs in the past I have coded my programs with direct library calls to avoid problems between different versions of osbind.h. Now you come along and decide to make even the library routine names different.
==========

Since it took me a total of about two hours to uncover this many problems I returned my copy of Aztec C and don't intend to bother with any MANX products from now on. Has anyone else purchased Aztec C for their ST yet? I'd be interested in different (opposing) opinions.

Jerry Nowlin
(...!ihnp4!ihuxy!nowlin)

4098. Publishing Partner For Sale

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 21:31:49 UTC
From: keithr@vice.TEK.COM
Message-ID: <2568@vice.TEK.COM>
Source record: 252148

I've got Publishing Partner and I never use it. I would like
to sell it to someone. I paid $89.00 for it about two months ago,
but now the price is down to $69 locally. Make me an offer.

Keith Rast
keithr@vice.ICO.TEK.COM

4099. Re: ST-UNIX sh.prg

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 22:11:28 UTC
From: leo@sunybcs.uucp
Message-ID: <11664@sunybcs.UUCP>
Source record: 252149

In article <6383@sigi.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>Has anyone figured out how to use sh in the newly posted ST-UNIX
>utilities (comp.binaries.st) by Andrew Smith and Steve Ashcroft.
>The main problems I'm having with it are:
> 1. I can't seem to set PATH to multiple paths, i.e.:
> PATH=a:\bin:b:\bin
> It only finds files if the path is a single directory
> i.e.: PATH=b:\bin
I had a little luck using msh and mt-csh style paths, separated
by comments rather than colons... I also used MemFile! to edit the
executable to get rid of the 'D:' drive specifier. That helped.

> 2. I can't get it to read and execute a shell script; if I
> type something like: cmdfl
> where "cmdfl" is a shell script which is either in
> the current directory or in the (single directory)
> path, sh will reply:
I was trying to get it to de-shar some files with no success. This
is essentially all I want sh for, and it won't work for me, either.
It seems to bomb on comment lines, too...

My intention is to order the sources for it as soon as the stuff I
ordered form Beckemeyer comes through, then work on it in my (hah!)
spare time. I think I'd like a bourne shell just to de-shar things.
Other than that, it should be a fun way to figure out how to use
SDS. Some of the utils are things I actually didn't get with MWC
or MT C-shell, but most of them are already here.
===
Leo E. Wilson 364 West Delavan Avenue, Buffalo, NY 14213-1412 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

4100. OOOOOPS II!

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 22:24:00 UTC
From: HINSOND@UNCG.BITNET
Message-ID: <8806011907.AA27829@ucbvax.Berkeley.EDU>
Source record: 252150

Ok guys, my mistake, I mistook KOCHMER's message for an Executive Order. What can you do but laugh, right??

signed: Wet Behind the Ears

4101. Re: File handle info

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 22:59:37 UTC
From: kbad@atari.UUCP
Message-ID: <1066@atari.UUCP>
Source record: 252151

```
in article <465@ruuinf.UUCP>, piet@ruuinf.UUCP (Piet van Oostrum) says:
> what I think is the easiest way to do it: if you seek to an illegal
> position (like -1), you get an error (-64) if the file is on disk,
> otherwise you get 0. If the file is on disk, its position is not changed,
> so the operation is effectively always a no-op.

That may be an easy way to do it, but I wouldn't recommend relying on
an undocumented feature of what Fseek returns. Hardly safe.

The approved method of determining isatty is to save your current
position in the file, seek to 1 byte from the beginning, then restore
your current position. If the seek to 1 byte from the beginning
returns 1, you're not a tty. It involves a couple more seeks, but
it's safer:

int isatty(fd)
int fd;
{
long savepos;
long seekret;

savepos = Fseek(0L,fd,1); /* save where we are */
seekret = Fseek(1L,fd,0); /* seek to 1 byte from beginning */
Fseek(savepos,fd,0); /* then back to where we were */
return (seekret != 1L); /* if the seek didn't work, it's a tty */
}

Ken Badertscher
Atari Software Test/Support
```

4102. Screen pixel height & width question

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 23:17:00 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8806011908.AA27869@ucbvax.Berkeley.EDU>
Source record: 252152

What is the pixel height & width of the three resolution modes
on the ST?

****
* Brian Holmes *
* Wayne State University *
* Detroit Michigan *
* *
* BITNET : BHOLMES@WAYNEST1 *
* INTERNET : Brian_Holmes%WU@UM.CC.UMICH.EDU *
* UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES *
****

4103. Re: Arcade Games for High Res Monitor

Newsgroup: comp.sys.atari.st
Date: 1988-05-31 23:20:24 UTC
From: rwa@auvax.UUCP
Message-ID: <656@auvax.UUCP>
Source record: 252153

In article <880526-022112-1960@Xerox>, "chaz_heritage.WGC1RX"@XEROX.COM writes:
> In his 24 May 88 04:34:43 GMT John Purbrick writes:
> >It shouldn't be so bad in Europe, where most systems are said to be mono...<
> [hollow laughter]
> I'm the only person I know with a hi-res ST. Most people seem to plug theirs
> into the back of the telly.

We have about +20 1040's here @ AU; I have the only colour monitor. The rationale for getting it (besides "Ross likes toys") was that nobody had one, and what was it like? Also, to try writing stuff that would work properly on both types of monitors.

The dealer I usually work through when purchasing stuff also seems to mostly sell mono systems - the price difference seems to be part of it, and also the fact that they are the kind of Atari dealer who also sell Un*x boxes, and know whereof they speak when they do sell them. Don't see many atari dealers like that, though - most try to sell me games (yawn).

Ross Alexander @ Athabasca University
<theknownworld>!alberta!auvax!rwa

4104. Re: Beta release TOS et al

Newsgroup: comp.sys.atari.st
Date: 1988-06-01 03:48:41 UTC
From: hase@netmbx.UUCP
Message-ID: <1875@netmbx.UUCP>
Source record: 252155

In article <1065@atari.UUCP> good@atari.UUCP (Roy Good) writes:
> BETA RELEASE OF NEW TOS AND HD UTILITIES FOR ST/MEGA
[...]
>THE ABOVE IS A SUBSET OF THE ENHANCEMENTS MADE. THERE ARE MANY MORE, FULLY
>DOCUMENTED IN THE RELEASE NOTES SENT TO EACH SUBSIDIARY.

Wow!
Wow!!
Wow!!!

Now add MicroRTX to the Roms... (No. I'm never happy!)
WOW!
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

4105. Re: writing on cartridge port

Newsgroup: comp.sys.atari.st
Date: 1988-06-01 03:57:31 UTC
From: hase@netmbx.UUCP
Message-ID: <1876@netmbx.UUCP>
Source record: 252156

In article <3986@mucs.UX.CS.MAN.AC.UK> paulo@mucs.UX.CS.MAN.AC.UK (Paulo L de Geus) writes:
>A while ago someone posted a description of how a ram-disk using this
>connector works.

There are two possible solutions:
- hack the hardware (I like this one!).
If you generate your own DTACK, the Glue will not issue a BUSERR.
BUSERR seems to be the output of a monoflop retriggered by Adress Strobe
(right , Atari?).
Disadvantage: Hmm, if you hack the hardware already, why use the
cartridge port?

- WRIT by READING. When you read the adress range of the cartridge
port, an Adress is passed to the outside.
Use the low part of the adress (LSByte) to put the data out (to a latch,
latched by Chip Select). Forget the read value.
Works well.
I took this from a german magazine (c't). They do graet hardware
hacks...
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
I think, you may be right in what I think you're thinking. (Douglas Adams)

4106. null fill eliminated

Newsgroup: comp.sys.atari.st
Date: 1988-06-01 06:58:11 UTC
From: leo@philmds.UUCP
Message-ID: <490@philmds.UUCP>
Source record: 252157

Remember the discussion about the slow null filling routine TOS uses after loading a program? Here's a nice small, fast and, what you hackers will like most, dirty piece of code I made yesterday evening. It just eliminates the null fill (there could be a 1/(vbls/sec) delay %-) and is guaranteed NOT to work on all ROM versions 8-).
The main problem will be the addresses (start, end) of the fill-routine in ROM. If you know them, you can substitute them (fillhigh and filllow). I don't have other ROM's or disassemblies. Maybe someone else can pop up a more general solution?
The central function is fastload, that checks if the PC is the critical region; if so, D5 will be given a big value on return from the VBL interrupt, which causes the fill routine to end.
The search for a zero VBL pointer starts at the queue address + 4, because I suspect some program (maybe it's GEM) to write a vector at queue_address[0], no matter what is already there. Now fastload.prg can be put into the AUTO folder.

```
module fastload

section s.ccode

gemdos equ 1
bios equ 13
super equ $20
ptermres equ $31
conws equ 9
pterm equ $4c
vbl_queue equ $456
nvbl equ $454
bpaglen equ $100
textlen equ 12
datalen equ 20
bsslen equ 28
fillhigh equ $fc859c
filllow equ $fc858a
bigint equ $7cccccc0

fastinit
clr.l -(sp)
move.w #super,-(sp)
trap #gemdos
addq.l #6,sp
move.l d0,-(sp) * Save ssp on stack
move.w nvbl,d0
movea.l vbl_queue,a0
```

```
addq.l #4,a0
subq.l #1,d0
bmi.s tstque2
bra.s tstque1
tstque0
tst.l (a0)+
tstque1
dbeq d0,tstque0
beq.s tstok
tstque2
pea noque(pc)
move.w #conws,-(sp)
trap #gemdos
addq.l #6,sp
move.w #1,-(sp)
move.w #pterm,-(sp)
trap #gemdos * Ends here
tstok
lea fastload(pc),a1
move.l a1,-(a0)
move.w #super,-(sp)
trap #gemdos * Restore ssp that is on stack
addq.l #6,sp
move.l 4(sp),a0 * Basepage start
move.l #bpaglen,d0 * Basepage length
add.l textlen(a0),d0 * + text length
add.l datalen(a0),d0 * + data length
add.l bsslen(a0),d0 * + bss length
clr.w -(sp) * Return value: 0 for success
move.l d0,-(sp) * # bytes to keep
move.w #ptermres,-(sp) * Keep process
trap #gemdos * Stops here

fastload
movea.l 74(sp),a0 * PC
cmpa.l #fillhigh,a0
bhi.s fastdone
cmpa.l #filllow,a0
blt.s fastdone
move.l #bigint,32(sp) * Maximize D5 on stack
fastdone
rts

section s.data

noque dc.b 'No vbl entry available!',13,10,0

end
```

I hope no little beasties have crept in while I was typing it over (have no modem connection yet). Have fun!

Leo.

4107. Re: RS-232 & MWC: Help....

Newsgroup: comp.sys.atari.st
Date: 1988-06-01 14:32:27 UTC
From: wes@obie.UUCP
Message-ID: <242@obie.UUCP>
Source record: 252158

In article <56200002@bucc2>, helix@bucc2.UUCP writes:
> .... Then, I just changed the routines and used some GDOS functions
> like Cauxin, Cauxout, Cauxis, and Cauxos. These seem to work fine, but
> they do not use buffers.

Yes, the BIOS aux: port routines are buffered. The default buffers
are quite small, about 700 bytes if I remember correctly, but adequate
for 1200 baud. You'll probably want more like 2K if you're going to
use 2400 baud a lot. The function to change the buffers is Iorec (on
page 350 of the 2.1.7 manual). Remember to save the old buffer
information and restore it before your program exits. I wrote a
simple vt52 emulator that sets up 8K input and output buffers, it runs
fine at 19200 baud.

> .... I would like to write this BBS so that it doesn't
> use too many system dependent functions. Is there any way I can access the
> RS-232 port with the standard I/O functions or do I have to stick with
> GDOS?? Also, I am using the right approach??

The way to do this, as always, is to ISOLATE the machine-dependant
functions. Write a series of functions for talking to the serial
port, like 'getichar', 'putochar', etc. Handle EOF in any manner that
seems reasonable. Then when you move your BBS to another system, just
re-write 'getichar', 'putochar', etc.
--
/|\ Barnacle Wes @ Great Salt Lake Yacht Club, north branch
/ | \ @ J/22 #49, _d_J_i_n_n_i
/__|__\
___|____ "If I could just be sick, I'd be fine."
(/ -- Joe Housely, owner of _E_p_i_d_e_m_i_c --
~~~~~~
~~~~~~

4108. Re: Aztec C for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-01 14:40:38 UTC
From: michel@megamax.UUCP
Message-ID: <1395@megamax.UUCP>
Source record: 252159

In article <2542@ihuxy.ATT.COM> nowlin@ihuxy.ATT.COM (Jerry Nowlin) writes:
>>I recently purchased Aztec C for the Atari ST from MANX Software Systems
>>
>>Problem 1.
>>
>>world program. Unfortunately when I tried "cc hello" all I got was a
>>temporary file and no ".o" file.

cc probably stands for a compile and link utility. You needed to say
"cc -c hello.c" to get a hello.o out of the compiler(just like UNIXtm) .
I have seen their product on the Mac and that is how it acts.
"cc hello.c" will compiler and link, removing the object file.

>>Problem 2.
>>I included a statement in my hello world that printed one line to standard
>>error (stderr) in order to see how your buffering would effect the order of

I don't think there is a STDERR on the ST, so I wouldn't expect it to work.
It should probably just go to STDOUT.

>>Problems 3. (the clincher)

I don't know what's going on here.

Michel@megamax

--
Anyone who would like a reply to their mail sent to me needs to give a
uucp path. The mailer on our system is weird. Either that or give me a
tel. number and I'll give you a call.
UUCP: pollux!megamax!michel PHONE: 214-987-4931

4109. binaries

Newsgroup: comp.sys.atari.st
Date: 1988-06-01 15:12:39 UTC
From: fernandez.WBST128@XEROX.COM
Message-ID: <880601-081326-4795@Xerox>
Source record: 252160

Help ,

I would like to get on the dl for comp.binaries.atari.st postings. Does anyone know who is the administrator of that dl and their address.

-Robert

4110. new files @ netlib

Newsgroup: comp.sys.atari.st
Date: 1988-06-01 18:17:48 UTC
From: martin@lakesys.UUCP
Message-ID: <720@lakesys.UUCP>
Source record: 252154

```
Here are the latest files available from netlib@lakesys.UUCP:

UniTerm 2.0d 005 and support files

unifont.uaa 880531 Fonts for UniTerm
unimisc.uaa 880531 Misc. support and READ ME files
univ20d/part.uaa 880531 UniTerm V2.0d 005 program
univ20d/part.uab 880531 UniTerm V2.0d 005 program
univ20d/part.uac 880531 UniTerm V2.0d 005 program
univ20d/part.uad 880531 UniTerm V2.0d 005 program
univ20d/part.uae 880531 UniTerm V2.0d 005 program
univ20d/part.uaf 880531 UniTerm V2.0d 005 program

---- volume1 ---

achlib.uaa 880520 Anthony's assembler library
aim2_31/part.uaa 880429 Atari Image Manager, v2.31
aim2_31/part.uab 880429 Atari Image Manager, v2.31
aim2_31/part.uac 880429 Atari Image Manager, v2.31
aim2_31/part.uad 880429 Atari Image Manager, v2.31
aim2_31/part.uae 880429 Atari Image Manager, v2.31
aim231im/part.uaa 880429 IMage files for AIM, original files
aim231im/part.uab 880429 IMage files for AIM, original files
aim231im/part.uac 880429 IMage files for AIM, original files
aim231im/part.uad 880429 IMage files for AIM, original files
aim231im/part.uae 880429 IMage files for AIM, original files
aim231im/part.uaf 880429 IMage files for AIM, original files
aim231im/part.uag 880429 IMage files for AIM, original files
aim231im/part.uah 880429 IMage files for AIM, original files
cache.uaa 880514 Disk Cacheing program
calltime.uaa 880506 Log calls to answering machine on the ST
cprint.uaa 880520 Pretty print C source on Epsons & compats
deskpak/part.uaa 880504 Multi-DA. Calculator, appointment book etc.
deskpak/part.uab 880504 Multi-DA. Calculator, appointment book etc.
deskpak/part.uac 880504 Multi-DA. Calculator, appointment book etc.
deskpak/part.uad 880504 Multi-DA. Calculator, appointment book etc.
deskpkdc/part.uaa 880504 DOCs for DeskPak
deskpkdc/part.uab 880504 DOCs for DeskPak
deskpkdc/part.uac 880504 DOCs for DeskPak
dvist3_2/part.uaa 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uab 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uac 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uad 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uae 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uaf 880502 DVI Previewer for the ST v3.2
```

dvist3_2/part.uag 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uah 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uai 880502 DVI Previewer for the ST v3.2
fnt/part.uaa 880503 A Collection of GDOS fonts
fnt/part.uab 880503 A Collection of GDOS fonts
filefix.uaa 880427 Replacement GEM File Selector
gifshw2.uaa 880427 Graphic Interchange Format Display .PRG
gnacc.uaa 880531 DA version of the GNOME text editor
gnome.tut 880531 GNOME text editor tutorial
gnttp.uaa 880531 TTP version of the GNOME text editor
gobang/part.uaa 880519 The game GOBANG
gobang/part.uab 880519 The game GOBANG
hdb2_3.uaa 880519 Boot fron the Hard Disk v2.3
icone.uaa 880519 Create icons for individual programs
idle12.uaa 880517 IDLE, screen saver v1.2
less.uaa 880531 Text file reader, a combo of more & vi
memfil14.uaa 880427 Memory, Binary and Sector Editor w/Search v1.4
pkunarc.uaa 880517 Utility to unarc w/packing compression
sht15/part.uaa 880509 SHEET, spreadsheet program, v1.5
sht15/part.uab 880509 SHEET, spreadsheet program, v1.5
sht15/part.uac 880509 SHEET, spreadsheet program, v1.5
sht15doc/part.uaa 880509 Docs for SHEET v1.5
sht15doc/part.uab 880509 Docs for SHEET v1.5

ST-UNIX and support files

file.uaa 880531 Utility to determine language of a file
man.uaa 880531 MAN pages for ST-UNIX
readme.uaa 880531 readme files for ST-UNIX
support/part.uaa 880531 Support files for ST-UNIX
support/part.uab 880531 Support files for ST-UNIX
support/part.uac 880531 Support files for ST-UNIX
support/part.uad 880531 Support files for ST-UNIX
support/part.uae 880531 Support files for ST-UNIX
support/part.uaf 880531 Support files for ST-UNIX
support/part.uag 880531 Support files for ST-UNIX
utils/part.uaa 880531 ST-UNIX Utilities
utils/part.uab 880531 ST-UNIX Utilities
utils/part.uac 880531 ST-UNIX Utilities
utils/part.uad 880531 ST-UNIX Utilities
utils/part.uae 880531 ST-UNIX Utilities
utils/part.uaf 880531 ST-UNIX Utilities
utils/part.uag 880531 ST-UNIX Utilities
utils/part.uah 880531 ST-UNIX Utilities

uw/part.uaa 880502 UNIX Windows for the ST
uw/part.uab 880502 UNIX Windows for the ST
uwserver/part.uaa 880601 Source code for UNIX Windows Server
uwserver/part.uab 880601 Source code for UNIX Windows Server
****
NOTE The UW Server MUST have Sockets!!! (BSD etc.)

****

xlisplsp.uaa 880517 Examples for Xlisp ST 2.0
xlispsrc/part.uaa 880517 C Source for Xlisp ST 2.0
xlispsrc/part.uab 880517 C Source for Xlisp ST 2.0
xlispsrc/part.uac 880517 C Source for Xlisp ST 2.0
xlispsrc/part.uad 880517 C Source for Xlisp ST 2.0
xlispsrc/part.uae 880517 C Source for Xlisp ST 2.0
xlispst/part.uaa 880517 Binaries and Docs for Xlisp ST 2.0
xlispst/part.uab 880517 Binaries and Docs for Xlisp ST 2.0
xlispst/part.uac 880517 Binaries and Docs for Xlisp ST 2.0
xlispst/part.uad 880517 Binaries and Docs for Xlisp ST 2.0

==========

To request files send a message to netlib@lakesys.UUCP consisting of:

send filename/part.uaa from archives.atari
send filename/part.uab from archives.atari
send filename/part.uac from archives.atari
etc.

If the file is found in one of the new volumes, (the example is volume 1) the
syntax is:

send volume1/filename/part.uaa from archives.atari
send volume1/filename/part.uab from archives.atari
send volume1/filename/part.uac from archives.atari
etc.

Note there is no space between the word "volume" and the number of the volume.

Subject for the message is not necessary.

Use the form above to assure that the parts will arrive as separate messages.
Parts are approximately 50k each.

This index can be obtained by sending:

send index from archives.atari

to netlib@lakesys.UUCP

A path which has proven to be successful for some users is:

lakesys!netlib@csd1.milw.wisc.edu

Any comments, problems or suggestions, please mail to martin@lakesys.UUCP.
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

4111. Gulam and Toolkit

Newsgroup: comp.sys.atari.st
Date: 1988-06-01 19:26:20 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1604@water.waterloo.edu>
Source record: 252161

To newsgroup comp.sys.atari.st
Distribution: uw

I received, yesterday, the latest copy of Gulam. I have "bundled" it with some ".g" files the doc file, and the help file using ARC, have uuencoded it, and copied it to two places:

watmath:/tmp/gulam.uue
water:/tmp/gulam.uue

I also recently downloaded the Toolkit posted by Andy Smith of Kings College London. I tried some things like "date" and "wc" with Gulam and they seem to be compatible with Gulam.

Smith and his friend have also done "SH", the Bourne shell, so if you prefer that, it is there. My preference is to pick and choose from the Smith set to complete the Gulam shell.

If you want to borrow it, I can loan you the disk, or I could put it into a tmp file for a while.

--
Prof. L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4112. Re: ST-UNIX sh.prg

Newsgroup: comp.sys.atari.st
Date: 1988-06-01 21:17:29 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1605@water.waterloo.edu>
Source record: 252162

In article <715@lakesys.UUCP> mark@lakesys.UUCP (Mark Storin) writes:
>
>The utilities (as far as I have seen) seem to work fine. The toolkit on the
>whole has much potential, but without a working shell it's virtually useless.

I agree.
I think that the Gulam shell works well with these utilities, and
has the flexibility that allows you to make your environment the way
you like it... aliases, sets, scripts, prompt, and so on. I found
that I prefer "more14" to the one built in to Gulam, so I use that.

I found that in the Toolkit by Andrew Smith and Steve Ashcroft,
there are some things that I am interested in. I have not tried all of
them yet, but I intend to. I will pick out things that I like, give
them an alias in the Gulam shell, and use them.

There are several people who are doing great work to make the ST
a more productive environment in which to work:

The four who come to the top of my list are

Prabhaker Mateti and Jwahar Bammi, both of
Case Western Reserve University in Cleveland Ohio

Andrew Smith and Steve Ashcroft, both (I think) of
Kings College, University of London.

Some of you may not have not heard much from Mr. Bammi recently...
I think (hope) he is writing his thesis.

Others who are among my favorites are

Moshe Braner (RAMDISK, IDLE12, SCACHE)
Tod Burkey (DISKSCAN)
Jean-Pierre Dumas (UUD, UUE)
Houston club? (DCCLOCK)
Simon Poole (UNITERM)
Roland Waldi (VOL)
George Woodside (TURTLE, PENICILN)

--
Prof. L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4113. Re: null fill eliminated

Newsgroup: comp.sys.atari.st
Date: 1988-06-01 22:56:05 UTC
From: apratt@atari.UUCP
Message-ID: <1067@atari.UUCP>
Source record: 252163

From article <490@philmds.UUCP>, by leo@philmds.UUCP (Leo de Wit):
> null fill (there could be a 1/(vbls/sec) delay %-) and is guaranteed NOT to
> work on all ROM versions 8-).
> The main problem will be the addresses (start, end) of the fill-routine
> in ROM.

This is appalling! Please get over the idea that you can fool with stuff in ROM. For starters, some programs EXPECT that the whole heap (not just the declared BSS) is zeroed at startup... Microsoft Write is one. Maybe the disk cache you use, or the hard disk compaction utility, or something equally deadly expects this -- and you'll learn the hard way not to fool with this kind of thing.

I know the clearing takes a long time on 11/20 ROMs. It's much faster in Mega and future ROMs. But it's still there, because it is a "settled expectation" among developers. ("Settled expectations" are things that people count on despite the fact that nobody promised they'd stay true.)

I urge people not to use this trick or any other which changes the environment that programs execute in, or depends so heavily on actual addresses in ROM.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4114. Wanted: sdecode for Degas pictures

Newsgroup: comp.sys.atari.st
Date: 1988-06-01 23:37:00 UTC
From: PVR@BGERUG51.BITNET
Message-ID: <8806011439.AA23300@ucbvax.Berkeley.EDU>
Source record: 252164

Date: 1-JUN-1988 16:36:11.41
From: PVR AT BGERUG51
To: GATEWAY::"info-atari16@score.stanford.edu"
Subj: Wanted: sdecode for Degas pictures
Dear newsgroup,

I am looking for SDECODE to DECODE Degas pictures. I can find uuencode and uudecode in the program library, but I could not locate sdecode. Can someone please help me ?

Patrick Van Renterghem,
State Univ of Ghent, Belgium

PVR@BGERUG51 on Bitnet

4115. Message

Newsgroup: comp.sys.atari.st
Date: 1988-06-02 01:38:00 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8806020223.AA05558@ucbvax.Berkeley.EDU>
Source record: 252165

```
Error 113 from EXECIO while logging mail for INFO-A16 into INFO-A16 88-00861
I. An incomplete copy of the message might be present in the notebook. List
is being held with current mailing being postponed. Your file (2637) has
been transferred to HARRY@MARIST.
```

4116. converting files to WordPerfect

Newsgroup: comp.sys.atari.st
Date: 1988-06-02 01:46:27 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <3355@ea.ecn.purdue.edu>
Source record: 252166

I'm having some problems converting 1st_word files to WordPerfect with
the utility that WordPerfect provided in the last release (convert.prg).
It seems that it doesn't convert special charaters, like accents and
umlaut's. Has anyone run into this problem ? Are there any fixes ?

--
/* Ingo Cyliax *
* ...!ihnp4!pur-ee!cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 / (317) 463-1747 after 5pm */

4117. resource files

Newsgroup: comp.sys.atari.st
Date: 1988-06-02 04:31:47 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1609@water.waterloo.edu>
Source record: 252167

I have noticed a few programs lately that have made use of ".rsc" files. These programs sometimes have with them a second program which is used to "CONFIGURE" the resource file.

Sometimes these resource files use a clever encoding scheme that compresses an already small quantity of information into as few bits as possible. Maybe even getting everything into a small number of bytes.

In some instances, this strikes me as ludicrous, since it seems that every file takes a minimum of 1K anyway. Why not store the desired information in "cleartext", perhaps even with a few keywords, and allow the user use an editor to create and/or modify the input data file?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4118. Re: File handle info

Newsgroup: comp.sys.atari.st
Date: 1988-06-02 08:55:15 UTC
From: piet@ruuinf.UUCP
Message-ID: <479@ruuinf.UUCP>
Source record: 252168

In article <1066@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:

in article <465@ruuinf.UUCP>, piet@ruuinf.UUCP (Piet van Oostrum) says:
> what I think is the easiest way to do it: if you seek to an illegal
> position (like -1), you get an error (-64) if the file is on disk,
> otherwise you get 0. If the file is on disk, its position is not changed,
> so the operation is effectively always a no-op.

That may be an easy way to do it, but I wouldn't recommend relying on
an undocumented feature of what Fseek returns. Hardly safe.

I agree. So, *WHAT* is the documented return value from Fseek, especially
in the case I use. I never saw any description of Fseek telling what the
return code (except in case of an error) is. Is the return code you use
(the actual position in the file, 0 for a non-file) documented?

In fact if it is documented to ALWAYS return 0 on a terminal, then my code
is reliable.

--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-531806 UUCP: ...!mcvax!ruuinf!piet

4119. Gauntlet on the ST (or anything else) is rubbish

Newsgroup: comp.sys.atari.st
Date: 1988-06-02 09:56:13 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <2333@csvax.liv.ac.uk>
Source record: 252169

In article <680@leah.Albany.Edu>,
jac423@leah.Albany.Edu (Julius A Cisek) writes:

> Gauntlet has been out on the ST and is a VERY good version of the arcade
> game. I especially like the way the sound was done. It was digitized
> from the video game, so your Atari sounds quite unlike the usual.

I beg to disagree. Gauntlet, in general, is a vastly overrated game which is basically the old 'Zombies' game (you know, nasties that home in on you by simple X-your X, Y-your Y algorithm) with a bit of shooting and magic potions thrown in.
Gauntlet on the Atari ST was a DISASTER. The sound effects were so poorly digitised that you couldn't tell and the SCROLLING...well, no comment.
Although I think Gauntlet is a complete and utter waste of time, try Garrison or Garrison II on the Amiga to see what a PROPER conversion should look like (and even Garrison is extremely boring - not even the Amiga can enliven what was a dud game concept to start with).

Richard K. Lloyd, ****** This is a VAX 11/780 running VAX/VMS V4.5 ******
Computer Science Dept., * JANET : SQRKL@UK.AC.LIV.CSVAX *
Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL *
Merseyside, England, * Internet : SQRKL%csvax.liv.ac.uk@cunyvm.cuny.edu *
Great Britain. **********

"My opinions and those of the University of Liverpool are completely unrelated, so I'M THE CULPRIT if you feel offended by the above message - I just can't help moaning about Atari STs, PCs or clones, U**X, C, IBM mainframes, the list is endless..."

4120. WARNING! Bug in Gulam v1.03

Newsgroup: comp.sys.atari.st
Date: 1988-06-02 10:54:16 UTC
From: ralph@lasso.UUCP
Message-ID: <8806021054.AA07856@lasso.laas.fr>
Source record: 252170

I have recently received Gulam v.1.03.05.05 from netlib@lakesys (thanks for the service!) and in that version I found a bug that wasn't in the beta-test version:

mv can destroy files!!!! without any message whatsoever.

I found this problem when I was moving files from my hard disk to a reasonably full floppy disk. After the move, the floppy had zero space left and *all* the files were deleted from the hard disk. The problem is that not all the files made it to the floppy!! SO BEWARE!!!

The beta-test version (1.00....) did not have this bug. Mv would abort when the disk is full, and the files not *completely* transferred are deleted.

By the way, when will Gulam accept foreign language keyboards without one having to hack the GULAM.PRG file? I still think that it's the best shell around! Keep up the good work.

As always, I don't yet (;-{) receive any of the newsgroups -- so reply directly to me. Thanks.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

4121. Re: Aztec C for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-02 13:12:32 UTC
From: nowlin@ihuxy.ATT.COM
Message-ID: <2543@ihuxy.ATT.COM>
Source record: 252171

In article <1395@megamax.UUCP>, michel@megamax.UUCP (Michel Rynderman) writes:
> In article <2542@ihuxy.ATT.COM> nowlin@ihuxy.ATT.COM (Jerry Nowlin) writes:
> >>I recently purchased Aztec C for the Atari ST from MANX Software Systems
> >>
> >>Problem 1.
> >>
> >>world program. Unfortunately when I tried "cc hello" all I got was a
> >>temporary file and no ".o" file.
>
> cc probably stands for a compile and link utility. You needed to say
> "cc -c hello.c" to get a hello.o out of the compiler(just like UNIXtm) .
> I have seen their product on the Mac and that is how it acts.
> "cc hello.c" will compiler and link, removing the object file.

I've been doing this long enough to have tried "-c". No soap. Even if
"-c" worked, the Aztec tutorial should have had it documented correctly.
I get real tired of documents with examples that have obviously never been
tried by anyone. It reminds me of the joke:

Q: How many tech writers does it take to screw in a light bulb?
A: Just one, if there's a programmer around to explain it.

PLEASE don't include examples in manuals without someone trying them!

> >>Problem 2.
> >>I included a statement in my hello world that printed one line to standard
> >>error (stderr) in order to see how your buffering would effect the order of
>
> I don't think there is a STDERR on the ST, so I wouldn't expect it to work.
> It should probably just go to STDOUT.

The point is, if there is no stderr on the ST then they shouldn't have
referred to it in their documentation at all other than to state that
stderr wouldn't work. If there was stderr and it was the same as stdout
their documentation should have stated that. Their document was a great
example of misinformation when it came to stderr.

By the way, I had to kludge stdio.h to work around a problem with stderr on
either my first version of Megamax C or Lattice C or both. That's why I
tried an example using stderr on Aztec C in the first place.

Jerry Nowlin
(...!ihnp4!ihuxy!nowlin)

4122. Re: Beta release TOS et al

Newsgroup: comp.sys.atari.st
Date: 1988-06-02 21:50:11 UTC
From: greg@bilbo
Message-ID: <278@snjsn1.SJ.ATE.SLB.COM>
Source record: 252172

Congratulations. I'm tempted to say "It's about time", but I won't because that would spoil the intented positive tone of this letter. This is *exactly* the sort of evidence I was looking for from Atari to indicate that there is in fact something real in the way of support for existing machines.

It sounds like Atari has taken to heart the complaints and suggestions of its customers, and done something really significant with them. I am looking forward to getting this new version of TOS into my machine.

On that subject, Roy, do you know what the timetable is predicted to be for the end of beta test to release, and how this will be released to current owners? This information will be important to many people in order to decide whether to start new projects now, and possibly have to make changes later, or simply wait until the update is in hand.

Congratulations again, and keep it up!

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

The opinions expressed herein are solely the responsibility of the author.

4123. Re: resource files

Newsgroup: comp.sys.atari.st
Date: 1988-06-02 22:07:48 UTC
From: wheels@mks.UUCP
Message-ID: <463@mks.UUCP>
Source record: 252173

In article <1609@water.waterloo.edu>, ljdickey@water.waterloo.edu (Lee Dickey) writes:
> ... resource files use a clever encoding scheme that compresses an
> already small quantity of information. This strikes me as ludicrous,
> since it seems that every file takes a minimum of 1K anyway. Why not
> store the desired information in "cleartext", perhaps even with a few
> keywords, and allow the user use an editor to create and/or modify the
> input data file?

But, in many cases, these resource files are created with a resource
editor, and the use has no control over the internal format. Although
I haven't needed to create one, I believe there is a standard way to
lay out a GEM resource file. It contains a tree structure describing
the GEM data the program will used, such as dialogue boxes, menus,
etc.
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

4124. cannot de-arc hinstall

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 01:56:41 UTC
From: miken@hcr.UUCP
Message-ID: <3423@hcr.UUCP>
Source record: 252174

"hinstall" uudecodes okay, but I get the following message when doing

"arc t hinstall.ARC"

<goes along fine until it gets to hinstall.prg and then...>

arc: Fatal error
File has an invalid decode tree.

Anybody else have this problem? Suggestions? Solutions?

--

Mike Nemeth
HCR Corporation, 130 Bloor St. W., Toronto, Ontario, Canada
{utzoo,ihnp4,utcsri}!hcr!miken

"more logic than Mr Spock!"

4125. Sell or Cannibalize?

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 02:16:20 UTC
From: mstreet@pnet01.cts.com
Message-ID: <3063@crash.cts.com>
Source record: 252176

With the difficulty of obtaining the Atari ST's custom chips, I wonder if you could make more money by selling your ST or by cannibalizing the chips out of it and selling them separately? I'm not planning on doing either, but I was just curious.

Mike Street

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!mstreet
ARPA: crash!pnet01!mstreet@nosc.mil
INET: mstreet@pnet01.cts.com
PAPERNET: 1184 Blackbird St. El Cajon, CA. 92020
SOUNDNET: (619) 449-3515

Spock: "They are not the hell your whales."

4126. Vertical Scrolling

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 03:45:45 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1423@usl-pc.UUCP>
Source record: 252175

I remember someone a while back mentioned that you could do vertical scrolling by using Setscreen() in increments of 256 bytes. I have gotten the scrolling to work, however, I had to use 256*5 or 1280 byte increments in low rez in order to have the screen line up the left edge correctly.

Not surprisingly, for 32000 bytes I had to increment 25 times to do the whole screen. Funny how that is the EXACT number of lines on screen for low and med rez! I think that I have stumbled over a real fast way to do text scrolling! Anyone out there tried this yet?

On a final note, I can only assume that the 256 byte increment will align the screen correctly only in mono. And since my mono monitor is on the fritz ... can anyone tell me if the 256 byte increment will line up correctly in mono?

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/

4127. Re: null fill eliminated

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 09:54:28 UTC
From: leo@philmds.UUCP
Message-ID: <491@philmds.UUCP>
Source record: 252178

Here are some small corrections for the fast loader I put on the net this week.
1) There is a header for the module now. It says:

```
* Even when loading from ramdisk or harddisk the ROM program null fills all
* uninitialized data, heap, stack (often the major part of your RAM).
* This null filler makes loading programs faster. Its null filling is 7 times
* as fast as the ROM's, using the quick movem.l instruction. Besides it only
* clears the BSS space.
* At least the fillhigh and filllow addresses have to be adapted to suit your
* ROM version.
```

2) The bigint definition should read:

```
bigint equ $7ffffff0
```

3) I abandoned the idea of no null filling at all. Some programs generated
bus errors when started with this VBL routine active, so I've looked things
up in K & R. In paragraph 4.9 (Initialization):
...In the absence of explicit initialization, external and static variables
are guaranteed to be initialized to zero; ...
So the routine now clears the BSS space; the programs that generated errors
now work OK. The null filling is performed by null filling chunks of 128
bytes using movem.l instructions; that seems to be the fastest way, especially
if you move many registers at a time. The 'modulo 128' part is cleared first,
at the top of the BSS. Here it is (I have left the initialization routine out):

```
fastload
movea.l 74(sp),a0 * PC
cmpa.l #fillhigh,a0
bhi.s fastdone
cmpa.l #filllow,a0
blt.s fastdone
lea.l 32(sp),a0 * Address D5 on stack
cmp.l #bigint,(a0)
bge.s fastdone * Already filled
move.l #bigint,(a0) * Maximize D5 on stack
move.l 68(sp),a6 * Value of A6 on stack to A6
move.l -4(a6),a4 * Start of block to fill
move.l -58(a6),d0 * # bytes to fill: BSS size
move.l d0,d1
and.w #$7f,d1 * d1 = d0 & 0x7f
moveq.l #0,d2
lea.l (a4,d0.l),a5 * End (one past)
bra.s fastl1
fastl0
move.b d2,-(a5) * Clear top d1 bytes
```

```
fastl1
dbra d1,fastl0
moveq.l #0,d0 * Nullify d0-d7/a0-a3
move.l d0,d1
move.l d0,d2
move.l d0,d3
move.l d0,d4
move.l d0,d5
move.l d0,d6
move.l d0,d7
move.l d0,a0
move.l d0,a1
move.l d0,a2
move.l d0,a3
bra.s fastl3 * a5 - a4 is now a multiple of 128
fastl2
movem.l do-d7/a0-a3,-(a5) * Clear 4 * (12 + 12 + 8) = 128 bytes / turn
movem.l do-d7/a0-a3,-(a5)
movem.l do-d7,-(a5)
fastl3
cmpa.l a4,a5
bgt.s fastl2 * Until start address A4 reached
fastdone
rts

section s.data

noque dc.b 'No vbl entry available!',13,10,0

end
```

4128. Getting Back Into The ST World

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 13:56:35 UTC
From: jca@homxc.UUCP
Message-ID: <2310@homxc.UUCP>
Source record: 252179

Hi,

I've had an 1040ST for awhile but really haven't had time to
used it too much. I now have some free time so I pulled it out
of the closet and it booted up just fine.

Anyway, the last time I used it, almost a year ago, there was talk
about Atari releasing an updated OS, blitter chip, 4-Meg upgrade,
and stuff like that. Did any of this stuff ever get released?
I sent in all the registration cards when I purchased my 1040ST
and would assume (am I nuts!) Atari would keep me informed of new
product releases and such. Well, to this day I've haven't received
anything from Atari. The question is did I miss any major updates?
If so, how would I go about getting my machine updated?
I'm in good shape with the software I purchased for the machine
since I kept upgrading the packages when the vendors sent me
their upgrade offers. My only problem is the ST itself.

Also, which are the latest mags for the ST computes. I sent
in a sub. card to STart last year but never received anything.
Now I can't even find a St mag anywhere. Any recommendation?

Thanks In Advance,

John

--
John C. Antrosiglio
AT&T Bell Laboratories
Crawford Corner Road
Holmdel, New Jersey 07733 ihnp4!{homxc|hotlf|hotld}!jca

4129. re> MIDI Problem of Guy Ridley

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 14:15:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8806031417.AA09471@ucbvax.Berkeley.EDU>
Source record: 252180

Regarding the MIDI problem, I have been writing MIDI timers et al and
I was getting a problem like that right after I switched to a MEGA. It
turned out to be a bad ACAI chip. However, it may not be so, if you
have other commercial MIDI software that works. Assuming you use the
XBTIMER, mif you are doing any string maintenance on the string you want
to output, you should disable the interrupt while you do that stuff, so
it doesnt kealeave any pointers lying around. I assume you are using the
Midiws call. If not, I wouldnt know what the problem is. There is a MIDI
developer's forum on Hybrid Art's bulletin board, and if you have any questions
they are usually very helpful.

4130. Re: VT200 in Uniterm

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 15:58:23 UTC
From: wes@obie.UUCP
Message-ID: <246@obie.UUCP>
Source record: 252181

> In article <910003@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
> If I send the string ESC[?3l the screened will be set to the 80 column mode
> and the screen will be erased.
> The screen will be erased even if originaly was in 80 column mode.

In article <278@forty2.UUCP>, poole@forty2.UUCP (Simon Poole) replies:
% This is the correct behaviour (I just rechecked on this terminal, an original
% VT100)......

Exactly right. I'd be upset if it didn't work this; the first line in
my login.com file on every VMS account I have is:

$ cls :== set terminal /width=80

to clear the screen. It doesn't work on some cheap VT100 clones, like
the C. Itoh CIT-101.
--
/|\ Barnacle Wes @ Great Salt Lake Yacht Club, north branch
/ | \ @ J/22 #49, _d_J_i_n_n_i
/__|__\
___|____ "If I could just be sick, I'd be fine."
(/ -- Joe Housely, owner of _E_p_i_d_e_m_i_c --
~~~~~~
~~~~~~

4131. Re: WARNING! Bug in Gulam v1.03

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 17:15:00 UTC
From: rosenkra@Alliant.COM
Message-ID: <1902@alliant.Alliant.COM>
Source record: 252182

```
----
In article <8806021054.AA07856@lasso.laas.fr> ralph@lasso.UUCP (Ralph P. Sobek) writes:
->
-> mv can destroy files!!!! without any message whatsoever.
->
->I found this problem when I was moving files from my hard disk to a
->full floppy disk. After the move, the floppy had zero space left and *all*
->the files were deleted from the hard disk. The problem is that not all the
->files made it to the floppy!! SO BEWARE!!!
->

this is definitely a bug but...(and thanx for pointing it out!)

i don't know about you, but if i'm going to backup something to floppy and
then delete it (essentially mv) i ALWAYS cp, confirm that the copy worked with
(at a minimum) ls -l or (more thoroghly) cmp or diff (if really critical) and
only then do i rm the files, on any system, from a pc on up to a cray. it's
just not worth the headache if something should go wrong. in fact for very
important stuff, make 2 copies (i know, i'm just too paranoid...).

do you know if 1.03 has pipes? this is one essential feature lacking in an
otherwise great program (i played with MWC msh v1.x and immediately decide
gulam was infinitely better..except for pipes in which case i could just
start msh under gulam for the one command and exit but this is painful).

even being able to do this would be nice:

alias pipe " > pipetmp0.000 ; \!2-$ <pipetmp0.000 ; rm pipetmp0.000"

then (say)

history pipe grep ls

but this does not work (alas). i should see if this works under BSD csh...

-bill
```

4132. Re: Beta release TOS et al

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 17:20:15 UTC
From: rosenkra@Alliant.COM
Message-ID: <1903@alliant.Alliant.COM>
Source record: 252183

---
our mail host was down part of last weekend and i missed this (obviously)
important article...could someone PLEASE email the article to me at:

...!rutgers!mit-eddie!alliant!rosenkra

thanx a priori

-bill

4133. Re: Aztec C for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 17:32:28 UTC
From: rosenkra@Alliant.COM
Message-ID: <1904@alliant.Alliant.COM>
Source record: 252184

In article <2543@ihuxy.ATT.COM> nowlin@ihuxy.ATT.COM (Jerry Nowlin) writes:
->In article <1395@megamax.UUCP>, michel@megamax.UUCP (Michel Rynderman) writes
->> In article <2542@ihuxy.ATT.COM> nowlin@ihuxy.ATT.COM (Jerry Nowlin) writes:
->> >>
->> >>Problem 1. [discuss problems and rebutt response...]
->
->The point is, if there is no stderr on the ST then they shouldn't have
->referred to it in their documentation at all other than to state that
->stderr wouldn't work. If there was stderr and it was the same as stdout
->their documentation should have stated that. Their document was a great
->example of misinformation when it came to stderr.
->

good points about bad docs. its a shame because i, too, have been waiting
to see just how good this compiler would be. sounds like it needs some work
yet. i guess i'll stick with good 'ol alcyon (maybe slow but it works...)
if the problem is just cc, there are several cc programs (w/src) available
(i wrote my own way back when) which could be converted. but it sounds like
the libraries are brain damaged and that's just too much of a hassle to fix,
even with say dlibs. i'm tired of hacking at system software just to get it
to work the way it should (i.e. reasonably close to un*x).

-bill

4134. Re: Aztec C for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 18:21:21 UTC
From: apratt@atari.UUCP
Message-ID: <1068@atari.UUCP>
Source record: 252185

In article <2542@ihuxy.ATT.COM>, nowlin@ihuxy.ATT.COM (Jerry Nowlin) writes:
> Problem 1.
>
> Unfortunately when I tried "cc hello" all I got was a
> temporary file and no ".o" file.
>
> Problem 3. (the clincher)
>
> discovered that Aztec has
> decided that the library routine names that all the other C compilers have
> found acceptable weren't good enough.

I had Problem 1, too, until I thought about what CC has to do. It has to Pexec the assembler. To do that it has to FIND the assembler. If you weren't running under Gulam, or if you didn't set your PATH correctly, it couldn't find the assembler and left you with the temp file. Took me about five minutes to establish that this was in fact the problem and correct for it (by editing gulam.g for the right directories).

Problem 3 is in the same vein: any compiler product has to make the assumption that you are in its environment, including using the macros and libraries that came with it. If you don't, you can't blame the compiler for the results. Macros and libraries are tightly bound. If I try to use MWC-specific stuff under Megamax C, it won't work either. The osbind.h macro names are the same, of course: they're the Atari-published OS call names.

One legitimate beef about Aztec C is that its CC isn't clever enough to start the linker, and the linker is too clever -- it includes the runtime startup code by magic. I would rather have less magic in the linker and more magic in CC. Also, CC should complain that it can't find the assembler, rather than failing silently.

Finally, I would like to point out that Aztec C does more dhrystones per second than any other compiler for the ST that I tested:

Compiler Mode NOREG REG

MINIX CC 522 522
AZTEC C 3.6 32 bit large 772 830
AZTEC C 3.6 32 bit small 779 837
ALCYON 4.14 847 859
Megamax 2.0 874 919
MWC 2.0 996 1042
AZTEC C 3.6 16 bit large 1058 1128
Megamax 1.0 1063 1136

AZTEC C 3.6 16 bit small 1070 1142

These were all using the dhrystone source from Usenet (version 1.1,
dated 01/31/87 from 01/06/86 from 12/01/84, by Reinhold P. Weicker,
Rick Richardson, with results solicited by pcrat!rick).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4135. Re: Posting of UN*X software to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 18:54:47 UTC
From: wisner@killer.UUCP
Message-ID: <4327@killer.UUCP>
Source record: 252186

> - most sites that receive netnews and run UN*X, archive
> comp.sources.unix and comp.sources.misc locally.

This is one of the most questionable statements I've ever seen from
Simon Poole. MOST sites? MOST sites that receive netnews don't have
the resources to archive everything. I'd say perhaps 35 to 40% do.

> - comp.sources.unix is archived at various public accessible
> sites. There is no problem accessing archives from BITNET
> and 'ARPANET' sites. The regular introduction to comp.sources.
> unix lists all archives.

And I archive them here on killer. They're available by anonymous UUCP.
And no, I've not made comp.sources.atari.st and comp.binaries.atari.st
available yet (hint hint, Steve, hint hint).
--
Bill Wisner
..!{ames,att,decwrl,ihnp4,mit-eddie,osu-cis}!killer!wisner

4136. XLISP 2.0

Newsgroup: comp.sys.atari.st
Date: 1988-06-03 22:25:50 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <19282@watmath.waterloo.edu>
Source record: 252187

Does anyone have a copy of XLISP 2.0 on disk that I might borrow to
copy (with source)? I don't want to do the download from netlib@lakesys.

Lazy I'm :)

--
achowe@watmsg.waterloo.edu |"I AM THE DREAD PIRATE ROBERTS AND
__ _ | THERE WILL BE NO SURVIVORS"
/ _ _ _ |/ _ _ | _ _ |/ | - The Princess Bride
__| `<_\<_ |\|= | ` _/<_\<_ |\ | disclaimer...

4137. Personal Pascal (File Path Question)?

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 00:52:44 UTC
From: Brian_Holmes%Wayne-MTS@um.cc.umich.EDU.UUCP
Message-ID: <60935@Wayne-MTS>
Source record: 252188

Is there any call I can make from Personl Pascal to determine what
the current drive path is? I looked through the XBIOS calls, but
couldn't seem to find anything. I can't find a built in call from
Personal Pascal either. Any Ideas?

****
* Brian Holmes *
* Wayne State University *
* Detroit, Michigan U.S.A. *
* *
* BHOLMES@WAYNEST1 <-- BITNET *
* BRIAN_HOLMES%WU@UM.CC.UMICH.EDU <-- Internet *
* {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES <-- UUCP *
****

4138. Re: MIDI problem

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 13:49:29 UTC
From: leo@philmds.UUCP
Message-ID: <492@philmds.UUCP>
Source record: 252189

In article <14252@pbhya.PacBell.COM> gdr@pbhya.PacBell.COM (Guy Ridley) writes:
>A program I wrote creates a string of 256 notes and sends them out the MIDI
>port one at a time. The problem is, it never gets through the whole string.
>I don't think it's a software error because: 1) It never stops at the same
>place, sometimes it gets through 150 notes, sometimes only 5, and 2) there is
>no random function in the program that could explain this.
> [rest of message deleted]

Which method do you use writing the notes to the MIDI port? It seems you're not using the standard way, because you explicitly say: one at a time.
The xbios call, Midiws (xbios 12), lets you write a complete string to the MIDI port. Note that's not a C-style string: you must supply a count (number of bytes to send minus one; a 2-byte integer) and the start address. The random function you spoke of could be the value of the start pointer on the stack if you thought this function had only one parameter X-). Hope this helps?

Leo (the high C).

4139. Re: null fill eliminated

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 13:56:10 UTC
From: fred@pnet01.cts.com
Message-ID: <3070@crash.cts.com>
Source record: 252177

,
apratt@atari.UUCP (Allan Pratt) writes:
>From article <490@philmds.UUCP>, by leo@philmds.UUCP (Leo de Wit):
>> null fill (there could be a 1/(vbls/sec) delay %-) and is guaranteed NOT to
>> work on all ROM versions 8-).
>> The main problem will be the addresses (start, end) of the fill-routine
>> in ROM.
>
>
>This is appalling! Please get over the idea that you can fool with stuff
>in ROM. For starters, some programs EXPECT that the whole heap (not
>just the declared BSS) is zeroed at startup... Microsoft Write is one.
>Maybe the disk cache you use, or the hard disk compaction utility, or
>something equally deadly expects this -- and you'll learn the hard way
>not to fool with this kind of thing.
>
>I know the clearing takes a long time on 11/20 ROMs. It's much faster
>in Mega and future ROMs. But it's still there, because it is a "settled
>expectation" among developers. ("Settled expectations" are things that
>people count on despite the fact that nobody promised they'd stay true.)
>
>I urge people not to use this trick or any other which changes the
>environment that programs execute in, or depends so heavily on actual
>addresses in ROM.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Why not make it an official then? "Settled expectations" are a hell of a way
to make programming specs. All of the programming languages say don't count
on space in the heap being zero or variables being set to any value before
being init'ed.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!fred
ARPA: crash!pnet01!fred@nosc.mil
INET: fred@pnet01.cts.com

4140. Re: Batch processing from GEM desktop?

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 14:18:54 UTC
From: leo@philmds.UUCP
Message-ID: <493@philmds.UUCP>
Source record: 252190

In article <3300006@hpcvmb.HP> jma@hpcvmb.HP (John Altendorf) writes:
>I know how to get the task done from a shell (MWC msh). My question is
>can it be done from the GEM desktop? (I want to make it available to
>those users in my house that only know how to work from the desktop!)
>
>John Altendorf

Some reactions on John's question involved creating a batch file processing program, something like BATCH.TTP and using the Install Application from the Desktop to mark .BAT files as to be read and interpreted by BATCH.TTP. I think a good batch file processor should also provide for parameter substitution (like the $1, $2, $* etc. parameters of the shell, or %1 from MS-DOS). It would have been nice if the Desktop supplied the arguments line itself for the parameters (seeing that a .TTP program was involved), but this is not the case (I think because you already have the batch file name as a first argument for the batch program). Perhaps the BATCH.TTP should scan the batch file for positional parameters and supply an arguments line to be filled in by the user if it had any.

Leo.

4141. disk drive data disaster

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 18:59:37 UTC
From: jsd@UMass.BITNET.UUCP
Message-ID: <880604145635254.ALFX@Mars.UCC.UMass.EDU>
Source record: 252191

My disk drive has recently began acting very oddly - I kept getting
a lot of "data on the disk in drive a: has been damaged" alerts
so I tried backing up the files and reformatting the disks - most of
them came out useless. Figuring dirty heads were the problem, I bought
a floppy drive cleaner and gave it a spin. The problem has lessened,
but I still occasionally get these alerts. Usually when writing new
files they appear. It's driving me nuts not being able to trust my disks.
I've had this drive (an SF314) for over a year and it hasn't acted up
at all in that time. Has anyone experienced similar problems?
Reply E-Mail please, or to the net if you can't reach me. If I get
any interesting advice, I'll post a follow up.

Jon Drukman University of Massachusetts
BITNET: jsd@umass ARPANET: jsd%umass.bitnet@mitvma.mit.edu
"It's not easy making real friends." - peter gabriel

4142. "Bob"???????

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 20:40:42 UTC
From: wilmott@topaz.rutgers.edu.UUCP
Message-ID: <Jun.4.16.40.40.1988.7450@topaz.rutgers.edu>
Source record: 252192

Just discovered something interesting the other day, and am curious...

In one of our school papers here at Rutgers, there's usually
ads/comments/references to an organization in Texas known as the
Church of the SubGenius. Their emblem/logo is a smiling man with
a pipe in his mouth who is known as "Bob Dobbs", or just "Bob".
The other day I found that this same picture of "Bob" is part of
the built in character set on the ST! To see "Bob", go into 40 column
low res mode, enter Basic, and:
print chr$(28);chr$(29)
print chr$(30);chr$(31)

Anybody have any info about how "Bob" got into the ST? Were it's
designers members of the Church of the SubGenius? Or was this picture
originally from something else entirely, and just happened to adopted
by that organization???????

Curiously,

Ray Wilmott

wilmott@topaz.rutgers.edu

4143. Re: SS disks (and a product warning)

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 21:38:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA.UUCP
Message-ID: <880604213835.862173@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252193

Someone recently posted saying that SS disks are not good to be used as DS disks. I own a 1040 ST (with DS disk drives), and I don't own one DS disk. I format my SS disks for DS use. I have owned my Atari for a year now (I bought it May 3, one year ago) and I haven't had any problems with losing data, however in that time I have had to have my heads alinged twice, could this be a side efect of using SS disks for a DS drive?

> Is it true that computer brand X uses one side of a SS disk, while > computer brand Y uses the other side?

(My two cents)

I was told (by my dealer) the only difference between SS and DS disks is that the manufacturer dosen't check the second side of the disk, but the are still put together the same. If this is true, I find it hard to believe that one computer would store data on one side of the disk, while another computer stores it on the other side, when only one side has been certified.

Aric Friesen

P.S.

Someone gave me two brand new unopened Nashua disks, and one wouldn't format. That means 50% of the Nashua disks that I own didn't format. I also have heard similar complaints from Mac owners, in other words, I wouldn't recommend buying Nashua disks.

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4144. Re: Clipboard (was: Light and Smoke (was: The Right to Flame))

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 21:43:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA.UUCP
Message-ID: <880604214323.513087@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252194

Peter da Silva writes:

[stuff deleted]

>>I think that a 'clipboard'-type interface (like the mac) would be a
>>welcome addition

>Well, we've found that the clipboard isn't used much on the Amiga.
>Scratch files in RAM: are just as useful and a lot more wersatile.
>Think of them as named clips.

I have never needed a clipboard file (I find that I basically use my ramdisk as a clipboard) on the mac or Atari (or any other computer I have used!). However, there is a clipboard program (available on Genie, and probably other places) that lets you install a clipboard on your ST. I downloaded it, but havn't used it yet so I can't comment.

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4145. Re: Bang for the buck (sound)

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 21:48:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA.UUCP
Message-ID: <880604214810.161861@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252195

J.A.Cisek writes

>...The sound (on the ST) really stinks

I must admit, that as far as programming sound, it does sound pretty bad (but Dr. T's and ST replay are pretty amazing!). I used to program on a 1200XL, and I programmed some games. I always used sound in my games, and it was easy to create explosion sounds, and other assorted sound effects. I don't use sound in the games I program on the ST, because it doesn't sound good. I have not been able to program any GOOD sound effects (and I've never seen (ok heard :-)) a program (PD or other) that has good sounding explosions, lasers, ect.)

>Go into an arcade and HEAR some of the new games.

I posted about a week ago about games on the ST, and pointed out the fact that Blasteroids in the arcade has amazing sound and graphics, and that I wasn't even sure that it could be well cloned on teh ST. The only way I could see it having high enough resolution for the game, would be in mono mode, and then it wouldn't have any colors :-(...wait...sorry I was getting of the subject there.

One last thing, I still havn't fully figured out how to play music indipendently of the program,(Hey!! that's mustitasking!! Who says the ST dosn't have multitasking?!?!?! :-)but I really don't think (considering the sound (at least the sound *I* get out of an ST) isn't very good) that it is worth it.

Aric Friesen

P.S.

I tried to make this letter as confusing as possable by adding a lot of parenthases, I hope I secceded :-)

P.P.S.

If anyone (especially who uses GFA Basic) has succeded in getting some good sounding sound effects, I would like some info. on how you did it.

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4146. about deskjet...and other laser printers

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 21:50:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA.UUCP
Message-ID: <880604215004.526734@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252196

I am thinking about purchaseing a laser printer, and I have loads of questions (and beleive it or not, I really don't think that they are dumb 6-) this is a smilie face with a monocal!)

1. How good is the HP deskjet, and why is it so cheap?

2. My dealer says that it is better to have a dumb laser printer like the Atari than on with buffers, etc. because if it isn't dumb, it takes a while to change the document to postcript (or something like that)---any comments???

3. What laser printer would YOU recommend?

4. Is $900 a good price for a HP deskjet?

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4147. Laser printers are old technology!

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 21:52:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA.UUCP
Message-ID: <880604215232.018760@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252197

I just found out that Laser printers have already been outdone. Now companies are starting to produce liquid crystal printers. They print at the same resolution (300 DPI), but are more reliable, and less expensive. They are said to be more reliable because they don't require the use of precision optics. They are supposed to be cheaper to make because they don't use expensive optics, they don't have precision optics to be precisly installed, and they have less parts.(although they are the same price as a laser printer now, because they just have been released)

A laser printer uses a laser to draw an image on a photosensative "plate" or sensor, this sensor then tells the printer what to print. This setup, however, requires precision optics and lasers.

The liquid crystal system has a liquid crystal shutter over the sensor plate, and by sending light through the shutter when it has set-up for what needs to be printed, the sensor plate can pic-up the image and print it.

{sorry for the sloppy form, and the "non-technical" descriptions, but I am tired, and I don't have the article handy}

good-night!

]-) a sleeping smiley face!

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4148. New Activity

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 22:03:37 UTC
From: Steve_Godun@rubbs1.UUCP
Message-ID: <57.22A8EABE@rubbs1.UUCP>
Source record: 252198

Hmmm...Not much activity going on in the ST net these days, eh? I guess everyone 'cept me is at the shore catching some sun...sniffle...
8-) -STeve

4149. The scientific method (Amiga VS Atari)

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 22:55:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA.UUCP
Message-ID: <880604225514.514811@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252199

Okay you asked for it! People have been saying that the Amiga is better than the Atari, and although I usually don't get involved with these wars and they usually drive me crazy, I have to join in here.

The scientific outlook about the computers

First there was the Macintosh, really the first icon/mouse based microcomputer. From that evolved the Amiga and ST. As you probable know, the way things evolve is by mutations, well the ST was a good mutation, but the Amiga was a BAD one. Now your probably saying, "Well, then why hasn't natural selection made the Amiga extinct?" That is because that it takes a long time for natural selection to get rid of the BAD mutations.

If you are religious, this is the explanation for YOU!!!

God decided to award the good people with Macintoshes, so he created that computer. He then decided too many people had them, and that the REALLY good people needed an even BETTER computer, so he created the ST. He also felt that some BAD people should be punished by having a BAD computer, so he created the Amiga as a means of punishment!

:-)

a smily face:-) a smily face winking ;-) a smily face with a monocle 6-) a smily face with glasses 8-) a smily face with a snarl :-/ a yuppy smily face $-) a smily face with a problem #-) a smily face with an eye patch q-) a frowning face :-(a sleeping smily face]-)

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4150. Satellite hook-up anybody?

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 22:57:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA.UUCP
Message-ID: <880604225715.921660@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252200

I am interestead (there has been a little talk about it) if anyone has used a satellite dish to recieve weather radar pictures.

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4151. Quadram printer questions

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 22:58:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA.UUCP
Message-ID: <880604225838.711318@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252051

I own a Quadram Quadjet printer, and am wondering if there are any printer drivers for it, for use with a wordprocessor such as First Word, or if I could get info. on how to make a printer driver. I also would like to know how I can get my printer to print screen dumps, and how I can get it to print Spectrum 512 color pictures.

Any help is greatly appreciated.

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4152. an FD-10 (supra hard floppy) question

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 23:00:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880604230048.486758@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252052

I was just talking to my local Atari dealer, and he said that he had ordered the drives and expected them any time.

I learned something, though, that bothers me. I was planning on buying on of these floppy drives that stores 10 megs on a 5 1/4 floppy and using it as a hard drive (I don't own a hard disk now). I was told that they arn't very reliable for storing and restroing data however, and that they should only be used to backup hard disk systems.
Can anyone comment???

Answers greatly appreciated

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4153. Personal software review

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 23:04:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880604230404.158316@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252053

Here is a summary of some software I have been using, and how I like it.

Test Drive (game)--excelent, you can drive a Corvette, Ferrari, Lotus,
Porsche 911, or Lamborghini. Just like Amiga
version, except without the errors.

Flash (terminal program)--excelent, this program is great, it has
programable features for automatically
calling, uploding, etc. It has a nice text
editor. Lots more!

Supra Modem (2400 baud)--excellent, low priced, is 'Hayes' compatable

ST-Replay (audio digitizer)--Those guys from Microdeal/Michtron/GFA
have done it again. Excelent audio
digitizer. I recorded the "Mr. Ed" theme
song and played it backwards and
disproved the theory that it is satanic.
Excellent sound, and optional output for
hooking it up to a stereo system (no
stereo output though).

Cyber Paint--good, needs
1. 512 color support
2. fill patterns
3. user-definable fill patterns
4. better text features
5. better line features (such as arrow ends, and
dotted lines)
(I guess I'll have to break down and buy Spectrum)
other wise it's pretty good.

CAD 3-D--good, needs
1. 512 color support
2. math co-processor (it's too slow!)
3. better drawing tools (I've heard Cyber Control
takes care of this, but I don't want to deal with
another programming language!)
other wise it's OK.

GFA Basic--Yes I program in basic!--this is an excellent program, it
dosn't use line numbers so your programs are more structured,
it is very fast, and has a nice compiler, ect. ect...
I love this package!

ProCopy--(allows you to copy copy protected software)--It is very
nice, the only problem I've had was that it wouldn't copy

Test Drive because it uses a new copy protection, I will have
to wait for the next version of ProCopy to come out.

Stereo Tek Liquid Crystal Glasses--****EXCELLENT***
WoW!!!!!! these are great!!!!!!!
The effect (I use them with CAD
3-D) is like having a holographic
screen. The pictures really do
look like holograms!!! In two
hours I made a simple anamation
of the USS Enterprise rotating on
its x,y,and z axis, while it
hovers over my keyboard because it
comes out of the screen!!!!!!
CAD 3-D isn't the same without
them!!!

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the
mouse!"
---"Of Mice and Men"

4154. Color Laser printer on the ST?

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 23:05:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880604230514.732891@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252054

Sharp, manufactures a color laser printer (JX-450) that can produce 16.8 million colors at 75, 150, or 300 dpi. This printer is produced for the Mac II, but I was wondering if it could be hooked up to the ST, and if any software would support it!

Thanks
Thanks
Thanks

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4155. Re: screen pixal hight and width question

Newsgroup: comp.sys.atari.st
Date: 1988-06-04 23:07:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880604230741.698564@HIS-PHOENIX-MULTICS.ARPA>
Source record: 252055

Brain Holmes asked what the three different screen resolutions on the ST are.

Well, according to documentation, low res offers 320,200 (I think according to most books) however, I have found that the resolution is only 319,200 (any comments?). In med res, it is supposed to be 640,200 (I haven't used many graphics commands in medium res, so I don't know if this is correct). In High res it is supposed to be 640,400 (I haven't experimented with this because I don't have a mono chrome monitor).

Any comments why the ST dosn't have the resolution it should (note: the experimenting I have done was with GFA Basic).

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4156. re: New Activity

Newsgroup: comp.sys.atari.st
Date: 1988-06-05 05:22:22 UTC
From: Robert_Lisowski@rubbs1.UUCP
Message-ID: <58.22A8EAC2@rubbs1.UUCP>
Source record: 252056

I'm here (I don't like the sun much--not a big fan of skin cancer). I think that the particular system we are on is having trouble hooking up with the nets. All of the other areas are stale as well. We'll have to wait for Mr. Keyles to do something. I hear all sorts of horror stories lately about the net problems (backbone not working right, cities and whole chunks of the country being cut off from everyone else). I can't wait for the distribution system to be transferred to satellite transponders (set up 3 zones with multiline 800 numbers for the nets to call at 9600 baud, the zones transfer all the messages [and you could have PD files too] to a central office via satellite, and the central office distributes all over the hemisphere in one shot--everybody gets the broadcast in parallel!). Won't cost much either-- sat. transponders can be rented for a half hour, and that's all it takes to do all of this. With the prices of receivers coming down, each net could have a small dish and receiver for a few hundred dollars. Telephones could be used for coordinating transmissions and handling problems like nets that didn't get yesterday's stuff--so transmit an addendum for the particular net etc...

Some nets use variations of this theme already. The Fido coordinators should take a look at this message and see about upgrading. I don't know where or who they are, so if anyone does, wake 'em up and show 'em this message.

That's enough rambling for now. Hope to see this netnews section going again soon. See ya, STeve.

Rob [1:107/330] (I know, folks, that's my Fido adress)

P.S.--Netnews coordinator--This message pertains to all nets and all computers, but I don't have a better place to put it (no "net.sys.satellite" area), so leave it here. I got mail once for posting an "inappropriate" message in a netnews area (not related directly to the subject--not obscene or anything). People will see it here. I'm mainly interested in what the Atari users think about this subject.(!)

4157. Re: Aztec C for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-05 15:45:38 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <19301@watmath.waterloo.edu>
Source record: 252057

In article <1068@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> Compiler Mode NOREG REG
>
> MINIX CC 522 522
> AZTEC C 3.6 32 bit large 772 830
> AZTEC C 3.6 32 bit small 779 837
> ALCYON 4.14 847 859
> Megamax 2.0 874 919
> MWC 2.0 996 1042
> AZTEC C 3.6 16 bit large 1058 1128
> Megamax 1.0 1063 1136
> AZTEC C 3.6 16 bit small 1070 1142
>
> These were all using the dhrystone source from Usenet (version 1.1,
> dated 01/31/87 from 01/06/86 from 12/01/84, by Reinhold P. Weicker,

It looks like the MINIX ST people will get stuck with as poor
a compiler as the PC people did.

MJC 2.0 (Mark Johnson's shareware C compiler) does 950 Dhrystones (NOREG)
with version 2 Dhrystone. Does anyone have a Dhrystone 2 figure for one of
the above compilers so I can scale the MJC result to Dhrystone 1?

I'd really like to see the Dhrystone results from GCC on an 8 Mhz 68000,
does anyone have them?

4158. Re: File handle info

Newsgroup: comp.sys.atari.st
Date: 1988-06-05 19:05:18 UTC
From: kbad@atari.UUCP
Message-ID: <1069@atari.UUCP>
Source record: 252058

in article <479@ruuinf.UUCP>, piet@ruuinf.UUCP (Piet van Oostrum) says:

> So, *WHAT* is the documented return value from Fseek, especially
> in the case I use. I never saw any description of Fseek telling what the
> return code (except in case of an error) is. Is the return code you use
> (the actual position in the file, 0 for a non-file) documented?
>
> In fact if it is documented to ALWAYS return 0 on a terminal, then my code
> is reliable.

According to the GEMDOS manual, Fseek "returns the current, absolute position in the file." If there is an error, Fseek should return an error code. It is not documented to always return 0 on a terminal. The method I posted is taken directly from the TOS release notes for the latest version of TOS, and it will be making its way to developers via the developer newsletter soon. In fact, I believe this method originally came from David Parsons and was posted on the net some time ago (sorry, I can't seem to find David's address at the moment).

If you use the approved isatty, you won't lose.

Ken Badertscher
Atari Corporation
Software Test/Support

4159. Summer C.E.S. Highlights

Newsgroup: comp.sys.atari.st
Date: 1988-06-06 05:01:17 UTC
From: rich@jolnet.UUCP
Message-ID: <592@jolnet.UUCP>
Source record: 252059
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greetings from Chicago!

I really hate to do this to you all but here are the cold hard
facts.

1) This year the CES was geared strictly for games. (:<)

2) There were no new software packages displayed for the ST line.

3) As of Sunday, the second day of the show, the attendance was about half
of what it had been in years past. (The show is a loser)

Now for some interesting tidbits......

The UN*X box will not be introduced until next year. The marketing
strategy goes something like this:
"If we introduce the Unix box now we will probably not sell another MEGA
and we have lots of those around."

The PC has to go through a redesign. It seems that with all of the
functions that were put on the mother board, the assembly plant could not get
the insertion machines to work on the densely populated boards.

There is a new development package for the 2600 and 7800 machines.
It consists of an assembler and rom emulator. The system utilizes an ST.

Other than that there is not really anything else new. I will be able
to tell more after the annual CLAUG/Atari roast dinner.

later,

Rich Andrews

--
Any opinions expressed are my own. Now, for a limited time, they can be yours
too, for the incredible price of only $19.95. Simply send $19.95 (in Alterian
dollars) to ...ihnp4!killer!jolnet!rich.

4160. Re: Satellite hook-up anybody?

Newsgroup: comp.sys.atari.st
Date: 1988-06-06 12:01:13 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1622@water.waterloo.edu>
Source record: 252060

In article <880604225715.921660@HIS-PHOENIX-MULTICS.ARPA> Friesen%PCO@BCO-MULTICS.ARPA writes:
>
>I am interestead (there has been a little talk about it) if anyone has
>used a satellite dish to recieve weather radar pictures.
>
>Aric Friesen

Aric,
I think you do not need a dish. Mike Gore, here in Waterloo,
is collecting images from satelites with a less expensive antenna. He
has a low priced scanner from Radio Shack and a small circuit that he
has designed himself. He then stores the images in (i think)
neo-chrome format, adjusts the gray scales, and then prints them on the
printer. Maybe he will tell you about it. For me, his address is
magore@watcgl.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4161. Re: "Bob"???????

Newsgroup: comp.sys.atari.st
Date: 1988-06-06 14:56:42 UTC
From: wheels@mks.UUCP
Message-ID: <468@mks.UUCP>
Source record: 252061

In article <Jun.4.16.40.40.1988.7450@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu.UUCP writes:
> Their emblem/logo is a smiling man with a pipe in his mouth who is known
> as "Bob Dobbs", or just "Bob". The other day I found that this same
> picture of "Bob" is part of the built in character set on the ST!

Aha! I saw that picture shortly after I got my ST, but didn't know who
it was. Good sleuthing! (Is this Dr. Dobbs' brother?)
[filler]
[filler]
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

4162. Re: Satellite hook-up anybody?

Newsgroup: comp.sys.atari.st
Date: 1988-06-06 15:03:01 UTC
From: wheels@mks.UUCP
Message-ID: <469@mks.UUCP>
Source record: 252062

In article <880604225715.921660@HIS-PHOENIX-MULTICS.ARPA>,
Friesen@HIS-PHOENIX-MULTICS.ARPA.UUCP writes:
> I am interestead (there has been a little talk about it) if anyone has
> used a satellite dish to recieve weather radar pictures.

Yes, indeed. A fellow here in Waterloo has done so, and will be giving
a talk about it at this week's GTIA/Vector II meeting. (Small plug,
there.) He built the antenna for his receiver, and the decoding
electronics, and feeds the data into the ST for analysis and printing.
He recently posted some articles to one of the science newsgroups,
but I don't recall which one. Sorry.
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

4163. hinstall.uab is corrupted

Newsgroup: comp.sys.atari.st
Date: 1988-06-06 19:34:33 UTC
From: martin@lakesys.UUCP
Message-ID: <727@lakesys.UUCP>
Source record: 252063

The Subject line says it all. Could someone email me that part?

Thanks,

Marty Wiedmeyer
martin@lakesys.UUCP
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

4164. Re:Laser Printers

Newsgroup: comp.sys.atari.st
Date: 1988-06-06 19:38:24 UTC
From: NETOPRHM@NCSUVM.BITNET
Message-ID: <375NETOPRHM@NCSUVM>
Source record: 252064

LCD printers have been around for about 6 - 8 months now. There are two currently available. There was a review of the both of them in Byte magazine in the April or May issue. They were a little unflattering.
The main problems with them are threefold: They offer no cost avantages over Laser Printers, they are based on the Ricoh engine and neither support Postscript, which I consider a necessity if you are going to spend this kind of money.
Another burgeoning technology to be paying attention to is Bubble jet technology. Canon has supposed made a real breakthrough, and will be introducing new models later this year. We are talking 300+ dpi resolution (possibly in color), for less than a thousand dollars.
--hal

4165. vkiller de-ARCing error

Newsgroup: comp.sys.atari.st
Date: 1988-06-06 23:43:12 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1623@water.waterloo.edu>
Source record: 252065

I have had trouble de-ARCing VKILLER. Before bulletin boards post it,
they shoudl check to see that they can de-ARC what they have.
Perhaps it should be posted again.

Here is an edited transcript of a session here, recently:
You can see that a failure in the test of cyclic redundancy codes (CRC).

Script started on Mon Jun 6 19:29:24 1988

```
% arc v vkiller.arc
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
README 1575 Crunched 33% 1060 2 Jun 88 7:22a 8b5c
VKILLER.PRG 55957 Crunched 44% 31593 2 Jun 88 7:23a e085
VKILLER.RSC 14316 Crunched 49% 7328 2 Jun 88 7:23a 9838
==== ======== ==== ========
Total 3 71848 45% 39981

% arc t vkiller.arc
Testing archive...
File: README okay
File: VKILLER.PRG WARNING: File VKILLER.PRG fails CRC check
File: VKILLER.RSC okay
2 errors detected

%
```

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4166. re: NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1988-06-06 23:47:05 UTC
From: Robert_Lisowski@rubbs1.UUCP
Message-ID: <59.22AB8E83@rubbs1.UUCP>
Source record: 252066

It's around $30. and Gribnif Software's mumber is (413) 584-7887.

4167. re: about deskjet...and other laser printers

Newsgroup: comp.sys.atari.st
Date: 1988-06-06 23:49:59 UTC
From: Robert_Lisowski@rubbs1.UUCP
Message-ID: <60.22AB8E89@rubbs1.UUCP>
Source record: 252067

The DeskJet is an ink jet printer. It is 300 dpi. I own one, and it's great.

4168. Timeworks Desktop Publisher ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-07 00:00:27 UTC
From: rowley@ORVILLE.NAS.NASA.GOV
Message-ID: <8806070000.AA29777@orville.nas.nasa.gov>
Source record: 252068

I got a demo of Timeworks Desktop Publisher ST this weekend.

Page layout is done with four tools: a tool to create and manipulate text and image boxes, a tool to enter and modify the characters and character styles of text, a tool to do simple object-oriented drawing, and a tool to manipulate the justification and spacing of text. Switching from one tool to another seems to bring in a new overlay from disk. The user interface to the program is slick. There is on-line help.

Text can be imported from a number of standard word processor formats, and graphics can be imported in formats including Easy Draw, Degas, .IMG, and Neochrome files. Images can be resized once they are imported, and images are not distorted by resizing them a number of times. Text flows between collumns and pages. Style sheets can easily be created, saved, and loaded.

The program uses GDOS and comes with six fonts. A large number of output devices are supported, including Postscript printers, FX-80, 24-pin, Atari laser printer, and some other laser printers.

The price at HT Electronics was $110 for this package. At this price, the package sets a new standard for desktop publishing on any computer.

Karl Rowley
rowley@orville.nas.nasa.gov
ames!orville.nas!rowley

"These are my own personal views."

4169. v02INF2: Index -- list of files in volume 1

Newsgroup: comp.sys.atari.st
Date: 1988-06-07 02:42:02 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <3646@saturn.ucsc.edu>
Source record: 252069

```
Submitted-by: koreth@ssyx.ucsc.edu (Steven Grimm)
Posting-number: Volume 2, Info 2
Archive-name: Index

-- VOLUME 1 --

v01INF1 -- intro Introductory information
v01i001 -- arc Archiving software
v01i002 -- uucode En/decoder for net postings
v01i003 -- arcdoc Documentation for v01i002
v01i004 -- tinydu Tiny UNIX "du" clone
v01i005 -- tinyhead Tiny UNIX "head" clone
v01i006 -- turtle/part01 Hard disk backup utility
v01i007 -- turtle/part02
v01i008 -- turtle/part03
v01i009 -- turtle/part04
v01i010 -- turtle/part05
v01i011 -- turtle/part06
v01i012 -- uniterm/part01 Terminal emulator
v01i013 -- uniterm/part02
v01i014 -- uniterm/part03
v01i015 -- uniterm/part04
v01i016 -- uniterm/part05
v01i017 -- uniterm/part06
v01i018 -- uniterm/part07
v01i019 -- uniterm/part08
v01i020 -- uniterm/part09
v01i021 -- uniterm/part10
v01i022 -- uniterm/part11
v01i023 -- uniterm/part12
v01i024 -- uniterm/part13
v01i025 -- uniterm/part14
v01i026 -- uniterm/part15
v01i027 -- uniterm/part16
v01i028 -- uniterm/part17
v01i029 -- uniterm/part18
v01i030 -- darc Archiver for directory trees
v01i031 -- disktbox Assorted disk utilities
v01i032 -- ssdate Date/time setter
v01i033 -- turbodos GEMDOS speed enhancer
v01i034 -- uniterm/new01 New version of UniTerm executable
v01i035 -- uniterm/new02
v01i036 -- uniterm/new03
v01i037 -- uniterm/new04
v01i038 -- uniterm/new05
```

v01i039 -- stcad 2-D CAD program
v01i040 -- pkunarc Fast de-archiver
v01i041 -- more Text file pager
v01i042 -- sheet14/part01 Spreadsheet
v01i043 -- sheet14/part02
v01i044 -- sheet14/part03
v01i045 -- sheet14/part04
v01i046 -- sheet14/part05
v01i047 -- sheet14/part06
v01i048 -- sheet14/part07
v01i049 -- stiram Ramdisk and other items
v01i050 -- hexcalc Calculator
v01i051 -- uw/part01 Unix Windows client program (terminal)
v01i052 -- uw/part02
v01i053 -- uw/part03
v01i054 -- uw/part04
v01i055 -- icone Desktop icon editor
v01i056 -- cache Disk cache
v01i057 -- idle12 Screen-saver
v01i058 -- fixdfnts Fonts for comp.sources.atari.st posting
v01i059 -- unixtkit/part01 Unix utilities for ST
v01i060 -- unixtkit/part02
v01i061 -- unixtkit/part03
v01i062 -- unixtkit/part04
v01i063 -- unixtkit/part05
v01i064 -- unixtkit/part06
v01i065 -- unixtkit/part07
v01i066 -- unixtkit/part08
v01i067 -- unixtkit/part09
v01i068 -- unixtkit/part10
v01i069 -- unixtkit/part11
v01i070 -- unixtkit/part12
v01i071 -- unixtkit/part13
v01i072 -- unixtkit/part14
v01i073 -- flip Disk utility (use backs of floppies)
v01i074 -- gnome/part01 Mini EMACS clone
v01i075 -- gnome/part02
v01i076 -- gnome/part03
v01i077 -- gnome/part04
v01i078 -- zmdm/part01 Terminal emulator and file transfer program
v01i079 -- zmdm/part02
v01i080 -- zmdm/part03
v01i081 -- zmdm/part04
v01i082 -- lutils Reset-proof ramdisk and disk cache
v01i083 -- hinstall/part01 Hard disk autobooter
v01i084 -- hinstall/part02
v01i085 -- hinstall/part03
v01i086 -- mjc20/part01 Mark Johnson C compiler version 2.0
v01i087 -- mjc20/part02
v01i088 -- mjc20/part03

v01i089 -- mjc20/part04
v01i090 -- mjc20/part05
v01i091 -- mjc20/part06
v01i092 -- mjc20/part07
v01i093 -- mjc20/part08
v01i094 -- mjc20/part09
v01i095 -- mjc20/part10
v01i096 -- stdcat/part01 Disk catalogging system
v01i097 -- stdcat/part02
v01i098 -- stdcat/part03
v01i099 -- stdcat/part04
v01i100 -- vkiller/part01 Floppy virus killer
v01i101 -- vkiller/part02
v01i102 -- vkiller/part03

4170. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-06-07 09:43:47 UTC
From: CHKOLL1@DKNKURZ1.BITNET
Message-ID: <8806070943.AA24384@ucbvax.Berkeley.EDU>
Source record: 252070

please tell me how i can get messages from you
i am a german atari-user and very interested in informations

4171. Re: Batch processing from GEM desktop?

Newsgroup: comp.sys.atari.st
Date: 1988-06-07 20:29:06 UTC
From: kbad@atari.UUCP
Message-ID: <1071@atari.UUCP>
Source record: 252071

in article <493@philmds.UUCP>, leo@philmds.UUCP (Leo de Wit) says:
>
> [...] Perhaps the BATCH.TTP should
> scan the batch file for positional parameters and supply an arguments line
> to be filled in by the user if it had any.
>
> Leo.

Jefferson Software put out a program called RUN with version 1.0 of the JS Modula system that did just that. Its companion program "COMMAND" could be used with it for a simple batch facility from the desktop. RUN prompted for a command line when it was run. It also set up the environment, etc, from parameters supplied in the file that launched it (a *.RUN file).

I haven't heard of anyone using it extensively, but it seems to me that program would be a very simple way to accomplish flag and environment setting to do things from the desktop. When I was working on JS Modula V1.0 libraries I used RUN extensively, it made development on a stock 520ST considerably less painful ;-).

Ken Badertscher | Opinions expressed above should be
Atari Software Test/Support | expressly considered my own expressions.
kbad@atari.UUCP

4172. Re: (a) The Right to Flame & (b) WHAT ATARI NEEDS TO DO...

Newsgroup: comp.sys.atari.st
Date: 1988-06-07 20:46:37 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <6332@cup.portal.com>
Source record: 252072

Ugh. More UNIX weenies trying to determine our future.

"I guess it's better than having them pump quarters in Pac-Man games...
" - John C. Dvorak

Not always! Sometimes computer companies listen to them and lose their shirts (e.g. Fortune Systems).

It's 1988 and UNIX still S*cks. GEM ain't the greatest, and I'd rather have X, but I have to have a brain-damaged operating system that's older RT-11, for pity's sake! No thanks, I'll pass.

Besides it usually isn't GEM; it's usually TOS. Yes, TOS is awful. Can you say "CP/M with fender flares"? I knew you could. But UNIX is even worse... (Hmm, you'd never know I'm a VMS person, would you :-)
"UNIX compatibility is snake oil."
- Ken H. Olson

Henry B. Messenger (DEC can have its own opinions, I have mine)

4173. Renaming Folders

Newsgroup: comp.sys.atari.st
Date: 1988-06-08 09:23:56 UTC
From: neil@hwcs.UUCP
Message-ID: <1867@brahma.cs.hw.ac.uk>
Source record: 252073

I have a folder 'ALCYON.C' on the HD here at work but I don't think Gulam
likes it because of the '.'. So today I decided to rename it by editing the
sector containing the directory entry (STOP!! No don't do it I hear you cry).

I suucessfully found the sector and changed the trailing 'C' into a space
($20) since that is what other folder entries had. But it didn't work.
Every time I tried to open that folder I was dumped back on the root of
the partition. Why? I tried a few different names like 'ALCYON_C', 'DEVKITCC'
and 'ALCYONCC.DRI' and they all gave the same result. Only the original name
would yeild the correct result ie. a working folder.

A 32 byte directory entry looks like this:-
(I am relating this from the GEMDOS reference manual)

```
8 Character primary name
/
/ 3 Character extension
/ /
_____________________/ ______/ Attribute byte
/ \ / \ /
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F

10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
\___/ \___/ \___/ \_________/
\ \ \ \
\ \ \ File length
\ \ \
\ \ Starting cluster
\ \
\ Creation date
\
\
Creation time
```

All I changed was the name and extension. Nothing else. I hope the new ROM
Frename does a better job renaming folders than I did. I have since restored
the original folder name and its OK again. But I would like an explanation
as to what went wrong. Is there more to renaming a folder than just changing
its name?

"I think all right thinking people in this country are sick and tired of being
told that ordinary decent people are fed up in this country with being sick and
tired. I'm certainly not and I'm sick and tired of being told that I am!"
- Monty Python

Neil Forsyth JANET: neil@uk.ac.hw.cs
Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
Edinburgh
Scotland

4174. kermit.ttp

Newsgroup: comp.sys.atari.st
Date: 1988-06-08 11:13:27 UTC
From: t19@nikhefh.hep.nl
Message-ID: <470@nikhefh.hep.nl>
Source record: 252074

Does anyone have a PD kermit which accepts its arguments from a commandline?
I'd like to be able to do a partial backup during lunch and I already own a
highly intelligent shell that can figure out which files to send (in fact,
the best shell available for the ST in my humble opinion: pipes, ``, case,
foreach, built-in resizable ramdisk, cache, local variables, unix-style
patterns as in e aap[1-5], arithmetic @ i++, VAX-like arrow commandline editing,
^d, filename completion with fignore, ...)
For some odd reason I cannot get zmodem to work reliably to our mainframe
so I'd prefer to use kermit.

Many thanks,
G.J. van Oldenborgh

4175. Abaq (transputer on ST)

Newsgroup: comp.sys.atari.st
Date: 1988-06-08 11:44:03 UTC
From: dnk@bucsb.UUCP
Message-ID: <1733@bucsb.UUCP>
Source record: 252075

Anyone know more about Atari Abaq? I've read the article in
Byte June'88 (p.303-308), but I want to get more info.
Are there other articles on it? Or on Helios (Abaq's Unix-like
operating system)?

How about becoming a developer?

Thanks.

(I suppose there will eventually be comp.sys.atari.abaq?!?) --

Danny

ARPANET: dnk@bucsb.bu.edu BITNET: cscjfsn@BOSTONU
CSNET: dnk%bucsb@bu-cs UUCP: ..!harvard!bu-cs!bucsb!dnk
Phone: (617) 547-5033 Voice: "Hey Danny" will do
USnail: 14 Laurel St., Cambridge, MA 02139, U.S.A.

"Joy is in the ears that hear."
-- Saltheart Foamfollower

4176. Graphics File Transfer & Print

Newsgroup: comp.sys.atari.st
Date: 1988-06-08 12:32:47 UTC
From: cbz@mhuxu.UUCP
Message-ID: <7618@mhuxu.UUCP>
Source record: 252076

I just bought an Okidata Microline 292 Color Dot Matrix Printer for my PC at work. I would like to try the following. Display a graphics image of some sort on my 520ST at home. Dump the image to a file. Upload the file to the UNIX mainframe I use at work. Download the file from UNIX to my AT&T PC6312 (IBM AT Compatible) at work. Dump the image to my color printer. According to the docs that came with Moshe Braner's BARREL program, I can use BARREL to do just that. Has anyone tried this? Moshe, have you? If I receive no responses I'll just try it myself. Any suggestions or comments are greatly appreciated.

Craig Z. at AT&T
mhuxu!cbz

4177. Re: Arcade games on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-08 14:29:05 UTC
From: KEITH@SYSD.SALFORD.AC.UK
Message-ID: <KW.N6YZ.080688@SALF.D>
Source record: 252077

In article <May.5.09.40.18.1988.19483@athos.rutgers.edu>, knutsen@athos.rutgers.
> Roadblaster (singular, I believe) is indeed excellent, but then, the
> quality of the average Atari coin-op is very high. Witness 720,
> Rolling Thunder, I Robot, Dragon Spirit, Gauntlet and Gauntlet II,
> Major Havoc, APB, et. al.

The UK software houses are very fond of arcade conversions at the moment
(some of which have actually made it to the market). I thought the
games fanatics out there might like a list of what to look out for !

Below is a list of arcade conversions either availbable now or under
development for the ST by UK software houses. I've probably left a
number of titles out, this is all from memory but I think I've got
the publishers right !

Some of the comments have been "gleaned" from various UK ST and
Games magazines.

First the actual arcade conversions:

Title Publisher Notes

Roadrunner US Gold - Now available in a
Indianna Jones " - 4 game compilation
Gauntlet " -
Metrocross " -

Rampage Activision

Buggy boy Elite Getting good reviews

Road Blasters Activision ? Under development

Xenon Melbourne House ARCADE QUALITY vertical scroller

Sidewinder Melbourne House " " " " (easier
than Xenon)

Roadwars Melbourne House Difficult to describe ! Good graphics
Gameplay not great.

Gauntlet 2 US Gold Just out. 4-PLAYER with adaptor.

Space Harrier Elite Under deleopment ? Things seem to
have gone quiet on this. Early reports
were interesting. 8 bit versions
have been out for over a year.

Star Wars Domark Good conversion, maybe a little slow.

Empire Strikes Back Domark Under development.

Return of Jedi Domark Under development ? For Xmas.

Rolling Thunder US Gold ? Just out. Competemt conversion.

Slap Fight Ocean Average Conversion.

Ikari Warriors Elite Average Conversion.

Outrun US Gold Good Conversion.

Bubble Bobble Firebird Good Conversion.

Bionic Commandos US Gold Under development.

Halls of Kairos US Gold Under development. Sold as "Desolator".

Alien Syndrome The Edge Status unknown ?

Darius ?? A company had a Darius machine on
display at last years PCW show. Nothing
has been mentioned since.

There's also a few original games that may be worth getting:

The Last Ninja System 3 Under development (for a looong time!).

Return to Genesis Firebird Smooth horizontal, parallax, scroller.

Leathernecks Microdeal 4 Player.

Whirlygig Firebird Under development. Screen shots
look good.

Black Lamp Firebird Good platform game.

Backlash Novagen 16 bit version of Encounter (on the
8 bit and C64). Mindless blasting.
Its great !

Damocles Novagen Under development. Sequel to Mecenary.
Graphics are completely different.
Gameplay ?

Captain Blood Infogrammes Recent release from a French company.
English language version just out.
Space exploration. Great graphics,
good sound. Takes some time to get
into it !

Carrier Command Firebird Wow ! Combat/war game with arcade/
Flight simulator graphics. Solid
filled 3-D graphics. Animation is
very smooth.

Virus Firebird This is the game used to "sell" the
Acorn Archimedes - difficult to

describe. Byte carried a screen
shot in a news item about the
Archimedes. Reports of the conversion
are very favourable.

Starglider 2 Firebird Under development. Should be ready
"soon". Firebird have started to
advertise it. Graphics are solid,
filled, 3-D. Should be as smooth
as Carrier Command.

I have a mono monitor so have not actually got many of these games,
but I have seen and even played some of those that have been released.

Have fun !

JANET keith@uk.ac.salford.sysd
ARPA: keith@sysd.salford.ac.uk
PHONE: +44 61 737 7010
POST: 3-S, Computer Centre, Salford University, Salford, M5 4WT, U.K.

4178. Re: where is Looking Glass Software?

Newsgroup: comp.sys.atari.st
Date: 1988-06-08 14:57:13 UTC
From: magore@watdcsu.waterloo.edu
Message-ID: <4783@watdcsu.waterloo.edu>
Source record: 252078

In article <1973@ssc-vax.UUCP> dickey@ssc-vax.UUCP (Frederick J Dickey) writes:
> Does anybody have
>any idea what the address of Looking Glass Software is? These
>guys don't want anybody to know where they are.

What ? , Brad _hide_ ... impossible :-)

Try, {watmath!att}looking!brad or brad@looking.UUCP

or, Looking Glass Software Ltd.
124 King North
Waterloo Ontario Canada
1-519-8847473

Brad can also be found in the news group rec.humor.funny as the moderator.

Best Regards,

Mike Gore
Institute for Computer Research. (watmath!mgvax!root - at home)
These ideas/concepts do not imply views held by the University of Waterloo.

4179. Re: null fill eliminated

Newsgroup: comp.sys.atari.st
Date: 1988-06-08 15:35:53 UTC
From: pes@bath63.UUCP
Message-ID: <2657@bath63.ux63.bath.ac.uk>
Source record: 252079

In article <1067@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>This is appalling! Please get over the idea that you can fool with stuff
>in ROM. For starters, some programs EXPECT that the whole heap (not
>just the declared BSS) is zeroed at startup... Microsoft Write is one.

I may be coming close to starting a theological argument here. On the other hand, I spent ages, some years ago, in helping users convert IBM/360 applications (where storage was zeroed when you got it) to run on IBM/370 systems (where it wasn't -- or was it the other way round?). Anyway, I was always taught, and since that experience have believed, that you should **NEVER** write a program which depends upon ANYTHING being ANYWHERE in storage, unless it put it there itself -- with the obvious exception, of course, of DEFINED system locations.

So, what I find appalling is that a company like Microsoft (who I generally think highly of) would hire programmers who indulge in writing code that relies on this sort of undocumented effect. If Microsoft Write (or anything else) WANTS an alloc'ed block of storage to contain zeroes, it oughta D**N WELL put them there its-own-self. Period.

4180. Re: The scientific method (Amiga VS Atari)

Newsgroup: comp.sys.atari.st
Date: 1988-06-08 17:28:42 UTC
From: NETOPRHM@NCSUVM.BITNET
Message-ID: <378NETOPRHM@NCSUVM>
Source record: 252080

Please stop, while I continue to think you are a sentient being,
and not a propaganda factory.

I read this group for interesting discussions, not ignorant babble.

--hal

4181. Re: null fill eliminated

Newsgroup: comp.sys.atari.st
Date: 1988-06-08 18:35:46 UTC
From: leo@philmds.UUCP
Message-ID: <497@philmds.UUCP>
Source record: 252081

I just couldn't resist...

In article <1067@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>From article <490@philmds.UUCP>, by leo@philmds.UUCP (Leo de Wit):
>> null fill (there could be a 1/(vbls/sec) delay %-) and is guaranteed NOT to
>> work on all ROM versions 8-).
>> The main problem will be the addresses (start, end) of the fill-routine
>> in ROM.
>
>
>This is appalling! Please get over the idea that you can fool with stuff
>in ROM. For starters, some programs EXPECT that the whole heap (not
>just the declared BSS) is zeroed at startup... Microsoft Write is one.

Then I think those programs are wrong, in sofar that they depend too
strongly on the environments they work in. A portable C program should never
expect the heap to contain all zeros, although many O.S.'s may do this:
the clearing of pages that for instance Unix applies when a process asks
for more space (more heap by calling sbrk, more stack by pushing data on it),
has nothing to do with initializing, but with protection; that process may
not peek at what another process left there. It could be just as well be set
to all 1's, or 0xe5 (but some Unix boxes have probably fast clear instructions).
When I come to think of it, it is even not very trivial to write a program that
uses that 'zero' feature; let's see, assume we have

```
#define DATASIZE 5000
```
then:

1) first try:

```
char egdata[DATASIZE];
static char sgdata[DATASIZE];
```

but these are not good examples; both are BSS so my fastload also clears them
(according to K&R).

2) second try:

```
function()
{
char adata[DATASIZE];
static char sldata[DATASIZE];

/* code here */
}
```

are also not good examples; sldata is BSS so my fastload also clears it;
adata is on the stack so assuming it contains zeroes is bluntly wrong.

3) third try:

```
function()
{
char *pdata;

pdata = malloc(DATASIZE);
/* code here */
}
```

Wrong again; if the malloc() was preceded by free() you're likely to get
non-zero space; use calloc(), that's a portable way to get cleared space.
The same applies when you use the GEMDOS call Malloc(); it can just as
well contain non-zero space. And so for sbrk() and brk().

Moral: If you know beforehand the size you can use BSS declarations to
get a zero-initialized data element; note that they take no data space in the
program file (or use the initialized data segment by explicitly initializing it
to zero). If you don't, don't rely on some magic undocumented builtin
trick of some O.S. (you can put a T in front) but do it the standard way,
using calloc() for heap and _bzero() or setmem() or repmem() or
zero_it_yourself_mem() for general space clearing; more likely to be portable
and big chance it's faster than the ROM's routines; this goes not for all
parts of it, but some are really badly if at all optimized (but that's another
chapter).

>Maybe the disk cache you use, or the hard disk compaction utility, or
>something equally deadly expects this -- and you'll learn the hard way
>not to fool with this kind of thing.

Maybe the new ROMs have their disk IO reorganized. All disk cache owners
will be surprised then, but not happily 8-). They will learn not to fool
with machines that are so poorly documented (please no flames, this is
merely a plea for better and less terse manuals in the future). I
understand it's easier for Atari not to make any statements regarding
the behaviour of their machines, in order to fix certain problems easier;
but they should understand that in order to get a machine, or perhaps better,
an O.S. accepted, they have to specify a certain standard, whatever that might
be, so that developers can rely on it, have fait in it (this is not a
follow-up to 'What Atari should do' 8-).

>I know the clearing takes a long time on 11/20 ROMs. It's much faster
>in Mega and future ROMs. But it's still there, because it is a "settled
>expectation" among developers. ("Settled expectations" are things that
>people count on despite the fact that nobody promised they'd stay true.)

I don't need to count on it and I wouldn't settle for it %-). Besides I think
it is a pure waste:
On my 520 ST+ with harddisk many of the tools I use take more time to
clear their space than to actually load. My programs and shell scripts run
much faster after this fix and most programs don't use even 10% of the so

slowly cleared space. The editor and compiler that use BSS space amongst others are perfectly happy.

>I urge people not to use this trick or any other which changes the
>environment that programs execute in, or depends so heavily on actual
>addresses in ROM.

Ever taken a look at AHDI.PRG, the hard disk driver that comes with the SH204? This one also uses fixed addresses to check for ROM version etc. I think there's no other way if you want to fix things, or you end up rewriting complete parts of TOS/GEMDOS, and I wouldn't like that. My utility could just as well be extended to settle for more ROM versions, and I would help anyone that wants to find things out for his version. You can also easily modify it to give you all cleared space, if you insist on that; it will still be more than 7 times as fast as what my ROM does.

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Now you're making sense! And I hope my opinions CLEARed things a bit... only the BSS, that will do 8-).

Leo.

4182. FATSPEED WORKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 02:57:38 UTC
From: med@druhi.ATT.COM
Message-ID: <3129@druhi.ATT.COM>
Source record: 252082

I have to admit that I was a little skeptical about fatspeed at first (with all the stupid viruses around), but I backed up my drive, write protected it, bit the bullet, and...

It works wonderfully!!!! I can't believe the difference it makes! I've got an 8+ Meg partition that was almost full (read slow, slower, slowest...), and copied files to it. It seems like an almost empty partition.

Thanks to Uli Kuebler, the spring is now back in my ST!

Myron Drapal
AT&T Denver
..!ihnp4!druhi!med

P.S. Uli did in a few months what Atari can't do in 3+ years. And he doesn't expect mega-$$ for fixing a bug he didn't even create...

4183. Re: Personal Pascal (File Path Question)?

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 08:27:49 UTC
From: darin_wayrynen@pedro.UUCP
Message-ID: <309@pedro.UUCP>
Source record: 252083

I'm sure at least a 100 people will answer this, but in the off chance that I
am
mistaken, I'll tell you the proper Gemdos call.

Dgetdrv() returns the number of the default disk drive...

Darin

4184. Memory Upgrade For 520ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 10:06:53 UTC
From: Richard_Landells.SBDERX@XEROX.COM
Message-ID: <880609-030738-4121@Xerox>
Source record: 252084

I have been led to believe that the MMU of the ST can access up to 4Mb of memory, and would like to upgrade my 520STFM to this level, but every time I ask how, I am met with blank looks. If anybody out there has actually done this, I would be very grateful if you could pass any advice on how to do it.

Many Thanks,

Richard Landells
Rank Xerox,
Welwyn Hall,
30, Church Street,
Welwyn,
Herts,
England. AL6 9LX (UK) 043871-6341

4185. disc trouble

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 10:23:51 UTC
From: U641000@HNYKUN11.BITNET
Message-ID: <8806091002.AA03906@ucbvax.Berkeley.EDU>
Source record: 252085

I have had my SH205 hard disc for almost a year, and have been using
it heavily. Here's what happened to me lately.

My SH205 hard disc occasionally gave these "Data on disc C/D/E may be
damaged" messages (in the course of running a program!),
which were easily remedied by switching the drive
off and on (once or twice or thrice). Then one day whilst staring
at an editor screen I noticed my disc coming to life. After exiting
the editor the file I had been editing had grown from 10k to 2M.......
(note: I don't have a MegaST, and my editor (Tempus) calls
it quits well before 800k)
Curiouser and curiouser: I deleted this file, and found that my 4M
partition on the hard disc had 3M used and 3M available. Most files
were found to contain just repetitions of their first 20 or so lines.
Luckily I am paranoid about this sort of thing and had a 3-day old
backup of everything important. (Long live Flashback!!!!!!)

Do people out there have similar experiences?
Are other discs than the Atari more trustworthy?
(Am I doing something wrong? I do switch off the drive when I don't
need it for a while, such as when using Uniterm)

Reply to the net, or privately,

Victor Eijkhout u641000 at hnykun11.bitnet

4186. Atari's new mega st system policy

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 12:05:00 UTC
From: wayne@inmet.UUCP
Message-ID: <148900003@inmet>
Source record: 252086

So yesterday I call my local music store where I've seen ST's and
mega ST's displayed, and ask how much for a mega ST ? The guy says
'well we are currently reevaluating whether we will continue to
carry Atari computers'. HHHHmmmmmm, I thought, being used more and
more by musicians and recently announced that Atari was going after
music stores to carry the line......something is fishy here. So I
call another small music store that I know is an Atari dealer and
the guy says 'well, I hate to tell you this, but Atari has just
announced that dealers cannot purchase mega St'
s unless they also purchase an Atari laser printer, so I can't
sell any megas except bundled with their laser printer'
(this is a one man music store.....not a department store).
So, now I understand why the first store is reevaluating its'
dealership.
So I say ' well give me a price on the 2 and 4 meg mega systems
that you are selling just for the hell of it'. He proceeds to
give me a price of just under $4000.00 for the 4 meg which includes
a 20 meg hard disk, the laser printer, and a bunch of software
including VIP professional, and some other 'business' oriented
stuff. The price for a similar package for a 2 meg, no hard disk,
and only one floppy came in at $29xx.xx (don't remember the exact
change'. My response to him was ' gee....if I HAVE to spend $3000.00
I would probably get a Mac SE with a 20 meg hard disk and no
laser printer that I don't want anyway....
his response was 'good point'.
FFFFFFFFLLLLLLLLLLAAAAAAAAMMMMMMMMEEEEEE OOOOOOOONNNNNNNNNN !!!!

I hope you guys at Atari are listening:
First you put out your cute little slogan 'power without the price'.
second you build MIDI ports into the machine....obviously you are
thinking of musicians using it. Third you go out of your way to
court the music industry into really pushing your machine. Fair
enough, it is a good music machine, plenty of music software is
coming out, musicians like it, blah blah blah.
So music stores start carrying it, great. Now memory requirements
are becoming greater for musicians because of large sequencer data,
multiple applications shells, etc.
AND NOW YOU ASSHOLES ARE TRYING TO SHOVE YOUR LASER PRINTER THAT MOST
MUSICIANS DON'T WANT DOWN OUR THROAT.
Don't you understand that music stores are not dept stores ?
They can't afford to buy a laser printer with each system
to have it sit around a fucking storeroom for years. Don't you
understand that it's a great help to musicians to be able to
buy their computer (of CHOICE !!!!) from the music store that they

always deal with ? Don't you understand that you are not going to compete with Apple and increase your prominence in the business world by alienating all of your musician customers and trying to force dealers to force consumers into buying your products ?
And finally, if you as a company were going to make this kind of policy, why all of the energy to court the music stores into becoming dealers......are you guys just fucking crazy or what ?

P.S. I don't work at a music store....this is from the perspective of a past 520st owner and (previously) prospective mega owner. At this point I would spend twice as much on any other computer than buy a mega, purely on principal. I think Atari and whoever dreamed up this little scheme are a bunch of assholes and I think and hope that this little folly puts your asses right out of business.

If the guys at Atari or anyone else has a response to this please post it for all to see. Also my name is Keith Hedger and I'm using the account of a friend of mine.

Keith Hedger

4187. $PATH environment variable

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 13:31:36 UTC
From: ralph@lasso.UUCP
Message-ID: <8806091331.AA03098@lasso.laas.fr>
Source record: 252087

Is there a norm on the ST for the specification of PATH? The Unix ":" is
out since it separates the drive specification. COMMAND.TOS and GEMBOOT seem
to want a semi-colon ";" as separator. Gulam wants a comma "," and won't
accept anything else. I would appreciate having this defined in ONE place and
have my various shells pick up the proper value. Am I asking too much? ;-|
As always, email me directly since I still don't get the newsgroups, sigh!

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)
= =

4188. Re: Summer C.E.S. Highlights

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 13:41:08 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3018@ihlpe.ATT.COM>
Source record: 252088
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <592@jolnet.UUCP>, rich@jolnet.UUCP (Rich Andrews) writes:
>
> I really hate to do this to you all but here are the cold hard facts.
>
> 1) This year the CES was geared strictly for games. (:<)
>
True

> 2) There were no new software packages displayed for the ST line.
>
Not true. I talked to several third party software suppliers and looked at what they had new for the ST. There is plenty new, both entertainment and productive software. Atari chose not to display the ST to any extent, probably because they are emphasizing the ST at COMDEX now. I was disappointed that there was no display of software or hardware for the 8bit computer line, though. No really good reason was given either. A lame excuse, such as "we tend to alternate, one year emphiasing computers and next year the game sytems". This isn't true, because I have been at the CES for the last several years and the computers have always been a part of the show.

> 3) As of Sunday, the second day of the show, the attendance was about half
> of what it had been in years past. (The show is a loser)
>
Maybe, but Saturday was pretty crowded and Monday was also plenty busy for a Monday at the CES. I do think that more of exhibiters are choosing other shows to highlight their wares. The movie software companies had a very small showing except for the "blue" movies. They are using a Video show as their vehicle of choice.

> Other than that there is not really anything else new. I will be able
> to tell more after the annual CLAUG/Atari roast dinner.
>
Yes, please do. I was unable to attend and there is usually more computer specific information talked about there.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

4189. Re: Dhrystones

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 15:12:10 UTC
From: steven@cwi.nl
Message-ID: <359@piring.cwi.nl>
Source record: 252089

In article <1068@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> Finally, I would like to point out that Aztec C does more dhrystones per
> second than any other compiler for the ST that I tested:

By the way, when running dhrystone, you should do it on an empty
machine. I was running dclck13 (a clock program that displays the time
in the top right corner of the screen), and just to see how many
cycles it used, I ran dhrystone. Where I normally get 1000, I got 900.
The clock program was using 10% of the machine's power!

Steven Pemberton, CWI, Amsterdam; steven@cwi.nl (or mcvax!steven.uucp)

4190. Re: High end MIDI sequencers

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 15:12:16 UTC
From: cag@hpfclr.HP.COM
Message-ID: <10580001@hpfclr.HP.COM>
Source record: 252090

>/ hpfclr:comp.sys.atari.st / Crawley@ALDERAAN.SCRC.SYMBOLICS.COM (Eric S. Crawley) / 12:37 pm Jun 7, 1988 /
>I am looking for a real high quality MIDI sequencer for my ST. I am
>torn between the new C-Lab Creator and Dr. T's KCS Level II. Has anyone
>out there used either of these sequencers and would care to comment on
>them? I have read all the reviews that I could find in Keyboard
>Magazine on them. Thanks in advance for any info you can provide.
>
> Eric Crawley
>----------

Take a look at Steinberg's Pro-24 version 2.1 (or 3.0, if it's out).
I've had it for several months now and in general I've been really
happy with it. Version 3, if it should choose to appear, will let
you record on four tracks at once. The only complaints I have are
about the lousy manuals.

4191. Re: C compilers on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 15:20:59 UTC
From: steven@cwi.nl
Message-ID: <360@piring.cwi.nl>
Source record: 252091

In article <1904@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
> i guess i'll stick with good 'ol alcyon (maybe slow but it works...)

Ha! After months of fighting the buggy code produced by Alcyon, I threw the damned thing away and went over to MWC. I only wished I'd done it earlier, and saved all that trouble.

The major problem with MWC is that there isn't an option to generate code to check for stack overflow (the suggestion in the manual to do it yourself is of course ridiculous), and I almost consider this as buggy code. It's absolutely infuriating to spend 2 days using the debugger, only to discover that you've overrun the stack. Does version 3 fix this, by the way?

Steven Pemberton, CWI, Amsterdam; steven@cwi.nl

4192. RE: High end midi sequencers

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 18:59:26 UTC
From: Updike@UMass.BITNET
Message-ID: <88060914482761B.AMKD@Mars.UCC.UMass.EDU>
Source record: 252092

Sorry, but I don't have the time to reply to the person who asked
about high end MIDI sequencers directly.

You are deciding between two very different sequencers. I originally
bought KCS level II. I didn't like it. It was very hard to crank out
basic material. Step editing was horrible. The manual is not very
well written. In short, I didn't like it, and bought Passport's Master
Tracks Pro, and I am very happy with it.

I have look at C-Lab's Creator, and it looks excellent. Very nicely
done program. In another month or so, however, C-Lab's Notator will
be available. Supposedly it contains ALL of Creator plus a full notation
program. It looked amazing. I think it is available in Europe, so,
if anyone on the net could give further information, all us musicians
would be very appreciative. If the notation part of it is good, go with
Creator because the notation program for KCS (the copyist), lacks in
many ways. It is not very friendly, and is very slow to work with.
A basic transcription of one of my pieces took 3 hours AFTER I had learned
the program. Aside from that, KSC II destroyed one of my pieces for
no reason. Go for Creator, or for Master Tracks Pro....
Any further questions, feel free to write me at UPDIKE@Umass.

Ta,
Damian Roskill

These are all my opinions, Dr. T's, C-Lab, or Passport can flame
me if they want......

P.S. I myself am waiting for Intelligent Music to come out with
Upbeat for the ST, so I can have a Fairlight Page R!

4193. Re: Ramdisks and Increased Ram

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 20:38:52 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2549@ihuxy.ATT.COM>
Source record: 252093

In article <3826@pasteur.Berkeley.Edu> etruscan@cory.Berkeley.EDU (Dominik J. Schmidt) writes:
> I have just recently become a member of comp.sys.atari.st, and recently
> read a remark about possibly using the cartridge port as a ramdisk.
> Could someone please email me all the information available on that
> subject? A ramdisk is just what I need right now.
>

On the subject of RAM DISKs, I mean external RAM "DRIVES";

Some of you may remember Glen Stone, and his chip which he called
Stonehenge, well the chip (and a PCB) is real and will be made
available with in 2-3 weeks.

Points of interest;

connects to the dma port (hard disk)

devices can be daisy-chained, i.e. RAM DRIVEs or Hard Drives (your
hard drive must support pass-thru, else put it last)

2Meg with 256K parts, 8Meg with 1M parts

Dwell on this;

Daisy-chain 7 RAM DRIVEs for a total of 56MEG of very fast external
storage.

Comments;

I ran "showpic" on the RAM DRIVE, it was able to display the frames
fast enough for animation.

The RAM DRIVE was sized, formated and installed with the Supra Hard Disk
utilities.

Nity Grity;

The chip, a PCB, and docs will be offered as a kit. A support kit will also
be offered that will include some hard to get parts, like the DB19s,
the PGA socket, maybe the xtal. In addition a power supply will be
made available. Power requirements are 5V at 2A with good transient current
response.

A completely packaged ready to plug in product will be available in 2-3 months.
Watch for the "Maximum STrive"

For more info;

Write email

RONSAT Technologies Inc. ...ihnp4!ronsat!rns
368 Lexington Drive.
Buffalo Grove IL. 60089 login: info at (312) 520-7812

Phone (312) 520-8003 if you want to talk to a human, call befor 10am CDT.

I am affiliated with RONSAT.

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

4194. Re: Satellite hook-up anybody?

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 20:52:52 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2550@ihuxy.ATT.COM>
Source record: 252094

In article <469@mks.UUCP> wheels@mks.UUCP (Gerry Wheeler) writes:
>In article <880604225715.921660@HIS-PHOENIX-MULTICS.ARPA>,
Friesen@HIS-PHOENIX-MULTICS.ARPA.UUCP writes:
>> I am interestead (there has been a little talk about it) if anyone has
>> used a satellite dish to recieve weather radar pictures.
>
>Yes, indeed. A fellow here in Waterloo has done so, and will be giving
>a talk about it at this week's GTIA/Vector II meeting.

About 1.5 years ago Antic published a project that would convert
satellite pictures that are rebroadcasted on a VHF channel into
images for your 8bit, they also showed how to connect it to
a ST

The circuit was simple, just one IC, with most of the work being done
in software.

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

4195. OPS5 in Cambridge LISP posted to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-06-09 22:48:44 UTC
From: feat@bnlux0.bnl.gov
Message-ID: <562@bnlux0.bnl.gov>
Source record: 252095

The recent posting of the Cambridge LISP version of OPS5 needs two
fixes to at least get it to compile.

1. The definition of PROG1 is broken, try replacing the line

,@(append (cdr l) '((return ,xxx)))))))

with the following line:

,@(cdr l) (return ,var)))))

2. The global *cved-least* should be *cvec-least* in the "fluid"
declarations.

About Cambridge LISP, are people using it? Did everyone give up after
METACOMCO held their $200 for months before shipping last year (like they
did for me)? Have there been new releases? Any applications written in
it other than the OPS5 that was posted?

--- John Featherly

No cute pictures, no funny sayings, no strange disclaimers

4196. (None)

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 02:41:04 UTC
From: pete_ashdown@pedro.UUCP
Message-ID: <314@pedro.UUCP>
Source record: 252096

In <Jun.4.16.40.40.1988.7450@topaz.rutgers.edu> Ray Wilmott writes:

>Anybody have any info about how "Bob" got into the ST? Were it's
>designers members of the Church of the SubGenius? Or was this picture
>originally from something else entirely, and just happened to adopted
>by that organization???????

As the unofficial spokesman for J.R. "Bob" Dobbs on the net, I'll have to put the explanation of this 'phenomena' as follows:

A. It isn't really "Bob", but the evil anti-"Bob". A tool of the dupes of the conspiracy to confuse the followers of "Bob" into doing stupid things. Like for example, the purchasement of a computer known as the Atari ST.

B. The engineers at Atari after sitting back and realizing what they done also realized that they needed a LOT of help. When help's 'a needed', "Bob" is the one to be pleaded. They put the "BobsHead" in as a last ditch effort.

C. It really is one of the few genuine "Bob" miracles. I might add, that this has happened two other times. The "BobsHead" has divined itself to appear on a dinner roll, then later in an unconnected incident, on a flour tortilla. The ST fits perfectly in this class.

D. It isn't really "Bob" or anything like "Bob", but Jack Tramiel smoking a bloated cigar. Actually, I've read something to this effect in an ST magazine.

Although "Bob" hasn't divined what personal computer he owns, if he owns one at all, I tend to suspect that he uses an Amiga. After all, the band "Devo" is a very big part of the Church of The Subgenius. The band members use Amigas... Need I say more?
Second, I would take a 16 color 640x400 picture of "Bob" over a cheap 40 column imitation any day. I might add that when "Bob" is viewed on the Amiga in this resolution, he almost shimmers. You can feel the "slack" being radiated from his image.

The above is not intended to be the match of a fire, but simply an explanation from an unofficial source. I have heard legends of past Amigans being flooded with ST fanatic mail. I do not wish this to happen. However, if you would like me to mail you the glorious image of "Bob" that I described above, I would be more than happy.

"A Read More About It Project" "The Book of The Subgenius," available at finer bookstores everywhere.

|s| SLACK is neither created nor destroyed! If you don't have it, its |S|
|L| /|__/| somewhere where it shouldn't be! -- Chrch of SubGenius |__|\ |l|

```
|a| \/.|.| <===SPUDS MACKENZIE! DEMON FROM HELL! BE WARNED!===> |.|.\/ |A|
|C| (_/o ) Amiga=Computer The Police=Music TrailBlazer=Modem (o ) |c|
|k| - [uunet!iconsys!caeco!pedro!slack!pete] - |K|
--
\ "I don't practice what I preach because I'm not the kind of person I'm /
/ (^: preaching to." - J.R. "Bob" Dobbs in Newsweek :^) \
\ "Like, don't mail me on pedro! I live on slack!" - Pete in a fit of rage /
/ [uunet!iconsys!caeco!pedro!slack!pete] OR TRY [pete@slack.uucp (I hope)] \
```

4197. (None)

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 02:54:57 UTC
From: pete_ashdown@pedro.UUCP
Message-ID: <315@pedro.UUCP>
Source record: 252097

In <A Whole Bunch of Messages> Aris Friesen spews a whole lot of garbage:

I don't want to flame you, because you seem to have a very slight realization of reality. I would like to make a few comments though.

A. Blasteroids is done in a 320x200 resolution. It would look like total trash in a monochrome 640x400. It may not be possible to duplicate on an ST, but I do know of another 68000 computer that has animation, color, and sound capabilities to match the arcade game.

B. Test Drive ST is not a "duplicate" of Test Drive Amiga. Although I have not experienced these "errors" you claim are ridden throughout the program, I have experienced these differences. The engines "roar" instead of "buzz", the pictures of the cars "shine" instead of "glimmer." The rest of the game is negotiable. Of course, I have heard people say that the IBM EGA version isn't much better. Overall, it is a lousy game.

```
|s| SLACK is neither created nor destroyed! If you don't have it, its |S|
|L| /|__/| somewhere where it shouldn't be! -- Chrch of SubGenius |\__|\ |l|
|a| \/.|.| <===SPUDS MACKENZIE! DEMON FROM HELL! BE WARNED!===> |.|.\/ |A|
|C| (_/o ) Amiga=Computer The Police=Music TrailBlazer=Modem (o ) |c|
|k| - [uunet!iconsys!caeco!pedro!slack!pete] - |K|
```

--

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\ "I don't practice what I preach because I'm not the kind of person I'm /
/ (^: preaching to." - J.R. "Bob" Dobbs in Newsweek :^) \
\ "Like, don't mail me on pedro! I live on slack!" - Pete in a fit of rage /
/ [uunet!iconsys!caeco!pedro!slack!pete] OR TRY [pete@slack.uucp (I hope)] \
```

4198. Omnires

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 03:05:38 UTC
From: cochrane@spot.Colorado.EDU
Message-ID: <6569@sigi.Colorado.EDU>
Source record: 252098

Is anyone on the net familiar with Omnires or any other mono to color/ color to mono emulators (I'm interested in color emulation with a mono system myself, since that's what I have)? I'd specifically like to know how well the program works - how focused or unfocused lines and text are, speed, realism, accuracy, etc. Omnires is advertised in this Summer's Start for $34.95, which sounds like a good price if it works well.

Thanks for any responses; I think others would be interested in this as well.

Jim Cochrane

4199. MagicSac please!!!

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 04:07:43 UTC
From: HAHN_K@DMRHRZ11.BITNET
Message-ID: <8806082346.AA25453@ucbvax.Berkeley.EDU>
Source record: 252099

PLEASE!!!
Could someone give me some information about the status of MagicSac???
We would like to buy some of them and need to know a few things in advance:
- what about MEGA-STs ?
- what about HardDisks ?
- what about printer-drivers ?
- What about compatibility with MACs (disks and the like...) ?
Does somebody know a decent dealer who is willing / able to ship
some MagicSacs (professional version, with ROMs, ability to read/write
Mac-disks, etc.) to Germany accepting payment via MasterCard? What are
reasonable prices for all teh stuff? What about update policy? Any
problems known :-) ?

Thank you soo much,
Klaus.

Klaus Hahn Bitnet: HAHN_K@DMRHRZ11

Department of Psychology
Gutenbergstr. 18
University of MARBURG
D-3550 Marburg

West-Germany

4200. Re: Screen pixel height & width question

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 04:48:04 UTC
From: jpexg@mit-hermes.ai.mit.edu.AI.MIT.EDU
Message-ID: <3010@mit-hermes.ai.mit.edu.AI.MIT.EDU>
Source record: 252100

In article <2646@bath63.ux63.bath.ac.uk>, pes@ux63.bath.ac.uk (Smee) writes:
>
> High res: 640 (wide) x 400, monochrome
> Medium: 640 x 200, 4 colors
> Low: 320 x 200, 16 colors
>

Agrgeed. But I'm a monochrome-only user with the following question: If you draw, say, a circle on a medium-res screen, which dimension defines the radius? The circle would be X pixels wide but X/2 pixels high--an elementary problem that b&w users don't have to worry about!

4201. UniTerm

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 08:12:52 UTC
From: U629001@HNYKUN11.BITNET
Message-ID: <8806101632.AA23793@ucbvax.Berkeley.EDU>
Source record: 252001

1) Is there soneone who knows how to print or save the UniTerm graphics screen, while the cross-hair is still active? I often use interactive molecular modeling programs, and would like to save the screen at any moment. (Yes, I do have GDOS installed). I only succeed in saving with no cross-hair active (which is a rare occasion in *interactive* graphics programs, isn't it?). Any suggestions?

2) Switching disks while in the disk-utility menu, using the delete-file function (as I did) to see what files where on the disks, destroys the files on the second disk!! I guess that the FAT of the first disk is copied onto the second one, making it appear as if the disks are alike. Fortunately it is possible to restore your files with Moshe Braners *THIN* program; it instructs TOS to not use the first FAT on the disk, but the second one. Thanks a lot, Moshe!

Jack A.M. Leunissen

BITNET/EARN U629001@HNYKUN11
UUCP mcvax!kunivv1!kunivv5!jackl

4202. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 11:15:00 UTC
From: VDPLAATS@HNYKUN53.BITNET
Message-ID: <8806101635.AA23858@ucbvax.Berkeley.EDU>
Source record: 252002

From: VDPLAATS@HNYKUN53.BITNET (Ruud van der Plaats)
To : info-atari16@score.stanford.edu
Subj: ST for Psychological Experiments

> Does anyone of you use or know how to use the Atari ST for experiments in
> which a visual stimulus is presented on the screen and reaction time is
> measured by the same machine. A friend of mine wants to know if he could
> use the ST for this. He would like to measure time with millisecond accuracy!
> Henk van der Griendt.
> Institute for Perception Research IPO
> Eindhoven, The Netherlands
> E-Mail: VDGRIENDT@HEIIPO5 (EARN/BITNET)

Nice Subject! We use twelve ST's as jack of all trades in our department.

Noud van Kruysbergen has developed a fast timer interrupt routine in
assembler which can easily be used in C. Adaption to GFA Basic is in
progress. The ST is equipped with 4 timers of which the A-timer is free.
The interrupt is executed 10.000 times per second which yields an accuracy
of 0.1 msec. Higher frequencies(=accuracy) can be achieved, but this will
suppress other tasks during timing.
An external timer button can not be connected to the mouse or joystick ports
but has to be linked to a port of which the status is directly readable.
Examples are the printerbusy signal of the parallel printer port or the CTS,
DCD, RI (with the RTS) signals of the serial (RS-232) port. So you need to
adapt, e.g., the RS232 port to use such a routine. The timer can start,
reset and/or read by means of manipulating global variables.

Here are some applications for the ST we use in psychological experiments
and testing in our department.

- Timed presentation of digitized sound samples and tones of variable
duration, volume and frequency:

We use very nice low cost 8 bits AD/DA cartridge hardware and STRACK
software, both distributed in Holland by Atari Club Nederland (ACN)
Haarlem (price app. $ 75). Part of the STRACK software has been patched
in cooperation with the author to provide high quality D/A output via the
cartridge from within GFA Basic. A homebrew Gfa program loads a set of
digitized sounds and a control file containing time, duration and frequency
parameters of tones and sounds. The tones are generated by the internal
sound chip of the ST.
There are two ways to present the sound to subjects. A low quality
presentation is possible via the internal sound chip and speaker (no
cartridge needed during replay). A high quality sound reproduction is
possible via the D/A of the cartridge. We use the cartridge route to

present auditive stimuli. The tones of the sound chip are used as the 'go' signal for the subject and can serve as trigger for other computers (like the PDP) to start some recording.
The system has been used succesfully to create long audio tapes with a fairly complex sequence of sounds and beeps. For questions mail to Lambert Schomaker (SCHOMAKE@HNYKUN53).

- Teaching speech to deaf children.

In this project an Atari ST was used as a visual display to interact with the teacher/pupil. A pull-down menu controlled the mode of operation and selected the graphic display. Visual dimensions like form, size, color, texture, movement and location were used to visualize all aspects relevant for speech training. Programming was done in GFA-Basic, which proves itself as a fast development tool. Nico Arends (POVEL@HNYKUN52) knows all about this.

- Computerized psychological testing.

The General Aptitude Test Battery (GATB) has been implemented on the ST in Pascal. The first seven tests can be used with full GEM and mouse support. The visual displays are coded in a very economical way. Frans Maarse (MAARSE@HNYKUN53) is responsible for technical support and can answer questions on this subject.

A computerized version of Kelly's Repgrid Personality Test (CAGE) has been developed in Gfa Basic and Turbo Pascal (IBM PC). The test works with GEM and is mouse driven. A principal component analysis and varimax rotation is done on the matrix scores. Results are presented by a graph. Frits van Heekesen (U212997@HNYKUN11) can give more information.

Other applications are an ST in combination with a digital scope program (Digitalis 4+, Computertechnik Zaporowski) which is used to monitor the input level of EMG and speech signals and some drawing programs in C used to record the time handicapped children need to draw segments. Frits also wrote a program which can present auditive and visual stimuli on the ST.

The ST has one problem in serving psychological experiments: the beast has no slots. On the other hand, its great graphics, compact size, large working memory and low price are attractive compared to the average IBM PC (-clone).

We would like to get in contact with other experimental psychologists that use ST's on their work. Maybe we can exchange some dedicated software. Or is the use of the ST in this respect confined to The Netherlands ?

(I hope I didn't bore all you non-psychologists to death with this)

greetings,
Bitnet: vdplaats@hnykun53 Ruud van der Plaats
or: vdplaats@hnykun53.BITNET Department of Experimental Psychology
NICI
vdplaats%hnykun53.BITNET@RELAY.CS.NET University of Nijmegen
...mcvax!vdplaats%hnykun53.BITNET The Netherlands.

4203. Re: Getting Back Into The ST World

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 13:24:47 UTC
From: bdeskin@cognos.uucp
Message-ID: <3151@cognos.UUCP>
Source record: 252003

In article <2310@homxc.UUCP> jca@homxc.UUCP (J.ANTROSIGLIO) writes:

> Anyway, the last time I used it, almost a year ago, there was talk
> about Atari releasing an updated OS, blitter chip, 4-Meg upgrade,
> and stuff like that. Did any of this stuff ever get released?

The Mega (2 and 4 Meg) were released, but no upgrade for 520's or 1040's,
at least not from Atari. The blitter and upgraded OS was released,
but I don't know what the volumes are like. I haven't heard whether you can
get them for just any system. Atari is beta testing another OS upgrade. So
you haven't missed much from Atari. (That's not a flame, just my opinion.)

> Also, which are the latest mags for the ST computes. I sent

The magazines that I know of are: STart (8 times a year), Atari Explorer
(6 times), Reset (6 times), ST-Log (monthly). There are also newspaper
types like ST World. Apparently Compute's ST will not be publiched any more
(too bad). Current Notes (by the Washington Area Atari groups) is good.
Personally, I like STart, Explorer, and Reset. I wasn't impressed with the last
issue of ST-Log. Analog and Antic have some ST stuff, but they are mainly
8 bit magazines.

What you really missed is some great software. If you're into games, get
DungeonMaster. If not, look around. Anyway, welcome back to the ST world.

--
Bob Deskin decvax!utzoo!dciem!nrcaer!cognos!bdeskin
Cognos Incorporated P.O. Box 9707
(613) 738-1440 3755 Riverside Dr.
Ottawa, Ontario, CANADA, K1G 3Z4

4204. Re: vkiller de-ARCing error

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 13:44:08 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1630@water.waterloo.edu>
Source record: 252004

In article <1623@water.waterloo.edu> ljdickey@water.waterloo.edu I wrote:
>I have had trouble de-ARCing VKILLER. Before bulletin boards post it,
>they should check to see that they can de-ARC what they have.

Steven Grimm sent me a clean copy (Thanks Steven).

I found the one character that was corrupted and report, in
case you also had the same problem.

The posted version "vkiller.uaa" (as I received it) had this line:
MD 32D@J4@"PC00\,P (\),!8 848 '<8 '< =< /L3P 4 "Y8@%2P BMd

I seems that it should have been:
MD 32D@J4@"PC00\,P (\),!8 848 '<8 '< =< /D3P 4 "Y8@%2P BMd

If you have trouble de-ARCing VKILLER, check the UUencoded source,
and see if it has the string "L3P" in it. If so, try replacing that
one letter "L" with a "D" and try again.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4205. CADD Programs

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 13:52:35 UTC
From: wolenty@inuxj.UUCP
Message-ID: <324@inuxj.UUCP>
Source record: 252005

I am interested in purchasing a CADD program for the ST. Could
I get some feedback from those of you who are using CADD software
now? Which software did you try/buy and what factors influenced
your decision?

Ron Wolenty
AT&T Consumer Products
Indianapolis, IN
inuxj!wolenty

4206. Re: Timeworks Desktop Publisher ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 15:41:35 UTC
From: jfadams@tc.fluke.COM
Message-ID: <4058@fluke.COM>
Source record: 252006

One item I found to be its "fatal Flaw" was its printer driver(s). I don't own an Epson, or any other parallel printer other than an HP LaserJetII. My ST refuses to talk to the HP through anything other than the RS-232 port. Timeworks DTP-ST evidently _assumes_ you are using the parallel port for your printer. Using the Control Panel to reconfigure the printer port as the modem port didn't help, so I'm assuming that the driver code writes directly to the port circumventing the OS.

Nice program. Functionally equivalent to Ventura and GEM DTP for the IBMs. Useless to me, however, unless someone has any ideas...

--
James F. Adams John Fluke Mfg. Co., Inc. Everett, Washington USA
WORLD:jfadams@tc.fluke.COM
UUCP:{ihnp4!uw-beaver,ucbvax!lbl-csam,allegra,decvax!microsoft}!fluke!jfadams
ARPA:fluke!jfadams@uw-beaver.ARPA GEnie:J.F.ADAMS CIS:74036,2517

4207. DRAMS for SALE

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 20:26:53 UTC
From: misha@nsc.nsc.com
Message-ID: <5160@nsc.nsc.com>
Source record: 252007
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,comp.sys.amiga,misc.forsale,ba.market,ca.wanted,sci.electronics,su.etc,su.market

```
FOR SALE:

143 chips of HM50256-15 256K 150 nsec dynamic ram $9.00 a chip
(Made by HITACHI)
(4 megabytes with parity less 1 chip)

Hundreds of XXNN64-15 64K 150 nsec dynamic ram $2.00 a chip
(by various manufacturers)

Will ship COD cash only, or if local, come and take it.
--
NAME: Michael Umansky (misha)
E-MAIL:
sun! ----\
hplabs! --\
pyramid! --+----> nsc!misha
decwrl! --/
amdahl! -/
WORK:
National Semiconductor Corporation
2925 Copper Road, Mail Stop - 7C266
Santa Clara, CA 95051
(408) 721-8109 (work)
HOME:
4331 Lincoln Way
San Francisco, CA 94122
(415) 564-3921 (home)
```

4208. Mega 2

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 20:30:52 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <8806102030.AA28402@ucbvax.Berkeley.EDU>
Source record: 252008

I'm planning on buying a Mega 2 ST. I'll be using this in my business
and for personal use. Other than general business applications I what
to be able to do my own flyers and manuals for my business, and I plan
to use the HP DeskJet. But I have some questions.

1- Are they (mega 2's) around to be bought (I haven't tryed yet)

2- Are they only sold directly through dealer. (ie can I buy one mail order,
and if its possible does any one have any suggestions on a mail order
place.?)

3- How long before the new roms? Just curious, I really cannot wait.

4- I'm going to buy the Atari hard disc (the one that fits nicely under
the machine). Does anyone have any eperience with this? or warning
against it?

5- Does anyone have any experience (or recommendations for something better)
with these software packages?:

WordUp- looks good but haven't seen a review
Logistix- spreadsheet (I think that was the name) was reviewed in
STart recently
which paint program? Degas Elite or Spectrum or ?. the extra colors in
Spectrum are of no value to me (other than gee whiz) unless I
can get shades on my printer.
If wordUp isn't capable enough I'll buy Publishing Partner too.
I'm pretty familiar with its capabilties and I know
they're about to ship a new release.
I'm pretty set on Zoomracks, I hate traditional (dbase style) databases.
Bye
Bruce Heimbigner
Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
Pullman WA 99163-3347 (USA)
----"It's all very well in practice,
but in theory it just doesn't work."

4209. Reliable 9600 bps... ?

Newsgroup: comp.sys.atari.st
Date: 1988-06-10 22:19:02 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8806102122.AA29323@ucbvax.Berkeley.EDU>
Source record: 252009

I'm doing some data logging with the ST, collecting binary data from a 9600 bps serial source and storing it. The data comes in short bursts (a few K) with long pauses between them.

The program I wrote sets the iorec to 30K, much larger than I'll need, and uses Bconin and Bconstat to read in the data. It works fine for short bursts, but when the bursts are longer (1-2K or more) a few bytes are lost from each burst. After checking around it appears that the missing bytes are being missed by the interrupt routine and are never making it to the iorec. The program is very simple...no exotic interrupts or timers, just capturing a burst and writing it to disk.

So it would appear that the RS-232 handler is a bit too slow to run at 9600 bps continuously. However, when I use UniTerm in DCM mode, no bytes are lost from the burst. Apparently Simon is dealing with the problem. It looks easy enough...a very short assembler routine installed by a call to mfpint. What I haven't found yet is the "correct" way to find and save the pointer to the original RS-232 handler so that it can be restored afterwards. I'd hoped that mfpint might return the original but that doesn't seem to happen.

Any solutions or suggestions would be appreciated.

Thanks,
Don Rice
FXDDR@ALASKA.bitnet

4210. Re: ST magazines (was Getting back into the ST world)

Newsgroup: comp.sys.atari.st
Date: 1988-06-11 02:41:53 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <3084@phoenix.Princeton.EDU>
Source record: 252010

In article <8806092000.AA00782@ucbvax.Berkeley.EDU> REEVES@SLACSLD.BITNET writes:
>There are a number of ST magazines available. However, the only ones that
>I have actually purchased are STart and ST Applications. This is due to
>a frugal nature and a low budget. ...

These are the two I tend to read as well. I like both magazines, though I think they serve different purposes. ST Applications is oriented toward programmers and users, and provides useful advice/tips to both. START is centered around the disk that comes with each issue. ST Applications tends to review things more or less impartially, whereas START has a definite bias toward giving a favorable review (in my opinion) -- also the new section in ST Applications called ST Business seems to be a little more pro-Atari than pro-reader (again, only my opinion). Both magazines provide lots of useful information for Atari ST owners.

>
> Have fun,
> Terry W. Reeves
>
>REEVES@SLACSLD on Bitnet

--Patrick Simon mpsimon@phoenix.princeton.edu 6-10-88

4211. MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-06-11 05:10:55 UTC
From: paul@cacilj.UUCP
Message-ID: <734@cacilj.UUCP>
Source record: 252011

I'm having problems with the following construct:

```
struct x {
blah, blah ...
struct y arr[64][64];
};
```

where struct y is pretty small. I've checked the "sizeof" on a Sun-3 with the ints = shorts, and the sizeof(struct x) was 65500 or so -- just under 64k. However, MWC complains about the size being too big until I trim it down to ~16000 bytes! The exact error is from cc0, and reads: "size of struct too large". Using 3.0, I also got a message about size_t.

This is just the definition -- the actual storage is malloced. (Am I in trouble using malloc()? I know Malloc has bugs, but how is malloc()?)

Can some of you MWC gurus help me here? I am quite familiar with C, but this is my first big program on the ST. BTW, this isn't a program I wrote, I'm just experimenting with porting....

Thanks all!
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

Shaw's Principle:
Build a system that even a fool can use, and only a fool will want to use it.

4212. Re: Memory Upgrade For 520ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-11 12:26:03 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3029@ihlpe.ATT.COM>
Source record: 252012

In article <880609-030738-4121@Xerox>, "Richard_Landells.SBDERX"@XEROX.COM writes:
> I have been led to believe that the MMU of the ST can access up to 4Mb of
> memory, and would like to upgrade my 520STFM to this level, but every time I
> ask how, I am met with blank looks. If anybody out there has actually done
> this, I would be very grateful if you could pass any advice on how to do it.
>
There are a couple of different companies that make a board that you can plug into your motherboard that requires no drilling, cutting or hardwiring and allow you to expand your computer up to 4Meg. The bare board with connector and sockets are about $130 US. A fully populated 4Meg board is in the order of $1300 US. I don't know what they would cost in England. Ads for these boards are in all the ST magazines here in the US. Pick up a copy of what is available in England and look through the ads.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

4213. Re: DRAMS for SALE

Newsgroup: comp.sys.atari.st
Date: 1988-06-11 21:55:07 UTC
From: roy@phri.UUCP
Message-ID: <3347@phri.UUCP>
Source record: 252013
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,comp.sys.amiga,misc.forsale,sci.electronics

misha@nsc.nsc.com (Michael Umansky) writes:
| FOR SALE: 143 chips of HM50256-15 256K 150 nsec dynamic ram $9.00 a chip
| (Made by HITACHI)
|
| WORK: National Semiconductor Corporation

Really says something for the U.S. computer industry when some guy from
National Semi is trying to unload $1,200 worth of Japanese memory chips.
--
Roy Smith, System Administrator
Public Health Research Institute
455 First Avenue, New York, NY 10016
{allegra,philabs,cmcl2,rutgers}!phri!roy -or- phri!roy@uunet.uu.net

4214. New products

Newsgroup: comp.sys.atari.st
Date: 1988-06-12 12:31:06 UTC
From: t68@nikhefh.hep.nl
Message-ID: <472@nikhefh.hep.nl>
Source record: 252014

With all the anticipation about forthcoming products that get delayed
all the time, it was a surprise for me to see some new ST products that
I hadn't heard about.
Yesterday I visited my Atari dealer and he had just received:
1: A 68881 coprocessor board by Atari for the Mega (it has to be put
in the internal expansion slot). The price was quoted as Dfl 480,--
(divide by 1.9 to get the number in dollars).
There was absolutely no documentation with it (apart from the docs
for installation), but somebody told me that there has been some
agreement that Atari follows the same memory mapping as the
coprocessor sold by Weide electronics (for the 520 and 1040).
This was however a rather vague story which should be verified.
2: A 5 1/4 inch floppy station to be used with the ST series for a
price that is also way below what is currently asked by third
party vendors (quoted price was Dfl 350,--, but they had to check up
on that). I was told that there is a program by which one can select
whether to make MS-DOS compatible formats or just a TOS format.
This leaves me with a question:
Why is there so much noise by Atari about all kinds of hardware that they
cannot deliver for quite some time in the future, while at the same time
some useful products come out quietly via the backdoor?
Should I take a course on marketing to understand this?
Anybody from Atari c(d)ares to comment?

Jos Vermaseren

4215. Re: RGB to composite video

Newsgroup: comp.sys.atari.st
Date: 1988-06-12 17:19:49 UTC
From: hase@netmbx.UUCP
Message-ID: <1907@netmbx.UUCP>
Source record: 252015

In article <55.229FB0C4@rubbs1.UUCP> Robert_Lisowski@rubbs1.UUCP (Robert Lisowski) writes: >The Motorola MC1377 RGB to PAL/NTSC converter chip is the basis for alot of the converters out there. The only problem is creating composite sync (needed by this chip) from the ST's seperate sync. The national semiconductor MM5321N (rather expensive at $11.95, versus under $3. for the motorola) is a TV camera sync generator that outputs equalized pulse composite sync that can drive the motorola. The sync can be pulled off seperately from the ST and input to the national chip's reset pins. The nationa l >

Hmm, do you really need it? My german ST (520 ST+/1985) has a "circurit" to do the trick: one transistor, a diode and a couple of resistors (I never worked out, how it works :-).

But you don't need that either: just apply HSync to the composite sync of the MC1377 and green and VSync to the green pin.
If that does not work, swap HSync and VSync. It works...

Hope to save you some money...
hase

--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4216. Re: Memory Upgrade For 520ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-12 20:01:53 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Jun12.160153.15316@gpu.utcs.toronto.edu>
Source record: 252016

Datafree Industries in toronto makes a 4 meg upgrade board that connects
to the 520st, 520stfm, and 1040 st computers. It is a 4 layer board,
very noise free and uses 1Meg drams. Give them a call at
(416) 741-9825
The price is under $150 without chips.
/leonard

4217. Timer interrupts

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 03:55:25 UTC
From: jpexg@mit-hermes.ai.mit.edu.AI.MIT.EDU
Message-ID: <3012@mit-hermes.ai.mit.edu.AI.MIT.EDU>
Source record: 252017

I've got a program where I want to get interrupts at a fairly high frequency, up to 1 KHz (the interrupt won't do much, so there should be time for it). Megamax, bless them, included an example of how to do this in the Laser C instruction book, and I copied and ran it. It interrupts at 48Hz, and works perfectly. Unfortunately, that's the ONLY frequency it runs at. The timer chip has various pre-divider rates (anywhere up to divide-by-200), but any division less then 200 (the largest, therefore the slowest) causes a crash. Then you can specify a starting point for the count-to-256 counter that actually generates the interrupt, but if that's set to anything > 0 (0 means count the full 256) again a crash. Is my problem with Megamax's specific code (which seems straightforward enough) or is it that the ST simply can't generate faster interrupts? Help would be much appreciated.

4218. Re: Omnires

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 06:30:46 UTC
From: collinge@uvicctr.UUCP
Message-ID: <440@uvicctr.UUCP>
Source record: 252018

In article <6569@sigi.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>Is anyone on the net familiar with Omnires?

I have tried this but don't own it so I'm not an expert. It actually seems to work. It translates the colour screen into the mono format in software occasionally - so the mouse movement is jerky. You can alter the update rate if you don't mind spending a lot of cycles on a smooth mouse. There are several modes with different fill patterns for different colours and for the various combinations of resolutions.

--
Doug Collinge
School of Music, University of Victoria,
PO Box 1700, Victoria, B.C.,
Canada, V8W 2Y2
collinge@uvunix.BITNET
decvax!uw-beaver!uvicctr!collinge
ubc-vision!uvicctr!collinge

4219. Keyboard and Re: DRAMS for SALE

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 09:45:49 UTC
From: hutch@net1.ucsd.edu
Message-ID: <5042@sdcsvax.UCSD.EDU>
Source record: 252019
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,comp.sys.amiga,misc.forsale,sci.electronics

In article <3347@phri.UUCP> roy@phri.UUCP (Roy Smith) writes:
>misha@nsc.nsc.com (Michael Umansky) writes:
>| FOR SALE: 143 chips of HM50256-15 256K 150 nsec dynamic ram $9.00 a chip
>| (Made by HITACHI)

>Really says something for the U.S. computer industry when some guy from
>National Semi is trying to unload $1,200 worth of Japanese memory chips.

Kind of steep for the grey market too. Not that he isn't a nic,e guy, but
second hand is second hand.

* On a side issue *

By the way, is there a fix for the parallelagram (sp?) keyboard problem?
I mean the one where I type nice to fast, and pick up the comma to go with
the "ice". I am not sure what this is. I'm not just spazzing, I type
quickly. It's not all that annoying, as there are not all that many words
which have 3 letters forming a parallelagram.

/* Jim Hutchison UUCP: {dcdwest,ucbvax}!cs!net1!hutch
ARPA: Hutch@net1.ucsd.edu
Disclaimer: The cat agreed that it would be o.k. to say these things. */

4220. Re: Megamax v1.1 Bug?

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 11:04:58 UTC
From: leo@philmds.UUCP
Message-ID: <505@philmds.UUCP>
Source record: 252020

In article <46700006@hcx1> devon@hcx1.SSD.HARRIS.COM writes:
argc will always be at least 1. This is because the first parameter
passed (*argv[0]) will always be the name of the program. If an actual
parameter is passed from the shell argc will be 2 and the parameter will
be found in *argv[1]. A call with no parameters generates:
% ls
argc=1
*argv[0]="ls"
whereas a call with multiple parameters generates:
% ls file1 file2
argc=3
*argv[0]="ls"
*argv[1]="file1"
*argv[2]="file2"
It should be noted that this is not a bug in the libraries but conforms
exactly to the UNIX/C standards and is well documented in the K&R bible.

Everywhere you write '*argv' this should be: 'argv'. Note that argv is declared
char *argv[]; this means argv points to an array of pointers to char.
E.g. argv[1] is such a pointer, *argv[1] is the first character of the string
argv[1] points to. Note also that for the ST the name of the program is NOT
passed; this is because what the program really gets is an arguments line, that
it has to scan itself. The startup code that is linked with your modules should
take care of that; there is generally no way for it to determine the name it
was called with (some startup code make it a null pointer but I don't think
this is correct: in Un*x the first null pointer determines the end of the list)
. In Un*x the arguments and environment string arrays are already there when
the program starts.

Leo.

4221. looking for floppy-routines

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 12:10:37 UTC
From: wichert@quando.UUCP
Message-ID: <439@quando.UUCP>
Source record: 252021

I'm looking for floppy-routines, that may not use TOS
(for standalone programs).

Has anybody written something like that ?
They should execute sector read and write to a buffer, not more and not less.

Bye, Peter

4222. Re: "Bob"???????

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 13:14:31 UTC
From: jaf@crcmar.crc.uucp
Message-ID: <680@crcmar.crc.uucp>
Source record: 252022

From article <468@mks.UUCP>, by wheels@mks.UUCP (Gerry Wheeler):
> In article <Jun.4.16.40.40.1988.7450@topaz.rutgers.edu>, wilmott@topaz.rutgers.edu.UUCP writes:
>> Their emblem/logo is a smiling man with a pipe in his mouth who is known
>> as "Bob Dobbs", or just "Bob". The other day I found that this same
>> picture of "Bob" is part of the built in character set on the ST!
>
> Aha! I saw that picture shortly after I got my ST, but didn't know who
> it was. Good sleuthing! (Is this Dr. Dobbs' brother?)

Actually, STart mag had a reference to this Bob guy (as well as the church of the subhuman gardening utensils or whatever) in one of their early issues. On the 'tidbits' page (or whatever it's called).

Speaking of the character set, can someone at Atari tell us why the hebraic (sp?) characters where chosen (in the upper half of the charset)? I can't believe that the number of people who actually use these characters approaches anywhere NEAR even 1% of the total number of ST owners (counter examples, anyone?). Why not use the same graphics characters as the IBM? Sometimes it's useful to be able to include nice charts & such in a text file, using these characters. In fact, forget about 'sometimes' -- it's quite FREQUENTLY useful to do so.

Sigh
--
-Jonathan A. Fischer
SMARTMAIL: jaf@crcmar.uucp UUCP: ...utzoo!dciem!nrcaer!crcmar!jaf
BITNET: jaf%crcmar@UTORGPU ARPA: dgbt@ncs-dre.arpa (<-- specify my name).

4223. GEMBOOT problems

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 14:39:36 UTC
From: ralph@lasso.UUCP
Message-ID: <8806131439.AA05845@lasso.laas.fr>
Source record: 252023

Does anybody know if Konrad Hans (author of GEMBOOT and HDB) has a net address? I've been using GEMBOOT for almost a year and I've finally found a program that GEMBOOT breaks. (I use v 1.11(?).) The program works with FOLDR200.PRG but I miss GEMBOOT's auto BATCH facility.

Please reply directly by e-mail (since I still can't access the newsgroups ;-{).

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)

4224. Re: Ramdisks and Increased Ram

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 15:23:11 UTC
From: stone@amc-vlsi.UUCP
Message-ID: <514@amc-vlsi.UUCP>
Source record: 252024

Hi,

Ron mentioned that the external Ram Disk was used with Supra
Hard Disk driver. In fact any hard disk driver works. I'm supplying
(and I'll also release to the public domain) a driver and utilities
for the ram disk for the people that don't have hard disks.

This leads me another point. Found an interesting "bug" when playing
with the DMA code that Supra released to the public domain. When
entering and exiting Supervisor mode, the system call looks to see what
mode your in and toggles you to the other mode. So be careful, if you
call the DMA routines when already in Super mode you'll be toggled out
of super mode and nothing works. That is, the call to "Supon" turns Sup. off
if Sup. is on.

Glen

4225. Re: MagicSac please!!!

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 15:25:16 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3140@druhi.ATT.COM>
Source record: 252025

in article <8806082346.AA25453@ucbvax.Berkeley.EDU>, HAHN_K@DMRHRZ11.BITNET says:
> Could someone give me some information about the status of MagicSac???
> We would like to buy some of them and need to know a few things in advance:
> - what about MEGA-STs ?
> - what about HardDisks ?
> - what about printer-drivers ?
> - What about compatibility with MACs (disks and the like...) ?

Magic Sac versions 4.52 and later (current version is 5.91,
version 6.0 is being worked on) will work on Mega STs and with hard disks.
The hard disk code supports multiple hard disks and allows up to 8 Magic
Sac partitions. MFS hard disk partitions can be as large as 5 Meg, HFS
partitions can be as large as 16 Meg. The suggested retail price of
the "Magic Sac" is US $149.95.

The only printer drivers are for Epson compatible printers and
the Apple Imagewriter. The suggested retail on the Epson printer driver
is US $45.00.

If you purchase a "Translator One" you can read/write/format
Macintosh single and double sided disks using a standard ST disk drive.
It works with either internal or external drives. The suggested retail
on the "Translator One" is US $279.95.

Data Pacific does not currently sell in Europe and I don't
believe they have any plans to start selling there. So you would have
to rely on the US dealer to supply any support (ie. software upgrades,
etc.) instead of getting it directly from Data Pacific. You might have
some problems with repairs (if any are needed) since I don't know if
Data Pacific would pick up any of the shipping charges outside of the US
and Canada.

Dan Moore formerly of Data Pacific
AT&T Denver
ihnp4!druhi!dlm

4226. Dhrystones

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 15:44:45 UTC
From: hans@duttnphg.UUCP
Message-ID: <8806131544.AA03612@duttnph2.patroon.nl>
Source record: 252026

Could somebody send me the dhrystone sources ?
I don't have them and I'm not on Usenet.

Thanks in advance,

Hans Buurman

mcvax!dutrun!duttnphg!hans (uucp)

4227. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 16:09:00 UTC
From: U0179@DGOGWDG5.BITNET
Message-ID: <8806140047.AA18091@ucbvax.Berkeley.EDU>
Source record: 252027

Two questions about ST hardware:

1) Does anyone know something about the SH204 HOST ADAPTER CARD bug ?
(HAC always returned SCSI success status even if the SCSI
controller (ADAPTEC 4000) signals an error)

2) Does anyone know, how far the DMA chip can address in memory ?
e.g. forcing a FWRITE(...) from address $FC0000 (the ROM location)
with more than 511 bytes produces garbage contents in the written
file,
same done with address $FC0000-1 correct contents.
(assumed, the system copies first the ROM data into RAM space
(because odd address) and then to the disk as the AHDI driver
do it)

+--------------------------------------+
| BITNET: U0179 at DG0GWDG5 (W.Huebner) |
| West Germany |
+--------------------------------------+

4228. killer archive

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 16:42:00 UTC
From: 5401025@FSU.BITNET
Message-ID: <[gw.scri.fsu.edu].0E8158C0.00914477.DUBRAVKO>
Source record: 252028

A short while ago someone announced existance of another archive of Atari binaries (killer). I am really interested in vo1i042-48 sheet14/part01-07 but am unable to access it. Could someone please enlighten me and put me in touch with killer!wisner or advise me of where else can i find the above-mentioned stuff. Thank you.
---dubravko kakarigi, FSU 904/644-4780

4229. Re: null fill eliminated

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 17:23:38 UTC
From: br@laura.UUCP
Message-ID: <362@laura.UUCP>
Source record: 252029

In article <2657@bath63.ux63.bath.ac.uk> pes@ux63.bath.ac.uk (Smee) writes:
>I was always taught, that you
>should **NEVER** write a program which depends upon ANYTHING being ANYWHERE
>in storage

K&R say, that global static storage is zeroed before the main program is
executed. This null fill has to be done by the OS or the startup module.

Because the null fill is done by GEMDOS, no startup module touches the
uninitialized static storage. If the null fill is eliminated,
most C programs will bomb.

--
Bodo Rueskamp
br@unido.uucp

4230. Midiws

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 18:57:18 UTC
From: kurth@sco.COM
Message-ID: <257@scolex>
Source record: 252030

I have never called midiws with more than about 7 or 8
back-to-back notes without some delay in between calls. I have
successfully called Midiws with a length parameter of about 4096
TOS is also fast enough to receive long messages at full midi speed.
In other words you can receive mesages larger than the internal midi
buffer. I use Bconstat and Bconin in a tight loop. I find that
this receive loop takes up about 80% of the CPU (I have time for
some minimal processing inside the loop).

Kurt Hutchison The Santa Cruz Operation

4231. Re: Satellite hook-up anybody?

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 20:38:31 UTC
From: magore@watdcsu.waterloo.edu
Message-ID: <4795@watdcsu.waterloo.edu>
Source record: 252031

By the way, for those who are interested I will be posting a NEW
version of my satellite decoder software and hardware to the net sometime
during the next few weeks [I now have an addition that allows use of a
stereo tape deck so that signals need not be digitized "real time".
The new circuit works for both NOAA and METEOR satellites.

Hello Ron,

In article <2550@ihuxy.ATT.COM> rnss@ihuxy.UUCP (Ron Schreiner) writes:

>About 1.5 years ago Antic published a project that would convert
>satellite pictures that are rebroadcasted on a VHF channel into
>images for your 8bit, they also showed how to connect it to
>a ST
>
>The circuit was simple, just one IC, with most of the work being done
>in software.

Yes, in fact I saw that issue. I have a few comments to add here for
those who haven't seen the article you refer to. For background, many
satellites photes [and weather maps] are rebroadcast on various shortwave
bands using a format called WEFAX - Weather FAX, FSK 120/240 lines per minute.
The Antic article used ONLY a 1 bit decoder - either on or off output -
whereas a WEFAX FSK signal can have gray scale info in it - ex shades of gray
as well. The Antic decoder connected to the shortwave radio audio
output jack and converted the variable frequency audio tone of the WEFAX
format into a 1 bit on/off output that the computer used in forming an image.
Needless to say with only one bit of output the Antic circuit generated
almost useless images of satellite photes [since they have gray scale
to start with] - Weather maps on the other hand work rather well
because they are only black or white - ex without any gray scale - so no
detail is lost. One might consider using an analog to digital converter
after the FSK decoder they used to get improved results. Another method
that might be considered, with some deal of effort, would be to make
an FSK decoder in _software_ and then replace the Antic circuit with
a filter and a zero crossing detector.

Things to consider for anyone thinking of WEFAX is
the quality of signal you might receive. Shortwave signals
are subject to a whole host of natural and man made forms of
interference. Also signal propagation is generally controlled by
ionospheric reflection - "skip" - this is a function of transmission
frequency - which can , and generally does, wreak havoc with signal quality.

For direct reception from the satellite you can buy the receiver
and the parts to decode the signals directly from the satellite for about

$100 to $150CDN. The signals are "line of sight" and the are VHF FM signals
[137.5, 137.62 MHZ for NOAA 9 and NOAA 10]. The bottom line here is that
the signal quality is orders of magnitude better then anything you may likely
get rebroadcast from a WEFAX station - unless of course you live next door to
one!. At this time I only convert the images into 8 bit grey scale
which can then be converted into other formats such as AIM or DAGAS format.
Since 8 bits is greater then the 4 bit limitation of the ST display
one has to play games with grey scale compression to make the best
use out of the ST - however having the extra detail to start with
is VERY nice!.

Of course as Ron says the Antic circuit is EASY to build
and it's a good point that I don't want to leave unnoticed. The Antic
circuit is also low cost to put together - IF you already happen to
have a good shortwave receiver - otherwise it's about the same cost
as the more complex circuit I have built.

Best Regards,

PS - for all those who have sent me mail I am sorry I have not yet replied
to many of you - hopefully my follow up postings will help out those who did
not get the originals - there are also some minor "bug" reports that
have been received, documentation has been fixed and other improvements...
- Stay Tuned -

Mike Gore
Institute for Computer Research. (watmath!mgvax!root - at home)
These ideas/concepts do not imply views held by the University of Waterloo.

4232. Re: DRAMS for SALE

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 22:00:38 UTC
From: krc@cs.purdue.EDU
Message-ID: <4338@medusa.cs.purdue.edu>
Source record: 252032
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,comp.sys.amiga,misc.forsale,sci.electronics

In article <5160@nsc.nsc.com>, misha@nsc.nsc.com (Michael Umansky) writes:
> FOR SALE:
> 143 chips of HM50256-15 256K 150 nsec dynamic ram $9.00 a chip
> (Made by HITACHI)
> (4 megabytes with parity less 1 chip)

> Hundreds of XXNN64-15 64K 150 nsec dynamic ram $2.00 a chip
> (by various manufacturers)
> NAME: Michael Umansky (misha)

Now, remember when some guy said watch out for a few 'lukewarm' DRAMS about
two weeks ago?.....

Nah, could'nt be it..... Gotta be a forgery.

(My apologies if otherwise)

--
Kenny "_R_o_b_o_B_r_o_t_h_e_r" Crudup krc@arthur.cs.purdue.edu
Purdue University CS Dept.
W. Lafayette, IN 47907 inews: Error code 257: .signature
+1 317 494 7842 joke too stupid: Not included

4233. Making GEM windows really small - how?

Newsgroup: comp.sys.atari.st
Date: 1988-06-13 22:32:05 UTC
From: news@imagine.PAWL.RPI.EDU
Message-ID: <930@imagine.PAWL.RPI.EDU>
Source record: 252033

[]
I've noticed that, when I make a windows from a C program and
let the user change its size with the size box, windows with no scroll bars
or arrows can be as small as the user likes, but windows with scrollers
and arrows are required to be two inches across and two inches tall.
Does anyone know a way let users shrink windows as much as they want?
--
Kibo (Jim Parry)
userfe0n%mts.rpi.edu@itsgw.rpi.edu
userfe0n@rpitsmts.bitnet
or wox me on AmonNet!
[]

4234. Re: VT200 in Uniterm

Newsgroup: comp.sys.atari.st
Date: 1988-06-14 03:13:18 UTC
From: hase@netmbx.UUCP
Message-ID: <1910@netmbx.UUCP>
Source record: 252034

In article <246@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>
>$ cls :== set terminal /width=80
>
>to clear the screen. It doesn't work on some cheap VT100 clones, like
>the C. Itoh CIT-101.

That's what I like about my Plessey terminal (witch is a CIT-101, a
little glue and a piece of plastic..8-)

Simon, perhaps you could put in a new feature (in the "Terminal 2"
dialog): "clear on change-width" ON/OFF.

One mans bug is another ones feature.

(I like the lot of "features" in WordPerfect!! 8-)

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4235. email adress

Newsgroup: comp.sys.atari.st
Date: 1988-06-14 05:50:34 UTC
From: fischer@netmbx.UUCP
Message-ID: <1912@netmbx.UUCP>
Source record: 252035

Could anyone please post me the e-mail address of Simon Poole (Uniterm author)

Thanks a lot !
-Axel

What is now proved was once only imagined.
(William Blake - The Marriage of Heaven and Hell)

4236. Re: C compilers on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-14 06:39:16 UTC
From: rosenkra@Alliant.COM
Message-ID: <1961@alliant.Alliant.COM>
Source record: 252036

```
-----
In article <360@piring.cwi.nl> steven@cwi.nl (or try mcvax!steven.uucp) writes:
->In article <1904@alliant.Alliant.COM> I wrote:
->> i guess i'll stick with good 'ol alcyon (maybe slow but it works...)
->
->Ha! After months of fighting the buggy code produced by Alcyon, I
->threw the damned thing away and went over to MWC. I only wished I'd
->done it earlier, and saved all that trouble.
->

well, what can i say...MWC was not around until about a year into my investment
of time,time,time. and when it did come out, it was probably worse (v1.x) and
lacked a lot of the things i needed anyway.

v2.x of MWC was better, but still not worth me throwing out (or trying to
convert) 30-40,000 lines of my own alcyon code as well as maybe another 60,000
lines of PD stuff that DOES work. i more or less like my current environment
which centers on alcyon.

your argument failed to include what could be your strongest argument: MWC
is evolving, alcyon is dead (though if ST sales wane, i doubt MWC will see
any more enhancements either :^).

i don't know what kind of stuff you write but at this point, i can easily
debug alcyon and have only found very few (and far between) actual bugs in the
compiler. it does have its limitations, mainly in the user interface area
(can't redir output, cp68 -I does not work like a unix compiler cpp would,
won't accept "/" in include files - does MWC do this? - etc). considering it
has been around for so long in basically it's original form, it is still a
good compiler. i wrote my own cc front end and have very few problems. the
library is very unix-like and those routines which did not work corectly i
replaced.

i often convert comp.sources.unix stuff to run under a gulam shell and find
that generally, the port requires ST-specific changes, not alcyon-specific
changes. i'm sure you can say the same for MWC.

there are a lot of us who still use alcyon, and like it. i will probably
buy MWC 3.x as well, once i get my personal libc makefile built :^). enjoy
your compiler but don't mislead everyone else.

adios...

-bill
```

4237. Calling M. Braner

Newsgroup: comp.sys.atari.st
Date: 1988-06-14 12:14:00 UTC
From: cbz@mhuxu.UUCP
Message-ID: <7632@mhuxu.UUCP>
Source record: 252037

I recently bought an Okidata Microline 292 Color Dot Matrix Printer for my PC at work. I would like to do the following. Display a color graphic of some sort on my 520ST at home. Dump the screen to a file. Upload the file to the UNIX mainframe I use at work. Download the file to my AT&T 6312 WGS PC (IBM compatible) at work. Print the picture on my new color printer. The documentation that came with the BARREL program by M. Braner suggests that BARREL can be used for just this type of thing. Moshe, have you (or anyone else) tried this? I would appreciate any suggestions before I start working on it myself. Thank you.

Craig Z. at AT&T
mhuxu!cbz

4238. Atari on NFS

Newsgroup: comp.sys.atari.st
Date: 1988-06-14 15:27:10 UTC
From: hans@duttnphg.UUCP
Message-ID: <8806141527.AA04891@duttnph2.patroon.nl>
Source record: 252038

Did anybody ever connect an st to an NFS network over ethernet ?

Hans Buurman
mcvax!dutrun!duttnphg!hans (uucp)

4239. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-06-14 16:40:00 UTC
From: jgj@hcx2.SSD.HARRIS.COM
Message-ID: <46700008@hcx2>
Source record: 252039

I have experienced this problem too. As far as I can tell, in 3.0, structures
are limited to 32Kb. Also, elements of an array are limited to 32Kb. Thus the
declaration
char array[10][33000];
causes wrong code to be generated for references to array. The problem is,
the compiler uses 16 bit quanitities to remember element sizes. The code
that gets generated for
cp=array[i];
is the base addresss of array plus i times the sign extended low order
16 bits of 33000! Very frustrating. I spent two hours of debugging before
I put the pieces of the puzzle together.
==========
Jeffrey Glen Jackson | Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
| -- Carman, "The Champion"

4240. New Release 1stw2ps, V3.11

Newsgroup: comp.sys.atari.st
Date: 1988-06-14 17:24:00 UTC
From: U00170@HASARA5.BITNET
Message-ID: <8806142040.AA12938@ucbvax.Berkeley.EDU>
Source record: 252040

```
New release 1stw2ps Version 3.21 12 June 1988
=============================================

1stw2ps is a program that makes a postscript file from a 1stWord
or WordPlus file. The printout you will get looks much better than
that from any 24-pin, dot-matrix printer.

Spaces are adjusted so that each space occupies the same length on
a line.

New:V3.1 Several special characters are supported:
-- Output to RS-232 or Centronics.
-- Special header fontstyles.
-- Date and time inclusion.
-- Most (all?) bugs are fixed. I just forgot them
(e.g conditional pagebreaks bug).

New V3.11 -- copies option included.
-- head and footline bug fixed.
-- another conditional pagebreak bug fixed

New V3.21 -- RS-232 output bug fixed ?
-- Integrals, and powers 2 and 3 added.
-- a few other things.

Contents of (uue) archive :
Name Length Storage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
1STW2PS.DOC 6499 Crunched 45% 3633 13 Jun 88 10:06p DCDC
1STW2PS.HEX 1542 Crunched 69% 492 13 Jun 88 10:07p CCE4
1STW2PS.INI 7302 Crunched 46% 3944 13 Jun 88 10:07p EAE5
1STW2PS.PRG 59589 Crunched 33% 39982 13 Jun 88 10:07p 7D9E
1STW2PS.RSC 8370 Crunched 49% 4281 13 Jun 88 10:07p DFA7
==== ======== ==== ========
Total 5 83302 38% 52332

1STW2PS.HEX is a hexidecimal file for INSTALL.PRG which shows the
characters available in 1stw2ps.
1STW2PS.INI is the laser printer initialisation file.
1STW2PS.DOC is the manual.

I am sending a copy to the file-server at Houston (UH-INFO@UHUPVM1). If
somebody out there will be so kind as to post it to atari16.sources or
whatever it is called, I'll appreciate it.

Any remarks, suggestions or just a "keep up the good work" are welcome.
```

Greetings,

Berend F. de Vries
U00170@HASARA5.BITNET
1e Nassaustraat 18-III
1052 BG Amsterdam
Holland.
==========

4241. Re: C compilers on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-14 19:26:27 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <359@clio.math.lsa.umich.edu>
Source record: 252041

In article <1961@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
%-----
%In article <360@piring.cwi.nl> steven@cwi.nl (or try mcvax!steven.uucp) writes:
%->In article <1904@alliant.Alliant.COM> I wrote:
%->> i guess i'll stick with good 'ol alcyon (maybe slow but it works...)
%->
%->Ha! After months of fighting the buggy code produced by Alcyon, I
%->threw the damned thing away and went over to MWC. I only wished I'd
%->done it earlier, and saved all that trouble.
%->
%
%well, what can i say...MWC was not around until about a year into my investment
%of time,time,time. and when it did come out, it was probably worse (v1.x) and
%lacked a lot of the things i needed anyway.
Glad I missed that. I jumped into things with 2.0.
%
%v2.x of MWC was better, but still not worth me throwing out (or trying to
%convert) 30-40,000 lines of my own alcyon code as well as maybe another 60,000
%lines of PD stuff that DOES work. i more or less like my current environment
%which centers on alcyon.
I dunno, looking at code written for alcyon reminded me too much of looking
at something written for a bad C compiler I remember from MSDOS days. Yeah,
that's it, it reminded me of Microsoft Fortran-77 and such. Manually invoked
compile & link phases, weird command line switches to the linker, etc.
Bleah.
%
%your argument failed to include what could be your strongest argument: MWC
%is evolving, alcyon is dead (though if ST sales wane, i doubt MWC will see
%any more enhancements either :^).
Well, here's hoping that things continue to improve. Now that I've got the
3.0 compiler, I'm thinking about porting Gnu's GCC anyway though, so mebbe
it won't matter...
%
%i don't know what kind of stuff you write but at this point, i can easily
%debug alcyon and have only found very few (and far between) actual bugs in the
%compiler. it does have its limitations, mainly in the user interface area
%(can't redir output, cp68 -I does not work like a unix compiler cpp would,
%won't accept "/" in include files - does MWC do this? - etc). considering it
%has been around for so long in basically it's original form, it is still a
%good compiler. i wrote my own cc front end and have very few problems. the
%library is very unix-like and those routines which did not work corectly i
%replaced.
Yeah, include files were always a pain. I seem to recall that the '/' didn't
get recognized. I always had to #ifdef 'em to something else...

%
%i often convert comp.sources.unix stuff to run under a gulam shell and find
%that generally, the port requires ST-specific changes, not alcyon-specific
%changes. i'm sure you can say the same for MWC.
I've got Gulam, but I'm already too used to MWC's msh to switch over. Mebbe
I'll wise up. (msh's attempt at a history mechanism is poor, at best.) I get
a lot of Unix code running on my ST as well. Ported Larn 12.0 using MWC 2.0.
(Has anyone ported compress yet? I started, since I just finished with ARC,
but haven't gotten it working yet.) On the whole, the Mark Williams libraries
have been pretty good at emulating Unix.
%
%there are a lot of us who still use alcyon, and like it. i will probably
%buy MWC 3.x as well, once i get my personal libc makefile built :^). enjoy
%your compiler but don't mislead everyone else.
Oh yeah - you can also get the source for Mark Williams' libraries for a fee.
I haven't yet, but plan to. Ah well. From the glimpse I got at alcyon via the
UUPC sources, (which I tried vainly to fit into the MWC scheme of things on
my system for a couple days...), I'm pretty sure I wouldn't like the system,
and I *do* like MWC. I s'pose ya have to say "to each his own," but it'd be
nice if there was a standard. It'd make the sources newsgroup a little more
useful, f'r'instance....
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4242. Mono shakes/Uniterm blues

Newsgroup: comp.sys.atari.st
Date: 1988-06-15 03:05:00 UTC
From: SKF8192@TAMSIGMA.BITNET
Message-ID: <8806150400.AA20432@ucbvax.Berkeley.EDU>
Source record: 252042

I have a SM124 Monochrome monitor. I just recently moved and now the screen endlessly shakes and quivers. Is there some adjustment I can make to correct the problem?

I am using UniTerm V2.0c and love it. I do have one question though. When I have the RS232 settings at 2400bps 7bits 1 stop Even I do not get the OK response back from the modem or the CONNECT 2400 message. When I am using Kermit 0.9(40) on my Magic Sac with the same settings I do get the response. Is this a problem with Uniterm or with my modem?

Thanks for the Help.

Keith Fischer

Bitnet: skf8192@tamsigma

4243. Is GDOS compatible with GDOS

Newsgroup: comp.sys.atari.st
Date: 1988-06-15 06:23:10 UTC
From: davel@hpvcla.HP.COM
Message-ID: <4730021@hpvcla.HP.COM>
Source record: 252043

I have two programs, Athena (a CAD program) and Degas, that use GDOS. The problems is I can't make both programs work with the same assign.sys file. One problem is the path variable. Degas wants to use GDOS to load fonts and seems to want those fonts in a folder names, of all things, fonts. So, path = c:\fonts\ or path = c:\gdos\fonts will make Degas happy.

Athena, on the other hand, wants to use GDOS for it's printer driver. If I put the printer driver, fx80.sys, in the same folder as the Degas fonts and use the Degas path definition, Athena can't find the driver and bombs (literally). An assign.sys with path = c:\gdos\ (fx80.sys of course is in c:\gdos) and all the Degas font defintions stripped out works fine.

If all this sounds confusing it accurately represents my state of mind. Does a description of GDOS and it's assign.sys file that's accurate exist?

I would appreciate any leads.
Thanks,
Dave Lowe
davel%hpvclx@hplabs.hp.com
hplabs!hp-pcd!hpvcla!hpvclx!davel

4244. Re: C compilers on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-15 12:24:52 UTC
From: steven@cwi.nl
Message-ID: <373@piring.cwi.nl>
Source record: 252044

In article <1904@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) wrote:
> i guess i'll stick with good 'ol alcyon (maybe slow but it works...)

to which I replied

> Ha! After months of fighting the buggy code produced by Alcyon, I
> threw the damned thing away and went over to MWC. I only wished I'd
> done it earlier, and saved all that trouble.

to which he replied

> there are a lot of us who still use alcyon, and like it. i will probably
> buy MWC 3.x as well, once i get my personal libc makefile built :^). enjoy
> your compiler but don't mislead everyone else.

I'm not trying to mislead anyone. Quite the contrary in fact. You claimed that Alcyon worked, and I pointed out the the reason that I stopped using it was because it *didn't* work. I don't have Alcyon online anymore, so I can't go and try and recreate the problems it produced, but I do remember, as an example, that it was completely unable to cope with an initialised array declaration with nested {}'s that I had.

But still, I don't want to stop you from using it. I just wanted to point out that for the programs I was compiling, it was essentially useless.

Steven Pemberton, CWI, Amsterdam; steven@cwi.nl

4245. Read Screen Character

Newsgroup: comp.sys.atari.st
Date: 1988-06-15 13:42:08 UTC
From: U211510@HNYKUN11.BITNET
Message-ID: <8806151250.AA29397@ucbvax.Berkeley.EDU>
Source record: 252045

Dear readers,
I have a problem which some of you probably have encountered before,
that is reading a character from screen at current cursor position.
Somehow I have not been able to find the proper gemdos (?) function
call for this. Does anyone knows how to handle this, preferably in
Fortran or Pascal??

Wil Groenen

CATHOLIC UNIVERSITY NYMEGEN W W GGGGGGGG
P.O. BOX 9108 W W G
6500 HK NIJMEGEN W W W G GGGG
THE NETHERLANDS W W W W G G
TEL : 080-516270/233021 w w GGGGGGGG
BITNET : U211510 AT HNYKUN11

4246. Re: Keyboard

Newsgroup: comp.sys.atari.st
Date: 1988-06-15 14:08:37 UTC
From: chris@mimsy.UUCP
Message-ID: <11972@mimsy.UUCP>
Source record: 252046
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,comp.sys.amiga,misc.forsale,sci.electronics

In article <5042@sdcsvax.UCSD.EDU> hutch@net1.ucsd.edu (Jim Hutchison) writes:
[spelling edited :-)]
>By the way, is there a fix for the parallelogram keyboard problem?
>I mean the one where I type nice too fast, and pick up the comma to go with
>the "ice". I am not sure what this is.

Whether and how this happens depends on the keyboard arrangement.
Many keyboard scanners make a matrix from the keyboard:

```
d0 d1 d2 d3 d4 d5 d6 d7
| | | | | | | |
a0---[ ]---[ ]---[ ]---[ ]---[ ]---[ ]---[ ]---[ ]---
| | | | | | | |
a1---[ ]---[ ]---[ ]---[ ]---[ ]---[ ]---[ ]---[ ]---
| | | | | | | |
a2---[@]---[A]---[B]---[C]---[D]---[E]---[F]---[G]---
| | | | | | | |
a3---[H]---[I]---[J]---[K]---[L]---[M]---[N]---[O]---
| | | | | | | |
a4---[P]---[Q]---[R]---[S]---[T]---[U]---[V]---[W]---
| | | | | | | |
a5---[X]---[Y]---[Z]---[ ]---[ ]---[ ]---[ ]---[ ]---
| | | | | | | |
a6---[ ]---[ ]---[ ]---[ ]---[ ]---[ ]---[ ]---[ ]---
| | | | | | | |
a7---[ ]---[ ]---[ ]---[ ]---[ ]---[ ]---[ ]---[ ]---
| | | | | | | |
```

(The exact placement of the keys varies.) This conveniently produces
64 keys (enough for 56 key keyboards) arranged on an eight(-data)-bit
by eight(-address)-bit grid. If each keyswitch simply shorts the
address line to the data line, the keyboard can be scanned with a loop
like the following:

```
#define KEYBOARD ((char *)0x3800) /* on a TRS-80, eg */
for (r = 0; r < 8; r++)
for (c = 0; c < 8; c++)
if (KEYBOARD[1 << r] & (1 << c))
/* the key at (r,c) is down */;
```

(Of course, the scan loop must account for keys that are held down for
some time, and possibly do debouncing, and all sorts of other grungy
work. But none of that matters in regard to the `parallelogram
problem'.)

Now, given the keyboard arrangement shown above, if push down A, I, and M to type `aim', I have shorted the following pairs: (a2,d1) [A] (a3,d1) [I] (a3,d5) [M]. By so doing I have effectively also shorted (a2,d5): current can flow from a2 via d1 to a3 ([A] then [I]), then from a3 to d5 ([M]). Even though I only put current directly on a2, it `leaks' to a3 and from there it gets to d5, so my scanner sees [E] down and I wind up typing `aiem'.

There are two ways to fix it. As usual, it can be done in either software or hardware. The software solution is uglier: scan the whole keyboard before deciding that any given key is down. If keys are down in a parallelogram (as defined by the actual arrangement, which is often not alphabetical), wait for enough of those keys to be released to be sure as to which ones are really down. (An easy variation is to wait whenever more than two keys are down.) The hardware solution is more expensive: add diodes at the keyswitches, so that current cannot flow across the parallelogram.

--
In-Real-Life: Chris Torek, Univ of MD Comp Sci Dept (+1 301 454 7163)
Domain: chris@mimsy.umd.edu Path: uunet!mimsy!chris

4247. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-06-15 14:48:12 UTC
From: VM1DF1@WVNVM.BITNET
Message-ID: <8806151506.AA01364@ucbvax.Berkeley.EDU>
Source record: 252047

What is the status this week of the Abaq and '030-based
system? They've been changing that frequently for the
last two years of their development. I've heard that
memory costs, European demand, factory loss in Taiwan,
Helios development, etc, etc, are delaying. Anyone
heard anything else? Why did Atari's new VP of Computer
Marketing leave (resigned/fired/nothing to do)? Any word
on the Transputer machine from Commodore -- comparison
to Abaq? June's Byte has an article on the Abaq and Helios.
Helios isn't written in occam. Seems Mach from CMU would
have been a good choice, but they (Atari) don't seem to be
aware of its existance.
Is Atrai (Corporation) on the network (this list)? Do they
participate (Neil Harris, et al -- or their new PR firm that
replaces his former function)? They have their own bbs
inhouse. I used it for a while in the past, but seemed a waste.
Does anyone know if it's improved in the last year?
Hope this message hasn't seemed too negative in tone. I really
am enthusiastic about the Abaq -- if it's produced -- shades
of 120 ST/C64 portable/and many others.

4248. Re: High end MIDI sequencers

Newsgroup: comp.sys.atari.st
Date: 1988-06-15 15:52:51 UTC
From: waycott@checkers.UUCP
Message-ID: <170@checkers.UUCP>
Source record: 252048

In article <10580001@hpfclr.HP.COM>, cag@hpfclr.HP.COM (Craig Gleason) writes:
> >/ hpfclr:comp.sys.atari.st / Crawley@ALDERAAN.SCRC.SYMBOLICS.COM (Eric S. Crawley) / 12:37 pm Jun 7, 1988 /
> >I am looking for a real high quality MIDI sequencer for my ST...
>
> Take a look at Steinberg's Pro-24 version 2.1 (or 3.0, if it's out).
> I've had it for several months now and in general I've been really
> happy with it. Version 3, if it should choose to appear, will let
> you record on four tracks at once. The only complaints I have are
> about the lousy manuals.

I Just ordered the update (3.0) of Steinberg's Pro-24. According to the notice I got, it adds many new features to 2.1 including more intuitive editing (click and drag), drum editing, and a completely new manual (Let's hope it's better than the previous ones).
3.0 should be available to everyone in about a month.
They have just started shipping updates to previous customers. (I got my notice yesterday).

I found that Dr. T's did not have some features that I need.
I'm a classical guitarist, not a keyboard player, so
I need to be able to enter some data in standard music notation.
The Pro-24 let's you do this, although it's not a real scoring program.

In general I'm quite pleased with the Pro-24. (I second Craig's opinion on the lousy manuals, though.)
--
John Waycott {asuvax, sun!sunburn}!checkers!waycott

4249. Bounced messages

Newsgroup: comp.sys.atari.st
Date: 1988-06-15 16:07:52 UTC
From: ravi@MCNC.ORG
Message-ID: <8806151607.AA07440@speedy.mcnc.org>
Source record: 252049

From: hpda!hp-sde!hpfcdc!hpfclr!cag@ucbvax.Berkeley.EDU (Craig Gleason)
Organization: Hewlett-Packard
Subject: Re: High end MIDI sequencers
Message-Id: <10580001@hpfclr.HP.COM>
References: <19880607183735.1.CRAWLEY@FLIGHTLESS-WATERFOWL.SCRC.Symbolics.COM>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

>/ hpfclr:comp.sys.atari.st / Crawley@ALDERAAN.SCRC.SYMBOLICS.COM (Eric S. Crawley) /
12:37 pm Jun 7, 1988 /
>I am looking for a real high quality MIDI sequencer for my ST. I am
>torn between the new C-Lab Creator and Dr. T's KCS Level II. Has anyone
>out there used either of these sequencers and would care to comment on
>them? I have read all the reviews that I could find in Keyboard
>Magazine on them. Thanks in advance for any info you can provide.
>
> Eric Crawley
>----------

Take a look at Steinberg's Pro-24 version 2.1 (or 3.0, if it's out).
I've had it for several months now and in general I've been really
happy with it. Version 3, if it should choose to appear, will let
you record on four tracks at once. The only complaints I have are
about the lousy manuals.

From: ihnp4!ihlpe!kimes@ucbvax.Berkeley.EDU (Kit Kimes)
Organization: AT&T Bell Laboratories - Naperville, Illinois
Subject: Re: Memory Upgrade For 520ST
Message-Id: <3029@ihlpe.ATT.COM>
References: <880609-030738-4121@Xerox>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

In article <880609-030738-4121@Xerox>, "Richard_Landells.SBDERX"@XEROX.COM writes:
> I have been led to believe that the MMU of the ST can access up to 4Mb of
> memory, and would like to upgrade my 520STFM to this level, but every time I
> ask how, I am met with blank looks. If anybody out there has actually done
> this, I would be very grateful if you could pass any advice on how to do it.
>
There are a couple of different companies that make a board that you can plug
into your motherboard that requires no drilling, cutting or hardwiring and
allow you to expand your computer up to 4Meg. The bare board with connector
and sockets are about $130 US. A fully populated 4Meg board is in the order
of $1300 US. I don't know what they would cost in England. Ads for these

boards are in all the ST magazines here in the US. Pick up a copy of what
is available in England and look through the ads.

Kit Kimes
AT&T--Information Systems Labs
...ihnp4!ihlpe!kimes

From: netoprhm%ncsuvm.BITNET@jade.berkeley.edu.user@host.BITNET (Hal Meeks)
Organization: North Carolina State University - Computing Center
Subject: Re: The scientific method (Amiga VS Atari)
Message-Id: <378NETOPRHM@NCSUVM>
References: <880604225514.514811@HIS-PHOENIX-MULTICS.ARPA>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Please stop, while I continue to think you are a sentient being,
and not a propaganda factory.

I read this group for interesting discussions, not ignorant babble.

--hal

4250. Midi problem revisted

Newsgroup: comp.sys.atari.st
Date: 1988-06-15 19:27:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8806151931.AA05945@ucbvax.Berkeley.EDU>
Source record: 252050

A few weeks ago a reader had a problem with outputing several midi bytes.
I think he was trying to use the Xbtimer. I have later found out courtesy
of Stefan Daystrom of Hybrid Arts that you cannot have any TOS, BIOS, or
XBIOS calls inside an interrupt. You have to do whatever it is you want without
the calls, this is due to the re-entrancy characteristics of the ST.
Therefore, you cannot use Bconstat or Midiws from inside and Xbtimer interrupt.

I was having the same problem, I was thinking it might have been the stack
size, but replaced it with the same code that the system call would have done,
(modifying it to fit the routine) and it works perfectly. I even save
time by avoiding all the stack bookkeeping by the subroutine call.
I got the code of those system calls from Abacus, you can also get them
from the developer's kit.

While this fact problem was explained somewhere in the docs, it would
have been nice if they would have mentioned this in the docs of the
Xbtimer call.

Jeff, UUCJEFF@ECNCDC.BITNET

4251. barrel

Newsgroup: comp.sys.atari.st
Date: 1988-06-15 19:47:46 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8806152045.AA07288@ucbvax.Berkeley.EDU>
Source record: 251951

Could someone please provide me with some information on barrel.prg and possibly e-mail me a copy?

Thanks,

Norm Frech <nfrech@almsa-1.arpa>

****
"Verbatim regurgitation is against my principles" - Neal, The Young Ones.
****

4252. Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-15 20:48:43 UTC
From: good@atari.UUCP
Message-ID: <1073@atari.UUCP>
Source record: 251952

In a recent posting, Keith Hedger flamed Atari's policy of marketing Megas, with particular reference to the Midi world. I will refrain from posting my personal opinion of the use of expletives etc in public posting.

The following is the response from Larry Samuels, Atari's corporate VP of Strategic Markets, who has a special interest in the music market. I quote it verbatim:

Answer from the "guys at Atari"...
In answer to the recent "FLAME" on USENET regarding Atari's Mega system sales requirements for music dealers: the Mega 2 and Mega 4 computers CAN be purchased by music retailers separately from laser printers. The Mega system sales program described in the message from Keith Hedger pertains to computer specialty dealers only. One would think that Mr. Hedger would collect his facts carefully before launching such a vitriolic attack in error. Atari's commitment to music is strong and constant, and we are very aware of the increasing need for larger RAM in various music/computer applications.
Mr. Hedger also refers to a $2900.00+ price point for a Mega 2 system. This statement is greatly in error. The list price of the Mega 2 monochrome system is $1699.95. Atari appreciates the fervor indicated by Mr. Hedger, and his obvious concern for our strategic direction and distribution policy. We are concerned, however, that such misinformation would be placed in a public forum and accordingly we request that in advance of such statements in the future, Atari be called and the facts of such perceived policies be confirmed.

"Atari and Music...Catch the Wave"
Larry Samuels
V.P. Strategic Markets, Atari Corporation (U.S.)

4253. Question about DigiSpec

Newsgroup: comp.sys.atari.st
Date: 1988-06-15 21:48:56 UTC
From: john@cooper.cooper.EDU
Message-ID: <1335@cooper.cooper.EDU>
Source record: 251953

Hi,

I just saw an add for Spectrum 512. They also mention
Computereyes (Digital Vision) and DigiSpec (Trio Engineering). DigiSpec
creates full-color Spectrum 512 pictures using the Computereyes digitizer.
Has anyone used DigiSpec? If so, please let me know what you thought of it.
I would also like to know how the three products work together if anyone has
tried it.

Please send anyinformation you have about this to me and I will post
a summary of what I receive.

Thank you.

<><><>

4254. Re: Mega2 and HP DeskJet

Newsgroup: comp.sys.atari.st
Date: 1988-06-16 01:45:08 UTC
From: #FJMORA@WMMVS.BITNET
Message-ID: <8806160045.AA11697@ucbvax.Berkeley.EDU>
Source record: 251954

Hello,
In Info-atari16 Digest 06/15/88, Bruce Heimbigner writes:
>I'm planning on buying a Mega 2 ST. I'll be using this in my business
>and for personal use. Other than general business applications I what
>to be able to do my own flyers and manuals for my business, and I plan
>to use the HP DeskJet. But I have some questions.
>
>1- Are they (mega 2's) around to be bought (I haven't tryed yet)

Well, you saw what Atari wants dealers to do in order to sell Mega.
Good luck. I really hope they know what they are doing, it seems sheer
suicide.
>2- Are they only sold directly through dealer. (ie can I buy one mail order,
> and if its possible does any one have any suggestions on a mail order
> place.?)
See above.
>3- How long before the new roms? Just curious, I really cannot wait.

The new ROMs will be available after the current phase of beta
testing, which started at the beginning of this month according to
various messages (which were posted here too). But "soon" can mean
anything with Atari. Sheesh...
>- I'm going to buy the Atari hard disc (the one that fits nicely under
> the machine). Does anyone have any eperience with this? or warning
> against it?

I use my SH205 since October 1987 and it is half-full now (or still
half-empty :-)). Never had a problem. Get a back-up program
(BACKUP! by Michtron is nice, but I was told that Turtle (PD)
is much better) and a goot hard-disk boot (allowing you to
boot accessory and Auto folder from C:).
Beware,most of the RAM disk programs create a C: Ram Disk which is
incompatible with a hard-disk. See if yours are well-behaved.
>5- Does anyone have any experience (or recommendations for something
>better) with these software packages?:
>
> WordUp- looks good but haven't seen a review
> Logistix- spreadsheet (I think that was the name) was reviewed in
> STart recently
> which paint program? Degas Elite or Spectrum or ?. the extra colors in
> Spectrum are of no value to me (other than gee whiz) unless I
> can get shades on my printer.
> If wordUp isn't capable enough I'll buy Publishing Partner too.
> I'm pretty familiar with its capabilties and I know
> they're about to ship a new release.

> I'm pretty set on Zoomracks, I hate traditional (dbase style) databases.
If you use an HP DeskJet, buy Migraph EasyDraw 2.3 with EasyTools.
You can produce some very nice newsletters and flyers with little time
and effort. I am very satisfied of Migraph customer support. They
even helped me when I had a problem with UPS for delivering these
packages! You can purchase the DeskJet driver from them, along with
screen copy programs (mono and color). I highly recommand EasyDraw 2
with the DeskJet.

Regards,

Frederic Mora BITNET:
The College of William and Mary #fjmora%wmmvs.bitnet
Dept. of Computer Science
Williamsburg, VA. 23185
USA

****
* *
* "Was uns nicht toetet, macht uns staerker." *
* Friedrich Nietzsche *
* What does not kill us makes us stronger *
* *
****

- Come, come, little line eater, I won't harm you (evil grin)...
- Come, come, little line eater, I won't harm you (evil grin)...
- Come, come, little line eater, I won't harm you (evil grin)...

4255. Supra hard drive

Newsgroup: comp.sys.atari.st
Date: 1988-06-16 06:47:17 UTC
From: cochrane@spot.Colorado.EDU
Message-ID: <6658@sigi.Colorado.EDU>
Source record: 251955

I am considering purchasing a Supra 20 meg hard drive for the ST. I would appreciate hearing of peoples' expriences with and/or knowledge of the quality of the drive. I am, of course, mainly interested in reliability. If you don't wish to clog up the net, you can email me. If I receive informative replies by mail I'll summarize and post them to the net.

Thanks,

Jim Cochrane

4256. Mark Johnson C

Newsgroup: comp.sys.atari.st
Date: 1988-06-16 19:24:49 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8806162102.AA01677@ucbvax.Berkeley.EDU>
Source record: 251956

Has anyone out there had any experience/luck with Mark Johnson C. I am trying to compile a C program which I wrote under BSD 4.3 on our VAX at at work at home on my 1040. The program is fairly simple and straight forward. It simply reads a SLAM II input file, parses the file line by line for a renumbering purpose and writes out a modified file. The program works fine on our vax but when I try to compile using Mark Johnson C v2.0 I get a 0 byte output file. I have had very little success using this C package so far ('hello, world' really works great) and I think I might have to break down and buy MWC or maybe Laser C.

Any suggestions would be appreciated.

Norm Frech <nfrech@almsa-1.arpa>

****
"Verbatim regurgitation is against my principles" - Neal, The Young Ones.
****

4257. Re: Read Screen Character

Newsgroup: comp.sys.atari.st
Date: 1988-06-16 21:49:20 UTC
From: kurth@sco.COM
Message-ID: <272@scolex>
Source record: 251957

In article <8806151250.AA29397@ucbvax.Berkeley.EDU>, U211510@HNYKUN11.BITNET (Wil Groenen) writes:
> Dear readers,
> I have a problem which some of you probably have encountered before,
> that is reading a character from screen at current cursor position.
> Somehow I have not been able to find the proper gemdos (?) function
> call for this. Does anyone knows how to handle this, preferably in
> Fortran or Pascal??
>
> Wil Groenen

This can't be done easily. The screen image is stored as graphics data.
No data that describes which character was used to generate the graphics
information is maintained.

Therefore, to find out which character was used, assuming
that you know what resolution you were in and which font table was
used, you could extract the graphics information from the screen
and compare it with every entry in the font table until
you found a match.

It would probably be easier just to save a local image
of the screen as you create it. It *IS* possible to get the current cursor
location by sending the cursor save string to the roms and then
looking in the documented location for the saved cursor address.

At least that way you don't have to keep track of the cursor position
but you will probablyt have to keep track of the data.

Good luck,
- kurt

--

Kurt Hutchison The Santa Cruz Operation Software Engineer
Trumpet player, synth player, pianist, cyclist, philosopher at large
The above opinions (if any) are my own

4258. mega woes

Newsgroup: comp.sys.atari.st
Date: 1988-06-16 22:26:00 UTC
From: PETCHER@FSU.BITNET
Message-ID: <[gw.scri.fsu.edu].854A7080.00914702.PETCHER>
Source record: 251958

I am not having very good luck with Mega 2's so far. Last December I purchased one, which was obviously buggy from day one. Typically after the machine was on for about an hour it would simply start crashing randomly with no apparent cause. Partly because I also had some new software and partly because I was busy with other things at the time, it took me about a month to realize that the problem was really a hardware problem and two or three more weeks to get to where I could sufficiently demonstrate it to my dealer in a controlled environment (i.e. I had to learn how to crash the desktop without any other programs present, lest they be accused of being the culprits). It appeared to be a heat problem in the end - some chip just couldn't take the heat.

Finally it was obvious that the machine should go back. So the dealer called Atari, they agreed, and that was that. After somewhat over two months of waiting I finally recieved a replacement. Aside from the long wait (I had a 1040ST available at the time so I didn't ask the dealer for a loan) that was all well and good. One occasionally expects a lemon with any sort of complicated equipment. The first strike against Atari though is that there are only two Mega owners in our local Atari users group and *both* of us had the same experience with the first machine we recieved. Both had hardware problems. And they were not purchased in the same store, but several hundred miles apart.

4259. Uniterm vs. Blitter question

Newsgroup: comp.sys.atari.st
Date: 1988-06-16 22:41:00 UTC
From: PETCHER@FSU.BITNET
Message-ID: <[gw.scri.fsu.edu].B5253180.00914704.PETCHER>
Source record: 251959

When I run Uniterm 2.0c on my mega 2 with the blitter on, the program hangs up or crashes. But if I turn off the blitter everything goes fine. I typically run Uniterm from the GPshell (a Unix shell) with only the control panel and the STart file selector as memory resident programs. I may have the GPshell's built in ram disk and disk cache program running as well from time to time.

Has anyone else experienced this? Is it possibly an incompatibility problem of Uniterm with the blitter, or is my blitter buggy. An alternative question is, what list of programs should the blitter work well with and which programs are incompatible. (i.e Can anyone offer a suggestion for a good 'blitter test'?) I would like to find out if the blitter is having problems as soon as possible because my warranty is nearly up.

Please e-mail me directly if possible, since we only receive the digest and it would take quite a bit of time before I'll see the responses otherwise.

Thanks,
Don Petcher

E-mail: PETCHER@FSU.BITNET
or PETCHER@FSU.MFENET
or PETCHER@GW.SCRI.FSU.EDU
or 5474009@FSU.BITNET

4260. deskjet

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 00:14:05 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <8806170012.AA04947@ucbvax.Berkeley.EDU>
Source record: 251960

an update to info on deskjet. Yes, the ink is water solubable but even
if you get very wet the characters don't just wash away, but they do run
The remains readable tho. I'm not sure it this will acceptable for envelopes
even tho HP intended to use the deskjet for envelopes since there is a
envelope loader. I've heard (third hand) that HP is working on the problem
its just a matter of the right chemistry

Bye
Bruce Heimbigner
Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
Pullman WA 99163-3347 (USA)

4261. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 00:22:03 UTC
From: root@cca.ucsf.edu
Message-ID: <1288@ucsfcca.ucsf.edu>
Source record: 251961

In article <1073@atari.UUCP>, good@atari.UUCP (Roy Good) writes:

> Answer from the "guys at Atari"...
> The Mega system
> sales program described in the message from Keith Hedger pertains to computer
> specialty dealers only. One would think that Mr. Hedger would collect his
> facts carefully before launching such a vitriolic attack in error. Atari's
>
> Larry Samuels
> V.P. Strategic Markets, Atari Corporation (U.S.)
> --

Mr. Hedger's posting states that he talked to two dealers who both had
the understanding he reported. That sounds like sufficient care in
collecting his facts. Unless, that is, you claim he is lying.

The constructive response to Mr. Hedger's posting would have been to
find out who the dealers he talked to were and who at Atari was giving
them the wrong info. Next you should have found out who else had been
given the same impression by this person (or persons, of course) and
contacted them with the correct information.

Atari has a considerable credibility problem in dealer relationships.
On the one hand, it apparently has some policy statements which are
circulated at the vice-presidential level and then it has the _real_
policies which are what the dealers hear from the company. There
appears to be enough inconsistency here to be causing some dealers
to consider abandoning the line.

If I were a _computer_ dealer being told that I have to sell an unwanted
~$2000 item to my customer in order to be allowed to sell him a $1699.95
device he wants while the _music_ dealer a block away doesn't have this
restriction I would be talking to my lawyer or C= Amiga by now.

Thos Sumner (thos@cca.ucsf.edu) BITNET: thos@ucsfcca
(The I.G.) (...ucbvax!ucsfcgl!cca.ucsf!thos)

OS|2 -- an Operating System for puppets.

#include <disclaimer.std>

4262. Re: vkiller de-ARCing error

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 00:39:32 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1469@usl-pc.UUCP>
Source record: 251962

Nothing wrong with the posting of Vkiller here. I uudecoded and unarced it
just fine. By the way, this is one VERY nice program. Mucho kudos to
the author! This is program is a joy to work with, as it leaves the user
very reassured in the safety of his disks upon completion. I was able to
check out all my disks and am happy to report that I was virus free!


```
------------------------------------------------------------------------------
John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/
------------------------------------------------------------------------------
```

4263. mega 2

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 00:51:31 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <8806170050.AA05508@ucbvax.Berkeley.EDU>
Source record: 251963

I called Atari to determine a local dealer for the mega's, the closest
are a couple of hundred miles away. I'm used to that in Pullman, WA
but I expected Spokane (80 miles) would have them. instead Seattle area
was the closest (I hope that will change). Any how, I ordered a color
mega 2 (by phone i sure was'nt going to drive there). Acourding to the dealer
it has a blitter in it and that the new ones he's getting some do and
some don't have the blitter. Oh, by the way no-one tryed to sell me a
laser printer for it so i'm sure Atari isn't trying force the dealer to
buy one with every mega they buy. It's true you cannot get a mega mail
order. The dealers I talked (the ones that had megas) said the new
requirements weren't that much problem but the ones who were without
Megas did kinda bark about it.

I was able to do a little bargaining and I think got a fair price.
BUT, it was more than I thought I'ld be paying. It made the choice
between a Mac and ST more difficult but availble color, blitter, 2 meg,
compatilbity with MS-DOS discs (which they force me to use at work)
won out in the end. Another important factor was the cost of software
I plan to be legal and buy software that I use, this alone would have
made a Mac at LEAST $600 more expensive. (Yes, I know there is software
on the Mac that is more capable, but the gap is closeing ;)

Bye
Bruce Heimbigner
Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
Pullman WA 99163-3347 (USA)
----"It's all very well in practice,
but in theory it just doesn't work."

4264. mg2a wanted - where is it?

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 02:12:20 UTC
From: IA0@PSUVM.BITNET
Message-ID: <45448IA0@PSUVM>
Source record: 251964

Only the first part of mg2a appeared here. If anyone could repost it
or email it to me, I would appreciate it.

4265. new video boards for the atari mega st

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 03:08:31 UTC
From: jenkin@yunexus.UUCP
Message-ID: <519@yunexus.UUCP>
Source record: 251965

At the CAD-CAM show here in Toronto, ATARI was demonstrating a CAD package on a 1024x1024 ish (1024x960?) monitor that was running GEM. The monitor was connected to a separate video board in the Mega. Supposedly it could also run in colour & was from Germany. A second board from France is also supposed to exist although the German board was said to be more compatable. No price, no delivery and no name. Has anyone else heard about these boards? Prices? Availability?

There were also 2 Abaq (Abaci?) running a demo at the show. Very pretty but very much prototype machines.

Michael Jenkin
(jenkin@yuyetti.bitnet jenkin@nexus.uucp)

4266. Re: Renaming folders

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 08:29:53 UTC
From: Russell_Stather.SBDERX@XEROX.COM
Message-ID: <880617-013029-3945@Xerox>
Source record: 251966

Neil,

You will probably find that rebooting after changing the name will work. The problem is that GEMDOS maintains a list in RAM of folders so that it can speed up access to them. Changing the name directly will therefore not update the RAM copy.

Hope this helps

Russell

4267. Re: null fill eliminated

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 09:38:28 UTC
From: rosenkra@Alliant.COM
Message-ID: <1990@alliant.Alliant.COM>
Source record: 251967

---
i have my crt0.s (originally gemstart.s by a.pratt) do the zeroing. i also put the gemdos/bios/xbios traps in there so i don't have to worry about linking osbind.o (saving 9 precious characters for the already limited cmdline length :^). what's the big problem here? why is this even an issue? doesn't MWC/Laser/etc provide source for their startup object? if u ask me, the big developers are either a) lazy, or b) dumb for not taking care of business. i myself strive very hard to make sure my stuff runs on as many perturbations as possible. (now i have to prepare for the deluge of 68881 boards... :^). not always easy, but at least the simple things are taken into account.

-bill

4268. Re: C compilers on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 09:50:03 UTC
From: rosenkra@Alliant.COM
Message-ID: <1991@alliant.Alliant.COM>
Source record: 251968

---
mislead was perhaps a bad choice of words. it's just that i can't see anyone having the total omniscience to say that "this is bad" (and imply "don't use it", kinda like the amiga/atari wars...). i agree that alcyon has problems. so does MWC. the bottom line is find something that works for you and use it. for me, at this point in time, alcyon is it. next year, probably MPW :^).

casual programmers will buy one compiler and live with it. people doing this for a living will try them all (or as many as they can) and pick the optimal for them (features, speed, size, etc).

no folowups, please...this particular issue is dead (not compilers, just THIS issue).

adios

-bill

4269. graphics chars (was Re: "Bob"???????)

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 09:58:27 UTC
From: rosenkra@Alliant.COM
Message-ID: <1992@alliant.Alliant.COM>
Source record: 251969

```
---
In article <680@crcmar.crc.uucp> jaf@crcmar.crc.uucp (Jonathan Fischer) writes:
-> Speaking of the character set, can someone at Atari tell us why the
->hebraic (sp?) characters where chosen (in the upper half of the charset)? I
->can't believe that the number of people who actually use these characters
->approaches anywhere NEAR even 1% of the total number of ST owners (counter
->examples, anyone?). Why not use the same graphics characters as the IBM?
->Sometimes it's useful to be able to include nice charts & such in a text file
->using these characters. In fact, forget about 'sometimes' -- it's quite
->FREQUENTLY useful to do so.

good point. this seems awfully dumb, but what else is new?

-> *Sigh*

don't fret, just get a font editor and change those suckers! it's pretty
simple to find the memory-bound font and edit/replace it with your own. key
question would be how this affects stuff going to the printer. i've never
tried actually printing one of those chars on say an epson. bitmap stuff
should be fine.

-bill
```

4270. Ethernet

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 10:03:27 UTC
From: t19@nikhefh.hep.nl
Message-ID: <478@nikhefh.hep.nl>
Source record: 251970

1) A long while ago there was talk of an ethernet connection box + software to be availble for the ST RSN.

2) I just spent a long time kermiting 300K to our mainframe at 4800 baud and now somebody else is using my Atari to do the same.

=> Has this box, or any other interface, materialized: is there any other way to conect our ST's to the real world other than a terminal line?

Thanks in advance for any answers,

Geert Jan van Oldenborgh
NIKHEF-H, Amsterdam

4271. UUCP address of pm and bammi at case western university?

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 10:13:28 UTC
From: darin_wayrynen@pedro.UUCP
Message-ID: <366@pedro.UUCP>
Source record: 251971

I need to have the uucp addresses of pm and bammi. Thanks in advance..

4272. Re: Mark Johnson C

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 11:54:16 UTC
From: bds@lzaz.ATT.COM
Message-ID: <155@lzaz.ATT.COM>
Source record: 251972

In article <8806162102.AA01677@ucbvax.Berkeley.EDU>, nfrech@ALMSA-1.ARPA ("Norman R. Frech") writes:
>
> Has anyone out there had any experience/luck with Mark Johnson C.

Yes, I've had v2.0 for a week or 2, and I've compiled one program in excess of 1700 lines or so with no problem. I'd like to help you but your problem description is pretty vague (but not more so than some MR's I've received ;-)).

Remember: MJC (and MWC) have 16 bit ints and 32 bit pointers which cause 99% of all porting problems in my experience. Run LINT on your vax code and look for mismatched pointer assignments and inconsistent use of parameters to functions (Mark: any chance of supporting function prototypes ala ANSI?).

If that fails, take a shot at sprinkling some printfs in your code to insure your getting into main ok and so on. Look through your code to see if any kind of error will cause you to exit early.
As a last resort, compile your program one function at a time and test: compile main (commenting out function calls in it), then the next function etc.

Good Luck.

4273. Re: FATSPEED WORKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 17:41:19 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <5202@batcomputer.tn.cornell.edu>
Source record: 251973

I've been away for a few weeks and seem to have missed something. What is this FATSPEED and is there a server where I can get it?
Thanks, Adam
--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive, it's not fun."

4274. Re: Hard disks for the Mac SE

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 17:55:00 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <5203@batcomputer.tn.cornell.edu>
Source record: 251974
Cross-posted to: comp.sys.mac,comp.sys.atari.st

Hi,
I have a Seagate 238 (30 meg, RLL) hard disk which I currently have hooked to my Atari ST via an Adaptec 4070 (I think that's the number) controller (which I think is a SCSI controller) and another board which translates the SCSI signals into something the Atari can understand. Anyway, I need to use a Macintosh SE for a senior thesis/project I'm working on and I don't think I can deal with a floppy-only system with a Mac any more. Macs beg for hard disks and I think the Mac can beg louder than the Atari for this year. So what I want to do is buy a two-drive SE and new cabling for the Adaptec controller so that I can use it with the SE instead of the Atari for now.
I need to know if this can be done, which I think it can, but I'm not a great hardware person. If so, I need to know what sort of cable to buy to interface the Mac with the Adaptec board. Then, what sort of software would I need to install this hard disk? Will Apple's Installer program work, even though this isn't a Apple hard disk? Is there anything else I have to be careful of when setting up a hard disk system like this? Any advice or other information is welcome and if I recieve enough responses I will summarize them to the net.
The reason I have this hardware lying around is that hard disks for the Atari are as expensive as ones for the Mac, so I bought all the pieces separately (controllers, case, power supply, hard drive) and put them together. I would like to convert most of this stuff to the Mac so I can have a really good 30 meg Mac without spending a fortune on another hard drive.

Thanks a lot!
Adam

--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive, it's not fun."

4275. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 20:35:15 UTC
From: brinsmead@calgary.UUCP
Message-ID: <1684@vaxb.calgary.UUCP>
Source record: 251975

In article <1073@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
> In a recent posting, Keith Hedger flamed Atari's policy of marketing Megas,
> with particular reference to the Midi world. [...]

> The following is the response from Larry Samuels, Atari's corporate VP of
> Strategic Markets, who has a special interest in the music market. I quote
> it verbatim:
> --
> Answer from the "guys at Atari"...
> In answer to the recent "FLAME" on USENET regarding Atari's Mega system sales
> requirements for music dealers: the Mega 2 and Mega 4 computers CAN be
> purchased by music retailers separately from laser printers. The Mega system
> sales program described in the message from Keith Hedger pertains to computer
> specialty dealers only.

Whoa! Wait a minute. I was going to respond to Mr. Hedger's posting myself,
in the form of a NASTY flame at Atari regarding the foolishness of "bundled"
laser printers. Then I stopped myself, saying "this cannot possibly be the
case -- surely Atari's marketing department cannot be this reckless."

Now it seems (from a *VERY* official source) that if I want a MEGA without
a laser printer, I'm going to have to buy it from a MUSIC store!!! I hope that
this is simply an error in wording on the part of Messrs. Samuels and Good.
The problem is certainly not in MY reading, so maybe its their writing :-)

At the moment, I'm still an impoverished student (income < 15000 p.a.) so
chances are, I'll have to wait awhile before getting a MEGA 4, and just suffer
with my 1040. (that or sell my car.)

However, when I do buy a new system, I will almost certainly *NOT* want to
by a laser printer to go with it, and will definitely not want to but an
ATARI laser printer. No offence, it just does not and cannot suit my needs.
Besides, I have access to laser printers in my office (and I won't likely take
a job anywhere that I won't have such access).

Besides this, laser printer technology is OLD and OBSOLETE (I'm told)
and overpriced as well. The new solid state technologies are claimed to be
both cheaper and more reliable (at least according to BYTE, as far as you
can believe that...). I feel that if Atari tries this bundling stunt, they
will very possibly be jeopardizing sales of a very worthy product (namely
the Mega ST's) simply for the sake of unloading a large stock (?) of printers
which would have sold just fine, if they had hit the market when promised.

> One would think that Mr. Hedger would collect his
> facts carefully before launching such a vitriolic attack in error.

I certainly hope (for Atari's sake) that the basis for MY posting is
also erroneous (in which case I will happily retract any unkind statements
I may have made). While *my* information is an official (i think) statement
of one of atari's vice-presidents, my main complaint is with a single
sentence which may have simply been stated incorrectly. Perhaps somebody
out there will clear this matter up by telling us what Atari's officials
policy regarding laser printers IS, rather than what it IS NOT.

> ... Atari appreciates the fervor indicated by Mr. Hedger, and his
> obvious concern for our strategic direction and distribution policy. We are
> concerned, however, that such misinformation would be placed in a public forum

You have ever right for concern, and in fact, probably deserve an appology.

> and accordingly we request that in advance of such statements in the future,
> Atari be called and the facts of such perceived policies be confirmed.
>

What's the number? Perhaps spreading it around will prevent future errors.

4276. Re: Read Screen Character

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 21:20:31 UTC
From: wheels@mks.UUCP
Message-ID: <478@mks.UUCP>
Source record: 251976

In article <8806151250.AA29397@ucbvax.Berkeley.EDU>, U211510@HNYKUN11.BITNET (Wil Groenen) writes:
> I have a problem [...] reading a character from screen at current
> cursor position.

I do not have detailed knowledge about this (my manuals aren't here at the moment), but I would theorise that this is not possible. Remember, once the character is drawn on the screen it is just a bunch of bits. This is quite unlike the usual video screens for IBM-type computers. It would take quite a program to read the pattern of bits and tell which character it was.

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

4277. Software info request

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 21:36:00 UTC
From: U0179@DGOGWDG5.BITNET
Message-ID: <8806172208.AA25270@ucbvax.Berkeley.EDU>
Source record: 251977

Two questions about ST software:

Is there anyone who has ...

a) informations about a SPSS implementation on ATARI ST ..

b) informations about an ATARI ST implementation of a DEC
VAX like $ DIFFERENCE utility ..

Best regards

W. Huebner

+--------------------------------------+
| BITNET: U0179 at DG0GWDG5 (W.Huebner) |
| West Germany |
+--------------------------------------+

4278. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-06-17 22:16:41 UTC
From: david@bdt.UUCP
Message-ID: <332@bdt.UUCP>
Source record: 251978

In article <8806140047.AA18091@ucbvax.Berkeley.EDU> U0179@DGOGWDG5.BITNET ("GWDGV1::WHUEBNER") writes:
>Two questions about ST hardware:
>
>1) Does anyone know something about the SH204 HOST ADAPTER CARD bug ?
> (HAC always returned SCSI success status even if the SCSI
> controller (ADAPTEC 4000) signals an error)

Well I know the problem exists with the version of SH204 that I bought (full price of $800!) two years ago. It's a bug in the PAL. I got a fix for it from Berkeley Micro Systems (415) 465-6956. The BMS fix consists of a replacement PAL which plugs in a socket on the SH204 host adapter board. I've been using the BMS PAL for several months with absolutely no problems.

Disclaimer: I am not tied to BMS, except that in the past I have sold their BMS-100 host adapters to some of my customers.

--
David Beckemeyer (david@bdt.uucp) | "Yea I've got medicine..." as the
Beckemeyer Development Tools | cookie cocks a his Colt, "and if
478 Santa Clara Ave, Oakland, CA 94610 | you don't keep your mouth shut, I'm
UUCP: {unisoft,sun}!hoptoad!bdt!david | gonna give you a big dose of it!"

4279. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-18 04:49:42 UTC
From: med@druhi.ATT.COM
Message-ID: <3160@druhi.ATT.COM>
Source record: 251979

In article <1073@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
> In a recent posting, Keith Hedger flamed Atari's policy of marketing Megas,
> with particular reference to the Midi world. I will refrain from posting
> my personal opinion of the use of expletives etc in public posting.

I have to say that I don't go for those kinds of words in a USENET posting,
but I sure can identify with the frustration that was behind that
posting. And to have someone at Atari complaining about this is a little
odd (don't you have more important work to do, Mr. Good?. It seems that the
only way lately to get you, or anyone else at Atari, to comment, is to
use these words...)

>
> The following is the response from Larry Samuels, Atari's corporate VP of
> Strategic Markets, who has a special interest in the music market. I quote
> it verbatim:
> ---
> Answer from the "guys at Atari"...
> In answer to the recent "FLAME" on USENET regarding Atari's Mega system sales
> requirements for music dealers: the Mega 2 and Mega 4 computers CAN be
> purchased by music retailers separately from laser printers. The Mega system
> sales program described in the message from Keith Hedger pertains to computer
> specialty dealers only.

Why should they be "punished" (e.g. forced to purchase an over-priced, under-
featured laser printer and then try to foist it onto an unsuspecting customer)?
If the laser printer is such a dog (as it seems to be), why don't you "guys
at Atari" just shut up and eat them quietly?

> We are
> concerned, however, that such misinformation would be placed in a public forum
> and accordingly we request that in advance of such statements in the future,
> Atari be called and the facts of such perceived policies be confirmed.

I just couldn't let this one go without a chuckle ;-)... Atari, the premier
company of vaporware and "misinformation", criticizing someone for the same.

>
> "Atari and Music...Catch the Wave"
> Larry Samuels
> V.P. Strategic Markets, Atari Corporation (U.S.)
> ---

"Catch the Wave"? Yes, catch the wave and wave bye-bye to Atari...

Myron Drapal
AT&T Denver

ihnp4!druhi!med

4280. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 1988-06-18 08:34:46 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <374@clio.math.lsa.umich.edu>
Source record: 251980

There's something called an EtherportSC, (from 3com, I think) intended for a Mac really, but it's an ethernet adapter that attaches to a SCSI port. Might be usable, provided you could get enough docs to write a driver for it on the ST...

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4281. ARC sources, revisited...

Newsgroup: comp.sys.atari.st
Date: 1988-06-18 08:49:08 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <375@clio.math.lsa.umich.edu>
Source record: 251981
Cross-posted to: comp.sources.d,comp.sys.atari.st,comp.sys.ibm.pc

Full sources and documentation for ARC 5.21, with squashing & squeezing, should be appearing soon in comp.sources.unix. I suspect you MSDOS folk won't be as interested, since PKARC works so much better. However, if you like tinkering, and you've got a decent C compiler (like MSC or Turbo), you might want to look it over. (I seriously doubt that you'd want to try to use the Computer Innovations C86 compiler. There's a lot of grungy code in there trying to overcome the limitations of their library. Munging it up for MSC or TurboC would make things a lot cleaner...)

These same sources will also create the Atari ST version, assuming you've got version 3 of the Mark Williams C compiler. (Don't worry if not; there's no difference between this version and what was just posted to the ST binaries group...)

(And just for you worriers - after a month or so of persistent phone-calling, John Gilmore managed to talk to Thom Henderson and confirm the "free" status of the sources. Thanks again, John! So... Distribute at will - just don't charge for it.)
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4282. How to subscribe to Sources.

Newsgroup: comp.sys.atari.st
Date: 1988-06-18 14:34:55 UTC
From: euloth@dalcsug.UUCP
Message-ID: <487@dalcsug.UUCP>
Source record: 251982

We haven't received anything in the comp.sources.atari.st for
quite some time. Steven tells me he has been placing things there.
How may we get back on the list to receive this valuable resource?

Can anyone help?

Thanks.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

4283. Re: Abaq (transputer on ST)

Newsgroup: comp.sys.atari.st
Date: 1988-06-18 14:35:50 UTC
From: hase@netmbx.UUCP
Message-ID: <1938@netmbx.UUCP>
Source record: 251983

In article <1733@bucsb.UUCP> dnk@bucsb.UUCP (Danny Kumamoto) writes:
>Anyone know more about Atari Abaq? I've read the article in
>Byte June'88 (p.303-308), but I want to get more info.
>Are there other articles on it? Or on Helios (Abaq's Unix-like
>operating system)?

Better call Helios "almost, but not quite entirely unlike UNIX" (forgive me, Douglas Adams!)

>How about becoming a developer?

For a still nonexisting machine? A machine priced in kilobucks?

>(I suppose there will eventually be comp.sys.atari.abaq?!?) --
^ should be trans.sys... :-)

I'll believe in this machine when my dealer sold 10 of them (and at last one worked).
I'll consider purchasing one, if it is cheaper than a Pissi and my B004
(Perihelion says, Helios will also run there..)

hase (never satisfied 8-)
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4284. Re: mega woes

Newsgroup: comp.sys.atari.st
Date: 1988-06-18 15:50:06 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <6630@cup.portal.com>
Source record: 251984

In message: <[gw.scri.fsu.edu].854A7080.00914702.PETCHER>
PETCHER@FSU.BITNET Writes...

>I am not having very good luck with Mega 2's so far. Last December I purchased
>one, which was obviously buggy from day one. Typically after the machine was
>on for about an hour it would simply start crashing randomly with no apparent
>cause. [remainder deleted]

I also purchased a Mega 2 in December. I have had no problems with it.
My SH204 hard disk had a Power Supply failure just after the waranty
expired, and my Supra 2400 Modem died about a week after getting the
Hard Disk fixed (It is still under waranty). But the Mega 2 has consistently
worked with no problems.

R_Tim_Coslet@cup.portal.com

4285. errorchk

Newsgroup: comp.sys.atari.st
Date: 1988-06-18 17:58:21 UTC
From: leo@philmds.UUCP
Message-ID: <510@philmds.UUCP>
Source record: 251986

Having had a small problem recently with this program that is in
Comp.sources.atari.st (address error on exit of other - GEM - program)
I have added a fix. The reason seems to be that when some GEM programs
terminate they are using the GEM-exit vector, and the exit routine
still relies on A4 having a valid contents (I'm not sure). After I
modified the code to save A4 on the stack the problem disappeared.

Here is the relevant part of the code (comments omitted), with 2
instructions added:

```
DTOPWAIT
MOVE.L $602C,A0
MOVEQ.L #0,D1
BRA.S DTOPAREND
DTOPARNT
ADDQ.L #1,D1
MOVE.L 36(A0),A0
DTOPAREND
TST.L (A0)
BNE.S DTOPARNT
CMP.B #3,D1
BNE.S DTWEND
MOVE.L A4,-(SP) * Added this instruction to save A4 ....
LEA WAITMSG(PC),A4
BRA.S DTOPW3
DTOPW2
EXT.W D0
MOVE.W D0,-(SP)
MOVE.W #2,-(SP)
MOVE.W #3,-(SP)
TRAP #BIOS
ADDQ.L #6,SP
DTOPW3
MOVE.B (A4)+,D0
BNE.S DTOPW2
MOVE.W #2,-(SP)
MOVE.W #2,-(SP)
TRAP #BIOS
ADDQ.L #4,SP
MOVE.L (SP)+,A4 * .... and this one to restore A4
DTWEND
MOVE.L OLDVEC(PC),-(SP)
RTS
```

Leo. * Not an instruction, more a periferal 8-)

4286. Binaries news group postings

Newsgroup: comp.sys.atari.st
Date: 1988-06-19 00:50:25 UTC
From: rthurlow@van-bc.UUCP
Message-ID: <1815@van-bc.UUCP>
Source record: 251987

Well, time for one of my infrequent postings again. I just had a look at Jwahar Bammi's ZMDM binaries posted to the comp.binaries.st group, and I'm afraid it didn't make it here in very good shape. The sequence of events for this stuff is as follows:

1) The binaries came into the UUCP node I connect to, and got batched to me as if I were just another UUCP site. The articles get put in files not much larger than 100K as a rule, with all newsgroups mixed randomly and the sequence within a group not guaranteed.

2) I stuck my UUPC boot disk into my machine one day and let all the stuff come in that wanted to. Because of some (timing?) problems with the current UUPC software, I had to restart the transmission several times. This goes on for quite some time, and the days files took up a sizable part of an 800K disk, say 450K. That's quite a bit at 1200 baud with uucp g-protocol.

3) I file the disk for a few days until I get time to work on the stuff. In the interim, the binaries of course expire on the Unix machine.

4) When I finally have some spare time, I sit down with Gulam and start being an article processor. Anything interesting gets saved to RAM disk with Gulam's cut and paste. I find that the binaries are in parts too large to do easily, since Gulam can only handle 32K in its paste buffer. But it gets done.

5) I run out of RAM disk space twice while decoding, but eventually the decode works fine. Then I try to get ARC to tell me the contents of the package, and the program shows me lots of funny numbers and characters after it tells me the archive is bad.

So now I have no way to fix the thing. There was no sequence checking for any of the parts. The uuencoded binary was just chopped up by hand into 40K pieces. There is no way to detect a missing line so that I can ask for just one piece, and there is no hope of getting them all again from my Unix connection. I can try cut-and-paste again, but without the I-didn't-think-they-were-that-useful multi-part lines, I don't think it will work any better. We're pretty remote from the rest of the world up here in Vancouver in terms of net topology, and it is more of a pain than usual for me to post to the net, so I'm really reluctant to ask people to send replacements by mail. So I lose. I pay for connect time, too; usually my luck is *much* better.

My plea: if you are going to post to comp.binaries.st, PLEASE get hold of Dumas' multi-part uuencoder, and let it chop your postings into nice

tame ~30K pieces that will go through most mailers, and let it do the sequence checking and add the chaining lines so that people like me have a better chance at uudecoding correctly when it gets here properly and have a better idea of what to fix or when to give up when the group loses or mangles things. I think it is a little too much to ask the moderator to rearrange it, but I'm sure he would make happy noises if you asked him for the sources/binaries to the Dumas uu?code. And if that doesn't work, I think I can get it to you, too. The source was supposed to run great on Unix or the ST.

BTW: Jwahar, I *liked* the earlier ZMDM a lot, and used it quite regularly before I went over to getting my stuff over UUCP. Thanks from all of us for the posting, even if it didn't quite make it for me. And thanks to Howard Chu for a new ARC: I can't beleive what a handicap it was before to have an ARC that bombed when its output was redirected.
--

"There was something fishy about the butler. I think he was a Pisces, |
probably working for scale." - Nick Danger |
uunet-----\ |
Robert Thurlow !van-bc!rthurlow |
ubc-cs----/ |

4287. Re: C compilers on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-19 02:56:48 UTC
From: sreeb@pnet01.cts.com
Message-ID: <3130@crash.cts.com>
Source record: 251985

While Alcyon seems to work (I got it with my developers kit in addition to MWC), it lacks a source level debugger. I couldn't live without Csd now. Csd seems to work very well. The only bug I have encountered is that integers are displayed as if they were unsigned integers. It has cut my debugging time in half.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

4288. Re: Read Screen Character

Newsgroup: comp.sys.atari.st
Date: 1988-06-19 09:05:37 UTC
From: rling@june.cs.washington.edu
Message-ID: <5143@june.cs.washington.edu>
Source record: 251988

In article <478@mks.UUCP>, wheels@mks.UUCP (Gerry Wheeler) writes:
> In article <8806151250.AA29397@ucbvax.Berkeley.EDU>, U211510@HNYKUN11.BITNET (Wil Groenen) writes:
> > I have a problem [...] reading a character from screen at current
> > cursor position.
>
> ... but I would theorise that this is not possible.
> Remember, once the character is drawn on the screen it is just a
> bunch of bits. This is quite unlike the usual video screens for
> IBM-type computers. It would take quite a program to read the pattern
> of bits and tell which character it was.

If you use the BIOS/GEMDOS to write to the screen, the characters are in fixed positions. If you also had access to the font used, the problem is one of (bit) pattern matching. In high resolution, a screen character is contained in 16 bytes, all you have to do is match this set of 16 bytes against 256 sets in the font table. This is actually what happens in IBM-type computers when in graphics mode.

Things are a little bit more complicated if you use the DVI since the area of the screen that contains the character might be "corrupted" by other things and the character might not be normal sized.

- Robert Ling <rling@june.cs.washington.edu>

4289. Re: Read Screen Character

Newsgroup: comp.sys.atari.st
Date: 1988-06-19 09:46:00 UTC
From: leo@philmds.UUCP
Message-ID: <512@philmds.UUCP>
Source record: 251989

In article <8806151250.AA29397@ucbvax.Berkeley.EDU> U211510@HNYKUN11.BITNET (Wil Groenen) writes:
>Dear readers,
>I have a problem which some of you probably have encountered before,
>that is reading a character from screen at current cursor position.
>Somehow I have not been able to find the proper gemdos (?) function
>call for this. Does anyone knows how to handle this, preferably in
>Fortran or Pascal??

Sorry to disappoint you, but there is no trivial way to read a character from the screen. The ST has only graphics modes, no text modes as for instance the B.B.C or the MSX line of computers (storing characters in ASCII form in Ram). The MSX uses this feature for its screen editor.

But, cheer up, there is a non-trivial way of doing it: you can match the bytes that form the character image against the TOS font(s) and return that character on a match or a space for instance if there is no match. This method was used by good ol' Sinclair Spectrum; that had a SCREEN$(row,col) function that returned the matching code for the image at (row,col). The Spectrum knew only one (graphics) mode.

I'm planning to mail a screen dump program next week to the moderator of Comp.sources.atari.st; this program matches each character screen position against the TOS font and sends it to the printer. Really nice if you would like the compiler's output that is on the screen, or an error message, or a screenfull while you are in the editor, being dumped to the printer. It is as fast as just printing the text as a file. It uses a function that matches the character bit image at the position indicated. It is written in C (major 8-), so you could translate the source to Pascal or link the compiled C module.

B.T.W. Speaking of languages, I thought you people in Nijmegen were all dedicated C/Unix hackers?
Pascal ?????????? Fortran !"#$%^&*()_+=@~ %=)

Leo.

4290. Porting utilities to the ST.

Newsgroup: comp.sys.atari.st
Date: 1988-06-19 15:24:09 UTC
From: jsp@sp7040.UUCP
Message-ID: <426@sp7040.UUCP>
Source record: 251990

In article <6332@cup.portal.com>, Henry_Burdett_Messenger@cup.portal.com writes:
>
> Ugh. More UNIX weenies trying to determine our future.
>
> "I guess it's better than having them pump quarters in Pac-Man games...
> " - John C. Dvorak
>
> Not always! Sometimes computer companies listen to them and lose their
> shirts (e.g. Fortune Systems).
>
> It's 1988 and UNIX still S*cks. GEM ain't the greatest, and I'd rather
> have X, but I have to have a brain-damaged operating system that's older
> RT-11, for pity's sake! No thanks, I'll pass.
>
> Besides it usually isn't GEM; it's usually TOS. Yes, TOS is awful. Can
> you say "CP/M with fender flares"? I knew you could. But UNIX is even
> worse... (Hmm, you'd never know I'm a VMS person, would you :-)
> "UNIX compatibility is snake oil."
> - Ken H. Olson
>
> Henry B. Messenger (DEC can have its own opinions, I have mine)

For one minute lets look at why UNIX is becoming popular. Did
somebody say hundreds of utilites. And what is this compilers (C and Fortran)
come standard with the operating system. And could it be that even from DEC
UNIX is about a third the base price of VMS. Wow and VMS comes with what,
golly gee an assembler and some system monitors. Geese if I want to use
a compiler I have to pay how much more. You have obviously not been involved
with a company that need to get alot out of little money.

Now about using UNIX as a standard for the ST. I will admit that
UNIX is not perfect (thats how I make my living). However, we need to start
somewhere and GEM/TOS is not it. Also imagine trying to rewrite VMS for the
ST. Talk about a system eats the system. UNIX, because of a basic
simplicity runs 2 to 3 times as fast as VMS (my own bench marks ran as a
user on both operating systems running on identically configured MicroVAX
II's at 3 in the morning with nobody else on.

So untill you can come up with VMS for the ST or write VMS utilites
for the ST, please don't badmouth those people who are porting UNIX
utilites to the ST. Don't use them if you don't want to but I use them
often and really appreciate the hard work that have gone into them.

-- Johnnie --

4291. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-06-19 16:02:16 UTC
From: jsp@sp7040.UUCP
Message-ID: <427@sp7040.UUCP>
Source record: 251991

I have ran into this problem before to. My brother regularly corresponds with someone that helped with the 3.0 MCW developement. so here is the reason. The MWC compiler uses signed short offsets from a stack value for local variables. this means that you have 15 bits or 32K to use as an offset, question answered. This is not true of global variables. All global variables are long offset from a base address so the problem does not exist and structures and arrays can be as big as wanted.

Hope this helped. I was taught to not use global variables much but it seems that they have their place.

-- Johnnie --

4292. Re: Mark Johnson C

Newsgroup: comp.sys.atari.st
Date: 1988-06-19 18:24:38 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <19554@watmath.waterloo.edu>
Source record: 251992

One common problem I have with MJC is running out of disk space.
Neither the compiler nor linker check for write errors.
A truncated .TTP file will do nothing or give you a strange TOS error.
Stack overflow is another possiblity, you can change it in ttp.s.

4293. Refreshing window text rapidly

Newsgroup: comp.sys.atari.st
Date: 1988-06-19 18:36:22 UTC
From: news@imagine.PAWL.RPI.EDU
Message-ID: <935@imagine.PAWL.RPI.EDU>
Source record: 251993

[]
I'm working on a program that needs to manage several windows, with the
interiors filled with text. However, the text has to be in the user's
choice of point sizes (from the system fonts), since small letters are
an option I need to include in this program. (limited screen space...)
Now, the problem is, if I draw this text by setting the size with vst_height
and then draw the text with v_gtext, it takes too long to refresh the windows.
These windows need to be updated quickly. I need a way faster than v_gtext
to display text in my choice of point sizes (6 to 16)... I wouldn't mind
being limited to positioning the characters on an 80x24 grid or anything,
but I do need to be able to make then smaller. (Cconws() always seems to
make 16-point ones...)
From: kibo@pawl5.pawl.rpi.edu (James Parry)
Path: pawl5.pawl.rpi.edu!kibo

Does anyone know a way to draw text faster than v_gtext can?

Kibo (Jim Parry)
userfe0n%mts.rpi.edu@itsgw.rpi.edu
userfe0n@rpitsmts.bitnet
or use above address from headers
or snail-mail me at : 138 Birch Lane, Scotia, NY 12302 USA
[]

4294. Re: Mono shakes/Uniterm blues

Newsgroup: comp.sys.atari.st
Date: 1988-06-19 19:02:01 UTC
From: hase@netmbx.UUCP
Message-ID: <1943@netmbx.UUCP>
Source record: 251994

In article <8806150400.AA20432@ucbvax.Berkeley.EDU> SKF8192@TAMSIGMA.BITNET (KEITH FISCHER -- GENERIC USER) writes:
>I have a SM124 Monochrome monitor. I just recently moved and now the
>screen endlessly shakes and quivers. Is there some adjustment I can
>make to correct the problem?

Check for sources of magnetic fields in the neibouhood of your SM124.

My Philips color monitor, Atari pover supply, Epson printer (and so on)
got moved far away of my SM124 for that reason.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4295. Re: Read Screen Character

Newsgroup: comp.sys.atari.st
Date: 1988-06-19 19:14:45 UTC
From: jason@lakesys.UUCP
Message-ID: <755@lakesys.UUCP>
Source record: 251995

In article <5143@june.cs.washington.edu>, rling@june.cs.washington.edu (Robert Ling) writes:
> In article <478@mks.UUCP>, wheels@mks.UUCP (Gerry Wheeler) writes:
> > In article <8806151250.AA29397@ucbvax.Berkeley.EDU>, U211510@HNYKUN11.BITNET (Wil Groenen) writes:
> > > I have a problem [...] reading a character from screen at current
> > > cursor position.
> > [...Entire article deleted]
> [...]
> in fixed positions. If you also had access to the font used, the problem
> is one of (bit) pattern matching. In high resolution, a screen character
> [... Portion of article deleted]
>
> - Robert Ling <rling@june.cs.washington.edu>

Another way to do it (not reading the character bit maps after on the screen) would be to take over the character output routines (I don't recall what this would take), and put all the characters into an array. Of course, if your program was the only thing generating character output, it'd be more efficient to just put the characters in the array immediately. I would think that you'd have to handle the VT-52 stuff that the ST does in order to get an accurate array...

This entire approach would only be valid if the characters in question had not yet been drawn on the screen.

Jason
"Not your average iconoclast"

4296. Desktop publishing query

Newsgroup: comp.sys.atari.st
Date: 1988-06-19 20:58:48 UTC
From: ir10@sdcc6.ucsd.EDU
Message-ID: <3738@sdcc6.ucsd.EDU>
Source record: 251996

A friend with an Atari-ST has just become the editor of her club's monthly newsletter, which is typically 20 pages long and contains limited art work. She would like to know what desktop publishing software is available for her computer, with positive and negative recommendations, and how she might be able to send the results of her efforts to either an Apple Laserwriter attached to a UNIX system or to a Laserwriter in a local copy shop that is attached to a Macintosh.

Please reply by email to me and I'll pass the information on to my friend. I do not read this group, so posting your reply will not reach me.

Thank you for your help.

UUCP {ihnp4,decvax!ucbvax,dcdwest,ucbvax}!ucsd.edu!drfredkin
Internet drfredkin@ucsd.edu or drf%sdph2@ucsd.edu
Bitnet drfredkin@ucsd

--

UUCP {ihnp4,decvax!ucbvax,dcdwest,ucbvax}!ucsd.edu!drfredkin
Internet drfredkin@ucsd.edu or drf%sdph2@ucsd.edu
Bitnet drfredkin@ucsd

4297. Assembler

Newsgroup: comp.sys.atari.st
Date: 1988-06-19 22:37:32 UTC
From: fischer@netmbx.UUCP
Message-ID: <1946@netmbx.UUCP>
Source record: 251997

Recently I looked for a good assembler package for the Atari ST but I couldn't deceide which one I should buy.

Could any please give me some advise and maybe a little comparision what they perform and cost ?

Any help would be greatly appreciated !

-Axel

What is now proved was once only imagined.
(William Blake - The Marriage of Heaven and Hell)

4298. Are My messages OK now?

Newsgroup: comp.sys.atari.st
Date: 1988-06-20 05:46:49 UTC
From: Robert_Lisowski@rubbs1.UUCP
Message-ID: <63.22BCB242@rubbs1.UUCP>
Source record: 251998

From: rutgers!rubbs1!robert_lisowski

UNCLE!!!UNCLE!!!UNCLE!!!

I'm being flooded with mail about my posting to this section a while back. You know, the one with 500 character lines! Sorry about the problems that may have caused some of you. This system uses auto-line wrap, so I wasn't putting in [CR's]. Are my postings getting around OK now? I started hitting return at the end of each line.

If anyone out there has seen any of my more recent postings, would you please send mail so I can verify that I'm not screwing things up out there.

Rob [1:107/330] (Fidonet adress)
==========
"Gentlemen.....START YOUR OSCILLOSCOPES!"
==========

4299. Re: Mark Johnson C

Newsgroup: comp.sys.atari.st
Date: 1988-06-20 11:23:05 UTC
From: piet@ruuinf.UUCP
Message-ID: <496@ruuinf.UUCP>
Source record: 251999

In article <155@lzaz.ATT.COM> bds@lzaz.ATT.COM (BRUCE SZABLAK) writes:

In article <8806162102.AA01677@ucbvax.Berkeley.EDU>, nfrech@ALMSA-1.ARPA ("Norman R. Frech") writes:
>
> Has anyone out there had any experience/luck with Mark Johnson C.

Yes, I've had v2.0 for a week or 2, and I've compiled one program in
excess of 1700 lines or so with no problem. I'd like to help you but
your problem description is pretty vague (but not more so than some MR's
I've received ;-)).

I tried to compile some programs with MJC V1.2, and just got V2.0, but did
not try it yet. I also expierenced some problems (note these are all V1.2):
1. macro expansion with a trap inside get screwed
(e.g. #define Fseek(a,b,c) trap(....))
2. The stdio package is almost totally broken. I rewrote a part of it but
have not ported the changes to V2.0. Some problems:
Redirection from a shell gives big problems. MJC just supposes that
stdin and stdout are terminals if they are not redirected on its
command line. So reading from a file as stdin clobbers the file.
Besides, it doesn't use Fforce, so you end up with the wrong file
handles (no longer 0, 1) if you do redirection in the program.
Next the buffering is incomplete. fread and fwrite use unbuffered
I/O, so you can't mix them with other stdio calls, like putchar.
The files are not closed on exit, so you MUST do that yourself.
fseek also doesn't take buffering into account.
I don't know any more from the top of my head.
I'm waiting for GNU cc for the ST!

4300. Re: Midi problem revisted

Newsgroup: comp.sys.atari.st
Date: 1988-06-20 12:10:49 UTC
From: leo@philmds.UUCP
Message-ID: <513@philmds.UUCP>
Source record: 252000

In article <8806151931.AA05945@ucbvax.Berkeley.EDU> UUCJEFF@ECNCDC.BITNET writes:
>A few weeks ago a reader had a problem with outputing several midi bytes.
>I think he was trying to use the Xbtimer. I have later found out courtesy
>of Stefan Daystrom of Hybrid Arts that you cannot have any TOS, BIOS, or
>XBIOS calls inside an interrupt. You have to do whatever it is you want without
>the calls, this is due to the re-entrancy characteristics of the ST.
>Therefore, you cannot use Bconstat or Midiws from inside and Xbtimer interrupt.
>
[14 lines deleted, says vi 8-]

I've tried to figure out the characteristics of the TOS, BIOS and
XBIOS calls as far as re-entrancy is conceirned and I came to the
following conclusions (correct me if I'm wrong, I've just disassembled
some code):

1) TOS calls are not re-entrant whatsoever. This is due to the fact
that the current registers are saved on the basepage of the current
process, and restored on exit from the call. Any TOS call from within a
TOS call would overwrite the saved registers. Also the stack pointer is
set to point to a definite area (except in the case of the Super() call).

2) BIOS and XBIOS calls (they have the same characteristics) ARE in
fact re-entrant, be it not multitasking re-entrant. The registers D3-D7
and A3-A7 are saved on a separate stack pointed to by SAVPTR ($4A2).
This pointer is updated when the registers have been saved, and also
when they have been restored (so you may see SAVPTR as a kind of stack
pointer). The problem with this scheme is that the BIOS (XBIOS) call
can get interrupted when the registers are being stored and SAVPTR is
not yet updated. When the interrupt routine now uses BIOS it gets the
old SAVPTR and will overwrite the registers on that stack. A better
approach for the save area would have been to FIRST update SAVPTR
(thereby claiming the area) and THEN save the registers.

3) It is - More or Less - possible to use (X)BIOS even from within
interrupt code. After some trying it worked (it was in fact your
article that stimulated me). So first the More (I omitted a test to
prevent re-entrance of this routine, in this case necessary but it
could be done more general, permitting re-entrance):

```
#include <portab.h>

#define SAVPTR (*(WORD **)0x4A2)

static WORD savebuf[24]; /* large enough for a PC, a SR and 10 regs */

intrupt() /* e.g. a vertical blank interrupt routine */
{
```

```
WORD *savep;

savep = SAVPTR; /* save the pointer */
SAVPTR = savebuf + sizeof(savebuf); /* point to tail of buffer */

/* here your code using (X)BIOS calls */

SAVPTR = savep; /* restore the pointer */
}
```

And now the Less: Because the code of the BIOS/XBIOS depends rather heavy on static/external data you can get into trouble. For instance if your interrupt routine uses Bconout(2,..) and your application uses Bconout(2,..) you will get a mess (unless you are able to restore all the global/static data altered).
In the case of Midiws() it is unlikely that your program uses that XBIOS call synchronous and asynchronous; and it is unlikely (but not inconceivable) that Midiws() shares updatable data with other calls (didn't check this one). The Midi user should give it a try, I think, before reinventing the wheel.
But beware of stack sizes: don't overdo it with local variables, or use a separate stack area. There could be less space on the (supervisor) stack than you think; the reason why it didn't work the first time in my case.

Leo.

4301. Re: Read Screen Character

Newsgroup: comp.sys.atari.st
Date: 1988-06-20 12:17:36 UTC
From: farren@gethen.UUCP
Message-ID: <950@gethen.UUCP>
Source record: 251851

In article <478@mks.UUCP> wheels@mks.UUCP (Gerry Wheeler) writes:
>> I have a problem [...] reading a character from screen at current
>> cursor position.
>
>I would theorise that this is not possible.

If it's that hard, how is it that IBM PC's can do it? (And I do mean in graphics mode, where the characters are, just as they are on the ST, just bit patterns in memory.)

--
Michael J. Farren | "INVESTIGATE your point of view, don't just
{ucbvax, uunet, hoptoad}! | dogmatize it! Reflect on it and re-evaluate
unisoft!gethen!farren | it. You may want to change your mind someday."
gethen!farren@lll-winken.llnl.gov ----- Tom Reingold, from alt.flame

4302. Number-crunching and math chips with the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-20 14:21:24 UTC
From: sidic1@watale.waterloo.edu
Message-ID: <2940@watale.waterloo.edu>
Source record: 251852
Cross-posted to: comp.sys.atari.st,comp.sys.m68k

I have a few questions concerning the Atari ST and using it for CAD/engineering work. I have heard lots of talk about coprocessors, accelerator boards and 68020/68881 boards for
other 68000 micros (ie. the AMIGA) but I haven't heard of anything for the ST (1040 or Mega).

First of all, does anyone know if anything is out there and what kind of price/performance can be expected..
Secondly, I have a bunch of software written in Fortran and currently running on IBM PC's. I would be interested in porting the software for the ST and I was first wondering if anyone has any idea of the speed I could expect from the ST compared to an XT and/or an AT? The software is basically number crunching and not graphics intensive and a typical job takes about 20 minutes to run on a garden variety 8088 PC but only 4-5 minutes with an 8087 math chip...which initially made me think about math chips for the ST.

The ST seems to have some nice features (one of them is price) and it seems to me that with a 68000
it should be at least as fast as the XT but I have never seen or heard anyone talking much about the Atari for scientific/engineering use.

I would appreciate any comments or pointers to reviews I might look at.

Thanks in advance...

4303. Re: Calling M. Braner

Newsgroup: comp.sys.atari.st
Date: 1988-06-20 14:38:23 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <5227@batcomputer.tn.cornell.edu>
Source record: 251853

[]

C. Zimmer asked if BARREL can help him save an ST screen dump, upload to a (UNIX) mainframe, then print on a (color) printer. Well, BARREL will capture a screendump (upon Alt-Help) in RAM, and allow saving to disk, in 'SCODE' format. That is my own format that both compresses (somewhat) and converts to printable characters only. Thus the SCODEd file is very suitable for e-mail. The SDECODE program can decode such a file and display it on the ST. On the mainframe side I have a program called CBW2PS that decodes, then converts to Postscript for printing (C source available upon request). It is called CBW2PS since it handles monochrome screendumps only. For other kinds of printers and/or color dumps one would need to write different backends for CBW2PS (or SDECODE).

- Moshe Braner

PS: still need advice: what to do with my 7-month-old Atari SH204 hard disk that suddenly died?

4304. More mega policy from k. hedger

Newsgroup: comp.sys.atari.st
Date: 1988-06-20 14:44:00 UTC
From: wayne@inmet.UUCP
Message-ID: <148900005@inmet>
Source record: 251854

I have just read the response to my posting regarding Atari's
mega-st marketing policies.

1) As for my using expletives on the network, I apologize publicly
for my language in my original posting.
2) The 'Guys at Atari' say that this policy doesn't apply to music
stores.....interesting, both of the places I talked to were music
stores. The first is a full line music store that has been selling
ST's for at least 6 months now. As soon as the MEGA'S were available,
they had them. These are the guys that told me ' uuuummmm we're
re-evaluating whether we're going to carry Atari computers anymore'
Isn't it a coincidence that this statements comes one day after
the other dealer I talked to tells me he received the letter from
Atari outlining the new policy.
3) The 'Guys from Atari' suggest that I check my facts more carefully
before posting to the net. Just exactly who am I supposed to check
with if not the 2 dealers in town that I know of ????

I can assure you that my original posting was based on information I
received from local Atari dealers as stated. If your policy is what
you say it is, then I can assure you that you have some confused dealers
in Boston , Mass.

keith hedger

4305. Re: Read Screen Character

Newsgroup: comp.sys.atari.st
Date: 1988-06-20 15:33:12 UTC
From: ud@mutec.UUCP
Message-ID: <413@mutec.UUCP>
Source record: 251855

In article <8806151250.AA29397@ucbvax.Berkeley.EDU> U211510@HNYKUN11.BITNET (Wil Groenen) writes:
>I have a problem which some of you probably have encountered before,
>that is reading a character from screen at current cursor position.
>Somehow I have not been able to find the proper gemdos (?) function
>call for this. Does anyone knows how to handle this, preferably in
>Fortran or Pascal??
The problem of the ST is his graphic-mode where also all text
will be put out. To get a charackter from the screen, you first have
to calculate the Postion in the graphic-screen, then compare the
current 8 * 16 (or 8 * 8) field with the current systemfont. You see,
it is a lot of work, so the (nearly) only possible language is assembler.

As I know, gemdos doesn't support such a function, but perhaps
later it will do it :-).

Greetings, U//i
--
UUCP: ..!unido!mutec!ud ud@mutec.UUCP
Snail: Ulrich Dessauer
Markt&Technik Verlag AG, Hans-Pinsel-Strasse 2, D-8013 Haar
Voice: +49 89 4613 745 (Office)

4306. mega woes, continued

Newsgroup: comp.sys.atari.st
Date: 1988-06-20 19:59:00 UTC
From: PETCHER@FSU.BITNET
Message-ID: <[gw.scri.fsu.edu].B16E2EA0.00914A12.PETCHER>
Source record: 251856

Funny, my original letter (mega woes) of a few days ago got truncated. Perhaps some of you thought it didn't make sense the way it came out. Here is a rendition of what I meant to say in total:

What appeared was:
>
>I am not having very good luck with Mega 2's so far. Last December I purchased
>one, which was obviously buggy from day one. Typically after the machine was
> .
> .
> A story of two buggy megas out of four in our local Atari user group
> .
> .
> ending with:
>same experience with the first machine we recieved. Both had hardware
>problems. And they were not purchased in the same store, but several hundred
>miles apart.

So I continue:

Now that I have recieved my replacement mega2 and have been working with it for awhile, I have discovered that it also has problems. For one, my disk drive has the famed media change problem - whenever I take out a write enabled disk and replace it with a second write enabled disk, the disk drive doesn't recognize the media change! This was reported previously on the net to be a problem of a certain batch of Chinon drives used by third party vendors, but I did not expect to find it in the 'off-the-shelf' mega! As it turns out, I may also have other problems with the blitter (see, my letter on Uniterm vs. the blitter). Although the final analysis is not yet in, I have certainly had some mysterious crashes lately with otherwise known to be stable programs. I run the same configuration without problems on my 1040 at work and I know of others running the same programs on megas without problem. Since the mega is supposed to be essentially just a 1040 with a little more memory and a blitter in a different box it looks from my vantage point that Atari is going downhill (I am a 3 year plus user of multiple ST machines with no hardware problems to date, before the mega). Since the older machines seem to be more stable than the newer, the main point is this:

*** flame on ***

IF ATARI IS NOT ABLE TO PRODUCE STABLE HARDWARE, NO MATTER HOW THEY MARKET THEIR EQUIPMENT THEY WILL NEVER MAKE IT IN THE BUSINESS MARKET.

*** flame off ***

If I had had to depend on the mega for business I would have long ago gotten rid of it and jumped ship to something more stable. Sometimes I think that the instability of the machines is the reason that Atari doesn't market more aggressively than they do. After all, if businesses would have the experience that I have had, Atari's reputation would not be helped to put it mildly. Combine that with the recent discussion of marketing policies on the net (not to mention the many TOS bugs) and Atari has a problem. Why in our area, the closest authorized dealer including servicing is more than 200 miles away. No local dealer can meet Atari's requirements, although there are two or three that would like to sell megas (and one actually does, on a trial basis).

Don't get me wrong. I do like my Atari, and intend to do what it takes to get a workable system. It is still the best micro on the market for my purposes (support in scientific research, writing, programming) and I wish Atari every success in the business community.

Perhaps I am the victim of a wild fluctuation of statistics that occurred in the vicinity of Tallahassee and my experience is far from usual. I certainly hope so for Atari's sake.

Don Petcher

E-mail: PETCHER@FSU.BITNET, PETCHER@FSU.MFENET
U. S. mail: Supercomputer Computations Research Institute
The Florida State University
Tallahassee, Florida 32312

4307. Re: Question about DigiSpec

Newsgroup: comp.sys.atari.st
Date: 1988-06-20 20:51:00 UTC
From: devon@hcx1.SSD.HARRIS.COM
Message-ID: <46700009@hcx1>
Source record: 251857

I saw the combination at a computer faire in Worcester, MA and it
was impressive. Computereyes is a good digitizer but with the normal
limitation of colors it can only do so much and in fact grey scale
looks better than color. However, with Spectrum 512 and the program
that connects them, some really nice images can be digitized effectively.
I recommend that if you're going to buy a digitizer that you get the
whole setup with Spectrum 512, etc. or it won't be worthwhile.

Devon

4308. Re: Atari Hard drive "clones"

Newsgroup: comp.sys.atari.st
Date: 1988-06-20 21:02:00 UTC
From: devon@hcx1.SSD.HARRIS.COM
Message-ID: <46700010@hcx1>
Source record: 251858

There are several companies which sell adapter boards to allow
you to use a standard Adaptec-type controller board and ST-506
compatible hard drive. By far the best is from ICB, (they also
make some nice third party ST hard drive subsystems). This board
comes with good documentation, all of the necessary cabling, and
a really good formatting program to configure the board for a wide
variety of controller and disk combinations. Any Atari dealer
should be able to order this for you through CSS/Apex.

Devon

4309. Midi File Format

Newsgroup: comp.sys.atari.st
Date: 1988-06-20 23:33:21 UTC
From: kurth@sco.COM
Message-ID: <278@scolex>
Source record: 251859
Cross-posted to: rec.music.synth,comp.sys.atari.st

Does anyone know how I can get a copy of the
new Standard Midi File Format? I have heard
that there is a standard and that several well-known
sequencer vendors have converted to this format.

I posted about this about a month ago and
never received a response.

Thanks in advance,
- kurt
--

Kurt Hutchison The Santa Cruz Operation Software Engineer
Trumpet player, synth player, pianist, cyclist, philosopher at large
The above opinions (if any) are my own

4310. atari hard drive clones

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 01:27:10 UTC
From: MAXG@SUVM.BITNET
Message-ID: <8806210126.AA20839@ucbvax.Berkeley.EDU>
Source record: 251860

In reference to the June 14 message asking about clone hard drives for the Atari, there is an article coincidentally about that very topic in the new, i.e. July 1988, issue of STLog. The article is called "Frankendrive". Based on what the article says, it looks like you can put together your own hard drive...although I'm not convinced it is worth it. The guy put together a 30mg hard drive...the drive itself cost $265, and the price of the whole thing together ended up being $636.

4311. Re: Read Screen Character

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 01:50:42 UTC
From: rosenkra@Alliant.COM
Message-ID: <2009@alliant.Alliant.COM>
Source record: 251861

In article <755@lakesys.UUCP> jason@lakesys.UUCP (Jason) writes:
> Another way to do it (not reading the character bit maps after on the
>screen) would be to take over the character output routines (I don't recall
>what this would take), and put all the characters into an array. Of course,
>
> Jason
>"Not your average iconoclast"

i have actually done something along these lines (replacing the bios trap 13 handler with my own - in a futile attempt to buffer alcyon output to a file trouble is alcyon does not use trap13...waaahhh). it looks for any Bconout call going to dev=2 (CON:) and tee's to either a file or a buffer. it works well and _SHOULD_ be portable across ROM versions since i get the handler pointer from a sys vector. it is still kind of a kludge since i am not a 68000 as wiz, but it does work well from C (alcyon, of course :^).

if anybody wants it, i'll post it here (it is short). actually i don't know if i CAN post it since it is basically the code in ROM with 10 or 12 lines added...if atari is listening, give me the ok (it is in abacus internals and you can easily look at it with dis2nd or any other disassembler, so this should not be a problem...)

-bill
...!rutgers!mit-eddie!alliant!rosenkra

4312. 8th-Bit Prefixing Bug in UniTerm Kermit

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 08:03:01 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <6720@cup.portal.com>
Source record: 251863

I have encountered a bug in UniTerm's Kermit File Transfer Protocol.

I thought other users of UniTerm might like to know about this Bug, so
below is a copy of the e-mail I sent to Simon Poole on the problem
I encountered.

==========
I am currently using UniTerm 2.0c 008

The UniTerm Kermit has the following bug in its 8th-Bit Prefixing
Algorithm when it is Receiving...

Other Kermit UniTerm Kermit

Mode: Sending Receiving
"S" Packet QBIN field: "&" (Prefix) "Y" (I can Prefix)

Thus the two Kermits have agreed to do 8th-Bit Prefixing.
During the transfer (about 11K Binary) the following occures...

Data in file: 26 B0 (Hex Bytes)

Other Kermit Sent: #&&0 (Ascii in "D" Packet)

UniTerm Kermit Wrote: 66 26 30 (Hex Bytes)

Somehow the UniTerm Kermit is converting (what should be) 2 Bytes
of data into 3 Bytes (also UniTerm Kermit failed to set ANY 8th-Bits
anywhere in the file it wrote!). It looks to me like UniTerm Kermit
does not recognize that it has agreed to do 8th-Bit Prefixing, and has
1) controlified the first "&" even though it isn't a "control character",
2) then saved the "&0" directly without decoding the Prefix.

The UniTerm Kermit does correctly perform 8th-Bit Prefixing
when it is Sending...

UniTerm Kermit Other Kermit

Mode: Sending Receiving
"S" Packet QBIN field: "Y" (I can Prefix) "&" (Prefix)

Thus the two Kermits have again agreed to do 8th-Bit Prefixing.
During the transfer (about 11K Binary) the following occures...

Data in file: 26 B0 (Hex Bytes)

UniTerm Kermit Sent: #&&0 (Ascii in "D" Packet)

Other Kermit Wrote: 26 B0 (Hex Bytes)

I have verified this Bug both in UniTerm 2.0c 008 and in an old UniTerm 2.0a that I still have available.

If it would be any help in debugging this problem, write me and I will send you a UUENCODED copy of the about 11K Binary file I tested it with.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

4313. The archive at lakesys

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 08:17:47 UTC
From: cpm@datlog.co.uk
Message-ID: <801@dlhpedg.co.uk>
Source record: 251864

Hi,
Can anyone tell me what has happened to the archive of gulam
1.03 at the lakesys archive. I sent a request for it and several other bits and
pieces most of which came back ok (much to my surprise and delight !), however
All the gulam requests were greeted with a message along the lines of ...

File not found in archive ....

I was requesting gulam103/part.uaa etc but this was on an old index
list so I guess the name may have changed. Has it , or has it been removed
from the archive ? I'm currently using a copy of Gulam I got from a PD library
(STUK) which declares itself to be Version 0.5 alpha site test, so I assumed
I was a bit out of date - is this the case or am I using the most current one
after all ? (it certainly seems relatively bug free, but maybe I'm missing
some exciting new commands!)
Alternatively, if anyone could mail me the up to date version I'd
be most grateful.

Thanks in advance for any help,

Paul.

****

```
____ ____ __ __
| | | | \ / |
| |____| | \/ |
| | | | - "I am not a operating system ,
|____ | | | I am a free man..."
```

****

4314. RE: Jos Vermaseren - Posting GEMDOS ... (illegality)

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 09:31:00 UTC
From: U0179@DGOGWDG5.BITNET
Message-ID: <8806211323.AA02010@ucbvax.Berkeley.EDU>
Source record: 251865

In response to your mail dated 21-APR-88 (Vol 88 Issue 211)
- Posting GEMDOS improvements - you asked ...

>2: a book that was recently published in Germany with a discompilation of
> of GEMDOS. This last thing seems to be fully illegal to me. Is one really
> allowed to do this?

As one of the three authors (part AHDI) of the book "Das TOS-Listing -
BIOS/GEMDOS/VDI (Kramer,Riebl,Huebner) I have to answer your question
with Y E A H .

We are really allowed to publish this book with a written permission
of ATARI-Deutschland.

Best regards

PS. Sorry about the late response, I am new on this NET and it takes
some time to step through old reviews,
by the way, I am also very interested in testing your JAMDOS, too.

+---+
| BITNET: U0179 at DG0GWDG5 (W.Huebner) |
| VAXMAIL: PSI%45551032808::GWDGV1::WHUEBNER |
| West Germany |
+---+--------------------+
| All opinions are my own, and not necessarily always correct ... |
| You know >>> NOBODY IS PERFECT <<< |
+---+

4315. Re: Midi File Format

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 12:41:35 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <158@lzaz.ATT.COM>
Source record: 251866
Cross-posted to: rec.music.synth,comp.sys.atari.st

Subject: Midi File Format

>Does anyone know how I can get a copy of the
>new Standard Midi File Format? I have heard
>that there is a standard and that several well-known
>sequencer vendors have converted to this format.
>
>I posted about this about a month ago and
>never received a response.
>
> Thanks in advance,
> - kurt

There is attempt to produce a MIDI standard. The current DRAFT standard
is 0.06, and can be obtained from:

Dave Oppenheim
Opcode Systems
1024 Hamilton Court
Menlo Park, California 94025
(415) 321-8977

I got my copy by just calling.

Some personal comments on the MIDI standard.

I have Master Tracks Pro (Atari ST). This excellent sequencer supports
two formats: Its own, and MIDI std.
Its own format saves EVERYTHING, and can be reloaded without loss of
information.
When MIDI format is reloaded, some niggly details are lost.

MIDI standard is easily implemented, IF YOU ARE A PROGRAMMER.

I have written a converter for Music Studio to MIDI STD, Master tracks (C64)
to MIDI STD, and Music construction set to MIDI STD.
The first two were straight forward; the latter requires interfacing to
SMUS-IFF, the other standard format. SMUS is in note-on-staff notation,
leaving timing to be recreated.

Howard Johnson
ATT ...att!lzaz!hcj
201 591 1598

4316. Re: Assembler

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 12:44:55 UTC
From: stevens@vms.macc.wisc.edu
Message-ID: <394@dogie.edu>
Source record: 251867

In article <1946@netmbx.UUCP>, fischer@netmbx.UUCP (Axel Fischer) writes...
>
>Could any please give me some advise and maybe a little comparision
[of assemblers]

I have used the Metacomco assembler for a rather large project over the
last year. I have discovered no bugs or 'features' to work around.
I have not given the linker any kind of workout as the 15 or so
individually assembled modules contain *no* entry point or external
references (to maintain position independence).

stevens@vms.macc.wisc.edu
stevens@wiscmacc.bitnet

4317. Re: Read Screen Character

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 13:13:06 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1871@brahma.cs.hw.ac.uk>
Source record: 251868

In article <272@scolex> kurth@sco.COM (Kurt Hutchison) writes:
>It *IS* possible to get the current cursor location by sending the cursor
>save string to the roms and then looking in the documented location for
>the saved cursor address.

Excuse me bt i have never seen this variable location documented anywhere.
Where is it? If it's not an official location just ignore this message.


```
_____________________________________________________________________________
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
\_____________________________________________________________________________/
```

4318. Re: Renaming folders

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 14:15:48 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1872@brahma.cs.hw.ac.uk>
Source record: 251869

In article <880617-013029-3945@Xerox> "Russell_Stather.SBDERX"@Xerox.COM writes that my renaming a folder would work if I rebooted afterwards.

Yes it does work. Thanks to all who wrote and to Allen Pratt for severely chastising me for attempting it in the first place. When a guy has to do this sort of hacking regularly to recover the priceless (?) programs on the students floppy disks one gets in to the habit of solving ones problems this way.


```
_____________________________________________________________________________
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
\_____________________________________________________________________________/
```

4319. Looking for 68k freaks

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 14:41:59 UTC
From: martin@lakesys.UUCP
Message-ID: <760@lakesys.UUCP>
Source record: 251870

I'm posting this for a friend, please note his email account expires on 7/1/88. If you'd like to contact Chris after that time, please use the snailmail address at the tail of his message.

Marty Wiedmeyer
martin@lakesys.UUCP

****

Hello my name is Chris Jeffery and I am an under-graduate at the University of Newcastle upon Tyne, UK. I hope you can help me:

I own an Atari 1040 ST (Colour and Mono system) which I use for my university work, entertainment *and* for the development of acade games to be sold around the world. My first game is due for release around the 4th of July. I would be grateful if you could put me in touch with ST users in the US who would be prepared to send me magazine reviews etc., and maybe swap hints, tips and Ideas?

The game is called Exodus, and is to be release on the Diamond Games label. It was written entirely in M68000 assembler and I would be very interested in 'meeting' other M68k freaks.

Thank you in advance,

Chris Jeffery. (fja1%ncl.turing@uk.ac.newcastle)

N.B. The mail address above is only valid until the 1st of July as at present I don't know where I will be working over the summer vac. If anyone wishes to contact me after that please use my postal address :

Chris Jeffery,
c/o 58 Chestnut Avenue,
Billericay
Essex
CM12 9JG
ENGLAND

****
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: uwvax!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

4320. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 17:03:05 UTC
From: brinsmead@calgary.UUCP
Message-ID: <1689@vaxb.calgary.UUCP>
Source record: 251871

In article <3160@druhi.ATT.COM>, med@druhi.ATT.COM (Myron Drapal) writes:
> In article <1073@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
> > We are
> > concerned, however, that such misinformation would be placed in a public forum
> > and accordingly we request that in advance of such statements in the future,
> > Atari be called and the facts of such perceived policies be confirmed.
>
> I just couldn't let this one go without a chuckle ;-)... Atari, the premier
> company of vaporware and "misinformation", criticizing someone for the same.
>

Say, good point. Of course, no matter how bad certain corporate entities might be in this regard, it should not really justify rude or thoughtless criticism. On the other hand, they have had some pretty (dare I say it?) st*pid (they probably can't sue me for that) policies in the past, and its looking as though things may be getting worse, not better.

Well, now that I've had my two cents worth, I think I'll just stay out of this discussion, at least until Atari *REALLY* confirms (or hopefully, denies) this rumour (about the laser printers).

4321. UUPC

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 18:22:09 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <3859@saturn.ucsc.edu>
Source record: 251872

Does anyone have UUPC binaries they'd be willing to mail me?
I can't get it to work properly under Laser C.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu ...!ucbvax!ucscc!ssyx!koreth

4322. Need ST Help - Chicago

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 20:51:00 UTC
From: fleming@uxh.cso.uiuc.edu
Message-ID: <18600001@uxh.cso.uiuc.edu>
Source record: 251873

I need some help locating an Atari dealer in Chicago that handles the ST. I have to find someine to rent a few for a conference in December.

As I am totally ignorant about this computer, I'd appreciate it if someone would E-Mail me some basic info.

Thanks much.

Declan

4323. Re: COMPUTE! ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-21 23:48:56 UTC
From: jma@hpcvmb.HP
Message-ID: <3300007@hpcvmb.HP>
Source record: 251874

I had just renewed my subscription when I heard the same rumor. I called a phone number that I had from some subscription information and found out that it is true. Compute will soon cease to publish Compute ST. They gave me a choice to receive the regular Compute as a substitute or to get a refund. I asked for the refund and hope to see the credit on my next VISA bill. In my opinion, it is really too bad that they are discontinuing the ST version. I enjoyed their articles and the software that came with it.

John
...!hplabs!hp-pcd!jma

4324. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-06-22 01:00:44 UTC
From: sid@brambo.UUCP
Message-ID: <411@brambo.UUCP>
Source record: 251875

In article <46700008@hcx2> jgj@hcx2.SSD.HARRIS.COM writes:
>
>I have experienced this problem too. As far as I can tell, in 3.0, structures
>are limited to 32Kb. Also, elements of an array are limited to 32Kb.

I thought 3.0 was supposed to fix the problem with big arrays etc.
Here I was all excited that they said they fixed the problem and now I'll
have to forget about a program I wrote a couple of years ago that tried to
use big arrays. Maybe in a year from now when 4.0 comes out??
--
Sid Van den Heede Voice: 416-792-1137
sid@brambo.UUCP FAX: 416-792-1536
...!uunet!mnetor!utgpu!telly!brambo!sid
Bramalea Software, Suite 406, 44 Peel Centre Dr, Brampton, Ontario L6T 4B5

4325. Re: Mono shakes/Uniterm blues

Newsgroup: comp.sys.atari.st
Date: 1988-06-22 04:06:38 UTC
From: Alice_Helen_Amore@cup.portal.com
Message-ID: <6738@cup.portal.com>
Source record: 251876

My monochrome developed the shakes when I moved my system, too. I discovered that the display shook only when the refrigerator motor was cranking. Move your system to an isolated outlet and see if that helps.
Alice Amore

4326. Re: Refreshing window text rapidly

Newsgroup: comp.sys.atari.st
Date: 1988-06-22 05:43:30 UTC
From: rosenkra@Alliant.COM
Message-ID: <2018@alliant.Alliant.COM>
Source record: 251877

```
----
In article <935@imagine.PAWL.RPI.EDU> kibo () writes:
-> I need a way faster than v_gtext
-> to display text in my choice of point sizes (6 to 16)... I wouldn't mind
-> being limited to positioning the characters on an 80x24 grid or anything,
-> but I do need to be able to make then smaller. (Cconws() always seems to
-> make 16-point ones...)

you can actually replace the system fonts with your own without too much
difficulty. the pointers to the fonts can be accessed via line-A and you
can easily switch these pointers on the fly, perhaps even controlled by
your own control sequence (maybe like nroff "." commands if you like).
the bios/gemdos char output routines (i think) look for the default system
font and just draw the current char. that's how you can make your ST kinda
look like a mac (with "Chicago" font...).

-bill
...!rutgers!mit-eddie!alliant!rosenkra
```

4327. minix

Newsgroup: comp.sys.atari.st
Date: 1988-06-22 12:38:48 UTC
From: hase@cosmo.UUCP
Message-ID: <1737@cosmo.UUCP>
Source record: 251878

I'v installed Tanenbaum's MINIX on an Atari ST. Who has
programs (f.e.: rs232-support), knowledge, experience and so on?
please send to
Juergen Seeger
...!unido!uucp!cosmo!hase

4328. Atari Developer's Kit (Canuck Version?)

Newsgroup: comp.sys.atari.st
Date: 1988-06-22 14:31:57 UTC
From: brian@bnr-ai.UUCP
Message-ID: <237@bnr-ai.UUCP>
Source record: 251879

Recently I've been picking up development tools for my ST to start fulfilling
that promise I made to myself to use my machine for something productive :-).
I've had MWC since I got my machine 2 yrs ago (one of the reasons I got the ST)
and have ordered Beckemeyer's MT CShell.

Now, the only "major" development area I haven't touched on is the famed
"Atari Developer's Kit", I remember checking into it about a year ago and found
it came bundled with Alcyon C (which I don't need [read don't wish to pay
for]),documentation, and support for approx $300.

I'd appreciate responses from kind souls in netland who can answer any of
the following:

1. Can I get the developer's kit w/o Alcyon? Price?
2. Is the documentation and support valuable? Worth the price tag?
3. Do I pursue this through Atari Canada, or through Atari US?
4. Any other developer's tools (PD or Commercial) that would help
a prospective developer.

Note that I kid myself (and my employer) into thinking I'm a professional
programmer, so skew responses accordingly ;-). This is not for business
reasons, it's my personal "hack" machine.

I will, of course, post a summary of any tidbits I obtain.

Thanks for your indulgence!

Brian Taylor

****
* Bell-Northern Research Toronto, Ontario, Canada (416) 598-0196 *
****
* "UNIX hack caught in MS-DOS jungle without awk ... help ... :-}" *
* "You make good decisions through experience ... you gain experience by *
* making bad decisions" *
****

4329. Problems with stiram desk accessory

Newsgroup: comp.sys.atari.st
Date: 1988-06-22 19:07:12 UTC
From: leilabd@cvaxa.sussex.ac.uk
Message-ID: <485@cvaxa.sussex.ac.uk>
Source record: 251880

I've just started trying to use the stiram print spooler and ramdisk accessory that was posted recently. I thought it was going to be the answer to a lot of my problems but I'm having trouble with it, even when it is the only accessory installed. When the default size printer buffer is installed, the printer just prints garbage--I would guess less than one character in ten from the file is printed. I don't really mind about that though, the real problem is that when I remove the 300K ramdisk it hardly ever gives me all the memory back--often just a few hundred miserable bytes or nothing at all.

My initial problem was that I could either have a ram disk or free memory but couldn't change easily from one state to the other. With this accessory I frequently end up with neither! Has anyone else had these problems?

--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 JANET: leilabd@uk.ac.sussex.cvaxa
ARPA: leilabd%cvaxa.sussex.ac.uk@cunyvm.cuny.edu
BITNET: leilabd@cvaxa.sussex.ac.uk UUCP: leilabd@cvaxa.uucp

4330. Changing Resolutions

Newsgroup: comp.sys.atari.st
Date: 1988-06-22 20:28:24 UTC
From: Jack_Mason@CSC03.CEO.DG.COM
Message-ID: <102.012230@adam.DG.COM>
Source record: 251881

Does anyone know how to position the mouse cursor under program control? I have not been able to get anything to work so far. How about positioning the graphics cursor (as opposed to the text cursor, which is easy!)?

4331. Public Domain/Low-cost Software

Newsgroup: comp.sys.atari.st
Date: 1988-06-22 20:53:11 UTC
From: mcclean@aftac.tis.llnl.gov
Message-ID: <22283@tis.llnl.gov>
Source record: 251882

I am not a regular reader of this group. I seem to remember, however,
a long list of public domain or low cost Atari ST software being posted
a while ago. Can someone mail me this list or any other information
on acquiring inexpensive or free software.

Thanks - Bonnie McClean
mcclean@tis.llnl.gov

4332. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-06-22 23:46:06 UTC
From: leo@philmds.UUCP
Message-ID: <521@philmds.UUCP>
Source record: 251883

In article <427@sp7040.UUCP> jsp@sp7040.UUCP (John Peters) writes:
>
> I have ran into this problem before to. My brother regularly
>corresponds with someone that helped with the 3.0 MCW developement. so
>here is the reason. The MWC compiler uses signed short offsets from a
>stack value for local variables. this means that you have 15 bits or
>32K to use as an offset, question answered. This is not true of global
>variables. All global variables are long offset from a base address so
>the problem does not exist and structures and arrays can be as big as
>wanted.

Long offsets from a base address? What 68000 instruction do you have in mind?? Probably you mean absolute addresses (with relocation that is).

Lets see how we can address memory on the MC68000:

1) (An) contents of the location pointed at by An (n = 0-7)
2) -(An) same as 1) but with predecrement of An
3) (An)+ same as 1) but with postincrement of An
4) w(An) word displacement from An; w is a 16 bit signed offset.
5) b(An,Rx) byte displacement with index; b being a 8 bit signed offset.
6) There are also the PC-relative adressing modes; basically like 4) and 5)
7) Absolute short (16 bit signed)
8) Absolute long (32 bit; of course limited by a 24 bit databus).

Your local variables are typically adressed by a(A6), with a being a negative value for local variables, and a positive one for parameters. Static and global data? 1), 2) and 3) kommt nicht in frage, as it would require loading the address register for each different variable. 4) is widely used by various compilers, but means that only 64K can be addressed (GEMDOS initializes some address registers to point to the start of the initialized and uninitialized data spaces; these addresses can be found on the processes' basepage). 5) seems hardly likely, have to waste two registers.
Leaves us with 7): only for programs in low memory (or I/O references); not useful for most cases (unless you can enforce this on your program). And 8): Absolute long. Note that the address generated will be a long address relative to the start of the text segment; this becomes relocated when the program gets loaded (GEMDOS does that for you). This is the default that Lattice C uses (but you can have type 4) addressing by a compiler option).

Speaking of addressing modes, I would prefer type 4) if the data fits into 64K; the instruction is shorter and also faster than absolute addressing. If the data is over 64K you'll probably have to use absolute addressing (or else you could use something like LEA (An,Dx),Am and then

use Am; but this requires an additional overhead). There's also another case in which absolute addressing is almost mandatory: when you make an interrupt routine. When the program that sets up the interrupt vector exits (memory resident), the data base register will be destroyed. In this case I prefer absolute addresses.

> Hope this helped. I was taught to not use global variables much but >it seems that they have their place.

You can often use static variables instead of global ones; they have a more restricted scope and will be put in the same program segment(s). As for not using global variables, this is a tendency that has come forth from the structured programming gurus; I think that you may use it as a general rule. However, there are very often values/variables in your program that have a program-wide or module-wide scope; it would be both foolish and inefficient to not use that fact.

> -- Johnnie --

Leo.

4333. Re: C compilers on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 00:20:02 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <6774@cup.portal.com>
Source record: 251884

I don't li
I don't like CSD. They have a difficult setup for keys, you need to hit several to do anything. It also replots the entire screen (fast, but it still flashes irritatingly) each time you do anything. On my PC, and even under PC Ditto, I have used Power C's C-Trace. For some silly reason, they chose things like insert to set breakpoints and watchpoints, spacebar to single step, and return to exectute in trace mode instead of some obscure set of function keys. And it highlights successive lines until it actually goes off screen and can handle graphics.
I also can't see the assembly instructions, so I had to also use db separately to trace a problem - I can't see the low level in CSD. It also crashed (db too!) when I ran a problem program. I don't think they did a bad technical job with CSD - just a bad ergonomic job. I hope they fix it, because otherwise it is a good debugger. The ST's function keys just aren't the best to overload with functions, and I need both db and csd's functions in one debugger.\

4334. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 00:42:37 UTC
From: hase@netmbx.UUCP
Message-ID: <1968@netmbx.UUCP>
Source record: 251885

In article <8806140047.AA18091@ucbvax.Berkeley.EDU> U0179@DGOGWDG5.BITNET ("GWDGV1::WHUEBNER") writes:
>Two questions about ST hardware:
>2) Does anyone know, how far the DMA chip can address in memory ?

I once wrote an adress immediatly after the 4 Megabytes to (physbase).
The system crashed.

The Shifter and DMA chips appear to "borrow" their adress counter from the "MMU" chip; the registers seem to be 12 bit wide (right, Atari?)

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4335. Re: mega woes, or lack of

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 01:01:40 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <6777@cup.portal.com>
Source record: 251886

For whatever it's worth I have an old 520 expanded to one meg, and a mega 4 at home and another mega 4 at work. All three have been more reliable than the Mac's and the XT in the office, tho' the one at the office has some mystical problems with NeoDesk, getting the program icons on the desktop screwed around while I've never had any problems with the one that is mine. Both about the same age, mine two months and the office one 4 months earlier.

Just adding some data for those with a statistical bent.

4336. Midi File Format Standard Found

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 01:22:40 UTC
From: kurth@sco.COM
Message-ID: <282@scolex>
Source record: 251887
Cross-posted to: rec.music.synth,comp.sys.atari.st

I received several responses to my request for the midi file
format standard. I have successfully called Opcode (see below) and been
promised a draft in the mail. I didn't talk to Dave Oppenheim, the secretary
was able to send me a copy.

I didn't call the MIDI association but I am posting the address FYI.

When I get the draft I might post a copy to the usenet if
anybody is interested and it is not too much typing. I still have
a copy of the MIDI 1.0 message standard that was posted a
little while back if anybody wants that.

One last thing, now that I have (hopefully) gotten my hands on the
file spec, does anybody out there have any recommendations for
score editors that are compatible with the standard?
I already have a sequencer and I am hoping to save a little money
by buying just a score editor.

Master tracks Pro has been mentioned as a sequencer that
accepts standard midi file format files.

- kurt

From the recommendations I received:

There is attempt to produce a MIDI (file format) standard.
The current DRAFT standard is 0.06, and can be obtained from:

Dave Oppenheim
Opcode Systems
1024 Hamilton Court
Menlo Park, California 94025
(415) 321-8977

The IMA's address is:

International MIDI Association
11857 Hartsook Street
North Hollywood, CA 91607

--

Kurt Hutchison The Santa Cruz Operation Software Engineer
Trumpet player, synth player, pianist, cyclist, philosopher at large
The above opinions (if any) are my own

4337. Re: Binaries news group postings

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 03:56:28 UTC
From: sreeb@pnet01.cts.com
Message-ID: <3144@crash.cts.com>
Source record: 251862

rthurlow@van-bc.UUCP (Rob Thurlow) writes:
>
> Well, time for one of my infrequent postings again. I just had a look
>at Jwahar Bammi's ZMDM binaries posted to the comp.binaries.st group, and
>I'm afraid it didn't make it here in very good shape. The sequence of
>events for this stuff is as follows:
>
>1) The binaries came into the UUCP node I connect to, and got batched
> to me as if I were just another UUCP site. The articles get put
> in files not much larger than 100K as a rule, with all newsgroups
> mixed randomly and the sequence within a group not guaranteed.
>

This brought to mind a problem I have. Several of the last posting have required a unix shell to decode. I have only limited access to to a unix machine which doesn't seem able to unpack these anyway. Is there a program that allows unpacking these on my ST? Is there a real need to use these rather than just arcing and uuencoding?

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

4338. Re: Mono shakes/Uniterm blues

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 05:24:11 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1495@usl-pc.UUCP>
Source record: 251888

```
-----------------------

My monochrome monitor shakes also. A friend of mine has one and it
shakes and has a strange kind of tilt to it also. Anyone know of a
good remedy?

------------------------------------------------------------------------------
John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/
------------------------------------------------------------------------------
```

4339. UUCP for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 07:46:09 UTC
From: preston@felix.UUCP
Message-ID: <43921@felix.UUCP>
Source record: 251889

Does a UUCP equivalent for the Atari ST exist?

I've seen articles in the past on this, but do not know who to ask
about the present status. (DCP, UUPC?)

Who should I ask to find out?

--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister
--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

4340. Jove anybody?

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 11:57:16 UTC
From: michael@pbinfo.uucp
Message-ID: <284@corona.pb>
Source record: 251890

Is there anybody, who has ported Jove-4.9 to the Atari ST? If so,
I would appreciate a copy very much. Or does even a GNUEmacs port
exist (:-) ??

Or is this the wrong question at all. Is there a superior editor,
one should use on the ST?

Thanks
Michael Schmidt
--
Michael Schmidt, Universitaet-GH Paderborn, FB 17, Warburger Str.100,
D-4790 Paderborn, West Germany
Mail: michael@pbinfo.UUCP or michael%pbinfo@uunet.uu.net

4341. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 17:26:40 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <3901@saturn.ucsc.edu>
Source record: 251891

In article <335@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>Oh, and today I got a call from Sig Hartmann at Atari, <fill in today's
>title here> telling me that I'm "no longer allowed to make negative statements
>on USENET" and that he "is my sole contact for Atari related communications".

That's outrageous! Who died and made Atari God? You may have a different
developer status than I do, but I never signed anything saying that I wouldn't
badmouth Atari. In my opinion, you're perfectly justified if you laugh in
his face next time you see him. That was a very rude and unprofessional
thing for him to do (though I suppose I don't want to place the blame on
Sig without evidence -- he could have been instructed by a sinister higher-up
in the company...)

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu ...!ucbvax!ucscc!ssyx!koreth

4342. Re: The archive at lakesys

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 18:12:47 UTC
From: martin@lakesys.UUCP
Message-ID: <766@lakesys.UUCP>
Source record: 251892

```
For those who are wondering, here's the latest index from netlib@lakesys:

------------------------------------------------------------------------------
lakesys netlib index - archives.atari - Atari ST files
------------------------------------------------------------------------------

NOTE: All files are ARCed and then uuencoded with Dumas' implementaion of
uuencode, 'uue'. It is compatable with 'uudecode', and it makes decoding
multiple part uue files very simple. The ST binaries and a DOC file are
in uuxbin.uaa.

==============================================================================

archives.atari would like to express our thanks to
Steven Goodman, Owner and System Administrator of lakesys!

==============================================================================

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unifont.uaa 880531 Fonts for UniTerm
unimisc.uaa 880413 Misc. support and READ ME files
unisrc.uaa 880413 Example macros and 'docs' for $VAR facility
univ20d/part.uaa 880531 UniTerm V2.0d 005 program
univ20d/part.uab 880531 UniTerm V2.0d 005 program
univ20d/part.uac 880531 UniTerm V2.0d 005 program
univ20d/part.uad 880531 UniTerm V2.0d 005 program
univ20d/part.uae 880531 UniTerm V2.0d 005 program
univ20d/part.uaf 880531 UniTerm V2.0d 005 program

uudecode.bas 880419 Bootstrap version of uudecode in ST Basic
uupcst.uaa 880310 C source for UUPC for the ST
uuxbin.uaa 880309 Dumas' UUE.TTP and UUD.TTP with .DOC
xlib.uaa 880317 Experimental C source for shared libs
zmdm_v16/part.uaa 880616 ZModem file transfer for the ST V1.6
zmdm_v16/part.uab 880616 ZModem file transfer for the ST V1.6
zmdm_v16/part.uac 880616 ZModem file transfer for the ST V1.6
zmdm_v16/part.uad 880616 ZModem file transfer for the ST V1.6
zmdm_v16/part.uae 880616 ZModem file transfer for the ST V1.6

---- volume1 ---
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abcd.uaa 880620 Teach kids the alphabet
achlib.uaa 880520 Anthony's assembler library
aim2_31/part.uaa 880429 Atari Image Manager, v2.31
aim2_31/part.uab 880429 Atari Image Manager, v2.31
aim2_31/part.uac 880429 Atari Image Manager, v2.31
aim2_31/part.uad 880429 Atari Image Manager, v2.31
aim2_31/part.uae 880429 Atari Image Manager, v2.31
aim231im/part.uaa 880429 IMage files for AIM, original files
aim231im/part.uab 880429 IMage files for AIM, original files
aim231im/part.uac 880429 IMage files for AIM, original files
aim231im/part.uad 880429 IMage files for AIM, original files
aim231im/part.uae 880429 IMage files for AIM, original files
aim231im/part.uaf 880429 IMage files for AIM, original files
aim231im/part.uag 880429 IMage files for AIM, original files
aim231im/part.uah 880429 IMage files for AIM, original files
arcst/part.uaa 880616 ARC for the ST v5.21
arcst/part.uab 880616 ARC for the ST v5.21
arcst/part.uac 880616 ARC for the ST v5.21
cache.uaa 880514 Disk Cacheing program
calltime.uaa 880506 Log calls to answering machine on the ST
cprint.uaa 880520 Pretty print C source on Epsons & compats
dasmblr.uaa 880620 68000 disassembler, Rev. 4
deskpak/part.uaa 880504 Multi-DA. Calculator, appointment book etc.
deskpak/part.uab 880504 Multi-DA. Calculator, appointment book etc.
deskpak/part.uac 880504 Multi-DA. Calculator, appointment book etc.
deskpak/part.uad 880504 Multi-DA. Calculator, appointment book etc.
deskpkdc/part.uaa 880504 DOCs for DeskPak
deskpkdc/part.uab 880504 DOCs for DeskPak
deskpkdc/part.uac 880504 DOCs for DeskPak
dvist3_2/part.uaa 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uab 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uac 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uad 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uae 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uaf 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uag 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uah 880502 DVI Previewer for the ST v3.2
dvist3_2/part.uai 880502 DVI Previewer for the ST v3.2
fatspeed.uaa 880609 Speed up reading of FAT on HDisk
filefix.uaa 880427 Replacement GEM File Selector
flip_026c/part.uaa 880614 Use the other side of a SS disk
flip_026c/part.uab 880614 Use the other side of a SS disk
flip_026c/part.uac 880614 Use the other side of a SS disk
fnt/part.uaa 880503 A Collection of GDOS fonts
fnt/part.uab 880503 A Collection of GDOS fonts
gifshw2.uaa 880427 Graphic Interchange Format Display .PRG
gnacc.uaa 880531 DA version of the GNOME text editor
gnome.tut 880531 GNOME text editor tutorial
gnttp.uaa 880531 TTP version of the GNOME text editor
gobang/part.uaa 880519 The game GOBANG
gobang/part.uab 880519 The game GOBANG

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hdb2_3.uaa 880519 Boot fron the Hard Disk v2.3
icone.uaa 880519 Create icons for individual programs
idle12.uaa 880517 IDLE, screen saver v1.2
less.uaa 880531 Text file reader, a combo of more & vi
lutils.uaa 880609 Reset proof RAM disk & disk cache
memfil14.uaa 880427 Memory, Binary and Sector Editor w/Search v1.4

Mark Johnson C v2.0

mjcv20/part.uaa 880608 PD C Development System executables
mjcv20/part.uab 880608 PD C Development System executables
mjcv20/part.uac 880608 PD C Development System executables
mjcv20/part.uad 880608 PD C Development System executables
mjcv2lib/part.uaa 880608 Libraries for MJC v2.0
mjcv2lib/part.uab 880608 Libraries for MJC v2.0
mjcv2doc/part.uaa 880608 Documentation for MJC v2.0
mjcv2doc/part.uab 880608 Documentation for MJC v2.0

pkunarc.uaa 880517 Utility to unarc w/packing compression
rsctoc1.uaa 880617 Utility to convert RSC files to C source
sht15/part.uaa 880509 SHEET, spreadsheet program, v1.5
sht15/part.uab 880509 SHEET, spreadsheet program, v1.5
sht15/part.uac 880509 SHEET, spreadsheet program, v1.5
sht15doc/part.uaa 880509 Docs for SHEET v1.5
sht15doc/part.uab 880509 Docs for SHEET v1.5
stdcat30/part.uaa 880611 Simple disk cataloging prg, v3.0
stdcat30/part.uab 880611 Simple disk cataloging prg, v3.0
stlist/part.uaa 880615 Listing of Commercial Software for the ST
stlist/part.uab 880615 Listing of Commercial Software for the ST
stlist/part.uac 880615 Listing of Commercial Software for the ST
stlist/part.uad 880615 Listing of Commercial Software for the ST

ST-UNIX and support files

file.uaa 880531 Utility to determine language of a file
man.uaa 880531 MAN pages for ST-UNIX
readme.uaa 880531 readme files for ST-UNIX
support/part.uaa 880531 Support files for ST-UNIX
support/part.uab 880531 Support files for ST-UNIX
support/part.uac 880531 Support files for ST-UNIX
support/part.uad 880531 Support files for ST-UNIX
support/part.uae 880531 Support files for ST-UNIX
support/part.uaf 880531 Support files for ST-UNIX
support/part.uag 880531 Support files for ST-UNIX
utils/part.uaa 880531 ST-UNIX Utilities
utils/part.uab 880531 ST-UNIX Utilities
utils/part.uac 880531 ST-UNIX Utilities
utils/part.uad 880531 ST-UNIX Utilities
utils/part.uae 880531 ST-UNIX Utilities
utils/part.uaf 880531 ST-UNIX Utilities
utils/part.uag 880531 ST-UNIX Utilities
utils/part.uah 880531 ST-UNIX Utilities
```

uw/part.uaa 880502 UNIX Windows for the ST
uw/part.uab 880502 UNIX Windows for the ST
uwserver/part.uaa 880601 Source code for UNIX Windows Server
uwserver/part.uab 880601 Source code for UNIX Windows Server
****
NOTE The UW Server MUST have Sockets!!! (BSD etc.)
****

vkiller.uaa 880608 GEM based virus detection & eradication prg
xlisplsp.uaa 880517 Examples for Xlisp ST 2.0
xlispsrc/part.uaa 880517 C Source for Xlisp ST 2.0
xlispsrc/part.uab 880517 C Source for Xlisp ST 2.0
xlispsrc/part.uac 880517 C Source for Xlisp ST 2.0
xlispsrc/part.uad 880517 C Source for Xlisp ST 2.0
xlispsrc/part.uae 880517 C Source for Xlisp ST 2.0
xlispst/part.uaa 880517 Binaries and Docs for Xlisp ST 2.0
xlispst/part.uab 880517 Binaries and Docs for Xlisp ST 2.0
xlispst/part.uac 880517 Binaries and Docs for Xlisp ST 2.0
xlispst/part.uad 880517 Binaries and Docs for Xlisp ST 2.0

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To request files send a message to netlib@lakesys.UUCP consisting of:

send filename/part.uaa from archives.atari
send filename/part.uab from archives.atari
send filename/part.uac from archives.atari
etc.

If the file is found in one of the new volumes, (the example is volume 1) the
syntax is:

send volume1/filename/part.uaa from archives.atari
send volume1/filename/part.uab from archives.atari
send volume1/filename/part.uac from archives.atari
etc.

Note there is no space between the word "volume" and the number of the volume.

Subject for the message is not necessary.

Use the form above to assure that the parts will arrive as separate messages.
Parts are approximately 50k each.

This index can be obtained by sending:

send index from archives.atari

to netlib@lakesys.UUCP

A path which has proven to be successful for some users is:

lakesys!netlib@csd1.milw.wisc.edu

Any comments, problems or suggestions, please mail to martin@lakesys.UUCP.
--

| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: uwvax!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

4343. Re: Software info request

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 21:49:11 UTC
From: leo@philmds.UUCP
Message-ID: <523@philmds.UUCP>
Source record: 251893

In article <8806172208.AA25270@ucbvax.Berkeley.EDU> U0179@DGOGWDG5.BITNET ("GWDGV1::WHUEBNER") writes (amongst other things):
>
>Is there anyone who has ...
>
> a) informations about a SPSS implementation on ATARI ST ..

On the risk of asking a dumb question: what does SPSS stand for ??
(I know of SCCS, RCS, ps, sps, sp, P.S. 8-)

Leo.

4344. disk drive data disaster, part 2

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 23:01:51 UTC
From: jsd@UMass.BITNET
Message-ID: <8862319013811FCAEPS@Mars.UCC.UMass.EDU>
Source record: 251894

You may or may not recall that I was having problems with frequent and inexplicable data errors on my SF 314 floppy. I received many letters, and thanks to all who wrote. The mail I received indicated that basically _anything_ could be the problem - the disk controller chip, the head alignment, dirty heads, bad disks... And the answer is - I have absolutely no idea what. The drive magically fixed itself the very day I planned to take it into a store for head alignment. This was over a week ago and it hasn't even hiccuped since. All the disks that were "unformattable" and "completely damaged" are now perfect. I have thrown out most of the really troublesome ones. My advice to those with this problem is the following: pick the drive up, shout in a loud voice: "I'm going to take my drive to the store now for alignment. Oops, looks like I won't make it in time." and slam it back down on the desk with a gentle yet firm touch. It worked for me.

Jon Drukman University`of Massachusetts
BITNET: jsd@umass ARPANET:"Naked man calm own, I'll give you some strawberry cake." - sugarcubes

4345. disk drive data disaster, part 2

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 23:01:51 UTC
From: jsd@UMass.BITNET
Message-ID: <88062319013811F.AEPS@Mars.UCC.UMass.EDU>
Source record: 251895

You may or may not recall that I was having problems with frequent and inexplicable data errors on my SF 314 floppy. I received many letters, and thanks to all who wrote. The mail I received indicated that basically _anything_ could be the problem - the disk controller chip, the head alignment, dirty heads, bad disks... And the answer is - I have absolutely no idea what. The drive magically fixed itself the very day I planned to take it into a store for head alignment. This was over a week ago and it hasn't even hiccuped since. All the disks that were "unformattable" and "completely damaged" are now perfect. I have thrown out most of the really troublesome ones. My advice to those with this problem is the following: pick the drive up, shout in a loud voice: "I'm going to take my drive to the store now for alignment. Oops, looks like I won't make it in time." and slam it back down on the desk with a gentle yet firm touch. It worked for me.

Jon Drukman University of Massachusetts
BITNET: jsd@umass ARPANET: jsd%umass.bitnet@mitvma.mit.edu
"Naked man calm down, I'll give you some strawberry cake." - sugarcubes

4346. Compute!'s Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-23 23:29:25 UTC
From: ooa@scbhq.UUCP
Message-ID: <687@scbhq.UUCP>
Source record: 251896

I decided to check out what is happening at Compute! on the Atari ST today. Apparently all the rumors are correct, and Compute! has discontinued the Atari ST magazine and disk. A quick call to their 1-800-727-6937 number confirmed that distribution has stopped. I have the June/July issue, and they said that the unused portion of my subscription would be refunded, but they don't know when! Well, there goes another "Atari" product 'dropping into the ole bit bucket'! Is someone trying to send US a message? Hello, Atari, is anybody home?

Owen (never get in line with me - I never get waited on!)
UUCP ...!scbhq!ooa

STANDARD DISCLAIMER: I claim anything!! At my age I'm proud to be blamed. Now that's recognition!

4347. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 00:29:04 UTC
From: MARKS@HDETUD53.BITNET
Message-ID: <8806240028.AA27106@ucbvax.Berkeley.EDU>
Source record: 251897

About three months ago I inquired about the possibilities of using my American 1040ST in Europe on 50 Hz. I received a lot of replies (thanks!) and, while most were encouraging, no one actually said, "Yeah, I've seen it work." One fellow from Atari said basically "It'll work; but to be sure, why don't you just buy some new power supplies," which wasn't the most reassuring thing to hear.

In any case, when the machine finally turned up after being lost in the mail, I plugged it into a mongo 220-to-110 V converter and, as everyone expected, it works fine, monochrome monitor and external 2S disk drive included. Beware that I received warnings that the color monitor does NOT work from 50 Hz.

If you plan on doing the same thing, you ought to think about getting a transformer in the US. I was told they exist over here, but (in Holland) I could only find little 25 watt ones. I thought I was going to have to break out the soldering iron and start attaching cables, connectors, and transformers, until someone found the exact item in a storeroom at work.

Roger
Marks@HDETUD53.bitnet

4348. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 02:01:39 UTC
From: kbad@atari.UUCP
Message-ID: <1076@atari.UUCP>
Source record: 251898

in article <1684@vaxb.calgary.UUCP>, brinsmead@calgary.UUCP (Mark Brinsmead) says:
>
>>... Atari appreciates the fervor indicated by Mr. Hedger, and his
>>obvious concern for our strategic direction and distribution policy. We are
>>concerned, however, that such misinformation would be placed in a public forum
>
> You have ever right for concern, and in fact, probably deserve an appology.
>
>>and accordingly we request that in advance of such statements in the future,
>>Atari be called and the facts of such perceived policies be confirmed.
>
> What's the number? Perhaps spreading it around will prevent future errors.

Folks at Atari Corporation can be reached at (408) 745-2000 in the US.

Ken Badertscher
Atari Software Test/Support
(kbad@atari.UUCP)
--
Ken Badertscher |
Atari Software Test/Support |
kbad@atari.UUCP |

4349. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 05:21:48 UTC
From: jason@lakesys.UUCP
Message-ID: <767@lakesys.UUCP>
Source record: 251899

In article <411@brambo.UUCP>, sid@brambo.UUCP (Sid Van den Heede) writes:
> In article <46700008@hcx2> jgj@hcx2.SSD.HARRIS.COM writes:
> >I have experienced this problem too. As far as I can tell, in 3.0, structures
> >are limited to 32Kb. Also, elements of an array are limited to 32Kb.
>
> I thought 3.0 was supposed to fix the problem with big arrays etc.
> [Rest of article deleted]
> Sid Van den Heede Voice: 416-792-1137

Version 3.0 does handle ARRAYS that are larger than 32k... I've never had any array ELEMENTS that've exceeded 32k (or any structures by themselves which were that big) so I can't verify/deny what was said about that. However, I DO know that MWC 3.0 properly handles large arrays (how large, I'm not sure)

Just for kicks and giggles, why would anyone want elements/structures that were >32k? Or, put differently, what's in it? Huge arrays? (Or 16384 ints? :)

Jason - Not your average iconoclast.

"The first office copiers were, as is well known, monks." - David Owen

4350. need 68000 pd floating point routines

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 06:38:33 UTC
From: jsm@phoenix.Princeton.EDU
Message-ID: <3147@phoenix.Princeton.EDU>
Source record: 251900
Cross-posted to: comp.sys.m68k,comp.sys.atari.st

Hello,
Are there any pd 68k floating point routines? I need a package
with some of the following attributes:

1) works on a bare-bones 68000
2) written in assembler or C

Ideally, I'd like a complete version of the gnulib library math routines,
with support for a fpa and/or a 68020, but I'll settle for almost anything...

Thanks in advance,
Scott

jsm@phoenix.princeton.edu (Internet)
...!princeton!phoenix!jsm (UUCP)

4351. Let me in, please

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 10:17:26 UTC
From: docbobo@mutec.UUCP
Message-ID: <8806241117.AA00557@mutec.UUCP>
Source record: 251901

Howdy Folks!
My name is Boris Schneider and I am working as a staff writer for several german computer magazines. Through a friend I heard of your fabulous conference and would like to get on it too. Of course I'll give you all important informations from germany and will answer questions to my best knowledge too.
Hope to hear from you soon.

Boris "docbobo" Schneider
Technical Editor, >>Happy Computer<<, >>Power Play<< and >>68000er<<.

4352. RE: Atari Hard disk "clones"

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 12:09:00 UTC
From: HELLER@cs.umass.EDU
Message-ID: <8806250526.AA24256@ucbvax.Berkeley.EDU>
Source record: 251902

I have built my own hard drive sub-system for my 1040ST (the 520ST would be the same). This is what I did:

1) I purchased Supra's DMA to SCSI adapter from the store where I purchased my ST (cost $125.00). Contact your local Atari dealer or Supra directly for info on how to get this. There are several other companies that sell DMA to SCSI adapters for the ST.
2) I purchased via mail order an Adaptec 4000 SCSI to ST506 disk controller from The Computer Surplus Store (715 Sycamore Drive, Milpitas, CA 95035, 408-434-0168 (phone orders: 408-434-1060)). This cost me $89.00. These people also sell the Adaptex 4070 controller. The 4000 is a straight dual drive ST506 controller, the 4070 is a RLL controller (also 2 drives I believe).
3) I purchased from JameCo an IBM-PC/XT clone box & power supply (JameCo sells all of the pieces to build-your-own IBM-PC XT or AT clone - the boxes, power supplies, mother boards, etc.) The case went for about $30.00 and the power supply for about $100.00. The box is rather large and the power supply rather beefy - I plan to add a 1/4" cartidge tape drive (I already have a SCSI to QIC-36 tape drive controller). You might do with a smaller box and smaller power supply. Probably any full-height or dual 1/2 height drive box will do (use a single 1/2 height drive and put the interface board where the second 1/2 height drive would go). Priority One sells disk drive boxes, as to various other mail order companies. Check out the back of BYTE magazine and/or The Computer Shopper.
4) Ordered (from various electronics suppliers) ribbon cable (50 conductor) and connectors: 50-pin header connectors (SCSI bus), 34-pin edge connectors (hard disk interface cable), a 20-pin edge and header connecters (hard disk interface cable), and a 2-pin power connector set for the Surpa board.
5) I purchased an ST251 (40+ meg, half height hard disk) from Bull Dog computer. I think I paid about $400 for this drive. It even came with MS-DOS software for formatting and partitioning the drive (not much use to me!).

It all works. The Supra board came with Supra's hard disk utilities disk - had no trouble formatting and partitioning the drive. I have it setup with two partitions: a small (2MEG) GEM partition and a large (38+Meg) OS-9 partition (I mostly run OS-9 rather than GEM).

The Supra DMA adapter came with info on adding your own hard disk controllers and the Utilities disk had an ARC file with picture files showing the board layouts of the Supra board and seveal popular SCSI/ST506 controller boards. It is not really hard. So long as you keep track of pin one on the various connectors, you should not have trouble. Oh, one trick: 1/2 the pins on each of the ribbon cables are grounds - you will notice that

the contacts on the PC boards will have all (or most) of the pins or edge fingers wired together - this can be used to verify the that the connectors are correctly oriented. Also: on the power connector set for the Supra board - it is a good idea to wire the female end to the "live" (power supply) end. This prevents fireworks should the power be applied and the connector is just hanging loose - prevents shorting out the power supply to ground.

Robert Heller
ARPANet: Heller@CS.UMass.EDU
BITNET: Heller@UMass.BITNET
BIX: Heller
GEnie: RHeller
FidoNet: 322/410 (Locks Hill BBS, Wendell, MA)
CompuServe 71450,3432
Local PV VAXen: COINS::HELLER
UCC Cyber/DG: Heller@CS

4353. Re: Binaries news group postings

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 14:49:19 UTC
From: jeff@polyof.UUCP
Message-ID: <323@polyof.UUCP>
Source record: 251903

In article <3144@crash.cts.com>, sreeb@pnet01.cts.com (Ed Beers) writes:
> rthurlow@van-bc.UUCP (Rob Thurlow) writes:
> >
[stuff about a munged file deleted]
> This brought to mind a problem I have. Several of the last posting have
> required a unix shell to decode. I have only limited access to to a unix
> machine which doesn't seem able to unpack these anyway. Is there a program
> that allows unpacking these on my ST? Is there a real need to use these
> rather than just arcing and uuencoding?
Yes, there is a program to take apart shell archives. It was posted to the
net about a year ago, it is called shar.ttp. You can get it fron you favorit
st archive. If that doesnot work drop me a note and i will e-mail it to you.

geoffrey giordano
UUCP: ...!iguana!polyof!jeff
internet: jeff@polyof or jeff@128.238.10.100

4354. Re: mega woes, continued

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 16:01:28 UTC
From: hase@netmbx.UUCP
Message-ID: <1972@netmbx.UUCP>
Source record: 251914

In article <[gw.scri.fsu.edu].B16E2EA0.00914A12.PETCHER> PETCHER@FSU.BITNET writes:
>Now that I have recieved my replacement mega2 and have been working with it for
>awhile, I have discovered that it also has problems. For one, my disk drive
>has the famed media change problem - whenever I take out a write enabled disk
>and replace it with a second write enabled disk, the disk drive doesn't
>recognize the media change! This was reported previously on the net to be a
Maybe the drive has a "media changed" output on Pin 2. A Diode (4148) from Pin
2 to the write-protected pin could fix it (?).
>problem of a certain batch of Chinon drives used by third party vendors, but I
>did not expect to find it in the 'off-the-shelf' mega! As it turns out, I may
>also have other problems with the blitter (see, my letter on Uniterm vs. the
>blitter). Although the final analysis is not yet in, I have certainly had some
Hm, this seems to be a well known bug in the Bitter. Here in Germany we
have a little Program around, fixing the problem. Maybe I'll post it
here. I've never tried it, because I have no Blitter; in fact, I have
one but do not know how to connect it to my 520 ST+ (I get no cirurit
drawings of the Mega...).
>newer, the main point is this:
>
> *** flame on ***
>
>IF ATARI IS NOT ABLE TO PRODUCE STABLE HARDWARE, NO MATTER HOW THEY MARKET
>THEIR EQUIPMENT THEY WILL NEVER MAKE IT IN THE BUSINESS MARKET.
>
> *** flame off ***
Do not flame Atari for the unstable Blitter. This is a problem, the
semiconductor company (General Instruments?) has (the Blitter seems to
be too complicated for their machines 8-).
But *flame* *them* for using cheap sockets and circurit boards (and
noisy fans). Flame them for their circurit design (unbuffered outputs of
the soundchip to Centronics).
No, wait!!
Stop flaming them!
They could start making the hardware more stable; this would put me out
of buisiness (I'm fixing "broken" STs...8-)
>Don't get me wrong. I do like my Atari, and intend to do what it takes to get
>a workable system. It is still the best micro on the market for my purposes
Me too. I like it, but some day the fixes will be more expensive than
another ("real") machine.
>Perhaps I am the victim of a wild fluctuation of statistics that occurred in
>the vicinity of Tallahassee and my experience is far from usual. I certainly
>hope so for Atari's sake.
Perhaps You are a victim of temperature. The power supply of the mega
seems to be the same as the one of the SH205.

I got rid of it (and built one myself) and my harddisk problems were
gone!

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4355. HP DeskJet

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 16:08:00 UTC
From: FRANK@aslcl1.sdr.slb.COM
Message-ID: <8806241753.AA13224@ucbvax.Berkeley.EDU>
Source record: 251904

I just bought a HP DeskJet and thought I'd report my experiences.

1. Reviews in Current Notes and ST Applications (June) are accurate.
2. It works great with TimeWorks DTP LaserJet GDOS driver.
3. It works even better with Migraph DeskJet GDOS driver.
4. For some applications you might want the Epson FX-80 emulator
cartridge. Makes DJ work like Epson but text is 300dpi at
100cps. Its better than Epson cause compressed type is also LQ.
Graphics is only Epson quality thou with Epson cartridge.
5. Epson cartridge works fine with Epstart and Magic Sac.
6. DJ can be used in native mode for text if you use Serial driver
and Typewriter mode that comes with MS Word. Great quality type
but only one font type per document.
7. Not only is DJ FAST but it is whisper quiet. My Supra totally
drowns it out.

It so impressed my local Atari dealer that he will be carrying DeskJets.
He says he will sell them at $800 (List Price is $1000). Call Dave
at Computers to Grow (713) 777-1673 for more info.

The DeskJet is a perfect match for the ST, it works fine with all
ST memory configurations 512K and up. With a 1040, Timeworks DTP and a
DeskJet, you can have a true DeskTop Publishing System for under $2000,
although a hard disk would speed things up.

To me the DeskJet is "power without the price". As long as Atari wants $1995
for their Laser, the DeskJet offers the most price/performance!

I have no affiliation with either Computers to Grow or Hewlett Packard, other
than being a satisfied customer.

Brazil - It's only a state of mind.

Bill Frank FRANK@aslcl1.sdr.slb.com by Relay.CS.NET

4356. FATSPEED... Thanks!

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 16:17:50 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830006@hpldola.HP.COM>
Source record: 251905

I would like to thank Uli Kuebler for a really nice
utility, FATSPEED. It really speeds up writing
to hard disk partitions.

For example:
copy 40 files (smallest = 1KB, largest = 200KB, total size = 530KB)
from partition D: to a new directory on partition C: (partition
C: is 10MB, with about 5.4MB free).
command given at msh prompt: time "cp * c:\tmp"

without FATSPEED time returned: 0:07:27.500

with FATSPEED time returned: 0:02:58.275

That's over 2.5 times faster!!

Now for the inevitable question:
How'd ya do it??

Thanks again,
Joe Gilray (hpldola!jg)

4357. Atari ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 17:35:27 UTC
From: jac423@leah.Albany.Edu
Message-ID: <715@leah.Albany.Edu>
Source record: 251906

```
Atari 520ST system for sale:
Atari 520ST computer
2 SF354 (single-sided) drives
Color Monitor

Plus the following store bought (includes boxes and manuals) software
and hardware:
Megamax C Development package
Hippo Sound Digitizer (all hardware included)
Dungeon Master
Sundog
Music Studio
The Bard's Tale
S.D.I.
Brattacus
plus MUCH more
($700+ worth of software)

also approx. 100 disks of PD, Shareware, and other software.

Asking: $700 or best offer.
(Think of it like buying the software and getting the computer
for free! ;-)

If you are interested, another $150 will buy you the Atari SF804 (ST
standard) Dot-Matrix printer and a cabinet to house the entire system.

Please contact me at jac423@leah or by replying to this message.
--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@rachel.albany.edu
```

4358. Re: atari hard drive clones (well, not exactly diy)

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 18:32:28 UTC
From: zzkj@gos.ukc.ac.uk
Message-ID: <1535@gos.ukc.ac.uk>
Source record: 251907

Well, if you want a large capacity hard drive and don't want to pay mega-pounds for it, why not try third party SCSI drive vendors. For example, last time I looked, a Supra 60Mb hard drive cost 1700 pounds including VAT. However, a 60Mb SCSI drive with 28ms access and autoparking cost me 800 pounds excl vat. (And I wasn't even looking around for price, I bought it from the first place that could supply me with a SCSI tape streamer). The cost of the power supply (a good switcher with a fan) and having it cased cost me 350 pounds (both the hard drive and the streamer needed their own cases and power supplies so halve the price if you only need the drive - this halving is an assumption). This cost included all labour and testing as I did't have the time (or the inclination) to do it myself. So, about 950 pounds for a SCSI drive, but the ST doesn't have SCSI you say. However, Supra sell their ST->SCSI card for around 80 pounds including software. So, for a total of about 1100-1200 pounds including vat you have a better cased drive and over 500 pounds more in your pocket. I know that this doesn't help those of you on a low budget, but as a developer, 500 pounds is enough to buy a spare 520 and a colour monitor.
for those of you interested, these are the suppliers I used:-
ST->SCSI converter:-
Frontier Software, Phone Harrogate (0423) 671400
Hard disk:-
Perex (now called Sintrom Electronics) Phone Reading (0734) 311088.

I sent the converter card to Perex and they installed it in the Hard drive for me. I found them to be very helpful with my initial queries. The person there that I dealt with was Mr. Richard Woods.

Disclaimer: I have no financial dealings with either of the above two companies except as a very satisfied customer. These are my own personal experiences and I merely assume that others will have an equally good response and as such I offer no guanantee of the same. So no B*tching at me if anything turns out wrong for you.
--
ZZKJ - hacking away till it no longer bytes.

4359. Re: C compilers on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 20:36:04 UTC
From: jsp@sp7040.UUCP
Message-ID: <430@sp7040.UUCP>
Source record: 251908

In article <3130@crash.cts.com>, sreeb@pnet01.cts.com (Ed Beers) writes:
> While Alcyon seems to work (I got it with my developers kit in addition to
> MWC), it lacks a source level debugger. I couldn't live without Csd now.
> Csd seems to work very well. The only bug I have encountered is that integers
> are displayed as if they were unsigned integers. It has cut my debugging time
> in half.
>

I have to agree with this comment. Alcyon worked (with some problems)
so I tried MWC. The first version I fought often with. Version 2 I thought
was a breeze to use. With the release of 3.0 and CSD, all I can say is WOW!!!
I found bugs in the first day I had been looking at for weeks.

I did find one thing I think is a bug though, #line preprocessor
statements confuse it.

As for some of the others, I tried Lattic (Slow as snails) and
anything that requires overlays on a 68000 system can forget it. A lot
of the others I have not tried because either they were not around when I
was looking or there were horror stories about there use.

-- Johnnie --

4360. Re: The archive at lakesys

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 20:44:42 UTC
From: wheels@mks.UUCP
Message-ID: <480@mks.UUCP>
Source record: 251909

In article <766@lakesys.UUCP>, martin@lakesys.UUCP (Martin Wiedmeyer) writes:
> For those who are wondering, here's the latest index from netlib@lakesys:
> flip_026c/part.uaa 880614 Use the other side of a SS disk

I've seen references to this a couple of times, but I don't understand what it's about. You can't insert a 3.5" diskette in upside down. (Can you?) Anybody using this? What does it do?

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

4361. Re: Assembler

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 20:46:40 UTC
From: jsp@sp7040.UUCP
Message-ID: <431@sp7040.UUCP>
Source record: 251910

In article <1946@netmbx.UUCP>, fischer@netmbx.UUCP (Axel Fischer) writes:
> Recently I looked for a good assembler package for the Atari ST but I couldn't
> deceide which one I should buy.
>
> Could any please give me some advise and maybe a little comparision what they
> perform and cost ?
>

I would like to make a request for some information about the
assembler that is included with the MWC package. I use MWC alot and would
like to try some assembly. Is this much like the UNIX assembler. Is there
a macro package like M4 available for it. I have quite a bit of samplers
for a UNIX machine with a MC680X0 chip. It has always helped me to be
able to look directly at samples while trying new stuff. (Yes I realize
all hooks to the O.S. will be vastly different. When all else fails
link in libc.a and use the standard functions.

-- Johnnie --

4362. Re: minix

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 20:54:52 UTC
From: jsp@sp7040.UUCP
Message-ID: <432@sp7040.UUCP>
Source record: 251911

In article <1737@cosmo.UUCP>, hase@cosmo.UUCP (Juergen Seeger) writes:
> I'v installed Tanenbaum's MINIX on an Atari ST.

How did you get it?????? Has Prentis Hall released it??????
Better yet how can I get it???????

-- Johnnie --

4363. Re: Compute!'s Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 22:16:00 UTC
From: acn@caen.engin.umich.edu
Message-ID: <3cdbea4e.1285f@maize.engin.umich.edu>
Source record: 251912

I've heard that Compute! didn't allow BBS's to post software from the magazines disks. Now that they are no longer supporting the ST, will they allow us to post their old programs on Bulliten Boards? (or ftp'able archives...)

Jon Brode -- acn@caen.engin.umich.edu
(Commander-in-Chief of the Atari forces at U of M)

4364. Wall Street Wizard (the stock market simulation)

Newsgroup: comp.sys.atari.st
Date: 1988-06-24 22:20:09 UTC
From: forbesr@ecf.toronto.edu
Message-ID: <642@vrga.ecf.toronto.edu>
Source record: 251913

This is an unabashed advertisement for a new stock market simulation called `WALL STREET WIZARD' available for the ST. This is being privately distributed (for now) so I thought I'd let you know. An abbreviated version of the game has just appeared in the latest issue of STart magazine.

Wall Street Wizard is a stock market misulation that runs on any ST (but you need a colour monitor). The object of Wall Street Wizard is to begin with $10 000 and turn that into a million dollars in a year. Your job is to buy and sell (the way your capitalist friends do). The computer informs you of occasional market flurries and generally does its best to reproduce the market at its wildest. Industry insiders may try to sway your buying decisions but a little discernment is required. You don't have to go it alone -- three stockbrokers (Wildeyed Willy, Cautious Charlie and Nervous Norman) can be consulted with a click and a little cash. The Market index shows you how well each company is performing; well, how it has performed so far -- how it will perform is the question, isn't it?

So far, I'm told (by its creator) that Wall Street Wizard is getting rave reviews from around the world. One stock broker wrote to find out how he could buy stock -- in the game! Well, you can't yet. But you can get the full version of the game, complete with margin trading, company financial reports and three levels of play.

For ordering information, contact Tony Lovell, Lovell Marketing, 699 Eglinton Ave. West, Suite 207, Toronto, Ontario M5N 1C6, Canada. Or, heck, send your name to me. I'll pass it on to Tony.

It seems to me that you may learn how to invest all that money that you make at your job a lot more wisely after playing a few rounds of Wall Street Wizard. And, in the meantime you won't lose your proverbial ...

Bob Forbes
Dept. of EE, University of Toronto

4365. Re: UUCP for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-25 06:47:35 UTC
From: mark@lakesys.UUCP
Message-ID: <776@lakesys.UUCP>
Source record: 251915

In article <43921@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>
>Does a UUCP equivalent for the Atari ST exist?
>
Yes, UUPC has been ported to the ST. Source is available from the
lakesys netlib server (the index was just posted yesterday).

--
Mark A. Storin
Lake Systems, Milw., WI
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark

4366. Re: Mono shakes/Uniterm blues

Newsgroup: comp.sys.atari.st
Date: 1988-06-25 13:20:49 UTC
From: leo@philmds.UUCP
Message-ID: <524@philmds.UUCP>
Source record: 251916

Just joking...

In article <6738@cup.portal.com> Alice_Helen_Amore@cup.portal.com writes:
>My monochrome developed the shakes when I moved my system, too. I discovered
>that the display shook only when the refrigerator motor was cranking. Move
^^^^^^^^^^^^^^^^^^
>your system to an isolated outlet and see if that helps.
>Alice Amore

My hard disk drive uses a cooling fan, but you won't certainly get a
overheating problem 8-). Or maybe you're aiming for supra conduction ?

Leo (Shake it, baby; Keep it cool, man.)

4367. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-06-25 13:35:24 UTC
From: wes@obie.UUCP
Message-ID: <248@obie.UUCP>
Source record: 251917

Dave Beckmeyer (or anyone else who has a BMS controller):

Does the BMS controller support multiple SCSI adapters? I know
Supra's does, I have the docs on it. I've been contemplating getting
a tape drive to go along with a larger hard disk I'll be adding for
ST-Minix.
--
/|\ Barnacle Wes @ Great Salt Lake Yacht Club, north branch
/ | \ @ J/22 #49, _d_J_i_n_n_i
/__|__\
___|____ "If I could just be sick, I'd be fine."
(/ -- Joe Housely, owner of _E_p_i_d_e_m_i_c --
~~~~~~
~~~~~~

4368. Minix for the ST???

Newsgroup: comp.sys.atari.st
Date: 1988-06-25 14:07:57 UTC
From: jagdis@sage.cs.reading.ac.uk
Message-ID: <924@onion.cs.reading.ac.uk>
Source record: 251918
Cross-posted to: comp.os.minix,comp.sys.atari.st

Since noone has mentioned this for a while I thought I would throw it
in and see what happens...

Whatever happened to Minix for the ST? Does it exist? Is it still being
ported? Has it been abandoned?


```
_ _ _ ___ Dept. Comp. Sci.
' ) ) ) / ( > / University of Reading
/ / / o /_ _ __/___. _, __/ o _ Reading
/ ' (_<_/ <_</_ / / (_/|_(_)_(_/_<_/_)_ England
<_/ /|
|/
```

JANET : jagdis@sage.cs.reading.ac.uk
ARPA : jagdis@sage.cs.reading.ac.uk@ukc

4369. Re: Read Screen Character

Newsgroup: comp.sys.atari.st
Date: 1988-06-25 16:56:45 UTC
From: leo@philmds.UUCP
Message-ID: <525@philmds.UUCP>
Source record: 251919

In article <1871@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <272@scolex> kurth@sco.COM (Kurt Hutchison) writes:
>>It *IS* possible to get the current cursor location by sending the cursor
>>save string to the roms and then looking in the documented location for
>>the saved cursor address.
>
>Excuse me bt i have never seen this variable location documented anywhere.
>Where is it? If it's not an official location just ignore this message.

As far as I can judge it is a constant location (in fact two), but it could probably vary from ROM to ROM (not being a system variable). But anyway, there is a clean way of doing it (that does not destroy a previous saved location): use the VDI ESC 15 function, fetch cursor position, or if you use a C library, it is probably called:

vq_curaddress(handle,&row,&col); with WORD handle,row,col. This requires a handle but in this case you can use 0 (Desktop's handle).

Furthermore I would like to offer the readers of this newsgroup the source of a module that reads a character from the screen, using the current TOS font. The relevant function is copied with slight modification from the fastdump program that was on the comp.sources.atari.st newsgroup just a while ago. If there are any objections against me posting such a long article, I would also like to hear (but then, you can always hit 'n'). As it is, the source represents a tiny demo program (just to show that it works). By removing main you get a module that can be linked with your program (about 738 bytes in size). Enjoy!

Leo

```
============================== C U T H E R E ==============================
/*
*****************************************************************************
* *
* vtchar.c version 1.0 of 25 June 1988 (C) L.J.M. de Wit 1988 *
* *
* This software may be used and distributed freely if not used commercially *
* and the originator (me) is mentioned. *
* *
*****************************************************************************
*
* This program demonstrates the reading of characters from the screen.
* The upper left quadrant of the screen is copied to the other three using
* this technique.
* If you want to use get_schar() from your own programs, just remove the
```

```
* function main() from this file and compile it as a separate module. Then
* link it with your program.
* To use it, call prep_schar() first; this sets the correct parameters
* (need to be done only once). Then you can use get_schar(r,c) with r the
* row and c the column to read from.
* An unrecognized character will be presented by a space.
* Inverse video is not yet supported (most probably it becomes a space
* now), but this is not difficult to implement.
*/

#include <osbind.h>
#include <portab.h>

/* font definitions */
typedef struct font_header {
WORD f_id; /* font identifier; system font = 1 */
WORD f_point; /* font size in points */
char f_name[32]; /* font name */
WORD f_low; /* lowest ascii code in font */
WORD f_high; /* highest ascii code in font */
WORD f_top; /* relative distance of top to base line */
WORD f_ascent; /* relative distance of ascent to base line */
WORD f_half; /* relative distance of half to base line */
WORD f_descent; /* relative distance of descent to base line */
WORD f_bottom; /* relative distance of bottom to base line */
WORD f_maxcharw; /* maximal character width in font */
WORD f_maxcellw; /* maximal cell width in font */
WORD f_loffset; /* left offset */
WORD f_roffset; /* right offset */
WORD f_fatsiz; /* degree of fattening */
WORD f_ulsiz; /* underline degree */
WORD f_normask; /* normal cancelled mask */
WORD f_skewmask; /* skewing cancelled mask */
WORD f_flag; /* flag:
* bit 0: system font;
* bit 1: hor. offset;
* bit 2: byte swap;
* bit 3: non proportional font
*/
WORD *f_horoff; /* pointer to horizontal offsets table */
WORD *f_charoff; /* pointer to character offsets table */
char *f_data; /* pointer to font data table */
WORD f_fontw; /* total width of all chars in font */
WORD f_fonth; /* height of font (# scanlines) */
struct font_header
*f_next; /* pointer to next font header */
} font_header;

static UWORD g_fheader[] = { 0xA000, /* LineA exception 0 */
0x222F,0x0004, /* MOVE.L 4(SP),D1 */
0xE581, /* ASL.L #2,D1 */
```

```
0x2031,0x1800, /* MOVE.L 0(A1,D1),D0 */
0x4E75 }; /* RTS */

static WORD planes;
static font_header *fhp;
static WORD rows, cols; /* Rows & columns of screen */
static int physbase;

BYTE get_schar();
void prep_schar();

main()
{
int i, j, rows2, cols2;
char line[82];

prep_schar();
cols2 = cols/2; rows2 = rows/2;
Bconout(2,'\33'); Bconout(2,'f');
for (i = 0; i < rows2; i++) {
for (j = 0; j < cols2; j++) {
line[j] = get_schar(i,j);
}
line[cols2] = '\0';
Bconout(2,'\33'); Bconout(2,'Y');
Bconout(2,' '+ i); Bconout(2,' '+cols2);
Cconws(line);
Bconout(2,'\33'); Bconout(2,'Y');
Bconout(2,' '+ i+rows2); Bconout(2,' ');
Cconws(line);
Cconws(line);
}
Bconout(2,'\33'); Bconout(2,'e');
}

void prep_schar()
{
BYTE rez; /* resolution 2 high 1 med 0 low*/

rez = Getrez();
fhp = (*(font_header *(*)())g_fheader)
((rez == 2) ? 2 : 1); /* pointer to standard font */
planes = 4 >> rez; /* # of bit planes: 4, 2 or 1 */
rows = 25;
cols = (rez == 0) ? 40 : 80;
physbase = Physbase();
}

BYTE get_schar(i,j) /* Find match in a font for */
WORD i,j; /* the character bit image at */
{ /* position (i,j) */
register WORD l; /* line counter */
```

```
register BYTE *cpd, /* char ptr into font_data */
*cps; /* char ptr into ch_img[] */
register WORD p, c;
WORD *curadd, /* screen address of top word */
sval; /* will hold a word of image */
BYTE ch_img[16], /* will hold image as bytes */
or_all; /* OR of all bytes of image */
UWORD w_p_l, /* # words per line */
maxl; /* height of a char in lines */

w_p_l = (planes == 1) ? 40 : 80;
maxl = (planes == 1) ? 16 : 8;
curadd = (WORD *)(physbase + i * 1280 + (j & ~1) * planes);

/* prepare ch_img[] to hold a adjusted copy of the bit image */
or_all = 0;
for (l = 0; l < maxl; l++) {
sval = 0;
for (p = 0; p < planes; p++) { /* OR in all colour bit planes */
sval |= curadd[l * w_p_l + p];
}

ch_img[l] = (j & 1) ? sval & 0xff /* Take lower or upper byte */
: (sval >> 8) & 0xff; /* as appropriate */
or_all |= ch_img[l]; /* Keeps inclusive Or of all */
}

/* search */
if (or_all == 0) { /* Not a pixel set */
c = ' '; /* then space will be printed */
} else { /* else for each char in font */
for (c = fhp->f_low; c <= fhp->f_high; c++) {
cpd = fhp->f_data + (fhp->f_charoff[c] >> 3);
cps = ch_img;
for (l = 0; l < maxl; l++) { /* Compare each line (byte) */
if (*cps++ != *cpd) break; /* Match failed at this line */
cpd += fhp->f_fontw;
}
if (l >= maxl) break; /* All lines matched */
}

if ((c == '\0') || (c > fhp->f_high)) { /* If no match */
c = ' '; /* use space instead */
}
}

return (BYTE)c; /* Return matched char or space*/
}
```

4370. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-25 17:23:06 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3181@druhi.ATT.COM>
Source record: 251920

in article <335@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) says:
> Oh, and today I got a call from Sig Hartmann at Atari, <fill in today's
> title here> telling me that I'm "no longer allowed to make negative statements
> on USENET" and that he "is my sole contact for Atari related communications".
> Hmm... sounds pretty heavy to me. If anything happens to me, remember
> you're all witnesses!
>
> It would be different if I was giving out proprietary information - but
> we're talking about non-technical opinions. This is America Jack!

Your not the only person who Atari has tried to keep quiet.
About 2 years ago Neil Harris told the sysops on one of the commercial
networks that if I didn't stop "harassing" him online he would quit showing
up. They wouldn't have a "official represenative of Atari" online anymore.
I was sent a copy of his email along with a note saying I could do what
I wanted. I continued to comment on his postings so he left for a two
months or so.

About the time he returned I started ignoring all postings from
all Atari represenatives on the networks. None of what they were saying
was worth the time it took to read it. How much vaporware can you be
expected to put up with?

Dan Moore
AT&T Denver
ihnp4!druhi!dlm

4371. Re: Number-crunching and math chips with the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-25 17:55:29 UTC
From: Harry_Wallace_Waddell@cup.portal.com
Message-ID: <6861@cup.portal.com>
Source record: 251921
Cross-posted to: comp.sys.atari.st,comp.sys.m68k

I am most certainly not an expert on the hardware side, i.e. the coprocessor, chip, but I have been told by "reliable sources" that it is very difficult to iterface the existing ST hardware with such a device. The Motorola 68020 user manual alludes to sofware emulation of the interface for the family of chips on the whole. Hopefully one of you hardware experts out there in ST land can enlighten us :-).

I do on the other hand have some experience with mathematical program-ing on the ST. About a year ago I wrote some optimized Discrete Fourier Trans. routines.(i.e. w/ graphics and a few bells and whistles) My results were both encouraging and discouraging.

1. I write in C. I did a fair amount of research attempting to find some PD code to assist me in my work. To put it bluntly, you are very much on your own!
2. If you like fortran you can plagarize (adapt) with impunity, but, as we all know, real mathematicians don't use FORTRAN :-).

3. Since those of us in ST land are running at a full 8 MHZ w/ a mess o' registers code optimization is "easily achieved". Even without a coprocessor life ain't all that bad if you use the tricks o' the trade i.e. intelligent mappings to lookup tables in memory, ect..

I have and do prefer personally to use my 8 MHZ machine, having it all to myself(wring hands and snicker greedily), as opposed to waiting for people with ridiculous time consuming processes to get out of my way so I can get some REAL work done.

BUT, when the 16MHZ board comes out I'll install it ASAP, w/ out hesitation! No software mods needed!

Also, one of my summer projects is to write a few math utils. If someone out there has some pd C code for mathematical programming please post them! :-)

Harry Waddell III

Harry_Wallace_Waddell@cup.portal.com

4372. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-25 21:31:37 UTC
From: actor@percival.UUCP
Message-ID: <1279@percival.UUCP>
Source record: 251922

In article <335@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>Oh, and today I got a call from Sig Hartmann at Atari, <fill in today's
>title here> telling me that I'm "no longer allowed to make negative statements
>on USENET" and that he "is my sole contact for Atari related communications".

If this outrageous and illegal crap is true (giving you a chance to back
out of it, Sig!) then Atari, who have had my wholehearted support for
eight years now, have just lost it.

Keep in mind that you (Atari) have relied on word-of-mouth to sell your
ST's, and my mouth has been as wordy as any. But I and hundreds of others
will be spreading poison on your reputation (the poison you apply yourself)
if ANY action is taken against Mr. Beckemeyer or BDT.

In the United States we are guaranteed the freedom to express our opinions.
If the Government were to ask someone what you're asking Beckemeyer it would
be a Federal crime. As it is, it is deeply deplorable and scummy.

Yes, David is a pain in the ass. Tough. Everyone has critics, and those
critics have a right to hold and express opinions. Unless you can find
something illegal in his statements, I recommend that you shut up and
behave like adults.

--
Clif Swinford
"This is not a dress rehearsal. It's a f***ing audition!"
..!tektronix!reed!percival!actor fnord

4373. Re: Binaries news group postings

Newsgroup: comp.sys.atari.st
Date: 1988-06-26 00:58:07 UTC
From: kbad@atari.UUCP
Message-ID: <1077@atari.UUCP>
Source record: 251923

in article <3144@crash.cts.com>, sreeb@pnet01.cts.com (Ed Beers) says:
> [stuff deleted] Is there a program
> that allows unpacking these [shell archives] on my ST? Is there a real
> need to use these rather than just arcing and uuencoding?
>
> UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
> ARPA: crash!pnet01!sreeb@nosc.mil
> INET: sreeb@pnet01.cts.com

I have seen a shar and unshar for the ST on BIX, but don't remember
their origin. If your access to a machine that runs sh is limited,
shar and unshar are a godsend for shell archives.

--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari Software Test/Support | is, like, what _I_ think, okay?
{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

4374. Re: blitter

Newsgroup: comp.sys.atari.st
Date: 1988-06-26 01:08:57 UTC
From: kbad@atari.UUCP
Message-ID: <1078@atari.UUCP>
Source record: 251924

in article <8806231552.AA18231@ucbvax.Berkeley.EDU>, Bruce Heimbigner asks:
>
> True of False?
>
> 1._____ Programs that use tos/gem (primitives?) for graphics will speed
> up with the blitter on.
True. Since VDI functions take advantage of the BLiTTER if it's there,
programs written to use VDI graphics primitives will show an
increase in speed in graphics operations
>
> 2._____ The desk top speeds up with the blitter on.
True. (see answer to 1. above)
>
> 3._____ Only programs written specifically with the blitter in mind
> will have any speed up.
False. (see answer to 1. above) However, programs can be written
specifically to take advantage of the BLiTTER.
>
> 4._____ All GEM programs will experience some speed up.
False. Programs that use their own techniques to draw to the screen
will not be sped up by the BLiTTER.
>
> 5._____ The new database from Timeworks is the only program currently on
> the market that uses the blitter.
False. Jim Kent's CyberPaint takes specacular advantage of the BLiTTER,
and I'm sure other examples exist (though I can't think of any
at the moment).

--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari Software Test/Support | is, like, what _I_ think, okay?
{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

4375. Turning off vertical blank interrupts

Newsgroup: comp.sys.atari.st
Date: 1988-06-26 02:56:46 UTC
From: saj@chinet.UUCP
Message-ID: <5888@chinet.UUCP>
Source record: 251925

A while ago I asked what would happen if I set the interrupt level of an ST high enough to disable the vertical blank interrupt. The responses were not unanymous, but I got the idea that there should be about a 5% speed increase, against the possibility of crashing GEM. I just tried it in a computation-intensive GEM application. The good news is no crash. The bad news is only maybe a 1% speed-up. By the way: I tested that the vbl interrupt was really disabled by flipping the switch that controls whether my Thomson Ultrascan monitor is claiming to be color or mono: monitor change is detected in the vbl routine.

4376. Re: COMPUTE! ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-26 05:04:26 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <6885@cup.portal.com>
Source record: 251926

I rarely bought Compute ST. Mainly because I had no way of checking out their articles without "breaking the shrinkwrap". I like to browse through a magazine before buying it to see if it really has anything useful, and a title and page number is not sufficient for a $10+ magazine. If it was good, I had no way of knowing, so I am not going to miss it. I can see why they might have needed to do something else since store owners didn't like the easy to tear out disk packages in the first issue, but STart used Tyvek envelopes (I use ceramic scissors - because I have to). Why did Compute think that people would buy their magazine without being aboe to look inside?

4377. Re: Renaming folders

Newsgroup: comp.sys.atari.st
Date: 1988-06-26 05:08:14 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <6886@cup.portal.com>
Source record: 251927

One trick I used in a similar program was to write something that would intercept the BIOS level call and return a false "Media Changed" after changing the directory name and saving it - I used the Dfree call to see the "changed media" and the intercept would detach itself after the first time. It would always move back to the root and recognize the new directory.

4378. Re: disk drive data disaster, part 2

Newsgroup: comp.sys.atari.st
Date: 1988-06-26 09:40:13 UTC
From: bilbo@pnet02.cts.com
Message-ID: <4642@gryphon.CTS.COM>
Source record: 251928

jsd@UMass.BITNET (Jonathan S. Drukman) writes:
>shout in a loud voice: "I'm going to take my drive to the store now for
>alignment. Oops, looks like I won't make it in time." and slam it back
>down on the desk with a gentle yet firm touch. It worked for me.

Probably something wasn't making a good connection and jaring the drive or flexing the cable fixed it. I plugged an external drive in once and it was completely inop. I disconnected the cable and reconnected it and it has worked faithfully for over 1.5 years. I never saw what might have caused this. It's a tough decision to take something apart that is brand new to make sure something isn't just loose that you can fix real easily.

Bill

UUCP: {ihnp4!scgvaxd!cadovax rutgers!marque}!gryphon!pnet02!bilbo
INET: bilbo@pnet02.cts.com
* Sometimes The Dragon Wins! * Still looking for the best Amiga BBS software to resurrect Bilbo's Hideaway on - but not holding breath!

4379. how

Newsgroup: comp.sys.atari.st
Date: 1988-06-26 09:59:55 UTC
From: SAVIN@CALSTATE.BITNET
Message-ID: <8806261002.AA12026@ucbvax.Berkeley.EDU>
Source record: 251929

Subscribe
How do I subscribe to info-atari16 digest??

John Kawakami Using a friend's account.

4380. Modula2 and Peeking

Newsgroup: comp.sys.atari.st
Date: 1988-06-26 13:15:10 UTC
From: euloth@dalcsug.UUCP
Message-ID: <490@dalcsug.UUCP>
Source record: 251930

Can anyone using TDI's Modula 2 help a friend of mine out with a question? He is trying to access the System Timer at location $4AB to read the count there. However he can't find a way of doing a peek or actually Long Peek. He has been trying to use the TakeALong command in Modula, but so far, two weeks, no luck.

Anyone have tried to do this before? Or in general read a memory location for either a byte or a long? Thanks in advance for any help.

George Seto
--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

4381. Re: Uniterm vs. Blitter question

Newsgroup: comp.sys.atari.st
Date: 1988-06-26 18:23:33 UTC
From: poole@forty2.UUCP
Message-ID: <341@forty2.UUCP>
Source record: 251931

In article <[gw.scri.fsu.edu].B5253180.00914704.PETCHER> PETCHER@FSU.BITNET writes:
>
>When I run Uniterm 2.0c on my mega 2 with the blitter on, the program hangs up
>or crashes. But if I turn off the blitter everything goes fine. ....
I've tested UniTerm various times on a Mega ST + Blitter (in fact a
friend uses it on a Mega + Blitter the whole time) and have never had
any problems. Supposedly there are some Blitters that show the symptoms
you describe while running 1st Word (but that's only a rumour from a German
magazine).

--
UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

4382. Re: Jos Vermaseren - Posting GEMDOS ... (illegality)

Newsgroup: comp.sys.atari.st
Date: 1988-06-26 18:32:23 UTC
From: poole@forty2.UUCP
Message-ID: <343@forty2.UUCP>
Source record: 251932

In article <8806211323.AA02010@ucbvax.Berkeley.EDU> U0179@DGOGWDG5.BITNET ("GWDGV1::WHUEBNER") writes:
....
>>2: a book that was recently published in Germany with a discompilation of
>> of GEMDOS. This last thing seems to be fully illegal to me. Is one really
>> allowed to do this?
....
>As one of the three authors (part AHDI) of the book "Das TOS-Listing -
>BIOS/GEMDOS/VDI (Kramer,Riebl,Huebner) I have to answer your question
>with Y E A H .
....
>We are really allowed to publish this book with a written permission
>of ATARI-Deutschland.

All under the assumption that Atari Germany is actually the copyright holder for GEMDOS and VDI (which Atari Germany is NOT as far as I know, but this is naturally for DRI and Atari to fight out.......).

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

4383. Re: 8th-Bit Prefixing Bug in UniTerm Kermit

Newsgroup: comp.sys.atari.st
Date: 1988-06-26 20:49:07 UTC
From: poole@forty2.UUCP
Message-ID: <344@forty2.UUCP>
Source record: 251933

In article <6720@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
...
>
>The UniTerm Kermit has the following bug in its 8th-Bit Prefixing
>Algorithm when it is Receiving...
>
Thanks for taking the trouble to report this problem and making
such a 'in depth' analysis, but as so often the reason for the effect
you are seeing is something completly different than the conclusion
you arrived at, and definitly is NOT a bug in the 8th-Bit Prefixing
Alogrithm.
> Other Kermit UniTerm Kermit
>
>Mode: Sending Receiving
>"S" Packet QBIN field: "&" (Prefix) "Y" (I can Prefix)
>
>Thus the two Kermits have agreed to do 8th-Bit Prefixing.
No, they haven't! What you CAN'T know, is that UniTerm actually
responds with the prefix character the other Kermit wants to use
if it gets the send-init packet correctlly (it only uses 'Y' if it
is initiating the transfer and doesn't need prefixing or the other
Kermit has sent 'Y' aswell (the correct meaning of 'Y' being:
I don't need to prefix, but I'll do it if you want to...), so the
problem is actually one of the following:
- UniTerm not receiving the send-init packet correctly
- UniTerm not interpreting the contents of the send-init packet
correctly
(later being rather unlikely, as it works without problems with
C-Kermit 4d and 4e (caveat: don't try it with 4e, it's got a few problems
with 8-bit prefixing), VM/CMS Kermit, VMS Kermit, Kermit-11 and MS-DOS
Kermit (I retested with exactlly the sequence you had problems with)).
To get an analysis of what is causing the problem, I need:
- a copy of the log file (packets only), the first few packets
will be enough
- Name and version of the other Kermit
- a list of all the settings of the RS232 port and Kermit.

>During the transfer (about 11K Binary) the following occures...
...
Rest of letter irrelevant ....
...

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole

BITNET: K538915@CZHRZU1A

4384. Re: Compute!'s Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 01:22:06 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <3166@phoenix.Princeton.EDU>
Source record: 251934

In article <3cdbea4e.1285f@maize.engin.umich.edu> acn@caen.engin.umich.edu (Jon Brode) writes:
>
>I've heard that Compute! didn't allow BBS's to post software from the
>magazines disks. Now that they are no longer supporting the ST, will
>they allow us to post their old programs on Bulliten Boards? (or
>ftp'able archives...)
>
>Jon Brode -- acn@caen.engin.umich.edu
>(Commander-in-Chief of the Atari forces at U of M)
>
>
>
>

My guess is: 'probably not'. They still own the copyrights to those programs, which may prove to be of some value. A friend of mine once wrote a computer game for Compute!, and he received royalties each time it was converted to a different computer. The fact that Compute! and company no longer support the ST does not totally eliminate the value of their copyrights.

Of course, if Compute! published a written statement making all of their ST programs public domain, then you would be perfectly correct to post them. But if Compute! remains silent, I think the wisest choice of action is to respect the original copyrights.

--Patrick Simon mpsimon@phoenix.princeton.edu 6/26/88

4385. ICONE.ARC

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 01:41:00 UTC
From: euloth@dalcsug.UUCP
Message-ID: <491@dalcsug.UUCP>
Source record: 251935

Can anyone advise if they have had any problems with the posting of
Icone.arc which was made available recently on the net in binaries?
I unarc'd it but it wouldn't run. Any ideas?
Thanks.
.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

4386. Re: Porting utilities to the ST.

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 08:35:39 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <6915@cup.portal.com>
Source record: 251936

> And could it be that even from DEC
> UNIX is about a third the base price of VMS.

I don't make marketing policy; if it were up to me, we wouldn't sell it at all. But if our customers want to shoot themselves in the foot, I guess we'll just have to help them.

> Wow and VMS comes with what,
> golly gee an assembler and some system monitors.

Gosh, and when UN*X even gets a system monitor, let me know!

> Geese if I want to use
> a compiler I have to pay how much more. You have obviously not been involved
> with a company that need to get alot out of little money.

Know how much programmer time costs in relation to program development tools?

> Also imagine trying to rewrite VMS for the
> ST.

I've thought about it quite often, actually. If the memory management unit had a little more guts... :-)

> Talk about a system eats the system. UNIX, because of a basic
> simplicity runs 2 to 3 times as fast as VMS (my own bench marks ran as a
> user on both operating systems running on identically configured MicroVAX
> II's at 3 in the morning with nobody else on.

Sounds like a VERY naive use of VMS, to me. Actually UN*X generally runs about 10% slower than VMS on VAXen. Remember that the VAX and VMS were developed *simultaneously* to take advantage of each other's strengths.

> please don't badmouth those people who are porting UNIX
> utilites to the ST. Don't use them if you don't want to but I use them
> often and really appreciate the hard work that have gone into them.

I appreciate the work that goes into *any* software tool (I do _that_ for a living). My comments were merely directed at the 'if it isn't UN*X, it's junk' crowd. I personally avoid UN*X, since it's in the serious dark ages compared to VMS. And going from GEM/TOS -> MINIX/X11 isn't going to help performance much...

Henry B. Messenger (DEC can have its own opinions; I have mine)
ody else on.

So untill you can come up with VMS for the ST or wri

4387. Correction to VT100 CLS + More on char reads

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 10:14:55 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <3322@csvax.liv.ac.uk>
Source record: 251937

In article <8806212005.AA08722@ucbvax.Berkeley.EDU>,
F026@CPC865.UEA.AC.UK writes:

(A bit about how to clear the screen on a VT100)

> $ esc[0,8] == 27
> $ cls == "write sys$output """+esc+"[2J"""

Ahem ! This will NOT home the cursor - you need ESC [H as well...

(A bit more about reading the bit pattern on a screen to find the char code)

> Just to reduce the damper put on that idea, that's exactly what Acorn's
> BBC Micro did:

As does the (totally amazing) Archimedes.

> The BBC Micro was a 6502 8-bit machine running at standard speed (1MHz?):

2 MHz thank you very much. It also has the world's fastest 8-bit interpreted
BASIC.

> I'm sure a 68000 can do as well!

Not if it's in an Atari ST it won't...

Richard K. Lloyd, ****** This is a VAX 11/780 running VAX/VMS V4.5 ******
Computer Science Dept., * JANET : SQRKL@UK.AC.LIV.CSVAX *
Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL *
Merseyside, England, * Internet : SQRKL%csvax.liv.ac.uk@cunyvm.cuny.edu *
Great Britain. **

"My opinions and those of the University of Liverpool are completely unrelated,
so I'M THE CULPRIT if you feel offended by the above message - I just can't
help moaning about Atari STs, PCs or clones, U**X, C, IBM mainframes, the list
is endless..."

4388. Re: Wall Street Wizard (the stock market simulation)

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 11:01:41 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <395@laura.UUCP>
Source record: 251938

In article <642@vrga.ecf.toronto.edu> forbesr@ecf.toronto.edu (Robert James Forbes) writes:
>Wall Street Wizard is a stock market misulation that runs on any ST (but you
>need a colour monitor).

This and the [stuff deleted] sounds very interesting but it is
completly useless to me if it does not support a monochrome
monitor. Is a monochrom version really so hard to establish?

+--------------------------+--+
Rainer Klute	UUCP: klute@unido.uucp
University of Dortmund	(...uunet!mcvax!unido!klute)
Dept. of CS	BITNET: klute@unido.bitnet
P.O. Box 500500	
D-4600 Dortmund 50	
+--------------------------+--+
| Federal Republic of Germany |
+---+

4389. ICONE for old roms

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 12:35:07 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <400@laura.UUCP>
Source record: 251939

The version of ICONE for old roms recently posted to
comp.binaries.atari.st does not work. It always causes a reboot
of the system during startup. Did anybody get it running
correctly?


```
+--------------------------+-----------------------------------------+
| Rainer Klute | UUCP: klute@unido.uucp |
| University of Dortmund | (...uunet!mcvax!unido!klute) |
| Dept. of CS | BITNET: klute@unido.bitnet |
| P.O. Box 500500 | |
| D-4600 Dortmund 50 | |
+--------------------------+-----------------------------------------+
| Federal Republic of Germany |
+-------------------------------------------------------------------+
```

4390. Adaptec Controller

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 12:52:24 UTC
From: marvin@jungfrau.UUCP
Message-ID: <478@jungfrau.UUCP>
Source record: 251940

For an upgrade of my SH204 up to 80 Meg I need an Adaptec 4070 RLL-Controller. Because this thing is so hard to get in Europe (and expensive), I told a friend of mine in New York to get it for me, but he doesn't seem to find it.

Does somebody know a place in New York City where he could find this controller, and maybe what it costs at that place ?????
I'd appreciate any help. Thanx.

P.S.: For all readers in Europe: Does somebody know a place in Europe where I could get the controller ??

Thanx, Tomas.

Disclaimer: I'm a student at the Swiss Federal Polytechnical Highschool (ETH) in Zuerich, Switzerland, studying Computer Science ('Informatik' as we call it in German).

UUCP: ...!mcvax!ethz!jungfrau!marvin (marvin@jungfrau.UUCP)
Surface: Tomas Felner, Quellenstrasse 30, 8005 Zuerich, Switzerland

4391. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 14:39:33 UTC
From: michel@megamax.UUCP
Message-ID: <1422@megamax.UUCP>
Source record: 251941

In Laser C you can have arrays of any size.

Michel@megamax
--
Anyone who would like a reply to their mail sent to me needs to give a
uucp path. The mailer on our system is weird. Either that or give me a
tel. number and I'll give you a call.
UUCP: pollux!megamax!michel PHONE: 214-987-4931

4392. Re: GULAM for german ST's

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 15:15:19 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810001@hpnmdla.HP.COM>
Source record: 251942

>
>Does anybody know a GULAM adaption for the german ST keyboard?

>
>Karl Fuchs
>----------

Karl,
Yes, I have a copy of one which I received from Walter Doerr DG2KK, on rec.ham-radio (I think I remember his last name correctly, his radio call is correct anyway). I believe he is in Dueren (spelling?). Try posting a request on rec.ham-radio as many German radio amateurs are now using the ST on TCP-IP amateur radio packet networks.

Glenn Elmore -N6GN-

N6GN @ N6IIU-1
glenne@hpsrla.HP.COM

4393. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 15:33:18 UTC
From: wes@obie.UUCP
Message-ID: <253@obie.UUCP>
Source record: 251943

In article <335@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
> Oh, and today I got a call from Sig Hartmann at Atari, <fill in today's
> title here> telling me that I'm "no longer allowed to make negative statements
> on USENET" and that he "is my sole contact for Atari related communications".
> Hmm... sounds pretty heavy to me. If anything happens to me, remember
> you're all witnesses!

Better be careful, Dave - Sig may blast you with that (in)famous
"Atari patented Vapor Blaster" and turn you into VaporWare too! BTW,
do you have the News software to go along with UUCP for MT-Cshell? I
think a GEM-based news reader could be kindof nice, especially one
based on `rn'.
--
{uwmcsd1, hpda}!sp7040!obie!wes | "If I could just be sick, I'd be fine."
+1 801 825 3468 | -- Joe Housely --

4394. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 16:57:30 UTC
From: chuckw@amcc.UUCP
Message-ID: <504@amcc.UUCP>
Source record: 251944

In article <335@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
>
> You said it loud and clear! When was the last time Atari Corp. ever
> called any of us before spewing out TOTALLY FALSE statements? And even
[some stuff deleted for brevity]
> Oh, and today I got a call from Sig Hartmann at Atari, <fill in today's
> title here> telling me that I'm "no longer allowed to make negative statements
> on USENET" and that he "is my sole contact for Atari related communications".
[ditto]
> It would be different if I was giving out proprietary information - but
> we're talking about non-technical opinions. This is America Jack!
[double ditto]

Dear David,

I can fully understand why Atari is peeved at you over the tenor of your USENET postings, and I can appreciate the reasons that you have for being peeved at Atari. I am tempted, at times, to simply skip over any and all of your postings, but I don't, for one major reason. You are demonstrably a very experienced and knowledgeable Atari ST user, programmer, and developer. This gives TREMENDOUS weight to what you have to say in response to technical questions, support issues/problem areas, and how Atari and the ST is viewed within the large and growing readership of this newsgroup. So, I don't skip them, and I end up wading through an incredible morass of hate/kill Atari postings. Perhaps, you feel some satisfaction of getting a little bit "of your own" back by harming Atari Corp. sales so far as you are able. As for, "this is America Jack", you are absolutely right that you have the right to pubicly air your opinions; however, that right may be limitted in cases where, by dent of your position, influence, access, etc., you materially exert an improper influence causing culpable harm, which then may be to wit actionable.

My own experience with the 1040 ST, color monitor, Supra 20MB hard disk, Panasonic 1080i printer, has been EXTREMELY positive. The machine has more than paid for itself; or, I should say, I have produced enough work, dollar savings, and income to more than offset the investment price of the equipment. And, I personally feel that a few more articles stressing the good features, successes, configurations, and software package benefits, along with constructive criticisms would do more good and benefit for the readers of this group, for ST users and owners, and for Atari Corp., than any quantity of the foaming-at-the-mouth hysterics that we have been subjected to.

Sincerly Yours,
Chuck Werner

--
Invention is 10 percent inspiration and 90 percent persperation. -- T.A.Edison
"Oh, Mr. McCandles, why I thought you was dead." -- Hotel Clerk
"Not hardly" -- The Duke

4395. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 17:04:30 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <2921@tekig5.TEK.COM>
Source record: 251945

In article <767@lakesys.UUCP>, jason@lakesys.UUCP (Jason) writes:
>
> Just for kicks and giggles, why would anyone want elements/structures
> that were >32k? Or, put differently, what's in it? Huge arrays? (Or 16384
> ints? :)

You must be joking, or maybe your are just new to programming. Yes the problems I ran into in school could be sloved with very small amounts of memory. After all when there are 300+ people using a 1000% overloaded mainframe just how complex can you make the problems. :-)

Anyway here is a few that can require more than 32K access in arrays:

1) Zbuffer for 3D graphics
2) data logging
3) look ahead calcuation done to increase speed
4) speed sheets
5) decent word processor
6) music
7) ram disk
on and on

Almost any type program can benefit from the "EASY" access of memory. When one has a high level compiler why should he have to worry about array sizes as long as there is enough real memory.

Wayne Knapp

4396. Re: Renaming folders

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 18:22:06 UTC
From: apratt@atari.UUCP
Message-ID: <1079@atari.UUCP>
Source record: 251946

I forget if it was listed here, but the new TOS ROMs can rename directories using the Frename system call. The desktop now lets you edit the directory name when you "show info" on a directory, just like on a file. You can't use Frename to move directories around in the tree, however, the way you can a file. (I may fix that before the ROMs go out...)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4397. Re: Mono shakes/Uniterm blues

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 18:25:27 UTC
From: sethk@sco.COM
Message-ID: <695@nod2sco>
Source record: 251947

chatterchatter<1495@usl-pc.UUCP>chatterchatterjpdres13@usl-pc.UUCP (John Joubert):

```
| ------------------------
|
| My monochrome monitor shakes also. A friend of mine has one and it
| shakes and has a strange kind of tilt to it also. Anyone know of a
| good remedy?
|
| ------------------------------------------------------------------------
| John Joubert | /\ | /\ | _
| jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
| ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
| GEnie: J.JOUBERT | \/ \/
| ------------------------------------------------------------------------
```

My monochrome monitor shakes only when I have my color monitor on at the
same time. I use Monitor Master (Practical Solutions, and recommended),
but the problem is with the shielding of the monitor.
Hopefully, for some of you, all you have to do is turn off the color
monitor when using the mono one.

```
--
microsof "The transformation of waste is,
uunet \____sco!sethk perhaps, the oldest occupation of man."
ucscc / -Patti Smith
sethk@sco.COM
```

4398. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 18:29:50 UTC
From: brinsmead@calgary.UUCP
Message-ID: <1701@vaxb.calgary.UUCP>
Source record: 251948

In article <1076@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
> in article <1684@vaxb.calgary.UUCP>, brinsmead@calgary.UUCP (Mark Brinsmead) says:

[a bit of deleted text]

> >
> >>and accordingly we request that in advance of such statements in the future,
> >>Atari be called and the facts of such perceived policies be confirmed.
> >
> > What's the number? Perhaps spreading it around will prevent future errors.
>
> Folks at Atari Corporation can be reached at (408) 745-2000 in the US.
>

Wow! I didn't really believe that I'd get a real answer to that question.
Thanks, Ken. (Too bad its not a toll-free number, but it would likely do me
little good here in Canada anyway.)

Perhaps now we can get somebody at Atari to make an official and definitive
statement regarding their policies with respect to the Megas and the Laser
Printer. I just called the number above, and my call seems to have been forwarded
to /dev/null (i.e. a busy signal, then a broken connection). I guess that until
I try once more (I'm an underpaid student and can't afford expensive long-
distance calls) I shall refrain from calling such policy "brain-damaged",
"mindless", "suicidal" or anything else nasty. (At least I tried!)

(I'm still hoping to hear an official denial of Atari's rumoured policy to
sell Laser Printers bundled with ALL Mega ST's except at music stores, so
that I can safely avoid the necessity of actually using all these nasty
words and phrases that I have thought up...)

In any event, it is (genuinely) nice to see Atari again responding with
resonable answers to reasonable (albeit inconsequential) questions. Now,
lets get some REAL answers...

Atari: Am I, or am I not, expected to purchase a laser printer with my
next computer, even though I do not want one?

4399. Re: Number-crunching and math chips with the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 18:56:45 UTC
From: leo@philmds.UUCP
Message-ID: <533@philmds.UUCP>
Source record: 251949
Cross-posted to: comp.sys.atari.st,comp.sys.m68k

In article <6861@cup.portal.com> Harry_Wallace_Waddell@cup.portal.com writes:
[many lines deleted]...
>Also, one of my summer projects is to write a few math utils.
>If someone out there has some pd C code for mathematical programming please
>post them! :-)

Accidentally I'm working on 3D projection and motion for the ST right
now (rotation, reflection, translation etc.). I use 4D homogene
coordinates to achieve things, so each movement can be presented by
applying a matrix multiplication to an object (in fact to the 4x4
matrix that puts the object in space). Apart from one function that is
in assembly (matrix multiplication) all stuff is in C. If there is
enough interest, I'll post it. It works already, but I want it to be faster
still (speed++), although it can handle wire models real-time.

Anyone interested, send me a mail, specifying where I should put the stuff
(this newsgroup, comp.sources.atari.st or e-mail).

Leo (the mathemagician).

4400. OS-9

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 19:59:11 UTC
From: fay@encore.UUCP
Message-ID: <3248@encore.UUCP>
Source record: 251950

Ok, here goes my bi-annual question on comp.sys.atari.st:

Is anyone using Microware's OS-9 (OSK?) on the ST - either
the "professional" or the other version? Any comments - good, bad,
worth it? X-windows running?

Also, anyone have any idea what would cause the serial port line to
go while the rest of the machine is fine? Any quick fixes (other than
resoldering the 68901 (or whatever that chip is) - mine is an ancient
version 512K version - one of the early ones that continually breaks,
chips unseat themselves constantly, etc. - any good repair places in
central-to-eastern mass?

--
peter fay
fay@multimax.arpa
{allegra|compass|decvax|ihnp4|linus|necis|pur-ee|talcott}!encore!fay

4401. Connect VCR to color monitor

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 21:10:32 UTC
From: gibson@trwrb.UUCP
Message-ID: <6956@trwrb.UUCP>
Source record: 251801

I want to connect my Atari color monitor to a VCR. Where can a find a device that will perform this task? How good are the picture and sound quality?

Gregory Gibson
gibson@trwrb.UUCP
--
Gregory Gibson
{...ihnp4,ucbvax}!trwrb!gibson

4402. Re: Software info request

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 21:29:29 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <1927@silver.bacs.indiana.edu>
Source record: 251802

>what does SPSS stand for?

Assuming that the reference is to the same package with which I am familiar, it's Statistical Package for the Social Sciences. It is available for the IBM-PC, but I've never heard of it being available for the ST. (The original version is a mainframe version.)

4403. Interesting bit from Byte

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 22:13:36 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <1928@silver.bacs.indiana.edu>
Source record: 251803

A friend of mine just read this to me. I thought I should share it.
I won't make any comments one way or another.

From _Byte_, July, 1988...

Part of the problem is that "computers are not powerful enough to be used at home for anything productive," says Neil Harris, Director of Product Marketing at Atari. "I think the ST and the Amiga are in the right direction, but we're still not there yet." Harris also blames the industry press for not covering the Atari machines enough.

4404. Re: C compilers on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-27 22:35:26 UTC
From: kbad@atari.UUCP
Message-ID: <1080@atari.UUCP>
Source record: 251804

in article <359@clio.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) says:
> (Has anyone ported compress yet? I started, since I just finished with ARC,
> but haven't gotten it working yet.)

Yup, there's an ST version of compress available (I got it off BIX, but
from a non-public area). If there is interest, I'll post it to binaries.

--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari R&D Software Test/Support | is, like, what _I_ think, okay?
{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

4405. Re: Midi File Format

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 01:51:18 UTC
From: Randomizer@cup.portal.com
Message-ID: <6933@cup.portal.com>
Source record: 251808
Cross-posted to: rec.music.synth,comp.sys.atari.st

I just got back from the Atlanta NAMM ---
The MIDI FILE format has been approved (with some changes).
YEAH!

Aron_nelson@cup.portal.com

p.s. I don't know what the changes were.

4406. Re: UUCP address of pm and bammi at case western university?

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 02:16:25 UTC
From: fischer@netmbx.UUCP
Message-ID: <1988@netmbx.UUCP>
Source record: 251805

In article <366@pedro.UUCP> darin_wayrynen@pedro.UUCP (Darin Wayrynen) writes:
>
>I need to have the uucp addresses of pm and bammi. Thanks in advance..
>
The e-mail address of pm is : "pm@mandrill.cwru.edu"

Hope that helps you.

-Axel

---

fischer@netmbx.UUCP | What is now proved
Europe: ...!unido!tub!tmpmbx!netmbx!fischer | was once only imagined.
USA: ...!pyramid!tmpmbx!netmbx!fischer | (William Blake - The Marriage
| of Heaven and Hell)

4407. Re: Public Domain/Low-cost Software

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 02:21:15 UTC
From: fischer@netmbx.UUCP
Message-ID: <1989@netmbx.UUCP>
Source record: 251807

In article <22283@tis.llnl.gov> mcclean@aftac.tis.llnl.gov (Bonnie McClean) writes:
>I am not a regular reader of this group. I seem to remember, however,
>a long list of public domain or low cost Atari ST software being posted
>a while ago. Can someone mail me this list or any other information
>on acquiring inexpensive or free software.
>
>Thanks - Bonnie McClean
> mcclean@tis.llnl.gov

I'd like to have this list too. Please put me also on the e-mail send list.

Thanks !
-Axel

---
fischer@netmbx.UUCP | What is now proved
Europe: ...!unido!tub!tmpmbx!netmbx!fischer | was once only imagined.
USA: ...!pyramid!tmpmbx!netmbx!fischer | (William Blake - The Marriage
| of Heaven and Hell)

4408. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 02:35:12 UTC
From: neil@atari.UUCP
Message-ID: <1082@atari.UUCP>
Source record: 251809

In article <3181@druhi.ATT.COM>, dlm@druhi.ATT.COM (Dan Moore) writes:

> Your not the only person who Atari has tried to keep quiet.
> About 2 years ago Neil Harris told the sysops on one of the commercial
> networks that if I didn't stop "harassing" him online he would quit showing
> up. They wouldn't have a "official represenative of Atari" online anymore.
> I was sent a copy of his email along with a note saying I could do what
> I wanted. I continued to comment on his postings so he left for a two
> months or so.

Thanks, Dan.

What *really* happened was that there was quite a bit of name calling going on. Dan seemed to have blamed me personally for some financial woes connected with the takeover of Atari. He lost quite a bit of money because the contract with Synapse for Synfile (which Dan co-wrote) was dropped.

Now I think it's a shame that Dan ran into this kind of problem. But he knew darn well that I had nothing to do with it (the problem occurred before I even joined Atari), but he was using me as a convenient scapegoat. So I asked the sysops to get a handle on the namecalling. That's a sysop's job.

Once Dan and I met personally, I think he calmed down a bit and realized that I was not some ogre out to get him.

Maybe we ought to get together again so he won't forget.

Most of the professional online systems won't put up with that sort of thing. It's a free country, thank goodness -- but paying users of an online system tend to object to that kind of stuff.

--->Neil

PS: I'm starting a sideline. Tee shirts with concentric circles on the back and flames on the front. Maybe a slogan -- "I've Been Flamed on the Net".

Send your checks to:
--
Neil Harris, Director of Sales & Marketing -- East and Midwest Regions

UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
GEnie: NHARRIS, BIX: neilharris, CIS: 70007,1135, Office: 408-745-2160

4409. Re: VT100 clear screen; Reading chars from ST screen

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 04:18:27 UTC
From: hase@netmbx.UUCP
Message-ID: <1991@netmbx.UUCP>
Source record: 251806

In article <8806212005.AA08722@ucbvax.Berkeley.EDU> F026@CPC865.UEA.AC.UK writes:
>>(Wil Groenen) writes:
>>> I have a problem [...] reading a character from screen at current
>>> cursor position.
>>I do not have detailed knowledge about this (my manuals aren't here
>>at the moment), but I would theorise that this is not possible.

Tja, what is the "current cursor position" on a bitmap screen using a
proportional spaced font? Whats a Cursor anyway? :-)
>
>Just to reduce the damper put on that idea, that's exactly what Acorn's
>BBC Micro did: there was a system call to read the bits under the current
>cursor position & compare them with the character bit-maps held in ROM,
>to allow screen editing in modes 0-6.

Puh!
The Acorn machines are very well thought about. Before sold (if sold
at all :-)

>The BBC Micro was a 6502 8-bit machine running at standard speed (1MHz?):
>I'm sure a 68000 can do as well!
Remember: the 68000 is just twice to 3 times as fast as a 6502 (I still
love my Apple][!)

Comp.sys.atari.st just gave me a little C program to do just that:
compare the bitmap on the screen with the ROM-Font (witch ist not
proportional :-).

hase

PS: my inews does not understand me.
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4410. Re: UUPC

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 04:24:33 UTC
From: hase@netmbx.UUCP
Message-ID: <1992@netmbx.UUCP>
Source record: 251810

In article <3859@saturn.ucsc.edu> koreth@ssyx.ucsc.edu (Steven Grimm) writes:
>Does anyone have UUPC binaries they'd be willing to mail me?
>I can't get it to work properly under Laser C.
>
>---
>These are my opinions, and in no way reflect those of UCSC, which are wrong.
>Steven Grimm Moderator, comp.{sources,binaries}.atari.st
>koreth@ssyx.ucsc.edu ...!ucbvax!ucscc!ssyx!koreth

Please include me, too.

I gave up under alycon C, Mark Williams C and Mark Johnson.

Maybe they could get posted?
hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4411. PC Ditto / Circuit Maker / ICONE

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 04:54:02 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <4120@pasteur.Berkeley.Edu>
Source record: 251811

1. PC Ditto

I just got it. Great hack!! I would not recommend it to anyone
who does not have a hard disk though (I am currently running off a single
sided 3.5")

Does anyone know how to get a ramdisk working with this?
(these guys could make lots of money if they wrote a better manual, ported
it to the Mac and charged $199)

2. Circuit Maker

Just got this too. Crashes when ever I try to load one of the sample circuits
on the disk. (V.1) Does anyone know of a newer version? Would anyone like
to start a mailing list so that we can exchange circuits (they are text files)
I would be glad to moderate the mailing list. Mail to me if you are interested.

3. ICONE

I can't get the version for the old ROMs to work either, has anyone got a
working version they can send me?

Thanks

James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay
BITNET: landay%cory@UCBJADE.BITNET
James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

4412. Animation editing demo

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 05:27:29 UTC
From: jpexg@mit-hermes.ai.mit.edu.AI.MIT.EDU
Message-ID: <3034@mit-hermes.ai.mit.edu.AI.MIT.EDU>
Source record: 251812

An animation editing demo was just posted to comp.binaries.st in 4 parts. Before you take the trouble to download it, be warned that it runs in low-resolution only. It would have been nice to have been told that at the top of the file, wouldn't it now?

4413. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 06:38:43 UTC
From: jmg@cernvax.UUCP
Message-ID: <733@cernvax.UUCP>
Source record: 251813

In article <374@clio.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>There's something called an EtherportSC, (from 3com, I think) intended
>for a Mac really, but it's an ethernet adapter that attaches to a SCSI
>port. Might be usable, provided you could get enough docs to write a
>driver for it on the ST...

There is a company in Germany, called Biodata, now offering an SCSI
interface for Atari onto Ethernet, plus tcp/ip software.
Apparently telnet, ftp and nfs are there or coming.
Don't ask me yet if it is all vapourware, but we do have a written
quote for the hardware and software.
Their address
Biodata GmbH
Herrenweg 29
6272 Niederhausen 2

tel. 0 61 28 7 34 33
--
_ _ o | __ | jmg@cernvax.uucp
| | | | _ / \ _ __ _ __ _| jmg@cernvax.bitnet
| | | | |_) /_) | __/_) | (___\ | (_/ | J. M. Gerard, Div. DD, CERN,
| | |_|_| _/___ __/ ___| (_|_| _|_ 1211 Geneva 23, Switzerland

4414. Re: blitter

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 07:20:21 UTC
From: jason@lakesys.UUCP
Message-ID: <780@lakesys.UUCP>
Source record: 251814

In article <1078@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
> in article <8806231552.AA18231@ucbvax.Berkeley.EDU>, Bruce Heimbigner asks:
> >
> > True of False?
> > [First questions & answers deleted]
> >
> > 4._____ All GEM programs will experience some speed up.
> False. Programs that use their own techniques to draw to the screen
> will not be sped up by the BLiTTER.

How could a program which is _GEM_ not speed up? Seeing as the blitter
(As I understand how it works) speeds up the Line-A type stuff, and seeing as
GEM uses Line-A, wouldn't all GEM programs inherently be sped up? (Depending,
of course, on how much of it was GEM and how much was custom drawing).

> >
> > 5._____ The new database from Timeworks is the only program currently on
> > the market that uses the blitter.
> False. Jim Kent's CyberPaint takes specacular advantage of the BLiTTER,
> and I'm sure other examples exist (though I can't think of any
> at the moment).

I'm not entirely sure about the exact direction of the original
question, but: Those programs may be the only ones that EXPLICITLY use the
blitter, but all programs that don't use all custom output drivers would use
it if available, no?

> --
> Ken Badertscher | Hey, umm, the stuff I said up there
> Atari Software Test/Support | is, like, what _I_ think, okay?
> {portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

Jason - Not your average iconoclast
(Soon to have large and obnoxious .sig)

4415. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 07:45:13 UTC
From: jason@lakesys.UUCP
Message-ID: <782@lakesys.UUCP>
Source record: 251815

In article <2921@tekig5.TEK.COM>, wayneck@tekig5.TEK.COM (Wayne Knapp) writes:
> In article <767@lakesys.UUCP>, jason@lakesys.UUCP (Jason) writes:
> >
> > Just for kicks and giggles, why would anyone want elements/structures
> > that were >32k? Or, put differently, what's in it? Huge arrays? (Or 16384
> > ints? :)
>
> You must be joking, or maybe your are just new to programming. Yes the

Nope, not joking.

> [...]
> Anyway here is a few that can require more than 32K access in arrays:
> [Stuff listed]
> Almost any type program can benefit from the "EASY" access of memory. When
> one has a high level compiler why should he have to worry about array sizes
> as long as there is enough real memory.
>
> Wayne Knapp

Nope, being doing it for a little while... (Primarily on micros, which affects ones mindset regarding memory).

But, I don't see why anything mentioned would have to have >32K ELEMENTS. One could easily enough (and, possibly, more conveniently, depending on how one was handling one's memory allocation) have a pointer to an array imbedded in a structure. I suppose my not being able to see why is pretty much irrelevant, as if someone wants to do something, they should be able to...

"High level compiler"? C, the most popular bloated macro assembler? :)

Jason - Not your average iconoclast.

4416. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 15:02:16 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <5327@batcomputer.tn.cornell.edu>
Source record: 251816

[]

I think the original question was _not_ naive: why would one need
a _structure_ (rather than an array) that is more than 32K in size?
That's what many 68000 compilers cannot handle: structure fields
that are offset more than 32K from the beginning of the structure.
That's because a field in a structure is accessed by adding an offset
(a constant calculated at compile time) to the base address. On the
68000, the obvious, compact, efficient method is to use the indexed
addressing mode, but that limits you to an offset of +-32K.
That is very different from _array_ access, which (usually) involves
a calculation at run time: the address of a[i] is base_of_a[] +
i * sizeof (element of a[]). That's slower. If you want a structure
like:

```
struct humongous {
int dis;
int data[1000000];
float dat;
}
```

you'll have a problem with most compilers (the offset of 'dat' is too large).
But you can do it like this:

```
struct not_so_humongous {
int dis;
int *data;
float dat;
}
```

where 'data' is just a pointer and you set it to point to the array that
is allocated separately. What you win is far greater efficiency when
accessing more typical structures.

Of course, a _very_ smart compiler could switch from one addressing mode
to another depending on the size of a structure.

Note concerning the opposite from structures of arrays: arrays of structures.
You might certainly want to use a very large array of many small structures.
Laser C has a bug in doing pointer arithmetic on pointers to structures, as
I have posted a while ago. In short, struct mystruct a[i] works fine, even
for i very large, but struct mystruct *p; p += i; fails (uses the wrong
address) if (i * sizeof (mystruct) > 64K) and i is an int. So use
p = &p[i]; instead. This bug holds for arrays of _structures_ only.

- Moshe Braner

4417. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 15:59:54 UTC
From: frg@jfcl.dec.com
Message-ID: <365@jfcl.dec.com>
Source record: 251817

In article <504@amcc.UUCP> chuckw@amcc.UUCP (da implem) writes:
>In article <335@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
>>
>> You said it loud and clear! When was the last time Atari Corp. ever
>> called any of us before spewing out TOTALLY FALSE statements? And even
>[some stuff deleted for brevity]
>Corp. sales so far as you are able. As for, "this is America Jack", you
>are absolutely right that you have the right to pubicly air your opinions;
>however, that right may be limitted in cases where, by dent of your
>position, influence, access, etc., you materially exert an improper influence
>causing culpable harm, which then may be to wit actionable.
>
> My own experience with the 1040 ST, color monitor, Supra 20MB hard
>disk, Panasonic 1080i printer, has been EXTREMELY positive. The machine
> Chuck Werner

Mr. Werner, please do not create new libel laws where none exist.

Mr. Beckemeyer's statements are actionable if he a) violates a contract
he had with Atari to not criticize them or divulge certain information
which he then divulges (and I doubt such a contrcat exists, but for
the sake of argument I'll admit the possibility), or b) he commits
libel. Now libel involves knowingly making a public false statement
that causes harm. If I say something that causes harm but it's true,
then it's not actionable. If I say something false but it's harmless,
then any libel judgement would be rather limited! If I say something
false and cause harm, then I'm potentially in trouble.

Consult a lawyer for details; I remember the above from my undergrad
Con Law classes.

Dave, keep up the good work!
--
(usual disclaimers)

4418. Re: Adaptec Controller, import taxes& translation

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 16:11:15 UTC
From: rob@baloo.eng.ohio-state.edu
Message-ID: <339@accelerator.eng.ohio-state.edu>
Source record: 251818

In article <478@jungfrau.UUCP> marvin@jungfrau.UUCP writes:
> [...]
>Because this thing is so hard to get in Europe (and expensive), I told a
>friend of mine in New York to get it for me, but he doesn't seem to find
>it.
>
Ahem. You sure this isn't either illegal or going to cost you an
obnoxious amount of Swiss taxes?

>Disclaimer: I'm a student at the Swiss Federal Polytechnical Highschool
>[...]
To avoid confusion for the poor monolinguals among us, you might want
to consider translating ``Hochschule'' with ``university'' rather than
``high school'', as the latter is the name applied to the upper
secondary education in the US. This causes all kinds of confusion,
usually to your disadvantage.

Rob Carriere
"Aber es ist keine Universitaet, es ist eine Hochschule!"

4419. Re: Interesting bit from Byte

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 19:19:04 UTC
From: neil@atari.UUCP
Message-ID: <1083@atari.UUCP>
Source record: 251819

In article <1928@silver.bacs.indiana.edu>, stowe@silver.bacs.indiana.edu (holly) writes:
>
> A friend of mine just read this to me. I thought I should share it.
> I won't make any comments one way or another.
>
>
> From _Byte_, July, 1988...
>
> Part of the problem is that "computers are not powerful enough to be used
> at home for anything productive," says Neil Harris, Director of Product
> Marketing at Atari. "I think the ST and the Amiga are in the right
> direction, but we're still not there yet." Harris also blames the industry
> press for not covering the Atari machines enough.

There was a long panel discussion held at West Coast Computer Faire in March.
My talk centered on the reasons why computers in the home had not caught on
to the big extent expected in the earlier part of the decade -- people
rarely use the computer for purposes like personal finance, for example.

I postulated that advances in technology would change this. For example,
imagine a scanner which could read text and put it into the appropriate
place in a database. So you could feed in your checkbook and it would
create your budget information automatically. With faster processors,
better AI software, and cheaper scanners (all reasonable to expect within
the next few years) this could be a real product.

Without this, home finance is a painful operation, involving many hours of
drudgery keying in the information.

Office computing has taken off because the office has a labor force
available to handle this kind of job. The home needs more powerful
technology.

<sigh> Pick on the press and see where it gets you...

--->Neil

--
Neil Harris, Director of Product Marketing

UUCP: ...{hoptoad, lll-lcc, pyramid, imagen}!atari!neil
GEnie: NHARRIS, BIX: neilharris, CIS: 70007,1135, Office: 408-745-2160

4420. Which compilers support the FPU 68881

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 19:45:59 UTC
From: uli@rubmez.UUCP
Message-ID: <141@rubmez.UUCP>
Source record: 251820

I have an ST4 with the FPU 68881 board from 'Lischka Datentechnik' in Germany. The demo is runnig very fine. But besides this, I have only a FORTRAN compiler which supports the FPU.

Therefore some questions: which compilers (C or FORTRAN) are currently supporting the FPU (and which revision of them).

And last: does anyone know, where I can get MWC 3.x in Germany ?

Thanks a lot uli

!mcvax!unido!gmdzi!analyt.chemie.uni-bochum.dbp.de!uli
uli@analyt.chemie.uni-bochum.dbp.de
uli%analyt.chemie.uni-bochum.dbp.de@relay.cs.net

4421. MWC Bug

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 21:08:01 UTC
From: exodus@mfgfoc.UUCP
Message-ID: <367@mfgfoc.UUCP>
Source record: 251821

```
Path: mfgfoc!exodus
From: exodus@mfgfoc.UUCP (Greg Onufer)
Newsgroups: comp.sys.atari.st
Subject: Bug in MWC found by TeX
Keywords: array of structs with long index
Message-ID: <358@mfgfoc.UUCP>
Date: 28 Jun 88 16:44:47 GMT
Organization: FOCUS Semiconductor Sys., Sunnyvale, CA
Lines: 34

A bug in MWC 3.0 found by TeX!! One step closer.....

There is a bug in the MW C Code Generator as follows:

foo[bar] = foobar;

will not work if foo is an array of structures, foobar is a structure,
and bar is a long. The code produced will:
- Load the address of foobar into a1
- push sizeof(foobar) onto the stack
- push bar onto the stack
- call lrmul to multiply the two and obtain offset
- load the address of foo+offset into a0
- copy the struct's

[a little simplified in that MWC copies the structs using pre-decrement
and a1,a0 actually point beyond the end of the structure to take that
into account]

except that a1 is munged by lrmul and no longer contains the address
of foobar. The fix is to get lrmul.o out of libc.a, disassemble it
with db, and rewrite it so that it saves a1 upon entry and restores
it upon exit. MW is working on their fix right now.

-Greg Onufer
University of the Pacific
Focus Semiconductor

--
Greg Onufer GEnie: G.ONUFER University of the Pacific
UUCP: -= Focus Semiconductor =-
exodus@mfgfoc ...!sun!daver!mfgfoc!exodus
AT&T: 415-965-0604 USMAIL: #901 1929 Crisanto Ave, Mtn View, CA 94040
```

4422. Re: Software info request

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 22:16:16 UTC
From: poole@forty2.UUCP
Message-ID: <347@forty2.UUCP>
Source record: 251822

In article <523@philmds.UUCP> leo@philmds.UUCP (L.J.M. de Wit) writes:
>In article <8806172208.AA25270@ucbvax.Berkeley.EDU> U0179@DGOGWDG5.BITNET ("GWDGV1::WHUEBNER") writes (amongst other things):
>>
>>Is there anyone who has ...
>>
>> a) informations about a SPSS implementation on ATARI ST ..
>
>On the risk of asking a dumb question: what does SPSS stand for ??

SPSS is a statistics package for the social sciences, which has the following features:

- allows you to mangle your data until you get the results you really wanted

- produce a maximum of hardcopy output with a minimum of data

- introduces a lot of people to such marvellous things like JCL and MVS (there is a IBM-PC version...shudder...)

a completly biased opinion from:

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

4423. Re: Uniterm vs. Blitter question

Newsgroup: comp.sys.atari.st
Date: 1988-06-28 23:01:00 UTC
From: PETCHER@FSU.BITNET
Message-ID: <[gw.scri.fsu.edu].7450E760.00915075.PETCHER>
Source record: 251823

A while ago I sent a letter which started out:

>When I run Uniterm 2.0c on my mega 2 with the blitter on, the program hangs up
>or crashes. But if I turn off the blitter everything goes fine. I typically

As it turns out, I was premature in my judgement that everything was fine without the blitter. After awhile, even when the blitter was turned off Uniterm froze up. So I began to investigate further, and to my amazement the problem apparently resides in the mainframe software (an interactive database for a library catalog) and not anywhere on the Atari end at all! Those in charge of this database admit that it is still unstable and that this problem has also occurred in other cases. When connected to anything other than this database, my mega, Uniterm and the blitter so far continue to happily coexist and go merrily humming along. Sorry about the false alarm.

Thanks to those of you who responded to my original query, confirming your exeriences that Uniterm works well with a working blitter.

Don Petcher

4424. Re: Mono shakes/Uniterm blues

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 00:56:34 UTC
From: jansen@atari.UUCP
Message-ID: <1084@atari.UUCP>
Source record: 251824

in article <1495@usl-pc.UUCP>, jpdres13@usl-pc.UUCP (John Joubert) says:

> My monochrome monitor shakes also. A friend of mine has one and it
> shakes and has a strange kind of tilt to it also. Anyone know of a
> good remedy?

Make sure none of your power supplies are close to the monitor. Also,
check around to make sure there are no transformers nearby; the mono
monitor doesn't like their company much.

With power supplies and other transformers away, the monochrome monitor
is gorgeous.

4425. Re: 8th-Bit Prefixing Bug in UniTerm Kermit

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 02:30:10 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <6952@cup.portal.com>
Source record: 251825

```
In article <344@forty2.UUCP> poole@forty2.UUCP (Simon Poole) Writes:
>In article <6720@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
>...
>>
>>The UniTerm Kermit has the following bug in its 8th-Bit Prefixing
>Algorithm when it is Receiving...
>
>Thanks for taking the trouble to report this problem and making
>such a 'in depth' analysis, but as so often the reason for the effect
>you are seeing is something completly different than the conclusion
>you arrived at, and definitly is NOT a bug in the 8th-Bit Prefixing
>Alogrithm.
>> Other Kermit UniTerm Kermit
>>
>>Mode: Sending Receiving
>>"S" Packet QBIN field: "&" (Prefix) "Y" (I can Prefix)
>>
>>Thus the two Kermits have agreed to do 8th-Bit Prefixing.
>No, they haven't! What you CAN'T know, is that UniTerm actually
>responds with the prefix character the other Kermit wants to use
>if it gets the send-init packet correctlly (it only uses 'Y' if it
>is initiating the transfer and doesn't need prefixing or the other
>Kermit has sent 'Y' aswell (the correct meaning of 'Y' being:
>I don't need to prefix, but I'll do it if you want to...), so the
No, sorry, quoting from page 241 of "KERMIT, A File Transfer Protocol"
by Frank Da Cruz, Table 10-2. Eight-Bit Prefix Negotiations.

------------------------------------------------------------
Sender Receiver Prefixing?
------------------------------------------------------------
Y & Yes
& Y Yes
& & Yes
Y Y No
& N No
N & No
& % No
Y (blank) No
------------------------------------------------------------

Therefor, if EITHER the sending or recieving Kermit requests prefixing
(by specifying a prefix character) if the other says it is capable of
prefixing (by specifying Y), then the Kermits have negotiated that
8-Bit Prefixing WILL be done by BOTH Kermits. If both only say that
they are capable (by specifying Y), then 8-Bit Prefixing WILL NOT be
```

done. Also if EITHER Kermit says it is not capable of prefixing
(by specifying N) or BOTH Kermits request but do not agree (by specifying
DIFFERENT prefix characters), then 8-Bit Prefixing WILL NOT be done.

>problem is actually one of the following:
> - UniTerm not receiving the send-init packet correctly
> - UniTerm not interpreting the contents of the send-init packet
> correctly
>(later being rather unlikely, as it works without problems with
>C-Kermit 4d and 4e (caveat: don't try it with 4e, it's got a few problems
>with 8-bit prefixing), VM/CMS Kermit, VMS Kermit, Kermit-11 and MS-DOS
>Kermit (I retested with exactlly the sequence you had problems with)).
>To get an analysis of what is causing the problem, I need:
> - a copy of the log file (packets only), the first few packets
> will be enough
I will do this when I can, but as neither Kermit (UniTerm or the Other one)
do logging to files I can't do it at this time. I will add debug packet
logging to the other Kermit eventually. By the way, the data I gave you
from the QBIN fields came from DEBUG messages printed by the other Kermit
but as it did not write a file I only showed the "relavent" data, to save
typing.

> - Name and version of the other Kermit
The other Kermit is Kermit-UCSD. I am currently in the process of upgrading
this Primitive Kermit to full capabilities. As of right now it has no
version number.

> - a list of all the settings of the RS232 port and Kermit.
I will also forward this to you as when I get logging added and can
provide full information. However the most important thing is that the
Kermit-UCSD is running with "Space Parity" as I have trouble with
setting the machine's serial port I/O drivers to pass all 8-Bits.

Thank you for responding promptly to my Bug Report.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

4426. Re: Jos Vermaseren - Posting GEMDOS ... (illegality)

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 05:06:14 UTC
From: chasm@killer.UUCP
Message-ID: <4640@killer.UUCP>
Source record: 251826

```
In article <343@forty2.UUCP>, poole@forty2.UUCP (Simon Poole) writes:
]
]
] In article <8806211323.AA02010@ucbvax.Berkeley.EDU> U0179@DGOGWDG5.BITNET
("GWDGV1::WHUEBNER") writes:
] ....
] >>2: a book that was recently published in Germany with a discompilation of
] >> of GEMDOS. This last thing seems to be fully illegal to me. Is one really
] >> allowed to do this?
] ....
] >As one of the three authors (part AHDI) of the book "Das TOS-Listing -
] >BIOS/GEMDOS/VDI (Kramer,Riebl,Huebner) I have to answer your question
] >with Y E A H .
] ....
] >We are really allowed to publish this book with a written permission
] >of ATARI-Deutschland.
]
] All under the assumption that Atari Germany is actually the copyright
] holder for GEMDOS and VDI (which Atari Germany is NOT as far as I know,
] but this is naturally for DRI and Atari to fight out.......).
] --
] ------------------------------------------------------------------------
] UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
] BITNET: K538915@CZHRZU1A
] ------------------------------------------------------------------------

By the way, there was a recent posting to the effect that it is illegal in the
US to prohibit disassembly of code sold or licensed if the disassembly was for
the purpose of using the software (do you do anything that is totally useless?)
-- a reasonable extrapolation is that it would also be legal to sell a copy of
the disassembly to someone who wanted to use the disassembled software -- though
I'm not sure about how reasonable a bunch of lawyers would be! [I am refering
to the Quaid Software case.] In that case, Atari and DRI have no say on the
issue. As a corrilary, many years ago a company published a disassembly of the
TRS-80 ROMs, printing only text (no hex codes) so as to avoid "translating" the
contents of the copyrighted ROMs -- neither Microsoft nor Tandy did anything
about it, so there is some precident (again in the USA -- German law may be
quite different).

Charles Marslett
chasm@killer.UUCP
```

4427. Re: Nethack

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 08:26:51 UTC
From: cpm@datlog.co.uk
Message-ID: <808@dlhpedg.co.uk>
Source record: 251827

Hi,
I'm after Nethack as well so if anyone is going to answer could
they mail me as well or maybe post it to the net ?

****

```
____ ____ __ __
| | | | \ / |
| |____| | \/ |
| | | | - "I am not a operating system ,
|____ | | | I am a free man..."
```

****

4428. Re: UUCP address of pm and bammi at case western university?

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 09:52:03 UTC
From: piet@ruuinf.UUCP
Message-ID: <506@ruuinf.UUCP>
Source record: 251828

In article <1988@netmbx.UUCP> fischer@netmbx.UUCP (Axel Fischer) writes:

In article <366@pedro.UUCP> darin_wayrynen@pedro.UUCP (Darin Wayrynen) writes:
>
>I need to have the uucp addresses of pm and bammi. Thanks in advance..
>
The e-mail address of pm is : "pm@mandrill.cwru.edu"

Hope that helps you.

There was a message on the net last week that mandrill was going out of
service immediately and forever. The users were moved to ALPHA.CES.CWRU.EDU
--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-531806 UUCP: ...!mcvax!ruuinf!piet

4429. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 11:37:17 UTC
From: ADVISORY@VAX.ACS.OPEN.AC.UK
Message-ID: <8807020004.AA08844@ucbvax.Berkeley.EDU>
Source record: 251829

```
Returned mail: User A_MONK does not exist
================================================================================

From: FTP_Manager 29-JUN-1988 01:01
To: POSTMASTER
Subj: Network mail failure

Unable to return Network Mail to EARN.FINHUTC.
Please check your Network Autho

Local Mail delivery failed to following Usernames:
A_MONK
Mail text:

Received: from UKACRL by UK.AC.RL.IB (Mailer X1.25) with BSMTP id 5741; Wed, 29
Jun 88 01:01:00 BS
Received: by UKACRL (Mailer X1.25) id 5726; Wed, 29 Jun 88 01:00:56 BST
Date: Wed, 22 Jun 88 17:56:59 PDT
Reply-To: Info-Atari16@EDU.STANFORD.SCORE
Sender: "Atari ST users forum (INFO-ATARI16)" <INFO-A16@EARN.FINHUTC>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.E
From: Info-Atari16 Digest <Info-Atari16@EDU.STANFORD.SCORE>
Subject: Info-Atari16 Digest V88 #292
To: ALASDAIR MONK <A_MONK@UK.AC.OPEN.ACS.VAX>

Info-Atari16 Digest Wednesday, June 22, 1988 Volume 88 : Issue 292

This weeks Editor: Bill Westfield

Today's Topics:

Re: Mark Johnson C
Are My messages OK now?
mega woes, continued
Binaries news group postings
Re: Read Screen Character
Re: Calling M. Braner
atari hard drive clones
Assembler
Re: Mono shakes/Uniterm blues
Re: MWC & large arrays -- help!
Porting utilities to the ST.

------------------------------------------------------------------------
```

Date: 19 Jun 88 18:24:38 GMT
From: watmath!egisin@decvax.dec.com (Eric Gisin)
Subject: Re: Mark Johnson C
To: info-atari16@score.stanford.edu

One common problem I have with MJC is running out of disk space.
Neither the compiler nor linker check for write errors.
A truncated .TTP file will do nothing or give you a strange TOS error.
Stack overflow is another possiblity, you can change it in ttp.s.

Date: 20 Jun 88 05:46:49 GMT
From: rubbs1!Robert_Lisowski@rutgers.edu (Robert Lisowski)
Subject: Are My messages OK now?
To: info-atari16@score.stanford.edu

From: rutgers!rubbs1!robert_lisowski

UNCLE!!!UNCLE!!!UNCLE!!!

I'm being flooded with mail about my posting to this section a while
back. You know, the one with 500 character lines! Sorry about the
problems that may have caused some of you. This system uses auto-
line wrap, so I wasn't putting in [CR's]. Are my postings getting
around OK now? I started hitting return at the end of each line.

If anyone out there has seen any of my more recent postings, would
you please send mail so I can verify that I'm not screwing things
up out there.

Rob [1:107/330] (Fidonet adress)
==========
"Gentlemen.....START YOUR OSCILLOSCOPES!"

Subject: mega woes, continued
From: PETCHER%FSU.BITNET@CUNYVM.CUNY.EDU
Date: Mon, 20-JUN-1988 12:59
To: info-atari16@score.stanford.edu
X-VMS-Mail-To: CCNET%"info-atari16@score.stanford.edu"

Funny, my original letter (mega woes) of a few days ago got truncated. Perhaps
some of you thought it didn't make sense the way it came out. Here is a
rendition of what I meant to say in total:

What appeared was:
>
>I am not having very good luck with Mega 2's so far. Last December I purchased
>one, which was obviously buggy from day one. Typically after the machine was
> .
> .
> A story of two buggy megas out of four in our local Atari user group
> .

> .
> ending with:
>same experience with the first machine we recieved. Both had hardware
>problems. And they were not purchased in the same store, but several hundred
>miles apart.

So I continue:

Now that I have recieved my replacement mega2 and have been working with it for awhile, I have discovered that it also has problems. For one, my disk drive has the famed media change problem - whenever I take out a write enabled disk

and replace it with a second write enabled disk, the disk drive doesn't recognize the media change! This was reported previously on the net to be a problem of a certain batch of Chinon drives used by third party vendors, but I did not expect to find it in the 'off-the-shelf' mega! As it turns out, I may also have other problems with the blitter (see, my letter on Uniterm vs. the blitter). Although the final analysis is not yet in, I have certainly had some mysterious crashes lately with otherwise known to be stable programs. I run the same configuration without problems on my 1040 at work and I know of others running the same programs on megas without problem. Since the mega is supposed to be essentially just a 1040 with a little more memory and a blitter in a different box it looks from my vantage point that Atari is going downhill (I am a 3 year plus user of multiple ST machines with no hardware problems to date, before the mega). Since the older machines seem to be more stable than the newer, the main point is this:

*** flame on ***

IF ATARI IS NOT ABLE TO PRODUCE STABLE HARDWARE, NO MATTER HOW THEY MARKET THEIR EQUIPMENT THEY WILL NEVER MAKE IT IN THE BUSINESS MARKET.

*** flame off ***

If I had had to depend on the mega for business I would have long ago gotten rid of it and jumped ship to something more stable. Sometimes I think that the instability of the machines is the reason that Atari doesn't market more aggressively than they do. After all, if businesses would have the experience that I have had, Atari's reputation would not be helped to put it mildly. Combine that with the recent discussion of marketing policies on the net (not to mention the many TOS bugs) and Atari has a problem. Why in our area, the closest authorized dealer including servicing is more than 200 miles away. No local dealer can meet Atari's requirements, although there are two or three that would like to sell megas (and one actually does, on a trial basis).

Don't get me wrong. I do like my Atari, and intend to do what it takes to get a workable system. It is still the best micro on the market for my purposes (support in scientific research, writing, programming) and I wish Atari every success in the business community.

Perhaps I am the victim of a wild fluctuation of statistics that occurred in the vicinity of Tallahassee and my experience is far from usual. I certainly hope so for Atari's sake.

Don Petcher

E-mail: PETCHER@FSU.BITNET, PETCHER@FSU.MFENET
U. S. mail: Supercomputer Computations Research Institute
The Florida State University
Tallahassee, Florida 32312

Date: 19 Jun 88 00:50:25 GMT
From: van-bc!rthurlow@uunet.uu.net (Rob Thurlow)
Subject: Binaries news group postings
To: info-atari16@score.stanford.edu

Well, time for one of my infrequent postings again. I just had a look at Jwahar Bammi's ZMDM binaries posted to the comp.binaries.st group, and I'm afraid it didn't make it here in very good shape. The sequence of events for this stuff is as follows:

1) The binaries came into the UUCP node I connect to, and got batched to me as if I were just another UUCP site. The articles get put in files not much larger than 100K as a rule, with all newsgroups mixed randomly and the sequence within a group not guaranteed.

2) I stuck my UUPC boot disk into my machine one day and let all the stuff come in that wanted to. Because of some (timing?) problems with the current UUPC software, I had to restart the transmission several times. This goes on for quite some time, and the days files took up a sizable part of an 800K disk, say 450K. That's quite a bit at 1200 baud with uucp g-protocol.

3) I file the disk for a few days until I get time to work on the stuff. In the interim, the binaries of course expire on the Unix machine.

4) When I finally have some spare time, I sit down with Gulam and start being an article processor. Anything interesting gets saved to RAM disk with Gulam's cut and paste. I find that the binaries are in parts too large to do easily, since Gulam can only handle 32K in its paste buffer. But it gets done.

5) I run out of RAM disk space twice while decoding, but eventually the decode works fine. Then I try to get ARC to tell me the contents of the package, and the program shows me lots of funny numbers and characters after it tells me the archive is bad.

So now I have no way to fix the thing. There was no sequence checking for any of the parts. The uuencoded binary was just chopped up by hand into 40K pieces. There is no way to detect a missing line so that I can ask for just one piece, and there is no hope of getting them all again from my Unix connection. I can try cut-and-paste again, but without the I-didn't-think-they-were-that-useful multi-part lines, I don't think it will work any better. We're pretty remote from the rest of the world up here in Vancouver in terms of net topology, and it is more of a pain

than usual for me to post to the net, so I'm really reluctant to ask people to send replacements by mail. So I lose. I pay for connect time, too; usually my luck is *much* better.

My plea: if you are going to post to comp.binaries.st, PLEASE get hold of Dumas' multi-part uuencoder, and let it chop your postings into nice tame %30K pieces that will go through most mailers, and let it do the sequence checking and add the chaining lines so that people like me have a better chance at uudecoding correctly when it gets here properly and have a better idea of what to fix or when to give up when the group loses or mangles things. I think it is a little too much to ask the moderator to rearrange it, but I'm sure he would make happy noises if you asked him for the sources/binaries to the Dumas uu?code. And if that doesn't work, I think I can get it to you, too. The source was supposed to run great on Unix or the ST.

BTW: Jwahar, I *liked* the earlier ZMDM a lot, and used it quite regularly before I went over to getting my stuff over UUCP. Thanks from all of us for the posting, even if it didn't quite make it for me. And thanks to Howard Chu for a new ARC: I can't beleive what a handicap it was before to have an ARC that bombed when its output was redirected.
--

"There was something fishy about the butler. I think he was a Pisces, |
probably working for scale." - Nick Danger |
uunet-----\ |
Robert Thurlow !van-bc!rthurlow |
ubc-cs----/ |

Date: 20 Jun 88 12:17:36 GMT
From: unisoft!gethen!farren@ucbvax.Berkeley.EDU (Michael J. Farren)
Subject: Re: Read Screen Character
To: info-atari16@score.stanford.edu

In article <478@mks.UUCP> wheels@mks.UUCP (Gerry Wheeler) writes:
>> I have a problem [...] reading a character from screen at current
>> cursor position.
>
>I would theorise that this is not possible.

If it's that hard, how is it that IBM PC's can do it? (And I do mean in graphics mode, where the characters are, just as they are on the ST, just bit patterns in memory.)

--
Michael J. Farren | "INVESTIGATE your point of view, don't just
,ucbvax, uunet, hoptoad-! | dogmatize it! Reflect on it and re-evaluate
unisoft!gethen!farren | it. You may want to change your mind someday."
gethen!farren@lll-winken.llnl.gov ----- Tom Reingold, from alt.flame

---

Date: 20 Jun 88 14:38:23 GMT
From: braner@tcgould.tn.cornell.edu (braner)
Subject: Re: Calling M. Braner
To: info-atari16@score.stanford.edu

[]

C. Zimmer asked if BARREL can help him save an ST screen dump, upload
to a (UNIX) mainframe, then print on a (color) printer. Well, BARREL
will capture a screendump (upon Alt-Help) in RAM, and allow saving to
disk, in 'SCODE' format. That is my own format that both compresses
(somewhat) and converts to printable characters only. Thus the SCODEd
file is very suitable for e-mail. The SDECODE program can decode such
a file and display it on the ST. On the mainframe side I have a program
called CBW2PS that decodes, then converts to Postscript for printing
(C source available upon request). It is called CBW2PS since it handles
monochrome screendumps only. For other kinds of printers and/or color
dumps one would need to write different backends for CBW2PS (or SDECODE).

- Moshe Braner

PS: still need advice: what to do with my 7-month-old Atari SH204 hard
disk that suddenly died?

Date: Mon, 20 Jun 1988 21:13:12 LCL
From: MAXG%SUVM.BITNET@Forsythe.Stanford.EDU
To: INFO-ATARI16@SCORE.STANFORD.EDU
Subject: atari hard drive clones

In reference to the June 14 message asking about clone hard drives for
the Atari, there is an article coincidentally about that very topic in
the new, i.e. July 1988, issue of STLog. The article is called
"Frankendrive". Based on what the article says, it looks like you can
put together your own hard drive...although I'm not convinced it is
worth it. The guy put together a 30mg hard drive...the drive itself
cost $265, and the price of the whole thing together ended up being
$636.

Date: 19 Jun 88 22:37:32 GMT
From: mcvax!unido!tub!tmpmbx!netmbx!fischer@uunet.uu.net (Axel Fischer)
Subject: Assembler
To: info-atari16@score.stanford.edu

Recently I looked for a good assembler package for the Atari ST but I couldn't
deceide which one I should buy.

Could any please give me some advise and maybe a little comparision what they
perform and cost ?

Any help would be greatly appreciated !

-Axel

What is now proved was once only imagined.
(William Blake - The Marriage of Heaven and Hell)

Date: 19 Jun 88 19:02:01 GMT
From: mcvax!unido!tub!tmpmbx!netmbx!hase@uunet.uu.net (Hartmut Semken)
Subject: Re: Mono shakes/Uniterm blues
To: info-atari16@score.stanford.edu

In article <8806150400.AA20432@ucbvax.Berkeley.EDU> SKF8192@TAMSIGMA.BITNET
(KEITH FISCHER -- GENERIC USER) writes:
>I have a SM124 Monochrome monitor. I just recently moved and now the
>screen endlessly shakes and quivers. Is there some adjustment I can
>make to correct the problem?

Check for sources of magnetic fields in the neibouhood of your SM124.

My Philips color monitor, Atari pover supply, Epson printer (and so on)
got moved far away of my SM124 for that reason.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

Date: 19 Jun 88 16:02:16 GMT
From: oodis01!uplherc!sp7040!jsp@tis.llnl.gov (John Peters)
Subject: Re: MWC & large arrays -- help!
To: info-atari16@score.stanford.edu

I have ran into this problem before to. My brother regularly
corresponds with someone that helped with the 3.0 MCW developement. so
here is the reason. The MWC compiler uses signed short offsets from a
stack value for local variables. this means that you have 15 bits or
32K to use as an offset, question answered. This is not true of global
variables. All global variables are long offset from a base address so
the problem does not exist and structures and arrays can be as big as
wanted.

Hope this helped. I was taught to not use global variables much but
it seems that they have their place.

-- Johnnie --

Date: 19 Jun 88 15:24:09 GMT
From: oodis01!uplherc!sp7040!jsp@tis.llnl.gov (John Peters)
Subject: Porting utilities to the ST.
To: info-atari16@score.stanford.edu

In article <6332@cup.portal.com>, Henry_Burdett_Messenger@cup.portal.com writes:
>
> Ugh. More UNIX weenies trying to determine our future.
>
> "I guess it's better than having them pump quarters in Pac-Man games...
> " - John C. Dvorak
>
> Not always! Sometimes computer companies listen to them and lose their
> shirts (e.g. Fortune Systems).
>
> It's 1988 and UNIX still S*cks. GEM ain't the greatest, and I'd rather
> have X, but I have to have a brain-damaged operating system that's older
> RT-11, for pity's sake! No thanks, I'll pass.
>
> Besides it usually isn't GEM; it's usually TOS. Yes, TOS is awful. Can
> you say "CP/M with fender flares"? I knew you could. But UNIX is even
> worse... (Hmm, you'd never know I'm a VMS person, would you :-)
> "UNIX compatibility is snake oil."
> - Ken H. Olson
>
> Henry B. Messenger (DEC can have its own opinions, I have mine)

For one minute lets look at why UNIX is becoming popular. Did
somebody say hundreds of utilites. And what is this compilers (C and Fortran)
come standard with the operating system. And could it be that even from DEC
UNIX is about a third the base price of VMS. Wow and VMS comes with what,
golly gee an assembler and some system monitors. Geese if I want to use
a compiler I have to pay how much more. You have obviously not been involved
with a company that need to get alot out of little money.

Now about using UNIX as a standard for the ST. I will admit that
UNIX is not perfect (thats how I make my living). However, we need to start
somewhere and GEM/TOS is not it. Also imagine trying to rewrite VMS for the
ST. Talk about a system eats the system. UNIX, because of a basic
simplicity runs 2 to 3 times as fast as VMS (my own bench marks ran as a
user on both operating systems running on identically configured MicroVAX
II's at 3 in the morning with nobody else on.

So untill you can come up with VMS for the ST or write VMS utilites
for the ST, please don't badmouth those people who are porting UNIX
utilites to the ST. Don't use them if you don't want to but I use them
often and really appreciate the hard work that have gone into them.

-- Johnnie --

End of Info-Atari16 Digest
****

From: FTP_Manager 29-JUN-1988 01:02
To: POSTMASTER

Subj: Network mail failure

Unable to return Network Mail to EARN.FINHUTC.
Please check your Network Autho

Local Mail delivery failed to following Usernames:
A_MONK
Mail text:

Received: from UKACRL by UK.AC.RL.IB (Mailer X1.25) with BSMTP id 5776; Wed, 29
Jun 88 01:01:13 BS
Received: by UKACRL (Mailer X1.25) id 5758; Wed, 29 Jun 88 01:01:08 BST
Date: Wed, 22 Jun 88 17:55:49 PDT
Reply-To: Info-Atari16@EDU.STANFORD.SCORE
Sender: "Atari ST users forum (INFO-ATARI16)" <INFO-A16@EARN.FINHUTC>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.E
From: Info-Atari16 Digest <Info-Atari16@EDU.STANFORD.SCORE>
Subject: Info-Atari16 Digest V88 #291
To: ALASDAIR MONK <A_MONK@UK.AC.OPEN.ACS.VAX>

Info-Atari16 Digest Wednesday, June 22, 1988 Volume 88 : Issue 291

This weeks Editor: Bill Westfield

Today's Topics:

errorchk
re: Atari's new mega st system policy.
How to subscribe to Sources.
Re: Read Screen Character
Re: Midi Mega's
Re: C compilers on the ST
Re: (none)
Re: Read Screen Character
Re: Read Screen Character
Desktop publishing query
Refreshing window text rapidly

Date: 18 Jun 88 17:58:21 GMT
From: mcvax!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: errorchk
To: info-atari16@score.stanford.edu

Having had a small problem recently with this program that is in
Comp.sources.atari.st (address error on exit of other - GEM - program)
I have added a fix. The reason seems to be that when some GEM programs
terminate they are using the GEM-exit vector, and the exit routine
still relies on A4 having a valid contents (I'm not sure). After I
modified the code to save A4 on the stack the problem disappeared.

Here is the relevant part of the code (comments omitted), with 2
instructions added:

```
DTOPWAIT
MOVE.L $602C,A0
MOVEQ.L #0,D1
BRA.S DTOPAREND
DTOPARNT
ADDQ.L #1,D1
MOVE.L 36(A0),A0
DTOPAREND
TST.L (A0)
BNE.S DTOPARNT
CMP.B #3,D1
BNE.S DTWEND
MOVE.L A4,-(SP) * Added this instruction to save A4 ....
LEA WAITMSG(PC),A4
BRA.S DTOPW3
DTOPW2
EXT.W D0
MOVE.W D0,-(SP)
MOVE.W #2,-(SP)
MOVE.W #3,-(SP)
TRAP #BIOS
ADDQ.L #6,SP
DTOPW3
MOVE.B (A4)+,D0
BNE.S DTOPW2
MOVE.W #2,-(SP)
MOVE.W #2,-(SP)
TRAP #BIOS
ADDQ.L #4,SP
MOVE.L (SP)+,A4 * .... and this one to restore A4
DTWEND
MOVE.L OLDVEC(PC),-(SP)
RTS
```

Leo. * Not an instruction, more a periferal 8-)

From: dmak%lynx.northeastern.edu@RELAY.CS.NET
Date: Sun, 19 Jun 88 09:16:48 EDT
To: info-atari16@SCORE.STANFORD.EDU
Subject: re: Atari's new mega st system policy.

>Date: 9 Jun 88 12:05:00 GMT
>From: inmet!ishmael!inmet!authorplaceholder@bbn.com
>Subject: Atari's new mega st system policy
>To: info-atari16@score.stanford.edu
>
--- some background deleted ---
>the guy says 'well, I hate to tell you this, but Atari has just

>announced that dealers cannot purchase mega St's
> unless they also purchase an Atari laser printer, so I can't
>sell any megas except bundled with their laser printer'
>(this is a one man music store.....not a department store).
>So, now I understand why the first store is reevaluating its'
>dealership.
>So I say ' well give me a price on the 2 and 4 meg mega systems
>that you are selling just for the hell of it'. He proceeds to
>give me a price of just under $4000.00 for the 4 meg which includes
>a 20 meg hard disk, the laser printer, and a bunch of software
>including VIP professional, and some other 'business' oriented
>stuff. The price for a similar package for a 2 meg, no hard disk,
>and only one floppy came in at $29xx.xx (don't remember the exact
>change'. My response to him was ' gee....if I HAVE to spend $3000.00
>I would probably get a Mac SE with a 20 meg hard disk and no
>laser printer that I don't want anyway....
>his response was 'good point'.

I don't know where these dealers got their information, but I work at
an Atari dealership near Boston and know we still can purchase Mega STs
without their laser printers/hard drive/software. I believe people are
confusing Atari's NEW OFFER to sell these ``bundles'' at special prices.
I have confirmed this with the store owner: Dealers can buy the Megas
packaged with: SLM804 Laser Printer, Hard Disk (New Megafiler 20), Mega
ST (either 2 or 4), VIP Professional, MS-Write, and others misc. programs.

This --Ultimate Desktop Publishing System-- IS NOT being forced down
everyones throat... We just got in a shipment consisting of four of these
packages, and based on the price we're selling them at, I know this is a
GREAT deal. (Roughly $2000 for Mega4, $1000 for Laser, and free software).

Would someone from Atari PLEASE try to straighten this matter out!?

INTERNET ADDR: dmak@lynx.northeastern.edu Dave Mak

Date: 18 Jun 88 14:34:55 GMT
From: dalcs!dalcsug!euloth@uunet.uu.net (George Seto)
Subject: How to subscribe to Sources.
To: info-atari16@score.stanford.edu

We haven't received anything in the comp.sources.atari.st for
quite some time. Steven tells me he has been placing things there.
How may we get back on the list to receive this valuable resource?

Can anyone help?

Thanks.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *

* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

Date: 19 Jun 88 09:05:37 GMT
From: rling@june.cs.washington.edu (Robert Ling)
Subject: Re: Read Screen Character
To: info-atari16@score.stanford.edu

In article <478@mks.UUCP>, wheels@mks.UUCP (Gerry Wheeler) writes:
> In article <8806151250.AA29397@ucbvax.Berkeley.EDU>, U211510@HNYKUN11.BITNET
(Wil Groenen) writes:
> > I have a problem [...] reading a character from screen at current
> > cursor position.
>
> ... but I would theorise that this is not possible.
> Remember, once
the character is drawn on the screen it is just a
> bunch of bits. This is quite unlike the usual video screens for
> IBM-type computers. It would take quite a program to read the pattern
> of bits and tell which character it was.

If you use the BIOS/GEMDOS to write to the screen, the characters are
in fixed positions. If you also had access to the font used, the problem
is one of (bit) pattern matching. In high resolution, a screen character
is contained in 16 bytes, all you have to do is match this set of 16 bytes
against 256 sets in the font table. This is actually what happens in
IBM-type computers when in graphics mode.

Things are a little bit more complicated if you use the DVI since the
area of the screen that contains the character might be "corrupted"
by other things and the character might not be normal sized.

- Robert Ling <rling@june.cs.washington.edu>

Date: 18 Jun 88 04:49:42 GMT
From: mtunx!mtuxo!mtgzz!drutx!druhi!med@rutgers.edu (Myron Drapal)
Subject: Re: Midi Mega's
To: info-atari16@score.stanford.edu

In article <1073@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
> In a recent posting, Keith Hedger flamed Atari's policy of marketing Megas,
> with particular reference to the Midi world. I will refrain from posting
> my personal opinion of the use of expletives etc in public posting.

I have to say that I don't go for those kinds of words in a USENET posting,
but I sure can identify with the frustration that was behind that
posting. And to have someone at Atari complaining about this is a little
odd (don't you have more important work to do, Mr. Good?. It seems that the
only way lately to get you, or anyone else at Atari, to comment, is to

use these words...)

>
> The following is the response from Larry Samuels, Atari's corporate VP of
> Strategic Markets, who has a special interest in the music market. I quote
> it verbatim:
> --
> Answer from the "guys at Atari"...
> In answer to the recent "FLAME" on USENET regarding Atari's Mega system sales
> requirements for music dealers: the Mega 2 and Mega 4 computers CAN be
> purchased by music retailers separately from laser printers. The Mega system
> sales program described in the message from Keith Hedger pertains to computer
> specialty dealers only.

Why should they be "punished" (e.g. forced to purchase an over-priced, under-featured laser printer and then try to foist it onto an unsuspecting customer)? If the laser printer is such a dog (as it seems to be), why don't you "guys at Atari" just shut up and eat them quietly?

> We are
> concerned, however, that such misinformation would be placed in a public forum
> and accordingly we request that in advance of such statements in the future,
> Atari be called and the facts of such perceived policies be confirmed.

I just couldn't let this one go without a chuckle ;-)... Atari, the premier company of vaporware and "misinformation", criticizing someone for the same.

>
> "Atari and Music...Catch the Wave"
> Larry Samuels
> V.P. Strategic Markets, Atari Corporation (U.S.)
> --

"Catch the Wave"? Yes, catch the wave and wave bye-bye to Atari...

Myron Drapal
AT&T Denver
ihnp4!druhi!med

Date: 19 Jun 88 02:56:48 GMT
From: ucsdhub!jack!crash!pnet01!sreeb@ucsd.edu (Ed Beers)
Subject: Re: C compilers on the ST
To: info-atari16@score.stanford.edu

While Alcyon seems to work (I got it with my developers kit in addition to MWC), it lacks a source level debugger. I couldn't live without Csd now. Csd seems to work very well. The only bug I have encountered is that integers are displayed as if they were unsigned integers. It has cut my debugging time in half.

UUCP: ,cbosgd hplabs!hp-sdd sdcsvax nosc-!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil

INET: sreeb@pnet01.cts.com

Date: 17 Jun 88 22:16:41 GMT
From: unisoft!gethen!bdt!david@ucbvax.Berkeley.EDU (David Beckemeyer)
Subject: Re: (none)
To: info-atari16@score.stanford.edu

In article <8806140047.AA18091@ucbvax.Berkeley.EDU> U0179@DGOGWDG5.BITNET ("GWDGV1::WHUEBNER") writes:
>Two questions about ST hardware:
>
>1) Does anyone know something about the SH204 HOST ADAPTER CARD bug ?
> (HAC always returned SCSI success status even if the SCSI
> controller (ADAPTEC 4000) signals an error)

Well I know the problem exists with the version of SH204 that I bought (full price of $800!) two years ago. It's a bug in the PAL. I got a fix for it from Berkeley Micro Systems (415) 465-6956. The BMS fix consists of a replacement PAL which plugs in a socket on the SH204 host adapter board. I've been using the BMS PAL for several months with absolutely no problems.

Disclaimer: I am not tied to BMS, except that in the past I have sold their BMS-100 host adapters to some of my customers.

--
David Beckemeyer (david@bdt.uucp) | "Yea I've got medicine..." as the
Beckemeyer Development Tools | cookie cocks a his Colt, "and if
478 Santa Clara Ave, Oakland, CA 94610 | you don't keep your mouth shut, I'm
UUCP: ,unisoft,sun-!hoptoad!bdt!david | gonna give you a big dose of it!"

Date: 19 Jun 88 09:46:00 GMT
From: mcvax!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: Read Screen Character
To: info-atari16@score.stanford.edu

In article <8806151250.AA29397@ucbvax.Berkeley.EDU> U211510@HNYKUN11.BITNET (Wil Groenen) writes:
>Dear readers,
>I have a problem which some of you probably have encountered before,
>that is reading a character from screen at current cursor position.
>Somehow I have not been able to find the proper gemdos (?) function
>call for this. Does anyone knows how to handle this, preferably in
>Fortran or Pascal??

Sorry to disappoint you, but there is no trivial way to read a character from the screen. The ST has only graphics modes, no text modes as for instance the B.B.C or the MSX line of computers (storing characters in ASCII form in Ram). The MSX uses this feature for its

screen editor.

But, cheer up, there is a non-trivial way of doing it: you can match the bytes that form the character image against the TOS font(s) and return that character on a match or a space for instance if there is no match. This method was used by good ol' Sinclair Spectrum; that had a SCREEN$(row,col) function that returned the matching code for the image at (row,col). The Spectrum knew only one (graphics) mode.

I'm planning to mail a screen dump program next week to the moderator of Comp.sources.atari.st; this program matches each character screen position against the TOS font and sends it to the printer. Really nice if you would like the compiler's output that is on the screen, or an error message, or a screenfull while you are in the editor, being dumped to the printer. It is as fast as just printing the text as a file. It uses a function that matches the character bit image at the position indicated. It is written in C (major 8-), so you could translate the source to Pascal or link the compiled C module.

B.T.W. Speaking of languages, I thought you people in Nijmegen were all dedicated C/Unix hackers?
Pascal ?????????? Fortran !"#$%~&*()_+=@% %=)

Leo.

Date: 19 Jun 88 19:14:45 GMT
From: lakesys!jason@csd1.milw.wisc.edu (Jason)
Subject: Re: Read Screen Character
To: info-atari16@score.stanford.edu

In article <5143@june.cs.washington.edu>, rling@june.cs.washington.edu (Robert Ling) writes:
> In article <478@mks.UUCP>, wheels@mks.UUCP (Gerry Wheeler) writes:
> > In article <8806151250.AA29397@ucbvax.Berkeley.EDU>, U211510@HNYKUN11.BITNET (Wil Groenen) writes:
> > > I have a problem [...] reading a character from screen at current
> > > cursor position.
>
> [...Entire article deleted]
> [...]
> in fixed positions. If you also had access to the font used, the problem
> is one of (bit) pattern matching. In high resolution, a screen character
> [... Portion of article deleted]
>
> - Robert Ling <rling@june.cs.washington.edu>

Another way to do it (not reading the character bit maps after on the screen) would be to take over the character output routines (I don't recall what this would take), and put all the characters into an array. Of course, if your program was the only thing generating character output, it'd be more efficient to just put the characters in the array immediately. I would think

that you'd have to handle the VT-52 stuff that the ST does in order to get an accurate array...

This entire approach would only be valid if the characters in question had not yet been drawn on the screen.

Jason
"Not your average iconoclast"

Date: 19 Jun 88 20:58:48 GMT
From: sdcc6!ir10@ucsd.edu (Donald R. Fredkin)
Subject: Desktop publishing query
To: info-atari16@score.stanford.edu

A friend with an Atari-ST has just become the editor of her club's monthly newsletter, which is typically 20 pages long and contains limited art work. She would like to know what desktop publishing software is available for her computer, with positive and negative recommendations, and how she might be able to send the results of her efforts to either an Apple Laserwriter attached to a UNIX system or to a Laserwriter in a local copy shop that is attached to a Macintosh.

Please reply by email to me and I'll pass the information on to my friend. I do not read this group, so posting your reply will not reach me.

Thank you for your help.

UUCP ,ihnp4,decvax!ucbvax,dcdwest,ucbvax-!ucsd.edu!drfredkin
Internet drfredkin@ucsd.edu or drf%sdph2@ucsd.edu
Bitnet drfredkin@ucsd

--

UUCP ,ihnp4,decvax!ucbvax,dcdwest,ucbvax-!ucsd.edu!drfredkin
Internet drfredkin@ucsd.edu or drf%sdph2@ucsd.edu
Bitnet drfredkin@ucsd

Date: 19 Jun 88 18:36:22 GMT
From: imagine!news@itsgw.rpi.edu (news)
Subject: Refreshing window text rapidly
To: info-atari16@score.stanford.edu

[]
I'm working on a program that needs to manage several windows, with the interiors filled with text. However, the text has to be in the user's choice of point sizes (from the system fonts), since small letters are an option I need to include in this program. (limited screen space...)
Now, the problem is, if I draw this text by setting the size with vst_height and then draw the text with v_gtext, it takes too long to refresh the windows.

These windows need to be updated quickly. I need a way faster than v_gtext
to display text in my choice of point sizes (6 to 16)... I wouldn't mind
being limited to positioning the characters on an 80x24 grid or anything,
but I do need to be able to make then smaller. (Cconws() always seems to
make 16-point ones...)
From: kibo@pawl5.pawl.rpi.edu (James Parry)
Path: pawl5.pawl.rpi.edu!kibo

Does anyone know a way to draw text faster than v_gtext can?

Kibo (Jim Parry)
userfe0n%mts.rpi.edu@itsgw.rpi.edu
userfe0n@rpitsmts.bitnet
or use above address from headers
or snail-mail me at : 138 Birch Lane, Scotia, NY 12302 USA

End of Info-Atari16 Digest
****

From: FTP_Manager 29-JUN-1988 01:03
To: POSTMASTER
Subj: Network mail failure

Unable to return Network Mail to EARN.FINHUTC.
Please check your Network Autho

Local Mail delivery failed to following Usernames:
A_MONK
Mail text:

Received: from UKACRL by UK.AC.RL.IB (Mailer X1.25) with BSMTP id 5815; Wed, 29
Jun 88 01:01:27 BS
Received: by UKACRL (Mailer X1.25) id 5801; Wed, 29 Jun 88 01:01:23 BST
Date: Fri, 24 Jun 88 23:30:52 PDT
Reply-To: Info-Atari16@EDU.STANFORD.SCORE
Sender: "Atari ST users forum (INFO-ATARI16)" <INFO-A16@EARN.FINHUTC>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.E
From: Info-Atari16 Digest <Info-Atari16@EDU.STANFORD.SCORE>
Subject: Info-Atari16 Digest V88 #293
To: ALASDAIR MONK <A_MONK@UK.AC.OPEN.ACS.VAX>

Info-Atari16 Digest Friday, June 24, 1988 Volume 88 : Issue 293

This weeks Editor: Bill Westfield

Today's Topics:

Re: Mark Johnson C
Re: Midi problem revisted

Re: Read Screen Character
Re: Question about DigiSpec
Re: Atari Hard drive "clones"
Midi File Format
Re: mg2a wanted - where is it?
RE: Jos Vermaseren - Posting GEMDOS ... (illegality)
Re: Assembler
Looking for 68k freaks
Ataris:games, business,education?
VT100 clear screen; Reading chars from ST screen

Date: 20 Jun 88 11:23:05 GMT
From: mcvax!ruuinf!piet@uunet.uu.net (Piet van Oostrum)
Subject: Re: Mark Johnson C
To: info-atari16@score.stanford.edu

In article <155@lzaz.ATT.COM> bds@lzaz.ATT.COM (BRUCE SZABLAK) writes:

In article <8806162102.AA01677@ucbvax.Berkeley.EDU>, nfrech@ALMSA-1.ARPA
("Norman R. Frech") writes:
>
> Has anyone out there had any experience/luck with Mark Johnson C.

Yes, I've had v2.0 for a week or 2, and I've compiled one program in
excess of 1700 lines or so with no problem. I'd like to help you but
your problem description is pretty vague (but not more so than some MR's
I've received ;-)).

I tried to compile some programs with MJC V1.2, and just got V2.0, but did
not try it yet. I also expierenced some problems (note these are all V1.2):
1. macro expansion with a trap inside get screwed
(e.g. #define Fseek(a,b,c) trap(....))
2. The stdio package is almost totally broken. I rewrote a part of it but
have not ported the changes to V2.0. Some problems:
Redirection from a shell gives big problems. MJC just supposes that
stdin and stdout are terminals if they are not redirected on its
command line. So reading from a file as stdin clobbers the file.
Besides, it doesn't use Fforce, so you end up with the wrong file
handles (no longer 0, 1) if you do redirection in the program.
Next the buffering is incomplete. fread and fwrite use unbuffered
I/O, so you can't mix them with other stdio calls, like putchar.
The files are not closed on exit, so you MUST do that yourself.
fseek also doesn't take buffering into account.
I don't know any more from the top of my head.
I'm waiting for GNU cc for the ST!

Date: 20 Jun 88 12:10:49 GMT
From: mcvax!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: Midi problem revisted

To: info-atari16@score.stanford.edu

In article <8806151931.AA05945@ucbvax.Berkeley.EDU> UUCJEFF@ECNCDC.BITNET writes:
>A few weeks ago a reader had a problem with outputing several midi bytes.
>I think he was trying to use the Xbtimer. I have later found out courtesy
>of Stefan Daystrom of Hybrid Arts that you cannot have any TOS, BIOS, or
>XBIOS calls inside an interrupt. You have to do whatever it is you want without
>the calls, this is due to the re-entrancy characteristics of the ST.
>Therefore, you cannot use Bconstat or Midiws from inside and Xbtimer interrupt.
>
[14 lines deleted, says vi 8-]

I've tried to figure out the characteristics of the TOS, BIOS and XBIOS calls as far as re-entrancy is conceirned and I came to the following conclusions (correct me if I'm wrong, I've just disassembled some code):

1) TOS calls are not re-entrant whatsoever. This is due to the fact that the current registers are saved on the basepage of the current process, and restored on exit from the call. Any TOS call from within a TOS call would overwrite the saved registers. Also the stack pointer is set to point to a definite area (except in the case of the Super() call).

2) BIOS and XBIOS calls (they have the same characteristics) ARE in fact re-entrant, be it not multitasking re-entrant. The registers D3-D7 and A3-A7 are saved on a separate stack pointed to by SAVPTR ($4A2). This pointer is updated when the registers have been saved, and also when they have been restored (so you may see SAVPTR as a kind of stack pointer). The problem with this scheme is that the BIOS (XBIOS) call can get interrupted when the registers are being stored and SAVPTR is not yet updated. When the interrupt routine now uses BIOS it gets the old SAVPTR and will overwrite the registers on that stack. A better approach for the save area would have been to FIRST update SAVPTR (thereby claiming the area) and THEN save the registers.

3) It is - More or Less - possible to use (X)BIOS even from within interrupt code. After some trying it worked (it was in fact your article that stimulated me). So first the More (I omitted a test to prevent re-entrance of this routine, in this case necessary but it could be done more general, permitting re-entrance):

```
#include <portab.h>

#define SAVPTR (*(WORD **)0x4A2)

static WORD savebuf[24]; /* large enough for a PC, a SR and 10 regs */

intrupt() /* e.g. a vertical blank interrupt routine */
,
WORD *savep;
```

```
savep = SAVPTR; /* save the pointer */
SAVPTR = savebuf + sizeof(savebuf); /* point to tail of buffer */

/* here your code using (X)BIOS calls */

SAVPTR = savep; /* restore the pointer */
```
-

And now the Less: Because the code of the BIOS/XBIOS depends rather heavy on static/external data you can get into trouble. For instance if your interrupt routine uses Bconout(2,..) and your application uses Bconout(2,..) you will get a mess (unless you are able to restore all the global/static data altered).
In the case of Midiws() it is unlikely that your program uses that XBIOS call synchronous and asynchronous; and it is unlikely (but not inconceivable) that Midiws() shares updatable data with other calls (didn't check this one). The Midi user should give it a try, I think, before reinventing the wheel.
But beware of stack sizes: don't overdo it with local variables, or use a separate stack area. There could be less space on the (supervisor) stack than you think; the reason why it didn't work the first time in my case.

Leo.

Date: 21 Jun 88 01:50:42 GMT
From: spdcc!merk!alliant!rosenkra@bbn.com (Bill Rosenkranz)
Subject: Re: Read Screen Character
To: info-atari16@score.stanford.edu

In article <755@lakesys.UUCP> jason@lakesys.UUCP (Jason) writes:
> Another way to do it (not reading the character bit maps after on the
>screen) would be to take over the character output routines (I don't recall
>what this would take), and put all the characters into an array. Of course,
>
> Jason
>"Not your average iconoclast"

i have actually done something along these lines (replacing the bios trap 13 handler with my own - in a futile attempt to buffer alcyon output to a file trouble is alcyon does not use trap13...waaahhh). it looks for any Bconout call going to dev=2 (CON:) and tee's to either a file or a buffer. it works well and _SHOULD_ be portable across ROM versions since i get the handler pointer from a sys vector. it is still kind of a kludge since i am not a 68000 as wiz, but it does work well from C (alcyon, of course :~).

if anybody wants it, i'll post it here (it is short). actually i don't know if i CAN post it since it is basically the code in ROM with 10 or 12 lines added...if atari is listening, give me the ok (it is in abacus internals and you can easily look at it with dis2nd or any other disassembler, so this should not be a problem...)

-bill
...!rutgers!mit-eddie!alliant!rosenkra

Date: 20 Jun 88 20:51:00 GMT
From: uflorida!novavax!hcx1!devon@umd5.umd.edu
Subject: Re: Question about DigiSpec
To: info-atari16@score.stanford.edu

I saw the combination at a computer faire in Worcester, MA and it
was impressive. Computereyes is a good digitizer but with the normal
limitation of colors it can only do so much and in fact grey scale
looks better than color. However, with Spectrum 512 and the program
that connects them, some really nice images can be digitized effectively.
I recommend that if you're going to buy a digitizer that you get the
whole setup with Spectrum 512, etc. or it won't be worthwhile.

Devon

Date: 20 Jun 88 21:02:00 GMT
From: uflorida!novavax!hcx1!devon@umd5.umd.edu
Subject: Re: Atari Hard drive "clones"
To: info-atari16@score.stanford.edu

There are several companies which sell adapter boards to allow
you to use a standard Adaptec-type controller board and ST-506
compatible hard drive. By far the best is from ICB, (they also
make some nice third party ST hard drive subsystems). This board
comes with good documentation, all of the necessary cabling, and
a really good formatting program to configure the board for a wide
variety of controller and disk combinations. Any Atari dealer
should be able to order this for you through CSS/Apex.

Devon

Date: 20 Jun 88 23:33:21 GMT
From: sco!kurth@uunet.uu.net (Kurt Hutchison)
Subject: Midi File Format
To: info-atari16@score.stanford.edu

Does anyone know how I can get a copy of the
new Standard Midi File Format? I have heard
that there is a standard and that several well-known
sequencer vendors have converted to this format.

I posted about this about a month ago and
never received a response.

Thanks in advance,
- kurt

--

Kurt Hutchison The Santa Cruz Operation Software Engineer
Trumpet player, synth player, pianist, cyclist, philosopher at large
The above opinions (if any) are my own

Date: 20 Jun 88 17:03:56 GMT
From: van-bc!rthurlow@uunet.uu.net (Rob Thurlow)
Subject: Re: mg2a wanted - where is it?
To: info-atari16@score.stanford.edu

In article <45448IA0@PSUVM> IA0@PSUVM.BITNET writes:
>Only the first part of mg2a appeared here. If anyone could repost it
>or email it to me, I would appreciate it.

Did this just get posted to the binaries group or the sources group?
Because none of it showed up here at all! We also got the last three
of eight parts of a software list for the ST - not too useful! Maybe
a repost if this was widespread?
BTW, time for a note of thanks to the Lake Systems people for the
lakesys file server. I've had quite good luck since I figured out how
to get mail to it, and it is a great service to have. I and the people
in my users group thank you for the software, especially Uniterm 2.0c.
--

"There was something fishy about the butler. I think he was a Pisces, |
probably working for scale." - Nick Danger |
uunet-----\ |
Robert Thurlow !van-bc!rthurlow |
ubc-cs----/ |

Date: Tue, 21-JUN-1988 11:31 +0200
From: "GWDGV1::WHUEBNER" <U0179%DGOGWDG5.BITNET@Forsythe.Stanford.EDU>
To: info-atari16@su-score.STANFORD.EDU
Subject: RE: Jos Vermaseren - Posting GEMDOS ... (illegality)

In response to your mail dated 21-APR-88 (Vol 88 Issue 211)
- Posting GEMDOS improvements - you asked ...

>2: a book that was recently published in Germany with a discompilation of
> of GEMDOS. This last thing seems to be fully illegal to me. Is one really
> allowed to do this?

As one of the three authors (part AHDI) of the book "Das TOS-Listing -
BIOS/GEMDOS/VDI (Kramer,Riebl,Huebner) I have to answer your question
with Y E A H .

We are really allowed to publish this book with a written permission
of ATARI-Deutschland.

Best regards

PS. Sorry about the late response, I am new on this NET and it takes
some time to step through old reviews,
by the way, I am also very interested in testing your JAMDOS, too.

+---+
| BITNET: U0179 at DG0GWDG5 (W.Huebner) |
| VAXMAIL: PSI%45551032808::GWDGV1::WHUEBNER |
| West Germany |
+---+--------------------+
| All opinions are my own, and not necessarily always correct ... |
| You know >>> NOBODY IS PERFECT <<< |

Date: 21 Jun 88 12:44:55 GMT
From: dogie!stevens@csd1.milw.wisc.edu (PAul STevens-MACC)
Subject: Re: Assembler
To: info-atari16@score.stanford.edu

In article <1946@netmbx.UUCP>, fischer@netmbx.UUCP (Axel Fischer) writes...
>
>Could any please give me some advise and maybe a little comparision
[of assemblers]

I have used the Metacomco assembler for a rather large project over the
last year. I have discovered no bugs or 'features' to work around.
I have not given the linker any kind of workout as the 15 or so
individually assembled modules contain *no* entry point or external
references (to maintain position independence).

stevens@vms.macc.wisc.edu
stevens@wiscmacc.bitnet

Date: 21 Jun 88 14:41:59 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Looking for 68k freaks
To: info-atari16@score.stanford.edu

I'm posting this for a friend, please note his email account expires on
7/1/88. If you'd like to contact Chris after that time, please use the
snailmail address at the tail of his message.

Marty Wiedmeyer
martin@lakesys.UUCP

****

Hello my name is Chris Jeffery and I am an under-graduate at the
University of Newcastle upon Tyne, UK. I hope you can help me:

I own an Atari 1040 ST (Colour and Mono system) which I use for my
university work, entertainment *and* for the development of acade

games to be sold around the world. My first game is due for release around the 4th of July. I would be grateful if you could put me in touch with ST users in the US who would be prepared to send me magazine reviews etc., and maybe swap hints, tips and Ideas?

The game is called Exodus, and is to be release on the Diamond Games label. It was written entirely in M68000 assembler and I would be very interested in 'meeting' other M68k freaks.

Thank you in advance,

Chris Jeffery. (fja1%ncl.turing@uk.ac.newcastle)

N.B. The mail address above is only valid until the 1st of July as at present I don't know where I will be working over the summer vac. If anyone wishes to contact me after that please use my postal address :

Chris Jeffery,
c/o 58 Chestnut Avenue,
Billericay
Essex
CM12 9JG
ENGLAND

****
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: uwvax!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

From: KENNEDY%DALAC.BITNET@Forsythe.Stanford.EDU
Date: Tue, 21 Jun 88 14:49 ADT
Subject: Ataris:games, business,education?
To: info-atari16@score.stanford.edu
X-Vms-To: IN%"info-atari16@score.stanford.edu"

I've missed a bit of this discussion group recently, so I hope this is not out of order. I recall a number of comments about how Atari should either fish or cut bait with respect either to being a 'games' computer or a 'serious' computer (for businesses etc.) I don't recall much discussion of the role Atari could and should play in education in universities. And yet it must be the case that many readers of this net group are university users. At Dalhousie we have two Atari 1040 labs, one in the English Dept and one in the Engineering Dept. We thought we could demonstrate the versatility of the machine with this range of uses. And we are happily using the machine in both places. Our standard wordprocessor is WordPerfect; we use Drafix in Engineering, several languages, Publishing Partner and a few other things (like Uniterm, of course). But I wonder where the

other kinds of software are that could be designed especially
for educational use? Is there any work going on for Atari based
CAI packages? Any of the grammar checkers, or writing
assistants, or thinktank packages, or split screen writing
tutorials like the kind you can get for the Mac? Is Atari
seriously encouraging developers into the university education
market? If so I'd be glad to hear of the products that people
are finding useful.

Date: 21-JUN-1988 13:31:36 GMT
From: F026%CPC865.UEA.AC.UK@Forsythe.Stanford.EDU
To: Info-Atari16@SCORE.STANFORD.EDU
Subject: VT100 clear screen; Reading chars from ST screen

>
>In article <246@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>>
>>$ cls :== set terminal /width=80
>>
>>to clear the screen. It doesn't work on some cheap VT100 clones, like
>>the C. Itoh CIT-101.
>
>That's what I like about my Plessey terminal (witch is a CIT-101, a
>little glue and a piece of plastic..8-)
>
>Hartmut Semken
>

If I remember right, the CIT has the 'feature' that switching between
80 & 132 columns does not clear the screen. This can be switched off
locally (one of those little bit-toggles in the SETUP mode) or you could
use a proper ANSI 'clear-screen' sequence. Include this in your LOGIN.COM
(assuming you're using a VAX!):

```
$ esc[0,8] == 27
$ cls == "write sys$output """+esc+"[2J"""
```

The escape code (char 27) followed by '[' is called a Control Sequence
Introducer (or CSI for short - 8 bit ANSI has a single-byte version as well,
but most terminals prefer the 7-bit version). '2' is the parameter specifying
the region as 'whole screen' and 'J' is the code for 'clear region'.

Mike.

>
>(Wil Groenen) writes:
>> I have a problem [...] reading a character from screen at current
>> cursor position.
>

>I do not have detailed knowledge about this (my manuals aren't here
>at the moment), but I would theorise that this is not possible.
>Remember, once the character is drawn on the screen it is just a
>bunch of bits. This is quite unlike the usual video screens for
>IBM-type computers. It would take quite a program to read the pattern
>of bits and tell which character it was.
>--
> Gerry Wheeler
>

Just to reduce the damper put on that idea, that's exactly what Acorn's
BBC Micro did: there was a system call to read the bits under the current
cursor position & compare them with the character bit-maps held in ROM,
to allow screen editing in modes 0-6.
The BBC Micro was a 6502 8-bit machine running at standard speed (1MHz?):
I'm sure a 68000 can do as well!

Mike.

- - - - - - - - - - - -
Mike Salmon, Climatic Research Unit, University of East Anglia, Norwich, UK
JANET: m.salmon@uea.cpc865 | BITNET: f026@cpc865.uea.ac.uk | BIX: msalmon
Anywhere else: f026%cpc865.uea@ukacrl.bitnet | Time Zone: BST (GMT + 1)
---> Gateways hate me - don't assume I heard you 'til you've got my reply.<---
"Hey guys, you may like to know that although this cave is not in a mountain
it is thirteen miles above ground level. Hey guys? Oh well, they'll find out."

End of Info-Atari16 Digest
****

From: FTP_Manager 29-JUN-1988 07:19
To: POSTMASTER
Subj: Network mail failure

Unable to return Network Mail to EARN.FINHUTC.
Please check your Network Autho

Local Mail delivery failed to following Usernames:
A_MONK
Mail text:

Received: from UKACRL by UK.AC.RL.IB (Mailer X1.25) with BSMTP id 9023; Wed, 29
Jun 88 07:18:34 BS
Received: by UKACRL (Mailer X1.25) id 9012; Wed, 29 Jun 88 07:18:31 BST
Date: Fri, 24 Jun 88 23:44:55 PDT
Reply-To: Info-Atari16@EDU.STANFORD.SCORE
Sender: "Atari ST users forum (INFO-ATARI16)" <INFO-A16@EARN.FINHUTC>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.E
From: Info-Atari16 Digest <Info-Atari16@EDU.STANFORD.SCORE>

Subject: Info-Atari16 Digest V88 #294
To: ALASDAIR MONK <A_MONK@UK.AC.OPEN.ACS.VAX>

Info-Atari16 Digest Friday, June 24, 1988 Volume 88 : Issue 294

This weeks Editor: Bill Westfield

Today's Topics:

Re: Midi File Format
Re: Midi File Format
Re: Read Screen Character
More mega policy from k. hedger
UUPC
Re: Midi Mega's
Changing Resolutions
Re: Refreshing window text rapidly
Re: COMPUTE! ST
Public Domain/Low-cost Software
Need ST Help - Chicago
UUCP address of pm and bammi at case western university?
Re: Mono shakes/Uniterm blues
8th-Bit Prefixing Bug in UniTerm Kermit
minix

Date: 21 Jun 88 12:41:35 GMT
From: mtunx!lzaz!hcj@rutgers.edu (HC Johnson)
Subject: Re: Midi File Format
To: info-atari16@score.stanford.edu

Subject: Midi File Format

>Does anyone know how I can get a copy of the
>new Standard Midi File Format? I have heard
>that there is a standard and that several well-known
>sequencer vendors have converted to this format.
>
>I posted about this about a month ago and
>never received a response.
>
> Thanks in advance,
> - kurt

There is attempt to produce a MIDI standard. The current DRAFT standard
is 0.06, and can be obtained from:

Dave Oppenheim
Opcode Systems
1024 Hamilton Court
Menlo Park, California 94025
(415) 321-8977

I got my copy by just calling.

Some personal comments on the MIDI standard.

I have Master Tracks Pro (Atari ST). This excellent sequencer supports
two formats: Its own, and MIDI std.
Its own format saves EVERYTHING, and can be reloaded without loss of
information.
When MIDI format is reloaded, some niggly details are lost.

MIDI standard is easily implemented, IF YOU ARE A PROGRAMMER.

I have written a converter for Music Studio to MIDI STD, Master tracks (C64)
to MIDI STD, and Music construction set to MIDI STD.
The first two were straight forward; the latter requires interfacing to
SMUS-IFF, the other standard format. SMUS is in note-on-staff notation,
leaving timing to be recreated.

Howard Johnson
ATT ...att!lzaz!hcj
201 591 1598

Date: 21 Jun 88 18:59:51 GMT
From: accelerator.eng.ohio-state.edu!czei@tut.cis.ohio-state.edu (Michael S.
Czeiszperger)
Subject: Re: Midi File Format
To: info-atari16@score.stanford.edu

In article <158@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>I have written a converter for Music Studio to MIDI STD, Master tracks (C64)
>to MIDI STD, and Music construction set to MIDI STD.
>The first two were straight forward; the latter requires interfacing to
>SMUS-IFF, the other standard format. SMUS is in note-on-staff notation,
>leaving timing to be recreated.
>
If everyone's got a SMF translater, it's time we got some sequences
posted on the net. It would be interesting to do collaborative
pieces where several people help compose one piece of music by
sending the different parts back and forth. If I was to post
a SMF sequence, what format would be appropriate? Binhex could be
used but I don't know how many non-mac computers use that format.

--
Michael S. Czeiszperger | "The only good composer is a dead composer"
Systems Analyst | Snail: 2015 Neil Avenue (614)
The Ohio State University | Columbus, OH 43210 292-
ARPA:czei@accelerator.eng.ohio-state.edu PAN:CZEI 0161

Date: 20 Jun 88 15:33:12 GMT
From: mcvax!unido!mutec!ud@uunet.uu.net (Ulrich Dessauer)
Subject: Re: Read Screen Character

To: info-atari16@score.stanford.edu

In article <8806151250.AA29397@ucbvax.Berkeley.EDU> U211510@HNYKUN11.BITNET (Wil Groenen) writes:
>I have a problem which some of you probably have encountered before,
>that is reading a character from screen at current cursor position.
>Somehow I have not been able to find the proper gemdos (?) function
>call for this. Does anyone knows how to handle this, preferably in
>Fortran or Pascal??
The problem of the ST is his graphic-mode where also all text
will be put out. To get a charackter from the screen, you first have
to calculate the Postion in the graphic-screen, then compare the
current 8 * 16 (or 8 * 8) field with the current systemfont. You see,
it is a lot of work, so the (nearly) only possible language is assembler.

As I know, gemdos doesn't support such a function, but perhaps
later it will do it :-).

Greetings, U//i
--
UUCP: ..!unido!mutec!ud ud@mutec.UUCP
Snail: Ulrich Dessauer
Markt&Technik Verlag AG, Hans-Pinsel-Strasse 2, D-8013 Haar
Voice: +49 89 4613 745 (Office)

Date: 20 Jun 88 14:44:00 GMT
From: inmet!ishmael!inmet!authorplaceholder@bbn.com
Subject: More mega policy from k. hedger
To: info-atari16@score.stanford.edu

I have just read the response to my posting regarding Atari's
mega-st marketing policies.

1) As for my using expletives on the network, I apologize publicly
for my language in my original posting.
2) The 'Guys at Atari' say that this policy doesn't apply to music
stores.....interesting, both of the places I talked to were music
stores. The first is a full line music store that has been selling
ST's for at least 6 months now. As soon as the MEGA'S were available,
they had them. These are the guys that told me ' uuuummmm we're
re-evaluating whether we're going to carry Atari computers anymore'
Isn't it a coincidence that this statements comes one day after
the other dealer I talked to tells me he received the letter from
Atari outlining the new policy.
3) The 'Guys from Atari' suggest that I check my facts more carefully
before posting to the net. Just exactly who am I supposed to check
with if not the 2 dealers in town that I know of ????

I can assure you that my original posting was based on information I
received from local Atari dealers as stated. If your policy is what
you say it is, then I can assure you that you have some confused dealers

in Boston , Mass.

keith hedger

Date: 21 Jun 88 18:22:09 GMT
From: agate!saturn!ssyx.ucsc.edu!koreth@ucbvax.Berkeley.EDU (Steven Grimm)
Subject: UUPC
To: info-atari16@score.stanford.edu

Does anyone have UUPC binaries they'd be willing to mail me?
I can't get it to work properly under Laser C.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.,sources,binaries-.atari.st
koreth@ssyx.ucsc.edu ...!ucbvax!ucscc!ssyx!koreth

Date: 21 Jun 88 17:03:05 GMT
From: ubc-cs!alberta!calgary!brinsmead@beaver.cs.washington.edu (Mark
Brinsmead)
Subject: Re: Midi Mega's
To: info-atari16@score.stanford.edu

In article <3160@druhi.ATT.COM>, med@druhi.ATT.COM (Myron Drapal) writes:
> In article <1073@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
> > We are
> > concerned, however, that such misinformation would be placed in a public
forum
> > and accordingly we request that in advance of such statements in the future,
> > Atari be called and the facts of such perceived policies be confirmed.
>
> I just couldn't let this one go without a chuckle ;-)... Atari, the premier
> company of vaporware and "misinformation", criticizing someone for the same.
>

Say, good point. Of course, no matter how bad certain corporate entities
might be in this regard, it should not really justify rude or thoughtless
criticism. On the other hand, they have had some pretty (dare I say it?)
st*pid (they probably can't sue me for that) policies in the past, and its
looking as though things may be getting worse, not better.

Well, now that I've had my two cents worth, I think I'll just stay out
of this discussion, at least until Atari *REALLY* confirms (or hopefully,
denies) this rumour (about the laser printers).

Reply-To: <Jack_Mason%CSC03.CEO.DG.COM@adam.DG.COM>
Date: Wed, 22 Jun 88 16:28:24 EDT
From: Jack_Mason@CSC03.CEO.DG.COM

To: info-atari16@score.stanford.edu
Subject: Changing Resolutions

Does anyone know how to position the mouse cursor under program
control? I have not been able to get anything to work so far. How
about positioning the graphics cursor (as opposed to the text cursor,
which is easy!)?

Date: 22 Jun 88 05:43:30 GMT
From: spdcc!merk!alliant!rosenkra@husc6.harvard.edu (Bill Rosenkranz)
Subject: Re: Refreshing window text rapidly
To: info-atari16@score.stanford.edu

In article <935@imagine.PAWL.RPI.EDU> kibo () writes:
-> I need a way faster than v_gtext
-> to display text in my choice of point sizes (6 to 16)... I wouldn't mind
-> being limited to positioning the characters on an 80x24 grid or anything,
-> but I do need to be able to make then smaller. (Cconws() always seems to
-> make 16-point ones...)

you can actually replace the system fonts with your own without too much
difficulty. the pointers to the fonts can be accessed via line-A and you
can easily switch these pointers on the fly, perhaps even controlled by
your own control sequence (maybe like nroff "." commands if you like).
the bios/gemdos char output routines (i think) look for the default system
font and just draw the current char. that's how you can make your ST kinda
look like a mac (with "Chicago" font...).

-bill
...!rutgers!mit-eddie!alliant!rosenkra

Date: 21 Jun 88 23:48:56 GMT
From: hp-pcd!hpcvmb!jma@hplabs.hp.com (John Altendorf)
Subject: Re: COMPUTE! ST
To: info-atari16@score.stanford.edu

I had just renewed my subscription when I heard the same rumor. I called
a phone number that I had from some subscription information and found out
that it is true. Compute will soon cease to publish Compute ST. They
gave me a choice to receive the regular Compute as a substitute or to get
a refund. I asked for the refund and hope to see the credit on my next
VISA bill. In my opinion, it is really too bad that they are discontinuing
the ST version. I enjoyed their articles and the software that came with it.

John
...!hplabs!hp-pcd!jma

Date: 22 Jun 88 20:53:11 GMT
From: aftac.tis.llnl.gov!mcclean@tis.llnl.gov (Bonnie McClean)
Subject: Public Domain/Low-cost Software
To: info-atari16@score.stanford.edu

I am not a regular reader of this group. I seem to remember, however,
a long list of public domain or low cost Atari ST software being posted
a while ago. Can someone mail me this list or any other information
on acquiring inexpensive or free software.

Thanks - Bonnie McClean
mcclean@tis.llnl.gov

Date: 21 Jun 88 20:51:00 GMT
From: uxh.cso.uiuc.edu!fleming@uxc.cso.uiuc.edu
Subject: Need ST Help - Chicago
To: info-atari16@score.stanford.edu

I need some help locating an Atari dealer in Chicago that handles
the ST. I have to find someine to rent a few for a conference in
December.

As I am totally ignorant about this computer, I'd appreciate it if
someone would E-Mail me some basic info.

Thanks much.

Declan

Date: 17 Jun 88 10:13:28 GMT
From: iconsys!caeco!jose!pedro!darin_wayrynen@uunet.uu.net (Darin Wayrynen)
Subject: UUCP address of pm and bammi at case western university?
To: info-atari16@score.stanford.edu

I need to have the uucp addresses of pm and bammi. Thanks in advance..

Date: 22 Jun 88 04:06:38 GMT
From: portal!cup.portal.com!Alice_Helen_Amore@uunet.uu.net
Subject: Re: Mono shakes/Uniterm blues
To: info-atari16@score.stanford.edu

My monochrome developed the shakes when I moved my system, too. I discovered
that the display shook only when the refrigerator motor was cranking. Move
your system to an isolated outlet and see if that helps.
Alice Amore

Date: 21 Jun 88 08:03:01 GMT
From: portal!cup.portal.com!R_Tim_Coslet@uunet.uu.net

Subject: 8th-Bit Prefixing Bug in UniTerm Kermit
To: info-atari16@score.stanford.edu

I have encountered a bug in UniTerm's Kermit File Transfer Protocol.

I thought other users of UniTerm might like to know about this Bug, so
below is a copy of the e-mail I sent to Simon Poole on the problem
I encountered.

==========
I am currently using UniTerm 2.0c 008

The UniTerm Kermit has the following bug in its 8th-Bit Prefixing
Algorithm when it is Receiving...

Other Kermit UniTerm Kermit

Mode: Sending Receiving
"S" Packet QBIN field: "&" (Prefix) "Y" (I can Prefix)

Thus the two Kermits have agreed to do 8th-Bit Prefixing.
During the transfer (about 11K Binary) the following occures...

Data in file: 26 B0 (Hex Bytes)

Other Kermit Sent: #&&0 (Ascii in "D" Packet)

UniTerm Kermit Wrote: 66 26 30 (Hex Bytes)

Somehow the UniTerm Kermit is converting (what should be) 2 Bytes
of data into 3 Bytes (also UniTerm Kermit failed to set ANY 8th-Bits
anywhere in the file it wrote!). It looks to me like UniTerm Kermit
does not recognize that it has agreed to do 8th-Bit Prefixing, and has
1) controlified the first "&" even though it isn't a "control character",
2) then saved the "&0" directly without decoding the Prefix.

The UniTerm Kermit does correctly perform 8th-Bit Prefixing
when it is Sending...

UniTerm Kermit Other Kermit

Mode: Sending Receiving
"S" Packet QBIN field: "Y" (I can Prefix) "&" (Prefix)

Thus the two Kermits have again agreed to do 8th-Bit Prefixing.
During the transfer (about 11K Binary) the following occures...

Data in file: 26 B0 (Hex Bytes)

UniTerm Kermit Sent: #&&0 (Ascii in "D" Packet)

Other Kermit Wrote: 26 B0 (Hex Bytes)

I have verified this Bug both in UniTerm 2.0c 008 and in an old
UniTerm 2.0a that I still have available.

If it would be any help in debugging this problem, write me and
I will send you a UUENCODED copy of the about 11K Binary file I
tested it with.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

Date: 22 Jun 88 12:38:48 GMT
From: mcvax!unido!cosmo!hase%cosmo.UUCP@uunet.uu.net (Juergen Seeger)
Subject: minix
To: info-atari16@score.stanford.edu

I'v installed Tanenbaum's MINIX on an Atari ST. Who has
programs (f.e.: rs232-support), knowledge, experience and so on?
please send to
Juergen Seeger
...!unido!uucp!cosmo!hase

End of Info-Atari16 Digest
****

From: FTP_Manager 29-JUN-1988 07:22
To: POSTMASTER
Subj: Network mail failure

Unable to return Network Mail to EARN.FINHUTC.
Please check your Network Autho

Local Mail delivery failed to following Usernames:
A_MONK
Mail text:

Received: from UKACRL by UK.AC.RL.IB (Mailer X1.25) with BSMTP id 9091; Wed, 29
Jun 88 07:21:14 BS
Received: by UKACRL (Mailer X1.25) id 9077; Wed, 29 Jun 88 07:21:11 BST
Date: Tue, 28 Jun 88 12:41:34 PDT
Reply-To: Info-Atari16@EDU.STANFORD.SCORE
Sender: "Atari ST users forum (INFO-ATARI16)" <INFO-A16@EARN.FINHUTC>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.E
From: Info-Atari16 Digest <Info-Atari16@EDU.STANFORD.SCORE>
Subject: Info-Atari16 Digest V88 #295
To: ALASDAIR MONK <A_MONK@UK.AC.OPEN.ACS.VAX>

Info-Atari16 Digest Tuesday, June 28, 1988 Volume 88 : Issue 295

This weeks Editor: Bill Westfield

Today's Topics:

Re: MWC & large arrays -- help!
blitter
GULAM for german ST's
Re: (none)
Re: Read Screen Character
Re: Renaming folders
The archive at lakesys
Re: Binaries news group postings
Re: The archive at lakesys
Re: Midi Mega's
Re: Midi File Format
Re: MWC & large arrays -- help!

Date: 22 Jun 88 01:00:44 GMT
From: mnetor!utzoo!lsuc!ncrcan!brambo!sid@uunet.uu.net (Sid Van den Heede)
Subject: Re: MWC & large arrays -- help!
To: info-atari16@score.stanford.edu

In article <46700008@hcx2> jgj@hcx2.SSD.HARRIS.COM writes:
>
>I have experienced this problem too. As far as I can tell, in 3.0, structures
>are limited to 32Kb. Also, elements of an array are limited to 32Kb.

I thought 3.0 was supposed to fix the problem with big arrays etc.
Here I was all excited that they said they fixed the problem and now I'll
have to forget about a program I wrote a couple of years ago that tried to
use big arrays. Maybe in a year from now when 4.0 comes out??
--
Sid Van den Heede Voice: 416-792-1137
sid@brambo.UUCP FAX: 416-792-1536
...!uunet!mnetor!utgpu!telly!brambo!sid
Bramalea Software, Suite 406, 44 Peel Centre Dr, Brampton, Ontario L6T 4B5

Date: Wed, 22 Jun 88 16:12:58 PLT
From: Bruce Heimbigner <HEIMBIG%WSUVM1.BITNET@Forsythe.Stanford.EDU>
Subject: blitter
To: Info-a16 Dist List <info-atari16@Score.Stanford.edu>

True of False?

1._____ Programs that use tos/gem (primitives?) for graphics will speed
up with the blitter on.

2._____ The desk top speeds up with the blitter on.

3._____ Only programs written specifically with the blitter in mind
will have any speed up.

4._____ All GEM programs will experience some speed up.

5._____ The new database from Timeworks is the only program currently on
the market that uses the blitter.

Bye
Bruce Heimbigner
Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
Pullman WA 99163-3347 (USA)
----"It's all very well in practice,
but in theory it just doesn't work."

Date: Thu, 23-JUN-1988 14:53 +0200
From: "KARL::FUCHS" <U0094%DGOGWDG5.BITNET@Forsythe.Stanford.EDU>
To: Info-Atari16@SU-SCORE.STANFORD.EDU
Subject: GULAM for german ST's

Does anybody know a GULAM adaption for the german ST keyboard?

Karl Fuchs

Date: 23 Jun 88 00:42:37 GMT
From: mcvax!unido!tub!tmpmbx!netmbx!hase@uunet.uu.net (Hartmut Semken)
Subject: Re: (none)
To: info-atari16@score.stanford.edu

In article <8806140047.AA18091@ucbvax.Berkeley.EDU> U0179@DGOGWDG5.BITNET
("GWDGV1::WHUEBNER") writes:
>Two questions about ST hardware:
>2) Does anyone know, how far the DMA chip can address in memory ?

I once wrote an adress immediatly after the 4 Megabytes to (physbase).
The system crashed.

The Shifter and DMA chips appear to "borrow" their adress counter from
the "MMU" chip; the registers seem to be 12 bit wide (right, Atari?)

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

Date: 21 Jun 88 13:13:06 GMT
From: mcvax!ukc!its63b!hwcs!neil@uunet.uu.net (Neil Forsyth)
Subject: Re: Read Screen Character
To: info-atari16@score.stanford.edu

In article <272@scolex> kurth@sco.COM (Kurt Hutchison) writes:
>It *IS* possible to get the current cursor location by sending the cursor
>save string to the roms and then looking in the documented location for
>the saved cursor address.

Excuse me bt i have never seen this variable location documented anywhere.
Where is it? If it's not an official location just ignore this message.

```
--------------------------------------------------------------------------
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
```

Date: 21 Jun 88 14:15:48 GMT
From: mcvax!ukc!its63b!hwcs!neil@uunet.uu.net (Neil Forsyth)
Subject: Re: Renaming folders
To: info-atari16@score.stanford.edu

In article <880617-013029-3945@Xerox> "Russell_Stather.SBDERX"@Xerox.COM writes
that my renaming a folder would work if I rebooted afterwards.

Yes it does work. Thanks to all who wrote and to Allen Pratt for severely
chastising me for attempting it in the first place. When a guy has to do
this sort of hacking regularly to recover the priceless (?) programs on the
students floppy disks one gets in to the habit of solving ones problems this
way.


```
--------------------------------------------------------------------------
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
```

Date: 21 Jun 88 08:17:47 GMT
From: mcvax!ukc!stl!stc!datlog!dlhpedg!cpm@uunet.uu.net (Paul Merriman)
Subject: The archive at lakesys
To: info-atari16@score.stanford.edu

Hi,
Can anyone tell me what has happened to the archive of gulam
1.03 at the lakesys archive. I sent a request for it and several other bits and
pieces most of which came back ok (much to my surprise and delight !), however

All the gulam requests were greeted with a message along the lines of ...

File not found in archive ....

I was requesting gulam103/part.uaa etc but this was on an old index
list so I guess the name may have changed. Has it , or has it been removed
from the archive ? I'm currently using a copy of Gulam I got from a PD library
(STUK) which declares itself to be Version 0.5 alpha site test, so I assumed
I was a bit out of date - is this the case or am I using the most current one
after all ? (it certainly seems relatively bug free, but maybe I'm missing
some exciting new commands!)
Alternatively, if anyone could mail me the up to date version I'd
be most grateful.

Thanks in advance for any help,

Paul.

****

```
____ ____ __ __
| | | | \ / |
| |____| | \/ |
| | | | - "I am not a operating system ,
|____ | | | I am a free man..."
```

Date: Thu, 23 Jun 88 17:47 UT+2
From: "MARKS@HDETUD53.bitnet" <MARKS%HDETUD53.BITNET@CUNYVM.CUNY.EDU>
To: info-atari16@score.stanford.EDU
X-VMS-To: @infoatari

About three months ago I inquired about the possibilities of using my American
1040ST in Europe on 50 Hz. I received a lot of replies (thanks!) and, while
most were encouraging, no one actually said, "Yeah, I've seen it work." One
fellow from Atari said basically "It'll work; but to be sure, why don't you just
buy some new power supplies," which wasn't the most reassuring thing to hear.

In any case, when the machine finally turned up after being lost in the mail,
I plugged it into a mongo 220-to-110 V converter and, as everyone expected, it
works fine, monochrome monitor and external 2S disk drive included. Beware
that I received warnings that the color monitor does NOT work from 50 Hz.

If you plan on doing the same thing, you ought to think about getting a trans-
former in the US. I was told they exist over here, but (in Holland) I could
only find little 25 watt ones. I thought I was going to have to break out the
soldering iron and start attaching cables, connectors, and transformers, until
someone found the exact item in a storeroom at work.

Roger
Marks@HDETUD53.bitnet

Date: 23 Jun 88 03:56:28 GMT
From: hubcap!ncrcae!ncr-sd!crash!pnet01!sreeb@gatech.edu (Ed Beers)
Subject: Re: Binaries news group postings
To: info-atari16@score.stanford.edu

rthurlow@van-bc.UUCP (Rob Thurlow) writes:
>
> Well, time for one of my infrequent postings again. I just had a look
>at Jwahar Bammi's ZMDM binaries posted to the comp.binaries.st group, and
>I'm afraid it didn't make it here in very good shape. The sequence of
>events for this stuff is as follows:
>
>1) The binaries came into the UUCP node I connect to, and got batched
> to me as if I were just another UUCP site. The articles get put
> in files not much larger than 100K as a rule, with all newsgroups
> mixed randomly and the sequence within a group not guaranteed.
>

This brought to mind a problem I have. Several of the last posting have
required a unix shell to decode. I have only limited access to to a unix
machine which doesn't seem able to unpack these anyway. Is there a program
that allows unpacking these on my ST? Is there a real need to use these
rather than just arcing and uuencoding?

UUCP: ,cbosgd hplabs!hp-sdd sdcsvax nosc-!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

Date: 23 Jun 88 12:37:23 GMT
From: lakesys!mark@csd1.milw.wisc.edu (Mark Storin)
Subject: Re: The archive at lakesys
To: info-atari16@score.stanford.edu

In article <801@dlhpedg.co.uk> cpm@.co.uk (Paul Merriman) writes:
> Can anyone tell me what has happened to the archive of gulam
>1.03 at the lakesys archive.
...
> I was requesting gulam103/part.uaa etc but this was on an old index
> list so I guess the name may have changed.

You're right, it's under a newer name, as we have a newer version.
Here's an extract from the latest index:

gu10304/part.uaa 880609 Gulam shell, docs and example .g files
gu10304/part.uab 880609 Gulam shell, docs and example .g files
gu10304/part.uac 880609 Gulam shell, docs and example .g files
gu10304/part.uad 880609 Gulam shell, docs and example .g files

In most cases (if your request syntax is correct), if the file is not
found, then the name has been changed to reflect an update. Just request an
index again. The indexes are updated about monthly, more often if necessary.
It is our intention at lakesys to try to keep the most up-to-date versions of

the programs we have that are available. Some authors send us there work directly, other stuff we get from various sources. This will often result in frequent changes in the index. We are sorry if this causes any inconvience, but feel that it is worth it to get the "latest and the greatest" :-).

--
Mark A. Storin
Lake Systems, Milw., WI
UUCP: ,ihnp4,uwvax-!uwmcsd1!lakesys!mark

Date: 22 Jun 88 21:29:15 GMT
From: unisoft!gethen!bdt!david@ucbvax.Berkeley.EDU (David Beckemeyer)
Subject: Re: Midi Mega's
To: info-atari16@score.stanford.edu

In article <3160@druhi.ATT.COM> med@druhi.ATT.COM (Myron Drapal) writes:
>In article <1073@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
>> We are
>> concerned, however, that such misinformation would be placed in a public forum
>> and accordingly we request that in advance of such statements in the future,
>> Atari be called and the facts of such perceived policies be confirmed.
>
>I just couldn't let this one go without a chuckle ;-)... Atari, the premier
>company of vaporware and "misinformation", criticizing someone for the same.
>
>"Catch the Wave"? Yes, catch the wave and wave bye-bye to Atari...
>
> Myron Drapal
> AT&T Denver
> ihnp4!druhi!med

You said it loud and clear! When was the last time Atari Corp. ever called any of us before spewing out TOTALLY FALSE statements? And even worse than a "public forum": how about "offical" releases to the press and news conferences?! I remember plainly, as late as 1987 Atari spokesmen were making statements to the press such as "There is no multitasking available for the ST"... almost a year after the release of Micro RTX and MT C-Shell.

Oh, and today I got a call from Sig Hartmann at Atari, <fill in today's title here> telling me that I'm "no longer allowed to make negative statements on USENET" and that he "is my sole contact for Atari related communications". Hmm... sounds pretty heavy to me. If anything happens to me, remember you're all witnesses!

It would be different if I was giving out proprietary information - but we're talking about non-technical opinions. This is America Jack!
--
David Beckemeyer (david@bdt.uucp) | "Yea I've got medicine..." as the

Beckemeyer Development Tools | cookie cocks a his Colt, "and if
478 Santa Clara Ave, Oakland, CA 94610 | you don't keep your mouth shut, I'm
UUCP: ,unisoft,sun-!hoptoad!bdt!david | gonna give you a big dose of it!"

Date: 23 Jun 88 15:35:08 GMT
From: dewey.soe.berkeley.edu!oster@ucbvax.Berkeley.EDU (David Phillip Oster)
Subject: Re: Midi File Format
To: info-atari16@score.stanford.edu

In article <313@accelerator.eng.ohio-state.edu>
czei@accelerator.eng.ohio-state.edu (Michael S. Czeiszperger) writes:
>sending the different parts back and forth. If I was to post
>a SMF sequence, what format would be appropriate? Binhex could be
>used but I don't know how many non-mac computers use that format.

Use macget -d
1.) on the unix/vms end to accept the data fork, in a MacTerminal 1.1 protocol
transmission from the Mac to the host. (this protocol is supported by
MacTerminal and VersaTerm.) This puts an exact copy of the Mac MIDI file
data on the host, without any mac file system specific header info.
2.) use uuencode on the host end to make the file safe for mail/usenet

To recieve:
1.) use uudecode to turn the mail back into a binary data file. Watch out:
the encoded form has a filename built in, and if you name your saved mail
file the same as that name, your saved mail will get destroyed, but you'll
get no data file.
2.) use macput -d to move the file to the macintosh
3.) use ResEdit, disktop, or any other such tool to change the files type
to MIDI (4 characters, must be Capital letters.)

--- David Phillip Oster --When you asked me to live in sin with you
Arpa: oster@dewey.soe.berkeley.edu --I didn't know you meant sloth.
Uucp: ,uwvax,decvax,ihnp4-!ucbvax!oster%dewey.soe.berkeley.edu

---

Date: 22 Jun 88 23:46:06 GMT
From: mcvax!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: MWC & large arrays -- help!
To: info-atari16@score.stanford.edu

In article <427@sp7040.UUCP> jsp@sp7040.UUCP (John Peters) writes:
>
> I have ran into this problem before to. My brother regularly
>corresponds with someone that helped with the 3.0 MCW developement. so
>here is the reason. The MWC compiler uses signed short offsets from a
>stack value for local variables. this means that you have 15 bits or
>32K to use as an offset, question answered. This is not true of global
>variables. All global variables are long offset from a base address so
>the problem does not exist and structures and arrays can be as big as

>wanted.

Long offsets from a base address? What 68000 instruction do you have in
mind?? Probably you mean absolute addresses (with relocation that is).

Lets see how we can address memory on the MC68000:

1) (An) contents of the location pointed at by An (n = 0-7)
2) -(An) same as 1) but with predecrement of An
3) (An)+ same as 1) but with postincrement of An
4) w(An) word displacement from An; w is a 16 bit signed offset.
5) b(An,Rx) byte displacement with index; b being a 8 bit signed offset.
6) There are also the PC-relative adressing modes; basically like 4) and 5)
7) Absolute short (16 bit signed)
8) Absolute long (32 bit; of course limited by a 24 bit databus).

Your local variables are typically adressed by a(A6), with a being a
negative value for local variables, and a positive one for parameters.
Static and global data? 1), 2) and 3) kommt nicht in frage, as it
would require loading the address register for each different variable.
4) is widely used by various compilers, but means that only 64K can be
addressed (GEMDOS initializes some address registers to point to the
start of the initialized and uninitialized data spaces; these addresses
can be found on the processes' basepage). 5) seems hardly likely, have
to waste two registers.
Leaves us with 7): only for programs in low memory (or I/O
references); not useful for most cases (unless you can enforce this on
your program). And 8): Absolute long. Note that the address generated
will be a long address relative to the start of the text segment; this
becomes relocated when the program gets loaded (GEMDOS does that for
you). This is the default that Lattice C uses (but you can have type 4)
addressing by a compiler option).

Speaking of addressing modes, I would prefer type 4) if the data fits
into 64K; the instruction is shorter and also faster than absolute
addressing. If the data is over 64K you'll probably have to use absolute
addressing (or else you could use something like LEA (An,Dx),Am and then
use Am; but this requires an additional overhead). There's also another
case in which absolute addressing is almost mandatory: when you make an
interrupt routine. When the program that sets up the interrupt vector
exits (memory resident), the data base register will be destroyed. In
this case I prefer absolute addresses.

> Hope this helped. I was taught to not use global variables much but
>it seems that they have their place.

You can often use static variables instead of global ones; they
have a more restricted scope and will be put in the same program
segment(s). As for not using global variables, this is a tendency that
has come forth from the structured programming gurus; I think that you
may use it as a general rule. However, there are very often
values/variables in your program that have a program-wide or

module-wide scope; it would be both foolish and inefficient to not use
that fact.

> -- Johnnie --

Leo.

End of Info-Atari16 Digest
****

4430. XMODEM Source in Pascal

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 11:52:11 UTC
From: mike@ncrcpx.UUCP
Message-ID: <1821735@ncrcpx.UUCP>
Source record: 251830

Calling Simon Poole ---

About a month ago I mailed you a memo asking if you would be willing to sell your Pascal sources for XMODEM for a project that we are looking into here. So far I have not heard a reply. Did you get my original email? Would you consider this idea and under what conditions ?

Thanks

Mike

4431. Error in STDCAT

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 13:54:59 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <409@laura.UUCP>
Source record: 251831

Recently a floppy disk cataloging system, STDCAT, was posted to comp.binaries.atari.st. It claims to be able to catalog floppies with a folder level up to 16. However, I failed in cataloging one of my floppies which has only 3 (three) folder levels. This disk has, however, *many*, *many* folders on the 2nd level (I haven't counted them 'cause I can't count so far :-)).

I tried to reach the author by e-mail but failed so I post it here asking for a correction.

Thanks in advance

Rainer Klute

P.S.: Another nice enhancement would be the possibility of giving a comment to every single folder and file.

+---------------------------+---+
Rainer Klute	UUCP: klute@unido.uucp
University of Dortmund	(...uunet!mcvax!unido!klute)
Dept. of CS	BITNET: klute@unido.bitnet
P.O. Box 500500	
D-4600 Dortmund 50	
+---------------------------+---+
| Federal Republic of Germany |
+---+

4432. Memory Access in Modula 2

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 15:07:23 UTC
From: terrell@druhi.ATT.COM
Message-ID: <3188@druhi.ATT.COM>
Source record: 251832

Reading and writing from/to an absolute memory address in Modula 2:

I know of a "dirty trick" to accomplish this in Pascal, which will probably work with Modula 2 as well. It's based on the fact that variant records allow Pascal's normally strong typing to be circumvented.

Declare a variant record with a long (4 byte) integer field and a pointer to a character field in the variant part). Recall that fields in the variant part are placed in the same region of memory.

Then to peek from memory, set the long integer field to the desired address, and get the desired value by dereferencing the pointer field.

Similarly, to poke a value into memory, set the long integer field to the desired address, and assign the value that you want to poke to the dereferenced pointer.

For example:

```
program peek_poke(input, output);

type
mem_rec = record

case tag : boolean of

true: (addr : integer);
false: (ptr : ^char);

end;

var
dirtytrick : mem_rec;
value : char;

begin

(* Poke value 128 into address 12345. *)
dirtytrick.addr := 12345;
dirtytrick.ptr^ := 128;

(* Fetch the value from address 12345. *)
dirtytrick.addr := 12345;
value := dirtytrick.ptr^;

end.
```

Note that the addr field of the variant record must be a 4 byte integer.

Of course, code written with this trick will tend to be non-portable, so if you can dig up a library routine that accomplishes this, that would be preferable.

4433. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 16:05:09 UTC
From: hase@netmbx.UUCP
Message-ID: <2010@netmbx.UUCP>
Source record: 251843

In article <720@leah.Albany.Edu> jac423@leah.Albany.Edu (Julius A Cisek) writes:
>The only thing I can think of right now is that the problem is with the
>ST, and not the MWC. In Lazer C you are restricted to 32K arrays and
>structures and since it is because of the way the ST partitions memory,
>I'd have to say that MWC would have the same problem...

Hihi, the ST's 68000 partitions memory as one, 16MByte chunk.
The GLUE-chip partitions memory as follows: 4 Meg RAM, 11 Meg <nothing> (Bus Error/two bombs), 1 Meg of "stuff" (ROM, i/o).

Are you mixing up 8088's segmented adressing sheme ant the ST?
>
>I could be wrong, so please no flames.

Of course not.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4434. Re: Public Domain/Low-cost Software

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 16:17:19 UTC
From: williams@tut.cis.ohio-state.edu
Message-ID: <16633@tut.cis.ohio-state.edu>
Source record: 251833

AccuSoft distributes about 400 disks of PD and shareware software for the Atari ST (including PC Ditto and Magic Sac). The cost is $2.95 per disk, including free shipping within North America.

To get a brief listing of some of the more popular disks just send a note. You can also get a disk catalog listing all available disks for $3 (and get a $2 credit coupon toward your next order).

The address:

AccuSoft
PO Box 02214
Columbus, OH 43202

Mention you heard about them on the net!

C. Williams

4435. Re: Minix for the ST???

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 21:13:08 UTC
From: ast@cs.vu.nl
Message-ID: <829@ast.cs.vu.nl>
Source record: 251834
Cross-posted to: comp.os.minix,comp.sys.atari.st

In article <924@onion.cs.reading.ac.uk> jagdis@sage.cs.reading.ac.uk (Mike Jagdis) writes:
>Whatever happened to Minix for the ST? Does it exist? Is it still being
>ported? Has it been abandoned?

To the contrary! It is finished and has been sent to Prentice-Hall for
reproduction. I will make an announcement when we get closer to the
time that it will be available. I don't want to say too much too far in
advance because people will then call P-H and the people who answer the
phones don't know anything about it yet and the caller says P-H is all
screwed up etc etc. If all goes on schedule, it should be available
sometime in September. Again, I will announce it well in advance, when we
get a shipping date that is solid.

Andy Tanenbaum (ast@cs.vu.nl)
--
Andy Tanenbaum (ast@cs.vu.nl)

4436. Z80 cross assembler information request

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 22:04:59 UTC
From: zzkj@gos.ukc.ac.uk
Message-ID: <1536@gos.ukc.ac.uk>
Source record: 251835

I am looking for a Z80 cross assembler for the ST. Ideally it should be compatible with the ZASM assembler, but I'm not too fussy. Local labels are necessary, but I would consider an assembler without them if that was all there was. I don't mind if it is a commercial package (as opposed to PD) as I need it for commercial program development. (Please note that I'm in the UK so any UK sources for the assembler would be ideal)
Thanks in advance,
--
ZZKJ - hacking away till it no longer bytes.

4437. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-06-29 23:34:16 UTC
From: rosenkra@Alliant.COM
Message-ID: <2073@alliant.Alliant.COM>
Source record: 251836

```
----
regarding large arrays, are we talking about local arrays (defined inside a
function) or globals? i know that even the first st version of alcyon
(for example) has no problems with a global like

unsigned int array[100000];

though local arrays of this size are probably not possible (have never even
needed to try it out).

an obvious solution to this whole problem is to Malloc (not malloc) the space
and then refer to the pointer. this works with 1 dimensional arrays but
multidimensional arrays would be tricky.

-bill
```

4438. NTSC Video from the ST

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 03:32:25 UTC
From: jboede@juniper.uucp
Message-ID: <2797@juniper.uucp>
Source record: 251837

I'm posting this for a friend who owns an ST. She's more artistic than technical and my knowledge of the ST is woefully limited, so please forgive my ignorance.

What she'd like to be doing is saving some of her graphics on her VCR.

Does the ST produce composite video? Would it be better to go with a commercial RGB -> NTSC converter? Does anybody have experience with one that they would recommend??

Please mail me as I never seem to be able to find time to read news :-)

Thanks!!
--
Jon Boede jboede@juniper.UUCP, jon%bodedo@cs.utexas.edu
1301 Trace Dr. #204, Austin, TX 78741-1735 (512) 462-3287
"People who are incapable of making decisions are
the ones that hit those barrels at freeway exits."

4439. UWSERVER -> Help!!!!

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 04:58:23 UTC
From: humtech@ucschu
Message-ID: <3974@saturn.ucsc.edu>
Source record: 251838

Help!!!! I just got the UNIX end to the UNIX Windows program from the archives at lakesys. I uudecoded (using Dumas' uudecode) and de-arced using arc 5.21. There seemed to be no trouble. But when I transferred all the files back to UNIX to try to get the server running, I discovered that there were no directions as to what to do (no README file or anything). So I just started poking around in hopes that I'd find something that would work. I have a 4.2BSD system so I moved the "makefile_4.2" to "Makefile" and tried a "make" command. First I get an error that says that "../DEFINES" does not exist, and next I'm told that "uw_clk.h" does not exist. After poking around and manipulating the order that the makefile compiles the files, I discovered that several other header files seemed to be missing. I'm guessing that the "../DEFINES" is supposed to be a file containing compiler flags? It seems to me that either I'm missing too many files, or I have to reconstruct a lot of the server from just looking at the other files. Am I really missing some files? I got uwserver.uaa and uwserver.uab from lakesys.

What am I doing wrong?????????

Any help is GREATLY appreciated (I've been looking for the UNIX end to UW for a long time, and now that I get it, I can't get it to work).

Thanx

Mark Frost (humtech@ucschu.ucsc.edu)

4440. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 06:21:21 UTC
From: david@bdt.UUCP
Message-ID: <341@bdt.UUCP>
Source record: 251839

In article <374@clio.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>There's something called an EtherportSC, (from 3com, I think) intended
>for a Mac really, but it's an ethernet adapter that attaches to a SCSI
>port. Might be usable, provided you could get enough docs to write a
>driver for it on the ST...

My understanding is that this board uses more SCSI than the Atari
AHDI interface supports. Atari implements enough to allow Level 0 SCSI
and the ethernet board requires more intelligent SCSI, I think.

Anyway I don't think it's possible to use these ethernet<->SCSI boards
without hacking the AHDI hardware or at the very least buidling your
own SCSI adapter and designing a new protocol. Of course I could be
wrong.

Someone who might know more is Chris at BMS (bms@bdt).
--
David Beckemeyer (david@bdt.uucp) | "Yea I've got medicine..." as the
Beckemeyer Development Tools | cookie cocks a his Colt, "and if
478 Santa Clara Ave, Oakland, CA 94610 | you don't keep your mouth shut, I'm
UUCP: {unisoft,sun}!hoptoad!bdt!david | gonna give you a big dose of it!"

4441. Re: Animation editing demo

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 06:27:41 UTC
From: sale5312@fredonia.UUCP
Message-ID: <996@fredonia.UUCP>
Source record: 251840

In article <3034@mit-hermes.ai.mit.edu.AI.MIT.EDU>, jpexg@mit-hermes.ai.mit.edu.AI.MIT.EDU (John Purbrick) writes:
> An animation editing demo was just posted to comp.binaries.st in 4 parts.
> Before you take the trouble to download it, be warned that it runs in
> low-resolution only. It would have been nice to have been told that at the
> top of the file, wouldn't it now?

Having both monitors,that didn't bother me. But,here's another warning about the program:it only works for ~15 min or so before saying something like "demo time up!! buy the program". But isn't that the idea of a demo? Would be nice if it would have said "only 15 minutes-hurry up".
(sigh) Oh well.

Overall,I'd say it's one of the better programs out so far if graphics are your bag. At least it's one of the better demos I've seen. I wish more companies would do this so we (the users who actually buy the programs) could "try it out".

--
/ / |\ | / / | / : Marty Saletta @ Fredonia,NY----------
/ __ /__ | \| /__ / | / : Atari ST,vegetarian,New York Yankees,
\ / \ | | \ \ | \ : Toronto Maple Leafs,Pink Floyd,Fripp,
\/ \ | | \ / | / : ELP,Yes,CZ-1,Mad Max,and hi Lorie!!!

4442. my ideal cache program

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 08:04:11 UTC
From: meulenbr@cstw01.UUCP
Message-ID: <157@cstw01.UUCP>
Source record: 251841

After seeing a number of cache programs, I decided to scribble down what
I wanted to see in an ideal cache program.

I am posting this for two reasons:
1) to get feedback about missing items, problems to be expected etc.
2) because I have little time to start the actual implementation, someone
else might give it a try. (Hint, hint). If you want to, drop me a note
saying so, in order to avoid duplication of effort.
Don't expect an implementation from me soon.

How my ideal cache looks:
- startable from auto folder or accessory which installs itself silently
- settings (like size) taken from program name or data file
- resizable when in operation
- selectable which devices are cached
(it is not too useful to cache a ram disk)
- works both with floppies and hard disks
- selectable whether or not write-through
- if not write-through:
- has an auto "sync" facility, which will flush all written buffers
- interval of above facility is user definable
- has a command to flush explicitly
- detect media change and warn (insist?!) that the previous floppy is
re-inserted when unwritten buffers exist.
- intelligent replacement algorithm (something like Least Recently Used)
- (optionally) read ahead (cache the complete track when a sector is
requested)
- perhaps (optionally) always cache FAT and root dir.

I think this can lead to a safe write-delayed cache.
Since a number of things can be modified during operation, the cache will
most likely be implemented as an accessory.

--
Frans Meulenbroeks
Centre for Software Technology
...!mcvax!philmds!prle!cst!meulenbr or ...!uunet!prlb2!cst!meulenbr
or perhaps meulenbr@cst.prl.philips.nl

4443. Re: GULAM for german ST's

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 08:43:57 UTC
From: piet@ruuinf.UUCP
Message-ID: <508@ruuinf.UUCP>
Source record: 251842

In article <810001@hpnmdla.HP.COM> glenne@hpnmdla.HP.COM (Glenn Elmore) writes:
>
>Does anybody know a GULAM adaption for the german ST keyboard?

I don't have a German one but I do have one for a British keyboard (that we in Holland also have. Ther is a table in gulam that contains ASCII codes indexed by keyboard scan codes. You must patch a few of the entries (with a binary file editor). I have the differences here for gulam version 1.03.05. Other versions have it on different addresses. The < entries are the original, the > entries the new version (both in ASCII, if possible) and octal. All addresses are octal.

```
< 0233200 ' ` \0 \ z x c v b n m , . / \0 \0
< 047 140 000 134 172 170 143 166 142 156 155 054 056 057 000 000
---
> 0233200 ' ` \0 # z x c v b n m , . / \0 \0
> 047 140 000 043 172 170 143 166 142 156 155 054 056 057 000 000

< 0233260 \0 \0 \0 \0 \0 \0 \0 \0 \0 214 213 300 301 307 302 267
< 000 000 000 000 000 000 000 000 000 214 213 300 301 307 302 267
---
> 0233260 \0 \0 \0 \0 \0 \0 \0 \0 \ 214 213 300 301 307 302 267
> 000 000 000 000 000 000 000 000 134 214 213 300 301 307 302 267

< 0233320 \0 \0 \0 \0 \0 \0 \0 \0 \0 033 ! @ # $ % ^
< 000 000 000 000 000 000 000 000 000 033 041 100 043 044 045 136
---
> 0233320 \0 \0 \0 \0 \0 \0 \0 \0 \0 033 ! " # $ % ^
> 000 000 000 000 000 000 000 000 000 033 041 042 043 044 045 136

< 0233400 " ~ \0 | Z X C V B N M < > ? \0 \0
< 042 176 000 174 132 130 103 126 102 116 115 074 076 077 000 000
---
> 0233400 @ ~ \0 ~ Z X C V B N M < > ? \0 \0
> 100 176 000 176 132 130 103 126 102 116 115 074 076 077 000 000

< 0233460 \0 \0 \0 \0 \0 \0 \0 \0 \0 254 253 340 341 347 342 327
< 000 000 000 000 000 000 000 000 000 254 253 340 341 347 342 327
---
> 0233460 \0 \0 \0 \0 \0 \0 \0 \0 | 254 253 340 341 347 342 327
> 000 000 000 000 000 000 000 000 174 254 253 340 341 347 342 327
```

--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-531806 UUCP: ...!mcvax!ruuinf!piet

4444. atari dealers in chicago

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 13:45:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8807011945.AA03142@ucbvax.Berkeley.EDU>
Source record: 251844

A reader asked about Atari dealers in Chicago, and I tried to email him directly, but our mailer could not decode or otherwise access his address.

Therefore, I will post here. There is one in St. Charles called Computer Celler, it is way out west though, and can be reached at 584-4048. I bought a mega from them, and they have been very supportive about fixing the media change problem. (they replaced the Chinon with another manufacturer)

If you want to stay in the city, I know Guitar Shack on Clark 1 block south of Belmont is an Atari dealer, and they sell Megas. You cant miss it, it is right near those Yuppie clothing stores.

This posting is not intended to be an ad for those store, I am posting this in response to a reader's inquiry.

Jeff Beer, UUCJEFF@ECNCDC.BITNET

4445. Re: Software info request

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 14:40:41 UTC
From: t19@nikhefh.hep.nl
Message-ID: <482@nikhefh.hep.nl>
Source record: 251845

I have seen a program, equivalent to, but not compatible with, SPSS for the Atari at the Leiden University Psychology department. It looked PD, but I will check.

4446. Re: Interesting bit from Byte

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 14:48:36 UTC
From: wheels@mks.UUCP
Message-ID: <483@mks.UUCP>
Source record: 251846

In article <1083@atari.UUCP>, neil@atari.UUCP (Neil Harris) writes:
> There was a long panel discussion held at West Coast Computer Faire in
> March. My talk centered on the reasons why computers in the home had
> not caught on to the big extent expected in the earlier part of the
> decade -- people rarely use the computer for purposes like personal
> finance, for example. [various things about scanners, etc.]

IMHO there seem to be several things precluding the everyday use of home computers.

One, as you said Neil, is the difficulty of transferring data from real life into bits. And, as an associated factor, nobody is going to do on the computer what they didn't do on paper. People can't expect a computer to magically organise their lives.

Another factor, I think, is the size of the computer. Few people are willing to give up two square feet of their dining room table just so they can read the newspaper electronically instead of the usual way. Ditto for the kitchen counter. I think ultimately we'll need to have thin screens that mount on the wall. Sci fi movies have been doing that for ages.

Of course, it's hard to hang the computer on the wall too, so the wall unit will likely be just a terminal connected to the computer in the basement. If that same computer is going to support all the other terminals in the house, it'll have to be multitasking, right?

So, who wants to be the first to put all this into practice? And what happened to Alan Kay's Dynabook?
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

4447. small, usable kermit wanted

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 15:30:42 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <19687@watmath.waterloo.edu>
Source record: 251847

I have version 3.0(4) of kermit on my ST,
and it has to be the most brain-damaged version around.
It problems include:
- cannot be interrupted.
- cannot send binary over a 7-bit path.
- if you don't do the local "kermit s" immediately after the remote "kermit r",
it sends every packet twice (or more). The file arrives ok, but
this slows down kermit to even less than the regular, pathetic 70 B/s.

Does anyone have a better kermit that is less than 40K (it has to be small)?

4448. Risc game

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 15:54:08 UTC
From: hans@duttnphg.UUCP.UUCP
Message-ID: <8806301554.AA06793@duttnph2.patroon.nl>
Source record: 251848

I've heard that somewhere out there is a p.d. risc (the board game) for the b/w ST. Does anyone know if it is available from one of the servers ? And if not, could somebody post it ? A friend of mine is very interested in it.

Thanks in advance,

Hans Buurman
(mcvax!dutrun!duttnphg!hans)

4449. Re: Minix for the ST???

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 16:17:17 UTC
From: jsp@sp7040.UUCP
Message-ID: <442@sp7040.UUCP>
Source record: 251849
Cross-posted to: comp.os.minix,comp.sys.atari.st

In article <924@onion.cs.reading.ac.uk<^>, jagdis@sage.cs.reading.ac.uk (Mike Jagdis) writes:
<^>
<^> Since noone has mentioned this for a while I thought I would throw it
<^> in and see what happens...
<^>
<^> Whatever happened to Minix for the ST? Does it exist? Is it still being
<^> ported? Has it been abandoned?
<^>
<^>
Last I heard (I think sometime about the first of may or so) ST/MINIX
had been sent to Prentise Hall. I have heard nothing about wether they have
released it or not. I would sure like to know also.

-- Johnnie --

4450. Atari Censorship (was RE: Mide Megas)

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 17:16:55 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3195@druhi.ATT.COM>
Source record: 251850

in article <1082@atari.UUCP>, neil@atari.UUCP (Neil Harris) says:
>
> In article <3181@druhi.ATT.COM>, dlm@druhi.ATT.COM (Dan Moore) writes:
>
>> Your not the only person who Atari has tried to keep quiet.
>> About 2 years ago Neil Harris told the sysops on one of the commercial
>> networks that if I didn't stop "harassing" him online he would quit showing
>> up. They wouldn't have a "official represenative of Atari" online anymore.
>> I was sent a copy of his email along with a note saying I could do what
>> I wanted. I continued to comment on his postings so he left for a two
>> months or so.
>
> Thanks, Dan.
>
> What *really* happened was that there was quite a bit of name calling going
> on. Dan seemed to have blamed me personally for some financial woes
> connected with the takeover of Atari. He lost quite a bit of money because
> the contract with Synapse for Synfile (which Dan co-wrote) was dropped.
I wasn't planning on starting the conversation about SynFile,
but since you have:
Atari did drop the contract. After accepting delivery on
11,000+ pieces which they sold. There was a two and a half year delay
before Atari paid for the 11,000+ pieces of SynFile+. There were also
similar numbers of SynCalc and SynTrend involved plus monies for R&D
work Synapse was doing. Synapse sued for the $4 million owed plus about
to $50 million in damages. Atari settled out of court 2 and a half years
later, just prior to going public.

> Now I think it's a shame that Dan ran into this kind of problem. But he
> knew darn well that I had nothing to do with it (the problem occurred before
> I even joined Atari), but he was using me as a convenient scapegoat. So I
> asked the sysops to get a handle on the namecalling. That's a sysop's job.
Our discussion on the services had nothing to do with Atari's
actions with SynFile. It was in reference to statements you were
making on Delphi about Atari and Atari products. Many of those messages
are still online (they store messages for a very long time) so if people
are interested they can read them there.
The statement that got Neil mad and caused him to ask the Sysops
to intervine was me saying that one of his statements was untrue. He
asked the Sysops to censor me and/or have me removed from the system or
he would leave. They took no action other than forwarding me a copy of
his email to them.

> Once Dan and I met personally, I think he calmed down a bit and realized
> that I was not some ogre out to get him.

>
> Maybe we ought to get together again so he won't forget.
I never thought Neil was an "ogre out to get me", I think he is
a person who is willing to take a job that I and many others wouldn't be
willing to do. Not many people would be willing to act as a front for
Atari or the people who run it. I dislike "Neil Harris, Atari spokesperson",
"Neil Harris, private citizen" is a fairly nice person.

> Most of the professional online systems won't put up with that sort of
> thing. It's a free country, thank goodness -- but paying users of an online
> system tend to object to that kind of stuff.
The only objections to my statements were from you. None of the
users had any complaints.

This is all ancient history, the only reason I mentioned the
event was to point out that David Beckemeyer was not the only person Atari
had attempted to censor. I hope Atari starts listening to their users
and developers complaints instead of just listening to the compliments.
Asking (or telling) developers to quit complaining isn't going to make
things any better. If they continue the way they are the ST, and it's
promise of "Power without the price" will disappear.

Dan Moore
AT&T Denver
ihnp4!druhi!dlm

4451. Re: Adaptec Controller

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 18:29:30 UTC
From: wes@obie.UUCP
Message-ID: <258@obie.UUCP>
Source record: 251751

In article <478@jungfrau.UUCP>, marvin@jungfrau.UUCP (Rico und Jan) writes:
> Does somebody know a place in New York City where he could find this
> controller, (Adpatec 4070 - ed.) and maybe what it costs at that place ?????
> I'd appreciate any help. Thanx.

I don't know about sources in New York City, but your friend can mail
order it from:

Computer Surplus Store
715 Sycamore Drive
Milpitas, CA 95035
+1 408 434 0931

Phone Orders:
+1 408 434 1060
M-F 9:00 am - 3:00 pm, PST

They list the 4070 for $129.
--
{uwmcsd1, hpda}!sp7040!obie!wes | "If I could just be sick, I'd be fine."
+1 801 825 3468 | -- Joe Housely --

4452. Re: Modula2 and Peeking

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 18:43:36 UTC
From: wes@obie.UUCP
Message-ID: <259@obie.UUCP>
Source record: 251752

```
In article <490@dalcsug.UUCP>, euloth@dalcsug.UUCP (George Seto) writes:
>
> Can anyone using TDI's Modula 2 help a friend of mine out with a
> question? He is trying to access the System Timer at location $4AB
> to read the count there. However he can't find a way of doing a
> peek or actually Long Peek. He has been trying to use the
> TakeALong command in Modula, but so far, two weeks, no luck.

In general, to peek at a location in Modula-2, you would use something
like:

FROM System IMPORT BYTE, WORD, LONG;

SysTimer : LONG @ 4ABH;

...

WhatEver := SysTimer;

The "@" notation tells the compiler the absolute address of this
variable is fixed in memory. You can't do this for the system timer
on the ST, however, because the system timer is in "protected" memory.
To access this protected memory, the CPU has to be in supervisor mode.
You can do this with the SuperExec procedure in module XBIOS. This is
an example:

FROM XBIOS IMPORT SuperExec;
FROM System IMPORT LONG;

PROCEDURE GetSysTimer : LONG;

VAR
TheTimer : LONG;

PROCEDURE GetIt;
VAR
SysTimer : LONG @ 4ABH;
BEGIN
TheTimer := SysTimer;
END.

BEGIN
SuperExec(GetIt);
RETURN TheTimer;
END.

This is probably not entirely correct; it has been a while since I
worked in Modula-2. It should be enough to give you an idea of what
```

you have to do, however. Good Luck!
--
{uwmcsd1, hpda}!sp7040!obie!wes | "If I could just be sick, I'd be fine."
+1 801 825 3468 | -- Joe Housely --

4453. Re: UWSERVER -> Help!!!!

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 20:03:19 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <377@clio.math.lsa.umich.edu>
Source record: 251753

Sounds pretty odd to me; the Unix uw program set that I have consists of only 4 files - two source, 1 header, and 1 doc. Compile the two source files with "cc -o outfile srcfile" - no makefile, no extra directories of stuff, etc. (uw.c, uwtool.c, uw.h, uw.1) Works just fine. Send mail if you want to see it.

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4454. ATARI 520ST SYSTEM FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 20:15:01 UTC
From: joel@otto.lvsun.com
Message-ID: <611@otto.lvsun.com>
Source record: 251754
Cross-posted to: misc.forsale,comp.sys.atari.st

Atari 520 ST for sale with the following equipment:

(1) SM1224 Color Monitor (Original, Ultra-Crisp Monitor)
(1) Atari ST Mouse
(1) Double-Sided Disk Drive (Not the Usual single-sided drive)
(1) 520ST Keyboard Computer

And a whole lot of PD software. (50) Disks

$700.00 or best offer - no reasonable offer will be refused.

4455. Re: Porting utilities to the ST.

Newsgroup: comp.sys.atari.st
Date: 1988-06-30 22:45:47 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2568@ihuxy.ATT.COM>
Source record: 251755

In article <6915@cup.portal.com> Henry_Burdett_Messenger@cup.portal.com writes:

.....
VMS, UNIX squable deleted.
.....

>Gosh, and when UN*X even gets a system monitor, let me know!

They do exsist.

...
More squable deleted.
...

on porting VMS to the ST
>I've thought about it quite often, actually. If the memory management unit
>had a little more guts... :-)

What memory management unit ??

>I appreciate the work that goes into *any* software tool (I do _that_ for
>a living). My comments were merely directed at the 'if it isn't UN*X, it's
>junk' crowd. I personally avoid UN*X, since it's in the serious dark
>ages compared to VMS. And going from GEM/TOS -> MINIX/X11 isn't going to
>help performance much...

VMS has a different name then RSX or RT11 or whatever, but that does not
make it state-of-the-art. Lets face it, VMS has it's roots in OSs that
predate UNIX.

When I worked on a VMS system, there was a C compiler, guess what? it
supported UNIX lib calls.

In my oppinion, if you need to run a meat packing plant or a bank, get a
VMS system. If you want to develop software, get a UNIX system. UNIX
was never intended for many of the applications it has been streched to
perform, but yet it survives because it has evolved considerably.

Can we talk about STs now.

--
Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

4456. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 08:36:42 UTC
From: leo@philmds.UUCP
Message-ID: <541@philmds.UUCP>
Source record: 251756

In article <5327@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes (amongst other things):
>I think the original question was _not_ naive: why would one need
>a _structure_ (rather than an array) that is more than 32K in size?
>That's what many 68000 compilers cannot handle: structure fields
>that are offset more than 32K from the beginning of the structure.
>That's because a field in a structure is accessed by adding an offset
>(a constant calculated at compile time) to the base address. On the
>68000, the obvious, compact, efficient method is to use the indexed
>addressing mode, but that limits you to an offset of +-32K.

Maybe it is good to mention that exactly the same goes for actual parameters and automatic variables; most compilers use a frame pointer register (link register , typically A6) to index from. The link instruction itself also takes a offset of +-32K. So if you can avoid it, don't put big arrays or other variables on the stack (there's an other danger with huge stacks: it can run into your heap).

Leo.

4457. Re: Adaptec Controller, import taxes & translation

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 09:21:16 UTC
From: marvin@jungfrau.UUCP
Message-ID: <488@jungfrau.UUCP>
Source record: 251757

In article <339@accelerator.eng.ohio-state.edu> rob@baloo.eng.ohio-state.edu (Rob Carriere) writes:
>In article <478@jungfrau.UUCP> marvin@jungfrau.UUCP writes:
>> [...]
>>Because this thing is so hard to get in Europe (and expensive), I told a
>>friend of mine in New York to get it for me, but he doesn't seem to find
>>it.
>>
>Ahem. You sure this isn't either illegal or going to cost you an
>obnoxious amount of Swiss taxes?

No! It's neither illegal (why should it?) nor does it cost a lot. The Swiss taxes are 6.2%; buying it in the States and adding the Swiss taxes is still much cheaper than the Swiss prices. The Adaptec controller, for example, costs in Germany DM 400.- (it would be about the same in Switzerland if you could get it here) which is about US$ 240.-. In the States it costs only half of it (or even less). Adding the taxes doesn't make a big difference. The only problem about the whole affair is, that warranty and service becomes complicated if you have to send it back to the States... You have to choose between the risk and the warranty service. In this case I chose the risk (which isn't too high, I'd say).

>>Disclaimer: I'm a student at the Swiss Federal Polytechnical Highschool
>>[...]
>To avoid confusion for the poor monolinguals among us, you might want
>to consider translating ``Hochschule'' with ``university'' rather than
>``high school'', as the latter is the name applied to the upper
>*secondary* education in the US. This causes all kinds of confusion,
>usually to your disadvantage.

Thanx for the reminder. I know the difference between 'highschool' and 'university'. I just did't think of it when writing the signature-file. Meanwhile I got the correct English translation for 'ETH': 'Swiss Federal Institute of Technology'.

Tomas

Disclaimer: I'm a student at the Swiss Federal Institute of Technology (ETH) in Zuerich, Switzerland, studying Computer Science ('Informatik' as we call it in German).

UUCP: ...!mcvax!ethz!jungfrau!marvin (marvin@jungfrau.UUCP)
Surface: Tomas Felner, Quellenstrasse 30, 8005 Zuerich, Switzerland

4458. Turbo C

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 10:56:31 UTC
From: ONM07@DMSWWU1A.BITNET.UUCP
Message-ID: <8807011055.AA16306@ucbvax.Berkeley.EDU>
Source record: 251758

Date: 29 June 1988, 10:38:57 MES
From: Julian F. Reschke (02501) 13279 ONM07 at DMSWWU1A
Linckensstrasse 113
4400 Muenster
To: Info Atari16-Digest INFO-ATA at SCORE

And here are the results of the westfalian jury:
Turbo-C (Beta-Test) benchmarks at 1700 Dhrystones/s.

Julian F. Reschke

4459. Returned mail, unknown user

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 13:36:14 UTC
From: ADVISORY@VAX.ACS.OPEN.AC.UK
Message-ID: <8807012044.AA04488@ucbvax.Berkeley.EDU>
Source record: 251759

From: FTP_Manager 29-JUN-1988 14:04
To: POSTMASTER
Subj: Network mail failure

Unable to return Network Mail to EARN.FINHUTC.
Please check your Network Autho

Local Mail delivery failed to following Usernames:
A_MONK
Mail text:

Received: from UKACRL by UK.AC.RL.IB (Mailer X1.25) with BSMTP id 1211; Wed, 29
Jun 88 14:02:54 BS
Received: by UKACRL (Mailer X1.25) id 1173; Wed, 29 Jun 88 14:02:47 BST
Date: Tue, 28 Jun 88 12:43:01 PDT
Reply-To: Info-Atari16@EDU.STANFORD.SCORE
Sender: "Atari ST users forum (INFO-ATARI16)" <INFO-A16@EARN.FINHUTC>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.E
From: Info-Atari16 Digest <Info-Atari16@EDU.STANFORD.SCORE>
Subject: Info-Atari16 Digest V88 #296
To: ALASDAIR MONK <A_MONK@UK.AC.OPEN.ACS.VAX>

Info-Atari16 Digest Tuesday, June 28, 1988 Volume 88 : Issue 296

This weeks Editor: Bill Westfield

Today's Topics:

Nethack
Jove anybody?
Re: The archive at lakesys
Re: mega woes, or lack of
Re: C compilers on the ST
Midi File Format Standard Found
Let me in, please
UUCP for the Atari ST

Date: 21 Jun 88 16:35:09 GMT
From: mcvax!ukc!strath-cs!glasgow!whitbye@uunet.uu.net (whitbye)
Subject: Nethack
To: info-atari16@score.stanford.edu

Does anyone out there know where I can get hold of the source for Nethack
on the st? If so then please get in touch with me.

Date: 23 Jun 88 11:57:16 GMT
From: mcvax!unido!pbinfo!corona!michael@uunet.uu.net (Michael Schmidt)
Subject: Jove anybody?
To: info-atari16@score.stanford.edu

Is there anybody, who has ported Jove-4.9 to the Atari ST? If so,
I would appreciate a copy very much. Or does even a GNUEmacs port
exist (:-) ??

Or is this the wrong question at all. Is there a superior editor,
one should use on the ST?

Thanks
Michael Schmidt
--
Michael Schmidt, Universitaet-GH Paderborn, FB 17, Warburger Str.100,
D-4790 Paderborn, West Germany
Mail: michael@pbinfo.UUCP or michael%pbinfo@uunet.uu.net

Date: 23 Jun 88 18:12:47 GMT
From: lakesys!martin@csd1.milw.wisc.edu (Martin Wiedmeyer)
Subject: Re: The archive at lakesys
To: info-atari16@score.stanford.edu

For those who are wondering, here's the latest index from netlib@lakesys:

---
lakesys netlib index - archives.atari - Atari ST files

NOTE: All files are ARCed and then uuencoded with Dumas' implementaion of
uuencode, 'uue'. It is compatable with 'uudecode', and it makes decoding
multiple part uue files very simple. The ST binaries and a DOC file are
in uuxbin.uaa.

==========

archives.atari would like to express our thanks to
Steven Goodman, Owner and System Administrator of lakesys!

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****
NOTE The UW Server MUST have Sockets!!! (BSD etc.)
****

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To request files send a message to netlib@lakesys.UUCP consisting of:

send filename/part.uaa from archives.atari
send filename/part.uab from archives.atari
send filename/part.uac from archives.atari
etc.

If the file is found in one of the new volumes, (the example is volume 1) the
syntax is:

send volume1/filename/part.uaa from archives.atari
send volume1/filename/part.uab from archives.atari
send volume1/filename/part.uac from archives.atari
etc.

Note there is no space between the word "volume" and the number of the volume.

Subject for the message is not necessary.

Use the form above to assure that the parts will arrive as separate messages.
Parts are approximately 50k each.

This index can be obtained by sending:

send index from archives.atari

to netlib@lakesys.UUCP

A path which has proven to be successful for some users is:

lakesys!netlib@csd1.milw.wisc.edu

Any comments, problems or suggestions, please mail to martin@lakesys.UUCP.
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: uwvax!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

Date: 23 Jun 88 01:01:40 GMT
From: portal!cup.portal.com!Dave_Ninjajr_Flory@uunet.uu.net
Subject: Re: mega woes, or lack of
To: info-atari16@score.stanford.edu

For whatever it's worth I have an old 520 expanded to one meg, and a mega 4
at home and another mega 4 at work. All three have been more reliable than the
Mac's and the XT in the office, tho' the one at the office has some mystical
problems with NeoDesk, getting the program icons on the desktop screwed around
while I've never had any problems with the one that is mine. Both about the
same age, mine two months and the office one 4 months earlier.

Just adding some data for those with a statistical bent.

Date: 23 Jun 88 00:20:02 GMT
From: portal!cup.portal.com!Thomas_E_Zerucha@uunet.uu.net
Subject: Re: C compilers on the ST
To: info-atari16@score.stanford.edu

I don't li
I don't like CSD. They have a difficult setup for keys, you need to hit
several to do anything. It also replots the entire screen (fast, but it
still flashes irritatingly) each time you do anything. On my PC, and even

under PC Ditto, I have used Power C's C-Trace. For some silly reason, they chose things like insert to set breakpoints and watchpoints, spacebar to single step, and return to exectute in trace mode instead of some obscure set of function keys. And it highlights successive lines until it actually goes off screen and can handle graphics.
I also can't see the assembly instructions, so I had to also use db separately to trace a problem - I can't see the low level in CSD. It also crashed (db too!) when I ran a problem program. I don't think they did a bad technical job with CSD - just a bad ergonomic job. I hope they fix it, because otherwise it is a good debugger. The ST's function keys just aren't the best to overload with functions, and I need both db and csd's functions in one debugger.\

Date: 23 Jun 88 01:22:40 GMT
From: sco!kurth@uunet.uu.net (Kurt Hutchison)
Subject: Midi File Format Standard Found
To: info-atari16@score.stanford.edu

I received several responses to my request for the midi file format standard. I have successfully called Opcode (see below) and been promised a draft in the mail. I didn't talk to Dave Oppenheim, the secretary was able to send me a copy.

I didn't call the MIDI association but I am posting the address FYI.

When I get the draft I might post a copy to the usenet if anybody is interested and it is not too much typing. I still have a copy of the MIDI 1.0 message standard that was posted a little while back if anybody wants that.

One last thing, now that I have (hopefully) gotten my hands on the file spec, does anybody out there have any recommendations for score editors that are compatible with the standard?
I already have a sequencer and I am hoping to save a little money by buying just a score editor.

Master tracks Pro has been mentioned as a sequencer that accepts standard midi file format files.

- kurt

From the recommendations I received:

There is attempt to produce a MIDI (file format) standard.
The current DRAFT standard is 0.06, and can be obtained from:

Dave Oppenheim
Opcode Systems
1024 Hamilton Court
Menlo Park, California 94025
(415) 321-8977

The IMA's address is:

International MIDI Association
11857 Hartsook Street
North Hollywood, CA 91607

--

Kurt Hutchison The Santa Cruz Operation Software Engineer
Trumpet player, synth player, pianist, cyclist, philosopher at large
The above opinions (if any) are my own

To: info-atari16@score.stanford.edu
Subject: Let me in, please
Date: 24 Jun 88 11:17:26 MET (Fri)
From: unido!mutec!docbobo@uunet.UU.NET (Boris Schneider)

Howdy Folks!
My name is Boris Schneider and I am working as a staff writer for several
german computer magazines. Through a friend I heard of your fabulous
conference and would like to get on it too. Of course I'll give you all
important informations from germany and will answer questions to my best
knowledge too.
Hope to hear from you soon.

Boris "docbobo" Schneider
Technical Editor, >>Happy Computer<<, >>Power Play<< and >>68000er<<.

Date: 23 Jun 88 07:46:09 GMT
From: rochester!ritcv!cci632!ccicpg!felix!preston@bbn.com (Preston Bannister)
Subject: UUCP for the Atari ST
To: info-atari16@score.stanford.edu

Does a UUCP equivalent for the Atari ST exist?

I've seen articles in the past on this, but do not know who to ask
about the present status. (DCP, UUPC?)

Who should I ask to find out?

--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister
--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505

GEnie : p.bannister

End of Info-Atari16 Digest
****

4460. ATARI 520ST COLOR SYSTEM FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 14:52:14 UTC
From: joel@otto.lvsun.com
Message-ID: <612@otto.lvsun.com>
Source record: 251760
Cross-posted to: misc.forsale,comp.sys.atari.st,comp.sys.m68k

ATARI 520ST for sale with the following equipment:

(1) SM1224 Color Monitor (Original, Ultra-Crisp Monitor)
(1) Atari ST Mouse
(1) Double-Sided Disk Drive
(1) 520ST Keyboard Computer

And a whole lot of Public Domain Software (50) Disks

$700.00 or best offer - no reasonable offer will be refused

4461. Re: Modula2 and Peeking

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 16:17:04 UTC
From: browndf@cs.glasgow.ac.uk
Message-ID: <1461@crete.cs.glasgow.ac.uk>
Source record: 251761

The standard way to do memory addressing in Modula2 would be something like this...

```
VAR
p : POINTER TO INTEGER; (* 2-byte signed quantity *)
contents : INTEGER;

BEGIN
p := ADDRESS(address); (* address you wish to peek *)
contents := p^; (* do a peek *)
p^ := contents; (* do a poke *)
END.
```

Obviously to access something which is in the ST's protected areas of memory (like the system timer variable) you would have to use the enter supervisor mode call first. To peek/poke quantities other than integers you would need pointers to other quantities e.g. POINTER TO BYTE, POINTER TO WORD, POINTER TO LONGWORD.

ps BYTE, WORD, LONGWORD and ADDRESS all have to be imported from SYSTEM.

Deryck

4462. No such user A_MONK

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 16:26:12 UTC
From: ADVISORY@VAX.ACS.OPEN.AC.UK
Message-ID: <8807012007.AA03629@ucbvax.Berkeley.EDU>
Source record: 251762

From: FTP_Manager 1-JUL-1988 16:16
To: POSTMASTER
Subj: Network mail failure

Unable to return Network Mail to EARN.FINHUTC.
Please check your Network Autho

Local Mail delivery failed to following Usernames:
A_MONK
Mail text:

Received: from UKACRL by UK.AC.RL.IB (Mailer X1.25) with BSMTP id 3286; Fri, 01
Jul 88 16:16:23 BS
Received: by UKACRL (Mailer X1.25) id 3249; Fri, 01 Jul 88 16:16:15 BST
Date: Thu, 30 Jun 88 18:55:39 PDT
Reply-To: Info-Atari16@EDU.STANFORD.SCORE
Sender: "Atari ST users forum (INFO-ATARI16)" <INFO-A16@EARN.FINHUTC>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.E
From: Info-Atari16 Digest <Info-Atari16@EDU.STANFORD.SCORE>
Subject: Info-Atari16 Digest V88 #297
To: ALASDAIR MONK <A_MONK@UK.AC.OPEN.ACS.VAX>

Info-Atari16 Digest Thursday, June 30, 1988 Volume 88 : Issue 297

This weeks Editor: Bill Westfield

Today's Topics:

Re: MWC & large arrays -- help!
HP DeskJet
disk drive data disaster, part 2
Re: Midi Mega's
Re: Software info request
Re: Mono shakes/Uniterm blues
Re: Midi Mega's
RE: Atari Hard disk "clones"
Compute!'s Atari ST
Re: MWC & large arrays -- help!
Atari ST system for sale
Re: Binaries news group postings
Re: Compute!'s Atari ST

Date: 24 Jun 88 05:21:48 GMT
From: lakesys!jason@csd1.milw.wisc.edu (Jason)

Subject: Re: MWC & large arrays -- help!
To: info-atari16@score.stanford.edu

In article <411@brambo.UUCP>, sid@brambo.UUCP (Sid Van den Heede) writes:
> In article <46700008@hcx2> jgj@hcx2.SSD.HARRIS.COM writes:
> >I have experienced this problem too. As far as I can tell, in 3.0,
structures
> >are limited to 32Kb. Also, elements of an array are limited to 32Kb.
>
> I thought 3.0 was supposed to fix the problem with big arrays etc.
> [Rest of article deleted]
> Sid Van den Heede Voice: 416-792-1137

Version 3.0 does handle ARRAYS that are larger than 32k... I've never
had any array ELEMENTS that've exceeded 32k (or any structures by themselves
which were that big) so I can't verify/deny what was said about that. However,
I DO know that MWC 3.0 properly handles large arrays (how large, I'm not sure)

Just for kicks and giggles, why would anyone want elements/structures
that were >32k? Or, put differently, what's in it? Huge arrays? (Or 16384
ints? :)

Jason - Not your average iconoclast.

"The first office copiers were, as is well known, monks." - David Owen

---

Date: Fri, 24 Jun 88 12:08 EDT
From: FRANK%aslcl1.sdr.slb.com@RELAY.CS.NET
Subject: HP DeskJet
To: INFO-ATARI16@SCORE.STANFORD.EDU
X-VMS-To: MRGATE::M_SDR::IN%"INFO-ATARI16@score.Stanford.edu"

I just bought a HP DeskJet and thought I'd report my experiences.

1. Reviews in Current Notes and ST Applications (June) are accurate.
2. It works great with TimeWorks DTP LaserJet GDOS driver.
3. It works even better with Migraph DeskJet GDOS driver.
4. For some applications you might want the Epson FX-80 emulator
cartridge. Makes DJ work like Epson but text is 300dpi at
100cps. Its better than Epson cause compressed type is also LQ.
Graphics is only Epson quality thou with Epson cartridge.
5. Epson cartridge works fine with Epstart and Magic Sac.
6. DJ can be used in native mode for text if you use Serial driver
and Typewriter mode that comes with MS Word. Great quality type
but only one font type per document.
7. Not only is DJ FAST but it is whisper quiet. My Supra totally
drowns it out.

It so impressed my local Atari dealer that he will be carrying DeskJets.
He says he will sell them at $800 (List Price is $1000). Call Dave
at Computers to Grow (713) 777-1673 for more info.

The DeskJet is a perfect match for the ST, it works fine with all
ST memory configurations 512K and up. With a 1040, Timeworks DTP and a
DeskJet, you can have a true DeskTop Publishing System for under $2000,
although a hard disk would speed things up.

To me the DeskJet is "power without the price". As long as Atari wants $1995
for their Laser, the DeskJet offers the most price/performance!

I have no affiliation with either Computers to Grow or Hewlett Packard, other
than being a satisfied customer.

Brazil - It's only a state of mind.

Bill Frank FRANK@aslcl1.sdr.slb.com by Relay.CS.NET

Date: Thu, 23 Jun 88 19:01:51 EDT
From: jsd%UMass.BITNET@Forsythe.Stanford.EDU
Subject: disk drive data disaster, part 2
To: info-atari16@score.stanford.edu

You may or may not recall that I was having problems with frequent
and inexplicable data errors on my SF 314 floppy. I received many
letters, and thanks to all who wrote. The mail I received indicated
that basically _anything_ could be the problem - the disk controller
chip, the head alignment, dirty heads, bad disks... And the answer
is - I have absolutely no idea what. The drive magically fixed itself
the very day I planned to take it into a store for head alignment.
This was over a week ago and it hasn't even hiccuped since. All the
disks that were "unformattable" and "completely damaged" are now
perfect. I have thrown out most of the really troublesome ones. My
advice to those with this problem is the following: pick the drive up,
shout in a loud voice: "I'm going to take my drive to the store now for
alignment. Oops, looks like I won't make it in time." and slam it back
down on the desk with a gentle yet firm touch. It worked for me.

Jon Drukman University of Massachusetts
BITNET: jsd@umass ARPANET: jsd%umass.bitnet@mitvma.mit.edu
"Naked man calm down, I'll give you some strawberry cake." - sugarcubes

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Date: 23 Jun 88 17:26:40 GMT
From: ssyx!koreth@ucbvax.Berkeley.EDU (Steven Grimm)
Subject: Re: Midi Mega's
To: info-atari16@score.stanford.edu

In article <335@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>Oh, and today I got a call from Sig Hartmann at Atari, <fill in today's
>title here> telling me that I'm "no longer allowed to make negative statements
>on USENET" and that he "is my sole contact for Atari related communications".

That's outrageous! Who died and made Atari God? You may have a different
developer status than I do, but I never signed anything saying that I wouldn't
badmouth Atari. In my opinion, you're perfectly justified if you laugh in
his face next time you see him. That was a very rude and unprofessional
thing for him to do (though I suppose I don't want to place the blame on
Sig without evidence -- he could have been instructed by a sinister higher-up
in the company...)

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.,sources,binaries-.atari.st
koreth@ssyx.ucsc.edu ...!ucbvax!ucscc!ssyx!koreth

Date: 23 Jun 88 21:49:11 GMT
From: mcvax!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: Software info request
To: info-atari16@score.stanford.edu

In article <8806172208.AA25270@ucbvax.Berkeley.EDU> U0179@DGOGWDG5.BITNET
("GWDGV1::WHUEBNER") writes (amongst other things):
>
>Is there anyone who has ...
>
> a) informations about a SPSS implementation on ATARI ST ..

On the risk of asking a dumb question: what does SPSS stand for ??
(I know of SCCS, RCS, ps, sps, sp, P.S. 8-)

Leo.

Date: 23 Jun 88 05:24:11 GMT
From: killer!pollux!dalsqnt!usl!usl-pc!jpdres13@ames.arc.nasa.gov (John
Joubert)
Subject: Re: Mono shakes/Uniterm blues
To: info-atari16@score.stanford.edu

My monochrome monitor shakes also. A friend of mine has one and it
shakes and has a strange kind of tilt to it also. Anyone know of a
good remedy?

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/

Date: 24 Jun 88 02:01:39 GMT
From: portal!atari!kbad@uunet.uu.net (Ken Badertscher)
Subject: Re: Midi Mega's
To: info-atari16@score.stanford.edu

in article <1684@vaxb.calgary.UUCP>, brinsmead@calgary.UUCP (Mark Brinsmead)
says:
>
>>... Atari appreciates the fervor indicated by Mr. Hedger, and his
>>obvious concern for our strategic direction and distribution policy. We are
>>concerned, however, that such misinformation would be placed in a public forum
>
> You have ever right for concern, and in fact, probably deserve an appology.
>
>>and accordingly we request that in advance of such statements in the future,
>>Atari be called and the facts of such perceived policies be confirmed.
>
> What's the number? Perhaps spreading it around will prevent future errors.

Folks at Atari Corporation can be reached at (408) 745-2000 in the US.

Ken Badertscher
Atari Software Test/Support
(kbad@atari.UUCP)
--
Ken Badertscher |
Atari Software Test/Support |
kbad@atari.UUCP |

Date: Fri, 24 Jun 88 08:09 EDT
From: "From the screen of Deneva... 24-Jun-1988 0809"
<HELLER%cs.umass.edu@RELAY.CS.NET>
Subject: RE: Atari Hard disk "clones"
To: info-atari16@SCORE.STANFORD.EDU
X-VMS-To: COINS::IN%"info-atari16@score.stanford.edu"

I have built my own hard drive sub-system for my 1040ST (the 520ST
would be the same). This is what I did:

1) I purchased Supra's DMA to SCSI adapter from the store where I
purchased my ST (cost $125.00). Contact your local Atari dealer or Supra
directly for info on how to get this. There are several other companies
that sell DMA to SCSI adapters for the ST.
2) I purchased via mail order an Adaptec 4000 SCSI to ST506 disk
controller from The Computer Surplus Store (715 Sycamore Drive, Milpitas, CA
95035, 408-434-0168 (phone orders: 408-434-1060)). This cost me $89.00.
These people also sell the Adaptex 4070 controller. The 4000 is a straight
dual drive ST506 controller, the 4070 is a RLL controller (also 2 drives I
believe).
3) I purchased from JameCo an IBM-PC/XT clone box & power supply
(JameCo sells all of the pieces to build-your-own IBM-PC XT or AT clone -

the boxes, power supplies, mother boards, etc.) The case went for about $30.00 and the power supply for about $100.00. The box is rather large and the power supply rather beefy - I plan to add a 1/4" cartidge tape drive (I already have a SCSI to QIC-36 tape drive controller). You might do with a smaller box and smaller power supply. Probably any full-height or dual 1/2 height drive box will do (use a single 1/2 height drive and put the interface board where the second 1/2 height drive would go). Priority One sells disk drive boxes, as to various other mail order companies. Check out the back of BYTE magazine and/or The Computer Shopper.
4) Ordered (from various electronics suppliers) ribbon cable (50 conductor) and connectors: 50-pin header connectors (SCSI bus), 34-pin edge connectors (hard disk interface cable), a 20-pin edge and header connecters (hard disk interface cable), and a 2-pin power connector set for the Surpa board.
5) I purchased an ST251 (40+ meg, half height hard disk) from Bull Dog computer. I think I paid about $400 for this drive. It even came with MS-DOS software for formatting and partitioning the drive (not much use to me!).

It all works. The Supra board came with Supra's hard disk utilities disk - had no trouble formatting and partitioning the drive. I have it setup with two partitions: a small (2MEG) GEM partition and a large (38+Meg) OS-9 partition (I mostly run OS-9 rather than GEM).

The Supra DMA adapter came with info on adding your own hard disk controllers and the Utilities disk had an ARC file with picture files showing the board layouts of the Supra board and seveal popular SCSI/ST506 controller boards. It is not really hard. So long as you keep track of pin one on the various connectors, you should not have trouble. Oh, one trick: 1/2 the pins on each of the ribbon cables are grounds - you will notice that the contacts on the PC boards will have all (or most) of the pins or edge fingers wired together - this can be used to verify the that the connectors are correctly oriented. Also: on the power connector set for the Supra board - it is a good idea to wire the female end to the "live" (power supply) end. This prevents fireworks should the power be applied and the connector is just hanging loose - prevents shorting out the power supply to ground.

Robert Heller
ARPANet: Heller@CS.UMass.EDU
BITNET: Heller@UMass.BITNET
BIX: Heller
GEnie: RHeller
FidoNet: 322/410 (Locks Hill BBS, Wendell, MA)
CompuServe 71450,3432
Local PV VAXen: COINS::HELLER
UCC Cyber/DG: Heller@CS

Date: 23 Jun 88 23:29:25 GMT
From: sbmsg1!scbhq!ooa@gatech.edu (O.Atkins)

Subject: Compute!'s Atari ST
To: info-atari16@score.stanford.edu

I decided to check out what is happening at Compute! on the Atari
ST today. Apparently all the rumors are correct, and Compute! has
discontinued the Atari ST magazine and disk. A quick call to
their 1-800-727-6937 number confirmed that distribution has stopped.
I have the June/July issue, and they said that the unused portion
of my subscription would be refunded, but they don't know when!
Well, there goes another "Atari" product 'dropping into the ole bit
bucket'! Is someone trying to send US a message? Hello, Atari, is
anybody home?

Owen (never get in line with me - I never get waited on!)
UUCP ...!scbhq!ooa

STANDARD DISCLAIMER: I claim anything!! At my age I'm proud to be
blamed. Now that's recognition!

Date: 24 Jun 88 18:01:48 GMT
From: leah!jac423@csd1.milw.wisc.edu (Julius A Cisek)
Subject: Re: MWC & large arrays -- help!
To: info-atari16@score.stanford.edu

This is in response to the question about large structures in MWC (INEWS
is not letting me include the article!)

The only thing I can think of right now is that the problem is with the
ST, and not the MWC. In Lazer C you are restricted to 32K arrays and
structures and since it is because of the way the ST partitions memory,
I'd have to say that MWC would have the same problem...

I could be wrong, so please no flames.
--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@rachel.albany.edu

---

Date: 24 Jun 88 17:35:27 GMT
From: leah!jac423@csd1.milw.wisc.edu (Julius A Cisek)
Subject: Atari ST system for sale
To: info-atari16@score.stanford.edu

Atari 520ST system for sale:
Atari 520ST computer
2 SF354 (single-sided) drives
Color Monitor

Plus the following store bought (includes boxes and manuals) software
and hardware:

Megamax C Development package
Hippo Sound Digitizer (all hardware included)
Dungeon Master
Sundog
Music Studio
The Bard's Tale
S.D.I.
Brattacus
plus MUCH more
($700+ worth of software)

also approx. 100 disks of PD, Shareware, and other software.

Asking: $700 or best offer.
(Think of it like buying the software and getting the computer
for free! ;-)

If you are interested, another $150 will buy you the Atari SF804 (ST
standard) Dot-Matrix printer and a cabinet to house the entire system.

Please contact me at jac423@leah or by replying to this message.
--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@rachel.albany.edu

----

Date: 24 Jun 88 14:49:19 GMT
From: polyof!jeff@nyu.edu (A1 jeff giordano)
Subject: Re: Binaries news group postings
To: info-atari16@score.stanford.edu

In article <3144@crash.cts.com>, sreeb@pnet01.cts.com (Ed Beers) writes:
> rthurlow@van-bc.UUCP (Rob Thurlow) writes:
> >
[stuff about a munged file deleted]
> This brought to mind a problem I have. Several of the last posting have
> required a unix shell to decode. I have only limited access to to a unix
> machine which doesn't seem able to unpack these anyway. Is there a program
> that allows unpacking these on my ST? Is there a real need to use these
> rather than just arcing and uuencoding?
Yes, there is a program to take apart shell archives. It was posted to the
net about a year ago, it is called shar.ttp. You can get it fron you favorit
st archive. If that doesnot work drop me a note and i will e-mail it to you.

geoffrey giordano
UUCP: ...!iguana!polyof!jeff
internet: jeff@polyof or jeff@128.238.10.100

Date: 24 Jun 88 22:16:00 GMT
From: mailrus!caen.engin.umich.edu!acn@ames.arc.nasa.gov (Jon Brode)
Subject: Re: Compute!'s Atari ST
To: info-atari16@score.stanford.edu

I've heard that Compute! didn't allow BBS's to post software from the magazines disks. Now that they are no longer supporting the ST, will they allow us to post their old programs on Bulliten Boards? (or ftp'able archives...)

Jon Brode -- acn@caen.engin.umich.edu
(Commander-in-Chief of the Atari forces at U of M)

End of Info-Atari16 Digest
****

4463. No such user A_MONK

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 16:26:32 UTC
From: ADVISORY@VAX.ACS.OPEN.AC.UK
Message-ID: <8807011925.AA02747@ucbvax.Berkeley.EDU>
Source record: 251763

From: FTP_Manager 1-JUL-1988 16:20
To: POSTMASTER
Subj: Network mail failure

Unable to return Network Mail to EARN.FINHUTC.
Please check your Network Autho

Local Mail delivery failed to following Usernames:
A_MONK
Mail text:

Received: from UKACRL by UK.AC.RL.IB (Mailer X1.25) with BSMTP id 3639; Fri, 01
Jul 88 16:19:49 BS
Received: by UKACRL (Mailer X1.25) id 3615; Fri, 01 Jul 88 16:19:46 BST
Date: Thu, 30 Jun 88 18:56:02 PDT
Reply-To: Info-Atari16@EDU.STANFORD.SCORE
Sender: "Atari ST users forum (INFO-ATARI16)" <INFO-A16@EARN.FINHUTC>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@Score.Stanford.E
From: Info-Atari16 Digest <Info-Atari16@EDU.STANFORD.SCORE>
Subject: Info-Atari16 Digest V88 #298
To: ALASDAIR MONK <A_MONK@UK.AC.OPEN.ACS.VAX>

Info-Atari16 Digest Thursday, June 30, 1988 Volume 88 : Issue 298

This weeks Editor: Bill Westfield

Today's Topics:

Re: UUCP for the Atari ST
Re: mega woes, continued
disk drive data disaster, part 2
Re: The archive at lakesys
Wall Street Wizard (the stock market simulation)
Re: minix
Re: Assembler
Re: C compilers on the ST
Re: Mono shakes/Uniterm blues
how
Turning off vertical blank interrupts
Re: Midi Mega's
Re: disk drive data disaster, part 2

Date: 25 Jun 88 06:47:35 GMT
From: marque!gryphon!lakesys!mark@csd1.milw.wisc.edu (Mark Storin)

Subject: Re: UUCP for the Atari ST
To: info-atari16@score.stanford.edu

In article <43921@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>
>Does a UUCP equivalent for the Atari ST exist?
>
Yes, UUPC has been ported to the ST. Source is available from the
lakesys netlib server (the index was just posted yesterday).

--
Mark A. Storin
Lake Systems, Milw., WI
UUCP: ,ihnp4,uwvax-!uwmcsd1!lakesys!mark

Date: 24 Jun 88 16:01:28 GMT
From: mcvax!unido!tub!tmpmbx!netmbx!hase@uunet.uu.net (Hartmut Semken)
Subject: Re: mega woes, continued
To: info-atari16@score.stanford.edu

In article <[gw.scri.fsu.edu].B16E2EA0.00914A12.PETCHER> PETCHER@FSU.BITNET
writes:
>Now that I have recieved my replacement mega2 and have been working with it for
>awhile, I have discovered that it also has problems. For one, my disk drive
>has the famed media change problem - whenever I take out a write enabled disk
>and replace it with a second write enabled disk, the disk drive doesn't
>recognize the media change! This was reported previously on the net to be a
Maybe the drive has a "media changed" output on Pin 2. A Diode (4148) from Pin
2 to the write-protected pin could fix it (?).
>problem of a certain batch of Chinon drives used by third party vendors, but I
>did not expect to find it in the 'off-the-shelf' mega! As it turns out, I may
>also have other problems with the blitter (see, my letter on Uniterm vs. the
>blitter). Although the final analysis is not yet in, I have certainly had some
Hm, this seems to be a well known bug in the Bitter. Here in Germany we
have a little Program around, fixing the problem. Maybe I'll post it
here. I've never tried it, because I have no Blitter; in fact, I have
one but do not know how to connect it to my 520 ST+ (I get no cirurit
drawings of the Mega...).
>newer, the main point is this:
>
> *** flame on ***
>
>IF ATARI IS NOT ABLE TO PRODUCE STABLE HARDWARE, NO MATTER HOW THEY MARKET
>THEIR EQUIPMENT THEY WILL NEVER MAKE IT IN THE BUSINESS MARKET.
>
> *** flame off ***
Do not flame Atari for the unstable Blitter. This is a problem, the
semiconductor company (General Instruments?) has (the Blitter seems to
be too complicated for their machines 8-).
But *flame* *them* for using cheap sockets and circurit boards (and

noisy fans). Flame them for their circurit design (unbuffered outputs of
the soundchip to Centronics).
No, wait!!
Stop flaming them!
They could start making the hardware more stable; this would put me out
of buisiness (I'm fixing "broken" STs...8-)
>Don't get me wrong. I do like my Atari, and intend to do what it takes to get
>a workable system. It is still the best micro on the market for my purposes
Me too. I like it, but some day the fixes will be more expensive than
another ("real") machine.
>Perhaps I am the victim of a wild fluctuation of statistics that occurred in
>the vicinity of Tallahassee and my experience is far from usual. I certainly
>hope so for Atari's sake.
Perhaps You are a victim of temperature. The power supply of the mega
seems to be the same as the one of the SH205.
I got rid of it (and built one myself) and my harddisk problems were
gone!

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

Date: 23 Jun 88 23:01:51 GMT
From: umbc3!cbw1!@umd5.umd.edu (Jonathan S. Drukman)
Subject: disk drive data disaster, part 2
To: info-atari16@score.stanford.edu

You may or may not recall that I was having problems with frequent
and inexplicable data errors on my SF 314 floppy. I received many
letters, and thanks to all who wrote. The mail I received indicated
that basically _anything_ could be the problem - the disk controller
chip, the head alignment, dirty heads, bad disks... And the answer
is - I have absolutely no idea what. The drive magically fixed itself
the very day I planned to take it into a store for head alignment.
This was over a week ago and it hasn't even hiccuped since. All the
disks that were "unformattable" and "completely damaged" are now
perfect. I have thrown out most of the really troublesome ones. My
advice to those with this problem is the following: pick the drive up,
shout in a loud voice: "I'm going to take my drive to the store now for
alignment. Oops, looks like I won't make it in time." and slam it back
down on the desk with a gentle yet firm touch. It worked for me.

Jon Drukman University`of Massachusetts
BITNET: jsd@umass ARPANET:"Naked man calm own, I'll give you
some strawberry cake." - sugarcubes

Date: 24 Jun 88 20:44:42 GMT
From: att!chinet!mcdchg!clyde!watmath!mks!wheels@ucbvax.Berkeley.EDU (Gerry Wheeler)
Subject: Re: The archive at lakesys
To: info-atari16@score.stanford.edu

In article <766@lakesys.UUCP>, martin@lakesys.UUCP (Martin Wiedmeyer) writes:
> For those who are wondering, here's the latest index from netlib@lakesys:
> flip_026c/part.uaa 880614 Use the other side of a SS disk

I've seen references to this a couple of times, but I don't understand what it's about. You can't insert a 3.5" diskette in upside down. (Can you?) Anybody using this? What does it do?

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

Date: 24 Jun 88 22:20:09 GMT
From: att!chinet!mcdchg!clyde!watmath!utgpu!jarvis.csri.toronto.edu!me!ecf!forbesr@ucbvax.Berkeley.EDU (Robert James Forbes)
Subject: Wall Street Wizard (the stock market simulation)
To: info-atari16@score.stanford.edu

This is an unabashed advertisement for a new stock market simulation called `WALL STREET WIZARD' available for the ST. This is being privately distributed (for now) so I thought I'd let you know. An abbreviated version of the game has just appeared in the latest issue of STart magazine.

Wall Street Wizard is a stock market misulation that runs on any ST (but you need a colour monitor). The object of Wall Street Wizard is to begin with $10 000 and turn that into a million dollars in a year. Your job is to buy and sell (the way your capitalist friends do). The computer informs you of occasional market flurries and generally does its best to reproduce the market at its wildest. Industry insiders may try to sway your buying decisions but a little discernment is required. You don't have to go it alone -- three stockbrokers (Wildeyed Willy, Cautious Charlie and Nervous Norman) can be consulted with a click and a little cash. The Market index shows you how well each company is performing; well, how it has performed so far -- how it will perform is the question, isn't it?

So far, I'm told (by its creator) that Wall Street Wizard is getting rave reviews from around the world. One stock broker wrote to find out how he could buy stock -- in the game! Well, you can't yet. But you can get the full version of the game, complete with margin trading, company financial reports and three levels of play.

For ordering information, contact Tony Lovell, Lovell Marketing, 699
Eglinton Ave. West, Suite 207, Toronto, Ontario M5N 1C6, Canada.
Or, heck, send your name to me. I'll pass it on to Tony.

It seems to me that you may learn how to invest all that money that
you make at your job a lot more wisely after playing a few rounds
of Wall Street Wizard. And, in the meantime you won't lose your
proverbial ...

Bob Forbes
Dept. of EE, University of Toronto

Date: 24 Jun 88 20:54:52 GMT
From: oodis01!uplherc!sp7040!jsp@tis.llnl.gov (John Peters)
Subject: Re: minix
To: info-atari16@score.stanford.edu

In article <1737@cosmo.UUCP>, hase@cosmo.UUCP (Juergen Seeger) writes:
> I'v installed Tanenbaum's MINIX on an Atari ST.

How did you get it?????? Has Prentis Hall released it??????
Better yet how can I get it???????

-- Johnnie --

Date: 24 Jun 88 20:46:40 GMT
From: oodis01!uplherc!sp7040!jsp@tis.llnl.gov (John Peters)
Subject: Re: Assembler
To: info-atari16@score.stanford.edu

In article <1946@netmbx.UUCP>, fischer@netmbx.UUCP (Axel Fischer) writes:
> Recently I looked for a good assembler package for the Atari ST but I couldn't
> deceide which one I should buy.
>
> Could any please give me some advise and maybe a little comparision what they
> perform and cost ?
>

I would like to make a request for some information about the
assembler that is included with the MWC package. I use MWC alot and would
like to try some assembly. Is this much like the UNIX assembler. Is there
a macro package like M4 available for it. I have quite a bit of samplers
for a UNIX machine with a MC680X0 chip. It has always helped me to be
able to look directly at samples while trying new stuff. (Yes I realize
all hooks to the O.S. will be vastly different. When all else fails
link in libc.a and use the standard functions.

-- Johnnie --

Date: 24 Jun 88 20:36:04 GMT
From: oodis01!uplherc!sp7040!jsp@tis.llnl.gov (John Peters)
Subject: Re: C compilers on the ST
To: info-atari16@score.stanford.edu

In article <3130@crash.cts.com>, sreeb@pnet01.cts.com (Ed Beers) writes:
> While Alcyon seems to work (I got it with my developers kit in addition to
> MWC), it lacks a source level debugger. I couldn't live without Csd now.
> Csd seems to work very well. The only bug I have encountered is that integers
> are displayed as if they were unsigned integers. It has cut my debugging time
> in half.
>

I have to agree with this comment. Alcyon worked (with some problems)
so I tried MWC. The first version I fought often with. Version 2 I thought
was a breeze to use. With the release of 3.0 and CSD, all I can say is WOW!!!
I found bugs in the first day I had been looking at for weeks.

I did find one thing I think is a bug though, #line preprocessor
statements confuse it.

As for some of the others, I tried Lattic (Slow as snails) and
anything that requires overlays on a 68000 system can forget it. A lot
of the others I have not tried because either they were not around when I
was looking or there were horror stories about there use.

-- Johnnie --

Date: 25 Jun 88 13:20:49 GMT
From: mcvax!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: Mono shakes/Uniterm blues
To: info-atari16@score.stanford.edu

Just joking...

In article <6738@cup.portal.com> Alice_Helen_Amore@cup.portal.com writes:
>My monochrome developed the shakes when I moved my system, too. I discovered
>that the display shook only when the refrigerator motor was cranking. Move
~~~~~~~~~~~~~~~~~
>your system to an isolated outlet and see if that helps.
>Alice Amore

My hard disk drive uses a cooling fan, but you won't certainly get a
overheating problem 8-). Or maybe you're aiming for supra conduction ?

Leo (Shake it, baby; Keep it cool, man.)

Date: Sun, 26 Jun 88 02:59:55 PDT
From: SAVIN%CALSTATE.BITNET@Forsythe.Stanford.EDU (WHOO YA)
Subject: how
To: info-atari16@score.stanford.edu
~~~~~~~~~~~~~~~~~

Subscribe
How do I subscribe to info-atari16 digest??

John Kawakami Using a friend's account.

Date: 26 Jun 88 02:56:46 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Turning off vertical blank interrupts
To: info-atari16@score.stanford.edu

A while ago I asked what would happen if I set the interrupt level of an ST high enough to disable the vertical blank interrupt. The responses were not unanymous, but I got the idea that there should be about a 5% speed increase, against the possibility of crashing GEM. I just tried it in a computation-intensive GEM application. The good news is no crash. The bad news is only maybe a 1% speed-up. By the way: I tested that the vbl interrupt was really disabled by flipping the switch that controls whether my Thomson Ultrascan monitor is claiming to be color or mono: monitor change is detected in the vbl routine.

Date: 25 Jun 88 21:31:37 GMT
From: tektronix!reed!percival!actor@ucbvax.Berkeley.EDU (Clif Swinford)
Subject: Re: Midi Mega's
To: info-atari16@score.stanford.edu

In article <335@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>Oh, and today I got a call from Sig Hartmann at Atari, <fill in today's
>title here> telling me that I'm "no longer allowed to make negative statements
>on USENET" and that he "is my sole contact for Atari related communications".

If this outrageous and illegal crap is true (giving you a chance to back out of it, Sig!) then Atari, who have had my wholehearted support for eight years now, have just lost it.

Keep in mind that you (Atari) have relied on word-of-mouth to sell your ST's, and my mouth has been as wordy as any. But I and hundreds of others will be spreading poison on your reputation (the poison you apply yourself) if ANY action is taken against Mr. Beckemeyer or BDT.

In the United States we are guaranteed the freedom to express our opinions. If the Government were to ask someone what you're asking Beckemeyer it would be a Federal crime. As it is, it is deeply deplorable and scummy.

Yes, David is a pain in the ass. Tough. Everyone has critics, and those critics have a right to hold and express opinions. Unless you can find something illegal in his statements, I recommend that you shut up and behave like adults.

--
Clif Swinford

"This is not a dress rehearsal. It's a f***ing audition!"
..!tektronix!reed!percival!actor fnord

Date: 26 Jun 88 09:40:13 GMT
From: marque!gryphon!pnet02!bilbo@csd1.milw.wisc.edu (Bill Daggett)
Subject: Re: disk drive data disaster, part 2
To: info-atari16@score.stanford.edu

jsd@UMass.BITNET (Jonathan S. Drukman) writes:
>shout in a loud voice: "I'm going to take my drive to the store now for
>alignment. Oops, looks like I won't make it in time." and slam it back
>down on the desk with a gentle yet firm touch. It worked for me.

Probably something wasn't making a good connection and jaring the drive or flexing the cable fixed it. I plugged an external drive in once and it was completely inop. I disconnected the cable and reconnected it and it has worked faithfully for over 1.5 years. I never saw what might have caused this. It's a tough decision to take something apart that is brand new to make sure something isn't just loose that you can fix real easily.

Bill

UUCP: ,ihnp4!scgvaxd!cadovax rutgers!marque-!gryphon!pnet02!bilbo
INET: bilbo@pnet02.cts.com
* Sometimes The Dragon Wins! * Still looking for the best Amiga BBS software to resurrect Bilbo's Hideaway on - but not holding breath!

End of Info-Atari16 Digest
****

4464. PKARC/PKXARC for the ST: does it exist yet ?

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 16:42:51 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8807011642.AA24732@ucbvax.Berkeley.EDU>
Source record: 251764

A few weeks ago several people mentioned that they knew of (a) version(s) of a PKARC/PKXARC compatible version of ARC for the ST.

Has someone completed such an ARC version ? Is it available on a server somewhere on BITNET ?

Thanks for any and all help.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

4465. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 16:55:05 UTC
From: leo@philmds.UUCP
Message-ID: <542@philmds.UUCP>
Source record: 251765

In article <2073@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
>regarding large arrays, are we talking about local arrays (defined inside a
>function) or globals? i know that even the first st version of alcyon
>(for example) has no problems with a global like
>
> unsigned int array[100000];
>
>though local arrays of this size are probably not possible (have never even
>needed to try it out).
>
>an obvious solution to this whole problem is to Malloc (not malloc) the space
>and then refer to the pointer. this works with 1 dimensional arrays but
>multidimensional arrays would be tricky.
>
>-bill

Just specify the correct pointer type, for instance if you want an
array of this type:

unsigned int array[200][500];

then your pointer should be declared:

int (*arrp)[500]; /* that's just 1 pointer, for pointing to an int [500];*/

you initiate it as follows:

arrp = (int (*)[500])Malloc(200 * sizeof(*arrp)); /* isn't that nice 8-) */

and now you can say for instance:

arrp[155][430] = 12345;

In fact you can use all normal pointer conversions, such as sizeof, *,
&, [], 'arrp' being a pointer of the same type as 'array'.

Note that the () are obligatory;

int *arrp[500];

are 500 pointers to int, and that's something quite different!

As for big auto arrays, that should be avoided; the most effective
addressing mode for them being a word offset from the frame pointer (so
a restriction of 32K). Of course you can use big static arrays if the
function is not used recursive; these are local too.

Leo.

4466. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 16:57:10 UTC
From: FTDDR@ALASKA.BITNET
Message-ID: <8807011701.AA25280@ucbvax.Berkeley.EDU>
Source record: 251766

Date: Wed, 29 Jun 88 17:59:46 -0900
To: info-atari16@score.stanford.edu
Reply-To: <FTDDR@ALASKA.BITNET>
Sender: <FTDDR@ALASKA.BITNET>
From: Don Rice @ Elvey 708D, Ph 5173 <FTDDR@ALASKA>

Any University salesplans?

There are still some folks interested in buying STs for university use. In the developer notes I've seen mention of limited-time-only student discounts, but no sign of a general policy for selling to universities and other large organizations. I get the impression that Atari execs target certain companies and send marketing people to them to wine and dine the purchasers pretty much on a case-by-case basis.

IBM, HP, Apple, and other big companies have been very aggressive in setting up purchase agreements with the state and university. The obvious advantage to buying through them are the discounts...even single item purchases may save 10-40% over buying from the local dealer. The discounts really reduce the price difference between "big name brands" and the local ST price, leading one to wonder why any large organization should buy Atari. And there are other advantages in some of the agreements:
- firm prices through the fiscal year so purchases can be properly budgeted
- orders through regional distribution centers provide fast service and firm delivery dates. Local dealers can't provide a large inventory of big ticket items.
- special maintenance agreements. The big companies seem to realize that small dealers can't support a full-sized maintenance service, so they allow machine swaps or loans and send units to a central service point to be fixed.
Apple made the biggest splash around here by extending discounts to students. They were clever enough to send some corporate types to the local user groups and work the members in a cheerleading frenzy...the user groups contacted students, faculty, local media, and everyone else in an impressive burst of quasi-religious zeal, and Apple got a statewide PR blitz.

Anyway, the question is: will Atari include government and educational organizations in their marketing plans, and go after them? With all the alternatives readily available Atari can't expect buyers to pay high dealer prices, wait indefinitely for backorders to arrive, and not be able to buy the top-of-the-line products (Megas) simply because the dealer can't afford Atari's expensive maintenance/minimum order requirements.

I'd be interested to know if the people who have bought STs for such organizations haggle with local dealers, talk to Atari directly, or what. In the past, people here were getting fairly decent prices

and delivery times from mail order sellers, but no more. If Atari doesn't have a reasonable alternative, I'll be stuck advising people to buy (yecch) Macs instead. Some of them have already done so...

Don Rice
FTDDR@ALASKA.bitnet

4467. touch typing teacher

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 17:17:52 UTC
From: gpm@dukempd.UUCP
Message-ID: <694@dukempd.UUCP>
Source record: 251767

Is there an application out there to teach touch typing? I guess something that would administer drills and exercises then keep score would be ideal. This is intended for the 13 year old son of my advisor. A public application would of course be best, but inexpensive should also be OK. After all my advisor has a job. :-)

--
Guy Metcalfe
Duke University Dept. of Physics gpm@dukempd.uucp
& Center for Nonlinear Studies mcnc!duke!dukempd!gpm
Durham, N.C. 27706 despot@tucc.bitnet

4468. A ghost in the house

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 18:10:27 UTC
From: stdnet@stag.UUCP
Message-ID: <511@stag.UUCP>
Source record: 251768

From: thelake!steve@stag.UUCP (Steve Yelvington)

I compiled a directory lister with Mark Johnson C, version 2.0.
It works just fine, but at the end of the directory, it prints out a
message on the console: "(no more files)".

This message is nowhere to be found in my program or in the MJC library.
So I figure that either it is coming from GEMdos, or I have a friendly ghost.
I want it to go away.

One of the local programmers (John Osawa, author of the Schizo desk
accessory) tried my code with Mark Williams C and got no such message.
He suggested that MJC's startup code may throw a switch, and mentioned
something about Perror. I thumbed through "Atari ST Application
Programming" (Pollack and Weber), but found no references to Perror.
It's not in osbind.h. I found nothing like it in the MJC startup routines,
either.

So: What is Perror? How do I shut off this message?

____
| thelake!steve@stag.UUCP is... |
| Steve Yelvington/1392 Brandlwood Rd./White Bear Lake MN 55110 USA |

4469. Re: Porting utilities to the ST.

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 18:44:21 UTC
From: exodus@mfgfoc.UUCP
Message-ID: <370@mfgfoc.UUCP>
Source record: 251769

From article <2568@ihuxy.ATT.COM>, by rnss@ihuxy.ATT.COM (Ron Schreiner):
> In article <6915@cup.portal.com> Henry_Burdett_Messenger@cup.portal.com writes:
>>I've thought about it quite often, actually. If the memory management unit
>>had a little more guts... :-)
>
> What memory management unit ??

The one that has no guts.... actually an Address Management Unix???

>>I appreciate the work that goes into *any* software tool (I do _that_ for
>>a living). My comments were merely directed at the 'if it isn't UN*X, it's
>>junk' crowd. I personally avoid UN*X, since it's in the serious dark
>>ages compared to VMS. And going from GEM/TOS -> MINIX/X11 isn't going to
>>help performance much...
>
> VMS has a different name then RSX or RT11 or whatever, but that does not
> make it state-of-the-art. Lets face it, VMS has it's roots in OSs that
> predate UNIX.

Unix has its roots in operating systems that predate Unix*. I hate
VMS and my feelings are: VMS is an operating system too advanced for
the hardware it runs on and by the time there is hardware that is good
enough, it won't be advanced enough. That doesn't say anything about
the philosophy behind it, just the kernel internals. The philosophy
isn't worth mentioning (ever tried to _USE_ a VMS system? Can't.)

* Multics, etc. (Don't know exact names or dates, but Unix wasn't
born without parents :-)

> --
> Ron Schreiner AT&T Bell Labs ...ihnp4!ihuxy!rnss

--Greg Onufer
--
Greg Onufer GEnie: G.ONUFER University of the Pacific
UUCP: -= Focus Semiconductor =-
exodus@mfgfoc ...!sun!daver!mfgfoc!exodus (and postmaster/exodus@uop.edu)
AT&T: 415-965-0604 USMAIL: #901 1929 Crisanto Ave, Mtn View, CA 94040

4470. Mono shakes

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 19:19:23 UTC
From: Robert_Lisowski@rubbs1.UUCP
Message-ID: <64.22CC8753@rubbs1.UUCP>
Source record: 251770

My mono shakes, even with the color monitor off. I think it might be a bit of instability in one of the oscillators or hold cir's. The characters at the extreme right of the screen are of less width than the rest of 'em, and that can only be because the H osc. is slowing the sweep at the end of each line (or the magnetic field is messed up).

I have noticed that the H position of the active part of the screen is different for each bootup, as if the monitor locks in a different place each time. I don't think the GLUe is offsetting the lines, but I'll have to make sure (doesn't seem possible). This problem happens with both monitors, that's why I wonder.

Rob

From: rutgers!rubbs1!robert_lisowski

4471. Re: Memory Access in Modula 2

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 19:25:36 UTC
From: dew@esl.UUCP
Message-ID: <728@esl.UUCP>
Source record: 251771

In article <3188@druhi.ATT.COM> terrell@druhi.UUCP (TerrellE) writes:
>Reading and writing from/to an absolute memory address in Modula 2:
>I know of a "dirty trick" to accomplish this in Pascal, which will probably work
>with Modula 2 as well. It's based on the fact that variant records
>allow Pascal's normally strong typing to be circumvented.
...
<delete more comments and small program>

This is good, but there is one additional piece of information needed.
The original poster asked to access location $4ab. One needs to be
in supervisor mode to do that. In TDI Modula-2, one can not pass
parameters to a superexec'ed procedures, they must be global to the
procedure. But, essentially, all that is needed is to peek and poke
while in supervisor mode with a structure essentially as written by terrel.

ames!esl!dew

4472. Re: PKARC/PKXARC for the ST: does it exist yet ?

Newsgroup: comp.sys.atari.st
Date: 1988-07-01 19:53:37 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <378@clio.math.lsa.umich.edu>
Source record: 251772

In article <8807011642.AA24732@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
>
>A few weeks ago several people mentioned that they knew of (a) version(s) of
>a PKARC/PKXARC compatible version of ARC for the ST.
>
>Has someone completed such an ARC version ? Is it available on a server
>somewhere on BITNET ?
>
>Thanks for any and all help.

This was posted to comp.binaries.atari.st a couple weeks ago. I have since
made a couple more changes to it, and will probably be sending the updated
binary file to a couple of the servers. (er... someone care to enlighten
me re: submitting stuff to a bitnet server?)

The two changes were:
scan the argument list for leading '>' characters in a filename,
and treat that as an output redirection, to allow redirection
from the GEM desktop or from any of the various ARC shells.
This code only recognizes '>' and ">>" and handles each correctly.

Allow "*.*" to be equivalent to '*' for wildcard purposes. (The
MWC library's pnmatch routine acts like Unix, and wants '*' to
mean everything, but most people are more familiar with DOS,
which uses "*.*" ... Oh well, I always used it from msh so I
never noticed a problem...)

If there is sufficient interest, I will send the new executable file for
submission to the binaries newsgroup. You'll need to find the original
posting if you want to get the docs.
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4473. alternative hard drives

Newsgroup: comp.sys.atari.st
Date: 1988-07-02 05:51:39 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <4229@pasteur.Berkeley.Edu>
Source record: 251773

Has anyone had any dealings with Tech. Specialites in Houston.
If so could you comment on them.

I am considering buying their drive setup (controller, atari adaptor,
cables, brackets, case with space for 2 1/2 height 5 1/4" drives, power supply,
and fan) for $267 and dropping in a new ST-251-1 (42 meg, 28ms) that I
have found for $399. This gives me a total cost (including shipping and
C.O.D. costs) of $694 for a large, fast, and expandable setup.

Thanks,

P.S. I have only got one reply from Circuit Maker users wanting to share
common circuits. Where are all the hardware people?

James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

4474. Re: Assembler

Newsgroup: comp.sys.atari.st
Date: 1988-07-02 12:01:50 UTC
From: leo@philmds.UUCP
Message-ID: <545@philmds.UUCP>
Source record: 251775

In article <431@sp7040.UUCP> jsp@sp7040.UUCP (John Peters) writes:
>In article <1946@netmbx.UUCP>, fischer@netmbx.UUCP (Axel Fischer) writes:
>> Recently I looked for a good assembler package for the Atari ST but I couldn't
>> deceide which one I should buy.
>>
>> Could any please give me some advise and maybe a little comparision what they
>> perform and cost ?
>>
>
> I would like to make a request for some information about the
>assembler that is included with the MWC package. I use MWC alot and would
>like to try some assembly. Is this much like the UNIX assembler. Is there
>a macro package like M4 available for it.

For the degree in which I need assembly the assembler that comes with the
GST-C compiler (anyone use that??!?) is quite satisfactory. It should be
possible to use macro's and the like with this assembler, but I have the
feeling that this somehow has been disabled (found those assembler
directives doing 'strings' on the program). I suppose because they (GST)
sell the macro assembler also as a separate product (b.t.w. has anyone
managed to 're-enable' macro's or is this not possible?).
As for a macro package, most decent assemblers have their own macro
handling stuff but M4 is a preprocessor, so if you want that
functionality, you could write your own preprocessor to handle stuff
(this is much easier than writing a general preprocessor which must be
aware of C syntax, quoting etc).

If you plan to buy a C compiler to have also an assembler, I wouldn't
recommend GST-C. When I bought it two years ago, it couldn't handle
floats and had only a poor subset of what a decent compiler should have.

Leo.

4475. Sign me on, please

Newsgroup: comp.sys.atari.st
Date: 1988-07-02 12:06:43 UTC
From: docbobo@mutec.UUCP
Message-ID: <8807021306.AA17665@mutec.UUCP>
Source record: 251776

Howdy, Folks!
I did send a mail to you a week ago, but I have not received an answer yet -
- maybe I did something wrong, which is quite possible because I'm new to
UUCP.
I'd like to become a member/sign on/subscribe (what's the correct term?)
on "info.atari16.score.edu" to get new info and of course share new info fro
germany with you. Please give me some sort of answer so that I know this mail
arrived. thnx in advnc.

Boris "docbobo" Schneider, M&T Publishing Germany
Technical Editor at "Power Play Magazine"
Writer for "ST Magazin/68000er"

4476. Hard Disk auto folder problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-02 15:40:47 UTC
From: wawers@DMZRZU71.BITNET
Message-ID: <8807021540.AA22916@ucbvax.Berkeley.EDU>
Source record: 251777

Hi folks,

Question : How do you prevent the auto folder programs
from beeing executed ?

OR

How do you make your ST execute the floppy disk auto
folder instead of the hard disk auto folder ?

I would be glad, if someone could answer one of these questions.

The specific problem: I have two programs in my hard disk auto folder,
which do not accept each other. After running the
second program 4 bombs do occur and that is it.
The programs do run properly for themselves.

Any attempts to avoid the execution of these
programs (pcommand and idle12) failed.

Theo

Another BIT bites the dust.

WAWERS@DMZRZU71.BITNET

4477. Re: 8th-Bit Prefixing Bug in UniTerm Kermit (False Alarm)

Newsgroup: comp.sys.atari.st
Date: 1988-07-02 21:10:46 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <7063@cup.portal.com>
Source record: 251778

In article <344@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:
>In article <6720@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
>...
>>
>>The UniTerm Kermit has the following bug in its 8th-Bit Prefixing
>>Algorithm when it is Receiving...
>>
>Thanks for taking the trouble to report this problem and making
>such a 'in depth' analysis, but as so often the reason for the effect
>you are seeing is something completly different than the conclusion
>you arrived at, and definitly is NOT a bug in the 8th-Bit Prefixing
>Alogrithm.
>> Other Kermit UniTerm Kermit
>>
>>Mode: Sending Receiving
>>"S" Packet QBIN field: "&" (Prefix) "Y" (I can Prefix)
>>
>>Thus the two Kermits have agreed to do 8th-Bit Prefixing.
>No, they haven't! What you CAN'T know, is that UniTerm actually
>responds with the prefix character the other Kermit wants to use
>if it gets the send-init packet correctlly (it only uses 'Y' if it
>is initiating the transfer and doesn't need prefixing or the other
>Kermit has sent 'Y' aswell (the correct meaning of 'Y' being:
> I don't need to prefix, but I'll do it if you want to...), so the
>problem is actually one of the following:
> - UniTerm not receiving the send-init packet correctly
Yes, I found the bug in my Kermit-UCSD. Sorry about the False Alarm.
I had looked through all my code before I reported the "bug" but
had missed the bug in my code. I found it today while putting in
some new code for something entirely unrelated. My "S" packet was
one byte short (i.e. I had not really sent the "&" even though the
debug messages said I had).
>...
>Rest of letter irrelevant ....
>...

Thanks again for responding so quickly to my "Bug Report".
Sorry for the False Alarm. Uniterm is a very good Terminal emulator
and I use it all the time. Unfortunately it is the only implementation
of Kermit I had that supported 8th-Bit Prefixing to test my Kermit-UCSD
against. If I had been able to test it against another Kermit I would
have realized sooner where the bug REALLY was. That little bit of
information on the QBIN field that Uniterm responds with helped.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

4478. Re: Hard Disk auto folder problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-03 02:33:19 UTC
From: jason@lakesys.UUCP
Message-ID: <791@lakesys.UUCP>
Source record: 251774

I have a Supra HD, and use their software. Under it, you can press Alt-Shift-Control when you turn the computer on to avoid autobooting the HD, allowing you to manipulate what's in the folder (delete or rename one or both of the offending .PRGs). I'm not familiar with other HD software, so if you don't use the Supra software (which I like), I can't help...

Jason - Not your average iconoclast

4479. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-07-03 12:48:01 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <5366@batcomputer.tn.cornell.edu>
Source record: 251779

```
In article <542@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>
>Just specify the correct pointer type, for instance if you want an
>array of this type:
>
> unsigned int array[200][500];
>
>then your pointer should be declared:
>
> int (*arrp)[500]; /* that's just 1 pointer, for pointing to an int [500];*/
>
>you initiate it as follows:
>
> arrp = (int (*)[500])Malloc(200 * sizeof(*arrp)); /* isn't that nice 8-) */

- err, s.b. Malloc((long)200*500*sizeof(int));
As written above it allocates space for 200 pointers, not arrays.

BUT, a better method is to Malloc or malloc or simply statically allocate
an array of 200 pointers, then allocate (in a for() loop) 200 1-D arrays
of 500 ints, and initialize the pointers to the 1-D arrays. Now the
pointers can be used as matrix rows:

>and now you can say for instance:
>
> arrp[155][430] = 12345;
>
>In fact you can use all normal pointer conversions, such as sizeof, *,
>&, [], 'arrp' being a pointer of the same type as 'array'.

Note that for this method you DO write:
>
> int *arrp[200]; /* not 500 */

With this technique you can get around malloc's 64K limit with portable code,
and matrix access is FASTER, too! Also, both dimensions of the matrix
can be decided upon at run time (e.g., can be given by parameters to
a function). In the first method, and in statically allocated arrays,
the dimensions are fixed at compile time, a deficiency of C.

- Moshe Braner
```

4480. SCCS, who helps me ??

Newsgroup: comp.sys.atari.st
Date: 1988-07-03 13:02:32 UTC
From: bagron@cs.vu.nl
Message-ID: <1313@ark.cs.vu.nl>
Source record: 251780
Cross-posted to: comp.sources.wanted,comp.sys.ibm.pc,comp.sys.atari.st

I am looking for the source-code of a SCCS. Is there someone
out there who has got that for me ?? I would be very gratefull !!

Greetings and good-byte from Holland,

Dick Groenhof


```
+------------------------------+ @@ @@ @@ @@ +--------------------+
| Dick Groenhof | @@ @@ @@ @@ | EMAIL : |
| Department of Economics | @@ @@ @@ @@ +--------------------+
| Free University of Amsterdam | @@ @@ @@ @@ | bagron@cs.vu.nl |
| Amsterdam, The Netherlands | @@@@ @@ @@ | groedr@econ.vu.nl |
+------------------------------+ @@@ @@@@@@@@@@@ +--------------------+
```

4481. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-07-03 14:08:18 UTC
From: julius@yugas.UUCP
Message-ID: <789@yugas.UUCP>
Source record: 251781

In article <1701@vaxb.calgary.UUCP>,
brinsmead@calgary.UUCP (Mark Brinsmead) says:

>[etc]
>
> Atari: Am I, or am I not, expected to purchase a laser printer with my
> next computer, even though I do not want one?

Mark, since you are in Canada, I can answer that for you. :-)

No. (At least in Canada - I don't know about other countries).

Julius Oklamcak "Look Maw, it works!"
Atari (Canada) Corp. - somewhere
(416) 479-1266 - someone
...!utzoo!yunexus!yugas!julius
/* Usual Disclaimer */

4482. Re: my ideal cache program

Newsgroup: comp.sys.atari.st
Date: 1988-07-03 17:51:48 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <19712@watmath.waterloo.edu>
Source record: 251782

In article <157@cstw01.UUCP>, meulenbr@cstw01.UUCP writes:
< After seeing a number of cache programs, I decided to scribble down what
< I wanted to see in an ideal cache program.
<
< How my ideal cache looks:
< - startable from auto folder or accessory which installs itself silently
< - settings (like size) taken from program name or data file
I don't do this in my cache and other resident programs
because I is so trivial to write a small (<1K) program
that reads a file (AUTO.BAT) containing commands of the form
<command> <arguments>
and Pexec's the commands. Put this program in \AUTO.
This also avoids the problem of order of execution of AUTO programs.

< - resizable when in operation
If I want to implement this by having a configuration program
(CCONFIG.TTP) pass the request to the resident cache program,
how do I get TOS to arrange that the Malloc'd block are associated
with the resident program, not the configuration program?
How do resizable ram disks do this?

< - selectable whether or not write-through
< - if not write-through:
< - has an auto "sync" facility, which will flush all written buffers
< - interval of above facility is user definable
A delayed write-through cache seems like the best idea,
but I don't know how to implement it. A VBL routine could check
whether it was called from user mode and flush dirty sectors then,
but you are rarely in user mode when waiting for input (shell prompt).
Anyone have any other ideas on this?

< - has a command to flush explicitly
< - detect media change and warn (insist?!) that the previous floppy is
< re-inserted when unwritten buffers exist.
< - intelligent replacement algorithm (something like Least Recently Used)
< - (optionally) read ahead (cache the complete track when a sector is
< requested)
< - perhaps (optionally) always cache FAT and root dir.
Making the FAT permanent is unneccessary with any reasonable replacement routine,
the FAT is referenced constantly by TOS.
<
< I think this can lead to a safe write-delayed cache.
< Since a number of things can be modified during operation, the cache will
< most likely be implemented as an accessory.

4483. UNIX versus VMS (Re: Porting utilities to the ST.)

Newsgroup: comp.sys.atari.st
Date: 1988-07-03 19:37:35 UTC
From: peter@sugar.UUCP
Message-ID: <2247@sugar.UUCP>
Source record: 251783
Cross-posted to: comp.sys.atari.st,comp.os.rsts

VMS is a serious resource hog. I'll take RSX-11M over VMS any day. It's smaller, faster (LSI-11 with RSX beats Microvax with VMS any day), and RSX actually has a *useful* system monitor.

It'd be pretty easy to port an RSX-like operating system to the ST. RSX supports unmapped memory, too, though you need to write position-independent code.

--
-- `-_-' Peter (have you hugged your wolf today?) da Silva.
-- U Mail to ...!uunet!sugar!peter, flames to /dev/null.
-- "Running DOS on a '386 is like driving an Indy car to the Stop-N-Go"

4484. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-07-03 21:50:43 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1536@usl-pc.UUCP>
Source record: 251784

Some people are "making a mountain out of a molehill". The fact is that the dealer does NOT have to buy a laser printer for EACH Mega, all he has to do is buy A (as in one) laser printer to carry the Mega line, that's all.

That means a vendor he can sell all the mega's he wants with JUST ONE LASER PRINTER in his whole store! True, even the restriction of having to buy one laser printer that a vendor may not want is controversial policy, but it is certainly not what a few people are trying to make out of this.

I can go into town to my local dealers' (not a musician's store) and buy a Mega2 or Mega4 , and sure enough, there is a laser printer there, but I don't have to buy it!

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/

4485. Re: touch typing teacher

Newsgroup: comp.sys.atari.st
Date: 1988-07-04 02:51:41 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <7097@cup.portal.com>
Source record: 251785

Mavis Beacon Teaches Typing is available for the ST. It is basically a touch typing tutor with most of the features you would look for, though the score (a speedometer on a car) is more designed for younger folks.

4486. Re: UNIX versus VMS (Re: Porting utilities to the ST.)

Newsgroup: comp.sys.atari.st
Date: 1988-07-04 03:04:56 UTC
From: jbs@fenchurch.MIT.EDU
Message-ID: <9629@eddie.MIT.EDU>
Source record: 251786
Cross-posted to: comp.sys.atari.st,comp.os.rsts

In article <2247@sugar.UUCP> peter@sugar.UUCP (Peter da Silva) writes:
>VMS is a serious resource hog.

Yeah, right.

>I'll take RSX-11M over VMS any day. t's
>smaller

Who cares? Sure, it's nice to fit a ship into a bottle, but if I'm going on a cruise, I'd rather take the QE2 (if I'm trying to get from point A to point B, I'll probably take an airplane).

>faster (LSI-11 with RSX beats Microvax with VMS any day)

Even if true, so what? What do you do when you outgrow your "LSI-11" (I assume you mean the J-11)? Network? Are you going to claim that RSX networking is superior, too? Also, don't forget about the MicroVAX-3000 series.

Jeff Siegal

4487. Uniterm FONTS

Newsgroup: comp.sys.atari.st
Date: 1988-07-04 03:47:57 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1380@sbcs.sunysb.edu>
Source record: 251787

services of the people at lakesys. Everything works fine, but I can't get
the fonts to load. The fonts are :

i808.uft lat808.uft pro8016.fnt
i13216.uft lat13216.uft pro8016.uft
i1328.uft lat1328.uft pro13216.fnt pro808.fnt
i8016.uft lat8016.uft pro1328.fnt

I tried a loadfont(#, fontfilename), saw the light on the
hard-drive flash, but the fonts on the screen appeared the same. Am I
doing something wrong? I 'loaded' only the .uft fonts and I use a mono ST.
Help would be much appreciated. Many thanks.

...LeAn
--
if you can dream it, you can do it. CSNET:lean@sbcs.csnet
... go sleep ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

4488. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-07-04 04:32:29 UTC
From: leo@philmds.UUCP
Message-ID: <549@philmds.UUCP>
Source record: 251788

In article <5366@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner) writes:
>In article <542@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>>
>>Just specify the correct pointer type, for instance if you want an
>>array of this type:
>>
>> unsigned int array[200][500];
>>
>>then your pointer should be declared:
>>
>> int (*arrp)[500]; /* that's just 1 pointer, for pointing to an int [500];*/
>>
>>you initiate it as follows:
>>
>> arrp = (int (*)[500])Malloc(200 * sizeof(*arrp)); /* isn't that nice 8-) */
>
>- err, s.b. Malloc((long)200*500*sizeof(int));
>As written above it allocates space for 200 pointers, not arrays.

That is NOT correct, you should read better first before critisizing someone else's stuff. It would have been, if it said 'sizeof(arrp)'. But no, it says 'sizeof(*arrp)'; and while (*arrp) is an int[500] - the object which arrp points at - it is correct as it stands.

>BUT, a better method is to Malloc or malloc or simply statically allocate
>an array of 200 pointers, then allocate (in a for() loop) 200 1-D arrays
>of 500 ints, and initialize the pointers to the 1-D arrays. Now the
>pointers can be used as matrix rows:

You're changing the subject. The original problem was not to use a different scheme, it said: while you can use Malloc to allocate a large one-dimensional array, it will be difficult for a higher dimension. The tendency of my article was simply that this isn't difficult at all, just use a pointer of the correct type. Yes, I know to how to set up dope vectors, and note that your 'loop' is not so time & space efficient if you allocate the 200 arrays separately. Better allocate it in one chunk (together with a pointer array), then use a for loop to set up the pointers. Furthermore it depends on the situation whether your pointer array is 'better'; might as well use non-constant pointers into the array, this will even prove faster.

>>and now you can say for instance:
>>
>> arrp[155][430] = 12345;

>>
>>In fact you can use all normal pointer conversions, such as sizeof, *,
>>&, [], 'arrp' being a pointer of the same type as 'array'.
>
>Note that for this method you DO write:
>>
>> int *arrp[200]; /* not 500 */

You misquoted me. I never said that. The original said:

then your pointer should be declared:

int (*arrp)[500]; /* that's just 1 pointer, for pointing to an int [500];*/

and a bit further:

Note that the () are obligatory;

int *arrp[500];

are 500 pointers to int, and that's something quite different!

What I meant to say was that you had to use () for the pointer
declaration I used. Furthermore, while I'm declaring a pointer (that
is ONE pointer) to a int [500], the 500 is correct. (and should NOT be
200; it should be 200 in your case).

>With this technique you can get around malloc's 64K limit with portable code,
>and matrix access is FASTER, too! Also, both dimensions of the matrix
>can be decided upon at run time (e.g., can be given by parameters to
>a function). In the first method, and in statically allocated arrays,
>the dimensions are fixed at compile time, a deficiency of C.

You make it sound as if my code wasn't portable; it IS (at least on
every decent compiler). As far as speed is involved, I think using an
extra pointer of type int * into the array dynamically is still faster,
and uses less space; what if I had as an example:

char carr[20000][5];

bit of a waste doing this with pointer arrays, don't you think?
As far as the dimensions is conceirned I agree; but this again was not
the original problem. Besides, if you want both dimensions free, you
have to allocate the pointer array dynamically too. And then all your
pointer efficiency is gone (using double indirections).

>- Moshe Braner
>
>

Leo.

4489. Re: Hard Disk auto folder problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-04 08:05:03 UTC
From: alfred@dutesta.UUCP
Message-ID: <1168@dutesta.UUCP>
Source record: 251789

Problems with conficting programs,accessories on your hard disk Theo:

Last weekend I got the same problem with a accessory. To remove this, or
rename it, press <alt><ctrl> during bootup (if you are using atari hdboot
prog). Now the computer will boot from floppy a, here you have a floppy which
contains `ahdi.prg` (NOT in the autofolder if possible), start it up (by hand)
wait until the desktop returns, then create a disk C icon, open it and do
whatever you want -> removing, renaming conflicting progs.
If a program in the autofolder doesn`t have `.prg` as extension it won`t
be executed.
I hope this answers your problem, and to all other people: forgive me posting
all around the world instead of mailing Theo the answer but maybe other
people could use this tip.

Herman.

--

```
_____________________________________________________________________________
/ \
| Herman Adriani & Alfred Kayser: Computer fans especially from 24 pm to 7 am |
\_____________________________________________________________________________/
```

4490. Re: my ideal cache program

Newsgroup: comp.sys.atari.st
Date: 1988-07-04 10:14:55 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2752@bath63.ux63.bath.ac.uk>
Source record: 251790

My (rather limited) investigations lead me to believe that your '(optional) read-ahead' -- i.e. convert sector reads to track reads and cache the whole track -- unless of course you've already got it -- probably offers the greatest potential for speedup. However, I haven't yet designed such a thing clever enough to deal with the fact that not all my disks are laid out with the same number of sectors/track.

Cheers, Paul

4491. Metacomco make under gulam

Newsgroup: comp.sys.atari.st
Date: 1988-07-04 12:37:51 UTC
From: cpm@datlog.co.uk
Message-ID: <811@dlhpedg.co.uk>
Source record: 251791

Hi,
Can anyone help me with a problem I'm having using the
Metacomco 'make' utility supplied with Lattice C V3.04 (I think the 'make'
version is 2.16).
I'm currently trying to port Nethack v2.2 to the atari ST and was
hoping to use MCC make under gulam to remove most of the drudgery. My
problem is that the make utility appears to have problems loading LC1.TTP
(first pass of the Lattice compilier) whilst running under gulam but
has no trouble if its run from the desk top.

It usually fails with an error 36 or 39 - The documentation says
these are TOS errors although I haven't been able to track them down yet.

I'm running all this on a 520stfm with two 1meg disk drives (I
upgraded the internal one), with gulam,lcc,make etc in drive A and the
sources and the makefile in drive B. I also occasionally use a ram disk
(drive D) of 100k - but I've tried it without so I don't think its lack
of memory.

What I really wan't to know is , what do the error messages mean ?
(and where can I find a complete list) and has anyone else had problems
or success using the MCC make ?

Alternatively, could anyone suggest a better make - preferably cheap
or PD - perhaps even a posting ? The only requirement is that it should run
under gulam with the sort of configuration I've outlined above.

Thanks in advance for any help,

Paul.

****

```
____ ____ __ __
| | | | \ / |
| |___| | \/ |
| | | | - "I am not a operating system ,
|____ | | | I am a free man..."
```

****

4492. MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1988-07-04 19:53:43 UTC
From: fischer@netmbx.UUCP
Message-ID: <2041@netmbx.UUCP>
Source record: 251792

Does anyone knows something about or does anyone works with the MT C-Shell of 'Beckemeyer Tools'??
Recently I've seen an article about it but it wasn't quiet informating.
So I'm looking for someone who has experience with it. Does the Lattice C (metacomco) Compiler works correct with it ??

-Axel

fischer@netmbx.UUCP
...!pyramid!tmpmbx!netmbx!fischer

4493. Mega Bug?

Newsgroup: comp.sys.atari.st
Date: 1988-07-04 22:26:22 UTC
From: trb@stag.UUCP
Message-ID: <513@stag.UUCP>
Source record: 251793

Has anyone had problems with programs 'losing the mouse pointer' on Mega 2 machines? We recently purchased 20 Mega-2 monochrome systems at ETA (as part of our summer Superquest project) and have seen this problem on 5 or 6 of the ST's. We primarily see it when a student is using Unix Windows (the Lachman version), has several terminal sessions going on the screen and then moves the mouse up into the pulldown area. The pulldowns will start reversing when they shouldn't (i.e. messing up the top line) and when the mouse is moved out of the pulldowns and the pulldowns are dropped, the mouse disappears. I wrote a little desk accessory to allow turning off of the mouse, but then you get these 'patches' on the screen wherever you use the mouse. The mouse is very useful in the Lachman version of UW, since it allows cutting and pasting of text between windows, dynamic scaling of windows, and scrolling up and down in tall thin windows. I would normally think it is just a bug in the UW software itself, but the problems seem 1) to be intermittent on a machine basis, and 2) don't appear at all on some machines. If anyone has any ideas, please drop me a line.

Some related info: We have currently set up the students using the following software:
1) UW - allows multi-session use on the Silicon Graphics workstations. This lets the student open a window up for telnetting over to our ETA10 supercomputer, and then do local compiles, edits, rogue playing, etc in other windows. Logging to up to 7 files simultaneously is great.
2) Uniterm - Unfortunately, UW doesn't support kermit or xmodem, so Uniterm gets used heavily for file transfers between the ST and the SG.
3) Absoft Fortran - Great fortran compiler. The students do most of the preliminary compiles on the ST, since that way they
get the fastest feedback, have the fastest editor, and
can do their work at home or when the Unix system is
'busy' (i.e. hung, rebooting, or otherwise tied up).
4) Tempus - Very, very nice editor...could use a few more key options, but its speed and power make up for a lot.
5) Micro C shell - For those who hate Gem...also, this allowed the students to become familiar with the C shell before they arrived
at ETA (although how they all seemed to know about rogue
I'll never know).
6) Word Writer - Nice, inexpensive word processor.
7) Publisher - Nice, DTP package by Timeworks.

I would like to thank Atari (Sig in particular) for helping out in this project. We invited Sig Hartmann out to ETA about 3 weeks ago and he was so impressed with the Superquest project that Atari ended up donating two DTP systems for the project (Mega-2 ST's with Atari Laser printers). I think this type of involvement (associating Atari ST's with supercomputers) could really help out Atari's credibility in the business community. After all, MOST of us know

already that it makes a very powerful development machine.

Some asides:

If any of you are using Silicon Graphics workstations (CDC 910's), we have a version of the unix windows server that actually works. Drop me a line if you need it. This is a modification of the 4 file uw distribution, not the more recent 20+ file mac version of the server. It is kind of half way between BSD and SYSV (i.e. we are using INET sockets, but SYSV terminal routines, and some really strange pseudo tty stuff).

BTW, Sig, if you read this, thanks for inviting me to visit out there. I had a blast talking to everyone. I've tried EMAIL'ing you, but site 'sun' seems to be inaccessible (assume that is your sites' feed). And during the day, I've been run ragged helping the Superquest students out...very, very sharp kids, so playing phone tag wasn't practical. Within one week of arriving, some of the students were generating output on the supercomputers and displaying graphic displays on the Silicon Graphics workstations.

-Todd Burkey "A member of STdNET-The ST developers' Network"
trb@stag.UUCP -- To join, mail to ftg!dave@stag.UUCP --

4494. Re: 8th-Bit Prefixing Bug in UniTerm Kermit

Newsgroup: comp.sys.atari.st
Date: 1988-07-05 09:38:46 UTC
From: poole@forty2.UUCP
Message-ID: <350@forty2.UUCP>
Source record: 251794

In article <6952@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
>In article <344@forty2.UUCP> poole@forty2.UUCP (Simon Poole) Writes:
>>In article <6720@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
...
>>Kermit has sent 'Y' aswell (the correct meaning of 'Y' being:
>>I don't need to prefix, but I'll do it if you want to...), so the
>No, sorry, quoting from page 241 of "KERMIT, A File Transfer Protocol"
>by Frank Da Cruz, Table 10-2. Eight-Bit Prefix Negotiations.
...
Sorry, I should have provided the reference:

"Kermit Protocol Manual" by Frank da Cruz, Sixth Edition

Page 24:

"Y I agree to 8-bit quoting if you request it (I don't need it)"

(This manual does have the advantage of being free).

So the question is: how compatible is Frank da Cruz with himself? :-)
Anyway I don't see why the Protocol allows 'Y' in a response to a
send-init packet, it being totally redundant (as the table you quoted
shows nicely).

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

4495. Re: my ideal cache program

Newsgroup: comp.sys.atari.st
Date: 1988-07-05 09:46:52 UTC
From: poole@forty2.UUCP
Message-ID: <351@forty2.UUCP>
Source record: 251795

In article <157@cstw01.UUCP> meulenbr@cst.UUCP () writes:
>After seeing a number of cache programs, I decided to scribble down what
>I wanted to see in an ideal cache program.
....
>2) because I have little time to start the actual implementation, someone
> else might give it a try. (Hint, hint). If you want to, drop me a note
> saying so, in order to avoid duplication of effort.
> Don't expect an implementation from me soon.

Hmmmm, I would suggest waiting for the new TOS version first (which hopefully
isn't all to far away) before spending all too much time on a project like
this.

--
UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

4496. Re: UNIX versus VMS (Re: Porting utilities to the ST.)

Newsgroup: comp.sys.atari.st
Date: 1988-07-05 14:33:05 UTC
From: jsp@sp7040.UUCP
Message-ID: <445@sp7040.UUCP>
Source record: 251796
Cross-posted to: comp.sys.atari.st,comp.os.rsts

In article <9629@eddie.MIT.EDU>, jbs@fenchurch.MIT.EDU (Jeff Siegal) writes:
<^> In article <2247@sugar.UUCP> peter@sugar.UUCP (Peter da Silva) writes:
<^> >VMS is a serious resource hog.
<^>
<^> Yeah, right.
<^>
<^> >I'll take RSX-11M over VMS any day. t's
<^> >smaller
<^>
<^> Who cares? Sure, it's nice to fit a ship into a bottle, but if I'm
<^> going on a cruise, I'd rather take the QE2 (if I'm trying to get from
<^> point A to point B, I'll probably take an airplane).
<^>
<^> >faster (LSI-11 with RSX beats Microvax with VMS any day)
<^>
<^> Even if true, so what? What do you do when you outgrow your "LSI-11"
<^> (I assume you mean the J-11)? Network? Are you going to claim that
<^> RSX networking is superior, too? Also, don't forget about the
<^> MicroVAX-3000 series.
<^>

This conversation is quickly leading nowhere. I'm sorry I
replied to the person who supports VMS earlier. If it doesn't apply to
the ST, this is the wrong place for the discussion. Lets talk about how
to improve the ST not fight on which other operating system is best.

-- Johnnie --

4497. Re: Error in STDCAT, Fix and New features

Newsgroup: comp.sys.atari.st
Date: 1988-07-05 16:21:11 UTC
From: bobs@moliman.MoliEnergy.BC.CA
Message-ID: <435@moliman.MoliEnergy.BC.CA>
Source record: 251797

In article <409@laura.UUCP> klute@trillian.UUCP (Rainer Klute) writes:
>Recently a floppy disk cataloging system, STDCAT, was posted to
>comp.binaries.atari.st. It claims to be able to catalog
>floppies with a folder level up to 16. However, I failed in
>cataloging one of my floppies which has only 3 (three) folder
>levels. This disk has, however, *many*, *many* folders on the
>2nd level (I haven't counted them 'cause I can't count so far
>:-)).

I have reproduced the problem with a disk the has only 17 directories,
all at the root level on the disk. The program is counting directories
and not directory levels. So any disk with more than 16 directories
won't be loaded. This is a bug and rather than change the
documentation :-) I have a patch for binary that will set the number
of directories on the disk to 1024. However, if you
apply this patch and try to load a disk with more than 16 directory
levels the program will blow up (this effectively removes the check).

```
OFFSET CODE
------ --------
OLD 0x661A - 0c790011
NEW 0x661A - 0c790400
```

Just use your favorite binary file editor and change the 0011 (17) to
0400 (1024). OFFSET is from the start of the file.

>I tried to reach the author by e-mail but failed so I post it
>here asking for a correction.

I am working on the mail problem. It takes forever (literally) to
get a reply :-).

>P.S.: Another nice enhancement would be the possibility of
> giving a comment to every single folder and file.

I am working on a new version with at least the following new features:

1) Folder limit bug fixed.
2) One comment per file or folder.
3) Next and Prev buttons on comment, volume and update
dialogs to help speed up doing lots of comments, volume
changes and updates.
4) Delete a disk from the catalog (with option to renumber).

If you have a new feature or a bug to be fixed in STDCAT V3.0 you
can try to e-mail me.

Bob S.

+--+
| Disclaimer: The above opinions are my own and not those of Moli Energy. |
+---------+--+-----------
| Bob Silliker | bobs@moliman.molienergy.bc.ca |
| | ...uunet!van-bc!resrch!moliman!bobs |
+---+

4498. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-07-05 16:25:53 UTC
From: brinsmead@calgary.UUCP
Message-ID: <1716@vaxb.calgary.UUCP>
Source record: 251798

In article <1536@usl-pc.UUCP>, jpdres13@usl-pc.UUCP (John Joubert) writes:
> ------------------------
>
> Some people are "making a mountain out of a molehill". The fact is that the
> dealer does NOT have to buy a laser printer for EACH Mega, all he has to
> do is buy A (as in one) laser printer to carry the Mega line, that's all.
>
> That means a vendor he can sell all the mega's he wants with JUST ONE LASER
> PRINTER in his whole store! ...

Now THIS is what I was wanting (and sort of half expecting) to hear! Why on Earth couldn't somebody at Atari has told us this to begin with, and put an end to all the foolishness? (Assuming, of course, that *this* posting is correct :-)) I still haven't gotten any useful info from the phone number the atari guys posted awhile ago, but I'll be happy to leave the issue at this.

4499. Re: Hard Disk auto folder problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-05 17:57:54 UTC
From: mgr@pixar.UUCP
Message-ID: <1951@pixar.UUCP>
Source record: 251799

Yes, life is rough when you've got a bomber in your auto file.
Catch 22. Try this procedure:

0) Turn off all power to both drive and computer.

1) Open up the hard drive case by removing the obvious
black hex screws. Don't rip out the twisted pair
going to the indicator LED.
2) Change the drive select dip switch by flipping switch
1 to the opposite position. This will stop the ST
from recognizing the drive.
3) Leave the cover off, and bring up the power. Allow boot
from the floppy to proceed, and then flip the dip
switch back to its original position. Timing matters
here - wait until you hear the floppy heads move.
4) Install the hard drive, and remove the stuff in AUTO.

My understanding of the problem is that the SCSI controller needs to
be reset before it may be used, and this happens only at boot time.
you've got a klinker in the AUTO folder. Maybe others will have
refinements on this technique.

As long as I'm here - I've got a related and very basic question.
I've got all my equipment powered from a single outlet strip, yet
simply powering everything up is not a reliable way to boot. I
always wind up having to hit the reset button on the back of the
machine. And my choices are either to insert a floppy into a
running, partially booted system, power on with the floppy inserted
(danger Will Robinson!!), or leave the active light staring at me
until after boot is completed. Lets limit conversation on this
to three followup articles - thats what its worth

--
Mike Russell ucbvax!pixar!mgr Trust in Allah, but
tie your camel first.

4500. Problems with Uniterm and Xmodem transfer

Newsgroup: comp.sys.atari.st
Date: 1988-07-05 19:42:45 UTC
From: zzkj@gos.ukc.ac.uk
Message-ID: <1538@gos.ukc.ac.uk>
Source record: 251800

I was trying to use Uniterm today to receive a file via Xmodem from a friend, and just couldn't do it. I was using a Hayes modem, Waiting for him to ring me and doing an ATa to connect to him. The modems connected happily so I hit ALT-T (after setting Xmodem mode), selected receive, typed in the filename and the instant I clicked on OK, my modem hung up. I've never had any trouble with the modem (a PACE Series 4 2400S) and Uniterm (V2.0c) before, but then again, I've never used the Xmodem before with the modem (although I know the Xmodem works as I have succeessfully used it when directly connected to another micro). Am I doing something wrong, or have I fogotten to set something up? My ST is a Mega 4 (with a blitter!!!! - yes, some of them do get shipped with them), a hard disk using the Supra Hard disk software and the only two desk accessories are The Control Panel, and something called Control Panel++ which gives me a RAM disk and a couple of other nice facilities. I have never had any clashes between any of these before so whats up???
thanks in advance for any replies (I can't mail non JANET sites)
Zareh Johannes
P.S. when I say that my modem hung up, I mean that it dropped (i.e. hung up) the phone line; I don't mean that it crashed (i.e. hung up)
--
ZZKJ - hacking away till it no longer bytes.

4501. Re: Jos Vermaseren - Posting GEMDOS ... (illegality)

Newsgroup: comp.sys.atari.st
Date: 1988-07-05 20:20:46 UTC
From: andy@cbmvax.UUCP
Message-ID: <4186@cbmvax.UUCP>
Source record: 251701

In article <4640@killer.UUCP> chasm@killer.UUCP (Charles Marslett) writes:
>-- a reasonable extrapolation is that it would also be legal to sell a copy of
>the disassembly to someone who wanted to use the disassembled software -- though
>I'm not sure about how reasonable a bunch of lawyers would be! [I am refering

How different is this from someone making a copy of a commercial program,
then selling the copy ?

--
andy finkel {uunet|rutgers|amiga}!cbmvax!andy
Commodore-Amiga, Inc.

"Un*x is the answer, but only if you phrase the question very
carefully.

Any expressed opinions are mine; but feel free to share.
I disclaim all responsibilities, all shapes, all sizes, all colors.

4502. Gulam questions

Newsgroup: comp.sys.atari.st
Date: 1988-07-05 21:41:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880705214143.7.JRD@MOA.SCRC.Symbolics.COM>
Source record: 251702

Can anyone tell me if the gulam on various servers (v 1.03.04?) is the latest? Is there a list of bugs fixed since previosu releases? Thanks in advance.

4503. Supra hard drives

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 01:24:58 UTC
From: cochrane@spot.Colorado.EDU
Message-ID: <6944@sigi.Colorado.EDU>
Source record: 251703

Thanks to everyone who mailed a response to my query about Supra hard drives! I ordered a Supra 20 meg, which arrived Thursday, and it's marvelous. (One small problem: the new model has a clock, but there's no documentation and I haven't been able to figure out how to have the software included with the drive automatically set the system clock when turning on the ST (I assume that's what it's supposed to do). If anyone who has the new Supra model has figured out how to do this I (and probably some other new Supra owners) would appreciate hearing the details - thanks).

For the benefit of those who may be considering buying a Supra, I am including the replies sent to me (slightly edited for space). If, after reading these, you suspect that I have excluded the negative responses - I didn't; there weren't any.

From: leo@cs.Buffalo.EDU (Leo Wilson)

I have had mixed experiences with Supra 20MB drives, so I thought my pennies might be useful despite the zillion responses your request is going to generate.

First, my own drive: Supra 20MB (really miniscribe 3.5" 20MB), no daisy-chain plug: Noisy, but it works like a champ. I've had it for > 2 years, and it has treated me right thus far. I treat it like a hard drive, meaning: I don't power it off or spin it down. Never. Well, a couple of times, but that's it. I don't jiggle or jostle it at all. It stays in one place, hasn't moved a millimeter since buying it. No problems. It IS noisy, though.

Second, my last employer's drives: Jeeze, they went through Supra 20MB drives like a spoiled kid goes through cotton candy at an amusement park. They were convinced (despite my admonishments) that they should shut them off at night, they kept them on jiggly typewriter tables, and they'd shove them around while running to accomadate papers they were working on. They drives lasted from four to eight months each.

So, here's what I suggest: If your situation is like mine, get a Supra. Nice drive, albeit a little NOISY. If your situation is like theirs, get an Astra drive. It's designed to be more physically robust. Seems a little quieter, too. Looks worth the extra $$ for the built in DS-DD floppy.

From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>

I bought a Supra 20 last fall, and it's worked flawlessly ever since. I heartily recommend it, esp in comparison to the Atari drivers. I know, they're built out of the same kinds of components, but I've heard of a lot more SH204s going bad than Supras. My only complaint is that I overflowed the thing too fast; after a while 20 Meg doesn't seem very big...

From: Marion Hakanson <hakanson@mist.cs.orst.edu>

I've had mine (the older 5-1/4" 20M drive, not the new 3-1/2" one) for two years. No problems so far. Their software is solid, too.

From: rutgers!sunybcs!sbcs!lean@ncar.UCAR.EDU

I ordered the 20Meg SUpra drive more than 4 months ago. The first one that i got has a minor problem. I called up Supra the very day and was advised to send it back. I did and a new one was sent back to me within 6 days (i'm on east coast. supra is on west coast). Very fast turnaround. I was happy.
I've used that drive since and haven't had the slightest problem. However, the fan makes a little noise (as in some frives). Do see and listen to one personally. I have no regrets buying it.

From: Scott R. Chilcote <dunike!xanth.cs.odu.edu!isis!src>

I regularly use a BBS in Norfolk, VA that is run on an ST with a 20 Meg Supra Hard Drive. This drive has been run 24 hours a day for a year and a half, and has suffered no mechanical problems.

Two things: Supra drives, for the last year, have usually come with a plug on the back for an additional drive. You can use an inexpensive bare drive since the controller can handle two simultaneously. Make sure your drive has one if your interested.

Supra can make goofs now and then. The store that runs the board received one Supra HD that had an unshielded cable--and did not work properly at all! After calling them the cable and interface were replaced quickly and at Supra's expense. They claimed that it had been shipped "by mistake."

A couple of times files on the BBS have been found to be glitched, but this is not the fault of the drive. Some programs, such as games made to be instal-led on hard drives, do not handle them well. Small FAT errors can affect other programs and cause headaches. The only cure is to keep regular backups in a safe place. Even IBM drive owners have those problems!

From: Dave Allum <mcvax!ux63.bath.ac.uk!sc_dra@uunet.UU.NET>

I've had one for a year now and have had no trouble with it.
It appears that not all Supra 20M units have the same drive,
mine is a fanless MiniScribe 3 1/2", so it's worth checking
what they are currently shipping. The supplied utilities -
formatter, sector editor, autoboot etc. - all work well. All
in all I have no complaints. At the time I bought it it was
cheaper that the Atari equivalent (and a *lot* smaller), that
difference may no longer apply.

From: stag!dynasoft!john (John Stanley)

Jim, I've been using a Supra-30meg hard disk for close to two
years. The only problems I've had were when I've parked the heads,
turned off the drive, turned the drive back on, and then (without
rebooting the ST) tried to access the drive before it had finished
powering-up. Needless to say, this was my own damned fault for
trying to get fancy with my use of the hard disk. As long as I wait
until it's fully awake before I try accessing it, there's no problem.
Needless to mention since this controller is probably almost three
years old, Supra may have fixed even this problem by now.

With the exception mentioned above, I've been very happy with my
Supra drive.

BTW, last time I checked, it was not possible to cycle the Atari
hard disk off and then on and then access the drive without rebooting
the ST. This is one distinct advantage of the Supra. It allows me
to do 90% of my programming without having the distraction of a hard
disk whurring in the background and still allows me to easily get to
tools on the hard disk if I need them.

4504. Re: my ideal cache program

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 03:08:41 UTC
From: jason@lakesys.UUCP
Message-ID: <796@lakesys.UUCP>
Source record: 251704

In article <2752@bath63.ux63.bath.ac.uk>, pes@ux63.bath.ac.uk (Smee) writes:
>
> My (rather limited) investigations lead me to believe that your '(optional)
> read-ahead' -- i.e. convert sector reads to track reads and cache the whole
> track -- unless of course you've already got it -- probably offers the
> greatest potential for speedup. However, I haven't yet designed such a thing
> clever enough to deal with the fact that not all my disks are laid out with
> the same number of sectors/track.
>
> Cheers, Paul

No, you wouldn't be able to figure out exactly what a track was, but
it wouldn't seem that it would matter all that much... The things that need
the most speedup are the floppies, so you could use the Sectors/Track value
from the floppies (Of course, there may be problems there too, due to the
different formatters running around), and just use the same value for HD
buffering. It would seem that even though you'd get more seeks than would be
completely optimal, it'd be an improvement over the original (non-buffered)
scheme.

Of course, you could have a config (or run-time if it were a DA) that
would allow the user to set different sector/track ratios for each unit (drive
letter, whatever you want to call it), with reasonable default values. This
would allow for a very respectable speedup for those who don't know much about
the guts of their machine, and a larger speedup for the techies in the crowd.

--

Jason - Not your average iconoclast

4505. Hard disk problem.

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 03:33:55 UTC
From: parkb@csri.toronto.edu
Message-ID: <8807060453.AA22622@bloor.csri.toronto.edu>
Source record: 251705

(Hello world...)

I wonder if some knowledgeable person out there could help
me with a hard disk problem. I have a 1040ST (11/20/85 ROM version)
and a Supra Drive 20Meg hard disk which came with a version 1.1
'supboot.prg' boot up program. My disk partitions are
C: (7Meg), D: (4Megs), and E: (the rest).
It seems that some internal directory table is being wiped out every
and then, causing the system to report back to me that the entire
harddisk has been erased. When the poor computer is reset, all is
ok. A guaranteed method of reproducing this consistently is to
click the 'show info' option in the GEM menu for, let's say, the
E: drive. This will return the correct disk usage; but when it
is invoked immediately on D:, it will report 0 bytes used on D:.
Thanks in advance.

Brian Park
parkb@emca.waves.toronto.edu

4506. Obliterator ---a game!

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 04:13:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880706041352.563066@HIS-PHOENIX-MULTICS.ARPA>
Source record: 251706

Well, this last weekend I went to my local Atari dealer, and purchased Obliterator. This game is one of the best I've seen for the ST, the graphics are great, sounds are good, and action and game-play are excellent. The only thing I didn't like was that when a lot of things are on the screen, it gets slow. This game is hard, but fun. It took me four days (about 20 hours of playing) to complete the mission. There is one last thing, you control your player by an icon panel at the bottom of the screen (you can use the joystick or mouse, but it's not recommended) and I think if they had written some better joystick handling routiens, it would be a little better to use the joystick, but this game is still great, I definetly recommend this game.

The basic game is that you must collect weapons, amunition, and peices of the ship in order to disable it. Basically you shoot everything in sight, but watch the level of your amunition. As you get to certain points of the game you can save it to continue later. I really can't do it justice, you had better just go out and buy it! :-)

P.S.

On the back of the box it shows the guy shooting up, I have only been able to shoot sideways, if anyone figures how to shoot up, please let me know.

P.P.S.

Here is a hint on control (if you don't want the hint don't read this) the only time you should use the joystick is when you are wearing the jet-packs, at least that is what I've found, but experiment yourself!

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4507. I was an owner of Quantum paint...

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 04:19:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880706041922.820370@HIS-PHOENIX-MULTICS.ARPA>
Source record: 251707

Well, this last weekend I went to my local Atari store (a twenty mile drive through downtown and terrible trffic) planning on buying Spectrum 512. I arrived there and started talking with the head of the newly founded ST users group here. He convinced me that I wanted Quantum paint because it dosen't flicker, and it offers over 4,000 colors (of coarse he didn't actually own the program, he had just seen pictures made with it). Well I decided to purchase it (I should have known I was in trouble when I realized it was $20 less than Spectrum 512). I took it home and quickly found that its painting tools were very limited, that it had a terrible way of handling the 8 palates in its medium mode, that colors flickered in its 4000+ color mode, and that after you put a little time into a drawing, it bombed the system, and it took two resets to get to the desktop. The next day I returned it and purchased Spectrum, and am very happy, I love this gradient fill feature.

Summary...

I think that the only thing Quantum Paint is good for is for (mabey, I didn't use it for this) is video digitizing or to be able to say that "My ST has as many colors as that dumb ol' Amiga.":-)

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4508. Turbo C

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 05:49:12 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <8807060548.AA21455@ucbvax.Berkeley.EDU>
Source record: 251708

Date: 29 June 1988, 10:38:57 MES
From: Julian F. Reschke (02501) 13279 ONM07 at DMSWWU1A
Linckensstrasse 113
4400 Muenster
To: Info Atari16-Digest INFO-ATA at SCORE

And here are the results of the westfalian jury:
Turbo-C (Beta-Test) benchmarks at 1700 Dhrystones/s.

Julian F. Reschke

4509. HELP

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 07:47:55 UTC
From: Yij@DACTH01.BITNET
Message-ID: <880705230636143.HRPM@CY175.RZ.RWTH>
Source record: 251709

HELP

4510. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 07:48:36 UTC
From: Yij@DACTH01.BITNET
Message-ID: <880705230732174.HRPM@CY175.RZ.RWTH>
Source record: 251710

```
GET INFO-A16 ATARI.TXT.1
```

4511. GDOS Handles

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 12:04:24 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <8807061204.AA27467@ucbvax.Berkeley.EDU>
Source record: 251711

Date: 6 July 1988, 13:58:58 MES
From: Julian F. Reschke (02501) 13279 ONM07 at DMSWWU1A
Linckensstrasse 113
4400 Muenster
Westfaelische Wilhelms-Universitaet Muenster
Fachbereich Mathematik
To: Info Atari16-Digest INFO-ATA at SCORE

Concerning Leo de Wit's program to read characters from screen:

PLEASE NEVER NEVER NEVER do VDI-calls with a zero-handle. Valid VDI handles start at 1! Calling a VDI-function with zero-handle will result in an error when working with Atari's brand new GDOS (AMCGDOS)!
What's true: the desktop WINDOW used by the AES has handle nr. 0. This is very different from VDI-*DEVICE*-handles!!

Julian

4512. Re: FOR SALE Atari 1040st and peripherals

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 12:29:17 UTC
From: deich@well.UUCP
Message-ID: <6456@well.UUCP>
Source record: 251712
Cross-posted to: misc.forsale,comp.sys.atari.st

```
Atari 1040 st with mono monitor $650.00
SF354 single-sided drive $100.00
SMM804 printer $100.00
Send E-mail or 505/869-3611.
```

4513. Re: NTSC Video from the ST

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 15:41:30 UTC
From: hase@netmbx.UUCP
Message-ID: <2050@netmbx.UUCP>
Source record: 251713

In article <2797@juniper.uucp> jboede@juniper.uucp (Jon Boede) writes:
>I'm posting this for a friend who owns an ST. She's more artistic than
>technical and my knowledge of the ST is woefully limited, so please forgive
>my ignorance.
>
>What she'd like to be doing is saving some of her graphics on her VCR.
>
>Does the ST produce composite video? Would it be better to go with a
Hmm, maybe the american 520 STM does. The "original" 520 ST (no M!), 1040 STF
and the like does not. All You get here ist RGB-analog; my VCR can
handle that...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4514. UW server sources on lakesys

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 18:48:22 UTC
From: martin@lakesys.UUCP
Message-ID: <797@lakesys.UUCP>
Source record: 251714

I have a new distribution of the sources for the server side of UW, my appologies to those who spent time with the files and couldn't get them to compile...

If anyone would like to help me make sure the code I have now will work out (and you have access to a BSD system). Please let me know. I understand that the sources may be modified to compile on SysV as well, but it is beyond my expertise.

Until this mess gets straightened out, I'm removing uwserver from lakesys.

BTW, Thanks, everyone for your support. We're always looking for more contributions! :-)

Marty Wiedmeyer
martin@lakesys.UUCP
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: uwvax!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

4515. Re: Nethack

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 19:57:58 UTC
From: fischer@netmbx.UUCP
Message-ID: <2053@netmbx.UUCP>
Source record: 251715

In article <808@dlhpedg.co.uk> cpm@.co.uk (Paul Merriman) writes:
>
> Hi,
> I'm after Nethack as well so if anyone is going to answer could
>they mail me as well or maybe post it to the net ?
>
Please include me also in the mail list. I'd like to have it too.

Axel

fischer@netmbx.UUCP
...!pyramid!tmpmbx!netmbx!fischer

4516. Re: Porting utilities to the ST.

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 20:02:32 UTC
From: david@bdt.UUCP
Message-ID: <342@bdt.UUCP>
Source record: 251716

In article <2568@ihuxy.ATT.COM> rnss@ihuxy.UUCP (Ron Schreiner) writes:
>In article <6915@cup.portal.com> Henry_Burdett_Messenger@cup.portal.com writes:

[deleted back and forth arguments about VMS vs. UNIX]

I guess it is about time for another VMS/UNIX flame war. But can you'all
please move the discussion to comp.os.vms. Nobody ever convinces the
other side that they're right in this you know.
--
David Beckemeyer (david@bdt.uucp) | "Yea I've got medicine..." as the
Beckemeyer Development Tools | cookie cocks a his Colt, "and if
478 Santa Clara Ave, Oakland, CA 94610 | you don't keep your mouth shut, I'm
UUCP: {unisoft,sun}!hoptoad!bdt!david | gonna give you a big dose of it!"

4517. Re: Software info request

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 20:57:16 UTC
From: liebo@csclea.ncsu.edu
Message-ID: <1960@ncsuvx.ncsu.edu>
Source record: 251717

In article <482@nikhefh.hep.nl> t19@nikhefh.hep.nl (Geert J v Oldenborgh) writes:
>I have seen a program, equivalent to, but not compatible with, SPSS for
>the Atari at the Leiden University Psychology department. It looked PD,
>but I will check.

Those of us on this side of the Atlantic could benefit from the existence of such a program. I, at least, could. Please make this information available since there is a scarcity of statistical software for the ST here. .

4518. Which C Compiler? (another war? we'll see...)

Newsgroup: comp.sys.atari.st
Date: 1988-07-06 21:59:28 UTC
From: exodus@mfgfoc.UUCP
Message-ID: <374@mfgfoc.UUCP>
Source record: 251718

Okay everybody....

I have been trying to get a PD version of TeX going for a while
now. I have gotten two different versions of TeX in C under
two different C compilers to pass the trip test. The problem is that
both compilers get too buggy after the sizes of arrays get too big.
I posted a bug report for MWC 3.0 last week. TeX just will not
run with arrays set up to handle plain.tex or lplain.tex. I
have nearly given up on the compilers and I am going to compile
the sources on a Sun with gcc and assemble the resulting assembly code
on the ST's. I'd like to hear a better solution, but this seems
to be the only solution at this time.

How debugged has Manx C become? Anybody out there care to discuss
this? When I tried it on TeX, it was somewhat buggy in the
'Portability' mode.

-Greg

--
Greg Onufer GEnie: G.ONUFER University of the Pacific
UUCP: -= Focus Semiconductor =-
exodus@mfgfoc ...!sun!daver!mfgfoc!exodus (and postmaster/exodus@uop.edu)
AT&T: 415-965-0604 USMAIL: #901 1929 Crisanto Ave, Mtn View, CA 94040

4519. Re: Jos Vermaseren - Posting GEMDOS ... (illegality)

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 05:59:11 UTC
From: chasm@killer.UUCP
Message-ID: <4730@killer.UUCP>
Source record: 251719

In article <4186@cbmvax.UUCP>, andy@cbmvax.UUCP (Andy Finkel) writes:
> In article <4640@killer.UUCP> chasm@killer.UUCP (Charles Marslett) writes:
> >-- a reasonable extrapolation is that it would also be legal to sell a copy of
> >the disassembly to someone who wanted to use the disassembled software -- though
> >I'm not sure about how reasonable a bunch of lawyers would be! [I am refering
>
> How different is this from someone making a copy of a commercial program,
> then selling the copy ?
>
> --
> andy finkel {uunet|rutgers|amiga}!cbmvax!andy
> Commodore-Amiga, Inc.
>

Actually, I am not really sure it is any different at all. Is it any different from someone writing a "new" program and selling copies of it -- since any salable program has to be a lot like other, previously sold, programs or no one will have any idea what it is for. The whole point of copyright is to give away as much of the store as possible, and still keep the storekeeper from starting a revolution (I don't know who said that, but it is pretty accurate!). And if anyone thinks the whole copyright schtick makes any sense at all, compare the recent rulings in Canada and Louisiana. I believe no rational individual can agree with both!

Charles Marslett
chasm@killer.UUCP

P.S. It is a lot of fun to watch though!
> "Un*x is the answer, but only if you phrase the question very
> carefully.
>
> Any expressed opinions are mine; but feel free to share.
> I disclaim all responsibilities, all shapes, all sizes, all colors.

4520. Help about MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 06:07:16 UTC
From: fischer@netmbx.UUCP
Message-ID: <2055@netmbx.UUCP>
Source record: 251720

I've just bought the MT C-Shell from Beckemeyer Development Tools and I've two problems :

1) Has anyone rewritten cc.prg for the Lattice C (Metacomco) Compiler and could post me the prg ?

2) I'd like it much more to have white letters on black ground but when I start the C-Shell from the AUTO folder the normal screen appears and I have no idea how to set it revers. Is a chance to do so from the Shell (maybe include a litte prg call in my login.sh) or a program I put before the MT C-Shell in the AUTO folder.

Any help would be greatly appreciatet I'm stuck with this problem.

-Axel

Domain: fischer@netmbx.UUCP | What is now proved
Europe: ...!unido!tub!tmpmbx!netmbx!fischer | was once only imagined.
USA: ...!pyramid!tmpmbx!netmbx!fischer | (William Blake - The Marriage
| of Heaven and Hell)

4521. e-mail address of David Beckemeyer ?

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 06:14:59 UTC
From: fischer@netmbx.UUCP
Message-ID: <2056@netmbx.UUCP>
Source record: 251722

Could anyone please post me the e-mail address of David Beckemeyer ?

Thanks
-Axel

Domain: fischer@netmbx.UUCP | What is now proved
Europe: ...!unido!tub!tmpmbx!netmbx!fischer | was once only imagined.
USA: ...!pyramid!tmpmbx!netmbx!fischer | (William Blake - The Marriage
| of Heaven and Hell)

4522. Re: Hard Disk auto folder problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 06:44:17 UTC
From: jmg@cernvax.UUCP
Message-ID: <744@cernvax.UUCP>
Source record: 251721

In article <8807021540.AA22916@ucbvax.Berkeley.EDU> wawers@DMZRZU71.BITNET writes:
>Question : How do you prevent the auto folder programs
> from beeing executed ?
>
> OR
>
> How do you make your ST execute the floppy disk auto
> folder instead of the hard disk auto folder ?

Thisproblem was dealt with by an article in STart a year or so back.
They told you how to create a floppy that would always be booted from
even in systems where the normal booting is from the hard disk and
even if there was no procedure for forcing a boot from floppy.
I now have such a floppy (even though I don't need it because I can force
the floppy boot via Control-Shift_Alternate.

Don't exactly remember how it was done.

--
_ _ o | __ | jmg@cernvax.uucp
| | | | _ / \ _ __ _ __ _| jmg@cernvax.bitnet
| | | | |_) /_) | __/_) | (___\ | (_/ | J. M. Gerard, Div. DD, CERN,
| | |_|_| _/___ __/ ___| (_|_| _|_ 1211 Geneva 23, Switzerland

4523. Powering on (was Re: Hard Disk auto folder problem)

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 09:14:10 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2766@bath63.ux63.bath.ac.uk>
Source record: 251723

At home, I've got everything powered on one block, and just put in my floppy and flip on the power. Works OK. There *might* be some minimal sequencing (for relevance, read on) owing to the fact that my keyboard unit and disk drives are on the far side of a transient-suppressor from everything else (monitors, printer, modem).

At work, where I have to manually switch each thing on individually, I've found two rules that seem to apply (experimentally). First (well known and obvious) I power up the external disk drive before the processor (so that the processor will recognize its existence during boot). Second (maybe less obvious), power on anything connected to serial and Centronics ports BEFORE powering on the processor -- or else leave them until the system has finished booting. If either of these (my work printer is prone to) generates a spurious interrupt during some window while the machine is booting, you seem to end up in a bomb loop.

4524. Re: my ideal cache program

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 09:20:29 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2767@bath63.ux63.bath.ac.uk>
Source record: 251724

I was specifically worried about different sectors/track on floppies. (I can't afford a hard disk yet.) I run MOST (but not all) of my 'active' floppies at 10 SPT for the space; and MOST (but not all) of my 'archive' floppies (non-image backup) at 9 SPT because its 'approved' and so feels safer.

The problem isn't insurmountable (the system knows what the SPT of the mounted flopsies are); it's just finding a clean, release-independent method of getting the info into the cache routine, without using the offical TRAP call (since you're already in a TRAP handler) and without imposing unacceptable time penalties (like duplicate reads of Sector 0.

Biggest problem is that my present schedule isn't leaving me any time for playing with my ST, and the cache is pretty far down my play list.

Sigh.

4525. Mono monitor problems

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 09:39:50 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <880707-024028-1553@Xerox>
Source record: 251725

In his 23 Jun 88 05:24:11 GMT John Joubert writes:

>My monochrome monitor shakes also. A friend of mine has one and it shakes and has a strange kind of tilt to it also. Anyone know of a good remedy?<

Round the back of the monitor are three tweakers, called VHOLD, VSIZE and HPHASE. VHOLD controls the stability of the picture; if it is misadjusted then occasional twitches or picture rolls may occur. Tweak this until the picture rolls continuously, then tweak it back. The picture will stabilise, and, as you tweak VHOLD further, start to roll again. The midpoint between the positions at which rolling starts is a reasonable optimum.

VSIZE varies the vertical size to allow circularity to be set up; HPHASE varies the horizontal position of the picture on the screen. Display a perfect circle and adjust VSIZE until its X and Y diameters, measured on the screen, are identical. Adjust HPHASE for optimum centering of the image on the screen.

If, having done this, the picture still shakes then it may be the result (particularly in old monitors) of contamination of the tracks of the tweakers. Careful application of a suitable cleaning spray (I could recommend some, but you probably can't get them Over There - ask for 'switch cleaner' or 'computer solvent / lubricant aerosol', etc.) may clear this fault. Working the control to and fro while injecting the cleaner (from inside the panel) seems to work best. NEVER DO THIS WITH THE MONITOR SWITCHED ON.

Failing that, the fault is probably due to a capacitor being on the point of failing somewhere in the tube drive circuit. This would require service center repair.

I assume that by 'tilt' is meant tilt of the image on the screen, rather than mechanical tilt. The former may be adjustable by an internal tweaker or it may be set by the alignment of the magnetic yokes and / or compensating coils on the tube neck. It is often quite easy to adjust these, but please get the Atari service manual for the monitor and follow its instructions TO THE LETTER if you're gonna do this. If you fry yourself on the HT don't blame me.

Oh yeah, and if you DO get a copy of the service documentation I'd really love a copy of it..... my mono monitor's only a couple of months old, so these 'internal' suggestions are generic to mono monitors in general. I've not taken mine to bits yet.

Regards,

Chaz
(Everyone's PAL)

Disclaimer: I never told anyone to do anything. Neither did my employer. All technical comments are strictly of academic or theoretical interest only.

4526. TeX source for GULAM documentation

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 10:07:23 UTC
From: pasciuta@rdgeng.dec.com
Message-ID: <8807071007.AA17186@decwrl.dec.com>
Source record: 251726

I copied GU10304.ARC from the lakesys server the other day. The TeX source for the documentation is not in the .ARC file, as it was in the previous release (the Gnu .INFO file is included instead).

Dies anyone have the TeX source for the latest Gulam documentation that they could mail me?

Thanks,
Adrian

pasciuta@rdgeng.dec.com
...!decwrl!rdgeng.dec.com!pasciuta

4527. Hybrid Arts SMPTEtrack....

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 10:30:57 UTC
From: ian@umd5.umd.edu
Message-ID: <2891@umd5.umd.edu>
Source record: 251727
Cross-posted to: rec.music.synth,comp.sys.atari.st

<take that you nasty, filthy, pig-dog line eater, HA!>

OK, I'm about to shell out $$$ for a 'be-all, end-all' MIDI
package for the ST and I want some info on Hybrid Arts SMPTEtrack
package. I would like the following points addressed if possible:

1) Ease of use (ie - different modes, step mode, graphics, etc.)

2) The SMPTE feature

3) Copy Protection (if any, how does it make life difficult?)

4) Recommended System Set-Up

5) Nifty Features (ie - HybriSwitch, patch ed/lib stuff)

6) Approximate Retail Price (where can I get the best deal?)

7) Any known bugs, quirks, problems, complaints

I think that should do it. I have already checked out Dr. Ts KCS
Level II with MPE and was suitably impressed, now I am checking the
competition.

Thanx,
Rick Random

"Stay American, and have a nice day"

4528. Re: Memory Access in Modula 2

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 12:41:32 UTC
From: michael@pbinfo.uucp
Message-ID: <295@corona.pb>
Source record: 251728

In article <3188@druhi.ATT.COM>, terrell@druhi (Eric R. Terrell) writes:
>Reading and writing from/to an absolute memory address in Modula 2:
>

Well, in PIM2, 3rd Edition (in german, the only I have at hand at
the moment) Wirth describes in chapter 31 about "device
processes, concurrency and interrupts" (translated from german,
may vary in english) a possibility to give the absolute address
of a variable on a pdp-11 by saying:

```
VAR s[777560B] : BITSET;
x[777562B] : CHAR;
```

Try, whether your compiler groks it. (I doubt it.)

Michael Schmidt

4529. help

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 13:05:27 UTC
From: steckelbruck@col01.DEC.COM
Message-ID: <8807071305.AA22924@decwrl.dec.com>
Source record: 251729

```
help
info
index
```

4530. Re: Hard Disk auto folder problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 13:16:35 UTC
From: mb@laura.UUCP
Message-ID: <426@laura.UUCP>
Source record: 251730

In article <8807021540.AA22916@ucbvax.Berkeley.EDU> wawers@DMZRZU71.BITNET writes:
>Question : How do you prevent the auto folder programs
> from beeing executed ?
>
> OR
>
> How do you make your ST execute the floppy disk auto
> folder instead of the hard disk auto folder ?
>
> Theo

Hi, out there,

all the replies I read by now are about the second part, I think something else is much easier and more appropriate to Theo's specific problem.

I recently saw a program called 'Loader', which has to be the first program in the auto-folder. It then shows you all programs in the autofolder and asks you which programs to execute. Afterwards it does the same with all accessories.

It works very simple as follows:
All programs selected to be executed are renamed to name.prg, the others to name.tos.
As only *.prg files are executed in the auto-folder only the selected programs are executed after exiting the loader.
With acessories it works the same way (renaming unselected accessories to name.acx).

Unfortunately I don't know if this program is public domain, I can't access it at the 'mo. But it shouldn't be a big problem to write it yourself.

Hope this helps you,

Matthias

4531. Degas compressed format

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 14:17:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8807071458.AA22686@ucbvax.Berkeley.EDU>
Source record: 251731

Date: 7 July 1988, 09:10:51 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Degas compressed format

A few months ago, someone was kind enough to post the file formats
of several different paint programs (Degas, Spectrum, Tiny, NEOchrome,
etc...). I saved the message in a file and gutted out the message
header and whatnot, so I don't have the address of the user to
posted them. (sigh)

My problem is that he doesn't list the format for Degas compressed
files. I know Degas Elite defaults to the compressed format, and
if someone would post the compression scheme I would be very grateful.

Thanks in advance!

+-------------------------+---------------------------+
Jim McCabe	mccabe @ mtus5.BITNET
210 E. Street, Apt #3	jemccabe @ mtus5.BITNET
Houghton, MI 49931	mccabe @ m-net.UUCP
+-------------------------+---------------------------+

4532. Network problems: please help

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 14:32:04 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8807071431.AA22259@ucbvax.Berkeley.EDU>
Source record: 251732

I'd like to know if NETLIB@LAKESYS.UUCP is reachable from BITNET. The recently posted directory listing contained a number of interesting files that aren't available on BITNET (at least, not to me :-). I sent a number of mail files following the directions in the directory postings. I received: nothing, i.e. no mailer error messages. I suspect there is a problem with the return path. Has anyone on BITNET managed to get NETLIB to answer ?

Also, I could not get mail to George Woodside, the author of TURTLE. I used addresses like woodside@ttidca.UUCP-USA or the path his postings have (pyramid!prls!philabs!ttidca!woodside@decwrl.dec.com), but nothing worked.

George, if you are reading this:

I noticed that you said the newest TURTLE version to be 2.18. I wasn't able to find that version on any of the servers available in BITNET. Could you tell me if 2.18 exists on a server on BITNET ? Alternatively, could you please e mail me a copy directly, if it's not too much trouble ? I want to retry using TURTLE on my Mega4 and I want to be sure to start off with the newest version.

Thanks for any and all help.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

4533. Re: Info-Atari16 Digest V88 #300

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 15:10:59 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <880707-081214-1812@Xerox>
Source record: 251733

In his 27 Jun 88 21:10:32 GMT Gregory Gibson writes:

>I want to connect my Atari color monitor to a VCR. Where can a find a device that will perform this task?<

You can't. The Atari colour monitor is an RGB type, and has dedicated RGB outputs from the ST. There isn't, as far as I know, any output from the monitor at all.

What you should do is buy a spare Atari monitor plug and socket - you can make these yourself from 0.1" pitch board, pins and sockets if you have to - and make a 'breakout box' for the composite video signal which is simultaneously available. Take this signal (together with the line audio, if you need it) to the line inputs of your VCR. A composite monitor can be connected to check the VCR through signal if you like.

This won't work with a monochrome system because the sync rates are too different from standard to work the VCR.

You can't feed the RGB signal directly to the VCR unless it's one of the very expensive professional type which have RGB inputs. These are not very common.

>How good are the picture and sound quality?<

Picture not quite as sharp as RGB (because it's been through a coder and decoder) but much better than using the modulator, which adds another batch of noise (though if you're desperate hook modulator RF out to VCR antenna in and tune of of the tuner channels to Channel-36 or whatever). Audio probably better than the Atari monitor audio (which has a cheap little speaker).

If you get any problems email me and I'll try to sort it out.

Regards,

Chaz
(Everyone's PAL)
Star Raiders Ace Class III

4534. Re: GDOS Handles

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 15:35:49 UTC
From: leo@philmds.UUCP
Message-ID: <554@philmds.UUCP>
Source record: 251734

In article <8807061204.AA27467@ucbvax.Berkeley.EDU> ONM07@DMSWWU1A.BITNET writes:
>Date: 6 July 1988, 13:58:58 MES
>From: Julian F. Reschke (02501) 13279 ONM07 at DMSWWU1A
>Concerning Leo de Wit's program to read characters from screen:
>
>PLEASE NEVER NEVER NEVER do VDI-calls with a zero-handle. Valid VDI
>handles start at 1! Calling a VDI-function with zero-handle will result
>in an error when working with Atari's brand new GDOS (AMCGDOS)!

You're right; the graf_handle() function can be used to get the desktop's
handle.

B.T.W. I was a bit puzzled, because the VDI call has nothing to do with
the program; it was merely a remark about getting the cursor position.
The program source followed in the same posting, but doesn't even use
VDI or AES (only a Line-A exception is used to get the font
parameters). It should be correct as it stands.

Leo.

4535. Re: Jos Vermaseren - Posting GEMDOS ... (illegality)

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 18:45:06 UTC
From: exodus@mfgfoc.UUCP
Message-ID: <376@mfgfoc.UUCP>
Source record: 251735

SIMPLE, LEGAL (?) Solution:

Write a program to output the assembly (with labels, comments, etc)
but using the contents of the ROM to produce the actual assembler
code. Everybody who bought an ST has the ROMs (maybe a few people
still loading from disk?).... their ROMs plus labels and comments
doesn't constitute a crime, does it?

Package: disassembler
comment-field files for each ROM version
symbol table/label info for each ROM version.

Requires some work, eh?

--Greg
--
Greg Onufer GEnie: G.ONUFER University of the Pacific
UUCP: -= Focus Semiconductor =-
exodus@mfgfoc ...!sun!daver!mfgfoc!exodus (and postmaster/exodus@uop.edu)
AT&T: 415-965-0604 USMAIL: #901 1929 Crisanto Ave, Mtn View, CA 94040

4536. A ghost in the house

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 19:32:54 UTC
From: stdnet@stag.UUCP
Message-ID: <515@stag.UUCP>
Source record: 251736

From: dynasoft!john@stag.UUCP (John Stanley)

This normaly would have been sent as a personal email response,
but since it effects all users of Mark Johnson's C (MJC) compiler
I decided to post this to the net.

Hi Steve!

In comp.sys.atari.st, thelake!steve@stag.UUCP (Steve Yelvington) writes:
>
>I compiled a directory lister with Mark Johnson C, version 2.0.
>It works just fine, but at the end of the directory, it prints out a
>message on the console: "(no more files)".
>
>This message is nowhere to be found in my program or in the MJC library.
>So I figure that either it is coming from GEMdos, or I have a friendly
>ghost. I want it to go away.

Steve, I guess you could say I'm the "friendly ghost". :)

The message you mentioned is one of the standard error code
messages in my JSH command shell. I'm assuming you're using JSH?

When a stand alone program returns a negative exit code, JSH
interprets it as one of the standard GEM/BIOS/XBIOS error codes and
prints out a message. My guess is that you exit the program by just
falling thru the bottom brace in main() rather than issuing a
return(0) or exit(0).

What happens then is a standard ambiguity/problem with the C
language. Many textbook programing examples show a main() procedure
that just ends. But, some also show the program using return(n) at
the end of the program to return some positive condition code or
negative error code. Unfortunately, there is -no- way to implement
the standard crt0() function (the startup code that actualy calls
main() -and- the code which determines what exit value to return to
the system) in such a way that it can tell if you return() or just
end out of main(). (Note: some compilers actualy force a phantom
return(0) at the end of main to avoid this problem...)

In MJC, this means that if you don't use exit or return at the end
of main(), your program will 'return' to crt0() with whatever happens
to be in the r0/d0 register at the time. In your case, this happens
to be the return code from the Fsnext gemdos call which ended your
directory scan.

Asside note: I disagree with the implementation of the startup
code that MJC uses, but I can easily see how Mark came to the
conclusions he did about how it should be written.

The -only- universaly acceptable way to write C main() functions is
to use return(0) or exit(0) as a normal termination, and to use
exit(n) to return an error or result code number to the system. If
you just fall thru to the bottom brace, or if you try using return(n)
with anything but 0, your program is not portable and will fail in
various ways depending on the compiler and/or system.

>One of the local programmers (John Osawa, author of the Schizo desk
>accessory) tried my code with Mark Williams C and got no such message.
>He suggested that MJC's startup code may throw a switch, and mentioned
>something about Perror. I thumbed through "Atari ST Application
>Programming" (Pollack and Weber), but found no references to Perror.
>It's not in osbind.h. I found nothing like it in the MJC startup routines,
>either.

To the best of my knowledge, the MWC crt0() code totaly ignores the
return value from main() and requires that any return value other
than zero be returned using exit(n).

>
>So: What is Perror? How do I shut off this message?
>

Excelent programmer that he is, John Osawa is taking a long shot
guess and, in this case, missing... Perror (a standard C function)
has nothing to do with your phantom so I'll skip it for the moment.
To avoid this problem, just exit your main() routine using return(0)
or exit(0).

John Stanley (dynasoft!john@stag.UUCP)
Software Consultant / Dynasoft Systems

4537. Re: Jos Vermaseren - Posting GEMDOS ... (illegality)

Newsgroup: comp.sys.atari.st
Date: 1988-07-07 20:54:59 UTC
From: tom@Mills.berkeley.edu
Message-ID: <11767@agate.BERKELEY.EDU>
Source record: 251737

Greg Onufer writes:

"Write a program to output the assembly (with labels, comments, etc)
"but using the contents of the ROM to produce the actual assembler
"code. Everybody who bought an ST has the ROMs (maybe a few people
"still loading from disk?).... their ROMs plus labels and comments
"doesn't constitute a crime, does it?

But when one uses this program, one is copying the ROMs. Does the software license from Atari (is there one?) governing the system software allow making copies for one's personal use? If it does, then this program should be legal. If not, well, forget it.

Tom Erbe-Technical Director-Center for Contemporary Music-Mills College
tom@mills.berkeley.edu -or- tom@jiff.berkeley.edu

4538. STARTGEM

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 01:42:19 UTC
From: fischer@netmbx.UUCP
Message-ID: <2063@netmbx.UUCP>
Source record: 251738

Does anyone has a STARTGEM Prg that works with Blitter TOS ?
I have used a startgem prg a long time on my 260 ST but now with blitter
TOS it doesn't work.
I have put STARTGEM in the AUTO folder and the program to start directly
after initializing GEM in the C:\ dir. But what have worked so fine on my
260 doesn't works now.
Problem : GEM boots the startgem PRG correctly, than initalizes the desktop
and ... nothing happens. Normally the program to start would now automatically
started.

If you have such a nice little tool please post it to me.

Thanks in advance !

-Axel

Domain: fischer@netmbx.UUCP | What is now proved
Europe: ...!unido!tub!tmpmbx!netmbx!fischer | was once only imagined.
USA: ...!pyramid!tmpmbx!netmbx!fischer | (William Blake - The Marriage
| of Heaven and Hell)

4539. Re: Mega Bug?

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 05:22:08 UTC
From: federico@actisb.UUCP
Message-ID: <217@actisb.UUCP>
Source record: 251739

In article <513@stag.UUCP> trb@stag.UUCP (Todd Burkey) writes:
>
>Has anyone had problems with programs 'losing the mouse pointer' on Mega 2
>machines? [detailed description of problem deleted]

I've seen this problem on my Mega, but I thought it was a bug in the application, not in the ROM. On my machine, it happens when I accidentally drop a menu while the screen is being updated. My assumption that it was the application's fault was based on the fact that menus shouldn't drop while you update the screen, since one should "brace" the update code with a call that tells AES that you are changing the screen contents (I don't remember the function's name).

I had this bug happen with some applications, most notoriously with Uniterm and DLII, both by Simon Poole, both written in what's-it's-name Pascal, so I further suspected a bug in this Pascal's GEM support. I couldn't confirm it, since I haven't it, but I reported the problem to Simon. He never answered, though, so I don't know whether he really got my mail.

--
Federico Heinz "In Dubio Pro Libido"
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

4540. Re: Network problems: please help

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 07:16:00 UTC
From: PETCHER@FSU.BITNET
Message-ID: <[gw.scri.fsu.edu].180C0C00.009157CD.PETCHER>
Source record: 251740

The following has turned out to be a rather long response to the original posting, but I hope that it will be helpful to some others who are trying to access netlib from bitnet. It is basically a report on my not altogether successful experience.

Bitnet is my usual connection with the uucp world, and generally although there may be some initial problems in finding a working path, usually once that hurdle is past I have no problems. With netlib@lakesys my experience has been different. I have been accessing netlib from bitnet, but with minimal success. I have sent requests from two different computers. So far from the first, I have received somewhat more than half of the files that I requested over a period of about a month. (In this tally I only count paths to lakesys that I have some reason to believe are reliable - like I got a response). Some of the files I have not received may yet arrive though. From the second computer (the one from which this message originates), which uses the first as a gateway to bitnet, I have received absolutely no response from lakesys whatsoever. As an aside, I have also tried to send letters from the second computer using mfenet with no response.

On the index of lakesys software distributed to this newsgroup, the path 'lakesys!netlib@csd1.milw.wisc.edu' is said to be useful for some. Using this path I am unable to get a response, although I know that I am getting through at least to csd1. I sent a query there and got a response from the postmaster. However the postmaster at lakesys never responded to a similar query.

The path that seems most reliable for me is

'uwvax!uwmcsd1!lakesys!netlib%harvard@harvunxw.bitnet'

I have also tried other paths through other gateways that are usually good gateways to uucp for us, but in this case with no success. On a couple of occasions I got replies back from our mailer that attempts to deliver the letter have failed, although the mailer will keep trying to deliver for several more days. This means that the path is apparently good but it somehow cannot get through at the moment I suppose (some node is down?).

To sum it up, I suspect that there are sevaral problems possible. The most obvious are that either the path you use is not working, or perhaps more likely, that netlib is unable to interpret the return address properly and the return letter just falls somewhere into the great electronic abyss. Yet another thing I suppose (that can be confirmed by the lakesys people) is that there is a large backlog of requests so that the turnaround is very slow. This is no doubt due to the obvious excellence of the collection of software that has been assembled there (kudos to the organizers). I have no explanation for the sporadic experience I have had in receiving files when

I know the link I am using is a good one in both directions.

Is there a way to iron out these problems? Does anyone have a clue? (Marty, can you help?)

Alternatively, could the bitnet sites such as canad01 (I still can't get a response from houston) or better yet, could an ftp site stock the same software that is available from lakesys?

Don Petcher
PETCHER@FSU.BITNET

4541. Magic Sac Compatible with LightSpeed Pascal Yet?

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 08:44:40 UTC
From: Mark_OBryan@UM.CC.UMICH.EDU
Message-ID: <3207639@um.cc.umich.edu>
Source record: 251741

Does anyone happen to know if the updated version of LightSpeed Pascal (v1.11, I believe), which now runs on the Mac II, runs on the Magic Sac or not?

I'm considering porting our Omni-Banker ST program (a universal MIDI librarian) to the Macintosh, and need to decide between LightSpeed and Turbo Pascal. If LightSpeed Pascal still does not run on the Sac, that simplifies my choice somewhat. :-)

- Mark O'Bryan, Paradigm Software Products

4542. Obliterator - a game ? Pull the other one !

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 10:16:42 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <3969@csvax.liv.ac.uk>
Source record: 251742

In article <880706041352.563066@HIS-PHOENIX-MULTICS.ARPA>,
Friesen@HIS-PHOENIX-MULTICS.ARPA writes:
>
> Well, this last weekend I went to my local Atari dealer, and purchased
> Obliterator.

Ho hum...Psygnosis have duped another poor soul out of his hard-earned
cash.

> This game is one of the best I've seen for the ST

Well you can't have many games then ! I suggest you look at Arkanoid,
Impact, Super Sprint and SideWinder...the 4 best games of all-time on
the ST (of course, Arkanoid and SideWinder are MUCH better on the Amiga !).

> The only thing I didn't like was that when a lot of things
> are on the screen, it gets slow.

This also, disgracefully, applies to the Amiga versions of ALL Psygnosis
games. They DON'T use the Amiga blitter !!!! They have a set of S-L-O-W
68000 routines which, I suspect, are very similar on the ST and Amiga.

> On the back of the box it shows the guy shooting up

I almost thought you meant he takes drugs during the game !

In conclusion : Haven't you noticed that the 'look and feel' of Psygnosis games
hardly changes from game to game ? I thought Barbarian had nice graphics, nice
sound, but was too S-L-O-W and ultimately a complete bore to play. Surprise,
surprise, the same could be said about Terrapods (all I ever do in that game
is shoot everything in sight until my ammo runs out - I LOVE the explosions ! -
and then switch off in disgust due to the lack of anything else interesting to
do). Now along comes Obliterator and I have EXACTLY the same moans about it -
it's yet another disk just waiting to be formatted...

Richard K. Lloyd, ****** This is a VAX 11/780 running VAX/VMS V4.5 ******
Computer Science Dept., * JANET : SQRKL@UK.AC.LIV.CSVAX *
Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL *
Merseyside, England, * Internet : SQRKL%csvax.liv.ac.uk@cunyvm.cuny.edu *
Great Britain. **

"My opinions and those of the University of Liverpool are completely unrelated,
so I'M THE CULPRIT if you feel offended by the above message - I just can't
help moaning about Atari STs, PCs or clones, U**X, C, IBM mainframes, the list
is endless..."

4543. Re: A ghost in the house

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 11:45:06 UTC
From: leo@philmds.UUCP
Message-ID: <557@philmds.UUCP>
Source record: 251743

In article <511@stag.UUCP> stdnet@stag.UUCP writes:
>From: thelake!steve@stag.UUCP (Steve Yelvington)
>
>
>I compiled a directory lister with Mark Johnson C, version 2.0.
>It works just fine, but at the end of the directory, it prints out a
>message on the console: "(no more files)".
>
>This message is nowhere to be found in my program or in the MJC library.
>So I figure that either it is coming from GEMdos, or I have a friendly ghost.
>I want it to go away.
>
>One of the local programmers (John Osawa, author of the Schizo desk
>accessory) tried my code with Mark Williams C and got no such message.
>He suggested that MJC's startup code may throw a switch, and mentioned
>something about Perror. I thumbed through "Atari ST Application
>Programming" (Pollack and Weber), but found no references to Perror.
>It's not in osbind.h. I found nothing like it in the MJC startup routines,
>either.
>
>So: What is Perror? How do I shut off this message?

In Unix the function perror() prints out its string argument, followed
by a colon and an error message. This error message is from an array
(something like char *sys_errlist[]; but you don't have to declare it)
and is indexed into by the global int errno, which contains the last
O.S. error encountered. Probably your Perror behaves just like this -
maybe it is in the startup code with which MJC C binaries are linked
and activated when the last error encountered is non-zero (just
guessing). Most likely the GEMDOS calls Fsfirst and Fsnext are used
to scan a directory; when Fsnext fails at last - no more files that
satisfy the spec - it returns -49. I suggest you check the global
ints like errno (maybe there's also an oserr), print them out after
the directory scan. One of them will most likely contain -49.

To shut off this message you have two options: just set errno to
0 before exiting (or the global int that is 'responsible') or if
you dislike the 'automatic' Perror (I would) you could patch the
startup code with NOP's on the relevant place(s).

```
extern int errno;

errno = 0; /* and then leave main() or do exit() */
```

Hope this helps...

Leo.

4544. Re: Jos Vermaseren - Posting GEMDOS ... (illegality)

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 13:21:32 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2873@ttidca.TTI.COM>
Source record: 251744

In article <11767@agate.BERKELEY.EDU> tom@Mills.UUCP (tom erbe) writes:
>Greg Onufer writes:
>
>"Write a program to output the assembly (with labels, comments, etc)
>"but using the contents of the ROM to produce the actual assembler
>"code. Everybody who bought an ST has the ROMs (maybe a few people
>"still loading from disk?).... their ROMs plus labels and comments
>"doesn't constitute a crime, does it?
>
>But when one uses this program, one is copying the ROMs. Does the software
>license from Atari (is there one?) governing the system software allow
>making copies for one's personal use? If it does, then this program should
>be legal. If not, well, forget it.
>

I'm not a lawer, and I don't even play one on tv :^).

However, there was a program which performed exactly this process on the
CP/M operating system a few years ago. You pruchased the program, and ran
it on your operating version of CP/M. It wrote an assembly source file
which, when re-assembled, would re-create the configuration you were
running at the time. Of course, it didn't include dis-assembly of the
custom part of the BIOS (for you old hackers who remember writing CP/M BIOS
drivers. De-blocking sure was fun, wasn't it?).

The package, as purchased, included a dis-assembly comment file, and a
driving program which read the code present in the machine. It added
the text from the comment file to the code generated from dis-assembling
the operating system to provide the assembly source file.

This program, while not sold by Digital Research, was on the market for
a couple of years. I don't know if Digital Research ever went after the
authors of the program, but it seemed to eventually fade away from lack
of sales, after the first initial onslaught.

In any event, such a task for the ST ROM's would be a major investment in time
and effort. And, by the time it was completed, the new ROMs would be available,
right :^) ?

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

4545. gulam version

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 13:56:46 UTC
From: dennis@marge.math.binghamton.edu
Message-ID: <1305@bingvaxu.cc.binghamton.edu>
Source record: 251745

In May I downloaded gulam from the lakesys archive; it
identifies itself as

beta-test version 1.03.05.05 032588

Today I got the latest version from lakesys; it identifies itself as

beta-test version 1.03.04.05 121887

Does this represent a recall?? Can anyone comment on the
differences between the versions?

Dennis Pixton
Department of Mathematical Sciences (607) 777-4239
SUNY-Binghamton dennis@marge.math.binghamton.edu
Binghamton, NY 13901 dpixton@bingvaxb.bitnet

4546. Re: Network problems: please help

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 14:11:27 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <2874@ttidca.TTI.COM>
Source record: 251746

In article <8807071431.AA22259@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
..[edited]..
>
> I noticed that you said the newest TURTLE version to be 2.18. I wasn't able
>to find that version on any of the servers available in BITNET. Could you
>tell me if 2.18 exists on a server on BITNET ? Alternatively, could you please e
>mail me a copy directly, if it's not too much trouble ? I want to retry using
>TURTLE on my Mega4 and I want to be sure to start off with the newest version.

There is very little difference between 2.17 and 2.18, only a minor bug fix
for a rather unusual directory problem. There is a new version in the works
(isn't there always, with everything?), but don't look for that until sometime
in August. I am attempting to address the problems of more disk formats, and
assigning the RAMdisk to drives other than "M:". I am also looking into
reports of problems with 4M systems, but I haven't found a test site in the
Los Angeles area (I come from a poor, 1M family :^)).

I know the latest version is at lakesys. I'm not sure how to get it through
BITNET. If all else fails, mail me a disk, and I'll put the latest version
on it.
George R. Woodside
5219 San Feliciano Drive
Woodland Hills, Ca. 91364 USA

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

4547. Re: Hybrid Arts SMPTEtrack....

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 15:11:03 UTC
From: rwn@ihlpa.ATT.COM
Message-ID: <8447@ihlpa.ATT.COM>
Source record: 251747
Cross-posted to: rec.music.synth,comp.sys.atari.st

In article <2891@umd5.umd.edu>, ian@umd5.umd.edu (Ian Blumgart) writes:
> <take that you nasty, filthy, pig-dog line eater, HA!>
> OK, I'm about to shell out $$$ for a 'be-all, end-all' MIDI
> package for the ST and I want some info on Hybrid Arts SMPTEtrack
> package. I would like the following points addressed if possible:
> 1) Ease of use (ie - different modes, step mode, graphics, etc.)

Very easy to use.

> 2) The SMPTE feature

It works for me all the time. Very reliable, no problems
during the past year I've owned it.

> 3) Copy Protection (if any, how does it make life difficult?)

You can make as many copies as you want. The program
will not run unless the "smptemate" box is attached to the ATARI.

> 4) Recommended System Set-Up

I use SMPTETRACK ST with an ATARI 1040ST w/ the higher resolution
monochrome monitor. The resolution of the ATARI color monitor
is not as good as the monochrome monitor.

> 5) Nifty Features (ie - HybriSwitch, patch ed/lib stuff)

These are all extra programs. Although, there is a simple
version of their "Genpatch" librarian supplied free with
the SMPTETRACK package.

> 6) Approximate Retail Price (where can I get the best deal?)

I paid $400.00 from Guitar Schack in Chicago.

> 7) Any known bugs, quirks, problems, complaints

There is no automatic looping feature. You have to
link together multiple instances of one phrase (as
if you were arranging a song) to get a pseudo-endless
loop.

Hybrid Arts' BBS is free and anyone can access it by
calling 213-826-4288. You can converse with the developer
of the program, Stephan Daystrom, and suggest new features.

> I think that should do it. I have already checked out Dr. Ts KCS
> Level II with MPE and was suitably impressed, now I am checking the

> competition.

I hear about lots of problems with Dr T's stuff regarding their copy protection schemes and their incompatibility with some hard disks, etc. But the choice is yours. Talk to some owners of the other products before you make a decision.

Bob Neumann

4548. GEM windows and the Blitter

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 15:59:19 UTC
From: Updike@UMass.BITNET
Message-ID: <88070811555226B.ACDD@Mars.UCC.UMass.EDU>
Source record: 251748

I am a musician using Master Tracks Pro to work with my music. MTP uses all standard GEM routines as far as I can tell, and it is therefore very sllllooooooowwww. My questions are these:
1. How much of a speed up can I expect from the blitter?
2. Will the monochrome monitor be faster than the Colour?
3. Has anyone heard any rumours about the blitter...like when the normal user will be able to get it? (my 1040st even has the slot for it!)

Any help is appreciated,
Damian Roskill
Updike@Umass

4549. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 16:22:22 UTC
From: ABELE@AWIWUW11.BITNET
Message-ID: <8807081621.AA18420@ucbvax.Berkeley.EDU>
Source record: 251749

Date: 08 July 1988, 17:43:19 WUT
From: ABELE at AWIWUW11
To: info-atari16@score.stanford.edu
Subject: Re: Midi File Format Standard Found

In Info-Atari16 Digest V88 # 296 Kurt Hutchison writes:
>
>When I get the draft I might post a copy to the usenet if
>anybody is interested and it is not too much typing. I still have
>a copy of the MIDI 1.0 message standard that was posted a
>little while back if anybody wants that.
>
Yes, I'm interested, could you send me a copy ?

>One last thing, now that I have (hopefully) gotten my hands on the
>file spec, does anybody out there have any recommendations for
>score editors that are compatible with the standard?
>I already have a sequencer and I am hoping to save a little money
>by buying just a score editor.
>
In one of my synthesizer related magazines, 'KEYBOARDS' Juli 1988 (German)
I found an overview telling that the score editors 'Dr. T's the CopyistII'
and 'Steinberg Masterscore' (V 1.1) are capable of reading
data in that format.

By the way what's the type of your sequencer ?

- Gerhard

Gerhard Fohler, Kaiserwaldgasse 1, A-2620 Neunkirchen, Austria

4550. Re: Jos Vermaseren - Posting GEMDOS ... (illegality)

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 17:35:19 UTC
From: jason@lakesys.UUCP
Message-ID: <800@lakesys.UUCP>
Source record: 251750

In article <11767@agate.BERKELEY.EDU>, tom@Mills.berkeley.edu (tom erbe) writes:
> Greg Onufer writes:
> [What he wrote... Having a program written to disassemble the ROMs with]
> [comments, etc.]
> "doesn't constitute a crime, does it?
>
> But when one uses this program, one is copying the ROMs. Does the software
> license from Atari (is there one?) governing the system software allow
> making copies for one's personal use? If it does, then this program should
> be legal. If not, well, forget it.
>
> Tom Erbe-Technical Director-Center for Contemporary Music-Mills College

I would seem that you bought the computer, with the ROMs, for your
personal use. Now, if you were to distribute the disassembly, you'd be out
of the arena of personal use, so that seems to be out entirely. However, you
bought the ROMs and therefore can do with them as you please (within the scope
of your personal use).

I'm not a lawyer (nor am I studying to be one). This is just an
opinion.

--

Jason - Not your average iconoclast

4551. Current VT-52 cursor location

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 18:29:33 UTC
From: stdnet@stag.UUCP
Message-ID: <517@stag.UUCP>
Source record: 251651

From: dal@syntel.UUCP (Dale Schumacher)

[thelake!steve@stag.UUCP (Steve Yelvington) writes...]
> In the midst of the recent discussion about reading a character at
> a cursor position, someone mentioned that there is a "documented"
> location in which the cursor's current location is stored.
>
> What is the location?
>
> In what format is the data stored?
>
> And is the data kept current, or updated only when a vt52 escape
> sequence that means "save cursor location" is sent to the CON device?

When the VT-52 "save cursor" sequence is processed (which is "\033j"),
the cursor location (row and column) is saved at:
*((WORD *) (aline - 334)) /* saved cursor column (x position) */
*((WORD *) (aline - 332)) /* saved cursor row (y position) */

In these examples, "aline" is a variable which has been initialized to
the base address of the Line A variables. This address is returned in
D0 and A0 after the $A000 (init a-line) instruction. As an aside, you
can also set the cursor position by setting the row and column values
and sending a VT-52 "restore cursor" sequence (which is "\033k").

THIS IS NOT a good way to find the cursor location. A much better
place to get the cursor location is the current cursor location cells
(kind of obvious, right?) which are located at:
*((WORD *) (aline - 28)) /* cursor column (x position) */
*((WORD *) (aline - 26)) /* cursor row (y position) */

These values may be read, but writing to them is another matter. In
addition to the row and column values, another location stores the memory
address of the first byte of the current cursor cell. This address must
be updated as well, and you have to be careful to check to see if the
cursor is reversed (blink-on or blink-off) before moving it. The cursor
address is at:
*((char **) (aline - 22)) /* cursor memory address */

There IS a cursor status byte which indicates that the cursor is reversed,
but it's location is currently not documented (** WHY NOT, ATARI! **).
If you want to read about what happens when TOS moves the cursor, I refer
you to p.436 of "Atari ST Internals" (the BIOS listing), and the surrounding
pages. Remember, however, that listing is NOT what is in the current
machines, but a close approximation.

--
Dale Schumacher 399 Beacon Ave.
(alias: Dalnefre') St. Paul, MN 55104
...bungia!stag!syntel!dal United States of America
"Man who says, 'It cannot be done', should not interrupt man who is
doing it." -Ancient Chinese Proverb

4552. WANTED 1040

Newsgroup: comp.sys.atari.st
Date: 1988-07-08 18:39:40 UTC
From: PRAKASH@SUVM.BITNET
Message-ID: <8807081839.AA20633@ucbvax.Berkeley.EDU>
Source record: 251652

If any one who is considering selling their Atari 1040 system, please
email immediately to :
izsak@vax.oxford.ac.uk
or
prakash@suvm (bitnet)
Thanks
prakash

ps: Mike is looking for an american version to replace the british version he
has now.

4553. Re: Jos Vermaseren - Posting GEMDOS ... (illegality)

Newsgroup: comp.sys.atari.st
Date: 1988-07-09 06:04:38 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <59382@sun.uucp>
Source record: 251653

Well there is a precedent for this sort of stuff. There was (and is) a company that sold a program and datafile that when run on a CP/M-80 V2.2 system would produce a commented assembly language version of the CCP and the BDOS. It did this by matching the comments to the disassembly while keeping track of such things as entry points and such which were at known places. I heard from a source I trust that DRI tried to stop him but couldn't. I do know you can still buy this program.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

4554. Re: Metacomco make under gulam

Newsgroup: comp.sys.atari.st
Date: 1988-07-09 09:30:34 UTC
From: 7103_300@uwovax.uwo.ca
Message-ID: <480@uwovax.uwo.ca>
Source record: 251654

In article <811@dlhpedg.co.uk>, cpm@datlog.co.uk (Paul Merriman) writes:
> Can anyone help me with a problem I'm having using the
> Metacomco 'make' utility supplied with Lattice C V3.04 (I think the 'make'
> version is 2.16).
> I'm currently trying to port Nethack v2.2 to the atari ST and was
> hoping to use MCC make under gulam to remove most of the drudgery. My
> problem is that the make utility appears to have problems loading LC1.TTP
> (first pass of the Lattice compilier) whilst running under gulam but
> has no trouble if its run from the desk top.
>
> It usually fails with an error 36 or 39 - The documentation says
> these are TOS errors although I haven't been able to track them down yet.
>
> I'm running all this on a 520stfm with two 1meg disk drives (I
> upgraded the internal one), with gulam,lcc,make etc in drive A and the
> sources and the makefile in drive B. I also occasionally use a ram disk
> (drive D) of 100k - but I've tried it without so I don't think its lack
> of memory.
>
> What I really wan't to know is , what do the error messages mean ?
> (and where can I find a complete list) and has anyone else had problems
> or success using the MCC make ?
>
> Alternatively, could anyone suggest a better make - preferably cheap
> or PD - perhaps even a posting ? The only requirement is that it should run
> under gulam with the sort of configuration I've outlined above.
>
> Thanks in advance for any help,
>
> Paul.
Paul:
There is a public domain make that you might try using (it's probably in
the archives), but I doubt it would help. Tos error 39 is "out of memory",
so I suspect that is, indeed, your problem. Gulam could easily be using
more memory than your 100K ramdisk.
In fact, I'm surprised you're having any luck at all. Have you actually
managed to compile NetHack on your machine? I've been trying to port
NetHack 2.3, using Laser C, and it takes me 2 double-sided floppies (for
source and object), an 800K ramdisk (for compiler, temp files, and final
output) and 800K of free ram. The final executable runs to ~400K. When
I have a completed and debugged version, I'll post it to
comp.binaries.atari.st. (Assuming it hasn't been posted already.)
--Eric
PS: I know there'll be a lot of people out there who will want hack soonest,

but *please* wait for the posting; I have to share this account with the rest of my department, and we can't handle large volumes of mail. Nor, unfortunately, will our account let us keep 1 Meg of sources around, so I can't mail them (sorry!).

Eric Smith <-- make sure my name is prominently displayed
Dept. of Mathematics in any mail to me, so that the secretaries
University of Western Ontario know who it belongs to!
London, Ontario, Canada
N6A 5B7 ph. (519)661 3638
Reply to: MATHDEPT@UWO.CA (formerly UWO.CDN)
7103_300@uwovax.UWO.CA (formerly UWO.CDN)
7103_300@uwovax.BITNET

4555. SUBSCRIBE

Newsgroup: comp.sys.atari.st
Date: 1988-07-09 14:34:10 UTC
From: Vaprak@cup.portal.COM.UUCP
Message-ID: <8807101102.1.127@cup.portal.com>
Source record: 251655

```
SUBSCRIBE
```

4556. Re: UNIX versus VMS (Re: Porting utilities to the ST.)

Newsgroup: comp.sys.atari.st
Date: 1988-07-09 16:09:53 UTC
From: peter@sugar.UUCP
Message-ID: <2282@sugar.UUCP>
Source record: 251656
Cross-posted to: comp.sys.atari.st,comp.os.rsts

In article <445@sp7040.UUCP>, jsp@sp7040.UUCP (John Peters) writes:
% In article <9629@eddie.MIT.EDU>, jbs@fenchurch.MIT.EDU (Jeff Siegal) writes:
% <^> In article <2247@sugar.UUCP> peter@sugar.UUCP (Peter da Silva) writes:
% <^> >I'll take RSX-11M over VMS any day. t's
% <^> >smaller

% <^> Who cares? Sure, it's nice to fit a ship into a bottle, but if I'm
% <^> going on a cruise, I'd rather take the QE2 (if I'm trying to get from
% <^> point A to point B, I'll probably take an airplane).

The point is that you can't fit VMS on the ST, but RSX would fit just fine.
The Amiga O/S is very similar to RSX (with a much less chaotic file system),
and it runs just fine on a 68000 with no MMU.

% This conversation is quickly leading nowhere. I'm sorry I
% replied to the person who supports VMS earlier. If it doesn't apply to
% the ST, this is the wrong place for the discussion. Lets talk about how
% to improve the ST not fight on which other operating system is best.

Sorry, I thought that's what I was doing. I'm only an ex-STer, but I'm trying
to help.
--
-- `-_-' Peter (have you hugged your wolf today?) da Silva.
-- U Mail to ...!uunet!sugar!peter, flames to /dev/null.
-- "Running DOS on a '386 is like driving an Indy car to the Stop-N-Go"

4557. Re: Magic Sac Compatible with LightSpeed Pascal Yet?

Newsgroup: comp.sys.atari.st
Date: 1988-07-09 16:50:49 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3219@druhi.ATT.COM>
Source record: 251657

in article <3207639@um.cc.umich.edu>, Mark_OBryan@UM.CC.UMICH.EDU says:
>
> Does anyone happen to know if the updated version of LightSpeed
> Pascal (v1.11, I believe), which now runs on the Mac II, runs on
> the Magic Sac or not?
>
> I'm considering porting our Omni-Banker ST program (a universal
> MIDI librarian) to the Macintosh, and need to decide between
> LightSpeed and Turbo Pascal. If LightSpeed Pascal still does
> not run on the Sac, that simplifies my choice somewhat. :-)
>
> - Mark O'Bryan, Paradigm Software Products

Both LightSpeed C and LightSpeed Pascal require the 128K or
later ROMs, so they won't work on the current 64K ROM Magic Sac.
The updates made to LightSpeed Pascal for the Mac II were not
related to what ROM version it requires. Turbo Pascal doesn't require
the 128K ROMs so it will run on the current Magic Sac.

Dan Moore
AT&T Denver
ihnp4!druhi!dlm

4558. Home-brew hard drive cases

Newsgroup: comp.sys.atari.st
Date: 1988-07-09 20:48:00 UTC
From: Poulin@RADC-MULTICS.ARPA
Message-ID: <880709204826.147504@RADC-MULTICS.ARPA>
Source record: 251658

I will be purchasing a Seagate 277R Hard disk, with an Adaptec 4070 RLL controller, and ICD's Host Adapter. Could anyone who has put together their own hard drive reccomend a case and power supply for this setup? The drive is half-height. I would prefer a reasonably small case (i.e. not a IBM PC case) but I'll gladly listen to any advice. I'll summarize to the net if there's enough demand...
Thanks for any info,
Marc ----- Poulin@RADC-MULTICS.ARPA
-or- Archive@RADC-SOFTVAX.ARPA

4559. SHADOW

Newsgroup: comp.sys.atari.st
Date: 1988-07-09 22:37:17 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <623@uhnix2.uh.edu>
Source record: 251659

Hello ALL!

Just a quick note here to let everyone know that if you have comments or questions regarding our latest software release SHADOW, we (Paul and I) are available at this address.

We are the University Atari Computer Enthusiasts also.
And if you are familiar with ATARINET, I would like to announce that it may no longer be available as a service to the Atari community. The computing center is thinking of switching to LISTSERV, and during the transition, they are thinking of removing ATARINET.

The move to LISTSERV would mean increased maintenance for the staff, and they want to get rid of ATARINET under the rationale that it does not service or advance educational or research activities. (In reality I believe they want to get rid of us so they don't have to maintain it - on the average we get over 5000 accesses a month!)

If you have comments, arguments, or suggestions which we can use to defend our position, in order to keep ATARINET going (and under LISTSERV), we would like to hear your thoughts.

Thank you,
Michael Vederman

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

4560. Gulam problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-10 16:57:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880710165749.2.JRD@MOA.SCRC.Symbolics.COM>
Source record: 251660

I'm in the throes of porting GNU Make, and have run into what looks like some kind of problem with gulam. The symptom is: when Make decides it needs to execute a command, it formats up the command name and arglist, and hands them off to a CLI. My CLI-finding routine does the obligatory lookup thru #x4F6, and jsr's to the resultant address, gulam's command executing routine in this case. The command gets executed perfectly, but when gulam returns to me, large tracts of memory have been trashed, including my stack. As you might imagine, things deteriorate in rapid fashion after that.

Commenting out the actual JSR to gulam prevents the lossage. Pexec'ing the image directly causes no trouble. It happens repeatably (same garbage at same address) if I execute it a bunch of times. The same sort of thing (different values) happens with gulam 1.00.00.02 and 1.03.04.05. I'm not sure exactly what range of addresses are getting trashed, but it's at least in the range of a K or so, as I've dumped that much stack before and after the call, and seen it trashed.

Anyone out there ever seen anything like this, or have any idea how to go about tracking down exactly what's happening?

4561. Re: Problems with stiram desk accessory

Newsgroup: comp.sys.atari.st
Date: 1988-07-10 18:07:53 UTC
From: Dave_The-Lord_Lewis@cup.portal.com
Message-ID: <7248@cup.portal.com>
Source record: 251661

Try using the Intersect Ram Disk software (if it is available to you).
It is also a desk accesory, but will allow you to remove your ram-disk
if needed. I, so far, have never seemed to loose memory when when
removing one. The newest version also lets you set up an INTRAM.INF file
which will automatically create a ramdisk for you on bootup. Otherwise
(if no *.INF file is found) you can size and create your ramdisk whenever
you need to, by clicking on the accesory.

Hope this helps!

Dave Lewis
cup.portal.com!Dave Lewis

4562. Re: Metacomco make under gulam

Newsgroup: comp.sys.atari.st
Date: 1988-07-10 18:36:27 UTC
From: fischer@netmbx.UUCP
Message-ID: <2077@netmbx.UUCP>
Source record: 251676

In article <811@dlhpedg.co.uk> cpm@.co.uk (Paul Merriman) writes:
>
> Hi,
> Can anyone help me with a problem I'm having using the
>Metacomco 'make' utility supplied with Lattice C V3.04 (I think the 'make'
>version is 2.16).
> I'm currently trying to port Nethack v2.2 to the atari ST and was
>hoping to use MCC make under gulam to remove most of the drudgery. My
>problem is that the make utility appears to have problems loading LC1.TTP
>(first pass of the Lattice compilier) whilst running under gulam but
>has no trouble if its run from the desk top.
>
> It usually fails with an error 36 or 39 - The documentation says
>these are TOS errors although I haven't been able to track them down yet.
>

I've used the Lattice C Make Utility under Gulam for almost 1/2 a year and
it's a fine utility. No need to take a PD one.
I've occured the same error like you when I first installed Lattice C under
Gulam.
The problem is, that make did not find the pathes correctly.
You must install the Compiler as followes to work correctly :
lc.ttp, lc1.ttp, tc2.ttp have to be in a commands dir. Than you compile
with -gPATHNAME where they can be found
lc11.ttp HAVE TO BE IN THE CURRENT WORKING DIRECTORY !!!!!!!
^^

If not, make or lc.ttp are unable to find Pass 1.
I really don't know why, but I have found it and now it works correct.

Hope that helps you !

-Axel

Domain: fischer@netmbx.UUCP | What is now proved
Europe: ...!unido!tub!tmpmbx!netmbx!fischer | was once only imagined.
USA: ...!pyramid!tmpmbx!netmbx!fischer | (William Blake - The Marriage
| of Heaven and Hell)

4563. Re: Nethack

Newsgroup: comp.sys.atari.st
Date: 1988-07-10 19:32:26 UTC
From: moses@m2-net.UUCP
Message-ID: <1935@m2-net.UUCP>
Source record: 251662

Sender:
Reply-To: moses@m-net.UUCP (Eric Doggett)
Followup-To:
Distribution:
Organization: M-NET, Ann Arbor, MI
Keywords: Borf is here

In article <2053@netmbx.UUCP> fischer@netmbx.UUCP (Axel Fischer) writes:
>In article <808@dlhpedg.co.uk> cpm@.co.uk (Paul Merriman) writes:
>>
>> Hi,
>> I'm after Nethack as well so if anyone is going to answer could
>>they mail me as well or maybe post it to the net ?
>>
>Please include me also in the mail list. I'd like to have it too.
>
>Axel
>
>fischer@netmbx.UUCP
>...!pyramid!tmpmbx!netmbx!fischer

I would like a copy of it too..
Please send information to get it (I am quite new here)
Thanks..
-moses-

4564. Booting

Newsgroup: comp.sys.atari.st
Date: 1988-07-10 22:32:50 UTC
From: rob@kaa.eng.ohio-state.edu
Message-ID: <378@accelerator.eng.ohio-state.edu>
Source record: 251663

There have been several recent posting in this newsgroup to the effect that booting from a floppy is dangerous, that a HD might damage the data if started from an unparked state etc.

I don't think so.
Reason: It takes a digital circuit at most a couple of hundred microseconds to complete any power-up state races. In the case of the hard disk or a 5.25 floppy, the rw heads are removed from the media by means of a spring. This effect has to be overcome before anything can happen; this a mechanical phenomenon, it will take milliseconds. In the case of the 3.5 floppy, this device first has to slide open the door on the disk before it can even start to think about lowering the heads onto the media. If you listen during power-up, you will notice that there is a pause of about a second before the disk door slides open.

In summary, by the time the rw heads get to the point where they could do damage, the control circuitry has long since settled down. If there are problems, this reflects either a design error in the hard_ and or software, or a transient glitch.

Rob Carriere

4565. Re: Mega Bug?

Newsgroup: comp.sys.atari.st
Date: 1988-07-11 00:31:38 UTC
From: kbad@atari.UUCP
Message-ID: <1090@atari.UUCP>
Source record: 251664

in article <217@actisb.UUCP>, federico@actisb.UUCP (Federico Heinz) says:
>
> In article <513@stag.UUCP> trb@stag.UUCP (Todd Burkey) writes:
>>
>>Has anyone had problems with programs 'losing the mouse pointer' on Mega 2
>>machines? [detailed description of problem deleted]
>
> [some stuff deleted]
> My assumption that it was the application's fault was based on the fact
> that menus shouldn't drop while you update the screen, since one should
> "brace" the update code with a call that tells AES that you are changing
> the screen contents (I don't remember the function's name).

int wind_update(wi_ubegend)
int wi_ubegend;
The flag (wi_ubegend) can take on three values:
0 => end update 2 => end mouse control
1 => begin update 3 => begin mouse control

Your analysis of the bug Todd described sounds quite reasonable.

>
> I had this bug happen with some applications, most notoriously with
> Uniterm and DLII, both by Simon Poole, both written in what's-it's-name
> Pascal, so I further suspected a bug in this Pascal's GEM support.

CCD Pascal. I've noticed the same thing in UniTerm, running both on a
Mega 4 and a 1040 ST. I have also seen this phenomenon in other PD software,
so it may not be the fault of the Pascal GEM support. The moral of the story
is:
GEM software authors, use wind_update!

> Federico Heinz "In Dubio Pro Libido"

--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari R&D Software Test/Support | is, like, what _I_ think, okay?
{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

4566. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-07-11 08:33:56 UTC
From: kirchner@uklirb.UUCP
Message-ID: <2536@uklirb.UUCP>
Source record: 251665

Hello,
just from a code-generator-writers point of view:

THERE IS ABSOLUTELY NO REASON TO LIMIT LOCAL OR GLOBAL OR ANY OTHER
MEMORY STRUCTURE TO 64K IN THE 68000.

I once wrote the generator for Pascal-SC (the one with those
unique features for numeric applications, but a good pascal anyway -:)),
and since numerics deal with large matrices etc. I had to access all
memory I could get. C uses the same access mechanisms as pascal, so
the same could be done there.

And this is how I did it:

All local variables and the globals also are accessed via an address-
register. Let me call them Al and Ag. As expected variables with
offset <32k are accessed via offs16(Al), or offs16(Ag).

If the offset does not fit into 16 bits, I generate:

```
movea.l Al,Ax ; Ax is a scratch register
adda.l #offs32,Ax ; now Ax points to the variable
move.l (Ax),Dx ; access it.
```

Now remember: the address in Ax can be reused for subsequent accesses to the
same variable, and it can be used with a 16-bit-offset to access other
variables which are 'near' the first one. So with a little optimization
ALL memory can be accessed with only little overhead, which must not be paid
when variables are 'near' the Al/Ag anyway.

(I would not like to write a codegenerator in the same way for an 8086/-286)

R. Kirchner

4567. Re: Obliterator - a game ? Pull the other one !

Newsgroup: comp.sys.atari.st
Date: 1988-07-11 08:44:20 UTC
From: neil@hwcs.UUCP
Message-ID: <1894@brahma.cs.hw.ac.uk>
Source record: 251666

In article <3969@csvax.liv.ac.uk> sqrkl@csvax.liv.ac.uk writes:
>In article <880706041352.563066@HIS-PHOENIX-MULTICS.ARPA>,
> Friesen@HIS-PHOENIX-MULTICS.ARPA writes:
>>
>> Well, this last weekend I went to my local Atari dealer, and purchased
>> Obliterator.
>
>Ho hum...Psygnosis have duped another poor soul out of his hard-earned
>cash.

Yeah! I agree. At Psygnosis I reckon graphic artists outnumber programmers
about 10 to 1. It's the old story "Nice picture, shame about the gameplay".
While I'm badmouthing game software, a friend of mine bought Carrier Command,
which has been hailed by airheaded reviewers as the new messiah/Elite, and was
severely dissapointed.

1. The enemy carrier cheats: it teleports from it's actual position
to it's apparent position sometimes (The docs lie).
2. There are long periods of doing nothing (like 10 mins travelling time
between islands)
3. If you are crafty enough to trick the enemy carrier in to a meeting it
takes only a few missiles to blow it.
4. The enemy carrier doesn't have amphibious trucks, it's amphibious!
(Docs wrong again) and moves faster on water than a plane at full tilt.
5. The enemy carriers planes are indestructable.
6. The strategic game is impossible since no factories get built.

On the plus side: It has the fastest, smoothest, solid 3D graphics I have ever
seen on any micro (The OS is kicked out so they use the fast addressing modes)
and if the game worked properly the concept is great.
Once again though "Nice picture ..."

____
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
____/

4568. Animatic Demo Time Limit

Newsgroup: comp.sys.atari.st
Date: 1988-07-11 15:19:04 UTC
From: dmb@TIS.COM
Message-ID: <8807111519.AA03901@TIS.COM>
Source record: 251667

Marty Saletta writes:

>In article <3034@mit-hermes.ai.mit.edu.AI.MIT.EDU>,
jpexg@mit-hermes.ai.mit.edu.AI.MIT.EDU (John Purbrick) writes:
>> An animation editing demo was just posted to comp.binaries.st in 4 parts.
>> Before you take the trouble to download it, be warned that it runs in
>> low-resolution only. It would have been nice to have been told that at the
>> top of the file, wouldn't it now?
>
>
> Having both monitors,that didn't bother me. But,here's another warning
> about the program:it only works for ~15 min or so before saying something
> like "demo time up!! buy the program". But isn't that the idea of a demo?
> Would be nice if it would have said "only 15 minutes-hurry up".
> (sigh) Oh well.
>
> Overall,I'd say it's one of the better programs out so far if graphics are
> your bag. At least it's one of the better demos I've seen. I wish more
> companies would do this so we (the users who actually buy the programs)
> could "try it out".

We (the author and the company) had a big discussion about the time limit.
Arguments in favor of the time limit were:

1) It keeps the demo from being useful enough to dissuade purchasing the
product. Granted, you can't save the films, but what's to prevent you
from using one of the PD "snapshot" programs which will save the screen
to a file while you're editing?
2) It's harder to hack the demo version into a "real" version that saves.
We'd heard that there are "demo" copies of Tempus that were made into
versions that save.
2) What's so bad about exiting and reloading after you get the message? If
you're working on something you really don't want to lose you probably
want to buy the program anyway.

Arguments against were:

1) It's annoying. Nobody likes being kicked out.
2) It's excessively paranoid.

Apprarently, we made the wrong decision.

We apologize for the annoyance caused by this "feature".
If there is a demand, we will replace the version in atari.binaries with a
new version which doesn't have the time limit.
If you don't want to download it again, write us or call and we'll mail

you a version with no time limit.

David Baggett
arpanet: dmb@TIS.COM

Kinetic Microsystems
5640 Vantage Point Road
Columbia, MD 21044
(301) 964-3180

(Un)Disclaimer:
I am obviously affiliated with Kinetic Microsystems.

4569. Degas Elite compressed format

Newsgroup: comp.sys.atari.st
Date: 1988-07-11 15:22:58 UTC
From: dmb@TIS.COM
Message-ID: <8807111522.AA03973@TIS.COM>
Source record: 251668

Jim McCabe writes:
> A few months ago, someone was kind enough to post the file formats
> of several different paint programs (Degas, Spectrum, Tiny, NEOchrome,
> etc...). I saved the message in a file and gutted out the message
> header and whatnot, so I don't have the address of the user to
> posted them. (sigh)
>
> My problem is that he doesn't list the format for Degas compressed
> files. I know Degas Elite defaults to the compressed format, and
> if someone would post the compression scheme I would be very grateful.

I put the file together based on replies from info-atarians, and no one
gave me a Degas Elite compressed format description (either that or I
got one but I couldn't decipher it well enough -- I can't recall).

Anyone who has a clear description of the compressed format, please
mail it to me and I'll re-post the file formats list.

Thanks,
Dave Baggett
arpanet: dmb@TIS.COM

4570. Need DTP for ST compatible with GEM (IBM) Ventura Publisher

Newsgroup: comp.sys.atari.st
Date: 1988-07-11 16:24:00 UTC
From: COMPOS01@ULKYVX.BITNET
Message-ID: <8807111931.AA04500@jade.berkeley.edu>
Source record: 251669

Our office is using Ventura (the IBM GEM version) for a newsletter we produce. I've been asked to be the editor. I'd like to use my ST for the main tasks of setting up the pages and then transfer the files to Ventura to print on the laser printer in the office. Are there any Desk Top Publishing packages that
1. Produce Ventura compatible files, or
2. Output standard GEM metafiles (which Ventura can read)?

Also, are there any user groups in the Huntington area (Long Island). I just moved here from Louisville, KY and would like to find some local groups or BBS to contact for ST info. And are there any groups connected with the New York Institute of Technology?

Please send replies to me personally as I don't read the net often any more. Note the two possible net addresses below.

rdroya01@ulkyvx.bitnet
compos01@ulkyvx.bitnet

Robert Royar
Department of English
New York Institute of Technology
Old Westbury, NY 11568

Thanks in advance and all that

Robert Royar

4571. Re: Gulam problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-11 16:55:09 UTC
From: roeder@sbsvax.UUCP
Message-ID: <531@sbsvax.UUCP>
Source record: 251670

I have had the same problems with my shell (Master V5.0). If Gulam allocates memory (for making history-entries etc.) inside a system()-call, TOS gives this memory to the currently running program (and this is your MAKE). After your MAKE has finished, the memory is cleared and all eventual housekeeping-information of the local Gulam-malloc() is erased. Because Gulam uses its own blocks of memory (about 16k) this problem shows up only after some time (when these 16k are all used up and a new Malloc()-call has to be done). There are several solutions to this problem:
- try to get enough memory to the local (Gulam-)pool before running your program,
- tell TOS, that the current program is Gulam (this is very difficult to manage), or
- make your programs data space resident by calling Ptermres(0,0L) (after Free()-ing all your locally Malloc()-ated blocks)
- inherit all your memory to the calling process (difficult, you have to access the list of allocated memory-blocks and change the owner)
- use Master, it has no such problems (:-)
I hope this will clarify the situation a bit.

Edgar

4572. Re: How not to boot from your hard disk.

Newsgroup: comp.sys.atari.st
Date: 1988-07-11 18:19:12 UTC
From: apratt@atari.UUCP
Message-ID: <1094@atari.UUCP>
Source record: 251671

```
In article <8807021540.AA22916@ucbvax.Berkeley.EDU>,
wawers@DMZRZU71.BITNET writes:
>Question : How do you prevent the auto folder programs
> from beeing executed ?
>
> OR
>
> How do you make your ST execute the floppy disk auto
> folder instead of the hard disk auto folder ?
>
> Theo

If you don't have a bootable hard disk, do this:

Put a disk in Drive A which DOESN'T have ahdi.prg in the auto folder.

Do a cold boot. To get a cold boot, you have to turn off the power for
~10 sec (longer on a Mega), then turn it back on. Alternatively,
you can assemble and run the program below.

Now find a disk with AHDI on it (the one that comes with your hard disk
will do) and double-click AHDI from the desktop. You have to install
Drive C manually on the desktop (see your owner's manual).

************************************************************

If you have a bootable hard disk, do this:

Do a cold boot (see above).

After you turn on the power, your drive A light will come on (perhaps 1
sec or more from the time you turn on the power). Hit the Alternate key
now, and hold it down. Your drive A light will go out, then come back
on, and the hard disk won't boot.

************************************************************

CUT HERE FOR PROGRAM COLDBOOT.S

*****************************************************************************
* *
* COLD cold boot code: copy a bit of code to $8, then jump to it. *
* The bit of code clears RAM starting from its own end, until it *
* gets a bus error. Then it jumps to the start of the ROM. *
* *
* This will obliterate any eternal RAM disks, caches, auto-booting *
* hard disks, etc., and give you the coldest boot you can get without *
* turning off the power. Colder, on a Mega, because the RAM holds *
```

```
* its contents for >10sec sometimes. *
* *
*************************************************************************

coldboot:
; get Supervisor mode.

clr.l -(sp)
move.w #$20,-(sp)
trap #1

move.w #$2700,sr ; disable all interrupts
lea.l cstart(PC),a0 ; move my code to address 8
move.w #$f,d0 ; move 64 bytes (should be enough)
move.l #$8,a1
rloop: move.l (a0)+,(a1)+
dbra d0,rloop
jmp $8 ; jump to my routine.

* this routine is position-independent, and gets executed
* at absolute address 8.

cstart:
lea.l berr(PC),a0 ; a0 -> my bus-error handler
move.l a0,$8 ; set bus-error vector
lea.l cend(PC),a0 ; start clearing from my end
moveq.l #0,d0 ; clear a bunch of registers
move.l d0,d1
move.l d0,d2
move.l d0,d3
move.l d0,d4
move.l d0,d5
move.l d0,d6
move.l d0,d7

* loop forever (until bus error)

cloop: movem.l d0-d7,(a0)
add.w #(4*8),a0
bra cloop

*
* my bus error handler: load reset PC value from absolute address 4
* and jump there.
*

berr: move.l $4,a0
jmp (a0)
cend: dc.w 0

.end

==========================================
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
```

reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4573. A C compiler question

Newsgroup: comp.sys.atari.st
Date: 1988-07-11 19:12:06 UTC
From: frisk@krafla.UUCP
Message-ID: <352@krafla.rhi.hi.is>
Source record: 251672

I am looking for a new C compiler, which can compile programs with more than 64K in static arrays. The one that I have already (Megamax) is unable to do so.

Does anyone know if some of the other compilers available (Lattice,MWC,Lazer ...) can handle this.

--
Fridrik Skulason University of Iceland
UUCP frisk@rhi.uucp BIX frisk

This line intentionally left blank ....

4574. seeking help for uucp/netnews on 1040 st

Newsgroup: comp.sys.atari.st
Date: 1988-07-11 20:44:31 UTC
From: toml@xrxns.UUCP
Message-ID: <286@xrxns.UUCP>
Source record: 251673

i'm looking to correspond with anybody who has successfully set up
their atari st as a uucp site to receive netnews. i have most of the
important ingredients, including the hardware and a feed - but i need
to become educated about what software is available and required, what
flavor of the news software is most appropriate (or better yet,
already ported), what pitfalls await me, etc.

i am aware (in name only) of uupc, and have heard of at least one
other PD uucp clone. i'm unix-sophisticated, uucp literate, and an
utter novice in the area of news administration.

if you think you can help me, i'd greatly appreciate hearing from you.

tom love
Xerox Engineering Design and Documentation Systems
PO Box 200 Leesburg, VA 22075 (703)729-8000 work (703)430-2853 home
ARPA: toml.lsbgegpcad@xerox.com
XNS: toml:lsbg-egp/cad:xerox
UUCP: {rocksvax|sunybcs}!rocksanne!xrxns!toml
{cornell|kodak|rutgers|cmcl2|llxn}!rochester!rocksanne!xrxns!toml
{sun|rlgvax|hadron}!sundc!xrxedds!toml
GENIE: tomlove

(uucp or telephone preferred)
--
tom love Xerox Engineering Design and Documentation Systems
leesburg, va 22075 (703)729-8000 GEnie: TOMLOVE
{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!rocksanne!xrxns!toml
{rocksvax, sunybcs}/

4575. Re: Help about MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1988-07-12 00:40:37 UTC
From: david@bdt.UUCP
Message-ID: <348@bdt.UUCP>
Source record: 251674

In article <2055@netmbx.UUCP> fischer@netmbx.UUCP (Axel Fischer) writes:
>I've just bought the MT C-Shell from Beckemeyer Development Tools and I've
>two problems :
>
>1) Has anyone rewritten cc.prg for the Lattice C (Metacomco) Compiler and
> could post me the prg ?

I do not know of a version for Lattice, but the source is available from
our company BBS at (415) 452-4792 (type "bbs" at the login: prompt). The
changes should not be that difficult if you know the arguments to the
individual compiler passes (I don't so I can't do it).

>
>2) I'd like it much more to have white letters on black ground but when I
> start the C-Shell from the AUTO folder the normal screen appears and I
> have no idea how to set it revers. Is a chance to do so from the Shell
> (maybe include a litte prg call in my login.sh) or a program I put
> before the MT C-Shell in the AUTO folder.

There are two ways. A short program is not too difficult. The Setpalete
TOS call will do the trick. Another way is to simply use the Vt-52 emulator
escape sequences. There is one to change the background color and another
to change the foreground color. If the default colors of White, Red, Green,
and Black are set, then the following command will set the screen to white
characters on a black screen:

echo "\033b0\033c3\033E"

The double quotes are required so the the \033 sequences are turned into
ESC (octal 33). I hope this helps.

--
David Beckemeyer (david@bdt.uucp) | "Yea I've got medicine..." as the
Beckemeyer Development Tools | cookie cocks a his Colt, "and if
478 Santa Clara Ave, Oakland, CA 94610 | you don't keep your mouth shut, I'm
UUCP: {unisoft,sun}!hoptoad!bdt!david | gonna give you a big dose of it!"

4576. Lakesys

Newsgroup: comp.sys.atari.st
Date: 1988-07-12 04:04:59 UTC
From: eric_dannewitz@pedro.UUCP
Message-ID: <489@pedro.UUCP>
Source record: 251675

Does anyone know the number for Lakesys or how it can be reached ?

Thanks in advance..

Eric

4577. Re: Gulam problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-12 08:20:02 UTC
From: gert@nikhefh.UUCP
Message-ID: <486@nikhefh.hep.nl>
Source record: 251677

In article <531@sbsvax.UUCP> roeder@sbsvax.UUCP (Edgar Roeder) writes:
>
>I have had the same problems with my shell (Master V5.0). If Gulam allocates
>memory (for making history-entries etc.) inside a system()-call, TOS gives this
>memory to the currently running program (and this is your MAKE). After your
>MAKE has finished, the memory is cleared and all eventual housekeeping-
>information of the local Gulam-malloc() is erased. Because Gulam uses its own
>blocks of memory (about 16k) this problem shows up only after some time (when
>these 16k are all used up and a new Malloc()-call has to be done). There
>are several solutions to this problem:
> - try to get enough memory to the local (Gulam-)pool before running
> your program,
> - tell TOS, that the current program is Gulam (this is very difficult
> to manage), or
> - make your programs data space resident by calling Ptermres(0,0L)
> (after Free()-ing all your locally Malloc()-ated blocks)
> - inherit all your memory to the calling process (difficult, you have
> to access the list of allocated memory-blocks and change the owner)
> - use Master, it has no such problems (:-)
>I hope this will clarify the situation a bit.
>
>Edgar

The shell in the CRAFT development system also allows child processes to directly call the (already) resident shell. This shell has none of the problems mentioned. It is true however that allocating memory during execution of a system() call is tricky, but judging from the original complaint about Gulam handling system() calls from the Metacomco make utility Gulam seems to have other problems as well. The original complaint stated that more or less random areas of memory got trashed (near the location to where the stack pointer points in the process doing the system() call to Gulam).

As far as I can see Gulam also executes the system call on the callers stack. This is very dangerous as the Gulam has no way predicting how complicated a system() call will be in terms of stack depth needed for parsing the command. Suppose the command to be executed is a shell script using multi level if-then-else constructs. I tried this calling Gulam from a program with about 1K stack space: you'll get a nice white screen followed by a hard reset...

If you continue to have problems like these you should get a copy of the CRAFT environment. This will solve all your problems regarding 'make' since it contains a full blown make, a C shell compatible shell (more than 100 commands), the fastest editor available on the ST.
Version 2.0 (just released) is available from:

Creative Computing Media
Tel. +..31-20-231740
Amsterdam, Holland.

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

Disclaimer: Yes, I know, I am biased (I co-wrote the CRAFT system).

4578. The ST ARPANET archives are here

Newsgroup: comp.sys.atari.st
Date: 1988-07-12 13:19:00 UTC
From: Poulin@RADC-MULTICS.ARPA
Message-ID: <880712131930.892565@RADC-MULTICS.ARPA>
Source record: 251678

The official ARPANET Atari ST archives are now available! They can be FTP'd from RADC-SOFTVAX.ARPA (26.10.0.18) Login as GUEST, with password GUEST. There is a README.DOC file in COEE:[ANONYMOUS]. The ST files are in COEE:[ANONYMOUS.ATARI16]. Get the FILES.DOC file there for an updated list and descriptions of the software. If anyone would like to submit a program to the archives, please feel free to do so. UUENCODE it and mail it to: ARCHIVE@RADC-SOFTVAX.ARPA. If anyone has any problems, suggestions or questions, feel free to send me a message at any of the addresses below.

Enjoy,
Marc

Marc C. Poulin AT&T: (315)336-7564 GEnie:
MicroByte Distributors ARPA: Poulin@RADC-MULTICS M.POULIN
6480 Monument Road Archive@RADC-SOFTVAX
Rome, NY 13440-7210 CIS: 72737,2703

4579. RE> Hybrid Arts SMPTEtrack....

Newsgroup: comp.sys.atari.st
Date: 1988-07-12 14:02:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8807131124.AA14540@ucbvax.Berkeley.EDU>
Source record: 251679

>OK, I'm about to shell out $$$ for a 'be-all, end-all' MIDI
>package for the ST and I want some info on Hybrid Arts SMPTEtrack
>package. I would like the following points addressed if possible:

1) Ease of use (ie - different modes, step mode, graphics, etc.)

I would not consider it overly difficult, but there are a lot of features
which need to be sorted out. I havent exhausted all of them yet,
usually you find one that works best for you and dont bother to use
others. The graphics edit mode is very nice for cleaning up mistakes.
The punch method is very straight foward, but as I understand it, it
is a very common interface. I got discouraged with the step mode on how
slow the process is, even my keyboard chops are good enough to do it
measure by measure. Now for step editing, you can scroll foward and backward
easily enough, but is seems to me there are a few unneeded formalities you
must do when changing something.

2) The SMPTE feature

I dont have any multi-track tape records so have not used this feature.

3) Copy Protection (if any, how does it make life difficult?)

The only copy protection is that you must have the SMPTE box plugged in
at all times, therefore it is a hardware oriented protection. You can
copy the software as much as you want, it just wont do you any good
without the SMPTE box. I must say I like this better than worrying about
messing up a key disk.

4) Recommended System Set-Up

At least 1 meg, without that you cannot hold much. Hybrid Arts says
that 520 users should upgrade soon, new features are going to up the
overhead. If your song has a lot of volume controllers, you will need at
least a Meg. But this is probably true with any sequencer.

5) Nifty Features (ie - HybriSwitch, patch ed/lib stuff)

There is an easy interface to Genpatch. Since I dont have Genpatch,
I havent really used it. The idea of it is to be able to do a sysex
automatically when playing a song. Of course it has the track humanizing and
quantization, and you can also do shifts ahead and behind the beat by a
few ticks, so you can put the groove in the pocket or give it a Brooklyn
Beat-*ss feel if you want. As I understand it, the Genpatch interface
is as a desk accessory, and you can access any desk accessory from
inside SMPTE track. There is no way I know of going to something like
DX Heaven or CZ-Droid. Again, I like the graphics interface. The ability

to change tempos and time signatures is straight foward, as well as having blocks of data to follow the repetitions in the form of your music. The filtering capabilities are nice, and you can filter your input source, plus you can filter your individual tracks. It will take me a little more time to decide if they left out some useful global filterations.

6) Approximate Retail Price (where can I get the best deal?)

I got mine for under $400. But I know the Hybrid Arts rep so I got the best possible deal. Check some of the mail order places in Start, etc.

7) Any known bugs, quirks, problems, complaints

I had an 520 ST in which it didnt work with. It turned out to be a bad RS-232 port on my ST. (the SMPTE box plugs into both the extra keyboard port and the RS-232) I traded it in for a MEGA 2 and it worked fine. One thing that I notice is that after I have saved a SONG file, you cannot record past the End-of-Track mark using the punch mode. There are ways to work around it easily of course, and there may be something I am overlooking too. I only have been using this for a couple months, and I really have only put 2 songs on at this point.

I also have not done anything with Dr Ts, so I have nothing to compare it with. I have been on music bulletin boards where most people like the Hybrid Arts and Passport the best. One thing about the Hybrid, it has the reputation of being the best in terms of accuracy of the timings, and for me, that is the most important feature. For one, it has a resolution of 96 ticks per quarter note. There might be some new sequencers from different companies that have more, I dont know. I should warn you, me orientation towards music is more towards improvisation, and I am developing my own software to create improvistions with my MIDI equiped trumpet, so some of the various features on the various models may pass me by. All I can say, it works fine for me, and is a very professional tool for putting music on in which I havent yet exhausted all its features. They will be adding an interface to the MIDI standard file format, but if you really need to know Hybrid Arts format, they will give it to you if you sign non-disclosure agreements. Plus, they have good support on their bulletin board. You can get help from the person who designed the program, and they are very good at that. They have helped me out in designing my own software, so one has to be impressed with that.

4580. TeX font help wanted

Newsgroup: comp.sys.atari.st
Date: 1988-07-12 14:04:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500049@iuvax>
Source record: 251680

I have STTeX from TooLs, GmbH. The package comes
with few fonts so I have had to steal or make my own.
The printer fonts I stole from PCTeX work but they are
too bold. I tried to make my own 240dpi fonts (for
an Epson FX-80) but I get the error message "wrong
aspect ratio" from the driver when it attempts to load
those fonts. It could be that the mode_def I am using
is wrong. Does anyone have a mode_def for FX-80 printers
that produces the beautiful output the printer is capable
of? If so I would appreciate receiving a copy. Thanks.

Please mail to: franco@iuvax.cs.indiana.edu

4581. SCSI harddisk connection, how?

Newsgroup: comp.sys.atari.st
Date: 1988-07-12 15:02:22 UTC
From: anne007@star.cs.vu.nl.UUCP
Message-ID: <844@anne.cs.vu.nl>
Source record: 251681

Hai,

Has anyone experience connecting a SCSI harddisk to the atari?
Does it need a lot of extra hardware. Where can I find schematics?

Pointers please via e-mail :

anne007@cs.vu.nl

Thanks in advance

Q: Is there any Risc in cutting the nr of instructions down to one?
A: NOP!

4582. Making Magic Sac compatible with 128K Roms

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 00:13:45 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Jul12.201345.24692@gpu.utcs.toronto.edu>
Source record: 251682

Does anyone have any info on patching magic sac to the 128K roms.
I have the roms (legal ones) and I'm getting really frustrated that
a lot if my mac software won't run on the sac. It can't be that
difficult to do. (and no, data pacific will NOT be coming out
with patches to do this - I heard they signed a deal with apple agreeing
not to make it 128K compatible.) Technically there should be no problem.
Thanks
.leonard

4583. Usenet News

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 01:30:23 UTC
From: Steve_Godun@rubbs1.UUCP
Message-ID: <0.22DB2DE1@rubbs1.UUCP>
Source record: 251683

I'm sure everyone here has posted this message once or twice in their computer lifetimes, but now it's my turn...

Does anyone know what happened with Atari's AMY sound chip???

From what I've heard, Atari stopped working on it about the time the 130XE hit the market. Then they sold the chip/etc to a third party developer who was planning to make it into an add-on expansion board/bo for the 8-bit and/or ST computers. But this was some time around 1986!!! What's the deal???

-STeve
The Graphics Dump (201)469-0049

4584. Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 05:45:21 UTC
From: landay@cory.Berkeley.EDU.UUCP
Message-ID: <4441@pasteur.Berkeley.Edu>
Source record: 251684

Could anyone send me System 3.2/Finder 5.4 on a Magic formatted disk
or electronically? I can't seem to find it anywhere.

Thanks

James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

4585. Re: Making Magic Sac compatible with 128K Roms

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 05:48:04 UTC
From: koreth@ucscb.UCSC.EDU
Message-ID: <4132@saturn.ucsc.edu>
Source record: 251685

In article <1988Jul12.201345.24692@gpu.utcs.toronto.edu> lharris@gpu.utcs.toronto.edu (Leonard Harris) writes:
>Does anyone have any info on patching magic sac to the 128K roms.
[deleted]
>Technically there should be no problem.

I believe there is a technical problem, actually. Isn't the cartridge's address bus only 16 bits wide? If so, that places a 64K limit on the size of cartridge software, unless some fancy footwork (a la OSS's SuperCartridges on the 8-bit) is done to increase the effective space. And said footwork isn't trivial, as far as I know. Of course, I'm not a hardware person, so this could be totally bogus.

-Steven Grimm (posting from a different machine than usual because he's lazy)
koreth@ssyx.ucsc.edu
...!ucbvax!ucscc!ssyx!koreth

+New! Improved! Now 200% Artificial-+-+----------Steven Grimm-------------+
|# # @@@ **** &&&&& $$$$$ % %| | ARPA: koreth@ssyx.ucsc.edu |
|# # @ @ * * & $ % %+-+ UUCP: ...!ucbvax!ucscc!ssyx!koreth|
|### @ @ **** &&&& $ %%%%%| |_____________________________________|
|# # @ @ * * & $ % %+-+"You can lead a fish to water, but |
|# # @@@ * ** &&&&& $ % %| |you have to run fast or he'll die."|
+-----with NutraSour(TM)! No natural colors or preservatives!------------+

4586. Carrier Command is NOT the best 3-D game !

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 11:58:02 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <4194@csvax.liv.ac.uk>
Source record: 251686

In article <1894@brahma.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:

[Lots of (well-justified) bad-mouthing about Carrier Command deleted]
>
> On the plus side: It has the fastest, smoothest, solid 3D graphics I have ever
> seen on any micro.

Ahem ! I think you've not seen Zarch on the Archimedes ! It completely
outclasses Carrier Command in all departments.

Richard K. Lloyd, ****** This is a VAX 11/780 running VAX/VMS V4.5 ******
Computer Science Dept., * JANET : SQRKL@UK.AC.LIV.CSVAX *
Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL *
Merseyside, England, * Internet : SQRKL%csvax.liv.ac.uk@cunyvm.cuny.edu *
Great Britain. **

"My opinions and those of the University of Liverpool are completely unrelated,
so I'M THE CULPRIT if you feel offended by the above message - I just can't
help moaning about Atari STs, PCs or clones, U**X, C, IBM mainframes, the list
is endless..."

4587. ST - MEGA ST: Compatibility

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 13:37:38 UTC
From: markhof@exunido.uucp
Message-ID: <439@laura.UUCP>
Source record: 251687

I saw a icone2 programm running on a MEGA ST. I was told that icone runs only on MEGA STs, but it was really nice, so I decided to copy it ignoring the fact that I own an 1040 ST. Because my ST is upgraded to 2 MB, I hoped that icone2 would also run on my computer. But I only got two bombs...

So I'd like to know why some programms run only on one machine type, but not on the other. Further, are there any "compilers" which produce an ST executeable file from a MEGA ST executeable file? Perhaps, there are only some memory addresses to be changed?!

Anyway, I'd like to get an version of icone2 which runs on my 1040 ST.
Is anyone able to help?

Ingolf Markhof.

4588. Corrupted STARTGEM uuencoded binary

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 15:30:21 UTC
From: sqrkl@csvax.liv.ac.uk
Message-ID: <4201@csvax.liv.ac.uk>
Source record: 251688

The STARTGEM uuencoded file that was posted up recently is definitely screwed up ! There are several missing lines and a couple of other lines that are shorter than they should be - any chance of a repost ?

Richard K. Lloyd, ****** This is a VAX 11/780 running VAX/VMS V4.5 ******
Computer Science Dept., * JANET : SQRKL@UK.AC.LIV.CSVAX *
Liverpool University, * UUCP : {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL *
Merseyside, England, * Internet : SQRKL%csvax.liv.ac.uk@cunyvm.cuny.edu *
Great Britain. **********

"My opinions and those of the University of Liverpool are completely unrelated, so I'M THE CULPRIT if you feel offended by the above message - I just can't help moaning about Atari STs, PCs or clones, U**X, C, IBM mainframes, the list is endless..."

4589. Re: Making Magic Sac compatible with 128K Roms

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 16:09:50 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <1974@silver.bacs.indiana.edu>
Source record: 251689

Data Pacific will not be coming out with a 128K version of Magic Sac,
but Dave Small (the original author) is no longer with DP, and he is
working on a 128K version. I don't have any release date information
as of now, though.

4590. Subscribing to info-atari16

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 17:43:00 UTC
From: CC14@GEC.KL.AC.UK
Message-ID: <13.JUL.1988.10
Source record: 251690

Hello,
Can I subscribe to info-atari16 from the UK or is there a 'mail-exploder'
over here that gets it?

Thanks,

Gerry Pratt - Workstation Support - University of KEELE

4591. Re: Metacomco make under gulam

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 19:14:23 UTC
From: david@bdt.UUCP
Message-ID: <349@bdt.UUCP>
Source record: 251691

Sorry for the posting, but mail wouldn't go through

stc!@helios.ee.lbl.gov writes:
> It usually fails with an error 36 or 39 - The documentation says
>these are TOS errors although I haven't been able to track them down yet.

Error 39 is "out-of-memory". It is possible that on a 520 you really are running out of memory. Gulam probably uses quite a bit, then the make program uses some more and there's not enough left over for the compile, especially with a RAM disk installed.

Error 36 is "access not possible" I don't know what this means exactly but I think it can happen when TOS is confused, as when it's running low on memory.

The GEMDOS errors are listed in several places:

1) Atari GEMDOS manual (with $300 dev. kit)
2) Book "Atari ST Internals" (around $20)
3) Most good C compiler docs, inc. MWC and Megamax C.
4) Probably other ST programming books

I hope this info helps some.

--
David Beckemeyer (david@bdt.uucp) | "Yea I've got medicine..." as the
Beckemeyer Development Tools | cookie cocks a his Colt, "and if
478 Santa Clara Ave, Oakland, CA 94610 | you don't keep your mouth shut, I'm
UUCP: {unisoft,sun}!hoptoad!bdt!david | gonna give you a big dose of it!"

4592. Re: A ghost in the house

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 19:50:55 UTC
From: rho@hound-dog.cs.unlv.edu
Message-ID: <851@jimi.cs.unlv.edu>
Source record: 251692

In article <515@stag.UUCP> stdnet@stag.UUCP writes:
>In comp.sys.atari.st, thelake!steve@stag.UUCP (Steve Yelvington) writes:
> >
> >I compiled a directory lister with Mark Johnson C, version 2.0.
> >It works just fine, but at the end of the directory, it prints out a
> >message on the console: "(no more files)".
> >
> >This message is nowhere to be found in my program or in the MJC library.
> >So I figure that either it is coming from GEMdos, or I have a friendly
> >ghost. I want it to go away.
>
> Steve, I guess you could say I'm the "friendly ghost". :)
>
> The message you mentioned is one of the standard error code
>messages in my JSH command shell. I'm assuming you're using JSH?

. . . explanation of the problem and solution . . .

>
> >One of the local programmers (John Osawa, author of the Schizo desk
> >accessory) tried my code with Mark Williams C and got no such message.
> >He suggested that MJC's startup code may throw a switch, and mentioned
> >something about Perror. I thumbed through "Atari ST Application
> >Programming" (Pollack and Weber), but found no references to Perror.
> >It's not in osbind.h. I found nothing like it in the MJC startup routines,
> >either.
>
> To the best of my knowledge, the MWC crt0() code totaly ignores the
>return value from main() and requires that any return value other
>than zero be returned using exit(n).
>
> >
> >So: What is Perror? How do I shut off this message?
> >
>
> Excelent programmer that he is, John Osawa is taking a long shot
>guess and, in this case, missing... Perror (a standard C function)
>has nothing to do with your phantom so I'll skip it for the moment.
>To avoid this problem, just exit your main() routine using return(0)
>or exit(0).

Ok guys <grin>. There is just *so* much that I can stand my name taken
error. It's JOHN OGAWA <grin>. Of course, the *really* funny thing about
all of this is that all 3 of us, Steve, John, and I, live in Minneapolis,
and are on some of the same BBSs <grin>.

John was right, I was taking a stab in the dark, guessing that MJC
had a call to Perror (or some such routine) built into its TOS call handlers.
But, all's well that ends well.
Er, please DO NOT REPLY TO THIS ACCOUNT. I will never see it. In
fact, until I find a USENET-accessable account, I will never see any replies.
I *am* working on Schizo v1.5, for those who are interested. It is
taking a long time because my research is getting in the way. I will ask
someone to post it here if and when it is completed (maybe by one of the two
kind fellow Minneapoleans above). If I can get it going, it will have a
non-GEM-dependant corner clock, and resolution-sensitive DESKTOP.INF reading
abilities.

Thanks much,

John Ogawa
Institute of Child Development
University of Minnesota
51 E. River Rd.
Minneapolis, MN 55455

PS> If someone *really* needs to get a hold of me, write to the above
USmail address. Or actually, if you can find a way, write email to:
lxw6035@ux.acss.umn.edu
or some such domain-name. It is a dumb, USENET-less, blind-mail machine,
that *is* on BITNET supposedly, though you could've fooled me <grin>.

4593. UW woes

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 20:34:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880713203401.7.JRD@MOA.SCRC.Symbolics.COM>
Source record: 251693

After reading all the recent mail about UW on the ST, I decided it sounded like a cool thing, and was worth trying out. I dug up a server (from elsewhere on the net) and put it together. (By the way, it seems to work; if nobody still has source to a working server, I'll pass along what I've got) I then hauled down the UW for ST, only to find out that it doesn't work on a color monitor (!) Does anyone know if there's a mail address for the folk that have been hacking on it? I want to beg/plead/bludgeon them into stopping this fascism and fixing it to work in the general case. Or at least release the sources and let me fix it myself.

4594. 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 20:59:00 UTC
From: 9055MARC@MUCSD.BITNET
Message-ID: <8807132116.AA23755@ucbvax.Berkeley.EDU>
Source record: 251694

For Sale: Atari 1040st computer
Color monitor
Two disk drives

Software: Music synthesizer program
Utilities
Many games including Accolade golf, Gauntlet, Leisure Suit Larry

The computer is less than 1 year old. Asking price is $850. If interested
please respond thru e-mail.

Doug Marcussen

4595. Re: Need DTP for ST compatible with GEM (IBM) Ventura Publisher

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 21:23:21 UTC
From: greg@bilbo
Message-ID: <317@snjsn1.SJ.ATE.SLB.COM>
Source record: 251695

In article <8807111931.AA04500@jade.berkeley.edu> COMPOS01@ULKYVX.BITNET (Moderator: Robert Royar) writes:
>
>Our office is using Ventura (the IBM GEM version) for a newsletter we produce.
>I've been asked to be the editor. I'd like to use my ST for the main tasks
>of setting up the pages and then transfer the files to Ventura to print on the
>laser printer in the office. Are there any Desk Top Publishing packages that
> 1. Produce Ventura compatible files, or
> 2. Output standard GEM metafiles (which Ventura can read)?

Try Publishing Partner for the Atari ST, from Softlogic Solutions(?).
It claims to be able to output a GEM metafile, although I have not yet
tried to use this feature. This is a very powerful, relatively
inexpensive Desktop Publishing package (~$80). It is worth the money.

I am not affiliated with Softlogic.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

The opinions expressed herein are solely the responsibility of the
author.

4596. re> Mega Bugs

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 21:35:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8807132137.AA24196@ucbvax.Berkeley.EDU>
Source record: 251696

I think anyone buying a Mega ougth to insist that the dealer run his diagnostics kit in your presence, it individually checks all the chips and reports problems. The first one I got lost its mouse only on a certain menu of the Hybrid Arts SMTPE track, and it turned out to be a bad keyboard chip. Seems like a lot of bugs like that are occuring.

Also make sure about the media change problem, I had the dealer change disks to a 314, which are not the Chinons. Now it works ok.

In light of all the recent reports, this should be done.

Jeff Beer, UUCJEFF@ECNCDC.BITNET

4597. Re: Making Magic Sac compatible with 128K Roms

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 21:40:51 UTC
From: greg@bilbo
Message-ID: <318@snjsn1.SJ.ATE.SLB.COM>
Source record: 251697

In article <4132@saturn.ucsc.edu> koreth@ucscb.UCSC.EDU (Froot-Loops Addict) writes:
>In article <1988Jul12.201345.24692@gpu.utcs.toronto.edu> lharris@gpu.utcs.toronto.edu (Leonard Harris) writes:
>>Does anyone have any info on patching magic sac to the 128K roms.
>[deleted]
>>Technically there should be no problem.
>
>I believe there is a technical problem, actually. Isn't the cartridge's
>address bus only 16 bits wide? If so, that places a 64K limit on the size
>of cartridge software, unless some fancy footwork (a la OSS's SuperCartridges
>on the 8-bit) is done to increase the effective space. And said footwork
>isn't trivial, as far as I know. Of course, I'm not a hardware person, so
>this could be totally bogus.

True, the address bus is only 16 bits wide (15, actually, with Upper Data Strobe and Lower Data Strobe providing the High/Low byte info, as well as doubling as the Data Strobe). However, there are two additional lines called "ROM Select 3" and "ROM Select 4" which become active when the addresses 0xFB000-0xFBFFFF and 0xFA0000-0xFAFFFF, respectively, are read. This gives access to 64K bytes x 2 = 128K bytes, just enough for the ROMS, but no room for the clock as in the 64K byte Magic Sac.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

The opinions expressed herein are solely the responsibility of the author.

4598. MIDI Thru

Newsgroup: comp.sys.atari.st
Date: 1988-07-13 22:35:27 UTC
From: jsd@UMass.BITNET
Message-ID: <880713183142A48.AFUJ@Mars.UCC.UMass.EDU>
Source record: 251698

Hi there. Any of you technically oriented net people into MIDI?
What I'm specifically interested in is making the ST perform a MIDI
Thru function. I half-remember seeing in some magazine that the ST designers
decided to incorporate the MIDI Thru function into the MIDI Out jack.
I have a sequencing program called Master Tracks Pro that has a MIDI
Thru icon. You click it and *poof* - instant Thru jack. It seems to
run all the time - even if the computer is tied up doing disk i/o or
menu handling or what have you, the MIDI data keeps on flowing in real
time. This leads me to believe that maybe there's some sort of system
call or something I could do that would get MIDI flowing. Is this so?
I'd like to write a desk accessory that would just ask for input and
output channels and instantly turn the ST into a THRU box as I like to
diddle with my synths while using other programs, like Uniterm. So, is
this a simple sys call or a complex interrupt driven task? I could
write a dumb loop that just did Bconins and Bconouts to the midi ports
but that would take over the machine completely. Help please! Reply
directly to the address below. I'll summarize responses. Thanks!

Jon Drukman University of Massachusetts
BITNET: jsd@umass ARPANET: jsd%umass.bitnet@mitvma.mit.edu
"Get up. Get Down. Miuzi weighs a ton!" -- public enemy

4599. Re: Mega woes, or lack of

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 03:15:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880714031521.007195@HIS-PHOENIX-MULTICS.ARPA>
Source record: 251699

While we are on the subject of "adding data for those with a statistical bent."--as Dave Flory (I think) puts it.

I own (or at least have in my home) a 1040ST, an IBM clone, an Atari 1200XL, and a Mac Plus. Out of all of them the one I have had the least trouble with are the two Ataris, I have had to have my ST's drive heads alined a few times (that might be due to the fact that I format SS disks as DS). I haven't had any other work done on any of the others. The Mac Plus' OS is buggy. Every-so-often it crashes just when I'm in the middle of something big that I haven't saved for a while. My Mac Plus also dosn't have a reset or restart button, so when I get a system error (which I do often) I have to turn it off. I used to have a Mac 512, and when I upgraded found that the Mac 512 and the Mac plus were not very compatable when all of my favorite software bombed. My ST is my main computer, and I usually only use the Mac for an occasional game, or desktop publishing (because I have access to a laser printer).
I totally ignore my clone, and basically my 1200XL has retired for a games machine. I am very pleased with my ST, and I believe it is the best microcomputer on the market today!

~~~~~~~ As far as Megas go, after hearing about the problems of the Megas, I asked my local Atari service man how many Megas he had in to repaire, he said none.

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"
~~~~~~~

4600. Re: Compute's ST

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 03:18:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880714031857.936112@HIS-PHOENIX-MULTICS.ARPA>
Source record: 251551

It isn't just Atari that caused this magazine to fold, there were two other factors.

1. The marketing of the magazine was terrable. It was high priced and packaged so it was unable to read (I refuse to buy a magazine unless I know what I'm getting).

2. The economy is not in as good a shape as the government would have you beleive. Many economists say we are already in a depression, and many buisnesses are closing. Another sign of this was the lack of fireworks displays here in Phoenix Arizona. Although around the country many fireworks displays were cancelled due to drought, the weather here has been normal, and this year there were only about three displays here, and there are usually over fifty! All of the local malls seem to be losing the stores that had resided there for years. Has anyone else noticed a similar trend?

I just felt it necessary to bring this into mind, that not only Atari related businessess are closing.

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4601. Re: Mega woes continued

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 03:18:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880714031802.158016@HIS-PHOENIX-MULTICS.ARPA>
Source record: 251700

Don Petcher writes >IF ATARI IS NOT ABLE TO PRODUCE STABLE HARDWARE, NO MATTER HOW THEY >MARKET THEIR EQUIPMENT THEY WILL NEVER MAKE IT IN THE BUSINESS >MARKET.

Not so, look at IBM.

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4602. 16MHz board and PC ditto and Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 03:20:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880714032026.850438@HIS-PHOENIX-MULTICS.ARPA>
Source record: 251552

How will the new 16MHz board affect PC ditto and Magic Sac? And what about compatability problems?

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4603. Upgrading over 4 megs

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 03:23:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880714032327.837790@HIS-PHOENIX-MULTICS.ARPA>
Source record: 251553

Ok, now we know it is possable, but could some kind soul tell us how. I
am no hardware hacker, but if I recieve instructions detailed enough,
I'm sure my 'local Atari service center' can install the upgrade for me.

Thanks in advance

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the
mouse!"
---"Of Mice and Men"

4604. Re: UW woes

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 04:49:15 UTC
From: humtech@ucschu.UCSC.EDU
Message-ID: <4145@saturn.ucsc.edu>
Source record: 251554

Sorry to post this to the net, BUT!

A few weeks ago, I posted a message about having trouble with the UNIX end of UW that I got from lakesys. I got a number of responses from people offering to send me their sources. I sent replies to all of them asking them to send the sources (PLEASE!), but I never got any. I fear that our mailer is screwed up so maybe my replies didn't get out. My apologies to those who sent me mail and got no response from me.

----> The gist of this posting? Puh-Leez send me the sources - anbody!!!

Thanx, thanx, thanx, thanx...

Mark Frost (humtech@ucschu.UCSC.EDU)

Robbie:"Yes, Miss?"
Altaira:"Where have you been, I've beamed and beamed..."

4605. Re: UW woes

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 05:27:25 UTC
From: ss6349@leah.Albany.Edu
Message-ID: <773@leah.Albany.Edu>
Source record: 251555

I too would like to see a version that would work on the color monitor.
BTW does anyone know why monoware wont work with my harddisk?? Has
anyone tried this? I have a Supra 30m and various accessories and stuff
in the auto folder, but It doesn't even seem to be getting past the
autoboot software for the hard disk.. Any suggestions?

Steve.
--
Internet : SS6349@leah.albany.edu	The views expressed above
Steven H. Schimmrich	are not necessarily those
Department of Geological Sciences	of a sane, rational human
State University of New York at Albany	being.

4606. Re: MWC & large arrays -- help!

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 05:32:37 UTC
From: rosenkra@Alliant.COM
Message-ID: <2112@alliant.Alliant.COM>
Source record: 251556

```
---
like i originally said: multidimensional arrays would be tricky :^)

-bill
```

4607. Re: MIDI Thru

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 06:00:17 UTC
From: rosenkra@Alliant.COM
Message-ID: <2113@alliant.Alliant.COM>
Source record: 251557

```
---
In article <880713183142A48.AFUJ@Mars.UCC.UMass.EDU> jsd@UMass.BITNET (Jonathan S.
Drukman) writes:
->Hi there. Any of you technically oriented net people into MIDI?
->What I'm specifically interested in is making the ST perform a MIDI
->Thru function.

there are no (documented) ways of splitting out/thru midi signals. you are
correct in saying the ST's midi out jack contains both out and thru signals.
it is a simple matter to make a "Y" cable seperating out from thru (i made
my own after a quick trip to radio shack). here are the pin outs:

MIDI OUT

pin function
--- -----------------------------------
1 THRU transmit data
2 shield ground (i think case gets grounded as well)
3 THRU return
4 OUT transmit data
5 OUT return

just take 1 to the new jack's pin 4 and 2 to new 5. make sure 2 goes to ground
BOTH jacks.

BTW midi in is:

pin function
--- --------------------------
4 IN receive data
5 IN return

pin 2 (according to IMA) does not need to be grounded (atari HW doc indicates
no grounding as well). not being a h/w person, i don't know what effect
grounding would have.

-bill
```

4608. CPM on the atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 06:07:31 UTC
From: ss6349@leah.Albany.Edu
Message-ID: <774@leah.Albany.Edu>
Source record: 251558
Cross-posted to: comp.sys.atari.st,comp.os.cpm

Hello,

I have an Atari ST and the cpm emulator. It runs cpm 2.2. My question is where can I get software for this? I would like to play with it. Do any of the files at simtel20 in the cpm directory run under cpm 2.2? Is there anywhere else that archives cpm software?

Steve.

--
Internet : SS6349@leah.albany.edu	The views expressed above
Steven H. Schimmrich	are not necessarily those
Department of Geological Sciences	of a sane, rational human
State University of New York at Albany	being.

4609. Re: Booting

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 07:29:54 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1895@brahma.cs.hw.ac.uk>
Source record: 251559

In article <378@accelerator.eng.ohio-state.edu> rob@kaa.eng.ohio-state.edu (Rob Carriere) writes:
>If you listen during power-up, you will notice
>that there is a pause of about a second before the disk door slides
>open.

Not that it matters much to the discussion, but the noise you hear is not the disk door sliding open but the drive pin slipping into the funny shaped hole in the disk hub. If you look at a 'naked' drive with a disk in it you'll see the disk door is already open.


```
_______________________________________________________________________________
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
\_______________________________________________________________________________/
```

4610. Recording ST video on VCR

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 07:33:52 UTC
From: dmak@lynx.northeastern.EDU
Message-ID: <memo.38057@lynx.northeastern.edu>
Source record: 251560

A few people have inquired about hooking a VCR to the ST for video production work. I'm not very familiar with that topic, but I do know Antic Publishing/Software has Cyber VCR available for the ST. I don't know excately what it does, how and with what software... But it's title suggests they've successfully created a VCR - ST interface.

I apologize for my posting of this message with nothing useful to say concerning that product. I assume they must have a useful blurb about it in "The Catalog" section of Antic or STart. I do know it is packaged with a simple looking cable. Can't remember details.. but I think it was serial RS-232 like at one end, and 5 pin DIN type (or similar) at the other... Again, very sorry for the sketchy details (at best). I will provide an update later on.

Also available is "Video Titler Design Disk" for CAD-3D 2.0 (Cyber Studio).

-- No affiliation with Antic Publishing/Software.
-- Am affiliated with a Computer store in MA (reason for my shame in not knowing about this product we stock...)

Dave

[Geez.. I wonder how hard it is for you all to send mail to me. I don't even know my address path from usenet accounts..we have a weird set-up.]

INTERNET: dmak@lynx.northeastern
I've also seen: dmak%lynx.northeastern.edu@RELAY.CS.NET

4611. Shadow problems/gripes

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 07:47:49 UTC
From: dmak@lynx.northeastern.EDU
Message-ID: <memo.38061@lynx.northeastern.edu>
Source record: 251561

Does anyone own SHADOW (by Double Click Software, dist. by Antic Software), the background file xfer desk accessory program yet?

I just recently bought it to effectively replace the one offered in Interlink because of problems with that implementation. Shadow is actually usable (in contrast to Interlink with slows the system down and has problems with keyboard buffering). It's fast, reliable, and easy to use.

The problem I have is that for some reason, I can't install it on my autoboot hard drive. When I perform the steps as listed in the manual, and try booting the system, it just goes into an endless series of reboots after the "Shadow initializing..." text comes on.

I believe the problem is in where SHADOW expects to find either DESKTOP.INF or SHADOW.INF (in auto folder). My guess is it always assumes either file would be on drive A. Kind of an inconvienence for me.

Any help from Paul Lee or Micheal Vederman (the developers) would be greatly appreciated!

(I saw their announcement concerning support thru mail, but had difficulty getting their address... as I am fairly new to this world of netting.)

Dave Mak

Again, no affil. w/ Antic/Double Click/the World.

4612. Re: Making Magic Sac compatible with 128K Roms

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 08:53:27 UTC
From: ltf@killer.UUCP
Message-ID: <4793@killer.UUCP>
Source record: 251562

In article <318@snjsn1.SJ.ATE.SLB.COM> greg%sentry@spar.slb.com (Greg Wageman) writes:
>True, the address bus is only 16 bits wide (15, actually, with Upper
>Data Strobe and Lower Data Strobe providing the High/Low byte info, as
>well as doubling as the Data Strobe). However, there are two
>additional lines called "ROM Select 3" and "ROM Select 4" which become
>active when the addresses 0xFB000-0xFBFFFF and 0xFA0000-0xFAFFFF,
>respectively, are read. This gives access to 64K bytes x 2 = 128K
>bytes, just enough for the ROMS, but no room for the clock as in the
>64K byte Magic Sac.

The clock should not be a problem...Dallas Semiconductor makes a nice little clock that sits under a ROM socket (or a separate 16 pin package for use with systems not using JEDEC 28-pin packages) that sits kinda "phantom" on the address bus and awakens when a specific sequence of addresses comes across the address bus, then passes the time serially across a data line during subsequent reads. So, unless the clock on the Magic Sac is required to be functionally identical to the one on the Mac, a clock is certainly possible, at a fairly low cost.

Incidently, an additional chip is available from the same source that, using a similar setup, can bankswitch up to 16 banks of memory...so a single cartridge could access up to 16 banks of 128k, or 2 megs. Finally, a third chip uses the same addressing scheme to implement a simple serial port (very simple...software clocked, in fact, but probably sufficient to drive a printer)...of course, the bankswitch could probably switch in/out some memory-mapped i/o, like a Zylog SIO chip to drive an AppleTalk port.

At any rate, if you get a chance, take a look in the Dallas Semiconductor data book...they have the most unusual chips in the industry. The company I work for uses their KeyRing Electronic Key for its AutoCAD-related product (only for the European/Far Eastern Versions though). It's probably the least objectionable form of copy-protection available on the market these days.

Lance

--
+------------------+ +---+
| Lance T Franklin | | Now accepting suggestions for clever, humourous or |
| ltf@killer | | incredibly insightful .signature quote. Send Now! |
+------------------+ +---+

4613. Re: Magic Sac Compatible with LightSpeed Pascal Yet?

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 09:29:39 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <7334@cup.portal.com>
Source record: 251563

Dan Moore said that Lightspeed C didn't run on the 64K Magic Sac. It does as of version 2.15 (I wrote an enhanced MagicBeep in it!). 3.0 (just started shipping) does require the 128K's though.

4614. Re: Compute's ST

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 12:58:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500050@iuvax>
Source record: 251564

In Bloomington, IN the unemployment rate is 2.5%, and the incredible volume of new construction is driving me crazy.

4615. Re: Making Magic Sac compatible with 128K Roms

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 15:04:44 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3235@druhi.ATT.COM>
Source record: 251565

in article <1988Jul12.201345.24692@gpu.utcs.toronto.edu>, lharris@gpu.utcs.toronto.edu (Leonard Harris) says:
> Does anyone have any info on patching magic sac to the 128K roms.
> I have the roms (legal ones) and I'm getting really frustrated that
> a lot if my mac software won't run on the sac. It can't be that
> difficult to do. (and no, data pacific will NOT be coming out
> with patches to do this - I heard they signed a deal with apple agreeing
> not to make it 128K compatible.) Technically there should be no problem.
> Thanks
> .leonard

There is no way to modify the current Magic Sac (version 5.9 or 5.91) to make it work with the 128K ROMs. The 128K ROMs are _VERY_ different from the 64K ROMs, different things have to be done in order to make them work in the ST.

Your correct about Data Pacific, they are not going to be releasing a 128K ROM version of the Magic Sac. There is no agreement with Apple not to do so though. In fact there are no agreements with Apple on anything other than the name, "Mac" is a trademark of Apple, therefore the name couldn't be "Mac Sac".

Dave Small has left Data Pacific so there aren't going to be many new updates from them. The only new version Data Pacific will be releasing is 6.1. It has major improvments to the disk I/O performance. In one test a file copy which took 2 minutes using 5.91 required only 7 seconds using 6.1.

Dave is currently working on improved versions of the software he developed. These improved versions will be marketed by him not by Data Pacific and will do everything you want them to do. (Great vague statement about the new features, unfortunately Dave is out of town so I can't clear anything more specific with him.)

Dan Moore ex-Data Pacific programmer,
AT&T Denver technical support, hardware
ihnp4!druhi!dlm tester and general go-fer.

4616. RE: Making Magic Sac work with 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 15:48:30 UTC
From: PETER_BROWN@maw.ceo.dg.COM
Message-ID: <69.012922@adam.DG.COM>
Source record: 251566

I talked with Data Pacific a few days ago, and they said that they
were working on several things, two of them were...
1) Making Magic Sac work with 128K ROMs. They said that this was
still in the development stages.
2) A five fold speed up for the Transaltor One. This was currently
in beta test.

4617. Re: Carrier Command is NOT the best 3-D game !

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 16:39:51 UTC
From: awn@computing-maths.cardiff.ac.uk
Message-ID: <474@cf-cm.UUCP>
Source record: 251567

[Some chap from the UK said that Carrier Command was not
the best 3D game around. He mentioned a game called
ZARCH which is available in the UK and runs on the
ACORN ARCHIMEDIES RISC-CPU "I can make the coffee too"
COMPUTER. Read on..]

Gamers who read reviews avidly will no doubt be aware of the existence of a game for the ST called VIRUS. The game features a 3D unfolding landscape, chase baddies all over the place and zap them scenario and is similar, though not identical to ZARCH on the Acorn Archimedies (spelling?). You will not be surprised to learn that VIRUS is a port of ZARCH onto the ST. As far as I know the game has only this month hit the shelves and may not be available outside of the UK yet. (I expect to be corrected on this last point, so don't bother :-))

A similar sort of game, 3D scrolling, exists, at least in the academic community close to INMOS and the UK software houses that specialise in the OCCAM programming language. I think the origin of ZARCH and hence VIRUS lies in a well publicised series of test and demonstration programs that were designed to show off the TRANSPUTER chip's abilities. Has anyone looked to see if the writers of ZARCH, VIRUS and these demonstration programs have any association?

Andrew.

4618. Re: Compute's ST (& magazines in general)

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 17:24:41 UTC
From: kerchen@iris.ucdavis.edu
Message-ID: <2438@ucdavis.ucdavis.edu>
Source record: 251568

I recently found out that the reason why diskette magazines, like Compute's ST & ST X-Press, are sealed is because *the bookstores want them to do it*. This information comes directly from a reply to a letter which I sent to Rich Decowski, editor of ST X-Press: "And it [the magazine] isn't sealed to try to hide it! It is done so because the book chains WANT it that way. I would rather have it unsealed so that people can see how much information is in each issue." By having the magazine sealed, book stores cut their losses from people stealing the diskette inside the magazine.

Paul Kerchen | kerchen@iris.ucdavis.edu
Disclaimer: I am unemployed, but if I weren't I'm sure my boss would disagree with whatever I said.

4619. slow in mono and 68020 boards...???

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 19:00:35 UTC
From: jparker@watvlsi.waterloo.edu
Message-ID: <3960@watvlsi.waterloo.edu>
Source record: 251569

I have been told that the ST runs as much as 30% slower than 'normal' when used with the Atari monochrome monitor.
I assume this means compared to running the same software using the color monitor.
Does anyone know if this is true, and if it is, why ?

Secondly, I have also heard reports of 68020/68881 boards available for the ST (ie. a series of articles in the German magazine c't) and at the same time, I have been told by several people that at present TOS does not handle the 68020 instruction set (TOS uses instructions for system calls that are now legal 68020 instructions, etc).
So, does this mean that those people using 68020's are running different operating systems...?

Any who can enlighten me on these matters would be greatly appreciated.

James

4620. Re: Making Magic Sac compatible with 128K Roms

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 19:15:33 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <4036@brspyr1.BRS.Com>
Source record: 251570

From an article by stowe@silver.bacs.indiana.edu (holly):
>
> Data Pacific will not be coming out with a 128K version of Magic Sac,
> but Dave Small (the original author) is no longer with DP, and he is
> working on a 128K version. I don't have any release date information
> as of now, though.

For those interested that have ID's on GEnie, in the dataPacific
Roundtable ("dp"), there is ongoing discussion on the 128k ROM version
(current code name is "Spectre 128", I believe). There is also
talk of getting sound to work on the Sac, which would be nice!

--
Tim Northrup +--+
+--------------------------------+ GEnie: T.Northrup |
UUCP: uunet!steinmetz!brspyr1!tim | Air Warrior: "Duke" |
ARPA: tim@brspyr1.BRS.Com +--+

4621. Hard Disk Problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 20:19:08 UTC
From: Jack_Mason@CSC03.CEO.DG.COM
Message-ID: <4.012935@adam.DG.COM>
Source record: 251571

To Brian Park's question on hard disk problems, there could be two issues causing your trouble. One is the 4 Mb partition for drive "D:", since the Atari ST apparently has problems with partitions smaller than 5 Mb. The other could be you are passing the 40 folder limit when you do a 'show info' on partition "E:". A program to fix the 40 folder limit is available on Compuserve under the name "FOLDRXXX.PRG" which is placed in the AUTO folder. I had similar problems that disappeared when these two issues were resolved.

4622. problems with hinstall

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 21:39:53 UTC
From: leo@philmds.UUCP
Message-ID: <561@philmds.UUCP>
Source record: 251572

I'm having trouble running the hard disk driver installation program, hinstall.prg. After selecting Install from the menu-bar and clicking on Yes (Do you really want to etc...) the program bombs (bus error). I've retried after disabling all AUTO *.prg's (except for AHDI.PRG) and all accessories, but the problem remains (so it shouldn't be my fault 8-). ARC.TTP says that all files in the archive are ok. They are:

204BOOT.IMG 204ROOT.IMG AHDI.PRG DIRSLEFT.PRG DIRSLEFT.TOS
FOLDR100.PRG HDX.PRG HDX.RSC HINSTALL.PRG HINSTALL.RSC
SHIP.PRG WINCAP

The first problem was that hinstall.prg could not find a:\hinstall.rsc, so I put all files on a floppy in drive A: and retried it from there. Then the bus error occured. The disk itself is not accessed (a SH204). The system I'm using is a 520ST+ with a SF354 and the hard disk (the roms have at addresses 0xfc001a and further: 1985 0007 0b74). The hard disk has the standard partitioning: 4-6-10. The dirsleft.prg and dirsleft.tos programs worked. Most other programs were the same as on the boot diskette I got with the hard disk (like hdx.prg, hdx.rsc, ahdi.prg; ship.prg and wincap were different though).

What I'm asking is: has anybody successfully installed the bootable driver? or has anybody had the same problems I had? or am I doing something wrong? Give some spec in your answer of the system you're using; preferably e-mail.

If all the installation program does is writing one of 204boot.img, 204root.img (they are the same anyway) onto the first sector of the disk I can do it myself with a little program.

Any help appreciated.

Leo.

P.S: displaying the registers after the bus error:

Exception no. 2 (Bus error)
D0 : 4F A0 : FF1100
D1 : 0 A1 : 68
D2 : 2300 A2 : 1ACA1
D3 : 46 A3 : 0
D4 : 1A A4 : 1D7E0
D5 : 0 A5 : 1AC20
D6 : 68 A6 : 799E
D7 : 9 A7 : 7972
PC : FE65EA USP: 2B4D8

```
SR : 2300

Read/Write : write
In-/Extern : intern
Access mode : supervisor mode data reference
Address : FF1100
Instruction : 1083
```

4623. Laser C for sale

Newsgroup: comp.sys.atari.st
Date: 1988-07-14 21:47:36 UTC
From: cochrane@spot.Colorado.EDU
Message-ID: <7127@sigi.Colorado.EDU>
Source record: 251573

For sale:

Megamax Laser C for the Atari ST
best offer

contact me by email or you can call me at:

303-449-3315

cochrane@spot.colorado.EDU

4624. Re: Compute's ST

Newsgroup: comp.sys.atari.st
Date: 1988-07-15 01:35:32 UTC
From: liebo@csclea.ncsu.edu
Message-ID: <1989@ncsuvx.ncsu.edu>
Source record: 251574

Get real. No sane economist would claim that we are in a depression now.
Virtually none expect one. Unemployment is dropping to its lowest level
in 20 years, and businesses aare expanding. Wild statements will only
make you sound foolish.
(P.S. I am a Professor of Economics)

4625. Uniterm Kermit on VM/CMS

Newsgroup: comp.sys.atari.st
Date: 1988-07-15 02:53:00 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8807150258.AA25711@ucbvax.Berkeley.EDU>
Source record: 251575

Could someone tell me the KERMIT settings they used to get KERMIT
in UNITERM to work with VM/CMS KERMIT? I have no problem getting
MS-KERMIT or MAC-KERMIT to work with VM/CMS KERMIT.


```
**********************************************************************
* Brian Holmes \ / ___ *
* Wayne State University \/\/su | | *
* Detroit Michigan ____| |____ *
* | | | | *
* BITNET : BHOLMES@WAYNEST1 | | | | *
* INTERNET : Brian_Holmes%WU@UM.CC.UMICH.EDU | | | | *
* UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES ============= *
**********************************************************************
```

4626. need a fast (9600) vt100 emulator.

Newsgroup: comp.sys.atari.st
Date: 1988-07-15 05:21:29 UTC
From: morris@dms.UUCP
Message-ID: <453@dms.UUCP>
Source record: 251576

I need recommendations for a fast vt100 emulator on the st.
It has to be able to keep up with data coming in at 9600 baud.

I have tried AnsiTerm, and Flash so far, and they seem to be
around 2400 Baud.

I believe the problem is the screen update rate. These programs will
allow you to talk to the port at 9600 (Even 19200), but the time they
take to write to the screen slows them down to about 2400.

So anyone out there know of one??

Thanks.

PS I am not affiliated at all with the atari that builds the ST.
Atari Games is THE ORIGINAL Atari! COIN-OP division! :-)
--
Jim Morris. weitek!dms!morris or pyramid!dms!morris
Atari games Corporation, Milpitas CA. (Arcade Video Game Manufacturer).

4627. Re: SCSI harddisk connection, how?

Newsgroup: comp.sys.atari.st
Date: 1988-07-15 14:51:58 UTC
From: niels@dutesta.UUCP
Message-ID: <1179@dutesta.UUCP>
Source record: 251577

Anne Steegstra writes:

>Has anyone experience connecting a SCSI harddisk to the atari?
>Does it need a lot of extra hardware. Where can I find schematics?

Since I'm not too satisfied with Atari's 20MB harddisk (small, slow and
pretty expensive), I'm considering to connect a 30 or 40 MB harddisk
to my 520 ST+ (either SCSI or ST506). My questions are similar:

Where can I find specifications of SCSI and/or ST506 and what software/hard-
ware modifications are needed on the Atari to make it work ?

Thanks in advance.

4628. Re: Mega Bug?

Newsgroup: comp.sys.atari.st
Date: 1988-07-15 17:19:18 UTC
From: ron@argus.UUCP
Message-ID: <1205@argus.UUCP>
Source record: 251578

In article <217@actisb.UUCP>, federico@actisb.UUCP (Federico Heinz) writes:
" In article <513@stag.UUCP> trb@stag.UUCP (Todd Burkey) writes:
" >
" >Has anyone had problems with programs 'losing the mouse pointer' on Mega 2
" >machines? [detailed description of problem deleted]
"
" I've seen this problem on my Mega, but I thought it was a bug in the
" application, not in the ROM. On my machine, it happens when I
" accidentally drop a menu while the screen is being updated. My
" assumption that it was the application's fault was based on the fact
" that menus shouldn't drop while you update the screen, since one should
" "brace" the update code with a call that tells AES that you are changing
" the screen contents (I don't remember the function's name).
"
"
" --
" Federico Heinz "In Dubio Pro Libido"

The problem does not only exist on the Mega. My 1040 has also exhibited
the disappearing pointer syndrome while running Uniterm, WordPerfect, VIP
Professional and other programs. As Federico stated, it happens if I drop
a menu while the screen is updating. Moving off of the menu and clicking
once will bring the pointer out of hiding.

I am not sure whether the fault lies in the application or the AES.
I haven't yet tried to lose the pointer on purpose, but it seens to have
happened with every program that does extensive screen updating.

--
Ron DeBlock KA2IKT
...!rutgers!galaxy!argus
ron@wilbur.njit.edu
"Oooo...that's mean!" "No, just average."

4629. Re: need a fast (9600) vt100 emulator.

Newsgroup: comp.sys.atari.st
Date: 1988-07-15 18:59:18 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <381@clio.math.lsa.umich.edu>
Source record: 251579

In article <453@dms.UUCP> morris@dms.UUCP (Jim Morris) writes:
>I need recommendations for a fast vt100 emulator on the st.
>It has to be able to keep up with data coming in at 9600 baud.
>
>I have tried AnsiTerm, and Flash so far, and they seem to be
>around 2400 Baud.
>
>I believe the problem is the screen update rate. These programs will
>allow you to talk to the port at 9600 (Even 19200), but the time they
>take to write to the screen slows them down to about 2400.

>PS I am not affiliated at all with the atari that builds the ST.
>Atari Games is THE ORIGINAL Atari! COIN-OP division! :-)
>--
>Jim Morris. weitek!dms!morris or pyramid!dms!morris
>Atari games Corporation, Milpitas CA. (Arcade Video Game Manufacturer).

Get Uniterm. It is, without a doubt, the best communications program
available for any computer anywhere at any price, and it's free. It'll
do vt220 at 9600bps, no sweat, no XOFFs, no problem. In addition to all
the file transfer protocols, you get the most comprehensive suite of
terminal emulations I've ever seen. The macro processor is pretty slick,
with some very nice functions. I can't say enough good things about this
program. I love it. It's so convenient to use, and does so much, so well.

By the way, the author, Simon Poole, is "around" on the net, and can
probably be reached directly if you have any specific questions. I
s'pose I could disclaim any relation to Simon or Uniterm, other than
that of enthusiastic user, but it doesn't really matter since it's not
a commercial product being distributed for any fees. Anyway... Get it.
Nothing else is even worth considering.
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4630. File formats

Newsgroup: comp.sys.atari.st
Date: 1988-07-15 23:49:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8807152247.AA16235@ucbvax.Berkeley.EDU>
Source record: 251580

```
Date: 15 July 1988, 18:46:23 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: File formats

I'm looking for specs on the file formats of the following picture
formats:
Degas Elite COMPRESSED
Amiga IFF
Amiga HAM
MacPaint
GEM Metafile
CIS Vidtex
Please send any information about these formats to MCCABE @ MTUS5.BITNET.
Thanks a lot!

+-------------------------+---------------------------+
| Jim McCabe | mccabe @ mtus5.BITNET |
| 210 E. Street, Apt #3 | jemccabe @ mtus5.BITNET |
| Houghton, MI 49931 | mccabe @ m-net.UUCP |
+-------------------------+---------------------------+
```

4631. Re: need a fast (9600) vt100 emulator.

Newsgroup: comp.sys.atari.st
Date: 1988-07-16 03:23:57 UTC
From: rosenkra@Alliant.COM
Message-ID: <2119@alliant.Alliant.COM>
Source record: 251581

---
try uniterm. i use it to kermit between an ST and ibm (clone) PC with 1 kB packets at 19.2 kbaud with no problems whatsoever. i don't know if can handle sustained 9600 (or higher) transmissions, though.

-bill

4632. Re: Obliterator - a game ? Pull the other one !

Newsgroup: comp.sys.atari.st
Date: 1988-07-16 04:08:58 UTC
From: whitbye@cs.glasgow.ac.uk
Message-ID: <1493@crete.cs.glasgow.ac.uk>
Source record: 251582

I don't mind a small amount of constructive? criticism,but all you seem to be interested in doing is telling people when "you think personally" that they are wrong.
As far as a game as oblitorator is concerned,I personally don't like it but I know several people who think it is "brilliant".
Let's now talk about Carrier Command now.We don't all have very much money which is reason for buying an Atari ST and not an overprised (my personal opinion) Archimedes) which is really only a glorified BBC micro.Put simply let's wait until "Abaq" is released and then I can say that all (yes I mean all) Archimedes games are crap in comparison.After all I don't compare the old 8-bit Atari with the Amiga,or the spectrum with the ST.In all honesty there are a lot of games on the market that I don'like ,and that is my prerogative right,but apart from instances like now I don't annoy people by saying that they are catagorically wrong in there own Opinions,because my opinion is mine,and your opinion is yours.

p.s
Borf is here.

4633. Fontz for WordUp

Newsgroup: comp.sys.atari.st
Date: 1988-07-16 05:05:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880716050527.890926@HIS-PHOENIX-MULTICS.ARPA>
Source record: 251583

I am thinking of purchasing Wordup, and am curious about an extra package for it called Fontz. It comes wiht a few fonts, a font designer, and a program that allows you to change Macwrite fonts to WordUp fonts. This feature is very handy, because I have Macwrite fonts bursting out all over my Mac (they always make it low on memory). I would like to know, however, how one would go about changing the fonts over, after all ST and Mac disks are not compatable.

Has anyone used the package?

Thanks in advance

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4634. Uniterm & KERMIT on VM/CMS

Newsgroup: comp.sys.atari.st
Date: 1988-07-16 15:47:00 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8807161829.AA02026@ucbvax.Berkeley.EDU>
Source record: 251584

Since my last message, I have received several replies, but I still have not been able to get UNITERM V2.0d 005 to transfer files via KERMIT to VM/CMS. I have no problems with FLASH, PROCOMM, MS-KERMIT, or MAC-KERMIT. I set flow control to none, and log on VM/CMS with 7 bits EVEN parity. FLASH doesn't even have an option for flow control and it works. When I work with PROCOMM, FLASH, MS-KERMIT, and MAC-KERMIT, a strange character appears at the beginning of each line, when I have flow control disabled. When in UNITERM I don't get this extra character. How can I be sure that flow control is disabled? Has anyone been successful with a UNITERM - VM/CMS kermit file transfer?

4635. re: SMPTEtrack!

Newsgroup: comp.sys.atari.st
Date: 1988-07-16 18:18:34 UTC
From: Updike@UMass.BITNET
Message-ID: <88071614060017E.AHJE@Mars.UCC.UMass.EDU>
Source record: 251585

I'm not crazy about the program. The editing features are not that great, and I don't like the interface.

I'm using Master Tracks Pro and like it very much except for the slowness of GEM windows. It's good features include:
1. 192 ppq
2. MIDI file standard support
3. Nice editing
4. System exclusive recording
5. The ability to map the MIDI keyboard so that you can control the transport controls of the sequencer from the MIDI keyboard.

It's a nice program. It does not come with SMPTE. For my money, however I would rather have MTP and a Jambox2, which provides extra MIDI outs, a MIDI merging function and read/write SMPTE in all three formats. In addition, Jambox2 will work with most Sequencers....so you can bring it with you into the studio and have it work with your Yamaha QX7 or with anything that supports MIDI song pointer.....The cost will be about $500 for the whole set up and provides much more flexability (I think). MTP is copy protected, allowing you to make as many backups as you need, but you must insert the key disk or main disk at the beginning of each session. Not great,...but not that bad.

Intelligent Music is coming out with a program called Realtime for the ST which will be the ST version of Upbeat (from what I have heard) which allows real time loop recording....something that no sequencer program on the market allows...for those of us who love drum machince programming. It will support MIDI file standard and be basically like Page R sequencing on a Fairlight. They also have a version of M out for the ST, but I don't like programs which know more about music than I do.

On the question side: Does anyone know if Turbo ST will speed up GEM windows like it claims? This would help a great deal with the slowness of the GEM windows in MTP.

Do the new ROMs allow you to boot a GEM program from the auto folder, or will we have to continue using STARTGEM?

Any information would be helpful on these questions.....

Damian Roskill

Make up your own disclaimer....I am not associated with any of these companies.....

And Jon Drukman....if you are reading this....GIVE ME BACK MY MASTER

TRACKS PRO! B-]

4636. Re: SCSI harddisk connection, how?

Newsgroup: comp.sys.atari.st
Date: 1988-07-16 19:21:50 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <5536@batcomputer.tn.cornell.edu>
Source record: 251586

[]

Here is what I think I know about connecting hard disks to the ST.
Anybody with more definite data please comment!

One can get an adaptor card that turns the Atari DMA port into a
SCSI port (or a sufficient subset of SCSI?), from several sources,
including Berkeley Micro Systems and Atari themselves (as a
replacement part for the Atari HD system?). The latter is cheaper
($50 ?) but the BMS (> $100) comes with helpful instructions.

Besides the adaptor card you'll need a cable to connect to the ST.
The Atari card has a 19-pin D-type connector right on it, you'll
need a shielded cable that is rather short (18 inches?).
The card also needs 5V supply.

That done, you can directly connect a standard SCSI drive. The Atari
card fits a 50-pin (?) edge connector. If your SCSI drive is in a box
with external type connectors you'll need an adaptor, otherwise a flat
ribbon cable is fine. The flat cable in the Atari drive is about
8 inches long.

The smallest package can be achieved by buying a spanking new 3.5"
drive that has SCSI built right into it. The Seagate drives with
an 'N' suffix are like that. Search "Computer Shopper" and other
mags for a good deal. You'll also need a box and power supply
(5V and 12V, about 2 amps each). These small drives don't need
a fan. Make air holes in the box.

A cheaper setup can be made by buying a SCSI<-->ST506 controller
(about $90 in the mags, slightly more from BMS). (You can also
get fancy adaptors that can control moe than one drive, tape
drives, etc.) You can also get a SCSI<-->RLL controller, if you
want to plug in an RLL drive (e.g., the 30 Meg Seagate ST238).
If you get the standard kind, make sure you don't get an RLL
drive. Standard drives include the Seagate ST212 (10 megs, real
cheap), ST225 (20 megs, $200), ST251 (40 megs, $350, much faster
than the ST225), etc. Get a half-height drive for smaller
space and power requirements. All the drives above are 1/2 hgt.
Many other brands exist, Seagate has a good reputation.

You can also choose a 3.5" drive with the standard (non-SCSI)
interface. They sport high speed (~30 millisecs), low power,
and automatic head parking. But one of those plus the SCSI
controller cost, together, more than a drive with built-in SCSI.

Supposedly, all the standard drives have identical connectors.
You should look for ready-made cables.

Once you have the hardware connected, you need software. Supra
has a nice set of programs for using, booting, examining, etc.
They sell it separately from their drives, for $25. (Where ?)
There are others.

Hope this helps.

- Moshe Braner

ME? I bought an Atari SH204 on sale ($500), it lasted 7 months
and then the drive mech died for no apparent reason. I'm still
undecided on how to fix it, and wish I went homebrew right from
the start.

4637. Re: Making Magic Sac compatible with 128K Roms

Newsgroup: comp.sys.atari.st
Date: 1988-07-16 20:40:01 UTC
From: hase@netmbx.UUCP
Message-ID: <2110@netmbx.UUCP>
Source record: 251587

In article <4132@saturn.ucsc.edu> koreth@ucscb.UCSC.EDU (Froot-Loops Addict) writes:
>In article <1988Jul12.201345.24692@gpu.utcs.toronto.edu> lharris@gpu.utcs.toronto.edu (Leonard Harris) writes:
>>Does anyone have any info on patching magic sac to the 128K roms.
>[deleted]
>>Technically there should be no problem.
>
>I believe there is a technical problem, actually. Isn't the cartridge's
>address bus only 16 bits wide?

The cartridge port gives you 128 KBytes of adress space, this is not the problem.

The problem is, the ROM software cannot run at the adress of the cartridge port. Magic Sac and Aladin (the german MAC-Emulator) load the ROM image into RAM, relocate and patch it (in case of Aladin) to acces the ST hardware rather than the MAC ports, floppy etc, and then run Mac software.

Copying the ROMs into RAM ist what Apple Germany calls "illeagal duplication of copyrighted works"; that's why the Aladin must not be sold anymore to avoid legal action from Apple.
besides: I like it very much. It seems more stable than the Sac; too good? :-)

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4638. Re: Booting

Newsgroup: comp.sys.atari.st
Date: 1988-07-16 20:44:58 UTC
From: farren@gethen.UUCP
Message-ID: <1069@gethen.UUCP>
Source record: 251588

rob@kaa.eng.ohio-state.edu (Rob Carriere) writes:
>It takes a digital circuit at most a couple of hundred
>microseconds to complete any power-up state races.

This is true enough (usually), but if the design is bad, the result might be a state you do not want - such as read/write flipflops being in the "write" state. NOTE: I don't say this happens, and it would be pretty bad design if it did, but it IS possible.

>hard disk or a 5.25 floppy, the rw heads are removed from the media by
>means of a spring. This effect has to be overcome before anything can
>happen; this a mechanical phenomenon, it will take milliseconds. In
>the case of the 3.5 floppy, this device first has to slide open the
>door on the disk before it can even start to think about lowering the
>heads onto the media. If you listen during power-up, you will notice
>that there is a pause of about a second before the disk door slides
>open.

Not on any 3.5" diskette drive I've ever seen. The shutter opens when you put the diskette into the drive. The mechanism is purely mechanical, and has nothing to do with the power. Similarly, a 5.25" drive might possibly have a solenoid to lift the heads when power is removed, but most drives either do not (the heads are in contact with the media whenever the disk is fully inserted and the lever thrown) or have had the solenoid disabled - the "clack-clack-clack" of the solenoid is generally enough to drive you batty real quickly.

What sort of drives do you have, that you can hear this delay?

>In summary, by the time the rw heads get to the point where they could
>do damage, the control circuitry has long since settled down. If
>there are problems, this reflects either a design error in the hard_
>and or software, or a transient glitch.

Hmm. "Transient glitch". Like, the transient glitches that you get all through your system when the power comes up or goes down? You do as you will. I'll continue to take the diskettes out before I power up or down, thank you.

--
Michael J. Farren | "INVESTIGATE your point of view, don't just
{ucbvax, uunet, hoptoad}! | dogmatize it! Reflect on it and re-evaluate
unisoft!gethen!farren | it. You may want to change your mind someday."
gethen!farren@lll-winken.llnl.gov ----- Tom Reingold, from alt.flame

4639. Copying a file over itself

Newsgroup: comp.sys.atari.st
Date: 1988-07-17 03:26:37 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <4507@pasteur.Berkeley.Edu>
Source record: 251589

Last night (at 3AM) I accidently copied a file over itself.
This seems to trash the file rather than touching the date
or doing nothing. Will this be fixed in the new ROM version? (Atari?)

thanks,
James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

4640. ATARI 520ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1988-07-17 22:29:05 UTC
From: joel@otto.lvsun.com
Message-ID: <617@otto.lvsun.com>
Source record: 251590
Cross-posted to: comp.sys.atari.st,misc.forsale,comp.sys.m68k,comp.misc

ATARI 520ST for sale with the following equipment :

(1) SM1224 Color Monitor (Original, Ultra-Crisp Monitor)
(1) Atari ST Mouse (Brand-New)
(1) Double-Sided Disk Drive
(1) 520ST Keyboard Computer

$600.00 or best offer - no reasonable offer will be refused.
Serious inquiries may reach me at (702)-796-6806.

Joel Ax

4641. Re: Upgrading over 4 megs

Newsgroup: comp.sys.atari.st
Date: 1988-07-17 23:14:54 UTC
From: hase@netmbx.UUCP
Message-ID: <2115@netmbx.UUCP>
Source record: 251591

In article <880714032327.837790@HIS-PHOENIX-MULTICS.ARPA> Friesen%PCO@BCO-MULTICS.ARPA writes:
>Ok, now we know it is possable, but could some kind soul tell us how.

I'll try.

I did it. It's not that hard if you have a RAM board you can access like static RAM (a SRAM board or a DRAM board with local refreshing circurit).
Just connect that to the adress and data bus, and provide DTACK to the DTACK line, so the GLUE chip will not issue a BUSERR.

The tricky bit is the software. GEMDOS can use 4 MB, not more. The cusrom chips are the same, they can't use the RAM behind 400000 Hex (right, Atari?). A patched OS/9 works just fine.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4642. Patch Editors and my DX11....

Newsgroup: comp.sys.atari.st
Date: 1988-07-18 01:58:19 UTC
From: ian@umd5.umd.edu
Message-ID: <2924@umd5.umd.edu>
Source record: 251592
Cross-posted to: rec.music.synth,comp.sys.atari.st

(I don't believe in the line eater, I don't!!!)

OK, I have a 1040ST Color system and a Yamaha DX11 synthesizer. I am interested in getting s decent patch editor/librarian PD - or cheap. I currently have been using a program called TXLIB2 which is a share-ware product written for the TX81Z. It will transfer patches *to* the DX11 fine, and even edit patches *in* the DX11 fine, but when I try to sedn patches *to* the computer I just get the first one or two patches correct and the rest of the 32 are all garbage. I know some friends with TX modules for whom the program works fine *both* ways. I have tried the System Exclusive feature of Michtron's SuperConductor MIDI sequencing program and get it to receive the patch info from the DX11, but when I try to send it back to the DX11 I get a 'MIDI CSUM Error' which tells me that some type of handshaking was missing.

Any help on this would be greatly appreciated. I do plan on getting Hybrid Arts SmpteTrack soon and a decent librarian/editor, but the cash is scarce and the wolves are at the door - so a temporary solution would be great!!!

Thanx....

Rick Random - 'He's Our Man, if anyone can do it - He Can!'
---
ian@umd5.umd.edu

4643. Shell Archiver??

Newsgroup: comp.sys.atari.st
Date: 1988-07-18 08:00:48 UTC
From: Allanon@cup.portal.com
Message-ID: <7445@cup.portal.com>
Source record: 251593

Can someone out there tell me where I can find a shell-archiving program? What I really need is a program which will un-shell-archive files. There are several things in comp.sources.unix I want to look at, but they are shell-archived, and I can't un-do them. Any info would be appreciated.

Thanks very much,

Arnie Elkins

Allanon@cup.portal.com
sun!cup.portal.com!allanon

4644. Re: MIDI Thru

Newsgroup: comp.sys.atari.st
Date: 1988-07-18 11:39:00 UTC
From: wayne@inmet.UUCP
Message-ID: <148900006@inmet>
Source record: 251594

Or since the MIDI thru port reproduces everything received at the MIDI
in, you should be able to handle it in your software (I'm assuming you're
writing your own).
keith

4645. Re: RE: Making Magic Sac work with 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1988-07-18 15:06:04 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3251@druhi.ATT.COM>
Source record: 251595

in article <69.012922@adam.DG.COM>, PETER_BROWN@maw.ceo.dg.COM says:
> I talked with Data Pacific a few days ago, and they said that they
> were working on several things, two of them were...
> 1) Making Magic Sac work with 128K ROMs. They said that this was
> still in the development stages.
> 2) A five fold speed up for the Transaltor One. This was currently
> in beta test.

Data Pacific is not working on a 128K ROM version of the Magic Sac. Dave Small is working on one but not for Data Pacific. Data Pacific's management has not accepted the fact that Dave (and I for that matter) have left and are not coming back. They still believe that we are going to return bringing great and wonderful new programs with us, so they refer to Dave and my new work as their own.

There is a new version of the Magic Sac that improves disk performance. Version 6.1 increases disk I/O by up to a factor of 10 on Magic format floppies and on hard disks. Unfortunately there is no change in the performance of the Translator One since it is limited by the bandwidth of the MIDI ports not by software.

Dan Moore ex-Data Pacific programmer,
AT&T Denver technical support, hardware
ihnp4!druhi!dlm tester and general go-fer.

4646. cannot get to apratt@atari.uucp

Newsgroup: comp.sys.atari.st
Date: 1988-07-18 15:35:25 UTC
From: roeder@sbsvax.UUCP
Message-ID: <542@sbsvax.UUCP>
Source record: 251596

Sorry for the netwide posting, but i tried to reach Allan Pratt a few times
and always get the following message:

> From: MAILER-DAEMON%bellcore.bellcore.com@unido.uucp (Mail Delivery Subsystem)
> Subject: Returned mail: Cannot send message for 3 days

> ----- Transcript of session follows -----
> 421 <pandora!harvard!ames!atari!apratt>: Connection refused by pandora
>
> ----- Unsent message follows -----

Can someone please tell me another path to atari. This one obviously wouldn't
work.

Thanks
Edgar

4647. Captain Blood by Mindscape

Newsgroup: comp.sys.atari.st
Date: 1988-07-18 16:13:27 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <1992@silver.bacs.indiana.edu>
Source record: 251597

We're hooked... but frustrated! Has anyone ever seen one of the clones in Captain Blood?? This game is really neat, but maybe we just don't have the right mindset for it. We've found all kinds of aliens, but have never managed to find a clone (that we know of, at least)...

Anyone want to trade information?

Also, just curious... has anyone ever played this in mono? The docs say "color preferred", but nothing about required...

Internet: stowe@silver.bacs.indiana.edu
UUCP: stowe@silver.UUCP
Bitnet: IHLS400@INDYCMS.BITNET
GEnie: HS

4648. Medium Change Bug - Mega

Newsgroup: comp.sys.atari.st
Date: 1988-07-18 16:41:01 UTC
From: gibson@trwrb.UUCP
Message-ID: <7133@trwrb.UUCP>
Source record: 251598

I have a Mega St 2 under warranty. How do I check for the disk drive
"medium change bug"?

Gregory Gibson
gibson@trwrb.UUCP
--
Gregory Gibson
{...ihnp4,ucbvax}!trwrb!gibson

4649. Re: Obliterator - a game ? Pull the other one !

Newsgroup: comp.sys.atari.st
Date: 1988-07-18 18:19:40 UTC
From: jac423@leah.Albany.Edu
Message-ID: <792@leah.Albany.Edu>
Source record: 251599

In article <1894@brahma.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
> Yeah! I agree. At Psygnosis I reckon graphic artists outnumber programmers
> about 10 to 1. It's the old story "Nice picture, shame about the gameplay".

Actually, there is only one artist working for psygnosis. His name is
Roger Dean and his art used to be quite popular. He did all the art for
Yes (pre-90125) and ASIA, as well as the pictorial "War of the Worlds"
(which features the Terrorpods)... He and his brother also designed the
stage setups for Yes in the 70's.

--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@rachel.albany.edu

4650. Atari 520ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1988-07-18 18:28:53 UTC
From: jac423@leah.Albany.Edu
Message-ID: <793@leah.Albany.Edu>
Source record: 251600

```
Atari 520ST system for sale:

Atari 520ST computer
Color Monitor
Two SS Disk Drives
Atari SMM804 Dot-Matrix printer

plus store bought software and hardware worth over $800:
Megamax C
Hippo Sound Digitizer
Music Studio
The Bard's Tale
Dungeon Master
Sundog
The Pawn
S.C.I.
and much more

plus approx 100 disks full of PD, ShareWare, etc.

Asking $800. You can reach me at home at (914) 225-0933 after
5pm on weekdays.
--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@rachel.albany.edu
```

4651. Re: problems with hinstall-->> USE HDB

Newsgroup: comp.sys.atari.st
Date: 1988-07-18 20:41:42 UTC
From: gert@nikhefh.hep.nl
Message-ID: <488@nikhefh.hep.nl>
Source record: 251601

In article <561@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>I'm having trouble running the hard disk driver installation program,
>hinstall.prg. After selecting Install from the menu-bar and clicking
>on Yes (Do you really want to etc...) the program bombs (bus error).
>I've retried after disabling all AUTO *.prg's (except for AHDI.PRG)
>and all accessories, but the problem remains (so it shouldn't be
>my fault 8-). ARC.TTP says that all files in the archive are ok.

I use hdb version 2.3 with no problems at all. In my opinion this is a better program than atari's hinstall because you can make any partition on the disk bootable, not just the C partition. Like hinstall you can disable harddisk booting by holding down shift control and alternate. Furthermore hdb can be deinstalled quite easily. The only required is a copy of ahdi.prg in the root directory of the disk you wish to boot from (hbd installs a 'read only' disk driver on the bootsector of the boot volume which reads the "real" ahdi).

If you want I can upload it to the net; I've thrown away the docs, since installing is dead easy.

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

4652. Networking STs together...Help Wanted!

Newsgroup: comp.sys.atari.st
Date: 1988-07-18 21:52:47 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <2688@vice.ICO.TEK.COM>
Source record: 251602

I am trying to find out if there is any company that has networking hardware available for the ST. What I want to do is connect 3 1040 STs together in an office environment with one ST as the "master" which has a 20 meg hard drive. I would like to be able to transfer files back and forth from this "master." The cable distance between the 3 systems would be a maximum of 60 feet.

Can anyone help? I've heard whispers and rumors, but no one knows who, when, or how much. Any help would be greatly appreciated.

Keith
keithr@vice.ICO.TEK.COM

4653. Re: slow in mono and 68020 boards...???

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 00:00:00 UTC
From: fst@mcgp1.UUCP
Message-ID: <1459@mcgp1.UUCP>
Source record: 251603

In article <3960@watvlsi.waterloo.edu>, jparker@watvlsi.waterloo.edu (James Parker) writes:
> Secondly, I have also heard reports of 68020/68881 boards available for
> the ST (ie. a series of articles in the German magazine c't) and at the
> same time, I have been told by several people that at present TOS does
> not handle the 68020 instruction set (TOS uses instructions for system
> calls that are now legal 68020 instructions, etc).
> So, does this mean that those people using 68020's are running different
> operating systems...?
> ...
> James

One of our German customers has IDRIS OS (our product) running on this 68020 board. As he tells me, that you also need the new/patched TOS ROMS which the manufacturer also supplies.

He sent us the schematics for this board and our hardware engineer says it is pretty straight forward. They also sell a memory card for this 020 card.

NOTE : the fact that our customer has IDRIS running on the 020 card, does not mean that we officially support it. We would officially support this card after testing it (we do not have one yet).

Sincerely
--
Fariborz ``Skip'' Tavakkolian

UUCP ...!uw-beaver!tikal!mcgp1!fst

4654. Re: Hard Disk Problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 00:12:25 UTC
From: parkb@csri.toronto.edu
Message-ID: <8807190132.AA18767@ellesmere.csri.toronto.edu>
Source record: 251604

I want to thank those who replied to my SOS on the hard disk problem I was having with my Supra Drive 20Meg. It basically came down to that nasty 40 folder limit. Perhaps most of you know this, but I was under the impression that the limit only referred to the number of folders one could keep on a particular level; I did not realize that it also applied to the number of folders one could *look* into during a session. Well, having a little over 100 folders altogether on my three partitions, I was just asking for it.

The solution was of course FOLDRXXX.PRG. (Thanks to Hugh Redelmeier who sent it over to me.) This program should be used by everyone with a hard disk! In fact, if you use the recently posted FATSPEED.PRG (speeds up your hard disk fat table access) then you *must* use foldrxxx. Otherwise, you will certainly start wiping out files on your hard disk. Take it from a person who is weeping over five of them.

On Jack Mason's point that perhaps my D: partition, at 4 Megs, may be too small, I have not noticed anything extra-ordinary yet.

Oh, one last thing. Due to an error an my part, my original article would not have reach anyone outside North America. This followup, however, contains enough to compensate. I have now absolutely no complaints about my Supra Drive, except for that rather loud hum (but that's another story). Thanks everyone.

Brian Park

parkb@emca.waves.toronto.edu
(or parkb@csri.toronto.edu if you are forced)
(no UUCP address because I haven't figured out how UUCP works... :-))

4655. Re: Making Magic Sac work with 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 08:01:28 UTC
From: mstreet@crash.cts.com
Message-ID: <3221@crash.cts.com>
Source record: 251605

In article <69.012922@adam.DG.COM> PETER_BROWN%MAW.CEO.DG.COM@adam.dg.com writes:
>I talked with Data Pacific a few days ago, and they said that they
>were working on several things, two of them were...
>1) Making Magic Sac work with 128K ROMs. They said that this was
>still in the development stages.

Not true! I just had dinner with Dave Small (Creator of Magic Sac), who
doesn't work for Data Pacific anymore and he said that he is working on
the 128K ROM version and that it should be ready around Christmas. But it
won't be marketed by Data Pacific but rather by his new company 'Gadgets Inc.'
He is giving this project TOP priority and I, for one, am looking forward to
it with great anticipation.

Mike

--
UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!mstreet
ARPA: crash!pnet01!mstreet@nosc.mil
INET: mstreet@pnet01.cts.com
PAPERNET: 1184 Blackbird St. El Cajon, CA. 92020
SOUNDNET: (619) 449-3515

Spock: "They are not the hell your whales."

4656. Tom Hudson is leaving us!

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 08:13:40 UTC
From: mstreet@crash.cts.com
Message-ID: <3222@crash.cts.com>
Source record: 251609

I just heard the terrible news that Tom Hudson is leaving the ST to go to the IBM! I have only one thing to say about this:

TOM! PLEASE DON'T LEAVE US! I'm sure all of you will agree with me that Tom Hudson has done more for the Graphics capabilities of the ST than any other single person and that such a loss would be disasterous to the ST communitity. I hope that Tom will change his mind or at least support the ST as well as the IBM.

And that's the opinion of one concerned Atari ST citizen...

Mike

UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!mstreet
ARPA: crash!pnet01!mstreet@nosc.mil
INET: mstreet@pnet01.cts.com
PAPERNET: 1184 Blackbird St. El Cajon, CA. 92020
SOUNDNET: (619) 449-3515

Spock: "They are not the hell your whales."

--
UUCP: {cbosgd, hplabs!hp-sdd, sdcsvax, nosc}!crash!pnet01!mstreet
ARPA: crash!pnet01!mstreet@nosc.mil
INET: mstreet@pnet01.cts.com
PAPERNET: 1184 Blackbird St. El Cajon, CA. 92020
SOUNDNET: (619) 449-3515

Spock: "They are not the hell your whales."

4657. Re: alternative hard drives

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 12:23:19 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1623@usl-pc.UUCP>
Source record: 251606

I have called them (Tech Specialties) about their kit, and the price they gabve me was $299 not $269, hmm, I like your price better. Be advised that the kit that you are describing is an MFM controller, for an RLL controller, add $80. Still a real good price though. Could you post the name/place where you are getting such a good price on the Seagate 42 meg 28ns drive?

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------
GEnie: J.JOUBERT | \/ \/

4658. Re: Mono shakes

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 12:28:32 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1624@usl-pc.UUCP>
Source record: 251607

When you find out why it shakes, would you post it? My mono monitor shakes also, and I do not have a color monitor nearby when running mono. My monitor also locks in on different places when I turn it on, as well as a skewed look in one corner.

John

4659. Re: Networking STs together...Help Want

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 13:02:00 UTC
From: devon@hcx1.SSD.HARRIS.COM
Message-ID: <46700011@hcx1>
Source record: 251608

QMI was working on ST-NET, which supposedly networked ST's together
using the midi ports and rj11 connectors. It was supposed to be
pretty cheap, but I don't now if it has been released yet.

4660. Re: How not to boot from your hard disk.

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 13:16:17 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <489@laura.UUCP>
Source record: 251610

```
In article <1094@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>************************************************************************
>* *
>* COLD cold boot code: copy a bit of code to $8, then jump to it. *
>* The bit of code clears RAM starting from its own end, until it *
>* gets a bus error. Then it jumps to the start of the ROM. *
>* *
>* This will obliterate any eternal RAM disks, caches, auto-booting *
>* hard disks, etc., and give you the coldest boot you can get without *
>* turning off the power. Colder, on a Mega, because the RAM holds *
>* its contents for >10sec sometimes. *
>* *
>************************************************************************

Why not simply set memvalid (0x0420) to zero and jump through 0x0004?

+--------------------------+-----------------------------------------+
| Rainer Klute | UUCP: klute@unido.uucp |
| University of Dortmund | (...uunet!mcvax!unido!klute) |
| Dept. of CS | BITNET: klute@unido.bitnet |
| P.O. Box 500500 | |
| D-4600 Dortmund 50 | |
+--------------------------+-----------------------------------------+
| Federal Republic of Germany |
+-------------------------------------------------------------------+
```

4661. Re: Copying a file over itself

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 14:55:08 UTC
From: leo@philmds.UUCP
Message-ID: <565@philmds.UUCP>
Source record: 251611

In article <4507@pasteur.Berkeley.Edu> landay@cory.Berkeley.EDU (James A. Landay) writes:
>Last night (at 3AM) I accidently copied a file over itself.
>This seems to trash the file rather than touching the date
>or doing nothing. Will this be fixed in the new ROM version? (Atari?)

Tried it with a 14K file (i.e. copying from the Desktop), but the
contents remained the same. The date was changed.
Then I tried it with a simple copy program, like this:

```
#include <stdio.h>
#include <fcntl.h>
#include <osbind.h>

main()
{
int fdi, fdo, nread;
char buf[BUFSIZ];

fdi = Fopen("test.dat",O_RDONLY);
fdo = Fopen("test.dat",O_WRONLY|O_CREAT|O_TRUNC);

while ((nread = Fread(fdi,BUFSIZ,buf)) > 0) {
Fwrite(fdo,nread,buf);
}
Fclose(fdi);
Fclose(fdo);
}
```

Odd enough, even though O_TRUNC was specified the contents remained the
same (in Unix you would get an empty file). Also the date was not changed.
Interchanging the Fopen calls didn't make any difference.
So the next question is perhaps: what ROM version are you using now?

Leo.

B.T.W. What in the world made the GEMDOS writers decide to swap the
second and third parameter in the Fread and Fwrite calls, compared with
Unix read() and write() ? Since they 'leant' quite a few things from Unix,
wouldn't it have been easier to use the same parameter ordering?

4662. Re: Carrier Command / Publishing Partner Professional

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 17:54:40 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8807191816.AA06434@ucbvax.Berkeley.EDU>
Source record: 251612

> Date: 13 Jul 88 11:58:02 GMT
> From: mcvax!ukc!mupsy!liv-cs!sqrkl@uunet.uu.net
> Subject: Carrier Command is NOT the best 3-D game !
> To: info-atari16@score.stanford.edu

Richard K. Lloyd, {backbone}!mcvax!ukc!mupsy!liv-cs!SQRKL writes:

>
> In article <1894@brahma.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
> [Lots of (well-justified) bad-mouthing about Carrier Command deleted]
> >
> > On the plus side:It has the fastest,smoothest, solid 3D graphics I have ever
> > seen on any micro.
>
> Ahem ! I think you've not seen Zarch on the Archimedes ! It completely
> outclasses Carrier Command in all departments.

I would like to see one of these mythical Archimedes machines. I know
plenty of people who have PCs, Macs, STs, Amigas but I have yet to
meet someone who has one of beasts. Are they restricted to England?
Are we going to have a 'my Archimedes can beat your st with half a
meg tied behind its back' wars?

BTW: I got my Publishing Partner Professional update last week and
eagarly booted it up. It looked really sharp, I start to work, and
2 bombs, 3 bombs, 4 bombs, more. What a disappointment. They say
in an enclosed letter that they know of most of the bugs and are
working on them. I guess we will have to wait for the upgrade to
the upgrade. SIGH...

Norm Frech

****
"Verbatim regurgitation is against my principles" - Neal, The Young Ones.
****

4663. Latest Softvax listing

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 18:03:00 UTC
From: Poulin@RADC-MULTICS.ARPA
Message-ID: <880719180357.002858@RADC-MULTICS.ARPA>
Source record: 251613

Here is the latest Atari ST Softvax listing (FILES.DOC). Files can be obtained by FTPing as USER:GUEST w/password GUEST. The software is in 'ARC' format in COEE:[ANONYMOUS.ATARI16]

Enjoy,
Marc

Marc C. Poulin AT&T: (315)336-7564 GEnie:
MicroByte Distributors ARPA: Poulin@RADC-MULTICS M.POULIN
6480 Monument Road Archive@RADC-SOFTVAX
Rome, NY 13440-7210 CIS: 72737,2703

Atari ST SOFTVAX Archives ...as of 07/18/88 139 files

Filename Size Description...

==========

AC .ARC 35K AC Circuit analysis program ACCLOAD .ARC 1K Loads accessories from the ACCS folder AIM231 .ARC 156K Latest version of a very good image processing program AIM231IM.ARC 243K Image files for AIM231.ARC ALARMCLK.ARC 9K Corner clock w/5 alarms AMIGABA2.ARC 9K Amiga bouncing ball demo ANIMATIC.ARC 97K Demo of Lo-Res animation program (no time limit) ARC .TTP 35K ARChive program -use this to deARC files from here ARCSH18 .ARC 5K An excellent shell for ARC.TTP ARCSH191.ARC 14K Newest version of the ARC Shell ASCTO1ST.ARC 7K Convert ASCII text files to 1ST Word format ASH .ARC 56K 'A SHell' v0.70 ASSMBL .ARC 20K Assembler from West Germany ATCONV .ARC 8K ASCII to ATASCII and vice-versa AUTOCOPY.ARC 6K Automatically copies file to RAMdisks etc. AUTODIAL.ARC 12K Accessory for autodialing Hayes modems BACKUP .ARC 9K Simple hard disk backup utility BARREL .ARC 4K Moshe Braner's print spooler BOOTMST .ARC 37K Bootup utility BOOTPI .ARC 3K Bootup w/DEGAS picture CALLTIME.ARC 14K Log time of incoming calls CHKFMT .ARC 14K Shows how floppy was formatted CLI .ARC 13K Command line interpreter accessory CLR3000 .ARC 14K ColorBurst 3000 demo COLDBOOT.ARC 0K Utility to do a software coldboot COMPRESS.ARC 39K UN*X-type compression program COREWARS.ARC 26K Battling computer programs CPM .ARC 146K Atari's Z80 CP/M emulator CPRINT .ARC 12K Pretty printing of C programs CRABS .ARC 4K An accessory for 'bugging' the screen CT .ARC 8K Copies files with time stamp D .ARC 55K Cute graphics demo from Germany DCFMTCLR.ARC 24K Versatile extended-format disk formatter and more DCOPY19 .ARC 19K Disk utilites, archiver, text converter etc. DCTRAND .ARC 6K Demo of DC Transfer (send only) DESKPAK .ARC 154K Integrated notepad, calculator, appt book accessory DIRCNT .ARC 11K Counts subdirectories DISKMECH.ARC 56K Good disk editor, copier. Analyzes disk protection DISKTOP .ARC 23K Keeps track of files and disks DISTOMWC.ARC 35K Dissasemble files in

MWC-compatible format DLII024 .ARC 74K Disk optimizer, checker etc. DLXPIANO.ARC 36K Keyboard piano DSCAN100.ARC 50K Expanded version of DISKTOP DSTAR .ARC 26K EAMON Deathstar adventure (requires EAMON_MT.ARC) EAMON_MT.ARC 91K EAMON adventure system master and beginner's cave EASELST .ARC 54K Uses DEGAS picture as desktop (demo) ETRNL2 .ARC 3K Reset-proof RAMdisk EZSQUEEZ.ARC 8K Squeezer FASTCOPY.ARC 18K Nice disk copier FDI .ARC 42K Floppy disk indexing program FOLDERS .ARC 0K Program to check how many folders have been used FOLDRXXX.ARC 1K Atari's 40 folder limit fix FORTH .ARC 178K Forthmacs v1.1 FSELV55 .ARC 14K Excellent alternative file selector FSELV60 .ARC 17K New version of a nice file selector FSTDFREE.ARC 6K Faster DiskFree routine GIFSHW2 .ARC 25K Shows .GIF pics in medium or high res GOBANG .ARC 35K Mono-only Gomoku game GRAIL .ARC 40K EAMON Grail adventure (requires EAMON_MT.ARC) GULAM .ARC 104K Version 1.03.04 of an excellent command shell HACK103 .ARC 191K Rogue-like adventure game HDBOOT .ARC 9K Writes boot sector to hard disk HEAD .ARC 8K UN*X 'head' program HOTSHOT .ARC 42K Checkers game v1.8 HPTERM .ARC 21K HP terminal program ICON65 .ARC 145K The ICON programming language JP_ART .ARC 39K Pattern color graphics KAL .ARC 1K Kaleidoscope program KBEXT .ARC 9K Enter any character using ALT key KEYCLICK.ARC 1K C source to turn keyclick on and off LARN12 .ARC 112K Hack/Rogue type adventure game LIFE .ARC 4K Low-resolution Life game L-UTILS .ARC 31K RAMdisk and disk cache pair MAC .ARC 4K Drop-down menu control, put in auto folder MANDLBOX.ARC 68K Fractal generator, very nice MANYBOIN.ARC 3K Lots of bouncing balls MEGAROID.ARC 37K Asteroids-type game MEGMATIC.ARC 14K Megamatic - Ramdisk,spooler,resetter + more MELT .ARC 3K Interesting accessory that does just what it says MEMTEST .ARC 1K Simple memory tester MFPS .ARC 86K Metafile to PostScript converter MGNUEMAC.ARC 51K Micro-GNU-Emacs program, good editor MOBZUTIL.ARC 10K Disk utilities in an accessory MONOPOLY.ARC 111K Excellent Monopoly implementation MONOWARE.ARC 9K Monochrome on a color ST MORE14 .ARC 2K Replaces SHOW PRINT CANCEL MOUSETRP.ARC 0K Put in AUTO folder to stop accidental menu drop-downs NX1000 .ARC 6K Accessory to set NX1000 printer attributes PALINOUT.ARC 3K Save and restore pallette and disk volume labeler PASSWORD.ARC 13K Accessory that prompts for a password upon bootup PCOMMAND.ARC 31K MS-DOS-like shell PEARL .ARC 70K 3d ray-tracing of reflective spheres PEXEC .ARC 5K Allan Pratt's PEXEC Cookbook PICSW7 .ARC 36K Multiple-format picture viewer PRIVEYE .ARC 10K Check system information PROFILE .ARC 26K Analyzes how much time is spent in program routines PROGEM .ARC 116K Tim Oren's Professional Gem series (1-13) RAMLED .ARC 2K Lights up drive light when RAMdisk is in use RATFOR .ARC 22K Ratfor preprocessor RESTORE .ARC 17K Restores HD backups (works well with Turtle) ROCP8 .ARC 5K Read-only Control Panel RUNPRG .ARC 12K Run programs from the accessory menu SCACHE .ARC 0K A disk cache from Moshe Braner SECTED .ARC 21K Sector editor SEEKTS .ARC 14K Floppy drive seek tester SHAR .ARC 21K Shell archive creator/extractor plus source SNAPSHOT.ARC 2K An accessory to take a DEGAS format screen snapshot SOLAPAK .ARC 18K Working demo of integrated RAMdisk, spooler and more SOLITARE.ARC 16K Accessory that plays solitare SPELL .ARC 25K Spell-check program SPOOL11 .ARC 2K MichTron's Printer Spooler

STALKPRO.ARC 141K Working demo of QMI's ST Talk Professional 2.0
STARCHRT.ARC 21K Computer stargazing STCRS .ARC 3K Restores DESKTOP.INF
pallette on command STRTUP15.ARC 35K Versatile start-up command system
STSPEECH.ARC 14K Speech synthesis in software SUPBOOT4.ARC 19K Select
accessories on startup (no docs) TEMPLMON.ARC 19K Machine language
monitor and debugger THIN .ARC 0K Salvage floppy data by using second
FAT TURBODOS.ARC 20K Cache to speed Hard Disk access TWISTER .ARC 6K
Formats floppys for faster access UD .ARC 1K An accessory to invert your
screen UEDIT .ARC 4K Utility to trace program vectors UNDOUB .ARC 9K
Remove successive identical lines from textfile UNITERM .ARC 157K Simon
Poole's Uniterm v2.0d rev 10 w/support files UPROOT .ARC 5K Forces a
media change UUCICO .ARC 33K Alpha-test of UUCICO for the ST UUPC .ARC
34K Alcyon C sources for ST UUCP program UW .ARC 52K UN*X Windows for
the ST VBI .ARC 8K Vertical-blank interrupt package VDU .ARC 8K ST Virus
killer VEROFFON.ARC 1K Turns floppy verify flag on and off VISCALC .ARC
72K Spreadsheet VOLUME .ARC 2K Change the volume label on a disk WINDOW
.ARC 15K Breakout-like game WOWDEMO .ARC 120K Impressive graphics and
sound demo XFORM12 .ARC 83K Atari 800 emulator XPROGS .ARC 12K XMODEM
upload and download programs XPROLOG .ARC 54K XPROLOG v2.0
==========

4664. Re: Shell Archiver??

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 18:29:07 UTC
From: wrs@pupthy2.PRINCETON.EDU
Message-ID: <3308@phoenix.Princeton.EDU>
Source record: 251614

> Can someone out there tell me where I can find a shell-archiving program?
> What I really need is a program which will un-shell-archive files. There
> are several things in comp.sources.unix I want to look at, but they are
> shell-archived, and I can't un-do them. Any info would be appreciated.
> Thanks very much,
>
> Arnie Elkins

Well, there's always the MKB (Monkey with KeyBoard :-) un-shell-archiver.
Sit down with your favorite text editor and split the shell archive by hand.

For all the shell archives I've seen, it shouldn't be difficult, just a mite
bit tedious. If you know Un*x, you'll readily see what the 'cat's and 'sed's
were supposed to do. Even if you don't, looking at the file and a little
meditation should lead to a train of thought along the following lines:
"Hmm... this seems to want to make a file called 'Foo.c'... yeah, this looks
like C code, but there's an X stuck on the front of each line... well, if
I copy the file to 'Foo.c', delete all the lines from the beginning to HERE
and from THERE to the end, and then delete all those leading X's...
yeah, that should do it..."

The whole point is that sometimes we get too tied down to having the computer
do all our work for us. (Ever hunt for your calculator just to add two 2-digit
numbers? I know I have.) Just because something could be done easier and
faster on a computer, it doesn't mean that it CAN'T be done WITHOUT one.

I hope you find a un-shell-archiver, they're nice things. (I believe one may
have been posted to comp.sources.unix a while back, but that just leads you
back to the original problem, plus the work of porting it.) But if the
shell archive contains something you'd really like to have a look at,
you might want to consider spending half an hour with an editor splitting
it manually instead of waiting a week or more to get an un-archiver to
get the computer to split it for you. Either way, good luck.

William R. Somsky Physics Dept ; Princeton Univ
wrs@pupthy.Princeton.EDU PO Box 708 ; Princeton NJ 08544

4665. More Gulam problems

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 19:33:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880719193319.2.JRD@MOA.SCRC.Symbolics.COM>
Source record: 251615

I recently discovered why my ARC was behaving so strangely. When I tell gulam "arc a foo *.c" gulam attempts to expand the "*.c" into "foo.c bar.c baz.c ...", and substitute that list of file names into the arglist before starting up ARC. the problem, of course, is that if you've got very may files, gulam comes up with a ridiculously long arglist, and ends up trying to call ARC with a bogus argstring, or otherwise getting confused.

Checking the GULAM doc reveals some stuff about how it's a feechur (as opposed to a bug in a tux) that it attempts to outsmart itself this way, but I couldn't find any way to disable the feechur. Does anyone know if it's possible?

4666. Re: News blurb on Computer Chronicles

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 21:57:00 UTC
From: powers@devcim.dec.com
Message-ID: <8807191916.AA09230@decwrl.dec.com>
Source record: 251616

Warning Atari bashing ahead

> Newsgroups: comp.sys.atari.st
> Path: decwrl!labrea!agate!pasteur!ames!necntc!linus!alliant!rosenkra
> Subject: Re: Idris??
> Posted: 18 Jul 88 11:08:04 GMT
> Organization: Alliant Computer Systems, Littleton, MA
>
>
> ----
> i just say a news blurb on the PBS tv show "computer chronicles" saying
> (can u guess???) atari has delayed it's [fabled] transputer and unix
> box...
>
> BTW: has atari ever shipped any CD thingies yet?
>
> -bill

Gee anybody who has been involved with the ST probably could have
told you that was gonna happen. Doesn't it make you wonder how they
ever managed to design build and ship the original ST in the short
time that they supposedly did! ;^)
I know I can't wait to replace the OS with minix, and forget about
atari and all their blowing off at the mouth. If you need convincing
that atari doesn't support the machine, go read the preliminary review
done by Byte magazine of the 1040. I believe it was the March issue
of 1986. Especially note the interview with their engineer Shirav
Shivji (sp??), and all the stuff they were gonna have that has never
shown it's face. I bought my machine based on that article, instead
of an Amiga, and it is one of the biggest mistakes I ever made.

Bill Powers

#include disclaimer.h
/***
* If you had a VAXstation II/GPX, you would be able to see the incredible 3d *
* graphics I've inserted at this point, but you don't, so you can't!!! *
--
* all flames to NL: not /dev/null since I use a real OS not a toy OS like UNIX *
--
* The opinions expressed herein are mine, and not DEC'S, but they can be made *
* yours if you send $19.95 plus $2.50 S&H to POWERS%DEVCIM.DEC@DECWRL.DEC.COM *
***/

4667. Re: Copying a file over itself

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 22:51:22 UTC
From: gert@nikhefh.hep.nl
Message-ID: <489@nikhefh.hep.nl>
Source record: 251617

```
In article <565@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>In article <4507@pasteur.Berkeley.Edu> landay@cory.Berkeley.EDU (James A. Landay) writes:
>>Last night (at 3AM) I accidently copied a file over itself.
>>This seems to trash the file rather than touching the date
>>or doing nothing. Will this be fixed in the new ROM version? (Atari?)
>
>Tried it with a 14K file (i.e. copying from the Desktop), but the
>contents remained the same. The date was changed.
>Then I tried it with a simple copy program, like this:
>
>#include <stdio.h>
>#include <fcntl.h>
>#include <osbind.h>
>
>main()
>{
> int fdi, fdo, nread;
> char buf[BUFSIZ];
>
> fdi = Fopen("test.dat",O_RDONLY);
> fdo = Fopen("test.dat",O_WRONLY|O_CREAT|O_TRUNC);
>
> while ((nread = Fread(fdi,BUFSIZ,buf)) > 0) {
> Fwrite(fdo,nread,buf);
> }
> Fclose(fdi);
> Fclose(fdo);
>}
>
>Odd enough, even though O_TRUNC was specified the contents remained the
>same (in Unix you would get an empty file). Also the date was not changed.
>Interchanging the Fopen calls didn't make any difference.
>So the next question is perhaps: what ROM version are you using now?
>
> Leo.
>
>B.T.W. What in the world made the GEMDOS writers decide to swap the
>second and third parameter in the Fread and Fwrite calls, compared with
>Unix read() and write() ? Since they 'leant' quite a few things from Unix,
>wouldn't it have been easier to use the same parameter ordering?

The GemDos Fopen call has no flag O_TRUNC. Sometimes GemDos is way off the
Unix standard. (certainly in speed). In order to mimic the O_TRUNC you
should have your own open call, something like this:
```

```
open ( name, mode )
char *name;
int mode;
{
int fd;
struct statbuf statbuf;

if ( mode & O_TRUNC ) {
if ( stat ( name, &statbuf ) == 0 ) {
if ( statbuf.attr & (F_VOLUME|F_DIR|F_READONLY) ) {
errno = EACCDN;
return ( OPENERR );
}
if ( unlink ( name ) < 0 )
return ( OPENERR );
mode |= O_CREAT;
}
}

fd = Fopen ( name, mode & 3 );
if ( fd < -3 && ( mode & O_CREAT ) ) /* try to create the file */
fd = Fcreate ( name, 0 );

if ( fd >= 0 && ( mode & O_APPEND ) ) /* seek to EOF */
Fseek ( 0L, fd, 2 );

if ( fd < -3 ) {
errno = fd;
return ( OPENERR );
}
return ( fd );
}
```

Also notice the nice effect of writing to a 1024 byte long file with read and write access on byte 24 for example. The file will remain 1024 bytes long!

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

4668. software for theatre work?

Newsgroup: comp.sys.atari.st
Date: 1988-07-19 23:34:00 UTC
From: FORSTER@cs.umass.EDU
Message-ID: <8807202357.AA00978@ucbvax.berkeley.edu>
Source record: 251618

Does anyone out there know of theatre software which runs on IBM-PC's, Apple][e's, Atari ST's, Mac's, or Amiga's? (Sorry for the broad cross-posting, but it seems there's no net news group specifically set up for things theatrical.)

A friend of mine does set design, and remarked that no program seems to have been written with a set designer in mind. We got to talking about it, and decided that choreography could be also made easier with a computer (instead of having the whole cast out on stage running up and down doing variations of a number). It strikes me that both could be helped a little by a good drawing package which allowed the use of different perspectives and of animation, but I imagine someone who does more theatre work would find a need for facilities I haven't thought of.

So, to sum up, does anyone out there know what's available for theatre work, particularly set design and choreography, but also lighting, or anything else you can think of.

Please send replies directly to me, as I don't subscribe to all of these digests.

Thanks in advance, David

ARPA/MIL/CSnet: forster@cs.umass.edu
BITNET: forster@umass
UUCP: ...!uunet!cs.umass.edu!forster@uunet.uu.net

4669. Re: need a fast (9600) vt100 emulator.

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 02:06:27 UTC
From: fischer@netmbx.UUCP
Message-ID: <2127@netmbx.UUCP>
Source record: 251619

In article <453@dms.UUCP> morris@dms.UUCP (Jim Morris) writes:
>
>I need recommendations for a fast vt100 emulator on the st.
>It has to be able to keep up with data coming in at 9600 baud.
>
>I have tried AnsiTerm, and Flash so far, and they seem to be
>around 2400 Baud.
>
>I believe the problem is the screen update rate. These programs will
>allow you to talk to the port at 9600 (Even 19200), but the time they
>take to write to the screen slows them down to about 2400.
>
>So anyone out there know of one??
>
> Thanks.

PC/InterComm will do the job ! It's a very nice program and it works superb.
A friend of me has it run on his ST as a system console at 9600 bps for his
UNIX system.
He has never has any problems with it.

-Axel

Domain: fischer@netmbx.UUCP | What is now proved
Europe: ...!unido!tub!tmpmbx!netmbx!fischer | was once only imagined.
USA: ...!pyramid!tmpmbx!netmbx!fischer | (William Blake - The Marriage
| of Heaven and Hell)

4670. Re: Copying a file over itself

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 04:40:59 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <4554@pasteur.Berkeley.Edu>
Source record: 251620

In article <565@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>In article <4507@pasteur.Berkeley.Edu> landay@cory.Berkeley.EDU (James A. Landay) writes:
>>Last night (at 3AM) I accidently copied a file over itself.
>>This seems to trash the file rather than touching the date
>>or doing nothing. Will this be fixed in the new ROM version? (Atari?)
>
>Tried it with a 14K file (i.e. copying from the Desktop), but the
>contents remained the same. The date was changed.
> [stuff deleted]
>So the next question is perhaps: what ROM version are you using now?
>
> Leo.
>
I am using the US TOS ROM that is the one available prior to the Megas
(it is probably 1.5 years old)

I just tried it again. I first booted with a disk that had no auto
folder or desk accessories. I then copied the file (an 18K text file, a
1K file seemed to work fine) to the same directory. Got the message
file already exists give new copy name (or whatever it says.) Left it the
same. Copied the file. Looked at it. It is a repeat of the first 20
lines or so, over and over.

What the hell is this? Does anyone have a program that will return my
ROM identification so that we know which ROMs have it?

By the way, why does deleteting files take so long compared to MeSsyDOS.

THANKS,

hanks
James
James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

4671. Re: Medium Change Bug - Mega

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 07:40:35 UTC
From: frankg@nikhefk.UUCP
Message-ID: <400@nikhefk.UUCP>
Source record: 251621

In article <7133@trwrb.UUCP> gibson@trwrb.UUCP (Gregory S. Gibson) writes:
>
> I have a Mega St 2 under warranty. How do I check for the disk drive
> "medium change bug"?
>
>Gregory Gibson
>gibson@trwrb.UUCP
>--
>Gregory Gibson
>{...ihnp4,ucbvax}!trwrb!gibson

```
n := 0;
REPEAT
Change floppy and hit the escape key ;
n := n + 1;
UNTIL n > 10;
```

Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

4672. Re: Upgrading over 4 megs

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 10:29:06 UTC
From: ralph@lasso.UUCP
Message-ID: <8807201029.AA04993@inria.inria.fr>
Source record: 251622

What a coincidence, but I just read a magazine article which discussed this subject. I am *also* not a hardware buff so I also would appreciate comments on the subject, in general, and on my article, in particular. The article appeared in the French microcomputer magazine "Micro Systemes", July-August 1988 issue. The article described the theory of accessing more memory on a 1040 ST and then showed a printed-circuit diagram of a circuit that they called "Super Glue" which would override the "Glue" chip in the 11.5 Megs available over the 4 meg limit. In fact, the circuit adapts the ST to an external G96 bus on which, I suppose, the memory should be connected; there is *no* memory on the card, just a couple of buffers and 3 PALs. They mentioned that certain parts of the installation were quite delicate. In fact, when everything was assembled they seemed to imply that the result would probably not fit back into the ST case; they suggested buying another case.

I would appreciate any knowledgeable information on this subject. Has anyone read this article? (I don't know how hard it is to get in the U.S.) As always, I still (sigh!) don't get the newsgroups, just info-atari16, so please reply directly to me. Thanx.

You do not have to reply before going on vacation -- so have fun first.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)

4673. Expanding a 1040 ST to 4 megs

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 10:58:10 UTC
From: ralph@lasso.UUCP
Message-ID: <8807201058.AA05486@inria.inria.fr>
Source record: 251623

I would like to expand my 1040 ST to 4 megs and I rememeber vaguely this subject being discussed in info-atari16. I am interested to know what boards are on the market, who makes them, any problems that people have had with the boards. Success stories are also of interest. Any pointers to distributors in France or Europe would be appreciated.

Since the price of memory has gone up and my ST is personal, I would like to add memory incrementally, starting at 2 megs but surely (maybe that's too strong) going to 4. I remember that there was a discussion on partially filled cards working but that they had problems when filled completely to 4 megs. This point interests me strongly.

As always, reply directly to me (since I don't get the newsgroups) and if there's sufficient interest I'll summarize to the net.

Thanks to all.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@lasso.laas.fr, or
7, avenue du Colonel-Roche | ralph%lasso.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)

4674. Re: gulam version

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 12:39:29 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1706@water.waterloo.edu>
Source record: 251624

In article <1305@bingvaxu.cc.binghamton.edu> dennis@marge.math.binghamton.edu (dennis pixton) writes:
]
] In May I downloaded gulam from lakesys archive; it identifies itself as
] beta-test version 1.03.05.05 032588
] Today I got the latest version from lakesys; it identifies itself as
] beta-test version 1.03.04.05 121887
] Does this represent a recall?? Can anyone comment on the
] differences between the versions?

The version 1.03.04.05 from lakesys is indeed the latest.
Unfortunately, the "version" files on PM's two machines were out of sync.
It is not a recall.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4675. Re: More Gulam problems

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 13:32:28 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1707@water.waterloo.edu>
Source record: 251625

In article <19880719193319.2.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
| I recently discovered why my ARC was behaving so strangely. When I tell
| gulam "arc a foo *.c" gulam attempts to expand the "*.c" into "foo.c
| bar.c baz.c ...", and substitute that list of file names into the
| arglist before starting up ARC. the problem, of course, is that if
| you've got very may files, gulam comes up with a ridiculously long
| arglist, and ends up trying to call ARC with a bogus argstring, or
| otherwise getting confused.
| [...]
| ... Does anyone know if it's possible [to disable this feature] ?

Try
arc a foo '*.c'

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4676. Re: 128k Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 17:20:50 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8807201820.AA04005@ucbvax.Berkeley.EDU>
Source record: 251626

****

When this product comes out, will it be able to run all Mac software,
(other than Mac II)? I have been putting off buying Magic Sac, mainly
because I don't have a mono monitor and we use PCs at work. If 128k
version arrives I don't think I would wait any longer to upgrade to
a Mac plus, SE or whatever it emulates.

Norm Frech

****
"Verbatim regurgitation is against my principles" - Neal, The Young Ones.
****
*

4677. Re: Supra hard drives

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 18:44:00 UTC
From: davel@hpvcla.HP.COM
Message-ID: <4730022@hpvcla.HP.COM>
Source record: 251627

>Thanks to everyone who mailed a response to my query about Supra hard
>drives! I ordered a Supra 20 meg, which arrived Thursday, and it's
>marvelous. (One small problem: the new model has a clock, but there's
>no documentation
Yeah. No comment at all about the clock or the SCSI port.

> and I haven't been able to figure out how to have the
>software included with the drive automatically set the system clock when
>turning on the ST (I assume that's what it's supposed to do). If any-
>one who has the new Supra model has figured out how to do this I (and
>probably some other new Supra owners) would appreciate hearing the
>details - thanks).
Putting the SUPCLKRD.PRG into the AUTO folder on the boot partition seems to
get the clock set.

Dave Lowe
davel%hpvclx@hplabs.HP.COM
hplabs!hp-pcd!hpvcla!davel

4678. PD MAKE UTILITY

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 18:52:02 UTC
From: Jack_Mason@CSC03.CEO.DG.COM
Message-ID: <26.013156@adam.DG.COM>
Source record: 251628

Re: Paul Merriman's request for a PD Make utility, there was one on Compuserve. I had a copy of it, but deleted it when I got MWC and Lazer C because they both have built in Make facilities.
In response to earlier questions from someone, both MWC 3.0 and Lazer C have removed the 65k size restriction on module sizes and array dimensions (both were holdovers from the IBM PC segmented memory mentality, one via the Mac).

4679. RE: Uniterm & KERMIT on VM/CMS

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 20:32:00 UTC
From: REEVES@SLACSLD.BITNET
Message-ID: <8807202033.AA06862@ucbvax.Berkeley.EDU>
Source record: 251629

Here at SLAC, we have an IBM 3081. There is an IBM Series/1 that performs the translation from IBM 3xxx terminal to more standard ASCII terminals. This means that when I am running KERMIT, I am in full screen mode. I have little or no problems with downloading files to my ST. I find it almost impossible to upload a file to the mainframe. The settings that I use are the defaults that come with Uniterm, I think. My problem seems to be that the beginning ctrl-A is being lost by somebody along the way. I don't think the problem is with Uniterm since I have used Kermit to send files to IBM PC's that are owned by friends. My problems appear to be located in the interplay of the Micom digital switch that I dial, the Series/1 connected between the Micom switch adns the mainframe, and the mainframe itself. There also may be a problem with noisy connections.

By the way, there is a Vax here with Kermit-32. With it, I am able to download with no problem, and upload with about 50% success. Does anyone out there have almost 100% success with Kermit-32? If so, I would like to know how you do it. At least then, I could begin to try to trace down my Kermit problems.

Terry W. Reeves
REEVES@SLACSLD.BITNET

4680. Picture Formats

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 21:00:10 UTC
From: dmb@TIS.COM
Message-ID: <8807202100.AA00348@TIS.COM>
Source record: 251630

A while back I posted a list of picture formats here. Since then, there have been requests for additional formats. (Some errors have also been discovered).
If anyone has info regarging the following formats, please e-mail them to me. I will post the all-new-and-improved list as soon as I get some response.

Picture Formats Requested
---
1) DEGAS Elite Compressed
2) Amiga IFF
3) Amiga HAM
4) MacPaint
5) GEM Metafile
6) CIS Vidtex
7) GIF

Thanks all,
Dave Baggett
arpanet: dmb@TIS.COM

4681. Picture Formats (What, again?)

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 21:14:01 UTC
From: dmb@TIS.COM
Message-ID: <8807202114.AA00417@TIS.COM>
Source record: 251631

A while back I posted a list of picture formats here. Since then, there have been requests for additional formats. (Some errors have also been discovered).
If anyone has info regarging the following formats, please e-mail them to me. I will post the all-new-and-improved list as soon as I get some response.

Picture Formats Requested
---
1) DEGAS Elite Compressed
2) Amiga IFF
3) Amiga HAM
4) MacPaint
5) GEM Metafile
6) CIS Vidtex
7) GIF

Thanks all,
Dave Baggett
arpanet: dmb@TIS.COM

4682. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 21:18:24 UTC
From: IZSAK@VAX.OXFORD.AC.UK
Message-ID: <8807202032.AA06823@ucbvax.Berkeley.EDU>
Source record: 251632

----------Original message----------

Can anybody out there give me some info? I have a UK Atari 1040
with the SM125 monochrome monitor, and I'd like to bring it to
the States to use. A transformer should take care of the voltage
difference, but what about the 50/60 Hz difference? I've heard that
the SM125 can handle both frequencies (and actually uses a 70 Hz
refresh rate) but what affect will it have on the 1040? Would a
power supply swap solve the problem? I'd appreciate any advice you
could give.

Mike Izsak
IZSAK@uk.ac.oxford.vax
Osney Laboratory, Oxford University

4683. Re: More Gulam problems

Newsgroup: comp.sys.atari.st
Date: 1988-07-20 21:34:35 UTC
From: rosenkra@Alliant.COM
Message-ID: <2137@alliant.Alliant.COM>
Source record: 251633

In article <19880719193319.2.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
->I recently discovered why my ARC was behaving so strangely. When I tell
->gulam "arc a foo *.c" gulam attempts to expand the "*.c" into "foo.c
->bar.c baz.c ...", and substitute that list of file names into the
->arglist before starting up ARC. the problem, of course, is that if
->you've got very may files, gulam comes up with a ridiculously long
->arglist, and ends up trying to call ARC with a bogus argstring, or
->otherwise getting confused.

this is NOT a bug...this is the way gulam is s'posed to work (as does
sh and csh under unix). gulam expands any file wildcards (or more properly
regular expressions) before doing its system(3) call (or Pexec). if you
want arc to read the * in the command line, you must quote it thusly:

arc a foo '*.c'

->Checking the GULAM doc reveals some stuff about how it's a feechur (as
->opposed to a bug in a tux) that it attempts to outsmart itself this way,
->but I couldn't find any way to disable the feechur. Does anyone know if
->it's possible?

no, it didn't out smart itself, you just did not understand how the shell
works. just remember to quote and you should be alright. (ain't Unix
wunnerful for new users? :^). the unix csh has a global variable called
'noglob' which inhibits this action. i don't think gulam has it so you
manually disable it with quotes.

-bill

4684. Mac disks <-> Atari disks ???

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 00:50:26 UTC
From: mrios@ihlpb.ATT.COM
Message-ID: <8421@ihlpb.ATT.COM>
Source record: 251634
Cross-posted to: comp.sys.mac,comp.sys.atari.st

Hi there, world!

A friend of mine would like to know ANYTHING about reading Macintosh disks
on an Atari ST, and reading Atari ST disks on a Macintosh. If you have any
information, please send it along to ihnp4!ihlpg!ihlpn!rre. Thanks!

--
Michael Rios ihnp4!ihlpg!mrios AT&T Secret Police

20231192189121297114420851912920825201522219494725185114479132125914208523125

4685. Message

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 01:33:00 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8807210130.AA02815@ucbvax.berkeley.edu>
Source record: 251635

```
Error 2013 from LSVFWR1 while logging mail for INFO-A16 into INFO-A16
88-00922 I. An incomplete copy of the message might be present in the
notebook. List is being held with current mailing being postponed. Your file
(7078) has been transferred to HARRY@MARIST.
```

4686. Re: slow in mono and 68020 boards...???

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 02:50:04 UTC
From: hase@netmbx.UUCP
Message-ID: <2132@netmbx.UUCP>
Source record: 251636

In article <3960@watvlsi.waterloo.edu> jparker@watvlsi.waterloo.edu (James Parker) writes:
>I have been told that the ST runs as much as 30% slower than 'normal' when
>used with the Atari monochrome monitor.
>I assume this means compared to running the same software using the color
>monitor.
>Does anyone know if this is true, and if it is, why ?

Hmm, ja. It's true: the VBLANK interrupt comes with 71 Hz instead of 60
HZ (or 50 Hz here in Germany..)
That could slow him down a bit (but not 30%!). I see no speedup with the
color monitor (subjective), but I do my work on mono and play on color
:-)

>
>Secondly, I have also heard reports of 68020/68881 boards available for
>the ST (ie. a series of articles in the German magazine c't) and at the
>same time, I have been told by several people that at present TOS does
>not handle the 68020 instruction set (TOS uses instructions for system

Ja. Tos runs into trouble with the stack format, with Line-F (the
floating point instructions) and so on.

>calls that are now legal 68020 instructions, etc).
>So, does this mean that those people using 68020's are running different
>operating systems...?

If you really want to *use* the 881 (and 020), You'll need RTOS/PEARL or
the like.
We use RTOS for realtime applications (train controlling, controlling a
[simulated] nuclear power plant) and I like the speed of the 020.

The c't also published a patch and a modified TOS to run with the PAK68.
The Line-F's are converted to (not used) Line-A's. 90% of all software
runs under this TOS; the 10% *You* like will probably never run (Murphy
:-)...
I had a PAK68 and the modified TOS installed in my home ST. The speed
was not soooo impressive ('cause the 020 can only run with 8 MHz in the
ST).
Another, cheaper modification will do almost the same: replace the 68000
with a socket. Put a board with a 12 MHz type, a new set of ROMs (not
patched but faster; -OE used instead of -CE) and a little, fast adress
decoder (fast DTACK on ROM access) into the socket.
A very friend of mine is working on the little details about it. For
now, it works *sometimes*. The fallback to 8 MHz on VPA (I/O access)
seems to cause the trouble...

summary: the $500+ "patch" with a 020/881(or 882 :-) and new ROM set is
very useful with the german RTOS-UH (RealTime Operating System der
Universitaet Hannover); it is not worth the money+trouble (hacking the
hardware, new case, compatibility, still not impressive fast) for TOS.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4687. Re: alternative hard drives

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 05:00:23 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <4579@pasteur.Berkeley.Edu>
Source record: 251637

In article <1623@usl-pc.UUCP> jpdres13@usl-pc.UUCP (John Joubert) writes:
>I have called them (Tech Specialties) about their kit, and the price they
>gabve me was $299 not $269, hmm, I like your price better. Be advised that
>the kit that you are describing is an MFM controller, for an RLL controller,
>add $80. Still a real good price though. Could you post the name/place where
>you are getting such a good price on the Seagate 42 meg 28ns drive?
>--
>John Joubert | /\ | /\ | _
>jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
>ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
>GEnie: J.JOUBERT | \/ \/
>--

I cancelled my order with Tech Specialties after he couldn't deliver the
promised product for 6 weeks after the date I ordered unless I was willing
to pay $40 more (apparently he is using the old Atari adaptor boards and
he ran out (I was told by someone else that those boards have a bug))

I ended up buying from Berkeley Microsystems (415) 465-6956 for $325
(including a clock, fan, large box (holds 4 half heights), power supply,
cables, and software.) I bought the drive from Computer Terminal
in New York (800)-223-4492. Their regular price is $435 but I told the
guy that I had seen it for $410 from another mail order and he was willing
to beat it. (for $399 + shipping.) They made a mistake, (thought I
send a personal check when it was a certified check) so that it didn't
get shipped until today. (they paid for the difference between ground and
next day air). I should have it on friday and I will try it out, if anyone
has any questions send mail. (if there is enough response I will post)

By the way, Vance, at Berkeley Microsystems was very helpful. He even
came to the office on Saturday for me so that I could pick it up rather than
have it shipped.

James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

4688. Re: PD MAKE UTILITY

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 06:14:29 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <4874@killer.DALLAS.TX.US>
Source record: 251638

In article <26.013156@adam.DG.COM>, Jack_Mason@CSC03.CEO.DG.COM writes:
> Re: Paul Merriman's request for a PD Make utility, there was one on
> Compuserve. I had a copy of it, but deleted it when I got MWC and
> Lazer C because they both have built in Make facilities.

That was one I posted (18 months ago?) and recently George Woodside posted an updated version for the the Atari (to the binaries? newsgroup). It handles macros quite a bit better than the MWC make (I don't have Lazer, so I can't compare it), but it is not so well integerated into the shell -- reasonably. It's main advantage is that it comes distributed in source, so you can "fix" it when you want to, and it seems to be improving at a faster rate (several netters are making improvements it seems).

Charles Marslett
chasm@killer.UUCP

4689. Re: Obliterator - a game ? Pull the other one !

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 07:29:53 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1902@brahma.cs.hw.ac.uk>
Source record: 251639

In article <792@leah.Albany.Edu> jac423@leah.Albany.Edu (Julius A Cisek) writes:
>Actually, there is only one artist working for psygnosis. His name is
>Roger Dean ...

I know he did the box artwork and title screens but does he design the sprites
and game backgrounds as well? Don't misunderstand me, I like his work but
I prefer to play a game than watch a slideshow.

____
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
____/

4690. Re: Medium Change Bug - Mega

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 09:21:07 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2813@bath63.ux63.bath.ac.uk>
Source record: 251640

In article <7133@trwrb.UUCP> gibson@trwrb.UUCP (Gregory S. Gibson) writes:
>
> I have a Mega St 2 under warranty. How do I check for the disk drive
> "medium change bug"?

Take a WRITE-ENABLED disk (one with the little window closed). Put it into the disk drive, and open a directory window on it. Then, remove it and put it back in, and hit the ESCape key to force a window update. Watch the disk light when you hit ESCape. If the light comes on, and the disk spins (which you might be able to hear) then you are OK. If the light does not come on, you've got the bug.

Or, use two WRITE ENABLED disks: Put one in and open the window. Swap them and hit ESCape, and see if the window changes to reflect the contents of the new disk. If the window doesn't change, you've got the bug.

The bug DOES NOT show up with WRITE PROTECTED disks, so you've got to test using WRITE ENABLED ones.

Since there may be timing issues involved, I'd suggest doing the test about half dozen times, and if it fails on any single try, I'd assume the drive needs modified. Do note also that it is important that you leave the directory window open on your secreen and force the update with ESCape. GEM appears to ALWAYS spin the disk if you close the dir window and reopen it.

4691. Re: Re: Carrier Command / Publishing Partner Professional

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 09:51:42 UTC
From: KEITH@SYSD.SALFORD.AC.UK
Message-ID: <KW.G9OY.210788@SALF.D>
Source record: 251641

Norman R. Frech <nfrech@ALMSA-1.ARPA>, writes:

> Richard K. Lloyd, ,backbone-!mcvax!ukc!mupsy!liv-cs!SQRKL writes:
>
>>
>> In article <1894@brahma.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>
>> [Lots of (well-justified) bad-mouthing about Carrier Command deleted]
>> >
>> > On the plus side:It has the fastest,smoothest, solid 3D graphics I have eve
>> > seen on any micro.
>>
>> Ahem ! I think you've not seen Zarch on the Archimedes ! It completely
>> outclasses Carrier Command in all departments.
>
> I would like to see one of these mythical Archimedes machines. I know
> plenty of people who have PCs, Macs, STs, Amigas but I have yet to
> meet someone who has one of beasts.

The Archimedes really does exist, in two forms the 300 series and the
440 (we're still waiting for the 410 - thats a 440 with 1MB and no
hard disk). The 300's have been available from Acorn dealers in the
UK since September '87.

> ..... Are they restricted to England?

As far as I know, yes. A few machines might have slipped out of the
country by some back door but I don't believe that Acorn is shipping
overseas. They got badly stung when they last tried to enter the U.S.
market, so they're probably a bit wary of trying it again !

> Are we going to have a 'my Archimedes can beat your st with half a
> meg tied behind its back' wars?

Probably ! The Archimedes is the better machine, more colours on screen,
higher resolutions, sound is about Amiga quality and its very fast !
Acorn have a PC emulator (like PC Ditto) but it runs at about the speed
of a standard 4.77Mhz PC (I seem to remember the authors of the program
being reported as saying that it wasn't particulary well optimised !).

The big drawbacks are:

i) Price - twice the cost in the UK of the equivalent ST/Amiga.
Acorn have a bad habit of perceiving their products as "Rolls Royces"
and pricing them appropriately.

ii) Software - limited market penetration = limited support. About Five word processors, a couple of spreadsheets, three games, all the languages available are from Acorn (I think).

iii) The operating system. This has been designed so that people who are familiar with the BBC Micro will feel at home. The windowing interface helps.

This may improve:

- Computer Concepts have written their own multi-tasking OS for their applications (they are developing a DTP package amongst others). This OS (Impulse) may be available separately.

- A improved version of the OS is under development at Acorn which, among other things, supposedly adds multitasking to the system.

Overall, its a nice machine - but its 2-300 pounds too expensive !

JANET keith@uk.ac.salford.sysd
ARPA: keith@sysd.salford.ac.uk
PHONE: +44 61 737 7010
POST: 3-S, Computer Centre, Salford University, Salford, M5 4WT, U.K.

4692. Picture Formats (What, again?)

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 13:15:17 UTC
From: dmb@TIS.COM
Message-ID: <8807211315.AA00758@TIS.COM>
Source record: 251642

A while back I posted a list of picture formats here. Since then, there have been requests for additional formats. (Some errors have also been discovered).
If anyone has info regarging the following formats, please e-mail them to me. I will post the all-new-and-improved list as soon as I get some response.

Picture Formats Requested
---
1) GIF
2) Amiga IFF
3) Amiga HAM
4) MacPaint
5) GEM Metafile
6) CIS Vidtex

Thanks all,
Dave Baggett
arpanet: dmb@TIS.COM

4693. Re: More Gulam problems

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 13:54:17 UTC
From: wheels@mks.UUCP
Message-ID: <489@mks.UUCP>
Source record: 251643

In article <19880719193319.2.JRD@MOA.SCRC.Symbolics.COM>,
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
> When I tell gulam "arc a foo *.c" gulam attempts to expand the "*.c"
> into "foo.c bar.c baz.c ..." but I couldn't find any way to disable the
> feechur.

Well, in some of the shells I'm familiar with, you can enclose an
argument in quotes to hide special characters from the shell. In the
Bourne shell and Korn shell (and maybe cshell, though I'm not familiar
with it) you can use double quotes (") to hide some things but still
allow others, and you can use single quotes (') to hide everything. So,
your example would become:

arc a foo '*.c'

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

4694. Re: How not to boot from your hard disk.

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 14:55:08 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <5601@batcomputer.tn.cornell.edu>
Source record: 251644
Body handling: Inline uuencoded payload not displayed: coldboot.tos

[]

In article <489@laura.UUCP> klute%trillian.irb@unido.UUCP (Rainer Klute) writes:
>In article <1094@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>* COLD cold boot code: copy a bit of code to $8, then jump to it. [...]
>Why not simply set memvalid (0x0420) to zero and jump through 0x0004?

- the latter is (part of) what my "COLDBOOT" program, posted a while ago, does.
Since it is VERY short, here's a repost.

- Moshe Braner

A utility was posted a while ago to make the RESET button do a COLD reset.
I don't like that (since I want to keep the reset-proof RAMdisk) but
occasionally I do need a cold boot. Since HDB2.3 apparently does not
boot right if I leave the HD on and turn the ST off and on, I wrote the
following little ditty. It asks for confirmation, then does a cold
reset (that redoes the memory size check, although it keeps the time...).

------------ cut here ------------

[Inline uuencoded payload not displayed: coldboot.tos]

4695. Re: alternative hard drives

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 15:18:48 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <5602@batcomputer.tn.cornell.edu>
Source record: 251645

[]

I finally got a cheap fix for my SH204 (the drive mech died after 7 months
of service). Went to one of the larger local PC shops and got a used,
traded in, drive for $50 (as-is, no warranty, although they were willing
to check it out and format it for me for another $50, which I declined).
It happened to be a Seagate ST238. You might wonder how can that
30 meg RLL drive work on the SH204's MFM controller. Well, they told
me that an ST238 is really just an ST225 (20 megs MFM) tested to tighter
specs, and should work fine on my controller even though it was a bit
flaky in its former life as an RLL drive.

Replacing the drive mech in the SH204 was easy, you only need a small
Phillips screwdriver and a small wrench or pair of pliers for the nuts that
hold the controller card. Make sure you plug in the cables the same way
(relative to the slots in the edge connectors) that they were plugged
into the old drive: the Atari cables do NOT make use of the polarity
key slots on the drives edge connectors, so it IS possible to plug them
in backwards, probably smoking something.

Turned out that the original drive (a Tandon TM262) was a 3.5" drive
inside of additional hardware to make it fit where a 5.25" drive would.
The ST238 takes longer to spin up and is a bit noisier, but... when
I get rich I'll get a (logically) large, fast, quiet 3.5" SCSI drive.

The Supra formatting program didn't complain, and found no bad sectors.
If I knew it's that easy to get a cheap drive, I would've gone home-brew
from the start. The BMS boards + large case + PS + fan + clock + cables
+ instructions + SW, all for $325 --- great deal!

- Moshe Braner

4696. Re: Uniterm & KERMIT on VM/CMS

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 15:35:57 UTC
From: ss6349@leah.Albany.Edu
Message-ID: <825@leah.Albany.Edu>
Source record: 251646

I can not even upload with a %50 success rate, mine is somewhere around %10 successful, %90 othere things happen... I would like to know if this has something to do with the length of my modem cable? It is around 15'. Because I have no problems uploading to pc's, and atari's, etc. Just when uploading to the vax here....??

Steve.

--
Internet : SS6349@leah.albany.edu	The views expressed above
Steven H. Schimmrich	are not necessarily those
Department of Geological Sciences	of a sane, rational human
State University of New York at Albany	being.

4697. Re: Tom Hudson is leaving us!

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 15:46:16 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3263@druhi.ATT.COM>
Source record: 251647

in article <3222@crash.cts.com>, mstreet@crash.cts.com (Michael Street) says:
> I just heard the terrible news that Tom Hudson is leaving the ST to go
> to the IBM! I have only one thing to say about this:
>
> TOM! PLEASE DON'T LEAVE US! I'm sure all of you will agree with me that
> Tom Hudson has done more for the Graphics capabilities of the ST than
> any other single person and that such a loss would be disasterous to the
> ST communitity. I hope that Tom will change his mind or at least support
> the ST as well as the IBM.
>
> And that's the opinion of one concerned Atari ST citizen...
>
> Mike

What do you expect given the way Atari deals with it's
developers? Tom is just the latest in a long list of people who have
left the ST behind. I left Data Pacific because I was tired of dealing
with BS from Atari and not making much money. I still have lots of BS
to deal with but at least I'm now paid for it. Tom made essentially the
same choice months ago. He just spent a lot of time deciding what
should be his new home. The Amiga, Mac II, and IBM were all considered.
IBM won simply by market size.

Given the low sales of the ST in the US (and the low software
sales that result from that) it just isn't worth my time to put up with
the BS Atari puts out. If they had helped their developers maybe things
would be different. In a small market (the only large market is the IBM
PC) you have to give your developers support. Apple and CBM do a much
better job than Atari does, they are far from perfect but at least they
do try.

The ST is a fairly decent machine. It can be lots of fun to
work with and to program. Unfortunately it isn't a very good system to
try and live off. If Atari was interested in selling computers things
might be different. Unfortunatly they just want to design amazing
vaporware, not sell it.

One last point -- Tom is still going to support the ST. Not a
lot but some. Just like I still am going to write articles with Dave
Small. But no more trying to live off selling 2 or 4 thousand copies a
year of a program. It's real hard to live off the $4,000 to $8,000
that makes an author.

Dan Moore ex-Data Pacific programmer,
AT&T Denver technical support, hardware

ihnp4!druhi!dlm tester and general go-fer.

4698. Re: Copying a file over itself

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 16:31:00 UTC
From: FORSTER@cs.umass.EDU
Message-ID: <8807220747.AA03086@ucbvax.berkeley.edu>
Source record: 251648

pasteur!cory.Berkeley.EDU!landay@ucbvax.Berkeley.EDU (James A. Landay) writes:

>...
>I am using the US TOS ROM that is the one available prior to the Megas
>(it is probably 1.5 years old)

So am I.
>
>I just tried it again. I first booted with a disk that had no auto
>folder or desk accessories. I then copied the file (an 18K text file, a
>1K file seemed to work fine) to the same directory. Got the message
>file already exists give new copy name (or whatever it says.) Left it the
>same. Copied the file. Looked at it. It is a repeat of the first 20
>lines or so, over and over.
>
I have had similar problems, but the files are created by uEmacs 3.8f on a
RAMdisk. I've wondered before how the files got to be that way. Maybe someone
out there can give us information on how the file ``system'' is built? (I know,
the system isn't that bad, but I've worked with better and faster ones.)

- David Forster
ARPA/MILnet: forster@cs.umass.edu
BITnet: forster@umass

4699. Re: How not to boot from your hard disk.

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 16:36:49 UTC
From: bammi@dsrgsun.ces.cwru.edu
Message-ID: <2539@mandrill.CWRU.Edu>
Source record: 251649

```
Just FYI:
New (yet unposted) versions of Gulam have a reboot command.
# reboot does a warm reboot
# rebbot -c does a cold reboot
both commands save history if `history' is set before rebooting.
--
usenet: {decvax,sun}!mandrill!bammi jwahar r. bammi
csnet: bammi@mandrill.CWRU.edu
arpa: bammi@mandrill.CWRU.edu
compuServe: 71515,155

usenet: {decvax,cbosgd,sun}!mandrill!bammi jwahar r. bammi
csnet: bammi@mandrill.CWRU.edu
arpa: bammi@mandrill.CWRU.edu
compuServe: 71515,155
```

4700. re MIDI THRU

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 17:23:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8807211725.AA17437@ucbvax.berkeley.edu>
Source record: 251650

Regarding the reader who wanted to have MIDI THRU, I know of no quick way to do it. However, it isnt too hard. Revector the MIDI IN routine to a vector which writes the MIDI byte received to the MIDI OUTPUT port. The midi vector is obtained thru the Kbdvbase() function, and the address of the midi input routine is kbp->kb_midivec.

Write a routine in assembler which writes the received MIDI byte to the Midi port. I dont recommend using Bconout or Midiws, this is inside an interupt and I have had problems using them, it is also more efficient to write the MIDI OUT port directly. Basically, it is just an address, but you have to check the status, etc. But you can copy the code directly if you have Abacus Internals or the OS listings from the developers kit. After you have the MIDI byte outputed, simply jump to the original address you got from kbp->kb_midivec.

That is roughly how it is done. I have rewritten the MIDI input routine, not to do THRU, but I have it set up so that it goes into some data structures more useful to me. It really isnt that tough.

Good luck, Jeff Beer, UUCJEFF@ECNCDC.BITNET

4701. CRAFT program development environment description

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 18:29:53 UTC
From: gert@nikhefh.hep.nl
Message-ID: <490@nikhefh.hep.nl>
Source record: 251501

My mailbox is overflowing with requests for more information on the CRAFT program development environment. At first I tried to answer these letters via mail, but more and more are 'returned to sender' with host unknown errors. Therefore I'm posting the description here.

The CRAFT environment is a UNIX like development environment for the ST. It consists of a Shell and an Editor plus a number of utility programs. The Shell is almost completely compatible with the BSD Unix C-shell. The Editor is not compatible with any existing editor on Unix, but ideas for its design were taken from a number of others editors (among these unix' vi, Apollo domain editor, Norsk Data Sintran Screen editor and many others). The Editor is, as recent benchmarks in Dutch ST magazines demonstrate, the fastest available for the ST. It easily beats the (claimed fastest) editor Tempus. In most operations the speed difference is more than an order of magnitude, sometimes even more.

The Shell has most of its commands built-in for speed (especially for floppy based systems). The following list of built-ins is taken from the first level online help of the Shell:

```
CRAFT/GPshell for Atari ST Series - Version 2.0.4
(c) 1987, 1988 Gert Poletiek, ComMedia Amsterdam
70 built-in commands, 19 keywords

@ df history pathname setres
alias echo keyclick palette shift
alloc errorfile keydelay popd sleep
basename exit keyrepeat printenv source
bell extension logout pushd tee
cache filename lpr pwd time
cat find lprm ramdisk touch
cd font lpq read umount
chmod free ls rehash unalias
clear funcs man rm unset
cp getres mkdir rmdir unsetenv
cursor hashstat moreheap rmfunc verify
date hashtable mount set which
dirs help mv setenv who

break default endif if time
breaksw do endsw repeat until
case else foreach switch while
continue end function then
```

The Shell is *NOT* a multitasking environment as this causes too many problems for existing software. The following are the most important Shell

features:

- history list - shell scripts
- command line editing - I/O redirection
- user programmable - pipes
function keys - built-in ramdisk,
- filename completion printer spooler
- wildcarding using and disk cache
regular expressions - command substitution
- fontloader with - 89 built-in
7 alternate fonts functions and keywords
- Gemdos and UNIX - aliasing
style pathnames - control flow
- search paths for (such as: if-then-else)
executable programs - user definable
- full color control shell functions
- system() call interface - can run on serial port for debugging
puposes

The cache and ramdisk can be enabled and disabled at any time freeing the memory they occupy making it available for other puposes.

The Editor is fully screen oriented. Most people like the fact that the text being entered can be started anywhere on the screen, i.e. the cursor may be positioned anywhere not just inside existing text boundaries but anywhere on the screen (which for the editor is considered 256 columns by 25-32-48 rows large). The actual number of text rows depend on the screen font selected. The editor is not a GEM application although the mouse may be used to select most operations. Below you'll find a list of the most important Editor features:

. cut copy and past operations on line selections as well as on
rectangular blocks of text (column copy mode).
. automatic line indent (user [de]activated)
. automatic wrap around, supporting fortran continuation card standard
(if enabled)
. extrememly fast search and replace functions
. folds: programming language comment lines that allow you to hide
parts of the program text behind a single screen line
while editing. Folds may be nested to 32000 levels which is far
beyond the useful amount.
. editing binary files . fast search and replace
. full control over tabs . cut, copy, paste and delete
. word jumps and deletes (also in column mode)
. word wrapping and auto indent . automatic backup file generation
. 8 edit buffers . 10 learn buffers
. online help facility . redefinable keyboard
. undo on delete operations . keyboard macros
. available as desk accessory . shell escape
and application. . folds
. find current word . insert and overstrike mode

. stream editing commands for automatic text manipulation
. files size limited to 100000 lines on per edit buffer base
(or available memory, which is likely to occur before the line limit is reached).

There are several mechanisms to create your own composite commands: there are 10 learn buffers that can remember up to 100 keystrokes each. Stream editing can be done by preparing a file with edit commands. Keyboard redefinitions can put sequences of up to 510 key strokes behind a single key (or a sequence of keys). All redefinitions will be remembered across edit sessions.

The external utilties supplied with CRAFT are:

backup envtest getpr mvt setpr
cmp expand head normdisk setser
desk fastdisk make od size
du fgrep more perror tail
dump format mve pr wc

of which the backup utility is an example shell script demonstrating the programming features of the shell as well as being a useful (but not too fast) hard disk backup utility.

The CRAFT environment is extensively documented in a 640 page manual which includes tutorials as well as reference parts.

CRAFT has been tested with: Mark Williams C, Megamax C, Laser C, Aztec C, Lattice C, Alcyon C, OSS/CCD Pascal, Hisoft Modula-2, TDI Modula-2, Absoft Fortran, Prospero Fortran.

CRAFT 2.0 is just released and may be obtained from

Creative Computing Media (ComMedia)
98 Leidsekade
1017 PP Amsterdam
Telephone: (+ 31 20) 23 17 40
Fax: (+ 31 20) 38 00 65

The price is 395 Dutch Guilders (roughly 200 US $, 115 British Pounds).

regards,

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

4702. VIRUSES

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 19:49:31 UTC
From: marge@vu-vlsi.Villanova.EDU
Message-ID: <1726@vu-vlsi.Villanova.EDU>
Source record: 251502
Cross-posted to:
comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple,comp.sys.ibm.pc,comp.sys.mac

THIS IS A PLEA FOR HELP!!!!!

If anybody has ANY infromation on Computer Viruses, Immunizations, etc.,
please forward the infromation.

I am working on a senior project on computer viruses. I would like to try
to write an immunization program, however, I cannot obtain enough information
from published literature to do so.

How do viruses work inside the computer. What are some present methods of
detection? Are there any public domain immunization programs available?
Where? Somebody wrote in one article that one could write a virus using the
pc-dos appendices as reference...I looked this up and was not too successful...
how do I do this?...What was meant by this? What are some infected programs
which were available? What is the SCORES virus? How about VirusX?, etc...

Thank you,
Marge Luecke
Senior EE, Villanova University

P.S. I can be reached several ways:

1. This computer system.

2. FAX:
(609) 723-8461

(USA)

3. Mail:
Marge Luecke
980 Wakeling Street or Dept. of EE
Philadelphia, PA 19124 Tolentine Hall
USA Villanova University
Villanova, PA 19085
USA

4. PHONE:
(215) 645-4970 Day
(215) 537-9633 Evening

4703. PROG-A16 files

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 20:45:00 UTC
From: FORTINP%BNR.CA@FORSYTHE.STANFORD.EDU
Message-ID: <8807212144.AA22353@ucbvax.berkeley.edu>
Source record: 251503

Help!!!

The PROG-A16 LISTSERV at CANADA01 has not been updated (no new files)
since April 28th B-(

Now I get a message that this LISTSERV is "temporarily offline"...

I have tried other LISTSERVers, but they refer me to CANADA01 "which is
closer"; so near and yet so far...

Does anyone know where I can get access to the new postings?

Also, I have tried many paths to lakesys, but totally without success
(not even a peep ;-( ).

Can some kind soul please help? I am currently looking for the latest
UniTerm V2.0d 010 or later (I think this is the most recent according
to the digest).

Thanks,
Pierre Fortin
Ottawa, Ontario
Canada

Netnorth: FORTINP@BNR
BITNET: FORTINP@BNR.CA (I think, I never mail myself)
ICBMnet: (about 125 miles from Montreal & 250 miles from Toronto)

4704. 5.25 help

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 20:50:04 UTC
From: Robert_L._White.ESXC15@XEROX.COM
Message-ID: <880721-140208-4503@Xerox>
Source record: 251504

Hi, I just FTP'ed the schematic for the step doubler.
Program 40_80_tr.pi3
I have some questions though.
1) what exactly does this do? i.e. does it double the step pulse from
one pulse to two pulses, or lenghten the step pulse.

2) must you use a hi density 5.25 (1.2 meg) to use the 80 track feature? I
didnt think the standard 5.25 that an IBM uses would do 80 tracks.

I currently have a 5.25 hooked up, but have several problems. I have changed the
memory locations required to make the step pulse 6ms but still I have problems.

The problems are:
1) I cannot format the 5.25 under pc-ditto 40 track, it fails.
The drive seems to do a lot of stepping.
2) I have written a "c" program to format for 40 tracks, and that works
with no problems (no errors returned), except that I get allot of disk errors
when reading or writing. i.e. data on disk may be damaged, cancel,retry.
Sometimes a retry will work, but not allways.
3) The really strange thing is, when I format a 5.25 on a PC, I have no
problems reading or writing to that disk on my
5.25 drive on my ST. Wierd!

Any help would be nice
Thanks
Bob White, Xerox corp.

4705. Re: News blurb on Computer Chronicles

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 21:19:28 UTC
From: fst@mcgp1.UUCP
Message-ID: <1463@mcgp1.UUCP>
Source record: 251505

In article <8807191916.AA09230@decwrl.dec.com>, powers@devcim.dec.com (Bill Powers HLO1-1/T05 DTN 225-7094) writes:
>
> *Warning* Atari bashing ahead

Could not do any harm.

>
> > Newsgroups: comp.sys.atari.st
> > Path: decwrl!labrea!agate!pasteur!ames!necntc!linus!alliant!rosenkra
> > Subject: Re: Idris??
^^^^^^^
> > Posted: 18 Jul 88 11:08:04 GMT
> >
> > Organization: Alliant Computer Systems, Littleton, MA
> > i just say a news blurb on the PBS tv show "computer chronicles" saying
> > (can u guess???) atari has delayed it's [fabled] transputer and unix
> > box...
> >
> > BTW: has atari ever shipped any CD thingies yet?
> >
> > -bill
>
> I know I can't wait to replace the OS with minix, and forget about
^^^^^^^^^^^^
> [deleted]
> Bill Powers
>

I have been sitting here reading this news group and have come to realize that a lot of people have the perception that the IDRIS has something to do with Atari. IDRIS's only connection to Atari, is that it runs on the Atari ST/MEGA hardware as well as others. IDRIS is *not* a product of Atari, and CTI and Whitesmiths *have* *never* *had* any agreements with Atari regarding their products. WE HAVE ALWAYS HAD THE PRODUCT READY AND TESTED BEFORE MAKEING ANY ANNOUNCEMENTS.

In dealing with Atari, I tend to believe that all complaints against them are true. I am not trying to defend Atari, and certainly not on the issue of the CD ROMS; I am asking people to know their facts before they put such general statements on the net. And please keep our product name out of the discussion on ``Atari none-performance''.

On the issue of MINIX-ST, please note that according to the author, *P/H will not release it until September 1988*. IDRIS has be available for the ST since Jan 1987. Although you will get the sources with the MINIX-ST product, you

will be very hard pressed to equal the performance/features of IDRIS-ST, and
of STX-Windows (our X port to IDRIS-ST).

Sincerely
--
Fariborz ``Skip'' Tavakkolian
UUCP ...!uw-beaver!tikal!mcgp1!fst

UNIX is a registered trademark of AT&T

4706. JET!

Newsgroup: comp.sys.atari.st
Date: 1988-07-21 22:02:50 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2026@silver.bacs.indiana.edu>
Source record: 251506

Okay, sports fans! This is what you've been waiting to hear.

JET was supposed to be delivered to your friendly neighborhood distributor sometime between today and Monday, which means your friendly neighborhood software dealer could have it on the shelves any day now! List is $49.95.

YIPPEE!!

Me to my business partner: "Honest, I only opened this copy to make sure it worked correctly. We wouldn't want to sell defective software, now would we?" Heh heh heh... *grin* Think he'll believe me?

Signed,

Joe Isuzu

(Except the first part really is truly true... got the word from two different distributors!)

ZZZ

4707. IDRIS

Newsgroup: comp.sys.atari.st
Date: 1988-07-22 07:16:03 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <4603@pasteur.Berkeley.Edu>
Source record: 251507

How much is IDRIS? How much is STX-Windows? Is there an educational discount?

thanks,

James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

4708. Re: *** Help *** Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1988-07-22 08:40:49 UTC
From: U211510@HNYKUN11.BITNET
Message-ID: <8807220749.AA03122@ucbvax.berkeley.edu>
Source record: 251508

In article <7429@cup.portal.com> John_L_Ferguson@cup.portal.com writes:
->I had problems with my SH-204 (unmodified) where it would not boot from the
->hard drive, and I couldn't access it with when booting off floppy, but ship,

Bill Rosenberg <.......> seems to be an IBM PC user interested in ATARI ST:
->actually i boot my (ibm clone) PC from hard disk but would NEVER consider
->doing the same for my ST. toooo risky from what i read here. i'll wait
->the extra 30 sec and save myself hours of aggrivation (and a potential
->ulcer/heart attack/etc.).

Do we start again on telling how superior one machine is? Please stop this
nonsense. I work on both machines (and others) almost daily and they both
have their (dis)advantages. Just work with it and be (un)happy!

Wil Groenen

4709. Re: Hard Disk Problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-22 11:30:36 UTC
From: alfred@dutesta.UUCP
Message-ID: <1190@dutesta.UUCP>
Source record: 251509

In article <4.012935@adam.DG.COM> <Jack_Mason%CSC03.CEO.DG.COM@adam.DG.COM> writes:
>To Brian Park's question on hard disk problems, there could be two
>issues causing your trouble. One is the 4 Mb partition for drive
>"D:", since the Atari ST apparently has problems with partitions
>smaller than 5 Mb. The other could be you are passing the 40 folder
>limit when you do a 'show info' on partition "E:". A program to fix
>the 40 folder limit is available on Compuserve under the name
>"FOLDRXXX.PRG" which is placed in the AUTO folder. I had similar
>problems that disappeared when these two issues were resolved.

--
_____
/ \
| Herman Adriani & Alfred Kayser: Computer fans especially from 24 pm to 7 am |
_____/

4710. Picture Formats

Newsgroup: comp.sys.atari.st
Date: 1988-07-22 14:17:27 UTC
From: dmb@TIS.COM
Message-ID: <8807221417.AA01597@TIS.COM>
Source record: 251510

A while back I posted a list of picture formats here. Since then, there have been requests for additional formats. (Some errors have also been discovered).
If anyone has info regarging the following formats, please e-mail them to me. I will post the all-new-and-improved list as soon as I get some response.

Picture Formats Requested
---
1) GIF
2) Amiga IFF
3) Amiga HAM
4) MacPaint
5) GEM Metafile
6) CIS Vidtex

Thanks all,
Dave Baggett
arpanet: dmb@TIS.COM

4711. Latest Picture Formats List

Newsgroup: comp.sys.atari.st
Date: 1988-07-22 15:45:07 UTC
From: dmb@TIS.COM
Message-ID: <8807221545.AA02196@TIS.COM>
Source record: 251511

```
Here's 'tis:

------------------>8----Cut Here---->8-----------------------------

ST Picture Formats
------------------
Compiled by:
Dave Baggett
(arpanet: dmb@TIS.COM)

(Please report errors or additions)

CONTRIBUTORS
David Brooks Darek Mihocka Greg Wageman Gerry Wheeler

Introductory information
------------------------
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

The Formats
-----------

<NEOChrome>

1 long resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
12 bytes filename (" . ")
```

```
1 byte Left color animation limit (starting color number)
1 byte Right color animation limit (ending color number)
1 byte color rotation speed
1 byte color rotation direction
1 word color rotation duration (number of iterations)
18 longs reserved for expansion
16000 words picture data (screen memory)
-----------
32128 bytes total

<DEGAS>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite (Uncompressed)>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]
-----------
32066 bytes total

<DEGAS Elite (Compressed)>

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control bytes
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]
-----------
< 32066 bytes total

Control byte meanings:

For a given control byte, x:
```

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-127 <= x <= -1 Use the next byte -x + 1 times
-128 No operation (ignore)

Compression Scheme:

Each bit plane is compressed separately; i.e., all data for a single
bit plane appears before any data for the next bit plane. The first bit
plane specified is the lowest order bit plane; the last bit plane to
specified is the highest order bit plane.
To clarify: The first data in the file will be the data for the lowest
order bit plane of scan line zero, followed by the data for the lowest order
bit plane of scan line one, etc., until all scan lines have been specified.
This process repeats for the next higher order bit plane (if it exists), etc.,
until all bit planes for all scan lines have been specified.

<C.O.L.R. Object Editor Mural>

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Tiny>

1 byte resolution (same as NEO, but +3 indicates rotation
information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

1 word number of control bytes
1 word number of data bytes
16 words palette
3-10667 bytes control bytes
2-32000 bytes data bytes

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 long is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)

x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

<Spectrum 512 (Uncompressed)>

80 words First scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)>

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme. The
data map is stored as a sequence of records. Each record consists of a
header byte followed by one or more data bytes. The meaning of the header
byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included; i.e., stays

the same). The least significant bit of the bit vector refers to
palette entry zero, while the most significant bit refers to palette
entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette
entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the
background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

(Version of Fri Jul 22)
------------------>8----Cut Here---->8----------------------------

4712. More Picture Formats Trivia

Newsgroup: comp.sys.atari.st
Date: 1988-07-22 16:22:46 UTC
From: dmb@TIS.COM
Message-ID: <8807221622.AA00826@sleepy.tis.com>
Source record: 251512

Does anyone know precisely when palette changes take effect during the scan line in Spectrum pictures? There are three palette changes per scan line, but 320/3 isn't an even number. What's the deal?

Thanks,
Dave
arpanet: dmb@TIS.COM

4713. Re: Shell Archiver??

Newsgroup: comp.sys.atari.st
Date: 1988-07-22 18:21:23 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <5618@batcomputer.tn.cornell.edu>
Source record: 251513

[]

The July, 1988 issue of Dr. Dobb's Journal has an article on Unix Shell Archiving and includes simple programs, in C, to archive and dearchive. See page 116.

- Moshe Braner

Stop Contra aid: boycott cocaine!

4714. Re: *** Help *** Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1988-07-22 18:29:25 UTC
From: rosenkra@Alliant.COM
Message-ID: <2143@alliant.Alliant.COM>
Source record: 251514

In article <8807220749.AA03122@ucbvax.berkeley.edu> U211510@HNYKUN11.BITNET (Wil Groenen) writes:
->Bill Rosenberg <.......> seems to be an IBM PC user interested in ATARI ST:
->->actually i boot my (ibm clone) PC from hard disk but would NEVER consider
->->doing the same for my ST. toooo risky from what i read here. i'll wait
->->the extra 30 sec and save myself hours of aggrivation (and a potential
->->ulcer/heart attack/etc.).
->
->Do we start again on telling how superior one machine is? Please stop this
->nonsense. I work on both machines (and others) almost daily and they both
->have their (dis)advantages. Just work with it and be (un)happy!
->
->Wil Groenen

first of all, my name is Rosenkranz, not Rosenberg.

second, i am a professional developer on the ST (i have 3 1040 ST, 2 HD, 4 or 5 monitors, etc, etc...). i much prefer the ST of PC as far as capabilities are concerned. 68000 linear address space alone makes it far superior in my mind than dealing with stupid 16 bit addressing (segments). i was not even bashing the ST nor was i proclaiming "the PC is better". please read before you throw stones.

i have had several hardware related problems, though none with the cpu proper (except the first one i got would not even boot...i got a new one from xanth within a week). how many hard drives have YOU had to buy? atari support has been less than seemless and even that i have finally justified, at least to myself: they do the best with the resources they have.

i can't afford to play around with fancy schemes. i need to get the job done the safest, most reliable way i can. if you are a student, you probably have no idea at all what the "real" world is like. i didn't when i was. if you are a professional, you should know better.

the ST is a fine system.
the ST is a fine system.
the ST is a fine system.
the ST is a fine system.
the ST is a fine system.
.
.
.

no one system is truly better than another.
no one system is truly better than another.

no one system is truly better than another.
no one system is truly better than another.
no one system is truly better than another.
.
.
.

i wrote this 500 times. satisfied?

like dave beckmeyer (much more aware of this and affected by it than i), i reserve the right to express my opinions and relate my experiences.

no followups, please. this issue does not warrant it.

-bill

4715. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-07-22 19:07:07 UTC
From: willing@EE.UCLA.EDU
Message-ID: <8807221907.AA02420@ee.UCLA.EDU>
Source record: 251515

There seems to be some interest in the hard drive kits from
Tech Specialties on this newsgroup lately. Some have even
mentioned problems with getting them to deliver. I do not
have a hard drive from them. However, last year I ordered a
1MB 520ST memory upgrade from them. They initially assured
me that it would ship in 2 to 3 weeks. Every time I called
them, they told me it would be an additional 2 weeks. Finally,
I received a PC board -- 5 months later! Thats bad enough, but
in addition, they forgot to put any memory chips on the board.
I called them and got chips a weeks later. I then had to send
board back to them twice (at my expense) to correct poor design
problems with their MMU "connectors". Two months later (a total
of 7 months after ordering), I finally had a working board.
A month later two memory chips bit the dust. Because of their
poor service and since I am an electrical engineer (working on
my PhD in IC design), I decided to desolder and replace the chips
myself. After another month, a third chip went out. I decided
to look into the cause of the problem. I found that the power
lines on the board were ringing between 4 and 7 volts! I replaced
the bad chip and made several changes to the board and power
connections to correct the faults in their design. The board now
works fine with no problems.

You can gather from this story that I would not personally
recommend dealing with Tech Specialties for any product that they
might offer. You may have better luck that I (even my S*NY products
seem to break). However, even if you do get a good product at a
good price from them, it will probably take several months.

At the time I ordered, they did not accept credit card payments
either. That makes it even more difficult to deal with them if there
are problems.

I have one happy story to relate. I purchased a 30MB hard disk
from MicroByte (in Texas). Their product is built by them using
the ICD controller kit. I received my drive within a week of ordering
and it has worked great (though it is a bit ugly). Their telephone
technical support is friendly and answers all questions (Tech Specialties
once hung up on me!). The 30MB MicroByte system cost me $689.

Sorry about the length of this posting. I hope it is of some help
to you.

Scott D. Willingham
willing@ee.ucla.edu

PS: I am not affiliated with Tech Specialties in any way except as a dissatisfied customer. Also, my opinions should always be assumed to be my own unless otherwise stated.

4716. Looking for cross assembler (mc6809)

Newsgroup: comp.sys.atari.st
Date: 1988-07-22 19:13:42 UTC
From: glaser@iraul1.ira.uka.de
Message-ID: <659@iraun1.ira.uka.de>
Source record: 251516
Cross-posted to: comp.sys.atari.st,comp.sys.m6809

Hi there,

I am looking for a cross assembler for the Motorola MC6809 processor.
It must run on the ATARI ST or IBM PC. Who has experiences and can
recomend me a product? Who knows adresses of possible vendors?. Please
contact me directly by email.

Thanks in advance.

+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+
Max Glaser	email: glaser@ira.uka.de
University of Karlsruhe	voice: (0721) 608-4261
Institute for Real-Time Computer	
Systems and Robotics	
P.O. Box 6980, D-7500 Karlsruhe,FRG	
+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+

4717. UUPC

Newsgroup: comp.sys.atari.st
Date: 1988-07-22 19:22:11 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4231@saturn.ucsc.edu>
Source record: 251517

I have UUPC working fairly well now, though the mail shell is still very primitive and the uucico clone doesn't seem to handle multiple baud rates very well. If there is enough demand, I will post what I have so far to the sources newsgroup; it works under Laser C, and should work under other systems too (but no guarantees). MAIL your replies to me at the address below. I am porting news 3.0 to the ST right now, and will continue to improve the mail shell and uucico program. Note that UUPC isn't terribly useful if you already have an account on a UUCP host.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu ...!ucbvax!ucscc!ssyx!koreth

4718. Re: Re: Carrier Command / Publishing Partner Professional

Newsgroup: comp.sys.atari.st
Date: 1988-07-22 19:31:16 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1717@water.waterloo.edu>
Source record: 251518

In article <KW.G9OY.210788@SALF.D> KEITH@SYSD.SALFORD.AC.UK (Keith Wolstenholme) writes:
>Norman R. Frech <nfrech@ALMSA-1.ARPA>, writes:
>
>> Richard K. Lloyd, ,backbone-!mcvax!ukc!mupsy!liv-cs!SQRKL writes:
>> [...]
>The Archimedes really does exist, in two forms the 300 series and the
>440 (we're still waiting for the 410 - thats a 440 with 1MB and no
>hard disk). The 300's have been available from Acorn dealers in the
>UK since September '87.
>
>> ..... Are they restricted to England?
>
>As far as I know, yes. A few machines might have slipped out of the
>country by some back door but I don't believe that Acorn is shipping
>overseas. They got badly stung when they last tried to enter the U.S.
>market, so they're probably a bit wary of trying it again !
>

In January, I was in a shop in Hamilton, New Zealand, that was showing
the Archimedes. It seemed to be a splendid machine, but was greatly
overpriced at about 7 or 8 thousand NZ dollars. From what I
could see, the Atari still offered better value for money.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4719. 1st Word Plus bug/Wonders of resource files

Newsgroup: comp.sys.atari.st
Date: 1988-07-23 00:48:15 UTC
From: dmak@lynx.northeastern.EDU
Message-ID: <memo.39202@lynx.northeastern.edu>
Source record: 251519

This is for all ST users with 1st Word Plus from GST. There's a bug in their "WORDPLUS.RSC" file where the templates for the "editable string" fields in the dialog box for headers and footers aren't set correctly. This dialog can be reached through the menu item "Layout" under the selection "Page Layout". If the user were to try typing on any of the "_____..." lines, nothing would change. The problem is that the template for this string is a series of underscore characters -- not legal as validation characters. Instead, the character "X" should be used. I fixed my copy using Mark Williams Co's new resource editor that came with Mark Williams C v3.06 (great package!). I'm not too sure how this would be accomplished using another editor, but with MWC, the problem dialog is dialog #9.

How did I find this bug?? I was minding my own business one day, playing "Typhoon Thompson" (a new game from Broderbund soon to be released) at the computer store I work at when a customer walks in and yells something to the effect of: "Hey you!! You guys sold me a @*#& bug ridden word processor!! I have a doctoral thesis to write, and if I can't do it, I'm going to sue...." After she calmed down a bit, and explained her problem (couldn't change the page numbering from default of centered footer to right justified header) we tried it out.. Funny I said to myself... It won't allow me to enter anything on the editable strings in that dialog. Hmm... could it be a bad resource?? At this point, I prayed out loud they (GST) used a resource file (unlike some others). "Quit All", back to the desktop, look in the directory... whew! Now I load the resource editor, search for the suspect dialog, find it, check the string object and BANG.. I found the bug! Well, well... customer leaves happy and awed by the technical prowess of the staff. Point of all this?? This is one time when I actually appreciate GEM. All hail the resource file!

I'm sure Mac users discovered this joy of end-user debugging long ago tho.

Dave Mak

Internet: dmak@northeastern.edu
US MAIL: David Mak
Bit Bucket
1294 Washington ST.
West Newton, MA 02165

4720. Re: 5.25 help

Newsgroup: comp.sys.atari.st
Date: 1988-07-23 04:50:35 UTC
From: med@druhi.ATT.COM
Message-ID: <3266@druhi.ATT.COM>
Source record: 251520

In article <880721-140208-4503@Xerox>, "Robert_L._White.ESXC15"@XEROX.COM writes:
> The problems are:
> 2) I have written a "c" program to format for 40 tracks,
> and that works with no problems (no errors returned),
> except that I get allot of disk errors when reading or
> writing. i.e. data on disk may be damaged, cancel,retry.
> Sometimes a retry will work, but not allways.
> 3) The really strange thing is, when I format a 5.25 on a PC,
> I have no problems reading or writing to that disk on my
> 5.25 drive on my ST. Wierd!
>
> Any help would be nice
> Thanks
> Bob White, Xerox corp.

In order to get most (if not all) 5.25 inch drives to work consistently on the ST, you *must* buffer the drive selects (a and b) and the side select signals from the ST. They are driven (poor choice of words ;-)) by the wimpy GI sound chip, which can barely drive the 10 inches of cable, let alone the inputs of the drive. Also, make sure to remove the termination (try this first, it may be just enough to make it work). If you set the two undocumented seek rate varaibles, and do this buffering (non-inverting, I think a 74244, but look it up first), you should have no problems.

Myron Drapal
AT&T Denver
ihnp4!druhi!med

4721. Re: Info-Atari16 Digest V88 #327

Newsgroup: comp.sys.atari.st
Date: 1988-07-23 13:46:39 UTC
From: paone@TOPAZ.RUTGERS.EDU
Message-ID: <8807231346.AA12496@topaz.rutgers.edu>
Source record: 251521

Please remove me from your mailing list.

Thanks,
Phil Paone

4722. Re: More Picture Formats Trivia

Newsgroup: comp.sys.atari.st
Date: 1988-07-24 00:12:01 UTC
From: wayneck@tekig5.TEK.COM
Message-ID: <3038@tekig5.TEK.COM>
Source record: 251522

In article <8807221622.AA00826@sleepy.tis.com>, dmb@TIS.COM (David M. Baggett) writes:
>
> Does anyone know precisely when palette changes take effect during the
> scan line in Spectrum pictures? There are three palette changes per
> scan line, but 320/3 isn't an even number. What's the deal?
It is more like:

16 colors set before line starts
2 new colors every 10 pixels during line

Wayne Knapp

4723. Re: viruses

Newsgroup: comp.sys.atari.st
Date: 1988-07-24 08:31:16 UTC
From: avenger@runx.ips.oz
Message-ID: <1659@runx.ips.oz>
Source record: 251523
Cross-posted to: comp.sys.apple,comp.sys.mac,comp.sys.amiga,comp.sys.ibm,comp.sys.atari.st

I was recently asked to consider this problem. The easiest solution I came up with was to write a Virus Immunisation Program (VIP) which calculated cyclic redundancy check numbers for each file on a given device and stored these numbers on a safe medium prior to backup. Regular checks
could be made using the VIP, and if the CRC on any program (executable, source, object or script) does not match (and should not have been modified) the suspect file should be restored from the backup medium.

Precautions:

1) The machine should never automatically boot from the hard disk. The operating system on that disk may be infected, and if you subsequently run your backup program or VIP, they may become infected.

2) The machine should be turned off before running either the backup program or the VIP for much the same reasons as (1).

3) Along the same lines as (1) and (2), the backup program and VIP should be contained on separate floppy disks, each with its own operating system.

Internet: avenger@runx.ips.oz.au
UUCP: uunet!runx.ips.oz.au!avenger

"Watch out for Gobbledocks - they'll steal all your silicon chippies"

4724. Re: A C compiler question

Newsgroup: comp.sys.atari.st
Date: 1988-07-24 16:27:25 UTC
From: jeff@polyof.UUCP
Message-ID: <356@polyof.UUCP>
Source record: 251524

In article <352@krafla.rhi.hi.is>, frisk@rhi.hi.is (Fridrik Skulason) writes:
>
> I am looking for a new C compiler, which can compile programs with more than
> 64K in static arrays. The one that I have already (Megamax) is unable to do
> so.
Sorry about posting this to the whole net, but I was unable to get a return
path to Frisk.

Anyway, Yes Laser C does allow large arrays (>64K) they do seem to work well.
I don't know about the others. For anyone who has Megamax C the best way to
go is get the Laser C upgrade. It is $20(US), you get the new manual, and the
new distribution disks. All in all it is a nice package, and does not
cost an arm and a leg.

I am not connected with megamax in anyway other than that of a satisfied
customer.

Geoffrey Giordano

INET: jeff@polyof.poly.edu or jeff@128.238.10.100
UUCP: iguana!polyof!jeff

4725. Publishing Partner Professional: First Impressions

Newsgroup: comp.sys.atari.st
Date: 1988-07-24 16:54:08 UTC
From: cdj@psueclb.BITNET
Message-ID: <1156@PSUECLB>
Source record: 251525

Last Monday (7/18) I received my copy of Publishing Partner Professional[tm] from Soft-Logik. As you know, PPP is the next generation of their successful Publishing Partner[tm] desktop publishing software. I have some mixed reactions about this program, after using it for a few hours (and also having used the original Publishing Partner for quite some time).

The package consists of one of those nifty 3-ring binders and slip-cover boxes with a very handsome logo on them. The packaging is quite nice. The manual was a bunch of shrink-wrapped pages to be inserted into the binder (no biggie...). There is ONE disk. Evidently, the same program and RSC file is used for both color and mono. Come to think of it, I didn't even try it on my color monitor (I have both); if it doesn't work, I'll post something.

The package also came with a letter stating that an informal poll of users was taken and the majority favored shipping PPP now, without fully debugging the program. Therefore, some of the features are buggy or do not work at all. This seems reasonable to me, but some of the features that do not work at all prevent the program from being even as useful as the earlier versions of PP. This is the major disappointment.

For example, one cannot import pictures into the document; try to do so will crash the program. When this bug is fixed, a multitude of picture formats are supported including DEGAS[tm], E-Z Draw Metafiles, NEO, and I may have missed one. But for now, nothing.

The biggest disappointment was that the program will not properly print out a page on my printer (C. ITOH Prowriter). This was one of the bugs that makes it unusable for me. When this bug is fixed, there are up to 7 levels of detail available for the print density. Nice, but not at the moment.

The grouping feature is VERY nice. I played with it and it works quite well. This program may be a good candidate for schematic diagrams for my labs (as well as the lab reports). One can make a library of symbols and keep them in one window, while editing your document in another window. Up to 8 windows can be open, I believe.

Several of the mouse controls are awkward, including the cancel command for graphics objects (using the right mouse button).

In Soft-Logik's defense, they are promising a free upgrade to those who send in their warrenty cards. I just hope it is soon, because until some of the major bugs are fixed, the program is unusable for me. When this program is debugged, it should really sing. It makes my mouth water just thinking about it.

```
-------------------------------------------------------------------------------
Christopher Johnson | Duct tape is like the Force.
Penn State University | It has a good side, and a dark
Electrical Engineering Undergrad| side, and it binds the
| Universe together.
cdj@psuecl |
-------------------------------------------------------------------------------
```

4726. dead supra drives

Newsgroup: comp.sys.atari.st
Date: 1988-07-24 19:23:17 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Jul24.152317.13719@gpu.utcs.toronto.edu>
Source record: 251526

A while back there was a big discussion on how the Supra drive
ran very hot while the Atari had disk ran cooler and how this really
made no difference in the long run. Well....
Yesterday my Supra drive died. No, it is not the power supply but
the miniscribe drive inside is trashed. When i turn it on, one hears
a metallic grinding noise. It was not moved, banged, etc - just used
last week in 90+F degree weather.
After talking to a Supra distributor, I found out this is quite common.
When the drive runs hot it expands and may trash data that has been written
before. What happened to me is more extreme - presumably the head expanded, or
a balancing counterweight expanded and fell off, trashing the mechanism.
At least my thesis was backed up on floppies.
/leonard

4727. UniTerm Kermit "File Attributes" questions

Newsgroup: comp.sys.atari.st
Date: 1988-07-24 20:32:12 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <7643@cup.portal.com>
Source record: 251527

To Simon Poole:

I have some questions about UniTerm Kermit.

The documentation says that UniTerm Kermit "Handles File Attributes".
What does UniTerm Kermit do with the Attributes given in the 'A' packets?

I am still extending my Kermit-UCSD and was adding "Attribute Packets"
today (the only attribute I implemented was the "Creation Date":
Attribute '#'). UniTerm Kermit appeared to act as if the contents of the
'A' packet had been interpreted as contents of just another 'D' packet
(it just put the data from the 'A' packet into the file rather than
setting the date of the file).

Is this the "normal" behavior of UniTerm Kermit on 'A' packets?

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

4728. Printer Driver for Quadjet

Newsgroup: comp.sys.atari.st
Date: 1988-07-25 00:26:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880725002648.973784@HIS-PHOENIX-MULTICS.ARPA>
Source record: 251528

I own a color Quadjet printer. I would like a printer driver to print Spectrum 512 pictures. If there is no such thing,I would like to find out how to program a printer driver for it so it will print Spectrum 512 color pictures. If anyone has had experience with programming printer drivers (especially wiht this printer) I would greatly appretiate any help. I have never programmed a printer driver before, and havn't been able to find any literature on it. One last problem, I program wiht GFA Basic. :-(Is it possable to program a printer driver with GFA Basic.

(sorry for the typo's, but a thunderstorm is comming and I want to finish this before I lose my power.)

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4729. Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1988-07-25 06:00:03 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <4654@pasteur.Berkeley.Edu>
Source record: 251529

I got my hard disk. It took me under 1 hour to get it hooked up
to the Berkeley Microsystems supplied equipment. I had a few problems
with the manual, but everything turned out o.k. there. When I tried
to format the disk, the software wouldn't recognize any SCSI devices.
It took me 2 hours to figure out what was wrong. The drive had a jumper
that had it set to drive select 2 rather than drive select 1. As soon
as I changed that everything worked fine.

NOW THE PROBLEM (Not a problem with BMS, just GEM):

I bought a fast hard disk (28ms 42meg) and partitioned it as follows:

C - ATARI 1 - 15 Meg
D - ATARI 2 - 15 Meg
E - MSDOS - 5 Meg
F - Magic Sac- 6 Meg

I thought this was reasonable. I then proceeded to copy my disks to the
hard drive. As soon as get past ~3 Megs on a partition the performance
gets very very very bad. My floppy is almost as fast. What gives????????
Did DRI screw up that bad?????? I have a 100K read/write cache on C and D.
(it didn't help much)

What is the solution. Which of those PD programs going around will solve
this? Which are SAFE??? Did Alan Pratt say this was fixed in the new ROMs?
Does ATARI have a realistic date on availability??

HELP!!!!

SIGNED - The person who spent plenty of money on a fast drive to see it wasted!

James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

4730. Looking for Atari ST File-server

Newsgroup: comp.sys.atari.st
Date: 1988-07-25 09:54:11 UTC
From: paulm@nikhefk.UUCP
Message-ID: <402@nikhefk.UUCP>
Source record: 251530

Could anyone enlighten me on how to reach a site where Atari ST
files are maintained? I thought there was something of the kind
in Houston, but I forgot the name of the machine.

Also: what anti-viral programs are available on the ST and are they
any good? What program should I get from Houston if I want my
disks to be virus-free?

Please respond by mail since I don't have the time to read all of the
Atari ST news... ;)

Cheers...

--
Paul Molenaar

"Just checking the walls"
- Basil Fawlty -

4731. qulam

Newsgroup: comp.sys.atari.st
Date: 1988-07-25 11:11:10 UTC
From: mike@ncrcpx.UUCP
Message-ID: <1821740@ncrcpx.UUCP>
Source record: 251531

I like gulam. I would like to use it more. My problem it that the one
that I have is OLD. Like version 1.00.00.02 or 3. This was the last one
I know of that was posted to comp.binaries.atari.st or whatever that stream
is called. Did I miss a newer one? This one has to many bugs to really
allow me to use it more. Last week it created doubles of all the files
and folders on my disk partition and I ended up loosing the whole thing.

Yes, it was all backed up.

Can some ONE help me ???

mike

4732. Re: SCSI harddisk connection, how?

Newsgroup: comp.sys.atari.st
Date: 1988-07-25 13:44:53 UTC
From: ge@hobbit.sci.kun.nl
Message-ID: <300@hobbit.sci.kun.nl>
Source record: 251532

From article <1179@dutesta.UUCP>, by niels@dutesta.UUCP (Arjen Baart):
>
> Anne Steegstra writes:
>
>>Has anyone experience connecting a SCSI harddisk to the atari?
>>Does it need a lot of extra hardware. Where can I find schematics?
>
> Since I'm not too satisfied with Atari's 20MB harddisk (small, slow and
> pretty expensive), I'm considering to connect a 30 or 40 MB harddisk
> to my 520 ST+ (either SCSI or ST506). My questions are similar:

In the German magazine C'T a simple circuitboard (<= $25 cost, incl. IC's)
was shown which allowed using any ST506 disk with an OMTI5520 controller for
XT's. Driver software was published too.
Disadvantage: no booting from the harddisk.
This must be one of the cheapest ways of adding a harddisk to your ST.
I can give more specific info if someone is interested. Warning: the article
is in German. (They did the same thing for the Amiga too).

--
Ge' Weijers, Informatics dept., Nijmegen University, the Netherlands
UUCP: {uunet!,}mcvax!kunivv1!hobbit!ge

4733. Picture Formats

Newsgroup: comp.sys.atari.st
Date: 1988-07-25 13:58:57 UTC
From: dmb@TIS.COM
Message-ID: <8807251358.AA02737@TIS.COM>
Source record: 251533

Sorry about the twelve million requests for picture formats; SCORE was being strange on Friday.

Anyway, generous people have mailed me info on GIF, Amiga IFF & HAM and Degas Elite compressed; these will all appear in the next posting of the list. Thanks to all who contributed.

Still looking for:

1) GEM Metafile
2) MacPaint
3) CIS Vidtex

(Granted, that last one is a bit out of place, but it was requested...)

Thanks all,
Dave
(arpanet: dmb@TIS.COM)

4734. Crawio()

Newsgroup: comp.sys.atari.st
Date: 1988-07-25 14:32:01 UTC
From: roeder@sbsvax.UUCP
Message-ID: <567@sbsvax.UUCP>
Source record: 251534

Can one of the BETA-testers for the new TOS-release answer the following question: what is the output of the following program under the new TOS ?

```
#include <osbind.h>
#define Stdout 1
#define PRN -3

main()
{
int f;

Crawio('A');

Fforce(Stdout,PRN);
Crawio('B');

f = Fopen("file.tst",2);
Fforce(Stdout,f);
Crawio('C');
}
```

In the older versions this little program crashes the ST after printing 'A' on the monitor and 'B' on the printer.
Should Crawio() be redirectable or not ?
- If yes, then 'C' has to appear in the file.
- If not, then 'B' and 'C' have to appear on the screen.

- Edgar

4735. Re: Networking STs together...Help Wanted!

Newsgroup: comp.sys.atari.st
Date: 1988-07-25 17:10:41 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810002@hpnmdla.HP.COM>
Source record: 251535

>
>I am trying to find out if there is any company that has networking hardware
>ovailable for the ST. What I want to do is connect 3 1040 STs together in an
>office environment with one ST as the "master" which has a 20 meg hard drive.
>I would like to be able to transfer files back and forth from this "master."
The cable distance between the 3 systems would be a maximum of 60 feet.
>
>Can anyone help? I've heard whispers and rumors, but no one knows who, when,
or how much. Any help would be greatly appreciated.
>
>Keith
>keithr@vice.ICO.TEK.COM
Keith,
I am using a TCP/IP package with my ST (primarily for amateur packet radio).
It does allow FTP as well as SMTP. I don't know if this is of interest but
it is in the public domain, being written by Phil Karn (radio call KA9Q), Bdale
Garbee N3EUA and others. Source code , in C, is also available. It compiles as
is with Lattice C compiler and I am most of the way through it with Laser C.

Glenn Elmore -N6GN-

N6GN @ N6IIU-1
glenne@hpnmdla.HP.COM

4736. Publishing Partner Professional

Newsgroup: comp.sys.atari.st
Date: 1988-07-25 18:11:49 UTC
From: fyl@ssc.UUCP
Message-ID: <1376@ssc.UUCP>
Source record: 251536

I guess I owe this to the ST community. Yes, I owned PPP for
about 1 hour. Groan.

A little background. SSC does UNIX consulting, training, sells
Pocket References and software. About 2 years ago we bought an
Atari ST and Publishing Partner to do the graphics work on our
flyers and catalog. Most of our typesetting is done directly
on a UNIX system, producing PostScript that we proof on a LaserWriter.
Final copy is done on a Linotronic typesetter.

Although Publising Partner has some bugs, it has been usable
for what we had intended. We wrote UNIX scripts to include the PP
output in UNIX typeset documents. All is sort of ok. The things we
missed were: being able to rotate text, use the downloadable fonts
with the LaserWriter and have bug-free software.

I called SoftLogik in May after I received a letter that said that
I could upgrade for only $50 if I ordered before the end of May.
The new PPP offered rotatable text and, hopefully, had fewer bugs.
I called and asked if downloadable fonts worked with a PostScript
printer. I was told, "Oh, yes, that is one of the new features."
I was going to order but was told it wouldn't be ready to ship until
the end of June. I decided to wait.

I ordered it a couple of weeks ago (still for only $50)
and got it last week. I returned it an hour later. Here is what
I found out:
* It does not support downloadable fonts with PostScript devices
* It has all kinds of new features
* It crashes under almost all conditions
* The documentation isn't really done. You get a big notebook and
a few pages of documentation
* The input files are not compatible with Publishing Partner

This last one really does it. It might, some day, be bug free
(although I doubt it as it is written in assembly language) but
the fact that we would have to throw away all of the source documents
we currently have makes it just as easy to buy a package that works.

Why do companies have featuritis? I would so much rather have
a program do what the manual says than have twice as many features,
only 20% of which actually work.

Anyway, too bad. Anyone out there know of a good program that
will do publishing stuff and produce PostScript?

Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

--
Phil uunet!pilchuck!ssc!fyl

4737. Re: Network problems: please help

Newsgroup: comp.sys.atari.st
Date: 1988-07-25 20:03:02 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8807252002.AA23754@ucbvax.berkeley.edu>
Source record: 251537

A big 'thank you' to all the people who responded to my question. Yes, one
can reach netlib@lakesys from BITNET/EARN.

For users with IBM VM/CMS machines who have the CROSSNET exec: just specify
UUCP-CA as the target network.

For all others: this is the file CROSSNET sends to MAILER@UWOCC1:

```
>HELO nodeid.BITNET
>TICK 0001
>MAIL FROM:<userid@nodeid.BITNET>
>RCPT TO:<netlib@lakesys.UUCP>
>DATA
>Date: Mon, 25 Jul 88 21:50:05 SET
>To: netlib@lakesys.UUCP
>From: userid@nodeid.BITNET
>
>send index from archives.atari
>
>.
>QUIT
```

Maybe this helps others a little.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

4738. Re: 5.25 help

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 00:12:03 UTC
From: hase@netmbx.UUCP
Message-ID: <2150@netmbx.UUCP>
Source record: 251538

In article <880721-140208-4503@Xerox> "Robert_L._White.ESXC15"@XEROX.COM writes:
>Hi, I just FTP'ed the schematic for the step doubler.
>Program 40_80_tr.pi3
>I have some questions though.
> 1) what exactly does this do? i.e. does it double the step pulse from
> one pulse to two pulses, or lenghten the step pulse.

To make a 80-track drive read 40-track-PClone disks, it produces 2 step
impulses from one.

>
> 2) must you use a hi density 5.25 (1.2 meg) to use the 80 track feature? I
>didnt think the standard 5.25 that an IBM uses would do 80 tracks.

There are 80-track-dd-drives. The "standard IBM" uses 40-track-dd like
Teac 55B. The Teac 55F is exactly the same as the 55B, except for the
head (the 80-track type writes smaller tracks) and one resistor (for
internal doblestepping).
If You connect an 80 track drive (beware of the pullup resistors and so
on) *without* a step doubler, it "looks" like an 3.5" to the ST; the
interface Sony used for their first 3.5" drives is the 5.25"-Shugart
BUS.
The HD drives the AT uses are 8"-look alikes (to the controller chip);
they were chosen because of their speed, which is 500 kbit per second
(versus 250 from a 5.25" drive/interface). The extra capacity was a neat
bonus.
Most HD drives can "fallback" to 80 track double density, for
unformatted 1 megabytes or 720 KBytes with IBM-format. The AT software
(BIOS) does not handle this format. With double density the AT-Bioses
use double stepping to read 360 Kbyte (40 track) disks.
>
>
>I currently have a 5.25 hooked up, but have several problems. I have changed the
>memory locations required to make the step pulse 6ms but still I have problems.
>
>The problems are:
> 1) I cannot format the 5.25 under pc-ditto 40 track, it fails.
> The drive seems to do a lot of stepping.
> 2) I have written a "c" program to format for 40 tracks, and that works
>with no problems (no errors returned), except that I get allot of disk errors
Maybe that PCDitto does another doublestep (quadrostep alltogether) when
formatting 40 tracks. Try do disable you step doubler.
Or PCDitto does not use the TOS-step rate code ans steps with 3 msec.
Ask the authors of PCDitto.

I hops this helps a little

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4739. Re: Publishing Partner Professional

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 00:37:58 UTC
From: fyl@ssc.UUCP
Message-ID: <1385@ssc.UUCP>
Source record: 251539

This is an addition to my previous posting. I forgot but there
is nothing in the new manual about the keyboard sequences used
to perform functions and the keyboard equivalents have been removed
from the drop-down menus. I tried my usual ones, load, save,
bold, italic, etc and they no longer worked. Either they changed
or Softlogik thinks people really like to use drop-down menus to
change into and out of bold when entering text.

--
Phil uunet!pilchuck!ssc!fyl

4740. Re: Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 04:08:21 UTC
From: Allanon@cup.portal.com
Message-ID: <7671@cup.portal.com>
Source record: 251540

The problem is how GEMDOS does the FAT lookup. There are several PD programs which will fix the problem, the best is probably FATSPEED. I have used it with no problems, and the difference in speed is enormous. Hope this helps,

Arnie Elkins

Allanon@cup.portal.com
sun!cup.portal.com!allanon

4741. visualisation/animation

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 08:14:10 UTC
From: werner@tnosel.UUCP
Message-ID: <784@tnosel.UUCP>
Source record: 251541
Cross-posted to: comp.graphics,comp.sources.wanted,comp.sys.atari.st

I am looking for software that is capable to visualize a model (a building)
that is described by a bunch of faces (in a ASCII-file).
The program should come close to an animation-program in order to 'walk'
through a model. Target machines are a UNIX-68020 workstation, Mac SE or
an atari-ST.

Please reply by e-mail (I will summarize to comp.graphics).

4742. Request for HDB2.3

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 09:08:14 UTC
From: gs@eagle.ukc.ac.uk
Message-ID: <5405@eagle.ukc.ac.uk>
Source record: 251542

Several recent articles posted to this group have mentioned the
application HDB2.3 (a hard disk boot utility). If this program is
PD/Shareware I would be extremely grateful if someone out there would
mail me a copy. Many thanks.

~~~~~~
Gary Samson Institute of Social and Applied Psychology
The University of Kent
JANET : gs@ukc.ac.uk Canterbury Kent CT2 7LZ UK
BITNET: gs%uk.ac.ukc@ac.uk +44 227 764000 x3079
~~~~~~

4743. Re: Re: Carrier Command / Publishing Partner Professional

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 09:14:13 UTC
From: KEITH@SYSD.SALFORD.AC.UK
Message-ID: <KW.FBZQ.260788@SALF.D>
Source record: 251543

Lee Dickey <mnetor!utzoo!utgpu!water!ljdickey@uunet.uu.net> writes:
>Norman R. Frech <nfrech@ALMSA-1.ARPA>, writes:
> [...]

> In January, I was in a shop in Hamilton, New Zealand, that was showing
> the Archimedes. It seemed to be a splendid machine, but was greatly
> overpriced at about 7 or 8 thousand NZ dollars. From what I
> could see, the Atari still offered better value for money.

I don't know what Acorns policy is for sales to New Zealand but I
believe that they actually had some sucess with the BBC in
Australia so perhaps they are prepared to push the Archimedes in that
part of the world.

I have just read an article in Computer Weekly about the Archimedes and
the ARM RISC chip set. Acorns Dirrector of Sales and Marketing, Ian
Laurence, is quoted as saying that "We (Acorn) would love it to
happen (a US cheap workstation manufacturer using the ARM) because
there is no way we could sell Archimedes in the US. The Americans
are very parochial." ???

So it doesn't look like the Archimedes will make it to the US unless
Acorn have a major change of policy.

JANET keith@uk.ac.salford.sysd
ARPA: keith@sysd.salford.ac.uk
PHONE: +44 61 737 7010
POST: 3-S, Computer Centre, Salford University, Salford, M5 4WT, U.K.

4744. Termination of Subscription

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 13:09:00 UTC
From: CARSON%SSCvax.McMaster.CA@FORSYTHE.STANFORD.EDU
Message-ID: <8807261237.AA10978@ucbvax.berkeley.edu>
Source record: 251544

Richard E. Werezak is no longer here at this node and we would like to withdraw our subscription to Info-Atari16 Digest.

Thank you.

4745. Aztec C Does anyone know anything about it?

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 13:39:13 UTC
From: deich@well.UUCP
Message-ID: <6631@well.UUCP>
Source record: 251545

I would like to know anyone's opinion on Aztec C for the ST. They have
this deal going on until 8/31/88 for:
Source debugger $75.00
Prof System $99.00 includes compiler,assembler,overlay linker with
libraries, Unix and other libraries and utilities.

Dev System $150.00 includes prof system and make,diff,grep, and
a vi editor.

Library Source $300.00
OR Dev sys with Source Debugger and Library Sources FOR $399.00

I have not seen any references to Aztec here. So I thought I'd try and see if
any one had any info before I go out and buy it.

4746. Re: Re: Carrier Command / Publishing Partner Professional

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 15:36:55 UTC
From: rokicki@polya.Stanford.EDU
Message-ID: <3409@polya.Stanford.EDU>
Source record: 251546

> ". . .there is no way we could sell Archimedes in the US. The
> Americans are very parochial."

Us? Americans, parochial? Where does that damned foreigner get off?
Calling us parochial! Simply because the best computers, cars, and
canned goods are made in the good old US of A, he things we are
parochial! Jealousy, that's what it is. Hell, they don't even use
proper money there; pounds indeed! Maybe some good old boys will
learn him his manners one of these days.

-tom

4747. Re: Publishing Partner Professional

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 15:39:15 UTC
From: nelson@kodak.UUCP
Message-ID: <1350@kodak.UUCP>
Source record: 251547

In article <1376@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
>I guess I owe this to the ST community. Yes, I owned PPP for
>about 1 hour. Groan.
>
Phil, Publishing Partner Professional's schedule slipped one heck of a lot since it was originally announced. On June 28th +/-, they took a survey on GEnie, asking if we, the registered users who had sent in the upgrade fee, would like to recieve a BETA copy of PPPro. The response was almost unanimous that we'd like to see it in its present, very unfinished form.

SoftLogik has made it VERY clear that that program DOES NOT WORK in its entirety. They are the first to admit that there are many, many, many bugs and crashes. This version was released to show us what features will be available in the final version. Many of the bugs that are in this BETA version worked on previous BETA versions.

The ability to import Pub. Partner version 1 files is a #1 priority, as is the ability to covert version 1 font files.

They have made it abundantly clear that this BETA version was not intended for anyone to do any useful work with it. The manual is a quickly put-together so you can see the features. The final manual will fill that 3" binder they sent. I have faith that the final version will encompass all the features that they have announced.

The opinions expressed are my own and do not reflect the opinions of my employer or anyone else.

Bruce D. Nelson | UUCP: ...!rutgers!rochester!kodak!hawkeye!nelson
Eastman Kodak Company | Voice: 716-726-7890
901 Elmgrove Road | Company Mail: Dept 420 Technical Support Services
Rochester, NY 14650 |

4748. Re: How not to boot from your hard disk.

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 15:49:37 UTC
From: ge@hobbit.sci.kun.nl
Message-ID: <301@hobbit.sci.kun.nl>
Source record: 251548

From article <489@laura.UUCP>, by klute%trillian.irb@unido.uucp (Rainer Klute):
> In article <1094@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>* COLD cold boot code: copy a bit of code to $8, then jump to it. *
>>* The bit of code clears RAM starting from its own end, until it *
>>* gets a bus error. Then it jumps to the start of the ROM. *
>
> Why not simply set memvalid (0x0420) to zero and jump through 0x0004?
>
A virus conceivably might restore memvalid directly after the reset (or can
it? I'd have to check it with a disassembler)
--
Ge' Weijers, Informatics dept., Nijmegen University, the Netherlands
UUCP: {uunet!,}mcvax!kunivv1!hobbit!ge

4749. Picture Formats Correction

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 16:07:05 UTC
From: dmb@TIS.COM
Message-ID: <8807261607.AA04937@TIS.COM>
Source record: 251549

The description of Degas Elite compressed was wrong in the list I posted on
Friday. Oops. Turns out that the later Degas Elite manuals were "edited"
to the point that the descriptions of the compression schemes were made
thoroughly misleading.

Thanks to David Brooks for pointing out the error (and the correction).
Here's the corrected version:
(assuming I didn't screw something up again!)

```
---------------------------->8 Cut Here >8 ---------------------------------

ST Picture Formats
------------------
Compiled by:
Dave Baggett
(arpanet: dmb@TIS.COM)

(Please report errors or additions)

CONTRIBUTORS

David Brooks Ken MacLeod Darek Mihocka George Seto
Joe Smith Greg Wageman Gerry Wheeler

Introductory information
------------------------
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).
```

```
Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

The Formats
-----------

<NEOChrome>

1 long resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
12 bytes filename (" . ")
1 byte Left color animation limit (starting color number)
1 byte Right color animation limit (ending color number)
1 byte color rotation speed
1 byte color rotation direction
1 word color rotation duration (number of iterations)
18 longs reserved for expansion
16000 words picture data (screen memory)
-----------
32128 bytes total

<DEGAS>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite (Uncompressed)>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]
-----------
32066 bytes total

<DEGAS Elite (Compressed)>

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control bytes
4 words left color animtion limit table (starting color numbers)
```

4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]

< 32066 bytes total

Control byte meanings:

For a given control byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-127 <= x <= -1 Use the next byte -x + 1 times
-128 No operation (ignore)

Compression Scheme:

Each scan line is compressed separately; i.e., all data for a given
scan line appears before any data for the next scan line. The scan lines
are specified from top to bottom (i.e., 0 is first). For each scan line,
all the data for a given bit plane appears before any data for the next
higher order bit plane.
To clarify: The first data in the file will be the data for the lowest
order bit plane of scan line zero, followed by the data for the next higher
order bit plane of scan line zero, etc., until all bit planes have been
specified for scan line zero. The next data in the file will be the data
for the lowest order bit plane of scan line one, followed by the data for
the next higher order bit plane of scan line one, etc., until all bit planes
have been specified for all scan lines.

<C.O.L.R. Object Editor Mural>

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Tiny>

1 byte resolution (same as NEO, but +3 indicates rotation
information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

1 word number of control bytes
1 word number of data bytes
16 words palette

3-10667 bytes control bytes
2-32000 bytes data bytes

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 long is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

<Spectrum 512 (Uncompressed)>

80 words First scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)>

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme. The
data map is stored as a sequence of records. Each record consists of a
header byte followed by one or more data bytes. The meaning of the header
byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included; i.e., stays
the same). The least significant bit of the bit vector refers to
palette entry zero, while the most significant bit refers to palette
entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette
entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the
background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

(Version of Tue Jul 26)
----------------------------->8 Cut Here >8 ----------------------------------

4750. Re: Crawio()

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 18:38:59 UTC
From: apratt@atari.UUCP
Message-ID: <1095@atari.UUCP>
Source record: 251550

From article <567@sbsvax.UUCP>, by roeder@sbsvax.UUCP (Edgar Roeder):
>
> Can one of the BETA-testers for the new TOS-release answer the following
> question: what is the output of the following program under the new TOS ?
> [program redirecting Crawio()]

This was addressed and fixed: Crawio is fully redirectable and doesn't
crash any more. I believe this was noted in the release notes posted
here a long time ago. Thank you for your concern, though. It's a little
late in the release process to get major changes in, but if there are
little things you're afraid we may have overlooked, please MAIL to
me with your ideas.

Thank you.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4751. Re: Publishing Partner Professional

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 19:01:36 UTC
From: fyl@ssc.UUCP
Message-ID: <1386@ssc.UUCP>
Source record: 251451

I already received E-mail pointing out that PPP doesn't do everything because it is the beta version and Softlogik released the beta version because people kept asking for it. Here are the facts behind the rumors :-) :-)

I never requested a beta version of anything. Softlogik made me an offer to upgrade for $50. It sounded good and I called them to make sure it would do downloadable fonts on PostScript printers. I was told that it would and was asked if I wanted to place the order over the phone. I asked, "Is it ready to ship?" I was told, no, it wouldn't be ready until the end of June (this was mid-May). Even though the $50 deal was supposedly good only through May, I elected to wait and order when the software existed.

When I called in mid-July and asked if it was ready to ship, I was told, "Yes, we started shipping it last week." I was also told that I could still upgrade for $50. So, I did.

The program I received did not say "beta version". There was a list of bugs (some bad enough to make the program almost useless) and a card to return that stated this wasn't the final version and if I returned this I would get upgrades.

To me, the final version of software is the one you archive when you have stopped using the software. To me, this didn't imply that I have received a beta version and someday they would ship the real version. Nor would I have ordered a beta version. I want to use this product, not test it. I can survive with the old PP until a stable version is produced.

Further, lots of things that worked perfectly in PP don't work in PPP. For example, keyboard sequences for commands in the drop-down menus. I would have prefered to pay $50 for a version of PP with the bugs fixed rather than $50 to get a program that isn't compatible with PP and doesn't work.

I'm sorry if this sounds like ranting but I have been in the software racket for 20 years. I worked on testing an operating system for Computer Sciences Corporation. There were 20 people in the test group. Our product worked. I now work for a company that, among other things, sells software for UNIX systems. Sure, it isn't perfect software but it works, we support it and generally it is supplied with source code so you can fix a bug. Prices are fair, features are reasonable. We don't offer binaries of programs that supposed to do everything but have so many bugs they can't be used.

If we, as ST users, want to see people accept the ST as more than
a toy, we have to expect both Atari to produce hardware that doesn't
break and the software vendors to produce software that works.
Otherwise, people will buy Macs. They may be a dog but the software
for them runs.
and
--
Phil uunet!pilchuck!ssc!fyl

4752. Re: Supra hard drives

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 21:53:39 UTC
From: david@bdt.UUCP
Message-ID: <355@bdt.UUCP>
Source record: 251452

I'm sort of amazed that there are so many people recommending Supra
Drives. I must have had a unique experience, but oddly with all the
ST hard drives we use at BDT, the *only* drives that have ever given
us trouble have been the Supra Drives and an Astra Drive. Even
the Atari drive, an original developers SH204, has worked without
failure (althoough I expect it will die someday soon becuase it
has a Seagate ST225 inside). We have many BMS 100 drives (34.5 MB),
2 Supra Drives, 1 Astra Drive, and 1 SH204 (all 20MB). Both Supras
have failed more than once - each time it has been the Supra interface
board. The Astra drive completely went away and it had to be
replaced with a BMS set-up.
--
David Beckemeyer (david@bdt.uucp) | "Yea I've got medicine..." as the
Beckemeyer Development Tools | cookie cocks a his Colt, "and if
478 Santa Clara Ave, Oakland, CA 94610 | you don't keep your mouth shut, I'm
UUCP: {unisoft,sun}!hoptoad!bdt!david | gonna give you a big dose of it!"

4753. Archimedes

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 22:34:19 UTC
From: damir@duttnph.UUCP
Message-ID: <8807262234.AA14181@duttnph1.patroon.nl>
Source record: 251453

Considering the existing interest in new and exciting computers among
the Atari ST users I thought it useful say something about the Archimedes
RISC machine. In the past month I have ported a large program that was
running on the ST to the Archimedes.
Facts: the machine is fast, typically in integer calculations 3 to 4
times faster than the ST. In floating point it is still faster
but don't expect miracles here. The FPP is not yet available.

the operating system is disgusting if you usually work on a UNIX
system. Not a single command is the same as in UNIX and the help
facility is hardly useful. This only applies to the 'shell', the
low-level system calls are well thought-out and very powerful.
A third-party developer should sell a new shell and all would be
well. There is also a DESKTOP build into the ROM but that's
something we can only laugh about, useless.

the native language of the machine seems to be BASIC, in my opinion
the gravest mistake of the makers. The software package I have
ported was completely written in C and the ANSI C compiler that
comes with the machine is pretty good although it is lacking
a good optimizer. The original code was written for Mark Williams C
and the only changes I made had to do with UNIX-type C to ANSI C and
naturally the GEM and O.S.-specific parts.

the windowing system (WIMP) is quite powerful in performing simple
tasks so a lot is done for you by the dispatcher but support of pieces
of text and dialog-boxes is limited.

the hardware is well-designed and looks sturdy except for the mouse.

the prices are too high but that's normal for new computers but
more important there is hardly any software at this moment. This
should improve in the near future.
the machine is available now in the Netherlands and Germany outside
of the U.K.

Damir

Delft University of Technology, The Netherlands.

disclaimer: I have no commercial connection with the Archimedes. My program
will come into the P.D.
The opinions above are all mine personally.
I am not saying that any computer is better than any other computer.
My /dev/null has unlimited capacity for flames.

4754. Re: Tom Hudson is leaving us!

Newsgroup: comp.sys.atari.st
Date: 1988-07-26 22:48:47 UTC
From: david@bdt.UUCP
Message-ID: <356@bdt.UUCP>
Source record: 251454

I think Dan Moore hit the nail on the head here so I'm not going to say the same thing again. But I would like to add the following.

If it appears that Dan is bitter, he probably is. I think one reason some of us who were there in the beginning with the ST are so frustrated is becuase we like the ST, for the most part, and a lot of us saw a time when Atari really could have done something with it. It was one of the first exciting computers in that market in a long time. We saw the chance for success and we saw Atari screw it up, and in the process, hurt a lot of people. I think it's also becuase we feel a little stupid for not listening to everyone who told us that it was a big mistake to get invloved with Atari and the Flying T's but we did it anyway - live and learn.

--
David Beckemeyer (david@bdt.uucp) | "Yea I've got medicine..." as the
Beckemeyer Development Tools | cookie cocks a his Colt, "and if
478 Santa Clara Ave, Oakland, CA 94610 | you don't keep your mouth shut, I'm
UUCP: {unisoft,sun}!hoptoad!bdt!david | gonna give you a big dose of it!"

4755. Digest V88 #328

Newsgroup: comp.sys.atari.st
Date: 1988-07-27 00:42:00 UTC
From: REEVES@SLACSLD.BITNET
Message-ID: <8807270042.AA23520@ucbvax.berkeley.edu>
Source record: 251455

What happened to digest V88 #328? It looks like it got hit by a byte blender.

Terry W. Reeves
REEVES@SLACSLD.BITNET

4756. SM124 Differences ?

Newsgroup: comp.sys.atari.st
Date: 1988-07-27 09:38:20 UTC
From: XBR3D815@DDATHD21.BITNET
Message-ID: <8807270941.AA03440@ucbvax.berkeley.edu>
Source record: 251456

Hi Atarians!

Is someone out there in netland who knows a difference between older and the newest SM124 B&W-monitors which could explain the following behavier:

Mega ST4 and old (Oct. 87) Monitor:
In reverse mode (light text on black background) is brightness dependent on information on screen ! If you have >20 charcters displayed, text is light, but if characters are deleted the text begins to fade so that you have to adjust the brightness control! But if now more caracters are typed text becomes brighter again so the brightness control has to be adjusted the second time and so on.

Mega ST4 and new (Mar. 88) Monitor:
The symptom does not occur !

This is not dependent on the ST! We tried several ST4 and one ST2 with the same results.
Is there a possible fix for this behavier ? Perhaps can someone at Atari give some hints? We know solder irons and will change the monitor circuitry if necessary, so please HELP!!!!

Werner W. Braun xbr3d815 @ ddathd21.bitnet

4757. Re: Re: Carrier Command / Publishing Partner Professional

Newsgroup: comp.sys.atari.st
Date: 1988-07-27 11:05:36 UTC
From: andie@aipna.ed.ac.uk
Message-ID: <56@aipna.ed.ac.uk>
Source record: 251457

In article <KW.G9OY.210788@SALF.D> KEITH@SYSD.SALFORD.AC.UK (Keith Wolstenholme) writes:
>Norman R. Frech <nfrech@ALMSA-1.ARPA>, writes:
>
>> Richard K. Lloyd, ,backbone-!mcvax!ukc!mupsy!liv-cs!SQRKL writes:
>>> In article <1894@brahma.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>> [Lots of (well-justified) bad-mouthing about Carrier Command deleted]
>
>The Archimedes really does exist, in two forms the 300 series and the
>440 (we're still waiting for the 410 - thats a 440 with 1MB and no
>hard disk). The 300's have been available from Acorn dealers in the
>UK since September '87.
>
>> ..... Are they restricted to England?
>
>As far as I know, yes. A few machines might have slipped out of the
>country by some back door but I don't believe that Acorn is shipping
>overseas. They got badly stung when they last tried to enter the U.S.
>market, so they're probably a bit wary of trying it again !

They are not just available in England. We have them in darkest Scotland too!
:-}

--Andie.

ARPA: andie%ed.eusip@nss.cs.ucl.ac.uk | How many Apple employees does it take
andie%ed.aipna@nss.cs.ucl.ac.uk | to change a lightbulb ????
---+
UUCP: ...!uunet!mcvax!ukc!eusip!andie | 3 - One to do it,
---+ One to copyright the method
JANET: andie@uk.ac.ed.eusip | One to phone the lawyers if anyone
andie@uk.ac.ed.aipna | infringes on the look and feel of
| of the method

4758. nroff on st

Newsgroup: comp.sys.atari.st
Date: 1988-07-27 14:22:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8807271425.AA06936@ucbvax.berkeley.edu>
Source record: 251458

Has anyone heard of it, public domain or otherwise? hacked or commercial?

Jeff Beer, UUCJEFF@ECNCDC "I shoot first, it is my only weapon against fate"
- says Lemmy Caution to Alpha 60 in "Alphaville"

4759. Printer Driver request for PP

Newsgroup: comp.sys.atari.st
Date: 1988-07-27 15:32:02 UTC
From: roydant@hpgrla.HP.COM
Message-ID: <4110008@hpgrla.HP.COM>
Source record: 251459

I have recently purchased Publishing Partner and noticed that my version has no printer drivers for HP LaserJet (and clones). Does anyone have one that they would be willing to mail to me? In reality I have a DeskJet but if the program supports PCL level III commands it should work.

Thanks,
Roydan Tomlinson

4760. OPS5 in Lisp Wanted

Newsgroup: comp.sys.atari.st
Date: 1988-07-27 16:55:00 UTC
From: PVR@BGERUG51.BITNET
Message-ID: <8807271616.AA08696@ucbvax.berkeley.edu>
Source record: 251460

Hello,

I saw a message go by some time ago about the posting of a version of OPS5 in Lisp. I guess it was posted to one of the netnews groups on usenet, which means it is unreachable from Bitnet.

(Has) Is anyone (been) so kind to put it in the lakesys archive, the proga16 archive at canada01.bitnet or anywhere else, where we, Bitnet users can access it ?

Patrick (pvr@bgerug51.bitnet)

4761. ATARI 520ST COMPUTER SYSTEM FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1988-07-27 17:07:30 UTC
From: joel@otto.lvsun.com
Message-ID: <624@otto.lvsun.com>
Source record: 251461
Cross-posted to: comp.sys.atari.st,comp.sys.misc,misc.forsale

ATARI 520ST for sale with the following equipment :

(1) SM1224 Color Monitor (Original, Ultra-Crisp Monitor)
(1) Atari ST Mouse (Brand-New)
(1) Double-Sided Disk Drive
(1) 520ST Keyboard Computer

$600.00 or best offer - no reasonable offer will be refused.
Serious inquiries may reach me at (702)-796-6806.

Joel Ax

Joel Ax | "Oh, but I've got gamblin' money..."
The Sun Newspaper - | -David Letterman-
Nevada's Largest Daily Morning |-Late Night With David Letterman Show-
Newspaper |

--
Joel Ax | "Oh, but I've got gamblin' money..."
The Sun Newspaper - | -David Letterman-
Nevada's Largest Daily Morning |-Late Night With David Letterman Show-
Newspaper |

4762. Another lakesys problem

Newsgroup: comp.sys.atari.st
Date: 1988-07-27 17:35:51 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8807271734.AA10263@ucbvax.berkeley.edu>
Source record: 251462

The following is a "returned mail" from lakesys. Obviously the address
works, but the local mailer does not know NETLIB. The problem seems to
have to do with the capitals. But even if I enter the address in small
letters the gateways will convert it to upper case. I always thought
it was standard that the case does not matter (RFC???). Am I wrong?
Of course, I see that the error message comes from a UNIX machine and
I know that under UNIX cases DO matter. But there should be a way to
avoid this problem.
Begin of returned mail
==
Received: from CUNYVM (MAILER) on 07/27/88 04:06:42 GMT-1 (NOS/BE Mailer 2.0)

Mail-to: DK0RRZK0(AB084), Format: MAIL
Received: from CUNYVM by CUNYVM.BITNET (Mailer X1.25) with BSMTP id 0090; Tue,
26 Jul 88 22:03:08 EDT
Received: from uunet.UU.NET by CUNYVM.CUNY.EDU (IBM VM SMTP R1.1) with TCP; Tue,

26 Jul 88 22:02:39 EDT
Received: from marque.UUCP by uunet.UU.NET (5.59/1.14) with UUCP
id AA13520; Tue, 26 Jul 88 22:04:05 EDT
Received: by marque.mu.edu (smail2.5)
id AA06375; 26 Jul 88 19:36:30 EDT (Tue)
Received: by lakesys.UUCP (smail2.5)
id AA00619; 26 Jul 88 17:35:09 CDT (Tue)
Date: 26 Jul 88 17:35:07 CDT (Tue)
From: lakesys|MAILER-DAEMON@uunet.UU.NET
Subject: failed mail
To: AB084@DK0RRZK0.BITNET
Message-Id: <8807261735.AA00619@lakesys.UUCP>

======= command failed =======

COMMAND: /usr/lib/mail/mail.local.1 -r marque|uunet|DK0RRZK0.BITNET|AB084
'NETLIB'

======= standard error follows =======
mail.local.1: can't send to NETLIB
======= text of message follows =======
From marque|uunet|DK0RRZK0.BITNET|AB084
Received: by marque.mu.edu (smail2.5)
id AA05044; 26 Jul 88 18:10:25 EDT (Tue)
Received: from cunyvm.cuny.edu by uunet.UU.NET (5.59/1.14)
id AA02575; Tue, 26 Jul 88 11:10:02 EDT
Message-Id: <8807261510.AA02575@uunet.UU.NET>
Received: from DK0RRZK0.BITNET by CUNYVM.CUNY.EDU (IBM VM SMTP R1.1) with BSMTP
id 6567; Tue, 26 Jul 88 09:45:55 EDT

Date: Tue, 26 Jul 1988 15:35:42 CET
From: uunet|CUNYVM.CUNY.EDU|AB084%DK0RRZK0.BITNET
To: NETLIB%LAKESYS.UUCP

send index from archives.atari
==========

End of returned mail
Can anybody help?

Yours
Michael

M. Eibl, Inst. f. Theor. Phys., Universitaet zu Koeln
Cologne, West Germany

No, no disclaimers

4763. Re: qulam

Newsgroup: comp.sys.atari.st
Date: 1988-07-27 18:09:05 UTC
From: gengenba@lan.informatik.tu-muenchen.dbp.de
Message-ID: <237@infovax.lan.informatik.tu-muenchen.dbp.de>
Source record: 251463

In article <1821740@ncrcpx.UUCP> mike@ncrcpx.Cambridge.NCR.COM (Mike Reiss) writes:
>
>
>I like gulam. I would like to use it more.

Me too.

>[..] that I have is OLD. Like version 1.00.00.02 or 3. This was the last one
>I know of that was posted to comp.binaries.atari.st or whatever that stream
>is called. Did I miss a newer one?

I think, it would be a good idea to repost the newest version.
It is not very efficient to ftp it to europe several times.

Now my problem or question. How about a gulam-accessory. I've got a
PD-shell-accessory (bourne-shell), which i use quite frequently.

I don't want to totally resign GEM and would like to have gulam as
an accessory. Does anybody know, if this is possible? My shell accessory
can't execute gem-programs, but it can handle system() calls. It reads
the profiles at boot time and then you can call it in no time out of
every program.

With the new Mega STs, the memory should be no problem.
How would you like such a program and who could do it :-) ?

Michael

--

Michael Gengenbach (Technical University Munich)

gengenbach@infovax.informatik.tu-muenchen.dbp.de (X.400)
/ relay.cs.net (arpa/csnet)
gengenbach%infovax.informatik.tu-muenchen.dbp.de@ - unido.uucp (uucp)
\ ddoinf6.bitnet (bitnet)

4764. Re: IDRIS

Newsgroup: comp.sys.atari.st
Date: 1988-07-27 22:19:00 UTC
From: fst@mcgp1.UUCP
Message-ID: <1473@mcgp1.UUCP>
Source record: 251464

In article <4603@pasteur.Berkeley.Edu>, landay@cory.Berkeley.EDU (James A. Landay) writes:
> How much is IDRIS? How much is STX-Windows? Is there an educational
> discount?
[deleted]
> James A. Landay

IDRIS for ST/MEGA is $149.95 (US), STX-Windows is $49.95 (US).
There is a 25% discount for educational institutions if purchased with an
authorized purchase order from that institution. Please note that you
will need IDRIS to run STX-Windows.

Sincerely
--
Fariborz ``Skip'' Tavakkolian
UUCP ...!uw-beaver!tikal!mcgp1!fst

UNIX is a registered trademark of AT&T

4765. pd 68K floating point routines (gnulib.c)

Newsgroup: comp.sys.atari.st
Date: 1988-07-27 23:26:29 UTC
From: jsm@phoenix.Princeton.EDU
Message-ID: <3345@phoenix.Princeton.EDU>
Source record: 251465
Cross-posted to: comp.sys.atari.st,comp.sys.m68k

I couldn't find any IEEE-style floating point packages for the 68000, so
in my spare time I hacked one together. It probably has *lots* of bugs, but
it seems to work. Those on the internet can obtain a copy via anonymous
ftp from either:

princeton.princeton.edu in the file /pub/gnulib68k.c
-or-
prep.ai.mit.edu in the file /usr/ftp/pub/gnulib68k.c

Those not on the internet can email me, and if there is sufficient interest,
I'll post it to the net.

It is designed to replace the file gnulib.c in the gcc distribution and
compiled using gcc with the -O option, but others could cannibalize the
floating point routines for their own purposes.

Hope this is useful,

Scott

jsm@phoenix.princeton.edu
...!princeton!phoenix!jsm.UUCP
Q3972@PUCC.BITNET

4766. re: Shadow problems/gripes

Newsgroup: comp.sys.atari.st
Date: 1988-07-28 02:49:18 UTC
From: Chris_Tuttle@rubbs1.UUCP
Message-ID: <1.22EEA4B4@rubbs1.UUCP>
Source record: 251466

Well I find Shadow useless anyway.Mostly because you need more then a meg for real use of the program.If you download more then your buffer takes,TOO BAD IT ABORTS THE WHOLE THING! and most of my files are more then 400k which is the most memory I can handle on my 1-meg 520.But Shadow first says its initializing then sorta crashes and say that shadow is installed most likely SHADOW.INF isn't installed on the MAIN directory of your current drive(Mines drive C: because I boot from Hard Drive)

4767. re: problems with hinstall

Newsgroup: comp.sys.atari.st
Date: 1988-07-28 03:02:07 UTC
From: Chris_Tuttle@rubbs1.UUCP
Message-ID: <2.22EEA4B7@rubbs1.UUCP>
Source record: 251467

Hmm I got mine to work fine.Cant tell you how long I had that thing installes?Maybe a year and a half or someting who knows.anyway cant think of the problem.Maybe its a bad disk or something?

4768. Re: Shell Archiver??

Newsgroup: comp.sys.atari.st
Date: 1988-07-28 03:08:14 UTC
From: jpdres13@usl-pc.UUCP
Message-ID: <1669@usl-pc.UUCP>
Source record: 251468

I have seen a program on GEnie to unshar files. Search for "shar" or "unshar".
If you are not on GEnie, you need to be! It's great.

4769. Laytest version of STadel

Newsgroup: comp.sys.atari.st
Date: 1988-07-28 04:59:42 UTC
From: rich@lakesys.UUCP
Message-ID: <906@lakesys.UUCP>
Source record: 251469

[]

I rarely make requests, but I have one here.

Two things......

Is there someone out there that has the sysdeph.h file for
STadel version 3.0(c). It's kinga hard to make a program
compile without this include file ;^}

Two....

I am looking for the latest version if STadel, 3.1xx. This
version has the Ymodem Batch code in as well as the UUCP code.

I had gotten a version 3.2x but this version refuses to work
with the newer roms (mega roms) while the other have no
problems.

If someone could help me out, it would be greatly appreciated, and
will place the latest STadel version in netlib@lakesys archives.

rich.....
UUCP: {uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

4770. Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-07-28 12:20:25 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <511@laura.UUCP>
Source record: 251470

Finally! Laser C is now also available in Germany.

Tuesday last week I received an order form saying I could get Laser C as an update to Megamax C V1.1 for DM 80.00 (approx. $43, sigh). I ordered it immediately. Yesterday it came from Application Systems Heidelberg, Megamax' german distributor, on two double-sided disk (well, they used single sided ones formatted as double-sided). I installed it on my harddisk and haven't had any problems yet. The manual seems to be complete and makes a very good impression.

Rainer Klute


```
+--------------------------+----------------------------------------+
| Rainer Klute | UUCP: klute@unido.uucp |
| University of Dortmund | (...uunet!mcvax!unido!klute) |
| Dept. of CS | BITNET: klute@unido.bitnet |
| P.O. Box 500500 | |
| D-4600 Dortmund 50 | |
+--------------------------+----------------------------------------+
| Federal Republic of Germany |
+-----------------------------------------------------------------+
```

4771. Re: software for theatre work?

Newsgroup: comp.sys.atari.st
Date: 1988-07-28 13:47:47 UTC
From: dcotabis%amc1@amc-hq.arpa.amc
Message-ID: <8807281501.AA02246@ucbvax.berkeley.edu>
Source record: 251471

I would also be interested in receiving any replies concerning theatre software.

Also, thanks in advance.

-Don

4772. Re: SM124 Differences ?

Newsgroup: comp.sys.atari.st
Date: 1988-07-28 16:36:00 UTC
From: wheels@mks.UUCP
Message-ID: <494@mks.UUCP>
Source record: 251472

In article <8807270941.AA03440@ucbvax.berkeley.edu>, XBR3D815@DDATHD21.BITNET writes:
> Is someone out there in netland who knows a difference between older and the
> newest SM124 B&W-monitors which could explain the following behavier:
> Mega ST4 and old (Oct. 87) Monitor:
> In reverse mode (light text on black background) is brightness dependent
> on information on screen !
> Mega ST4 and new (Mar. 88) Monitor:
> The symptom does not occur !

I haven't seen this problem on the Atari, but I have seen it on other systems. (Usually the ones with a cheap monitor.) And, I recall from somewhere in the dark past that monitors used to come with a switch labelled "DC offset" or some such. This allowed you to set the monitor for automatic brightness when you used it for television work, and to disable that feature for computer work. Maybe your monitor is set up the wrong way? Maybe it needs repair? I use an old old monochrome monitor on a 520ST and it has no problem whatsoever.

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

4773. Multisync Monitors on Mega ST

Newsgroup: comp.sys.atari.st
Date: 1988-07-28 22:31:22 UTC
From: Steve_Cobrin.SBDERX@XEROX.COM
Message-ID: <880728-153327-3812@Xerox>
Source record: 251473

Hello Atari Folk,

I am trying to investigate running a Multisync Monitor off the Mega ST I am about to buy.

Reasons

- I want to avoid buying 2 monitors.
- I'm intending to do lots of programming and DTP, and would like to use a high quality monochrome monitor (at least as good as the SM124). Paper white strongly preferred.
- I also want to be able to play ST games, and therfore need good colour monitor quality (with minimal ghosting).
- I also want to (as much as possible) future proof my monitor purchase.

What I already know

I need a monitor which has a horizontal scanning frequency of 31 kHz (approx) and a vertical scanning frequency of 71 Hz.

I believe that I can achieve the above by buying something like:
NEC Multisync II
Hitachi Multi 560
Taxan 770
Philips CM8873
only this has a built in speaker, but I understand its easy to fix one to the others)

Questions

- Can anybody make any recommendations for the above monitors or indeed make any other recommendations. A guy in a shop was muttering about something called a TVM but I haven't found out anything about it.
- The Philips isn't supposed to go to 71 Hz, but I've heard of people using it, any comments?
- How easy is it to provide an external speaker?
- Just in passing, is there any way to get the NEC Multysync Plus going.
- How will I be able to tell the Mega what sort of mode I want to run in. I understand this normally involves setting one of the monitor pins high, causing a reboot. An Atari person told me that its possible to do this without a reboot, can anybody cofirm this?
- Can I actually achieve my goals, or should I just accept that I should get 2 monitors.

-- Steve

ARPA: Cobrin.sbderx@Xerox.Com
NS: Steve Cobrin:SBD-E:RX
UUCP: ...!uunet!Xerox.Com!Cobrin.sbderx
Snail: Rank Xerox, Systems Business Division Engineering,
99 Bridge Road East,
Welwyn Garden City,
AL7 1LQ,
England.

4774. Re: IDRIS

Newsgroup: comp.sys.atari.st
Date: 1988-07-28 23:29:04 UTC
From: billd@Apple.COM
Message-ID: <14895@apple.Apple.COM>
Source record: 251474

In article <1473@mcgp1.UUCP> fst@mcgp1.UUCP (Skip Tavakkolian) writes:
>
>IDRIS for ST/MEGA is $149.95 (US), STX-Windows is $49.95 (US).
>There is a 25% discount for educational institutions if purchased with an
>authorized purchase order from that institution. Please note that you
>will need IDRIS to run STX-Windows.
>
>Sincerely
>--
>Fariborz ``Skip'' Tavakkolian

Gee, I paid $600 for Idris. It didn't even come with a decent editor (ve???).
I haven't received any notification through the mail about X-Windows, or any
other additions to Idris (like a decent editor). I was under the impression
that the reason we had to pay so much for Idris was that we were going to get
lots of support! What support? I have to wait until I see a posting on the
net before I find out that X-Windows (not even X11) is now available, and I'll
probably have to shell out another $50 for it?! Tell me this isn't true!

Bill dorsey billd@apple.com

4775. Re: monitors for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-07-28 23:52:18 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <5678@batcomputer.tn.cornell.edu>
Source record: 251475

[]

In a flyer from Priority One Electronics (came with the August BYTE)
there's an ad for two VGA monitors, a mono one for $150 and a color one
for $460. The former is claimed to work with "50 to 70 Hz refresh",
the latter 60 to 70. The mono one has white phosphor and supports
64 shades of grey. Both are supposed to display ALL the VGA resolutions,
up to 720 by 400 text and 640 by 480 graphics.

Question is: can either of these (or other VGA monitors) be used on
the ST, perhaps for BOTH the ST hi-res and med-res (and lo-res?) modes?
What would it take to connect them?

Any PS/2 experts out there? (On this newsgroup? Nyaaa...)

- Moshe Braner

OS/2: one half of an operating system

4776. Re: SCSI harddisk connection, how?

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 00:20:29 UTC
From: hase@netmbx.UUCP
Message-ID: <2161@netmbx.UUCP>
Source record: 251476

In article <300@hobbit.sci.kun.nl> ge@hobbit.sci.kun.nl (Ge' Weijers) writes:
>From article <1179@dutesta.UUCP>, by niels@dutesta.UUCP (Arjen Baart):
>In the German magazine C'T a simple circuitboard (<= $25 cost, incl. IC's)
>was shown which allowed using any ST506 disk with an OMTI5520 controller for
>XT's. Driver software was published too.
>Disadvantage: no booting from the harddisk.

And the HD-Port is not useble for other devices (tapes or the like).
They just provide the signals the OMTI wants by software. They do not
use the adressing sheme and protocol Atari defined for the HD-Port.
So it is not compatible with *any* software that does adress the HD
directly (not via system calls).

It is bootable by now (with a ROM patch).

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4777. Re: monitors for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 06:40:47 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <4973@killer.DALLAS.TX.US>
Source record: 251477

In article <5678@batcomputer.tn.cornell.edu>, braner@batcomputer.tn.cornell.edu (braner) writes:
> []
>
> In a flyer from Priority One Electronics (came with the August BYTE)
> there's an ad for two VGA monitors, a mono one for $150 and a color one
> for $460. The former is claimed to work with "50 to 70 Hz refresh",
> the latter 60 to 70. The mono one has white phosphor and supports
> 64 shades of grey. Both are supposed to display ALL the VGA resolutions,
> up to 720 by 400 text and 640 by 480 graphics.
>
> Question is: can either of these (or other VGA monitors) be used on
> the ST, perhaps for BOTH the ST hi-res and med-res (and lo-res?) modes?
> What would it take to connect them?
>
> Any PS/2 experts out there? (On this newsgroup? Nyaaa...)
>
> - Moshe Braner

I would not call myself an expert on PS/2s, but I do know more than a lot of folks when it comes to VGA adapters and monitors -- the VGA monitors (not the multisync ones but the real PS/2 clones) are fairly tightly coupled to a 31 KHz horizontal frequency and a vertical rate of 50-75 Hz (depending on the horizontal and vertical sync polarities).

I think that matches the hi-res mono monitor pretty closely (and both are analog, so a fairly simple cable should be all you need to tie the mono monitor into an ST), but the color monitor runs at the old CGA standard frequencies (much lower, 16 KHz or thereabouts, I think) so it would require a real multifrequency monitor. And in that case I think you have to switch the mono monitor sense line to "confuse" the computer.

Oh well,

Charles Marslett
VGA/EGA BIOS whiz
STB Systems, Inc. <-- apply standard disclaimer here!
chasm@killer.dallas.tx.us

4778. Re: Re: Carrier Command / Publishing Partner Professional

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 07:59:16 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1924@brahma.cs.hw.ac.uk>
Source record: 251478

In article <3409@polya.Stanford.EDU> rokicki@polya.Stanford.EDU (Tomas G. Rokicki) writes:
>> ". . .there is no way we could sell Archimedes in the US. The
>> Americans are very parochial."
>
>Us? Americans, parochial? Where does that damned foreigner get off?
>Calling us parochial! Simply because the best computers, cars, and
>canned goods are made in the good old US of A, he things we are parochial!

Who needs Atari/Archimedes wars. When you look above you see we can have the
real thing!

:-) :-) :-) :-) :-) :-) :-) :-) :-) :-)
Please count these before pressing any big red buttons.

```
_______________________________________________________________________________
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
\_______________________________________________________________________________/
```

4779. Q: ST archives at Lakesys

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 08:50:30 UTC
From: L12@DHDURZ1.BITNET
Message-ID: <8807290657.AA20665@ucbvax.berkeley.edu>
Source record: 251479

Could some kind soul please help me out?:
Today it's the XXth time I got a message from a bitnet-arpa gateway
like "can't forward message to ...." in reply to my efforts in reaching
the ST archives at lakesys. - What's going wrong? I'm not a fool, but I'm
beginning to consider myself that way.............*&$%~%~)%~)&#@$&)*#@)*c~

Wolf-Dieter BATZ

4780. Re: Info-Atari16 Digest V88 #330

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 10:46:17 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <880729-080043-5244@Xerox>
Source record: 251480

In his 26 Jul 88 15:36:55 GMT Tomas G. Rokicki writes:

>Us? Americans, parochial? Where does that damned foreigner get off?
Calling us parochial! Simply because the best ... cars... are made in the good
old US of A...<

Sir:

Rolls-Royce.

Regards,

Chaz

4781. PPProfessional

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 12:45:23 UTC
From: bryan@ihnet.ATT.COM
Message-ID: <628@ihnet.ATT.COM>
Source record: 251481

Well I got my upgrade to Publishing Partner and I can't wait until the finished version will be out. I don't have any problem with them sending me a Beta version of the product. The only problem I have is that when I called them I got a recording that said They Were now shipping PPP for the St and that the Amiga version will soon follow.

WHY DIDN'T THEY SAY WERE ARE SHIPPING A BETA VERSION !!!!!!!!!!

I tend to beleive they shiped the beta version so that they could cash my check.

4782. Re: alternative hard drives

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 14:26:39 UTC
From: wes@obie.UUCP
Message-ID: <116@obie.UUCP>
Source record: 251482

In article <5602@batcomputer.tn.cornell.edu>, braner@batcomputer.tn.cornell.edu (braner) writes:
> The Supra formatting program didn't complain, and found no bad sectors.
> If I knew it's that easy to get a cheap drive, I would've gone home-brew
> from the start. The BMS boards + large case + PS + fan + clock + cables
> + instructions + SW, all for $325 --- great deal!

The formatting program CAN'T find any bad sectors if you have the stock SH204 host adaptor board. The PAL used by Atari on the SH204 doesn't correctly return error status from the SCSI controller, so you won't find bad sectors that do exist. BMS has a replacement chip that fixes this problem, and they only want 20 bucks for it. Run, don't walk, to the nearest phone.

--
{hpda, uwmcsd1}!sp7040!obie!wes
"Happiness lies in being priviledged to work hard for
long hours in doing whatever you think is worth doing."
-- Robert A. Heinlein --

4783. 1040st for sale

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 15:20:50 UTC
From: Updike@UMass.BITNET
Message-ID: <880729111654206.AIFX@Mars.UCC.UMass.EDU>
Source record: 251483

I am selling my 1040st.
It comes with:
(1040st, with the slot for the blitter
(Colour monitor
(Startronics NX1000 printer

Software:
(1st word plus
(Master tracks pro
(Publishing Partner (normal and pro)
(loads of games that I actually own, including:
((carrier command
((oids
((dungeon master
((black lamp
((tracker....
total cost: $950 or best offer

you may write to me at Updike@Umass or call me at 617-876-9548
Message phone: 617-864-5337

Damian Roskill

4784. Re: Shadow problems/gripes

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 16:15:47 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <627@uhnix2.uh.edu>
Source record: 251484

In article <1.22EEA4B4@rubbs1.UUCP> Chris_Tuttle@rubbs1.UUCP (Chris Tuttle) writes:
>
> Well I find Shadow useless anyway.Mostly because you need more then a meg for real use of the program.If you download more then your buffer takes,TOO BAD IT ABORTS THE WHOLE THING! and most of my files are more then 400k which is the most memory I can handle on my 1-meg 520.But Shadow first says its initializing then sorta crashes and say that shadow is installed most likely SHADOW.INF isn't installed on the MAIN directory of your current drive(Mines drive C: because I boot from Hard Drive)

Dear Chris:

Plz read your manual. SHADOW does not crash, but performs a cold boot
in order to setup the reset-proof transfer area. This is necessary to allow
SHADOW to continue up/downloading even after you press the RESET button, switch
monitors, or change rezs.
Not having SHADOW.INF on the root level makes no difference what-so-ever
to SHADOW. SHADOW has built-in defaults to overcome such deficiencies. In
addition, you can have a desktop icon for SHADOW (in place of SHADOW.INF).
I agree that SHADOW will put the pinch on 520K systems, because of the
need to have the file transfer buffer. However, in order to allow SHADOW to
run during any program (.tos, .ttp, or .prg) means that you must have some
place to save your data because you can not easily perform disk I/O on the
interrupt level.
If you are familiar with Interlink's 'background' file transfers, then
you know the limitations of virtual spooling to disk, ie. you can only use
GEM programs while up/downloading, and when it accesses the disk (via the desk
accessory) the system halts completely.
Interlink's next version will allow background transfers during all
programs (supposedly) and will use a concept similar to ours, ie. a buffer
to hold the largest expected file.
In order for us to provide virtual file spooling to disk, we would have
to rewrite ALL disk drivers to be re-entrant, and provide for a method of
collision avoidance when the foreground program wants the disk, but the
interrupt program (SHADOW) is using the disk (or vice-versa).
We are working on disk I/O during interrupts, but TOS is not the best
to patch up in this area. And thinking of all possible scenarios is quite a
challenge, especially when dealing with interrupt level programming.
Sorry if I sound like I am flaming, but we HAVE (despite some beliefs)
put much time, thought, design, and sweat into SHADOW.

BTW - I hate seeing the replies before the real message.. damn usenet
BTW-BTW - For all you SHADOW owners, look for a patch program posted
here this weekend (upgrades to 1.01)

- Mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

4785. Prolog interpreters

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 17:36:04 UTC
From: mvo@cbnews.ATT.COM
Message-ID: <742@cbnews.ATT.COM>
Source record: 251485

I am interested in buying a particular Prolog interpreter for my ST.
I believe the name of the package is ExPro, and that it is sold by Rational
Visions, but that is all the information I have. There was supposedly a
review of Prologs in STart magazine, but I don't have that issue.

Does anyone have any information on this package or the company?
I especially need the phone number for Rational Visions. Any info on
other Prologs is of interest as well.

This package was recommended by a prof at CWRU, so maybe someone there
can help.

Thanks in advance.

Mark O'Riordan

4786. Re: nroff on st

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 18:19:24 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <1502@tahoe.unr.edu>
Source record: 251486

In article <8807271425.AA06936@ucbvax.berkeley.edu> UUCJEFF@ECNCDC.BITNET writes:
>Has anyone heard of it, public domain or otherwise? hacked or commercial?
>
>Jeff Beer, UUCJEFF@ECNCDC "I shoot first, it is my only weapon against fate"
> - says Lemmy Caution to Alpha 60 in "Alphaville"

"The Catalog" lists a PD 'roff' - never tried it.
I would surely love to have some document building software like
LaTex, eqn, tbl, ditroff... for the ST with filters for
PostScript, Imagen or HP!!

If any one knows of such please post!!

____
|Mike Whitbeck | |
|Desert Research Inst. | mikew@wheeler.wrc.unr.edu |

4787. Re: Info-Atari16 Digest V88 #330

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 18:45:59 UTC
From: rokicki@polya.Stanford.EDU
Message-ID: <3447@polya.Stanford.EDU>
Source record: 251487

```
Newsgroups: comp.sys.atari.st
Subject: Re: Info-Atari16 Digest V88 #330
Summary:
Expires:
References: <880729-080043-5244@Xerox>
Sender:
Reply-To: rokicki@polya.Stanford.EDU (Tomas G. Rokicki)
Followup-To:
Distribution:
Organization: Stanford University
Keywords:

.. Us? Americans, parochial? Where does that damned foreigner get off?
.. Calling us parochial! Simply because the best ... cars... are made in
.. the goodold US of A...
.
. Sir:
.
. Rolls-Royce.
.
. Regards,
.
. Chaz

Well, the British aren't known for their sense of humor,
now, are they?

-tom
```

4788. Re: Networking STs together...Help Wanted!

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 21:13:43 UTC
From: Jack.Sumner@rubbs1.FIDONET.ORG
Message-ID: <3.22F4E6DA@rubbs1.FIDONET.ORG>
Source record: 251488

you can use mx2 cant you? it goes through the midi(i think) it is multitasking also. it public domain!!! which makes it even better. i can send it to you if you like.

--

Jack Sumner - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Jack.Sumner
ARPA: Jack.Sumner@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Jack.Sumner

4789. Re: Printer Driver request for PP

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 21:17:22 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2068@silver.bacs.indiana.edu>
Source record: 251489

I just got 1st Word Plus. Does anyone out there have a printer driver constructed for it already for a C.Itoh Prowriter?

Please reply to stowe@silver.UUCP or stowe@silver.bacs.indiana.edu or IHLS400@INDYCMS.BITNET...

Thank you!

4790. Re: nroff on st

Newsgroup: comp.sys.atari.st
Date: 1988-07-29 21:33:05 UTC
From: rosenkra@Alliant.COM
Message-ID: <2171@alliant.Alliant.COM>
Source record: 251490
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc,comp.binaries.ibm.pc.d

---
In article <8807271425.AA06936@ucbvax.berkeley.edu> UUCJEFF@ECNCDC.BITNET sez:
->Has anyone heard of it, public domain or otherwise? hacked or commercial?
->
->Jeff Beer, UUCJEFF@ECNCDC "I shoot first, it is my only weapon against fate"
-> - says Lemmy Caution to Alpha 60 in "Alphaville"

there is a work-alike called proff which ain't too bad. i hacked a tmac.ac
file for it which almost works but proff has problems. another alternative
is to get nr (from Dr. Dobbs Journal books), Alan Holub's nroff and port it.
cost is about $30 for src and PC executable.

incidently if anyone has src to proff, could u PLEASE mail it to me. otherwise
i'm force to write my own nroff from scratch. PLEASE...

-bill
...!linus!alliant!rosenkra
...!rutgers!mit-eddie!alliant!rosenkra
rosenkra@alliant.COM

4791. keyboard woes

Newsgroup: comp.sys.atari.st
Date: 1988-07-30 00:47:58 UTC
From: wisner@killer.DALLAS.TX.US
Message-ID: <5010@killer.DALLAS.TX.US>
Source record: 251491

The setup: vanilla 1040ST.

Capital Z is having trouble. Left-shift Z works fine, right-shift Z does... nothing. As soon as that right shift goes down, Z quits working.

What could cause this?
--
Bill Wisner / wisner@killer.dallas.tx.us / +1 208 286 7929

4792. Re: nroff on st

Newsgroup: comp.sys.atari.st
Date: 1988-07-30 01:14:00 UTC
From: kg@elan.UUCP
Message-ID: <328@elan.UUCP>
Source record: 251492
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc,comp.binaries.ibm.pc.d

From article <2171@alliant.Alliant.COM>, by rosenkra@Alliant.COM (Bill Rosenkranz):
> ---
> In article <8807271425.AA06936@ucbvax.berkeley.edu> UUCJEFF@ECNCDC.BITNET sez:
> ->Has anyone heard of it, public domain or otherwise? hacked or commercial?
> ->
>
> there is a work-alike called proff which ain't too bad. i hacked a tmac.ac
> file for it which almost works but proff has problems. another alternative
> is to get nr (from Dr. Dobbs Journal books), Alan Holub's nroff and port it.
> cost is about $30 for src and PC executable.

Elan Computer Group sells a package called NROFF/PC including:

Nroff, Tbl, Neqn, MM macros, MAN Macros, Checkmm, and User manual

all for $99. The code is honest-to-god Nroff, et. al., from AT&T,
ported to DOS (with enhancements for speed under DOS). Contact:

Elan Computer Group, Inc.
410 Cambridge Avenue, Suite A
Palo Alto, CA 94306
415-322-2450

If you can't afford the $99, Alan's is a pretty good deal at $30 (besides,
he's a nice guy too.) However, from our use, it does not appear to be
completely compatible with UNIX Nroff. For example, AT&T Tbl does not work
with it.
--
Ken Greer
Elan Computer Group, Inc.
{ames,hplabs}!elan!kg
415-322-2450

4793. Re: 1040st for sale

Newsgroup: comp.sys.atari.st
Date: 1988-07-30 05:41:23 UTC
From: mark@lakesys.UUCP
Message-ID: <917@lakesys.UUCP>
Source record: 251493

In article <880729111654206.AIFX@Mars.UCC.UMass.EDU> Updike@UMass.BITNET writes:
>I am selling my 1040st.
>It comes with:
>(1040st, with the slot for the blitter
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
??????????????????????????????

What, where, how, why, when did they start doing this???

This enquiring mind wants to know!

--
Mark A. Storin
Lake Systems, Milw., WI
UUCP: {ihnp4,uwvax}!uwmcsd1!lakesys!mark

4794. New Atari computers....

Newsgroup: comp.sys.atari.st
Date: 1988-07-30 10:15:04 UTC
From: ian@umd5.umd.edu
Message-ID: <2950@umd5.umd.edu>
Source record: 251494

OK, I have a 1040ST and have had it for 2 years. It has served
me very well in what I wanted to do - infact it was a quantum leep up
from my old Apple][+ system. But now I find that the computer arena
feels stagnant, lacking in innovation and real growth. We have the PS/2,
the Mac][, and that's about it here in the US as new things go - and they
aren't much better than their earlier ancestors.

What is Atari gonna do? We all hear rumours about the new stuff
from Commodore, and about new stuff from Atari - all the transputer stuff,
the 68020 and 68030 stuff, but where is it and is it aimed at all of us
'under $1000' computer junkies? I am not gonna go out and pay $3000 for
any system no matter how fancy while I can still do decent work on my
ST. But I will admit that if anything spectacular breaks even the $1500
price line I will be tempted. Time for a change, you know.

So what is coming around the mountain? What is on the horizon?
When can we expect some 'new blood' in this slightly stale arena?

Rick Random - a man for all reasons....
---
ian@umd5.umd.edu

4795. Archive service available

Newsgroup: comp.sys.atari.st
Date: 1988-07-30 22:27:06 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4344@saturn.ucsc.edu>
Source record: 251495

I think I have an archive server working fairly well on ssyx, so I'm making the sources and binaries archives available. Send mail to

archive-server@ssyx.ucsc.edu

or

...!uunet!ucbvax!ucscc!ssyx!archive-server

with the word "help" on the first line for instructions. The archives are also available via anonymous ftp from ssyx (128.114.133.1), though our network connection is very slow right now, so the archive server is more reliable.

My thanks to steven@lakesys for providing the server software.

4796. Re: Upgrading over 4 Megs

Newsgroup: comp.sys.atari.st
Date: 1988-07-30 23:53:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880730235329.202059@HIS-PHOENIX-MULTICS.ARPA>
Source record: 251496

OK, this is what I found out (I am not including any rumors, I got this info. form either "reliable sources" or my dealer, however, don't hold me to any of this).

An ST can be upgraded over four megs. The extra memory will only fit inside a Mega, you need a seperate case for 520's and 1040's. A company is working on a board that goes in the Megas expansion slot that adds more memory. And no one seems to know what kind of incampatability problems there will be if you go over four megs.

Please add info. if you have some or correct me if I'm wrong.

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the mouse!"
---"Of Mice and Men"

4797. How often does a typical laser printer Jam?

Newsgroup: comp.sys.atari.st
Date: 1988-07-30 23:55:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880730235558.057992@HIS-PHOENIX-MULTICS.ARPA>
Source record: 251497

I own an epson FX-86e, and I cannot print anything without watching it
or else it will jam up. It seems like the copiers I use always jam up.
Well what about laser printers. Do they often jam, or is it rare?

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Lenny, ya durned fool, ya bought an Amiga!" "Gee George, I squashed the
mouse!"
---"Of Mice and Men"

4798. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-07-31 01:43:18 UTC
From: to_stdnet@stag.UUCP
Message-ID: <541@stag.UUCP>
Source record: 251498

From: thelake!steve@stag.UUCP (Steve Yelvington)

I would like to hear from anyone who has used any Usenet-
compatible software for the ST.

I'd like to know:
* How easy is it to set up?
* How easy is it to use?
* Is it reliable?
* How may it be obtained?

UUMAIL and STadel BBS I know about. (I formerly sysoped a BBS under
STadel, and I use UUMAIL here at thelake.)

I'm particularly interested in hearing from people who have used
anything else: Beckemeyer's UUCP or any of the public-domain
alternatives (UUPC, UUSLAVE, etc.)

Please respond via email. Note that thelake is not a "registered"
node, but most smart mailers seem to have heard of stag.

--
| thelake!steve@stag.UUCP / ...decvax!pwcs!stag!thelake!steve |
| Steve Yelvington/1392 Brandlwood Rd./White Bear Lake MN 55110 USA |
| "A member of STdNet -- to join, send mail to ftg!dwm@stag.UUCP" |
--

4799. Re: Laytest version of STadel

Newsgroup: comp.sys.atari.st
Date: 1988-07-31 02:14:29 UTC
From: UR-LORD@cup.portal.com
Message-ID: <7775@cup.portal.com>
Source record: 251499

rich @ lakesys:

When you say that STadel 3.2x won't run with the Mega, have you
run the converter program for your system files to update them to the
new format?

And STadel is now up to version 3.3 and is also available on the P.C.

ur-lord@cup.portal.com

4800. Re: Prolog interpreters

Newsgroup: comp.sys.atari.st
Date: 1988-07-31 04:28:04 UTC
From: wayte@ucf-cs.UCF.EDU
Message-ID: <741@ucf-cs.UCF.EDU>
Source record: 251500

I know of 2 Prologs for the ST: MProlog from Logicware, Inc. and XPRO from Rational Visions. MProlog lists for $199 and XPRO lists for $39.95.

Logicware, Inc.
5915 Airport Rd.
Toronto, Ontario, Canada
L4V 1T1
(416) 672-0300

Rational Visions
7111 West Indian School
Phoenix, AZ 85033
(602) 846-0371

This information was taken from the June '88 issue of AI Expert.

4801. Bug in MWC 3.0

Newsgroup: comp.sys.atari.st
Date: 1988-07-31 23:32:12 UTC
From: Gribnif@UMass.BITNET
Message-ID: <880731193042228.ACQF@Mars.UCC.UMass.EDU>
Source record: 251401

Greetings,

It would appear that I have truly found a real honest-to-goodness bug in MWC 3.0.6. The following is a code segment that was compiled with the -VPEEP option.

```
int in_wind[7], max_itm[7], w_num, rez;
...
slider()
{
int b;

...
if( (b = b * in_wind[w_num] / (max_itm[w_num]+in_wind[w_num]))
< (4<<rez) ) b = 4<<rez;
...
}
```

A disassembly of the first part of this statement:

```
slider_+0x282 moveq.l $0x4, d2 / correctly moves 4 into d2
slider_+0x284 move.w rez_, d2 / then overwrites d2 with rez
slider_+0x28A lsl.w d2, d2 / result is rez<<rez, not 4<<rez
```

If the condition proves to be true, then "b" is assigned correctly; the code generated uses d0 and d2 to do the shift.

This may or may not be related to the -VPEEP option, though this is the first time I have had any trouble with it. I just thought you all might like to be aware of this problem.

Dan Wilga "My Other Program
Gribnif Software is Also a Porsche"
(413) 584-7887

Gribnif@UMASS.Bitnet
Gribnif%UMASS.Bitnet@Forsythe.Stanford.EDU

4802. ARC 5.21b

Newsgroup: comp.sys.atari.st
Date: 1988-07-31 23:42:51 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <386@clio.math.lsa.umich.edu>
Source record: 251402

Howdy again... I sent the 5.21b binaries to the binaries group a couple weeks ago, but it looks like they haven't been posted yet. In any case, patches to the original source posting are now winging their way to comp.sources.bugs and comp.sources.d. If you're interested, go get 'em... Most of the changes are only relevant for Unix users, and I've already described all the GEMDOS specific changes in a previous posting.

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4803. Re: software for theatre work?

Newsgroup: comp.sys.atari.st
Date: 1988-08-01 01:07:03 UTC
From: roger_warren_tang@cup.portal.com
Message-ID: <7790@cup.portal.com>
Source record: 251403

I also would be interested in theatre software. I've done research on who is using what, but a lot of it is pretty poor....

4804. Re: IDRIS

Newsgroup: comp.sys.atari.st
Date: 1988-08-01 01:09:55 UTC
From: fst@mcgp1.UUCP
Message-ID: <1482@mcgp1.UUCP>
Source record: 251404

In article <14895@apple.Apple.COM>, billd@Apple.COM (William Dorsey) writes:
> In article <1473@mcgp1.UUCP> fst@mcgp1.UUCP (Skip Tavakkolian) writes:
>>IDRIS for ST/MEGA is $149.95 (US), STX-Windows is $49.95 (US).
>>There is a 25% discount for educational institutions if purchased with an
>>authorized purchase order from that institution. Please note that you
>>will need IDRIS to run STX-Windows.
> Gee, I paid $600 for Idris. It didn't even come with a decent editor (ve???).
> I haven't received any notification through the mail about X-Windows, or any
> other additions to Idris (like a decent editor). I was under the impression
> that the reason we had to pay so much for Idris was that we were going to get
> lots of support! What support? I have to wait until I see a posting on the
> net before I find out that X-Windows (not even X11) is now available, and I'll
> probably have to shell out another $50 for it?! Tell me this isn't true!
>
> Bill dorsey billd@apple.com

You may not have to!!

The price you paid includes the Whitesmiths C compiler. We had a price change which I posted about 2, or 3 months ago. IDRIS ST with Whitesmiths C compiler and libraries, Pascal compiler and libraries and STX-Windows is $600, which is what you have minus the STX-Window, and Pascal compiler.

If you have software maintenance support (i.e. sent in the registeration card and have signed for annual maintenance), or have IDRIS 3.11 or later, you will get the STX-Windows and documentation, plus the kernel to support it, for the cost of the media, and handling (5 micro floppies).

In regards to support, it means if you encounter a problem, you can call us, and we will either solve the problem right-away, or enter it into the bugs-to-be-fixed basket (overseas customers are responded to via fax). The more sever a ``real'' bug, the faster it gets tended to.

I usually try to post most of the important news about our ST related products to this news group, without taking too much of the bandwidth. We will try to be more ``marketing'' oriented in the futurer; I however, suggest that our customer call or write us every few months and ask us about the new and upcoming things, and we will give you latest.

The public domain libraries include much better editors like microGNU-emacs and Stevie editors. They also include things IDRIS is lacking, like Gawk. PD disks include all sources and are $4 per diskette.

I would like to apologize to our customers for not having better means of informing them of price changes and software updates, and our only excuse is that we have limited resources and the condition of the ST/MEGA market does

not warrant the additional resources (to say it nicely :-)).

Sincerely

--
Fariborz ``Skip'' Tavakkolian
UUCP ...!uw-beaver!tikal!mcgp1!fst

UNIX is a registered trademark of AT&T

4805. Re: Laytest version of STadel

Newsgroup: comp.sys.atari.st
Date: 1988-08-01 05:42:18 UTC
From: rich@lakesys.UUCP
Message-ID: <920@lakesys.UUCP>
Source record: 251405

In article <7775@cup.portal.com> UR-LORD@cup.portal.com writes:
>rich @ lakesys:
>
>
> When you say that STadel 3.2x won't run with the Mega, have you
>run the converter program for your system files to update them to the
>new format?
>

I started the system from scratch, so I did not have to
convert anything. I do this as a test with all software that I
have any idea of running. I do SysOp our local club system,
which is running STadel 3.0(c)st, and am well aquainted with STadels
workings. Fantastic program, I would never even think of running
any other program.

BTW. It's not a problem that I know of with the Mega systems,
but rather with the newer version of roms, that I will have to
await patiently for the next version to be released. Sometime
the end of this year they said.

rich.....
UUCP: {uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

4806. ***HELP*** Floppy gone crazy!?!?!

Newsgroup: comp.sys.atari.st
Date: 1988-08-01 06:42:00 UTC
From: Friesen@HIS-PHOENIX-MULTICS.ARPA
Message-ID: <880801064254.135611@HIS-PHOENIX-MULTICS.ARPA>
Source record: 251406

I just decided that the floppy I use to store my word processor files and some other misc. things, probably had a lot of files I could get rid of. I decided to take a look at them and see which ones to throw out. I had never noticed anything strange about this disk before (the only time I access the disk is from file selector boxes, and I always know exactly what I want) so I really hadn't "looked" at the disk. Well, I got the directory up and much to my surprise, there were many groups of two files with exactly the same name. I opened the files (they were DOC files so I could view them on the desktop). One of the files had zero K and the other seemed ok. I opened another file from another group of two with the same names. These files were both garbage. I opened all the files and many of them (not just ones that had "copies") were garbage. None of the information was recagnizable, and the ones that shared the same names, sometimes had the same data, and other times didn't. One file (which had originally been a letter to GFA) actually had a list of all of the files on the disk amoung a small amount of garbage! Most of the files were older and hadn't been accessed for a while, and my new files (I had written some letters just today) seemed untouched. I decided (in a state of panic) that this must be the work of a virus. I quickly pulled out the VKILLER.PRG and PENICLN.TTP. First I checked the disk with VKILLER, then engaged PENICLN. Accourding to VKILLER the disk was fine. I then did some file copies to a ramdisk, and then a newly formatted disk and, well I did a lot, but I think it should have taken care of the problem.

********Please if anyone has any info. on what could have done this, tell me, I am very scared!!! :=(<---This is a crying sad face!

Thanks in advance

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"I'd rather face the Daleks then loose my files!"

--Aric Friesen

4807. RE: Mono shakes

Newsgroup: comp.sys.atari.st
Date: 1988-08-01 14:43:00 UTC
From: BRIGHT@DALAC.BITNET
Message-ID: <8808020007.AA19314@ucbvax.berkeley.edu>
Source record: 251407

>When you find out why it shakes, would you post it? My mono monitor shakes
>also, and I do not have a color monitor nearby when running mono. My monitor
>also locks in on different places when I turn it on, as well as a skewed look
>in one corner.
>
>John

When I first set up my 1040ST w/SM124 monitor in my office and booted it, I was immediately greeted with a jittery monitor. Moving the system around on my desk helped somewhat, but only somewhat. Suspecting that my monitor was faulty, I borrowed another SM124, but to no avail. Sometimes the jitters were worse and sometimes better, but always present.

Must be RFI from somewhere, right? Sure enough, on checking I discovered that my monitor jitters were at their worst when other people were running small electric heaters in their offices. Only problem was, the nearest heater was more than 30 feet away; and when I plugged one of the heaters into a wall socket in my office, it didn't make much difference unless I parked the bloody thing right on top of my monitor!

So I checked to see if the electrical circuits feeding the other offices were buried in the wall near my system. Nope, no wires buried in the walls.

"OK," says I to myself, "then those crummy little heaters must be kicking up some line noise that my SM124 doesn't like." So I got the local electricians to install an isolating transformer on the circuit in my office. Didn't help.

By this point I'd pretty much resigned myself to living with the jitters 'til the warm weather appeared and the heaters were put away for the summer. (Small comfort in Halifax, since it doesn't get warm until June or so!) Then one day on the way in to work, I found the solution staring me right in the face: there on the wall of the Philosophy House, right outside where my office was located, and not three feet away from my desk, was the electrical service and power meter for the entire department.

Since there wasn't any easy way to move the electrical service, I moved into a new office when one became available. I'm happy to report that my SM124 is now rock-solid.

So what was happening? My guess is that the SM124 is pretty well shielded from RFI, but is quite sensitive to magnetic fields. Maybe I'm wrong about this (could someone who knows more than I about such things please comment?), but there's no doubt that those invidious little heater fans were generating lots of RFI, and they didn't make a lot of difference unless they were right next to my monitor. When the

heaters were turned on, on the other hand, they were drawing considerably more current through the electrical service and meter, and this would increase the surrounding magnetic field considerably. Well, sorry to run on so long. When I related the gory details of this story to another guy who was having problems with his SM124, he checked outside his house, and sure enough, his system was set up directly opposite the electrical service. Maybe this info will help a few others who have so far been frustrated in tracking down the source of their jitters.

BBB

Bob Bright <BRIGHT@DALAC.BITNET>
Philosophy Dept.
Dalhousie University
Halifax, NS B3H 3J5 902-424-3810

4808. keyboard buffer, was Re: Crawio()

Newsgroup: comp.sys.atari.st
Date: 1988-08-01 15:45:02 UTC
From: roeder@sbsvax.UUCP
Message-ID: <578@sbsvax.UUCP>
Source record: 251408

In article <1095@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>
> ... Thank you for your concern, though. It's a little
> late in the release process to get major changes in, but if there are
> little things you're afraid we may have overlooked, please MAIL to
> me with your ideas.

Since i can't get to you by mail ('pandora refuses connection' on every path i tried), i post this to the net.

I have found another nice "feature" in the ST-keyboard buffering routines.

First the scenario:

The old TOS (Blitter-TOS and previous ones) uses a buffer of 80 longs for buffering keyboard input on GEMDOS-level. Three variables control this process: 1. a counter, which is incremented on adding and decremented on deleting of a char
2. a head-pointer which is incremented after adding a char to the beginning of the buffer
3. a tail-pointer, which is incremented after deleting a char from the end of the buffer
Whenever the two pointers get equal, they are reset to point to the beginning of the buffer.
When the count of characters in the buffer gets 80, the console beeps and no char is added.

And now the problem:

When you are typing faster than the program reads (and have always <80 chars in the actual buffer between head and tail), the buffer overflows into user-RAM, because the head pointer is always incremented and never checked against the high end of the buffer. Conclusion: the ST crashes.

Is this fixed in the new ROM-code ???

- Edgar

4809. Re: Multisync Monitors on Mega ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-01 18:14:51 UTC
From: zzkj@gos.ukc.ac.uk
Message-ID: <1542@gos.ukc.ac.uk>
Source record: 251409

I remember seeing a couple of switch boxes at last year's PCW show. One enabled you to have both of your monitors plugged into the box which then plugged into the ST and it had a switch to select which one you used. This is useful for me because I often have to swap monitors. The other box has one socket for a Multisync monitor (I saw a Philips 8873 connected to it and I was told that an NEC works fine). It also has a switch for whether you want Hi-res/Med-Low-res. The boxes were made by Josty. I can only remember there name unfortunately, although they did say that they would be marketing through normal retailers although I must admit that I can't remember ever seeing them in a shop (not that I've looked mind you).
--
ZZKJ - hacking away till it no longer bytes.

4810. Re: Monochrome Monitors doing 500 lines?

Newsgroup: comp.sys.atari.st
Date: 1988-08-01 18:20:59 UTC
From: zzkj@gos.ukc.ac.uk
Message-ID: <1543@gos.ukc.ac.uk>
Source record: 251410

Funnily enough, the SM125 looks absolutely identical (in EVERY detail except the case colour and Atari badge and the phosphor colour) to a friends monitor on his PC. It can display 700+ by 450+ (he uses some kind of Super-Hercules graphic card). Oh and one other thing, the volume control that is marked contrast on the SM125 (well, it is a contrast control symbol) does in fact perform contrast control on his monitor which leads me to believe that Atari SM125's are basically some standard monitor (although looks can be deceiving!!).
--
ZZKJ - hacking away till it no longer bytes.

4811. Re: How often does a typical laser printer Jam?

Newsgroup: comp.sys.atari.st
Date: 1988-08-01 19:55:36 UTC
From: apratt@atari.UUCP
Message-ID: <1097@atari.UUCP>
Source record: 251411

From article <880730235558.057992@HIS-PHOENIX-MULTICS.ARPA>, by Friesen@HIS-PHOENIX-MULTICS.ARPA:
> I own an epson FX-86e, and I cannot print anything without watching it
> or else it will jam up. It seems like the copiers I use always jam up.
> Well what about laser printers. Do they often jam, or is it rare?
> Aric Friesen

I have NEVER seen an Atari SLM804 jam. We use one as the line printer for our UNIX VAX (unattended), and there are lots running around being used for internal memos, development of desktop publishing, and the like. I have NEVER heard of one jamming.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4812. Re: Info-Atari16 Digest V88 #330

Newsgroup: comp.sys.atari.st
Date: 1988-08-01 20:53:16 UTC
From: kurth@sco.COM
Message-ID: <470@scolex>
Source record: 251412

If I had to cite which country makes the best cars,
neither the U.S. or G. Britain would near the top of the list.

Germany (mercedes, porsche), Italy (Ferrari, Lamborghini), and Japan (cheap
reliable cars) would be my list.

American cars are getting better but the reliability is
still significantly behind Japan and Germany (Consumer reports).

Rolls Royces are a Joke (my opinion). Comparable to a Billion Dollar Barge,
they are big, heavy and slow, and are virtually indestructible.
They are years behind in the usage of state-of the art technology
both in manufacturing and design (why pay for hand-built when a
machine can do it better). In all fairness, RR's are a good investment
in a car, they hold their value well. Real estate does better though.

Mercedes has the best engineering in the world (from interviews
with engineers who work at American car companies), Porsche is not far behind.
Depends on what kind of car you want.

Sorry about a serious response to facetious messages but
American cars? Rolls Royces? Really!

If I had to compare computers with cars, IBM would be the Americans
(has most of the U.S. market with mediocre machines), The Mac would be
Honda (decent and sells a lot), and the Amiga would be Volkswagen (good
cars, higher performance in basic models, and more maintenance (The OS is
better but more complicated)).

The ST is undeniably the Hundai of the computer world. :-)

There aren't any computers that come to mind as Ferrari's or Porsche's.
Maybe a screamin' 25 MHZ 386. Computer technology just changes too rapidly
for me to associate it with such venerable names as Porsche and Ferrari.
You can't speak the name Intel (or Motorola or National) with the same
reverence as you can when you say "PORSCHE"!

When you say "Porsche", you've said it all...

- kurth
--

Kurt Hutchison The Santa Cruz Operation Software Engineer
Trumpet player, synth player, pianist, cyclist, philosopher at large
The above opinions (if any) are my own

4813. Re: How often does a typical laser printer Jam?

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 00:40:37 UTC
From: wheels@mks.UUCP
Message-ID: <496@mks.UUCP>
Source record: 251413

In article <880730235558.057992@HIS-PHOENIX-MULTICS.ARPA>,
Friesen@HIS-PHOENIX-MULTICS.ARPA writes:
> Well what about laser printers. Do they often jam, or is it rare?

In the 1.5 years I've had access to a laser printer, I think it has
jammed less than 10 times. We use a DEC LN03 printer, and also a
H-P Laserjet. No problems.
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

4814. pd 68k math routines (gnulib)

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 00:57:56 UTC
From: jsm@phoenix.Princeton.EDU
Message-ID: <3377@phoenix.Princeton.EDU>
Source record: 251414
Cross-posted to: comp.sys.atari.st,comp.sys.m68k

Due to popular demand (> 10) requests, I have posted gnulib.c to comp.sources.atari.st. It should show up in a couple of days.

Scott

4815. Turtle works on my Mega ST !!!

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 01:05:40 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8808020105.AA20656@ucbvax.berkeley.edu>
Source record: 251415

I am happy to report that TURTLE 2.17 works flawlessly on my Mega ST4.
Thanks to George Woodside !!!

Now, how about another TURTLE RAM disk just like the TWISTER DS one, but
with 82 tracks ? (never satisfied, I know ... ;-)

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

4816. Problem w/ certain joysticks on ST's

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 03:25:33 UTC
From: bruce@ektools.UUCP
Message-ID: <1375@ektools.UUCP>
Source record: 251416

One of our user group members has been experiencing many problems with his keyboard on a 1040ST. After sending the unit back to Atari (twice !) he eagerly tried the machine when he got it back last week. When it didn't work (you can imagine how he felt :-) he called Atari one more time.

He got to talk to one of the factory engineers who finally diagnosed the problem. It turns out that some third-party joysticks (in this case, a Pro-Line joystick), has connections to the "reserved" pins of the joystick/mouse connector on the bottom of the keyboard. This problem will occur with any bottom-mounted joystick ports like the 1040 or 520STFM.

You might want to file this piece of "trivia" in the back of your mind in case you ever run up against a similar problem.

Bruce D. Nelson, President, Atari Computer Owners of Rochester, NY (ACORN)
a.k.a.
Bruce D. Nelson, Sr. Appl. Analyst: Software Maint., Tech. Support Svcs.
EASTMAN KODAK COMPANY, 901 Elmgrove Rd., Rochester, NY 14653, (716)726-7890
UUCP: {...}!rochester!kodak!ektools!bruce

4817. Floppy drive connector?

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 06:33:19 UTC
From: leo@leow.UUCP
Message-ID: <8808020633.AA19547@gort.cs.Buffalo.EDU>
Source record: 251418

Can anyone tell me what the part number for the floppy drive port connector on the ST motherboard is? Mine appears to be shot, apparently from the dozen or so times I've disconnected and reconnected my floppy drive. Several of the female pins appear to be broken off inside the connector. The cable tests OK. I am still working off my hard drive, but doing so without a current backup gives me the willies. I got bitten by a no backup situation once, I'd hate to see it happen again for lack of a connector. Also, anyone care to venture an opinion on wether or not this is worth it? Is it likely to happen again, should I just hardwire the cable to the mother board?

Please respond via e-mail. Thanks in advance!

4818. STadel upgrade

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 07:48:14 UTC
From: to_stdnet@stag.UUCP
Message-ID: <546@stag.UUCP>
Source record: 251419

From: thelake!steve@stag.UUCP (Steve Yelvington)

I chatted with David Parsons (orc), the author of STadel BBS,
a few minutes ago and he gave me some information on the
upcoming version 3.3a (shareware).

It probably will be released to a couple of beta sites in
the next few weeks -- assuming he can get to a working ST
to compile it. His 1040 has officially died and he's sold off
the hard disk. Development is proceeding on a PC clone, however.

3.3a will be able to network with other STadel/STadel-PC/Citadel-86/
Citadel-68K/Amidel systems using xmodem, ymodem or wxmodem, depending
on the net partner's capability. Wxmodem should greatly improve
performance when netting via PC Pursuit. The Citadel network now
stands at 52 nodes, including one run by Atari Corp. (408-745-2051).

UUCALL, the STadel/UUCP networker, is being reworked toward
full uucico compatibility. It will not be distributed with STadel
and may be sold through an existing software house. The portion
of UUCALL that integrates mail with the STadel message base will
be converted into a stand-alone rmail program so UUCP can do the usual
rmail commands to channel mail to BBS users.

```
*_________________________________________________________________*
| thelake!steve@stag.UUCP / ...decvax!pwcs!stag!thelake!steve |
| Steve Yelvington/1392 Brandlwood Rd./White Bear Lake MN 55110 USA |
| "A member of STdNet -- to join, send mail to ftg!dwm@stag.UUCP" |
*-----------------------------------------------------------------*
```

4819. netlib@lakesys

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 12:14:12 UTC
From: martin@lakesys.UUCP
Message-ID: <923@lakesys.UUCP>
Source record: 251417

We at netlib@lakesys.UUCP are very happy to see that we are fufilling a need on the net for an ST file server. Traffic is growing daily and the complaints of not being reachable are diminishing.

We have two requests of those who utilize netlib:

1) Please restrict yourself to no more than 5 file parts per request per day. Some have been requesting 20 or 30 file parts and it slows down the response time for others. It also strains our limited resources here. We have the capability to limit the number of file parts sent to any account per day with our software, but we'd prefer to rely upon your integrity. If there is no cooperation in this matter, then we will be forced to implement the limit in the netlib software.

2) Please be sure that you are using the correct syntax for file requests. If the file is in a volume, e.g. volume1. The volume # MUST be specified as part of the pathname for the file part in your request. Also be sure to put "from archives.atari" at the end of every file part in your request, otherwise the line is not parsed correctly and your request subsequently fails.

Thank you to all those who have been contributing to our archives, you have helped to make the netlib file server one of the best.

We appreciate your cooperation.

Marty Wiedmeyer
martin@lakesys.UUCP
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: uwvax!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

4820. Re: SM124 Differences ?

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 12:17:27 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8808021217.AA02247@ucbvax.berkeley.edu>
Source record: 251420

In Info-Atari16 digest #333, motsj1!mcdchg!clyde!watmath!mks!wheels s
(Gerry Wheeler) writes:

>In article <8807270941.AA03440@ucbvax.berkeley.edu>, XBR3D815@DDATHD21.BITNET
> writes:
>> Is someone out there in netland who knows a difference between older and the
>> newest SM124 B&W-monitors which could explain the following behavier:
>> Mega ST4 and old (Oct. 87) Monitor:
>> In reverse mode (light text on black background) is brightness dependent
>> on information on screen !
>> Mega ST4 and new (Mar. 88) Monitor:
>> The symptom does not occur !

>I haven't seen this problem on the Atari, but I have seen it on other
>systems. (...)
>the wrong way? Maybe it needs repair? I use an old old monochrome

It sure does need repair. I had the same problem when I bought my Mega4 a few
months ago. I had a program that reversed the screen colors (to white on black)
cleared the screen, displayed the word "ONLINE" and waited for serial input.

The screen picture would break down completely, the "ONLINE" would vanish. Only
after something came in from the serial line, the picture would slowly reappear
and life would revert to normal.

I took the monitor to my dealer, and this is what he told me:

The problem is known. Atari manufactured a whole bunch of these monitors, but
refuses to deal with the problem, claiming that it is caused by 'unavoidable
parts tolerances'. Any monitor shipped to Atari would be returned unrepaired.

The problem, however, can be solved by internally 'tweaking' several adjustment
controls (you can see that I'm no EE). Since my SM124 was still under warranty,
he took it in, and ONE DAY later, it was fixed.

So: if your monitor is under warranty, see if your dealer can help you. If not,
get someone with a 'scope and the necessary knowledge to fix it.

I hope this helps.

PS: I am not commenting the attitude of Atari towards this problem, but it sure
does augment my prejudice against Atari marketing strategies.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

4821. Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 13:10:38 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <522@laura.UUCP>
Source record: 251421

After a few days of working with my new Laser C I stumbled over
some errors. Here they are:

1. LASER C doesn't work if GDOS is resident. The shell starts up
correctly but crashes as soon as a program is loaded.

2. In OSBIND.H a typedef is made for the 'disk transfer address'
used by functions Fsfirst() and Fsnext():

```
typedef struct {
char dta_reserved[21]; /* reserved */
char dta_attr; /* attribute */
unsigned int dta_time; /* time */
unsigned int dta_date; /* date */
long dta_len; /* length */
char dta_name[14]; /* name */
} dta;
```

On the other hand Fgetdta() is defined as
#define Fgetdta() (dta *)gemdos(0x2f)
which causes some error messages when Fgetdta() is used. To
overcome this the quoted typedef should be changed to

```
typedef struct _dta { ... } dta;
```

3. Conversion from double to float does not work for numbers
greater than 6.80564733841876989828278965 4E38.

4. The Resource Construction Program sometimes crashes in the
"Save" function. Redress: use the "Save as" function.

That's it so far. Any comments (Megamax)?

I am willing to compile a list of errors in Laser C. So if you
found out any more errors please report them to me by mail. I
will summarize to the net.

Rainer Klute


```
+--------------------------+-----------------------------------------+
| Rainer Klute | UUCP: klute@unido.uucp |
| University of Dortmund | (...uunet!mcvax!unido!klute) |
| Dept. of CS | BITNET: klute@unido.bitnet |
| P.O. Box 500500 | |
| D-4600 Dortmund 50 | |
+--------------------------+-----------------------------------------+
| Federal Republic of Germany |
+-----------------------------------------------------------------+
```

4822. nroff on st

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 14:34:28 UTC
From: to_stdnet@stag.UUCP
Message-ID: <547@stag.UUCP>
Source record: 251422

From: thelake!steve@stag.UUCP (Steve Yelvington)

Shortly after I received version 2.0 of Mark Johnson's C compiler,
I went looking for code to compile to test it. One of the things I found
was a PD "nroff" for the IBM PC. It was pretty much self-contained
(didn't rely on esoteric library functions) so it compiled right off.

It seems to work just fine and it includes a couple of .MAC example
files. However, it's smaller and probably less complete than proff.
And, like proff, it doesn't support anything more sophisticated than
a vanilla printer.

I'll mail it off to lakesys (binaries and sources). Perhaps some wizard
would like to build on it.

```
*_____________________________________________________________*
| thelake!steve@stag.UUCP / ...decvax!pwcs!stag!thelake!steve |
| Steve Yelvington/1392 Brandlwood Rd./White Bear Lake MN 55110 USA |
| "A member of STdNet -- to join, send mail to ftg!dwm@stag.UUCP" |
*-------------------------------------------------------------*
```

4823. Re: Multisync Monitors on Mega ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 15:43:37 UTC
From: dclemans.falcon@mntgfx.mentor.com
Message-ID: <1988Aug2.084339.10162@mntgfx.mentor.com>
Source record: 251423

You can very definitely use a multi-sync monitor on a ST as
both black/white and color; I've been using a Sony CDP-1302
multi-sync for over a year. The only "oddity" is that you
will probably have to build your own cable. I've also heard
of people using Thomson and NEC multi-sync monitors.

To switch between modes, you either ground the monochrome
detect pin (for black & white) or leave it floating (for color).

dgc

4824. Search for Repair Shop

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 16:52:25 UTC
From: gibson@trwrb.UUCP
Message-ID: <7475@trwrb.UUCP>
Source record: 251424

I remember a little while back, netters where complaining about Atari forcing dealers to purchase $10,000 worth of parts. I now have more appreciation for what Atari may have been trying to do. In my area, it is difficult to find an Offical Atari Dealer that will do repairs. (I live in Los Angeles, CA) There are many so called "Offical Atari Dealers", but they do not do repairs. Apparently, once these dealers depleted their stock of parts, they decided not to do repair work.

I spoke with Atari on the phone. I told her my dealer does not do repairs. When she gave me a list of dealers in my area, she told me she did not know which dealers are doing repairs and which are not.

My options where 1)Find a repair dealer in my area. 2)Send my machine to Atari 3)Let my dealer send my machine to Atari

I found a dealer in Belflower.

Gregory Gibson
gibson@trwrb.UUCP
--
Gregory Gibson
{...ihnp4,ucbvax}!trwrb!gibson

4825. Re: ARC 5.21b

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 16:58:44 UTC
From: russ@percival.UUCP
Message-ID: <1309@percival.UUCP>
Source record: 251425

["Big Time Television, where two's company and three's an audience."
- Max Headroom]

Since people seem to be porting ARC over to the ST and making mods to it anyway, why not add a buffer that allocates as much memory as it needs for the compressing/decompressing process so it will speed it up?

There is a program (sharware) called DCOPY by Ralph Walden that does this very thing but it's attached to a menu driven shell that does a lot of other stuff I could do without.

Anybody willing to try it?

Russell Schwartz ["This is another fine myth you've gotten
...!tektronix!reed!percival!russ me into!" - Lar L. & Har D.]
voice: 503-643-2786
BBS: 503-292-1321 (Sysop @ IBBS - FoReM Node #4 - 3/12/2400 - PCPursuitable)

4826. Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 17:44:25 UTC
From: brenes@skywest.UUCP
Message-ID: <535@skywest.UUCP>
Source record: 251426

Hello, this is a question to the ST graphic 'gurus':

I've written a program which is capable of generating a full screen (640 x 200) at a high rate (approx. refresh rate). Thus I have a NextScreen[32k] buffer which I use as a secondary video buffer. The idea behind it is to ping-pong between this NextScreen[] buffer and the one that the ST assigns for the Video, by changing the physical address from which the Shifter expects to find the video information. In this way I save the time consuming operation of moving data from NextScreen[] to the video buffer for display.

The problem that I have is that every time I call the XBIOS routine SetScreen(logadr,phyadr,rez), where phyadr = &NextScreen[0], the screen jumps horizontally left to right. The information displayed on the screen is correct but is skewed to the right 3/4 of the screen (BTW, the program is written using MWC 2.x). What I've noticed is that the video buffer that the ST starts with is located in a 32K boundary, 0xf8000, while the starting location of NextScreen[] is not. It also seems that if a take &NextScreen[0] mod 32K, the remainder is the offset that I see on the screen. So, the question is: If the Shifter expects the video ram to start at 32K boundaries, then how do I get MWC, or any C program to allocate a 32Kb buffer starting in a 32Kb boundary in an efficient manner? An initial thought was to use Malloc() to allocate 64Kb and then only use the 32Kb which start in a 32Kb boundary, but this method is too wasteful. There's got to be a better way, isn't there?

Any suggestions will be welcomed.

Erasmo.

4827. software/hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 21:30:28 UTC
From: cochrane@spot.Colorado.EDU
Message-ID: <2464@boulder.Colorado.EDU>
Source record: 251427

A friend of mine has sold his ST and wants to sell the ST software programs that he still has. He also has a couple of pieces of hardware to sell. He is willing to take best (reasonable) offer for these. Here is the list:

SOFTWARE Sale Price

Balance of Power (color system) $25
Flight Simulator (color) 25
High Roller (color) 25
Time Bandit (color) 20
Sundog (color) 20
Flash* 12
Degas* 15

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I believe he intends to give a discount if you purchase all of the packages listed above (Talk to him about the amount.). All software has been rarely used and includes all manuals and original boxes.

*These items include the original registration card (which he never got around to sending in).

HARDWARE Sale Price

Packard Bell 300/1200 baud modem $100
Citizen MSP 20 printer with parallel
and serial ports 250
Macintosh 64K ROM chips for
Magic Sac & 10 disks of
MAC PD programs 40

The modem and printer were also rarely used and are both in excellent condition.

BOOKS

Compute's 1st Book of Atari ST $7
Compute's St Artist 7
ABACUS Gem Programmer's Reference 8
Graphics & Sound 8
Tricks & Tips 8

38

A discount is also available on purchase of all the books listed above.

MAGAZINES WITH DISKS

Start 5 vols $20
Compute ST 8 vols. 25
ST Log 3 vols. 10

55

His name is Samten Nagarajan. He can be reached at:
home 303-442-8129
work 303-770-5004

3850 Paseo del Prado #9
Boulder, CO 80301

He is currently out of town and should be back around August 16th; but his wife should be able to answer some of your questions about these items. If you don't want to wait two weeks she'd probably be willing to ship an order out before he gets back. If you have questions about any of these items and wish to send me mail about it, I'll do my best to answer them.

4828. Re: nroff on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 21:42:29 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8808022142.AA22401@mitre-bedford.ARPA>
Source record: 251428

I would suggest looking into TeX for the ST rather than nroff, unless you really need compatibility with nroff on other systems.

-John Sangster, jhs@mitre-bedford.arpa

4829. Carrier Command, help

Newsgroup: comp.sys.atari.st
Date: 1988-08-02 23:16:53 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <62535@sun.uucp>
Source record: 251429
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

Ok, I shelled out the bucks for Carrier Command, the battle simulation where you drive a carrier around, launch amphibious and airborne craft and attempt to stop an enemy carrier. I have some difficultly with it though. Since it came out for the ST first I have crossposted this to the st newsgroup but followups will go back to amiga since those folks are probably already familiar with this game.

So some questions :

1) You ``colonize'' islands by driving an amphibious craft onto them and dropping a "constructor". Great, no problem there. Unfortunately you have to drive the carrier over to each island to be close enough to get to the beach. Fine, except the carrier is slow, and it is running out of gas. End result, by the time I had set up the third island, the enemy carrier had colonized 24. Clearly there is something here which I am not catching on to. Then I had to sit around at the last island I had colonized waiting for my network to manufacture some Gas for the carrier. After a while the enemy carrier was bombing my other island (he now had 48 islands under his control). So there must be something I can do differently.

2) The controls on the craft are a joke, particularly because you use the mouse to steer as well as control your speed, but can't do both at the same time. Basically, you have to click it into and out of pointer mode to change what you are controlling (speed/direction) and while setting the speed the craft is often driving into oblivion. Yuck.

3) When setting up and controlling the amphibious craft (or airborne ones for that matter) each screen ``remembers'' the last craft your were looking at (you have 4 each). This can be a real pain when you are in the "loading" screen and loading on bombs and stuff and then switch to the hanger screen to leave the carrier *it switches the vehicle you are looking at as well*. The end result was I loaded up Walrus 1 and ended up driving Walrus 2 out the carrier and on to the beach only to find it didn't have anything on board.

4) When attempting to shoot ``cruise'' missiles from the carriers you have to launch a "viewing" drone to target the missle. Unfortunately when I do that the viewing drone is looking straight down at the ocean and not the island. As there are no interesting targets in the ocean I waste a drone. Not only that I *cannot* shoot anything on the island with a missle that way. And yet the

manual suggests that these missles are the only thing that can
penetrate a "command" center. So what do I do?

When I figure these out I am sure this game will be a lot more playable
but for now it is really frustrating.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

4830. Message for Robert.J.Silliker@moliman.molienergy.bc.ca

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 03:01:20 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4375@saturn.ucsc.edu>
Source record: 251430

[My apologies for posting this to the net; ucbvax didn't know where moliman was, and uunet said "resrch: site unknown", so I'm at a loss. Robert, can you mail me some paths to try out so I don't have to do this again?]

ASPRITE doesn't seem to redraw the window when you put up a dialog box or use (for instance) the VT-52 terminal accessory. I tried it in medium resolution and it just left your color selection dialog on the screen. Also, the "About" dialog is off center. Want to fix the redraw thing before I post it?

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu ...!ucbvax!ucscc!ssyx!koreth

4831. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 03:18:30 UTC
From: koreth@ucscb.UCSC.EDU
Message-ID: <4376@saturn.ucsc.edu>
Source record: 251431

In article <535@skywest.UUCP> brenes@skywest.UUCP (Erasmo Brenes) writes:
>If the Shifter expects the video ram to start at 32K boundaries,
>then how do I get MWC, or any C program to allocate a 32Kb buffer starting in
>a 32Kb boundary in an efficient manner?

Well, the boundary turns out to be a lot less than 32K: screen RAM must
start on a page boundary, which is to say screenram%256 == 0.
Thus you only have to allocate 32256 bytes, which you can most likely
afford. (Screen memory is 32000 bytes, not a full 32K.)

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu ...!ucbvax!ucscc!ssyx!koreth

4832. Re: Info-Atari16 Digest V88 #330

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 04:48:06 UTC
From: brad@looking.UUCP
Message-ID: <1896@looking.UUCP>
Source record: 251432

In article <470@scolex> kurth@sco.COM (Kurt Hutchison) writes:
>If I had to compare computers with cars, IBM would be the Americans
>(has most of the U.S. market with mediocre machines), The Mac would be
>Honda (decent and sells a lot), and the Amiga would be Volkswagen (good
>cars, higher performance in basic models, and more maintenance (The OS is
>better but more complicated)).
>
>The ST is undeniably the Hundai of the computer world. :-)

Bad analogies, I would say. The Mac is an overpriced machine with a bit
of sexiness and yuppie appeal. Perhaps like a BMW. The Amiga is hardly
a VW, since VWs are both very popular and quite reliable. The Amiga
is more like a Lotus - zippy, for hobbyists and needing lots of maintenence.

The Atari is like a cheap Citroen. Sells well in Europe, but not marketed
in the USA. But otherwise it is like that Korean car.

IBMs is impossible to place. It used to be like the Rolls Royce - solid,
slightly old technology that's expensive but very reliable and well
supported. But now they're the ones making innovations while the clones
stay put. (Innovations in the PC world, that is.)
--
Brad Templeton, Looking Glass Software Ltd. -- Waterloo, Ontario 519/884-7473

4833. Re: IDRIS

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 06:06:08 UTC
From: fst@mcgp1.UUCP
Message-ID: <1490@mcgp1.UUCP>
Source record: 251433

In article <495@mks.UUCP>, wheels@mks.UUCP (Gerry Wheeler) writes:
> In article <1473@mcgp1.UUCP>, fst@mcgp1.UUCP (Skip Tavakkolian) writes:
> > IDRIS for ST/MEGA is $149.95 (US), STX-Windows is $49.95 (US).
> Is this a new price? The reason I didn't look very hard at Idris was the
> $800 or so price it had. Does that $149.95 price include a C compiler
> and so forth?

The $149.95 (US) price does NOT include the Whitesmiths C compiler. It includes the mulit-user, multi-tasking executive and the utilities (about 80 or so), standard drivers, and drivers needed to run STX-Windows (sockets, ptys, etc.)

IDRIS + WSL C + STX-Windows + Pascal + 68020 libs for the ST/MEGA is $600 (US). This is called a Professional System (PS).

>
> So, if Idris is really that cheap, maybe we should compare it to Minix.
> Anybody familiar with both? Any of the Minix beta testers around? Could
> you give us some comments?

I made an offer a few weeks ago to send a Review copy of IDRIS PS to a prominent member of this news group for one or two months with the condition that, that person would post their opinion and general impression of the products to this news group.

> --
> Gerry Wheeler Phone: (519)884-2251
> Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
> 35 King St. North BIX: join mks
> Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

Are you interested?

Sincerely
--
Fariborz ``Skip'' Tavakkolian
UUCP ...!uw-beaver!tikal!mcgp1!fst

UNIX is a registered trademark of AT&T

4834. Re: ARC 5.21b

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 06:27:53 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <391@clio.math.lsa.umich.edu>
Source record: 251434

In article <1309@percival.UUCP> russ@percival.UUCP (Russ Schwartz) writes:
>Since people seem to be porting ARC over to the ST and making mods to it
>anyway, why not add a buffer that allocates as much memory as it needs for
>the compressing/decompressing process so it will speed it up?
>
My intent was simply to port the MSDOS program, making as few changes as necessary to get a running program. The idea is to make everything look as much like the original as possible. Of course, we don't have people like Phil Katz writing 68000 assembly code for the ST just yet, so lumping in PKARC compatibility into this program seems like a reasonable thing. Gratuitous modifications probably aren't the way to go. At least, not if you're going to call your program "ARC" of any form or another. (Look what's happening with Katz - he's got a lawsuit to worry about now.) In any case, I'm not sure that a large buffer will be such a speedup. I'd expect that it buys as much speedup as simply using a large enough RAMdisk. Running my system on a 1.4meg RAMdisk, I can say that it's godawful slow. I don't think throwing more memory at the problem is the solution.

>There is a program (sharware) called DCOPY by Ralph Walden that does this
>very thing but it's attached to a menu driven shell that does a lot of other
>stuff I could do without.
>
DCOPY is kind of nice. I still don't think the buffer buys too much, but what the heck. I think the basic idea is right - if you want it faster, rethink the algorithms, and code it in assembler. I haven't had time yet to look up all the background theory & such behind it, though I plan to. So far I've paid as little attention as possible to the fundamentals, trying to locate all the nitpicky superficial details. Ralph Walden seems to have the background down. I bet it's not going to be long before we see a new ARC-compatible utility for the ST that runs at a respectable speed. I agree on that point - I don't want all the other functions DCOPY has. Just a fast ARC... I've never been too eager to jump on it though, knowing there are other people out there already working on it.

>Anybody willing to try it?
>
>Russell Schwartz ["This is another fine myth you've gotten
>...!tektronix!reed!percival!russ me into!" - Lar L. & Har D.]
>voice: 503-643-2786
> BBS: 503-292-1321 (Sysop @ IBBS - FoReM Node #4 - 3/12/2400 - PCPursuitable)

Just a matter of time, I'm sure. In the mean time, it'd probably be a good idea to start thinking about more advanced archiving methods. I think the good ol' Unix(tm) tar & compress utilities are perfect. Port PDtar, latch onto a decent C compiler that can handle arrays of 320K and up, and hey - fast compression, plus full directory hierarchies.

Something to consider, at least. ARC is nice, but it shows its CP/M heritage too well - designed for a flat filesystem. Sure MSDOS has evolved beyond CP/M now, but a lot of that design philosophy still shines thru, and it'd be a terrible thing to saddle down a sleek machine like the ST with that kind of anachronistic burden...

--

/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4835. FATSPEED

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 06:48:47 UTC
From: Allanon@cup.portal.com
Message-ID: <7839@cup.portal.com>
Source record: 251435

Sorry to take up net space, but my mailer choked...

Michael Radziej: I tried to mail you FATSPEED, but my mailer does not know where 'fauern' is. If you can send me another address, or a different form of the previous one, I will be happy to send it to you.

I will also mail FATSPEED to anyone else who might want it and is unable to get is elsewhere.

Arnie Elkins

Allanon@cup.portal.com
sun!cup.portal.com!allanon

4836. Re: ***HELP*** Floppy gone crazy!?!?!

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 07:31:03 UTC
From: leo@philmds.UUCP
Message-ID: <571@philmds.UUCP>
Source record: 251436

In article <880801064254.135611@HIS-PHOENIX-MULTICS.ARPA> Friesen%PCO@BCO-MULTICS.ARPA writes:
[stuff deleted]...
>Well, I got the directory up and much to my surprise, there were many
>groups of two files with exactly the same name. I opened the files
[stuff deleted]...

Note that this doesn't have to be the work of a virus. It is perfectly possible in GEMDOS to have two files with the same pathname (whether this is desirable or documented is another question: you get lots of problems deleting or accessing one or the other).
I did something like:
0) Start first program
1) first program opens the file readonly
2) Pexec second program
3) second program opens the same file write-only
4) writes into the file
5) closes it and exits
6) first program closes file and exits
and then I had two copies of the file. The program in question was in fact a 'more' utility which can fork a 'vi'; this option I no longer use because of the duplicate files problem.

Perhaps you have an analoguous problem; for instance if your shell for some reason keeps files opened (e.g. shell scripts, files to which redirection is done) you will encounter the same problem.
I suggest you check all your tools and programs for weird behaviour by keeping constant track of the contents of your directories for a while.

Hope this has put you at ease somewhat - it could still be a virus 8-).
Happy virus-hunting!
Leo.

4837. New ST ROMs

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 07:43:25 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1926@brahma.cs.hw.ac.uk>
Source record: 251437

Question for Allan Pratt (Atari) but is of general interest (?) so here it is
netwide:
Will Pexec() in the new ROMs be able to run a program that has its hidden or
system bit set in the file attributes? I used to think that hiding ahdi.prg or
accessories on our hard drives would stop the students trashing them but Pexec
just ignores them. I can understand that when running \auto programs and
looking for accessories that sfirst() anf snext() are used with some attribute
but I can't seem to get one hidden program to run from Pexec() explicitly.
Am I missing something (that's my insurance statement :-) or is this a failing
in the old ROMs (that's the possible flamable offence :-).

Neil

____
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
____/

4838. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 12:58:47 UTC
From: jason@lakesys.UUCP
Message-ID: <930@lakesys.UUCP>
Source record: 251438

In article <535@skywest.UUCP>, brenes@skywest.UUCP (Erasmo Brenes) writes:
> is written using MWC 2.x). What I've noticed is that the video buffer that
> the ST starts with is located in a 32K boundary, 0xf8000, while the starting
> location of NextScreen[] is not. It also seems that if a take &NextScreen[0]
> mod 32K, the remainder is the offset that I see on the screen. So, the
> question is: If the Shifter expects the video ram to start at 32K boundaries,
> then how do I get MWC, or any C program to allocate a 32Kb buffer starting in
> a 32Kb boundary in an efficient manner? An initial thought was to use Malloc()
> to allocate 64Kb and then only use the 32Kb which start in a 32Kb boundary,
> but this method is too wasteful. There's got to be a better way, isn't there?
>

Like the summary says, the address needs to be evenly divisible by
0x100 (some people claim 0x200, but I've never had problems with 0x100). The
method for this fairly simple:

```
char NextScreen[32256],*NSPtr;
```

somewhere down the line:

```
NSPtr = (NextScreen & (~0xff)) + (((NextScreen & 0xff) > 0) * 0x100);
```

This code flat won't work, as MWC doesn't allow anding an address
(last time I checked, anyways), so you just cast NextScreen to a long in the
line above (or use a temporary variable, or whatever toggles your fancy).

The second half of the line takes care of the problem of just using
the &. However, if I remember correctly, the line will be faster than using
a mod - this should probably be checked out via diassembly...

> Erasmo.

--

Jason - Not your average iconoclast | UUCP: uwvax!uwmcsd1!lakesys!jason

4839. Excess Requests!

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 14:55:34 UTC
From: manager@marque.mu.edu
Message-ID: <235@marque.mu.edu>
Source record: 251439

As the system administrator of lakesys I would be EXTREMELY grateful if people could keep their file requests to the atari server (netlib@lakesys) down to just a few parts. Remember that these files make their way through remote systems whom often pay real cash to move mail, not to mention that if requests like the one below continue I will simply have to shut it all off:

```
SEND DISTOMWC.UAA FROM ARCHIVES.ATARI
SEND GU10304/PART.UAA FROM ARCHIVES.ATARI
SEND GU10304/PART.UAB FROM ARCHIVES.ATARI
SEND GU10304/PART.UAC FROM ARCHIVES.ATARI
SEND GU10304/PART.UAD FROM ARCHIVES.ATARI
SEND ICON65/PART.UAA FROM ARCHIVES.ATARI
SEND ICON65/PART.UAB FROM ARCHIVES.ATARI
SEND ICON65/PART.UAC FROM ARCHIVES.ATARI
SEND ICON65/PART.UAD FROM ARCHIVES.ATARI
SEND ICON65/PART.UAE FROM ARCHIVES.ATARI
SEND LEVEE/PART.UAA FROM ARCHIVES.ATARI
SEND LEVEE/PART.UAB FROM ARCHIVES.ATARI
SEND STEVIE.UAA FROM ARCHIVES.ATARI
SEND VOLUME1/ACHLIB.UAA FROM ARCHIVES.ATARI
SEND VOLUME1/APLTERM.UAA FROM ARCHIVES.ATARI
SEND VOLUME1/DASMBLR.UAA FROM ARCHIVES.ATARI
SEND VOLUME1/DESKPAK/PART.UAA FROM ARCHIVES.ATARI
SEND VOLUME1/DESKPAK/PART.UAB FROM ARCHIVES.ATARI
SEND VOLUME1/DESKPAK/PART.UAC FROM ARCHIVES.ATARI
SEND VOLUME1/DESKPAK/PART.UAD FROM ARCHIVES.ATARI
SEND VOLUME1/DESKPKDC/PART.UAA FROM ARCHIVES.ATARI
SEND VOLUME1/DESKPKDC/PART.UAB FROM ARCHIVES.ATARI
SEND VOLUME1/DESKPKDC/PART.UAC FROM ARCHIVES.ATARI
SEND VOLUME1/FNT/PART.UAA FROM ARCHIVES.ATARI
SEND VOLUME1/FNT/PART.UAB FROM ARCHIVES.ATARI
SEND VOLUME1/PKUNARC.UAA FROM ARCHIVES.ATARI
SEND VOLUME1/POPLIB.UAA FROM ARCHIVES.ATARI
SEND VOLUME1/SHT15/PART.UAA FROM ARCHIVES.ATARI
SEND VOLUME1/SHT15/PART.UAB FROM ARCHIVES.ATARI
SEND VOLUME1/SHT15/PART.UAC FROM ARCHIVES.ATARI
SEND VOLUME1/SHT15DOC/PART.UAA FROM ARCHIVES.ATARI
SEND VOLUME1/SHT15DOC/PART.UAB FROM ARCHIVES.ATARI
SEND VOLUME1/STLIST/PART.UAA FROM ARCHIVES.ATARI
SEND VOLUME1/STLIST/PART.UAB FROM ARCHIVES.ATARI
SEND VOLUME1/STLIST/PART.UAC FROM ARCHIVES.ATARI
SEND VOLUME1/STLIST/PART.UAD FROM ARCHIVES.ATARI
```

SEND VOLUME1/VKILLER.UAA FROM ARCHIVES.ATARI

This was ONE request and if allowed to be filled would have resaulted
in approx 1.5 meg of mail. I should should mention as well that if such
request continue, I may find that some of the sites which talk to lakesys
and other remotes may shut us off completly - I will not even have to do so
myself.

--
Steven Goodman - Systems Administrator
Department of Mathematics, Statistics, and Computer Science
Marquette University Milwaukee, Wisconsin 53233
1(414) 224-6734 UUCP: uwvax!uwmcsd1!marque!manager or uunet!marque!manager

4840. Re: ***HELP*** Floppy gone crazy!?!?!

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 15:37:40 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3307@druhi.ATT.COM>
Source record: 251440

in article <880801064254.135611@HIS-PHOENIX-MULTICS.ARPA>,
Friesen@HIS-PHOENIX-MULTICS.ARPA says:
> I just decided that the floppy I use to store my word processor files
> and some other misc. things, probably had a lot of files I could get
> rid of. I decided to take a look at them and see which ones to throw
> out. I had never noticed anything strange about this disk before (the
> only time I access the disk is from file selector boxes, and I always
> know exactly what I want) so I really hadn't "looked" at the disk.
> Well, I got the directory up and much to my surprise, there were many
> groups of two files with exactly the same name. I opened the files
>...
>
> Aric Friesen
>
> Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

You have just found one of the more bothersome bugs in GEMDOS.
When GEMDOS opens a file for write it sometimes fails to delete the
current file first. This means you can end up with 2 (or 50 for that
matter) files with the exact same name. Most people won't notice that
this has happened since the standard desktop code won't display
duplicates (the sort routine used in DESKTOP.APP deletes duplicated
entries). Some shells will show duplicated files, some won't.

FIXES: Find a shell (eg. Micro C-Shell from BDT) that will
rename a single file, not all files with the same name. Rename each
duplicate to a scratch name (eg. dup1, dup2, etc.). Then look at each
copy and decide whether or not to keep it. Delete all the unwanted ones
and rename the one you kept back to the original name.

PREVENTION: there is *no* 100% sure way of preventing this from
happening. It is distantly related to the "40 folder limit" (common
data structures are used for folders and files; sometimes GEMDOS will
create several entries for a single file or folder which can lead to
duplicated files). I would really suggest using GEMBOOT, it checks the
number of folders online and creates enough entries for them in the
table. The next best solution is FOLDERXXX.PRG which allows you to add
any number of additional entries to the table. Finally, reboot on a
semi-regular basis. That lets you start over with a "virgin" machine,
which is more likely to work correctly.

I'd also suggest looking at your disks at least once a day (if
you use the machine a lot) to check for duplicated files. It's also a
good idea to run a disk test program on a regular basis. Dave Small and
I wrote one called CHK that was published in ST-Log a couple of months

ago. There are others that seem to work pretty well also. These
programs will check for errors in the file system on the disk and then
give you a status report based on what they find. Very similar to what
CHKDSK does for MSDOS.

Dan Moore ex-Data Pacific programmer,
AT&T Denver technical support, hardware
dlm@druhi.ATT.COM tester and general go-fer.

4841. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 15:45:21 UTC
From: jf@laura.UUCP
Message-ID: <529@laura.UUCP>
Source record: 251441

In article <535@skywest.UUCP> brenes@skywest.UUCP (Erasmo Brenes) writes:
>Hello, this is a question to the ST graphic 'gurus':
>question is: If the Shifter expects the video ram to start at 32K boundaries,
>then how do I get MWC, or any C program to allocate a 32Kb buffer starting in
>a 32Kb boundary in an efficient manner? An initial thought was to use Malloc()
>to allocate 64Kb and then only use the 32Kb which start in a 32Kb boundary,
>but this method is too wasteful. There's got to be a better way, isn't there?
>
Me no graphic-guru, but as far as I know the buffer has to be aligned on a
512 byte boundary, so Malloc() is wasting only up to 511 bytes.
Hope thats correct, i haven't tried it yet:-)

Jan-Hinrich

==
Jan-Hinrich Fessel | EMail: jf@unido.uucp
Computer Science Dpt. | jf@unido.bitnet
University of Dortmund | jf@unido.irb.informatik.uni-dortmund.de
PO Box 500500 | ...!uunet!unido!jf
D-4600 Dortmund |
W-Germany |
==

4842. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 16:45:11 UTC
From: greg@bilbo
Message-ID: <350@snjsn1.SJ.ATE.SLB.COM>
Source record: 251442

In article <535@skywest.UUCP> brenes@skywest.UUCP (Erasmo Brenes) writes:
>Hello, this is a question to the ST graphic 'gurus':
>
>The problem that I have is that every time I call the XBIOS routine
>SetScreen(logadr,phyadr,rez), where phyadr = &NextScreen[0], the screen jumps
>horizontally left to right. The information displayed on the screen is
>correct but is skewed to the right 3/4 of the screen (BTW, the program
>is written using MWC 2.x).

The documentation states that the display buffer must be aligned on a
256-byte boundry. There is an example in the MWC manual that shows
how to do this. I believe it is the example for Setscreen, but I do
not recall for certain. Essentially, you must allocate a 32K-plus-
256-byte buffer, then round the screen base address up to the nearest
256-byte boundry, like this:

```
long alt_screen; /* Alternate screen address */
long mem_block; /* Place to keep original address of
buffer, in case we want to Free() it */

/* Allocate memory for an alternate screen buffer */
if ((mem_block = (long)Malloc((unsigned)0x8100)) == NULL) {

/* Handle out-of-memory error here */
}

/* Round the address up past the next 256-byte boundry, then
zero the low-order 8 bits. This guarantees that the
address is both within the block we allocated, and at the
proper alignment. This can waste 256-bytes, worst case. */
alt_screen = (mem_block + 0x100L) & (~0xFFL);
```

If the returned address from Malloc() was already properly aligned,
then the wasted 256 bytes will all be at the start of the block. In all
other cases, the wasted space will be split between the beginning of
the block and the start of the screen, and the end of the screen and
the end of the block. If you are that desparate for memory,

```
alt_screen - mem_block
```

is the number of bytes wasted before the start of the screen and

```
256 - (alt_screen - mem_block)
```

is the number of bytes wasted past the end of the screen.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage

1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

The opinions expressed herein are solely the responsibility of the author.

4843. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 17:09:00 UTC
From: leo@philmds.UUCP
Message-ID: <573@philmds.UUCP>
Source record: 251443

In article <535@skywest.UUCP> brenes@skywest.UUCP (Erasmo Brenes) writes:
[some lines deleted]...
|The problem that I have is that every time I call the XBIOS routine
|SetScreen(logadr,phyadr,rez), where phyadr = &NextScreen[0], the screen jumps
|horizontally left to right. The information displayed on the screen is
|correct but is skewed to the right 3/4 of the screen (BTW, the program
|is written using MWC 2.x). What I've noticed is that the video buffer that
|the ST starts with is located in a 32K boundary, 0xf8000, while the starting
|location of NextScreen[] is not. It also seems that if a take &NextScreen[0]
|mod 32K, the remainder is the offset that I see on the screen. So, the
|question is: If the Shifter expects the video ram to start at 32K boundaries,
|then how do I get MWC, or any C program to allocate a 32Kb buffer starting in
|a 32Kb boundary in an efficient manner? An initial thought was to use Malloc()
|to allocate 64Kb and then only use the 32Kb which start in a 32Kb boundary,
|but this method is too wasteful. There's got to be a better way, isn't there?

The shifter does not expect the video ram to start at 32K boundaries.
The restriction for the start address is that it has to be a 256 byte boundary.
The top byte of the long that contains the start address (the least
significant one, bits 0-7) is ignored, as is the low byte (the most
significant one, bits 24-31) of course because of 24 bit wide
addresses. top -1 goes to 0xffff8201, top -2 to 0xffff8203.

If you use Malloc():

```
long memptr;
extern long Malloc();

memptr = (Malloc(32000 + 256) + 255) & ~255;
```

should do the trick (can fancy it by checking whether Malloc returns
out of memory, and/or by saving the return value for a possible
Mfree()). Note that a screen fits in 32000 bytes, that's less than
32K. The overhead is the extra 256 bytes.
Adding 255 and dropping the lower 8 bits with & ~255 will ensure that
memptr will have a value between that returned by Malloc and 256 more
than that value, and that the LSB of it is 0.

|Any suggestions will be welcomed.
|
|Erasmo.

Hope this helped.

Leo.

4844. ARC 5.21 source by anonymous ftp

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 17:17:44 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <392@clio.math.lsa.umich.edu>
Source record: 251444
Cross-posted to: comp.sources.d,comp.sys.atari.st

Full sources in a compressed tar file are available on mailrus.cc.umich.edu,
[35.1.1.26] in pub/arc521.tar.Z. All posted patches have been applied.

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4845. Power Supply for Harddrive

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 17:24:57 UTC
From: gibson@trwrb.UUCP
Message-ID: <7488@trwrb.UUCP>
Source record: 251445

I am in the process of replacing the power supply on my Atari Harddrive Sh 204. The old power supply has two sources for +5VDC and two sources for +12VDC. Each +5VDC and +12VDC line is separately connected to the disk drive. One +5VDC line and one +12VDC line is connected to the logic boards. One +5VDC line and one +12VDC line is connected to the drive mechanism. The new power supply has higher amp rating. Is it necessary to separate these connections?
Thank you for help

Gregory Gibson
gibson@trwrb.UUCP
--
Gregory Gibson
{...ihnp4,ucbvax}!trwrb!gibson

4846. Re: Multisync Monitors on Mega ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 17:39:20 UTC
From: kurth@sco.COM
Message-ID: <487@scolex>
Source record: 251446

The box that lets you switch between two monitors is probably
"Monitor Master". I don't know the name of the other one.

- kurt
--

Kurt Hutchison The Santa Cruz Operation Software Engineer
Trumpet player, synth player, pianist, cyclist, philosopher at large
The above opinions (if any) are my own

4847. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 18:01:02 UTC
From: wayneck@tekig5.PEN.TEK.COM
Message-ID: <3090@tekig5.PEN.TEK.COM>
Source record: 251447

In article <535@skywest.UUCP>, brenes@skywest.UUCP (Erasmo Brenes) writes:
> to allocate 64Kb and then only use the 32Kb which start in a 32Kb boundary,
> but this method is too wasteful. There's got to be a better way, isn't there?
>

Actually, I think you need to allocate the screen on 512 byte boundry. The
reason for this if the shifter is missing the lower nine bits of it's
screen base pointer. (It could be 8 bits and 256 byte boundry) Anyway
try this.

```
unsigned char screen[32512];

long scrtemp;
unsigned char *scrptr;

{
...
scrtemp = (long) screen;
scrtemp &= 0xfffe0000L;
scrptr = (unsigned char *) scrtemp;
...
Setscreen(scrptr,scrptr,0) /* set screen to low resolution */
...
}
```

Maybe not 100% correct but I sure it is closer to what you want.

Wayne Knapp

4848. Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 18:24:24 UTC
From: med@druhi.ATT.COM
Message-ID: <3308@druhi.ATT.COM>
Source record: 251448

From Computer Shopper August 1988, page 214:

"Atari to Release Fourth Edition of TOS"

.....

In an exclusive interview, chief TOS developer Roy J. Good stated
that many planned improvements had to be cancelled due to lack of
downward compatibility with applications written for the older TOS.
Specifically mentioned was the update for the GEMDOS function
malloc ($48), which is used to allocate memory for applications.
Many programmers had written their own code to overcome the
deficiencies of the older malloc, and this code will not run
properly with the newer malloc in place. Roy Good called programs
containing such code "misbehaved," products of "just flat-out bad
programming."

.....

Flame On

Seems to me that this is another instance of the pot calling the
kettle black! Atari, and their bug riddled malloc code (I should
really include all of TOS here, since it's all pretty full of bugs),
admonishing developers for fixing malloc any way they could. If it
didn't take Atari 2+ years for each new version of TOS to hit the
streets, maybe these developers could wait for a fixed version of
malloc. I guess I really am taking exception to Roy J. Good being
the "chief developer", since he really hasn't even been there a year
yet. I really don't think that he has a clue as to what happened between
the developers and Atari in those earily days. Some expert...

Flame Off

Just so I don't leave you without some good news, the rest of the
article was very informative. It describes the fixes that are being
included in the new version of TOS. Maybe I'll see one by Christmas
1990...

Myron Drapal
AT&T Denver
att!druhi!med

4849. Re: IDRIS

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 20:21:40 UTC
From: wolf@csclea.ncsu.edu
Message-ID: <2054@ncsuvx.ncsu.edu>
Source record: 251449

In article <1473@mcgp1.UUCP> fst@mcgp1.UUCP (Skip Tavakkolian) writes:
>In article <4603@pasteur.Berkeley.Edu>, landay@cory.Berkeley.EDU (James A. Landay) writes:
>> How much is IDRIS? How much is STX-Windows? Is there an educational
>> discount?
>[deleted]
>> James A. Landay
>
>IDRIS for ST/MEGA is $149.95 (US), STX-Windows is $49.95 (US).
>There is a 25% discount for educational institutions if purchased with an
>authorized purchase order from that institution. Please note that you
>will need IDRIS to run STX-Windows.

Will IDRIS (and X-Windows) run on a 1040ST? Also, what version of X is
STX-Windows compatible with?

Tom Wolf

Tom Wolf
ARPA (I think): tw@cscosl.ncsu.edu
or wolf@csclea.ncsu.edu

4850. be wary of these people

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 21:44:10 UTC
From: miken@hcr.UUCP
Message-ID: <3708@hcr.UUCP>
Source record: 251450

for all you ST owners in the toronto_ont_canada area, you might want to avoid having anything to do with a company called "MicroD". i just had a seriously unpleasant experience with them.

background: my hard disk gave me an error when i was re-formatting it the other day ("HARD DISK ERROR!!! CLASS 3 CODE 0"), and made THAT noise, the one every HD owner has nightmares about hearing

BBBBBBBBBBBBRRRRRRRRRRRRRRRRRRAAAAAAAAAAAAAAAAAACCCCCCCCCCCCCCCCCC!!!

argh! do another format, same error, same noise. now when the drive starts up it makes the noise, and data is corrupted on 2 of the partitions.

cut to: today, anxious user calls people who sold him the drive (the University of Toronto Computer Store), and after the usual being switched from phone to phone/spending my summer on hold, I get the name of the distributor, one "MicroD" by name, look up the number and call.

(now i don't know what may have happened to this woman before i called her, perhaps her cat was run over, but this is a transcript of the conversation)

ME: Hello, I'm the owner of a sick supra hard disk and...

HER: YES, I KNOW! I'VE HAD THREE CALLS ABOUT YOUR HARD DISK SO FAR, AND I'M NOT GOING TO DO ANYTHING ABOUT IT!

ME: I beg your pardon?

HER: YOU HEARD ME! I DON'T KNOW WHERE THEY GOT THE DAMN THING, BUT IT ISN'T ONE OF MINE, AND I'M NOT GOING TO TOUCH IT. THERE ISN'T ANYTHING IN IT FOR ME.

ME: But...

HER: How long ago did you buy it?

ME: 2 or 3 months.

HER: Oh. Do you have a receipt?

ME: Yes, of course.

HER: Oh. Well, that doesn't make any difference. I don't know where they got it, but they didn't get it from me and I'm not going to touch it because I'm not going to make anything on it.

ME: Can you fix it anyway? That is, if it isn't on warranty, and I pay you?

HER: NO!

ME: Why not?

HER: (more of the above. ie. not worth it to me, not my problem, ...)

ME: Well, I'd thank you, but...

HER: Same to you. goodbye! <CLICK!>

Now, I've never talked to this woman before. I never called her up and gave a rough time, nor threatened her with legal action, or given her any cause to vent her spleen upon me. All I have is a sick hard disk and I want to find somebody that will fix it for me. I can pay, no problem. As for her three calls, I have no idea what she's talking about.

A few minutes later, another chap from the UofT calls me up and we converse about who can fix HDs in Canada. Turns out he called her up too and got an earful. I don't think either he nor I will be calling up that company again. But I did call Supra and talk to Mark in technical hcr, and get an infinitely warmer response, so hats off to Supra.

It'll be a long time (read: THFO) before I have anything to do with MicroD in any way, shape, or form. For those of you that were considering it, or considering buying a HD from somebody who gets theirs from MicroD, well, I just thought I'd warn you.

--

Mike Nemeth
HCR Corporation, 130 Bloor St. W., Toronto, Ontario, Canada
{utzoo,utcsri}!hcr!miken

"more logic than Mr Spock!"

4851. Termcap description of Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-03 21:46:24 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <393@clio.math.lsa.umich.edu>
Source record: 251351

Apparently a lot of people have gotten hold of archived copies of my port of Larn 12.0 that were missing the termcap file. It seems to be useful enough in a wider sense that I'm posting it again. If your version of termcap supports the "tc" capability (most Unix versions do, most PD versions don't) you can replace the st52l description with ":li#50:tc=st52:"

This is what I use with the CWRU Zmodem package when I log in to a Unix system, and is also good for the KA9Q TCP/IP package, as well as any other dumb terminal style communications you need to do. If there's sufficient interest, I can also post the description I've written for Uniterm.
-- Howard

```
#
# Termcap entries for Atari STs' built in VT52 emulation.
#
s0|st52|Atari ST:\
:al=\EL:am:bs:cd=\EJ:ce=\EK:cl=\EE:cm=\EY%+ %+ :co#80:dl=\EM:\
:do=^J:eo:ho=\EH:is=\Eq\EE\Ee\Ev:it#8:le=^H:li#25:ll=\EY9!:\
:me=\Eq:mr=\Ep:nd=\EC:rc=\Ek:sc=\Ej:se=\Eq:so=\Ep:ta=^I:\
:up=\EA:ve=\Ee:vi=\Ef:
#
# Atari ST with Hi50 hack
s1|st52l|Atari ST, 50 line screen:\
:al=\EL:am:bs:cd=\EJ:ce=\EK:cl=\EE:cm=\EY%+ %+ :co#80:dl=\EM:\
:do=^J:eo:ho=\EH:is=\Eq\EE\Ee\Ev:it#8:le=^H:li#50:ll=\EY9!:\
:me=\Eq:mr=\Ep:nd=\EC:rc=\Ek:sc=\Ej:se=\Eq:so=\Ep:ta=^I:\
:up=\EA:ve=\Ee:vi=\Ef:
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems
```

4852. Re: Info-Atari16 Digest V88 #330

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 03:03:46 UTC
From: rob@kaa.eng.ohio-state.edu
Message-ID: <433@accelerator.eng.ohio-state.edu>
Source record: 251352

In article <1896@looking.UUCP> brad@looking.UUCP (Brad Templeton) writes:
>The Atari is like a cheap Citroen. Sells well in Europe, but not marketed
>in the USA. But otherwise it is like that Korean car.
So we all start calling our ST's Ugly Ducks (I assume that's the
Citroen you had in mind -- officially called the Deux Cheveaux [two
horses, a reflection on the original engine power]--)
:-)
Rob Carriere

4853. Re: ***HELP*** Floppy gone crazy!?!?!

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 07:47:06 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1929@brahma.cs.hw.ac.uk>
Source record: 251353

In article <880801064254.135611@HIS-PHOENIX-MULTICS.ARPA> Friesen%PCO@BCO-MULTICS.ARPA writes:

>
Intro deleted

>Well, I got the directory up and much to my surprise, there were many
>groups of two files with exactly the same name. I opened the files
>(they were DOC files so I could view them on the desktop). One of the
>files had zero K and the other seemed ok.

This sounds like the Fcreate bug that Allan Pratt addressed some time ago.
I was actually going ask if this is fixed in the new ROMs but I guess it
is since he knew about it.
The problem is that Fcreate doesn't check to see if the Fdelete it does to
remove the old file is successful and goes and makes another file.
Being the foolhardy git that I am I would storm in there weilding a disk editor
and change the names of the duplicate names directly. Re-open the disk and
save what was useful.

____
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
____/

4854. Re: Carrier Command, help

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 08:11:37 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1930@brahma.cs.hw.ac.uk>
Source record: 251354
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <62535@sun.uucp> cmcmanis%pepper@Sun.COM (Chuck McManis) writes
about his problems with the combat simulation game 'Carrier Command' and since
the ripoff element in this game really gets under my skin:

> (the enemy carrier now had 48 islands under his control). So there must be
> something I can do differently.

You could try selling your copy to someone else. Seriously though the technique
is something along these lines but try various combinations.

Restart the game. NOTE: A strategy game or you will never get any fuel. (BUG!)
Go straight to the island named 'Isolus'.
This takes some time so build an extension on your house while your waiting.
When you get there shave, then put a base on the island. Move just out of range
of the island and wait for the enemy carrier to attack the island then breeze
in there and blow it to smithereens. Simple. The carrier puts up little or no
resistance at all.

> 2) The controls on the craft are a joke ...

The game is a joke.

>When I figure these out I am sure this game will be a lot more playable
>but for now it is really frustrating.

Sorry but you're going to be eternally frustrated.
Get a proper game like Joust or Super Sprint instead.

--Chuck McManis
>uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
>These opinions are my own and no one elses, but you knew that didn't you.

____
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
____/

4855. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 08:25:55 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1931@brahma.cs.hw.ac.uk>
Source record: 251355

In article <535@skywest.UUCP> brenes@skywest.UUCP (Erasmo Brenes) writes:

>The problem that I have is that every time I call the XBIOS routine
>SetScreen(logadr,phyadr,rez), where phyadr = &NextScreen[0], the screen jumps
>horizontally left to right. The information displayed on the screen is
>correct but is skewed to the right 3/4 of the screen (BTW, the program
>is written using MWC 2.x). What I've noticed is that the video buffer that
>the ST starts with is located in a 32K boundary, 0xf8000, while the starting
>location of NextScreen[] is not. It also seems that if a take &NextScreen[0]
>mod 32K, the remainder is the offset that I see on the screen. So, the
>question is: If the Shifter expects the video ram to start at 32K boundaries,
>then how do I get MWC, or any C program to allocate a 32Kb buffer starting in
>a 32Kb boundary in an efficient manner?

The video RAM address must start on a 256 byte boundary. To be sure that your
buffer is on this boundary try this: (Forgive any lack of style)

```
if ( (buffer=malloc(32256)) == NULL) /* Get memory */
{
fprintf(stderr, "Not enough memory\n"); /* Or bust */
exit(-1);
}

screen=(buffer+256) & 0xFFFFFF00L; /* align on boundary by */
/* by leaping 256 bytes */
/* into buffer then */
/* clearing lowest bits */
```

If you want loads of screens you just malloc that many times 32000 and add 256
for allignment.

```
------------------------------------------------------------------------------
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
\______________________________________________________________________________/
```

4856. Oops!

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 08:38:52 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1932@brahma.cs.hw.ac.uk>
Source record: 251356

Oops! When I said that you must play the STRATEGY game or you'll get no fuel I meant the ACTION game of course.
Also point the carrier away from an island before you launch a viewing drone as the the thing comes out the back at an angle. That is why you see only the ocean.

```
_____________________________________________________________________________
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
\_____________________________________________________________________________/
```

4857. Re: Problem w/ certain joysticks on ST's

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 09:13:43 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2883@bath63.ux63.bath.ac.uk>
Source record: 251357

In article <1375@ektools.UUCP> bruce@ektools.UUCP (Bruce D. Nelson) writes:
>... It turns out that some third-party joysticks (in this case, a
>Pro-Line joystick), has connections to the "reserved" pins of the joystick/
>mouse connector on the bottom of the keyboard. This problem will occur with
>any bottom-mounted joystick ports like the 1040 or 520STFM.

It's not only 3rd-party joysticks, and not just bottom-mounted ports. I've had a problem with my 520ST (side ports, no builtin floppy, originally no TOS in ROM) for years, in that if I booted the machine with my **REAL** Atari brand joystick plugged into the second port, the keyboard would not work. Since I didn't have much joystick sortware, I simply left it unplugged until it was wanted. Finally, I got bored with that and opened up the joystick -- lo and behold, it had 'forbidden' connections as well. When I detached them and fiddled it back together, the problem was gone.

If Atari can't make their own joysticks right, it's not surprising that the 3rd-party people have problems. (Admittedly, mine was the stick from an Atari 8-bit machine -- don't know about them but maybe they make use of the slightly different connection.)

4858. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 09:26:12 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2884@bath63.ux63.bath.ac.uk>
Source record: 251358

In article <535@skywest.UUCP> brenes@skywest.UUCP (Erasmo Brenes) writes:
>... If the Shifter expects the video ram to start at 32K boundaries,
>then how do I get MWC, or any C program to allocate a 32Kb buffer starting in
>a 32Kb boundary in an efficient manner? An initial thought was to use Malloc()
>to allocate 64Kb and then only use the 32Kb which start in a 32Kb boundary,
>but this method is too wasteful. There's got to be a better way, isn't there?

You've got the concept right, but not the detail. The video buffer must
start at a location which is 0 mod 256 (or is it 512, and I'm wrong again?
anyway, doesn't matter, fits into 32K regardless). The video buffer is
32000 (exactly, decimal) bytes long. So, allocate 32K (32768 decimal) and
then start your buffer at the first location therein which is 0 mod 256.
Tiny bit of waste, but...

4859. GEM on Unix Box?

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 09:27:39 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <8808040927.AA18322@ucbvax.berkeley.edu>
Source record: 251359

And now for the latest rumour:

Is it true, that GEM will be ported to the 68030 machine to run as front end for UNIX. If true, will it be GEM/3? Will there be multitasking extensions to GEM as a 'Multi-Desk'?

Mr. Good, any comment?

Julian F. Reschke

4860. Re: How often does a typical laser printer Jam?

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 09:46:25 UTC
From: pes@ux63.bath.ac.uk
Message-ID: <2885@bath63.ux63.bath.ac.uk>
Source record: 251360

Occasionally you find a rogue laser printer (or photocopier, which uses the same sort of feed mechanism). However, usually (very usually) the problem is 'user error'. The beasts are fussy about how their paper is loaded. Not surprisingly -- the mechanism required to pick 1 *one* 1 exactly sheet of paper from a stack time after time is very fiddly. So, follow the loading instructions exactly. Square up the paper stack neatly. Anything that needs to be slid against one edge or the other should be, as precisely as you can manage but without forcing it.

Other hints:

1) Don't mix paper. Run it until it is empty and then put in a new full stack. If you want to refill it before it is empty, throw out (or save for later) the remnants of the old stack. Adding new paper to an old stack is asking for trouble.

2) While us humans might not notice the difference, printer feeders often care which side of the paper is up. (I think this is related to which way it was curled on the roll before it was cut into sheets and packaged.) Paper-making technology is such that if you stick with one brand of paper, it will be consistently packaged at least -- so once you've worked out which is the right way up relative to the top of the box, or the seam side of the wrapper, or whatever, stick with that. If you find a stack giving real trouble, try unloading it and putting it in other side up.

3) Paper dimensions vary with humidity by a surprising amount, so try to find somewhere for your printer which provides as stable an environment as possible.

4861. Flight Simulator II Bug

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 11:04:43 UTC
From: atoenne@laura.UUCP
Message-ID: <532@laura.UUCP>
Source record: 251361

Last night I encountered two strange bugs (features ?) in Flight Simulator II.

First when flying straight and level towards Salt Lake City suddenly my
plane changed it heigth by 2000 feet !

Second I cannot refule the plane. I stopped on one of those F fields but
without success. How can one refule/repair the plane ?

Andreas Toenne

4862. Oops!

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 14:54:19 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4396@saturn.ucsc.edu>
Source record: 251362

My mailbox was accidentally nuked this morning. If anyone has sent
me mail (this includes submissions to comp.{sources,binaries}.atari.st,
as those go to my mailbox) in the past couple of days and not seen a
response, please resend your message as I probably lost it.

Sorry for any inconvenience.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu ...!ucbvax!ucscc!ssyx!koreth

4863. Color monitors

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 15:27:21 UTC
From: mjohnson@druhi.ATT.COM
Message-ID: <3312@druhi.ATT.COM>
Source record: 251363

I have an Atari ST with a monochrome monitor and a Toshiba T1000 with a puny little LCD screen. I would like to buy a single color monitor that I can use with both systems. The T1000 is a PC-compatible with a built-in CGA 9-pin RGB connector in the back. Has anyone successfully adapted either the ST color monitor to work with a PC-compatible or a "standard" RGB monitor to work with the ST? Advice, speculation, or even hard, cold facts are all welcome.

Mark A. Johnson
mjohnson@druhi.uucp
att!druhi!mjohnson

4864. Using sttalk.tos

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 17:46:42 UTC
From: jenkin@yunexus.UUCP
Message-ID: <832@yunexus.UUCP>
Source record: 251364

In the most recent START magazine, one of the games (written in GFA BASIC) uses sttalk v2.0 generate speech for the game. As I can't list the source to the BASIC program to see how it works (it is tokenized), does anyone know how sttalk can be used from within another program? Is there documentation on it?

Of course, the best thing would be some source code that shows how its done. I have a terrible feeling that the BASIC program does a load on the object file, and then modifies the loaded binary. Does someone have a PD program to list GFA basic?

Michael Jenkin
York University
(jenkin@yuyetti.bitnet, jenkin@yetti.uucp)

4865. 1.44M floppy drives

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 18:48:39 UTC
From: carlson@hscfvax.harvard.edu
Message-ID: <605@hscfvax.harvard.edu>
Source record: 251365

drives to the ST? I saw such a drive being sold for ~$80 at a show. It came with an adaptor card, which I believe was connected to the normal 5.25" controller. [For an IBM PC.]

carlson@hscfvax.harvard.edu (Larry McConnell)

4866. 68030 to 68020 Adapter Board Wanted

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 21:18:47 UTC
From: sccowan@watmsg.waterloo.edu
Message-ID: <20229@watmath.waterloo.edu>
Source record: 251366
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st,comp.sys.mac,comp.sys.misc

We're looking for an adapter board that will allow us to plug a 68030 into the 68020 socket on our VERSAbus processor boards. The processor boards are Motorola VM04's, if that's of any help, since I understand that there are various levels of adaptation possible. We were wondering whether anyone makes such a board commercially, because we don't want to have to (yuck) wire-wrap a small board with 150+ pins on it.
Thanks in advance,
Crispin

Login name: sccowan In real life: S. Crispin Cowan
Office: DC3548 x3934 Home phone: 888-6375
Post Awful: 280 Phillip St., Apt. B1-15 Waterloo, N2L 3X1
USENET: watmath!watmsg!sccowan or sccowan@watmsg

"Burger Thing: Because Man is the _warmest_ place to hide."
-Rob Fennalon

4867. Re: ***HELP*** Floppy gone crazy!?!?!

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 22:16:22 UTC
From: david@bdt.UUCP
Message-ID: <361@bdt.UUCP>
Source record: 251367

It sounds like the TOS directory structure and FAT tables are corrupted.
If you know the layout of TOS disks, you could use a low-level disk
editor to try to repair the damage.

Plug Warning: The program Hard Disk Sentry will fix these sorts of
problems on floppy disks and hard disk (worse on hard disks becuase
there are a lot more files at stake). It retails for $49.95. Sentry
also optimizes (un-fragments) files too.
--
David Beckemeyer (david@bdt.uucp) | "Don't call me Stupid!"
Beckemeyer Development Tools | "No. That would be an insult
478 Santa Clara Ave, Oakland, CA 94610 | to all the stupid people!"
UUCP: {unisoft,sun}!hoptoad!bdt!david | - A fish called Wanda

4868. Re: Mono shakes

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 22:59:41 UTC
From: jansen@atari.UUCP
Message-ID: <1099@atari.UUCP>
Source record: 251368

in article <1624@usl-pc.UUCP>, jpdres13@usl-pc.UUCP (John Joubert) says:

> When you find out why it shakes, would you post it? My mono monitor shakes
> also, and I do not have a color monitor nearby when running mono. My monitor

Well...

Make sure there are no random power supplies (like from disk drives, etc.)
near your monitor; they can cause an ST mono monitor to get jittery. And
of course move any other power supplies (i.e. don't charge your car battery
nearby :-)

--
"Question" Mark Jansen UUCP: ...ames!atari!jansen
Atari Corporation BIX/GEnie: mjansen
These views do not necessarily reflect those of Atari Corporation.
"Dul-lard, DUL-LARD! We aren't a very good listener, ARE we, Dullard?"

4869. Re: How often does a typical laser printer Jam?

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 23:21:27 UTC
From: jansen@atari.UUCP
Message-ID: <1100@atari.UUCP>
Source record: 251369

in article <880730235558.057992@HIS-PHOENIX-MULTICS.ARPA>,
Friesen@HIS-PHOENIX-MULTICS.ARPA says:

> I own an epson FX-86e, and I cannot print anything without watching it
> or else it will jam up. It seems like the copiers I use always jam up.
> Well what about laser printers. Do they often jam, or is it rare?

In my experience, I haven't had jamming problems with the SLM804 I've been
using here for many months; in fact, mine is a very early SLM804, and has led
full and productive life. No plans for retirement yet.

There are occasional mishaps, but as long as the paper is loaded correctly,
and it wasn't crumpled into a little ball and then stuffed into the paper
tray, it works fine. I feel perfectly happy starting the machine doing a
>50 page printout and walking away.

--
"Question" Mark Jansen UUCP: ...ames!atari!jansen
Atari Corporation BIX/GEnie: mjansen
These views do not necessarily reflect those of Atari Corporation.
"Dul-lard, DUL-LARD! We aren't a very good listener, ARE we, Dullard?"

4870. Re: How often does a typical laser printer Jam?

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 23:25:24 UTC
From: jansen@atari.UUCP
Message-ID: <1101@atari.UUCP>
Source record: 251370

> I own an epson FX-86e, and I cannot print anything without watching it
> or else it will jam up. It seems like the copiers I use always jam up.
> Well what about laser printers. Do they often jam, or is it rare?

I forgot; I should define what I mean by "jam". A little red light with the
international "paper jam" symbol comes on, and the printer stops and waits
patiently for you to clear the paper path (no big deal.) I have never seen
an SLM804 actually EAT anything, or grind it up into little tiny shreds, or...

You get the picture :-)

--
"Question" Mark Jansen UUCP: ...ames!atari!jansen
Atari Corporation BIX/GEnie: mjansen
These views do not necessarily reflect those of Atari Corporation.
"Dul-lard, DUL-LARD! We aren't a very good listener, ARE we, Dullard?"

4871. Re: be wary of these people

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 23:28:28 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Aug4.192828.16157@gpu.utcs.toronto.edu>
Source record: 251371

In response to the article about MicroD - I have dealt with them in the
past and found them to be extremely reasonable. I have also dealt with
Idiots at the U of T computor store and found them to be very unhelpful.
They would pass the buck to any distributor they could and not support
any products very well.
I can understand the response of MicroD. They are just a distributor
and U of T isn't a customer of theirs. Why should they support UofT's
customers then?. Rudeness is one thing, but if you had people calling
up to get support for a product you didn't sell - wouldn't you get pissed
off.
Retailers are there to support products - thats why they make a 35-50%
markup on products. Distributors make on average 10-20% because they
are there to deal with retailers - not the public.
/leonard

4872. Re: RE: Mono shakes

Newsgroup: comp.sys.atari.st
Date: 1988-08-04 23:33:40 UTC
From: jansen@atari.UUCP
Message-ID: <1102@atari.UUCP>
Source record: 251372

in article <8808020007.AA19314@ucbvax.berkeley.edu>, BRIGHT@DALAC.BITNET (BOB BRIGHT) says:

> By this point I'd pretty much resigned myself to living with the
> jitters 'til the warm weather appeared and the heaters were put away
> for the summer. (Small comfort in Halifax, since it doesn't get warm
> until June or so!) Then one day on the way in to work, I found the
> solution staring me right in the face: there on the wall of the
> Philosophy House, right outside where my office was located, and not
> three feet away from my desk, was the electrical service and power
> meter for the entire department.

I've seen the same thing; if you can't find an obvious cause for the jitters, try moving the system around a little. At least once, on the road, I've had a monochrome monitor jitter near one point of a wall in a meeting room and be rock solid elsewhere; the best theory we had was that there were some heating and air conditioning control stuff for the meeting room in the wall, and they gave off enough of a magnetic field that the monitor got jittery.

--
"Question" Mark Jansen UUCP: ...ames!atari!jansen
Atari Corporation BIX/GEnie: mjansen
These views do not necessarily reflect those of Atari Corporation.
"I want that car. I need the keys. Thank you. Bye."

4873. Re: Monochrome Monitors doing 500 lines?

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 00:59:15 UTC
From: wes@obie.UUCP
Message-ID: <135@obie.UUCP>
Source record: 251373

In article <1543@gos.ukc.ac.uk>, zzkj@gos.ukc.ac.uk (Z.Z.K.Johannes) writes:
> Funnily enough, the SM125 looks absolutely identical (in EVERY detail except
> the case colour and Atari badge and the phosphor colour) to a friends monitor
> on his PC. It can display 700+ by 450+ (he uses some kind of Super-Hercules
> graphic card).

The monitor may BE the same (the SM124 is essentially a Goldstar
monitor, I think), but the interfaces aren't. IBM PC and Hercules
monitors run off a TTL interface. The ST mono signal is a composite
video signal.
--
{hpda, uwmcsd1}!sp7040!obie!wes
"Happiness lies in being priviledged to work hard for
long hours in doing whatever you think is worth doing."
-- Robert A. Heinlein --

4874. 1040ST + ALOT for sale...

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 01:28:47 UTC
From: rubin@Apple.COM
Message-ID: <15189@apple.Apple.COM>
Source record: 251374

The following will be for sale in the VERY near future. I
am not sure exactly what I should ask but I have a good idea
as to what I want, so offers will now be accepted:

Atari 1040ST with 2 Meg ram, built in DSDD drive and updated
TOS in EPROM, mouse, keyboard, midi interface, etc.
Additional SSDD external floppy drive.
BOTH Color and Monochrome monitors.
"Monitor Master" monitor switch.
Fujitsu 80MB hard drive with Adaptec controller and Berkeley
Microsystems interface card. (100% Atari compatible and
uses Atari's Hard disk utilities and disk drivers)
Epson FX-85 printer (less than 1 year old here!).
Hayes 1200 modem and a VERY long modem cable (the real Hayes!).
Solid Oak monitor and disk stand (holds HD, floppy on shelf and
both monitors on top with room to slide the computer underneath).
Registered copy of the CURRENT Mark Williams C compiler with source
code debugger. (I will have the reg. transfered)
Magic Sac cartridge with MUCH software (Macintosh emulator)
IBM PC-Xt emulator program with software.
MANY MANY games (in original boxes).
Many other programs that seem to collect on a hard disk! (PD and
such).
FULL GEM documantation. Full Atari Developers documentation (all
in binders), plus a number of books on the ST system.

Reason for selling: While still loyal to Atari (I worked there almost
9 years), I now work for Apple and I no longer am using the system.
It is just sitting idle and I would like to see it put to good use.

Offers should be made to rubin@apple.com or by phone at (408)973-4928
during the days and (408)365-8109 evenings and message. Leave your name,
phone number and a price offer. Local people to the San Francisco bay area
I can deliver, others should include shipping. Note that MOST original cartons
have been retained. Most original reciepts are also avaible for your viewing
pleasure.

-Owen- (rubin@apple.com)

4875. Re: Carrier Command, help

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 03:53:49 UTC
From: Andrew@cup.portal.com
Message-ID: <7883@cup.portal.com>
Source record: 251375
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

I have experenved many of the same problems with Carrier Command!!!

My BIG problem is that I can not get the game to save. I have been using a disk that i have formatted. It doesn't work. So I deleted all the Trashcan files and it atill didn't work. Has anybody had any luch with a save? Do I need to use a blank disk??

Andy Lagodzinski

4876. Re: 1040st for sale

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 06:58:12 UTC
From: hase@netmbx.UUCP
Message-ID: <1134@netmbx.UUCP>
Source record: 251376

In article <917@lakesys.UUCP> mark@lakesys.UUCP (Mark Storin) writes:
>In article <880729111654206.AIFX@Mars.UCC.UMass.EDU> Updike@UMass.BITNET writes:
>>I am selling my 1040st.
>>It comes with:
>>(1040st, with the slot for the blitter
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> ????????????????????????????
>
> What, where, how, why, when did they start doing this???>
> This enquiring mind wants to know!

Yes, me too!!!

I'm trying to find out about it for six month now...
I never got any shematics of the megas ("confidential informtion..") or
infos about the pinout of the 68 pin PLCC (I have shematics of the 520 ST).

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
High on a rocky promontory sat an Electric Monk on a bored horse. (D. Adams)

4877. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 11:00:15 UTC
From: alderaan@netmbx.UUCP
Message-ID: <1135@netmbx.UUCP>
Source record: 251383

In article <529@laura.UUCP>, jf@laura.UUCP (Jan Hinrich Fessel) writes:

> In article <535@skywest.UUCP> brenes@skywest.UUCP (Erasmo Brenes) writes:
> >Hello, this is a question to the ST graphic 'gurus':
> >question is: If the Shifter expects the video ram to start at 32K boundaries,
> >then how do I get MWC, or any C program to allocate a 32Kb buffer starting in
> >a 32Kb boundary in an efficient manner? An initial thought was to use Malloc()
> >to allocate 64Kb and then only use the 32Kb which start in a 32Kb boundary,
> >but this method is too wasteful. There's got to be a better way, isn't there?
> >

> Me no graphic-guru, but as far as I know the buffer has to be aligned on a
> 512 byte boundary, so Malloc() is wasting only up to 511 bytes.
> Hope thats correct, i haven't tried it yet:-)
>

Not quite right. As I know, (would be more logical) the video bitmap graphics
array must start at a page (256b) boundary. So, substract #256 from all values
given by Jan-Hinrich and it will be ok, I guess ...

With my best wishes for your success -- alderaan.

--

alderaan
OP RKOpdp (RSTS/E)
FB Mathematik/Informatik
RKO Berlin

Dieffenbachstrasze 60-61
1000 Berlin 61

4878. ESDI questions

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 11:30:58 UTC
From: meulenbr@cstw01.UUCP
Message-ID: <168@cstw01.UUCP>
Source record: 251377
Cross-posted to: comp.periphs,comp.sys.atari.st

Hi!

I have laid my hands on an ESDI disk, which I would like to interface to an atari ST. However, being out-of-hardware for several years now, I'm having some questions:

1) What exactly is ESDI? Where can I find the spec, who can recommend a book or an article on this subject?
2) How does ESDI relate to ST506/ST412? and to SCSI ??
3) I know how to interface a disk with a ST506/ST412 or SCSI interface to the ST. Is it doable to convert ESDI to either of these?
(Big wish:) Anyone by any chance aware of affordable boards to do this? Magazine articles ??
4) Is it doable what I want to do? Any advice, help, hint etc. is very very welcome.

(FYI: the drive in question is a Micropolis 1355)

Any response is greatly appreciated, and many thanks for your help!!

--
Frans Meulenbroeks
Centre for Software Technology
...!mcvax!philmds!prle!cst!meulenbr or ...!uunet!prlb2!cst!meulenbr
or perhaps meulenbr@cst.prl.philips.nl

4879. Re: qulam

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 14:22:54 UTC
From: jpdres13@usl-pc.usl.edu
Message-ID: <5@usl-pc.usl.edu>
Source record: 251378

In article <237@infovax.lan.informatik.tu-muenchen.dbp.de>
gengenba@lan.informatik.tu-muenchen.dbp.de (Michael Gengenbach) writes:

> Now my problem or question. How about a gulam-accessory. ...
>
> I don't want to totally resign GEM and would like to have gulam as
> an accessory. Does anybody know, if this is possible? My shell accessory
> can't execute gem-programs, but it can handle system() calls. It reads
> the profiles at boot time and then you can call it in no time out of
> every program.
>

The program that you want is called FLEXCESSORY. This is a program that allows you to load programs into the DA area and keep them there. They describe it as being able to load accessories, but this is not really true, what it loads is .tos and .gem programs and keeps them resident in the DA area. The accessories that they speak of are DA's that have been converted to .tos and .gem.

Looking at the review, it looks very nice. It can load programs, unload some or all programs, and save the configuration.

The price is $29.95 from the E.A.Brown catalog (This is the only place I have seen it).

If you want to see the review yourself call and ask for catalog #E18, which I guess is number 18.

E.A. Brown
ADRESS: --> 3404 Pawneee Drive
Alexandria, MN 56308

PHONE: --> 612-762-8847 612-763-6393 1-800-322-4405


```
--------------------------------------------------------------------------
John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/
--------------------------------------------------------------------------
```

4880. New Archive Site

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 14:58:14 UTC
From: keyles@elbereth.rutgers.edu
Message-ID: <Aug.5.10.58.13.1988.12124@elbereth.rutgers.edu>
Source record: 251379
Cross-posted to: comp.sys.mac,comp.sys.ibm.pc,comp.sys.atari.st,comp.sys.amiga

I'm putting together a Public Domain archive site for rutgers. It will be housed on a Sun 3/180. The material that will be stored will be obtained from other sites on various networks, using ftp. These archives will include INFO-MAC, the MSDOS collection at Simtel20 (as long as my ARPA connection is around) as well as others. I want to be able to update my collection by getting the new files every night. I want some sort of script or program that will do this automatically, by comparing what I currently have to whats on each particular archive site. Is someone already doing this type of thing on a Unix machine? I don't want to reinvent the wheel. But if I must, I will.

Please reply directly to me as I don't read all of the newsgroups I have posted to.

Thanks,

Mike
--
==
Michael Keyles UUCP : rutgers!elbereth.rutgers.edu!keyles
Rutgers University BITNET : 1005106@rutvm1
P.O Box 879 INTERNET: keyles@elbereth.rutgers.edu
Piscataway, NJ 08855-0879 FIDONET : 1:107/320
(201) 932-3237

4881. Re: Flight Simulator II Bug

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 16:31:54 UTC
From: stone@Apple.COM
Message-ID: <15198@apple.Apple.COM>
Source record: 251380

Hi,
In response to flight simulator bugs.

Altitude changing by 2000 feet: don't know
refueling: shut your engine off and it "may" work.

I've recently played the Chuck Yeager flight simulater on a
Mac II. Wow the response is amazing.

Glen Stone (The external ram disk dude, when are memory prices coming
down?)

4882. External Ram Disk Dude on the Net again

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 16:42:07 UTC
From: stone@Apple.COM
Message-ID: <15200@apple.Apple.COM>
Source record: 251381

Hi,
I changed countries (hence the word "dude") and computer
brands. However I'm still supporting the External Ram Disk. One
day there will be a full scsi one.

Disclaimer: The above is independent of my employer.
Glen Stone

4883. Re: SM124 Differences ?

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 17:43:09 UTC
From: poole@forty2.UUCP
Message-ID: <417@forty2.UUCP>
Source record: 251382

In article <8808021217.AA02247@ucbvax.berkeley.edu> VBRANDT@DBNUAMA1.BITNET writes:

....
>
>I took the monitor to my dealer, and this is what he told me:

>The problem is known. Atari manufactured a whole bunch of these monitors, but
>refuses to deal with the problem, claiming that it is caused by 'unavoidable
>parts tolerances'. Any monitor shipped to Atari would be returned unrepaired.

Was this Atari Germany or Atari US? I would be suprised if somebody
from Atari US had said something like that, but not at all (in fact
it's what I expect) if it was Atari Germany.

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

4884. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 17:43:31 UTC
From: apratt@atari.UUCP
Message-ID: <1103@atari.UUCP>
Source record: 251384

From article <3308@druhi.ATT.COM>, by med@druhi.ATT.COM (Myron Drapal):
> From Computer Shopper August 1988, page 214:
> [deleted]

Please, please, please do not take quotes in a rag like that as Gospel.
There were at least half a dozen howlers in that article, and this was
one of them.

The truth of that "quote" is this:

I tried to fix Malloc so there would be no limits on
the number of blocks you could have around, by using
the memory above and below the block to keep track
of the blocks themselves. I had to back out this
improvement, because lots of programs violated
the commandment:

Thou Shalt Not Screw With Memory Thou Ownest Not

The Malloc you will get in the new ROMs is vastly
improved, but still has limits because I was forced
to go on using the OSPool. The OSPool is statically
allocated with a fixed size. It is still expandable
with FOLDR100.PRG, but the fact remains that it can
be filled up.

So the summary is, "There were some improvements we tried but had to
back away from because of ill-behaved programs."

Another of those improvements was getting rid of clearing memory before
launching a program. In 11/20 ROMs (pre-Mega), the code which did this
was REALLY SLOW, but only had a max of <1M to clear. For a Mega, Landon
Dyer sped up the code, but it now has a max of just under 4M to clear.
This takes a nontrivial amount of time. Nobody promised that the space
after your declared BSS and before your initial stack pointer would be
clear, but it has always been that way and some programmers chose to
depend on it. This is called a "settled expectation" and we have to
live with it in the name of compatibility.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4885. Re: Mono shakes

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 17:54:30 UTC
From: collinge@uvicctr.UUCP
Message-ID: <461@uvicctr.UUCP>
Source record: 251385

In article <8808020007.AA19314@ucbvax.berkeley.edu> BRIGHT@DALAC.BITNET (BOB BRIGHT) writes:
> So what was happening? My guess is that the SM124 is pretty well
>shielded from RFI, but is quite sensitive to magnetic fields. Maybe
>I'm wrong about this (could someone who knows more than I about such
>things please comment?), but there's no doubt that those invidious
>little heater fans were generating lots of RFI, and they didn't make a
>lot of difference unless they were right next to my monitor. When the
>heaters were turned on, on the other hand, they were drawing
>considerably more current through the electrical service and meter,
>and this would increase the surrounding magnetic field considerably.

There's no particular reason why a monitor should be subject to RFI and heaters don't make RFI, at least, not continuously. Yes, your monitor is sensitive to magnetic fields. Monitors are. The reason the mono monitors seem more sensitive that others is because of the 70Hz refresh rate: it beats at 10Hz with the 60Hz fluctuations in the magnetic fields from all manner of stuff, especially cheap, leaky transformers ("power rats", for e.g.). Monitors that are operating at 60Hz will not shake because the 60Hz is pretty well synchronized with the power line. The monitor "crawls" instead, which is less noticable if the difference in frequencies is small enough.

This is why TV's in North America operate at 60Hz and those in Europe at 50Hz. What I'd like to know is how many people can see flicker on colour TVs? I can even see the flicker at 70Hz sometimes but others say they can't. I can't use a colour monitor comfortably because of the flicker.

--
Doug Collinge
School of Music, University of Victoria,
PO Box 1700, Victoria, B.C.,
Canada, V8W 2Y2
collinge@uvunix.BITNET
decvax!uw-beaver!uvicctr!collinge
ubc-vision!uvicctr!collinge

4886. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 18:17:11 UTC
From: good@atari.UUCP
Message-ID: <1104@atari.UUCP>
Source record: 251386

in article <3308@druhi.ATT.COM>, med@druhi.ATT.COM (Myron Drapal) says:
> From Computer Shopper August 1988, page 214:
> "Atari to Release Fourth Edition of TOS"
> .....
> [text deleted - you can read the original]
> ***Flame On***
> [text deleted - you can read the original]
> ***Flame Off***
> Just so I don't leave you without some good news, the rest of the
> article was very informative. It describes the fixes that are being
> included in the new version of TOS. Maybe I'll see one by Christmas
> 1990...
> Myron Drapal
> AT&T Denver
> att!druhi!med

Well, I just couldn't let that pass, now could I?
First, I was never shown a review copy of the subject article. If someone wants to call me "chief developer" without checking first, I can't really control that, now can I, Mr. Drapal? [My business card says very clearly "Manager, Product Development", and I would never use the term "chief developer" - those days are past, and with other companies].

As to abuse of 'malloc', we did find several programs which, having allocated memory via 'malloc', then went and accessed beyond it, or assumed successive 'malloc's would always return contiguous chunks of memory, and relied on it. Now I consider that to be lazy, bad, programming practice. I have written a LOT of code in the past, at the OS, utility and business application level. Some of the code is still in daily use, running realworld businesses, five or more years later. My programming experience taught me never to assume anything and to abide by common-sense rules of design. (Please don't flame - it's only my opinion, and I know there are a lot of people who don't share it)

I am certainly in no position to defend earlier releases of TOS. The Mega TOS has been shipping with ST's for many months, so the "2 years between releases" is not quite accurate. I have tried to be as honest as I can in postings to this net, while maintaining a degree of calm which is sadly lacking in many postings. I DO appreciate frustration which may have been caused in the past, because I, too, have been on the receiving end of buggy OS and tools. I might point out that Apple hasn't had very good press recently, but two wrongs don't make a right, and I'm certainly not intimating that just because Apple appears to have made mistakes then it's OK for Atari to do the same.

But I stand by my comment of having to remove certain improvements and bug fixes because "misbehaved" programs broke. There is an incredible amount

of software out there, and I would guess that the vast majority of it is used by people that wouldn't know one end of a source file from the other. That is why compatibility is so important - people have money invested in their software, and would like to take advantage of the improved performance and features of the new TOS but don't want to have to pay again to buy new versions of the software, even if they were to be made available.

Compatibility is always an issue, and at some point it becomes necessary to 'bite the bullet' and say "Sorry, this is where we make the break". We have decided, and rightly so, I believe, that the time to do it is not yet. It may make sense to do it on the 32-bit line, where there are bound to be some problems with some software. We will address that issue quite soon, but need to survey the more popular products, talk to the developers, and THEN decide how much compatibility is mandatory.

As for the parting shot about delivery of the new TOS, we have had it in Beta for a couple of months, and expect to make a release to Developers next week. Lead times to mask ROMs are quite long at present, so I don't expect the new ROMs to be in production until late this year. But certainly before Christmas 1990!

I hope this (lengthy) response clarifies the situation!

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

4887. different parts of an ST binary.

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 19:24:23 UTC
From: rfpfeifle@violet.waterloo.edu
Message-ID: <8136@watdragon.waterloo.edu>
Source record: 251387

I'm curious about the way binaries are stored prior to being loaded for
execution, and about what the loader does to the program being loaded.

I understand that a binary contains three sections--a text section,
a data section, and a bss section. The text section and the data section
I think are pretty clear; the text is the program, the data is, well, data.

But what is the bss section for? And what does the loader do to addresses
in all three sections?

Additionally, what is the exact format that these three sections are arranged
in.

Thanks,
Ron

4888. Looking for a Spreadsheet for Atari

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 19:46:05 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <4511@ea.ecn.purdue.edu>
Source record: 251388

I'm look for a Spreadsheet to run on my ST. It doesn't have to
be very fancy, but should have the following features.

- GEM interface that works (I hate arrow keys)
- scientific functions (sin/cos/ln/log/... etc)
- being able to read in ascii data from a file into
columns and/or rows
- being able to dump rows/columns to ascii file
- save/restore whole spreadsheet to file

I have looked at Vip Professional and didn't like it, because
it didn't have a GEM interface and it was a bit expensive.
Granted, it has a lot of features, but features don't do me any
good, if I don't like the user interface. I wanted to look at
Antic's A-Calc Prime, but the dealer's disk was bad.

Any help would be appreciated, I'll post a summary of what I find
out.

--
/* Ingo Cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-3473 *
* ...!{decvax,ucbvax,rutgers}!pur-ee!cyliax */

4889. Memory access speeds?

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 22:34:18 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <396@clio.math.lsa.umich.edu>
Source record: 251389

Howdy again,
time for a somewhat naive question on my part. I've had my eye on one of those 16MHz speedups for my ST for awhile, but I'm really not sure how well it'll perform. Considering the clock speed, that'd mean data has to be ready 125ns after a request. Using 100ns DRAMs, that means you have a mere 25ns for address decoding & such. Anyone know how fast the ST's decoding logic runs? Am I doomed to the abominable wait-state, or will 80ns RAMs suffice, or ...?

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4890. Re: GEM on Unix Box?

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 22:47:57 UTC
From: good@atari.UUCP
Message-ID: <1105@atari.UUCP>
Source record: 251390

in article <8808040927.AA18322@ucbvax.berkeley.edu>, ONM07@DMSWWU1A.BITNET ("Julian F. Reschke") says:
>
> And now for the latest rumour:
> Is it true, that GEM will be ported to the 68030 machine to run as
> front end for UNIX. If true, will it be GEM/3? Will there be
> multitasking extensions to GEM as a 'Multi-Desk'?
> Mr. Good, any comment?
> Julian F. Reschke
No comment.

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

4891. Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 23:50:18 UTC
From: Robert.Lisowski@rubbs1.FIDONET.ORG
Message-ID: <7.22FA4AAB@rubbs1.FIDONET.ORG>
Source record: 251391

How does one get this publication? Is it a subscription, or what?
How much is it? Sounds like there are some good buys in there.

Rob

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

4892. Atari parts

Newsgroup: comp.sys.atari.st
Date: 1988-08-05 23:55:15 UTC
From: Robert.Lisowski@rubbs1.FIDONET.ORG
Message-ID: <9.22FE14C8@rubbs1.FIDONET.ORG>
Source record: 251392

Where is a good inexpensive source for ST parts? A place that sells both the custom chips AND the HARD TO FIND off the shelf chips (like the WD1772 floppy controller and the MC68901 mfp chip).

I have a lightning damaged 1040, and need to replace some of the chips including the MFP, DMA, floppy controller, CPU, and possibly the GLUE.

I have some of these (from scrounging around in FORMER Atari repair centers), but I would like to get some spares of these also.

Anybody got an emergency power system (500 watts) they want to part with? :-)

Rob

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

4893. Re: 68030 to 68020 Adapter Board Wanted

Newsgroup: comp.sys.atari.st
Date: 1988-08-06 00:13:54 UTC
From: mfm@bti.UUCP
Message-ID: <124@bti.UUCP>
Source record: 251393
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st,comp.sys.mac,comp.sys.misc

Check with:

Computer Systems Associates
7564 Trade Street
San Diego, CA 92121
(619) 566-3911

They have just what you are looking for. An adaptor that
includes a 68030 on the board, but you may be able to get just the
board from them. They have an ad on page 37 of the July 88
issue of Computer Graphics Today. I am not associated with CSA,
and I have never used their products, but I would be interested
in hearing what anyone finds out on this subject.
--
"Everything you	All opinions expressed are mine, all mine!
know	So, don't go blaming BTi for my incoherent
is wrong!"	ramblings...
- FST	ncr-sd!bti!mfm

4894. Re: Problem w/ certain joysticks on ST's

Newsgroup: comp.sys.atari.st
Date: 1988-08-06 02:29:27 UTC
From: towns@atari.UUCP
Message-ID: <1106@atari.UUCP>
Source record: 251394

in article <2883@bath63.ux63.bath.ac.uk>, pes@ux63.bath.ac.uk (Smee) says:

> If Atari can't make their own joysticks right, it's not surprising that the
> 3rd-party people have problems. (Admittedly, mine was the stick from an
> Atari 8-bit machine -- don't know about them but maybe they make use of the
> slightly different connection.)

Please, let's get the facts right here. The Proline joystick is made by
Atari, however it is designed exclusively for use on the 7800 ProSystem.
The extra joystick lines are used for a second trigger button and will
confuse the ST's keyboard controller.

Just wanted to clear the matter up...

John Townsend
Technical Support, Atari Corporation

4895. Borland Turbo C for ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-06 06:54:56 UTC
From: to_stdnet@stag.UUCP
Message-ID: <550@stag.UUCP>
Source record: 251395

From: thelake!steve@stag.UUCP (Steve Yelvington)

The following is forwarded from Fidonet, for whatever
it may be worth:

From: Peter Glasmacher
To: * Msg #245, 03-Aug-88 03:00pm
Subject: Turbo-'C' News

I had a phone call this morning (03-Aug-88) with th Turbo-C project Leader at
Borland in Munich, Germany. He gave me the following infos:

Documentation: printed and ready to ship, in German.
Beta testing: Deadline 05-Aug-88
Bug fixing : Deadline 10-Aug-88
General availability: September 1988....

These dates might be shiftet by max. 2 Weeks if serious bugs are found
(they don't expect any)

Code produced by Turbo 'C' performs at a similar speed as code executed on an
9 Mhz AT (no wait states).

Turbo 'C' uses a fast and unusual Parameter passing technique:
As much parms as possible are passed in the 68000 Registers. Only
variable parm function calls (like printf) are forced to pass parms
on the stack.

The cdecl modifier forces each function declared with cdecl to pass
its parms on the stack.

Turbo 'C' comes with a complete AES/VDI/GEMDOS Library. Most of
the non Graphics functions of Turbo 'C' (80xx) are implemented.

Because of the different structure of the Graphics Interface of
the ST, it was impossible to port the MS-DOS Routines in a relativly
short time (we don't want them eh ??).

My Beta-exemplar ships anywhere on the Ocean, I hope to receive
it in the next days... (a little late but.....)
A Turbo 'C' -ST team is recently founded at Borland of Scotts Valley,CA.
Therefore, everybody is invited to cry for that thing to be released in the
states.

BTW, cause I don't trust statements of official corporate people, I called the
Editor of the German magazine c't, who is responsible for the ST and tried to
proove the above things.
They have the Compiler already for (preview) and its as fast as Borland says.

Peter (as soon I get the baby, I'll post a msg)

---
* Origin: Opus Santa Clara (Kannze auf wetten !!!)) (Opus 1:143/9)

_____
| thelake!steve@stag.UUCP / ...decvax!pwcs!stag!thelake!steve |
| Steve Yelvington/1392 Brandlwood Rd./White Bear Lake MN 55110 USA |
| "A member of STdNet -- to join, send mail to ftg!dwm@stag.UUCP" |

4896. Re: IDRIS

Newsgroup: comp.sys.atari.st
Date: 1988-08-07 02:14:32 UTC
From: fst@mcgp1.UUCP
Message-ID: <1501@mcgp1.UUCP>
Source record: 251396

In article <2054@ncsuvx.ncsu.edu>, wolf@csclea.ncsu.edu (Thomas Wolf) writes:
> Will IDRIS (and X-Windows) run on a 1040ST? Also, what version of X is
> STX-Windows compatible with?
> Tom Wolf
> ARPA (I think): tw@cscosl.ncsu.edu
> or wolf@csclea.ncsu.edu

STX-Windows runs on the 1040 ST and the 520 ST. It however, requires a minimum
of 1 MB (for IDRIS, STX server and one xterm). We recommend at least 1.5 MB.
That would allow about two or three xterm sessions, and of-course xclock :-)
The current production version of STX-Windows is X10.4.

Sincerely
--
Fariborz ``Skip'' Tavakkolian
UUCP ...!uw-beaver!tikal!mcgp1!fst

UNIX is a registered trademark of AT&T

4897. Re: Looking for a Spreadsheet for Atari

Newsgroup: comp.sys.atari.st
Date: 1988-08-07 12:41:39 UTC
From: silvert@dalcs.UUCP
Message-ID: <2969@dalcs.UUCP>
Source record: 251397

In article <4511@ea.ecn.purdue.edu> cyliax@ea.ecn.purdue.edu (Ingo Cyliax) writes:
>I have looked at Vip Professional and didn't like it, because
>it didn't have a GEM interface and it was a bit expensive.

My version of VIP has a GEM interface! Actually, you can get it either
way, or both for a low combined price. The version you saw was for
migrants from MS-DOS machines.

I've been using VIP for a while, and while the screen updating for the
GEM version is a bit slow, it is very full-featured. It is 1-2-3
compatible, which I have found very convenient.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN or BITNET: biomel@cs.dal.cdn

4898. Re: How often does a typical laser printer Jam?

Newsgroup: comp.sys.atari.st
Date: 1988-08-07 16:12:49 UTC
From: kurth@sco.COM
Message-ID: <1002@scolex>
Source record: 251398

I used to have problems with printers until a repairperson told me
once that the sensors will not-operate correctly if a little bit
of dust gets on them (ergo detect jams that aren't there).

In liu of a full cleaning (which should be done peridically) I
used to just blow into the mechanism and that cleared up the
problems. Some machines have dust sensors built in which
are designed to make you keep the machine clean.

- kurth
--

Kurt Hutchison The Santa Cruz Operation Software Engineer
Trumpet player, synth player, pianist, cyclist, philosopher at large
The above opinions (if any) are my own

4899. Re: Looking for a Spreadsheet for Atari

Newsgroup: comp.sys.atari.st
Date: 1988-08-07 17:32:26 UTC
From: euloth@dalcsug.UUCP
Message-ID: <521@dalcsug.UUCP>
Source record: 251399

In article <4511@ea.ecn.purdue.edu>, cyliax@ea.ecn.purdue.edu (Ingo Cyliax) writes:
>
> I'm look for a Spreadsheet to run on my ST. It doesn't have to
> be very fancy, but should have the following features.
>
> - GEM interface that works (I hate arrow keys)
> - scientific functions (sin/cos/ln/log/... etc)
> - being able to read in ascii data from a file into
> columns and/or rows
> - being able to dump rows/columns to ascii file
> - save/restore whole spreadsheet to file
>
> Any help would be appreciated, I'll post a summary of what I find
> out.
>
From what little I know about the VIP, I believe it has a GEM interface.
There is also Masterplan as well and one of the magazines recently covered
Spreadsheets fairly completely, RESET I think it was.
I think Phasar has the GEM interface as well. Other spreadsheets I have
heard about are
Logistix
Swiftcalc
EZ Calc

The Switcalc and EZ Calc I believe has GEM interfacing as well. Can't
remember if Logistix has it as well, my recall thinks it doesn't. Mind you
I have only tried these out in stores and never used any of them in depth.

I tend to use the PD one Sheet, currently up to 1.6 I believe.
Hope these other names help you.

George Seto

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

4900. RE: be wary of ....

Newsgroup: comp.sys.atari.st
Date: 1988-08-07 20:50:26 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Aug7.165026.10755@gpu.utcs.toronto.edu>
Source record: 251400

A few days back a member of the net Mike Nemeth posted a very nasty
article about a distributor called MicroD - who are in the Toronto area.
I have dealt with them before and as such I showed them a copy of the
article Mr. Nemeth had posted. Here is their version of what happened.
(the reason for this is I don't think the net should be used to badmouth
others for personal gain/revenge/spite!!)
The story I was told was:
1) Mr. Nemeth went to U of T computer stores with his dead drive and
demanded it be fixed (it was out of warranty).
2) The manager of U of T computer stores (George) called up Ann at MicroD
to ask about the drive. U of T said he had no reciept and on their books
it hadn't been purchased from them.
3) MicroD told george they should take it back to the retailer who
sold the drive originally, or ship it to Supra himself.
4) Mr. Nemeth, having no luck at U of T, went to another store called
Electronic Playworld. The same thing happened.
5) Mr. Nemeth calls up MicroD himself demanding something be done about
his dead drive. The conversation in the original message is fairly accurate.
6) It turns out the drive was originally purchased from a store called SBL
in toronto. They buy their drives direct from Supra in the States, not
from a Canadian distributor.
7) No one knows why Mr. Nemeth didn't go to SBL in the first place.
8) MicroD DOES SUPPORT their RETAILERS very well. They are not in
business to support retail customers.
9) My only affiliation with MicroD is as a satisfied customer in the past.
/leonard

4901. Clearing memory [was Re: Another great quote from Mr. Good]

Newsgroup: comp.sys.atari.st
Date: 1988-08-07 21:56:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880807215637.4.JRD@MOA.SCRC.Symbolics.COM>
Source record: 251301

Date: 5 Aug 88 17:43:31 GMT
From: imagen!atari!apratt@ucbvax.Berkeley.EDU (Allan Pratt)
[... clearing all of memory ...]
This takes a nontrivial amount of time. Nobody promised that the space after your declared BSS and before your initial stack pointer would be clear, but it has always been that way and some programmers chose to depend on it. This is called a "settled expectation" and we have to live with it in the name of compatibility.

I believe it's a bug that programmers rely on undocumented features like that. Perhaps you want to allow those old (buggy) programs to continue to run; I would too, in Atari's position, but please, don't penalize the rest of us for those vendors' bugs. I'd be completely pleased if you'd provide a switch to turn the behaviour off. Lacking that functionality, those of us who care about such things (maximizing performance) will continue to bludgeon the the supplied code over the head.

4902. Floppy track alignment problem

Newsgroup: comp.sys.atari.st
Date: 1988-08-07 22:20:24 UTC
From: alderaan@netmbx.UUCP
Message-ID: <1144@netmbx.UUCP>
Source record: 251302

Hi !

Does amybody know if it's possible to realign a crazy NEC floppy drive to
its correct track position without an oscilloscope ? (NEC 1036).
Perhaps there is any software for adjusting ?
Have severe trouble with my drive (Sometimes it damages data by writing
it to somewhere but never to the track selected by the controller)

CQD !

Thanx a lot in advance. alderaan.

--

alderaan
OP RKOpdp (RSTS/E)
FB Mathematik/Informatik
RKO Berlin

Dieffenbachstrasze 60-61
1000 Berlin 61

4903. Re: Archive service available

Newsgroup: comp.sys.atari.st
Date: 1988-08-08 00:38:10 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1749@water.waterloo.edu>
Source record: 251303

In article <4344@saturn.ucsc.edu> koreth@ssyx.ucsc.edu (Steven Grimm) writes:
>I think I have an archive server working fairly well on ssyx, so I'm making
>the sources and binaries archives available.

Just a note to say "Thank you, Steven, for keeping the service going,
and now, for improving it."

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4904. Rumours for Summer

Newsgroup: comp.sys.atari.st
Date: 1988-08-08 05:48:34 UTC
From: euloth@dalcsug.UUCP
Message-ID: <523@dalcsug.UUCP>
Source record: 251304

This was posted on a BBS in New York. It mentions some rumours from the August issue of ST-Log. Can anyone else confirm if any of these are true?

=>From : Bob Mulholland
=>Subject : New News?
=>
=>Well, I did read some rumours in ST-Log (August issue). A third party is
=>working on GEM 2.2, which is now be marketed in Germany. It comes with GEM
=>Write, GEM Paint and GEM Draw. Atari may have the PC emulator out by this
=>Fall. Atari will be shipping the Imagen Postscript software clone called
=>UltraScript for the laser printers. Oh yeah, the price on GEM 2.2 is
=>300dm, which is about $148.00. Please don't anyone send me any nasty mail
=>about where are these products or "oh sure, will see them at crack of doom
=>with the rest of the vaporware." Remember, someone asked what was
=>happening and I'm QUOTING ST-Log (I hold no responsibility whether or not
=>they come true).

Has anyone out there heard anything about any of these? I seem to recall hearing some time ago about the UltraScript. The other stuff is interesting but new. Hope someone can confirm or deny some of these.

Thanks.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

4905. Re: different parts of an ST binary.

Newsgroup: comp.sys.atari.st
Date: 1988-08-08 06:02:29 UTC
From: kerchen@iris.ucdavis.edu
Message-ID: <2659@ucdavis.ucdavis.edu>
Source record: 251305

In article <8136@watdragon.waterloo.edu> rfpfeifle@violet.waterloo.edu (Ron Pfeifle) writes:
>I'm curious about the way binaries are stored prior to being loaded for
>execution, and about what the loader does to the program being loaded.
>
>But what is the bss section for? And what does the loader do to addresses
>in all three sections?
>
The bss section is where the UNinitialized variable space is stored.
The data section just has initialized data. As for your other
questions, I do not know. As a matter of fact, I'd be interested in
finding out the format of ST binaries as well.
>
>
>Thanks,
>Ron

Paul Kerchen | kerchen@iris.ucdavis.edu
Disclaimer: I am unemployed, but if I weren't I'm sure my boss
would disagree with whatever I said.

4906. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-08-08 08:23:30 UTC
From: SCHRIMPF@DMRHRZ11.BITNET
Message-ID: <8808080823.AA04365@ucbvax.berkeley.edu>
Source record: 251306

Date: 08 August 1988, 10:23:02 CET
From: AG Nukleare Festkoerperph 06421-284155 SCHRIMPF at DMRHRZ11
To: INFO-ATARI16@SCORE.STANFO
Problems with program-server.

Hi Atarians,
I just got to know about Atari program servers two weeks ago.
Though I am new in that business I am quite familar with BITNET-ing
messages and computering in general. I seem to have a lot of trouble
with the servers and I don't know whether thats a general trouble or
just something I am doing wrong.
Almost half of the programs,listings,... that I got are extremly
erroneous. The crazy thing is, some files come along perfectly and
some don't. There seem to be at least two different errors.
First of all some of the text-files, like ARBACK.C or SPEAK.C
are not complete. That is the most stupid thing in the world, if
somebody transmitts program sources to a server, which just end
right in the middle of the program. They can be deARCED and UUDECODEd
correctly, so the transmission to my userid seems to be okay and it
must be the case that come crazy guys are putting incomplete stuff into
the servers archive.
The next error is that the files can be UUDECODEd but deARCing shows
a CRC error. This happens with GULAMDOC.ARC, MORE14.ARC, SPEAK.ARC,
HDSCAN13.ARC and with all (!!!) the files form the new server at SSYX.
To me that is not a problem of the IBM 4831 (where I am receiving the
files) but a problem of the files in the program servers archive, too.
I got send the files from the new server at SSYX but accident more than
20 times (in words: twenty !!!, though I just ordered them once) and I
checked a couple of the files. They are all identical, that means it is
not a problem of transmitting the files. It must be that the original
files are just not okay.
So my questions is: Why is somebody organizing a program-server with
wrong, erroneous and incomplete files ?
I have a bit of experience in the IBM-PC world (and a lot with ATARI-ST),
but I have never had such problems with any PC-program server.
There is another strange thing. The PC-servers that I know use just
binary file transfer, that means the transmit 8 bits and not 7. Their
files are not (!!!) UUENCODED. That has a tremendous advantage (or I
should say UUENCODing causes additional trouble, where you need a wizzard,
as some computer folks would say). Using UUENCODE means, using a certain
text-notation (ASCII). But the IBM uses EBCDIC-code and not ASCII-code.
The problems arrises because, there are no equivalent characters for the
square brackets in the EBCDIC-code. The IBM realizes the problem and
has a biult in UUDECODing feature, so that I can decode the files there and

then transfer them in a binary mode down to my ST. If I would transfer
the files directly with a 7-bit transfer (KERMIT in TEXT-mode) the files
would be damaged. The same thing is happening to program sources, if
they are not ARCed. Once they are in a TEXT-mode on the IBM I cannot get
the square brackets down to any other computer. They are lost.
Why in the hole world are the Atari-freaks doing things so extrem
dangerous (for the files) and complicated (for the users) ???

Andreas Schrimpf, Renthof 5, D-3550 Marburg, FRG
SCHRIMPF@DMRHRZ11.BITNET

4907. Re: JET!

Newsgroup: comp.sys.atari.st
Date: 1988-08-08 15:42:13 UTC
From: merlyn@intelob.intel.com
Message-ID: <3736@omepd>
Source record: 251307

In article <2026@silver.bacs.indiana.edu>, stowe@silver (holly) writes:
|
| Okay, sports fans! This is what you've been waiting to hear.
|
| JET was supposed to be delivered to your friendly neighborhood distributor
| sometime between today and Monday, which means your friendly neighborhood
| software dealer could have it on the shelves any day now! List is $49.95.
|
|
| YIPPEE!!

Don't hold your breath. After play-testing mine for a couple of hours, I'm ready to take it back. I'm sorry, but I got spoiled on the quality of FS-II (also from Sublogic), Gunship, and Carrier Command. JET! is a hoax, a sheep in wolves' clothing.

Main problem: the graphics are cool... too cool. There's just too much for the poor ole' CPU to keep redrawing. And, while it is busy taking the 0.8-1.2 seconds (!) to recompute the screen, you've zoomed about 660 feet and possibly done 180 degrees of a barrel roll. No way. Not anywhere's enough feedback. Heck, even the "auto-level" mode can't move the stick fast enough to hold you steady!! And, that's the computer making "perfect" calculations.

I repeat. The program is a joke. Darn. I'd really hoped for the next step up. Go get Harrier Attack if you wanna shoot down things with a jet. I'll stick with Gunship for shooting, and FS-II for flying. (And Carrier Command for complexity :-).
--
Randal L. Schwartz, Stonehenge Consulting Services (503)777-0095
on contract to BiiN Technical Publications (for now :-), Hillsboro, Oregon
<merlyn@intelob.intel.com> or ...!tektronix!ogcvax!omepd!intelob!merlyn
Standard disclaimer: I *am* my employer!

4908. Atari Responses

Newsgroup: comp.sys.atari.st
Date: 1988-08-08 18:19:50 UTC
From: kurth@sco.COM
Message-ID: <1005@scolex>
Source record: 251308

Hey you guys at atari, thanks for the responses lately.
I would like to congratulate you on your cool-headed responses
to some hot-headed flames. There are more anti-Atari flames
than I think are warranted in this news group. I don't know if I
represent a silent minority (or majority), but I though that
I would put in my two cents.

- kurt
--

Kurt Hutchison The Santa Cruz Operation Software Engineer
Trumpet player, synth player, pianist, cyclist, philosopher at large
The above opinions (if any) are my own

4909. Jet...Good/Bad News

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 00:56:51 UTC
From: trb@stag.UUCP
Message-ID: <553@stag.UUCP>
Source record: 251309

This is just a summary of my first impressions of Jet by Sublogic (for the ST). I finally got a chance to play it a bit this last weekend. After doing a little practice using the computer as an opponent, I called up a friend who also had Jet and we spent about 4 hours playing head-on-head dogfight over the modem. Great game. Very smooth motion, and a very realistic feel to the combat (i.e. you swing by your opponent, pull a tight loop, get on his tail and start trying for a heat-seeking missle lock while taking some potshots with the machine guns, just as your opponent hits the airbrakes, disappears behind you, and seconds later your missile lockon alarm starts going off, so you dive and switch the radar off, hoping it was just a radar lock type missile as opposed to a heat-seeking one...) Very nicely done, right down to the parachute descent (in case you have to eject), which you can watch from the tower or spotter plane. Also, as in Flight Simulator, you can supposedly play against either the Atari version or the Amiga one over the modem.

So, what is wrong with it? We noticed two things. First, every once in a while, the keyboard control will just go away...so you crash and have to reboot. Luckily, this doesn't drop the modem line, or seem to affect the other player. This happened about once an hour or so, so was only a minor nuisance. A more serious problem only manifests itself if you have a MEGA-2 (and possibly a MEGA-4). The game appears to run 1/3 of the speed on the MEGA systems. I tried it without the Blitter activated, with no effect. I tried it on 4 different MEGA-2 systems (both color and mono) and got the same slow-down. It was NOT playable at that speed and could really give people a very poor impression of the MEGA (and JET) if they bought it and compared the program to JET on the IBM PC.

I called Sub-Logic about these two problems (they didn't act surprised), but it sounded like they hadn't had a chance to look into the problems much yet... i.e. they wrote down my description of the problem and said that they would call if they needed more info. I would guess that the slow-down problem is related to the MEGA-Rom's, in which case the new 1040 ST's will also have this same problem, since they come with the MEGA-Roms now (according to our local dealer). Has anyone at Atari checked with Sub-logic on this? Simple oversights like this can DRASTICALLY affect peoples decisions to not only buy the program, but also the system it runs on...I know of a lot of people that were convinced of buying the ST by simply seeing a demo of Star-Glider several years ago.

-Todd Burkey
trb@stag.UUCP

4910. MW_C Bugs

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 01:33:00 UTC
From: FORTINP%BNR.CA@FORSYTHE.STANFORD.EDU
Message-ID: <8808090132.AA21415@ucbvax.berkeley.edu>
Source record: 251310

Well, I am finally getting around to learning/using C and 68000 asm...

However, I have run into the following problems which I think I can
safely say are not of my doing:

1) I tried assembling the DIALXR program in the July/88 ST-Log...
Oops, differrent assembler syntax... (search, thumb, search, flip)
Ah! MW_C has "as68toas" source conversion program. Great! Let's
let 'er rip...

Hmmmm...?
Input: loop tst.l (a0)+ ;is vector available?
Output: loop: tst.l (a0)+;is /vector available?

OK, let's try a test...

Input: loop tst.l -(a0) ;is vector available?
loop tst.l (a0)+ ;is vector available?
loop tst.l a0 ;is vector available?
loop tst.l (a0) ;is vector available?
etc.
Output: loop: tst.l -(a0) /is vector available?
loop: tst.l (a0)+;is /vector available? <===<<< ;-(
loop: tst.l a0 /is vector available?
loop: tst.l (a0) /is vector available?
etc.

2) Awright, manual fix to the above and we should be off and running...
Surprise! Now "as" wants a piece of me...

Input (any of): btst.b $1,status_flag /is bit set?
bset.b $1,status_flag /set bit
(and probably 'bclr.b' & 'bchg.b')
Output_msg: "o: undefined symbol"

Yet... this code made it unscathed through "as68toas"; while
a 'sub.l #' got converted to 'subi.l $'... nice touch here :-)

BUT... my 68000 manual says "Attributes: Size=(Byte,Long)"!...?

Pierre Fortin
FORTINP@BNR.BITNET (I think, I've never mailed myself...)
In Canada's capital: why do I usually have to locate it relative to
Toronto & Montreal? Hmmm...

BTW: Is Mark Williams Company on this net?

4911. MW_C Micro-shell (MSH)

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 02:15:00 UTC
From: FORTINP%BNR.CA@FORSYTHE.STANFORD.EDU
Message-ID: <8808090215.AA22209@ucbvax.berkeley.edu>
Source record: 251311

Tip:

When I'm coding/compiling/debugging/correcting/etc., I hate typing more than I have to, just to edit my file, or remember to include the same options each time I compile. So... I thought some of you might like the following code which I added to my PROFILE file for MSH.PRG (it allows me to type just "e" to edit the last edited file, or "c" to re-compile the last compiled file (incl. all the options)). If someone has one which can survive a reset, or re-invocation of MSH, I'm interested.

```
set in .cmd lastedit='echo "Editor not previously invoked..."'
set in .cmd e=(
if (is_set in argv 1) (
set in .cmd lastedit="me $1"
me $1
) (
lastedit
)
)

set in .cmd lastcomp='echo "Compiler not previously invoked..."'
set in .cmd c=(
if (is_set in argv 1) (
set in .cmd lastcomp="cc $*"
cc $*
) (
lastcomp
)
)
```

Question:

Why is it that I can set multiple directories to search for in the environment variables PATH and LIBPATH, but INCLUDE does not allow this "feature"? ;-(

Pierre Fortin
FORTINP@BNR.BITNET (I think. I don't usually mail myself...)

4912. Question: MW_C 2nd PROFILE

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 02:26:00 UTC
From: FORTINP%BNR.CA@FORSYTHE.STANFORD.EDU
Message-ID: <8808090226.AA22339@ucbvax.berkeley.edu>
Source record: 251312

In MW_C, I like the ability to tailor my environment via the PROFILE file; however, does anyone know of a way to automatically invoke a second profile for use when temporarily returning(?) to a second level of the MSH via the CTRL-C key when in the "me" editor?

In the first level shell as an example, my prompt might look something like "c:\mw_c\pf>" (great, because I always know my current working directory); while all I get in the second level MSH is a (slightly less meaningful than an MS-DOS "A>") "$" prompt.

Pierre Fortin
FORTINP@BNR.BITNET

4913. Re: STadel upgrade

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 02:34:40 UTC
From: neil@atari.UUCP
Message-ID: <1107@atari.UUCP>
Source record: 251313

In article <546@stag.UUCP>, to_stdnet@stag.UUCP writes:

> The Citadel network now stands at 52 nodes, including one run by Atari Corp.
> (408-745-xxxx).

If you call the number given in that post, you will be very disappointed.
The STadel board at Atari is for outgoing calls only, for purposes of
networking to other STadel boards. Please do not call it! We cannot tie
up that line. The board won't accept callers anyway... and no one is
supposed to even know the number.

Remember, the number for the real Atari BBS is (408) 745-5308. That gets
you to one of the 5 lines, currently using the Michtron BBS software.
STadel and FoReM are used for networking only, not for incoming calls.

--->Neil

--
Neil Harris, Director of Product Marketing

UUCP: ...{hoptoad, lll-lcc, pyramid, imagen}!atari!neil
GEnie: NHARRIS, BIX: neilharris, CIS: 70007,1135, Office: 408-745-2160

4914. MW_C C-Source Debuger question

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 02:37:00 UTC
From: FORTINP%BNR.CA@FORSYTHE.STANFORD.EDU
Message-ID: <8808090237.AA22529@ucbvax.berkeley.edu>
Source record: 251314

Wellllll.... being a new-comer to the wonderful world of C (pronounced "see" or "sea"? ;-}), I don't know how you C-soned (;-}) veterans ever got along without it. However, in my first see-project (program to find and display the BOMB information (registers and stacks)), I found that CSD will not single-step within code which is executed while in Super() mode. Am I doing something wrong, or is there a definite and undocumented restriction to MW_C's CSD?

Pierre Fortin
FORTINP@BNR.BITNET

4915. MW_C Documentation

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 02:54:00 UTC
From: FORTINP%BNR.CA@FORSYTHE.STANFORD.EDU
Message-ID: <8808090254.AA22852@ucbvax.berkeley.edu>
Source record: 251315

```
MW_C documentation anomalies:

P.417: v_meta_write should read v_write_meta

P.454: od [-bcdox] ....
-x is not documented...?
-b is this correct considering -x ?

P.186: -VASM refers to "-VLINES option, described below,"... Hmmm, low
enough it fell off the page...?
(might as well write in the reference to -VCSD while we're on
this page)

P.425-432: Anyone have docs on the following undocumented (other than
partial docs in help file) MSH commands?:
. comfile
chmod mode file [...]
drvprs [-q] drive
inherit variable ...
lc (I use this instead of 'ls' in my PROFILE)
mousehidden
mshversion

OK, I know about the last few, but I was on a roll...

Pierre Fortin
FORTINP@BNR.BITNET
```

4916. Re: be wary of these people

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 04:10:48 UTC
From: Vaprak@cup.portal.com
Message-ID: <8002@cup.portal.com>
Source record: 251316

Personally, I would take legal action. I imagine you have alot of money invested in this and if they sent you a defective piece of equiptment, I would raise H*LL about it!!! If they advertise in the mags, the Postal service can get involved as well. The Post Office will have a field day with them! You have rights and you shouldnt let an ill-tempered person scare you off!

Vaprak@cup.portal.com

4917. Re: MW_C Documentation

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 06:38:13 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <397@clio.math.lsa.umich.edu>
Source record: 251317

In article <8808090254.AA22852@ucbvax.berkeley.edu> FORTINP%BNR.CA@FORSYTHE.STANFORD.EDU (Pierre Fortin, P.) writes:
>MW_C documentation anomalies:

>P.425-432: Anyone have docs on the following undocumented (other than
> partial docs in help file) MSH commands?:
> . comfile
This is inherited from the Unix Bourne shell - it's how you execute the commands in a shell script without starting up a subshell. (You could execute the script with something like "msh comfile" but if it's something like "profile" it doesn't do you much good...)

> chmod mode file [...]
> drvprs [-q] drive
> inherit variable ...
> lc (I use this instead of 'ls' in my PROFILE)
> mousehidden
> mshversion
>
> OK, I know about the last few, but I was on a roll...
>
>Pierre Fortin
>FORTINP@BNR.BITNET

Forgot details of some of those, and a few others are really strange sounding. I'd like to get filled in on these as well.
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4918. Re: Mono shakes

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 07:23:24 UTC
From: Robert.Lisowski@rubbs1.FIDONET.ORG
Message-ID: <12.22FECCF9@rubbs1.FIDONET.ORG>
Source record: 251318

Flicker is most pronounced in the part of the retina that surrounds the
central area. The response is much slower for the point at which you are looking.
If you look at a 65-70 Hz light source, you may or may not notice
flicker, but if you look slightly to the side of it, you likely will
notice more pronounced flicker.

Also, the persistence of the phosphor in the display will tend to
smooth out flicker at the expense of image quality due to smearing.

All these factors go into designing the compromise that sits on your
desk. :-)

Rob

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

4919. WHERE IS ATARI?

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 09:20:12 UTC
From: docbobo@mutec.UUCP
Message-ID: <8808091020.AA03277@mutec.UUCP>
Source record: 251319

Sorry to bother all of you, but I'm not the only one with this problem:
How can I get through to Atari??? Every known path in the whole universe
ends at some server that does not like Atari at all. I'd like to talk
to some friends there. So please, would somebody from Atari give us some
help how to E-Mail there??? Mr. Pratt??? Mr. Good??? I just want to mail
to Slavik and Dave!

Boris "docbobo" Schneider, Munich, Germany
reply to: docbobo@mutec.uucp or ...!unido!mutec!docbobo

4920. Re: ARC 5.21b

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 11:31:44 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1756@water.waterloo.edu>
Source record: 251320

Has anyone tried ARC 5.21b yet?

I notice that after every command I give, there I have to press
the carriage return key one more time, because there seems to be
an implicit "-h" (Hold) going on. Does anyone know how to turn this off?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4921. Re: ARC 5.21b

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 11:40:07 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1757@water.waterloo.edu>
Source record: 251321

In some article hyc@math.lsa.umich.edu (Howard Chu) writes:
| In article <1309@percival.UUCP> russ@percival.UUCP (Russ Schwartz) writes:
| >Since people seem to be porting ARC over to the ST and making mods to it
| >anyway, why not add a buffer that allocates as much memory as it needs for
| >the compressing/decompressing process so it will speed it up?

| [stuff deleted]
| ... In any case, I'm not sure that
| a large buffer will be such a speedup. I'd expect that it buys as much speedup
| as simply using a large enough RAMdisk. Running my system on a 1.4meg RAMdisk,
| I can say that it's godawful slow. I don't think throwing more memory at the
| problem is the solution.

I think I agree.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4922. Modest Dream Machine

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 13:59:05 UTC
From: saj@chinet.chi.il.us
Message-ID: <6258@chinet.chi.il.us>
Source record: 251322

I'd like to get some plausible fantasizing going. Now that Megabyte has their accelerator out, how about Atari? Wouldn't it be nice if the next thing after the new ROM-s was true 16 MHz ST-s and MEGAs? Seems to me that by altering the custom chips a bit (not an overnight job, but not development from scratch either) the 16 MHz clock could be taken very good advantage of (assuming faster memory, too, but why not?) Or for a little more oomph out of the same design, a chip with a bit of an instruction cache (68010?). The AT of the ST world as it were: a bit faster, and some of the kinks ironed out, xDbut otherwise the same.

4923. Re: MW_C Documentation

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 14:02:48 UTC
From: mark@lakesys.UUCP
Message-ID: <952@lakesys.UUCP>
Source record: 251326

>In article <8808090254.AA22852@ucbvax.berkeley.edu> FORTINP%BNR.CA@FORSYTHE.STANFORD.EDU (Pierre Fortin, P.) writes:
>
>> chmod mode file [...]

chmod - Change mode of a file, chmod [+-][shmw]
s - system file (hidden from normal directory searches)
h - Hidden file (" ")
m - backed-up
w - Write allowed
Preceding the above modes with a '+' adds the mode, a '-' removes it.

>> drvprs [-q] drive

Checks to see if a drive is present. -q supresses verbosity.
For use in MSH script conditionals.

>> inherit variable ...

Allows a sub-shell to inherit a variable set in its parent
shell.
>> lc (I use this instead of 'ls' in my PROFILE)

An alias for ls -w in msh.

>> mousehidden

Returns the number of times the mouse has been hidden. Under
"GEM" the mouse must be "restored" as many times as it was hidden
before it will reappear.

>> mshversion

prints the current version of msh.

BTW, I don't use msh. I much prefer Gulam. Gulam's aliasing facility
is, in my opinion, superior. Plus, it has an emacs editor built in, and
command line editing. Just my preference's.

--
Mark A. Storin
Lake Systems, Milw., WI
UUCP: uwvax!uwmcsd1!lakesys!mark || uunet!marque!lakesys!mark

4924. Re: ESDI questions

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 14:24:10 UTC
From: cww@ndmath.UUCP
Message-ID: <1200@ndmath.UUCP>
Source record: 251323
Cross-posted to: comp.periphs,comp.sys.atari.st

In article <168@cstw01.UUCP>, meulenbr@cstw01.UUCP (Frans Meulenbroeks) writes:
>
> I have laid my hands on an ESDI disk, which I would like to interface to
> an atari ST. However, being out-of-hardware for several years now, I'm
> very welcome.
> or perhaps meulenbr@cst.prl.philips.nl
Adaptec makes such a board. One supplier is Computer Surplus Store,
which advertises in BYTE and Computter Shopper. It might run $120 or so.

4925. Proline Joystick, the rest of the story

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 15:04:00 UTC
From: FRANK@aslcl1.sdr.slb.COM
Message-ID: <8808091604.AA03397@ucbvax.berkeley.edu>
Source record: 251324

John Townsend of Atari in responding to reports of incompatibility between
the proline joystick and the ST says:
> Please, let's get the facts right here. The Proline joystick is made by
> Atari, however it is designed exclusively for use on the 7800 ProSystem.
> The extra joystick lines are used for a second trigger button and will
> confuse the ST's keyboard controller.
>
> Just wanted to clear the matter up...

> --
> John Townsend
> Technical Support, Atari Corporation

> ------------------------------

***** FLAME ON *****

Yes John, lets get the facts right here. Please read the fine print on the
top of the box the Proline Joystick come in. I did that this weekend. It
says "Works with Atari 2600, 7800, Sears Game, Commodore 64 and all
Atari Computers".

***** FLAME OFF *****

Hey I love my Atari ST computer, but Tramiel and friends have NEVER been
known for reliable information. Remember the promised upgrade for the VIC-20
to make it like a C=64? How about the promised bundling of TWIN, a 1-2-3
clone with the ST. How about the promised bundling of Ready-Set-Go with
the Atari Laser? Blitters for old STs, Hah. And the famous vapor CD-ROM.

William Frank FRANK%ASLCL1.sdr.slb.com@Relay.CS.NET

Brazil - It's only a state of mind.

.

4926. More Information Please! (XT Harddisks to ST)

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 15:07:47 UTC
From: jlong@icc.afit.arpa
Message-ID: <497@afit-ab.arpa>
Source record: 251325

Could someone please post more info on the article in the German magazine that
told how to hook up a standard XT drive and controller to the ST! Several
people in my user's group are very interested in this prospect. I understand that a circuit
board and some driver software are all that is needed. I also
heard that with some patches the system could now autoboot also. So what's the
catch other than the fact that you don't have access to your DMA port?
Is this thing slower than using a Berkley board and Adaptec controller?
What magazine did it appear in (Name and Issue) and would anyone who reads
German be willing to translate the article to English? Help!!!!!

D
D
german be willing to translate the article for those who don't read German

4927. Re: JET!

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 16:14:30 UTC
From: dragon@olivej.atc.OLIVETTI.COM
Message-ID: <26988@oliveb.olivetti.com>
Source record: 251327

In article <3736@omepd>, merlyn@intelob.intel.com (Randal L. Schwartz @ Stonehenge) writes:

> Main problem: the graphics are cool... too cool. There's just too
> much for the poor ole' CPU to keep redrawing. And, while it is busy
> taking the 0.8-1.2 seconds (!) to recompute the screen, you've zoomed
> about 660 feet and possibly done 180 degrees of a barrel roll. No
> way. Not anywhere's enough feedback. Heck, even the "auto-level"
> mode can't move the stick fast enough to hold you steady!! And,
> that's the computer making "perfect" calculations.
>
> I repeat. The program is a joke. Darn. I'd really hoped for the
> next step up. Go get Harrier Attack if you wanna shoot down things
> with a jet. I'll stick with Gunship for shooting, and FS-II for
> flying. (And Carrier Command for complexity :-).

It seems that the speed of JET is inversely proportional to the amount of memory one has on an ST. For instance, a friend and I tried JET on the various STs we have, and came up with the following:

520STfm, 512K: JET runs great, acceptably fast
1040STf, 1024K: a bit slow--playable, but most won't like it
1040STf, 2.5MB: much slower than 1 meg, unacceptable
Mega 4, 4MB: way too slow. For launching, one screen refresh when you start, another when you are in the air.
Very unacceptable.

We haven't tried running any reset-proof ramdisks or such to resize apparent memory. I'll report on this as soon as the attempt is made.

> --
> Randal L. Schwartz, Stonehenge Consulting Services (503)777-0095
> on contract to BiiN Technical Publications (for now :-), Hillsboro, Oregon
> <merlyn@intelob.intel.com> or ...!tektronix!ogcvax!omepd!intelob!merlyn
> Standard disclaimer: I *am* my employer!

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____
"Move inside my daydream, like fingers in a glove; Dancing round and round and round and round and round with love!" --The Glove

4928. Re: Rumours for Summer

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 16:40:35 UTC
From: good@atari.UUCP
Message-ID: <1108@atari.UUCP>
Source record: 251328

in article <523@dalcsug.UUCP>, euloth@dalcsug.UUCP (George Seto) says:
>
> This was posted on a BBS in New York. It mentions some rumours from the
> August issue of ST-Log. Can anyone else confirm if any of these are true?
> [stuff deleted]
> =>A third party is working on GEM 2.2, which is now be marketed in Germany.
It is true that AMC in Germany has been working on a GDOS clone, with performance improvements. Atari US is also working on an enhanced version of GDOS, due for Beta later this year in conjunction with other products. The Atari version will include other major enhancements as well as addressing performance issues. It will also be thoroughly tested for compatibility.
> Atari may have the PC emulator out by this Fall.
PC-Ditto has, of course, been out for a long time. The emulator being referred to was contracted to a thrid party, who appears to have some difficulty in the final stages. This is not a project I have any direct involvement with.
Atari will be shipping the Imagen Postscript software clone called
> =>UltraScript for the laser printers.
This, with other associated software, is also due for Beta later this year.

AS WITH "TOS", WE WILL POST FULL DETAILS OF THE NEW PRODUCTS AS THEY APPROACH FINAL STAGES OF ALPHA TEST. PRODUCT FEATURES (AND SCHEDULES!) CHANGE AS A RESULT OF TESTING AND MARKET TIMING, WHICH IS THE PRIMARY REASON I DO NOT POST INFORMATION BEFORE I THINK IT IS DEFINITIVE.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

4929. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 17:04:13 UTC
From: med@druhi.ATT.COM
Message-ID: <3337@druhi.ATT.COM>
Source record: 251329

In article <1104@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
> in article <3308@druhi.ATT.COM>, med@druhi.ATT.COM (Myron Drapal) says:
> > From Computer Shopper August 1988, page 214:
> > "Atari to Release Fourth Edition of TOS"
> > .....
> > [text deleted - you can read the original]
> > ***Flame On***
> > [text deleted - you can read the original]
> > ***Flame Off***
> > Just so I don't leave you without some good news, the rest of the
> > article was very informative. It describes the fixes that are being
> > included in the new version of TOS. Maybe I'll see one by Christmas
> > 1990...
> > Myron Drapal
> > AT&T Denver
> > att!druhi!med
>
> [text deleted - you can read the original]
>
> As for the parting shot about delivery of the new TOS, we have had it in Beta
> for a couple of months, and expect to make a release to Developers next week.
> Lead times to mask ROMs are quite long at present, so I don't expect the
> new ROMs to be in production until late this year. But certainly before
> Christmas 1990!
>
> I hope this (lengthy) response clarifies the situation!
>
> --
> Roy J. Good
> Product Development, Atari Corporation
>
> Views expressed are my own. Atari may agree or disagree; they have the right.
> --

1) Malloc has never worked properly, and by the sounds of the
Computer Shopper article and your own confessions, it really
won't work properly in the near future. Malloc, as defined
in the UNIX environment (or by K&R, Page 173, if you prefer),
will allow you to allocate or free memory in any machine-
compatible size in any order until you run out. Does the
TOS version do this? Will it ever? I realize that you might
take exception to this definition of Malloc, but Atari doesn't
seem to believe in manuals or written documentation of any kind
(plausible deniability).

2) I admit the examples that yourself and A. Pratt provided *do* show "misbehaved" code, but can you really be sure that this is not a side-effect of a permanently broken Malloc? Don't get me wrong here, I'm not defending the coding style, since clearly this code would fail in most UNIX environments. "Thou Shalt Not Screw With Memory Thou Ownest Not" (quote from A. Pratt) is a fine motto, if a simple corallary of it is "Malloc will allocate any free memory, and free will deallocate is in any order." Having a 1 or 2 meg system on which you can only malloc about 20 times, and must free in exactly the reverse order of allocation is a ***JOKE***.

3) Two wrongs don't make a right, but one good right will make up for a number of wrongs. Talk to Commodore or Apple users (I don't have one, but I know quite a few people who do). Timely updates provided to the OS, with disks *AND MANUALS* provided at a reasonable charge (media costs + small charge) will go a long way towards making your users and developers happy.

4) As far as I'm concerned, the "2+" year clock is still running on the next set of TOS ROMS. The ones provided in the MEGA series never really made it to the public, due to problems, some much worse than those it fixed. I'm not asking for a free upgrade: just a reasonably priced upgrade in a shorter amount of time. The fixes listed for this new version of ROMS is good, but it shouldn't have taken "2+" years for these fixes to become available.

5) I *DO* appreciate your situation regarding buggy OS and tools, but I do feel that if Atari wants to keep the ST alive with third party software (it may be too late for this already, re: good developers going elsewhere), they better get their act together and *SUPPORT THESE DEVELOPERS*. Without them, the ST will die a slow and painful death.

6) I've heard the "Any day now" story from Atari much too long now. I'll believe the TOS ROMS by "late this year" when I can go to my local dealer and buy them. Until then... Waiting for MINIX so I don't have to put up with the ol' GEM dog no more...

I know I'll probably get some hate mail from a few of you True Blue Atari owners out there who will claim that I'm just Atari bashing again. Well, it might be true, but I really hate to see such a wonderful machine go down the tubes due to the stupidity of a few at Atari Corp.

Myron Drapal
AT&T Denver
att!druhi!med

4930. Re: GEM on Unix Box?

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 17:45:18 UTC
From: jdonsbac@cvbnet2.UUCP
Message-ID: <168@cvbnet2.UUCP>
Source record: 251330

From article <8808040927.AA18322@ucbvax.berkeley.edu>, by ONM07@DMSWWU1A.BITNET ("Julian F. Reschke"):
> And now for the latest rumour:
>
> Is it true, that GEM will be ported to the 68030 machine to run as
> front end for UNIX. If true, will it be GEM/3? Will there be
> multitasking extensions to GEM as a 'Multi-Desk'?
>
> Mr. Good, any comment?
>
> Julian F. Reschke

That would be a pretty stupid move. No one else in the UNIX world uses GEM for there machines. X11 would be the way to go. But, this is Atari we're talking about isn't it? :-)

Jeff
==========
Jeff Donsbach, Computervision Division, PRIME Computer, Inc. (CV' :-))
UUCP: {decvax | linus | sun}!cvbnet!jdonsbac
Internet: jdonsbac@cvbnet.prime.com

4931. Joystick buttons (was Re: Proline Joystick, the rest of the story)

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 18:01:17 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <398@clio.math.lsa.umich.edu>
Source record: 251331

Just out of curiosity, why didn't Atari go with a 3 button mouse? There's still
a pin left on the connector that's not currently connected....

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4932. Re: different parts of an ST binary.

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 18:17:14 UTC
From: leo@philmds.UUCP
Message-ID: <579@philmds.UUCP>
Source record: 251332

In article <8136@watdragon.waterloo.edu> rfpfeifle@violet.waterloo.edu (Ron Pfeifle) writes:
>I'm curious about the way binaries are stored prior to being loaded for
>execution, and about what the loader does to the program being loaded.
>
>I understand that a binary contains three sections--a text section,
>a data section, and a bss section. The text section and the data section
>I think are pretty clear; the text is the program, the data is, well, data.

It can contain a symbol table and relocation information as well.

>But what is the bss section for? And what does the loader do to addresses
>in all three sections?
>
>Additionally, what is the exact format that these three sections are arranged
>in.
>
>
>Thanks,
>Ron

This is what I could come up with; if Allan Pratt is reading this he can both take note of the bugs in Pexec (if they are not already fixed) and correct me if I'm wrong:

Note that I'm mostly talking about the binary, i.e. the program file, not the in-core process image (unless stated otherwise). By loader I mean that part (subroutine) of the Pexec code that actually loads / relocates / clears the image from the program file. This is what I could make of it after consulting the ROM (rumors only manual 8-); any comments / corrections happily accepted:

The binary starts off with a header of 0x1c bytes. First I will give a short explanation of each item in the header, then some details.
The first two bytes (0x0-0x1) must be 0x601a.
The bytes 0x2-0x5 give the text (=code) length. The text starts immediately after the header, at address 0x1c. It contains all executable statements in a relocatable format.
The bytes 0x6-0x9 give the data length. The data segment starts immediately after the text segment. In this segment all initialized static and global data is stored (relocatable).
The bytes 0xa-0xd give the bss length. The bss segment contains all uninitialized data and as such DOES NOT OCCUPY ANY SPACE in the binary.
The bytes 0xe-0x11 give the symbol table length. For most programs this will be zero; the GST linker creates a symbol table if you link with the -debug option. This table is typically used by debuggers, not by the

loader (skipped).
The bytes 0x12-0x19 are currently not used, as far as I can see (reserved for future use?).
The bytes 0x1a-0x1b constitute a flag; if it is non-zero, no relocation is done.

Details:
If the first two bytes are not 0x601a, the Pexec fails with an error code of -66. There is a problem with this failure because the file opened by the loader is not closed. This can run a program (e.g. a shell) out of file descriptors. A workaround for this bug is to first open the program as a file and then close it (giving you the 'next' file descriptor); when the immediately following Pexec fails with error -66 Fclose should be called with this descriptor. In some other cases as well Pexec erroneously does not close the program file after an error in the load function. Probably the safest for shell programs, makes etc. is to explicitly close the program file when Pexec returns an error (and also after running a file that had the relocation flag set, see below).
The loader puts the starts and lengths of text, data and bss on the basepage. The text segment starts 0x100 bytes after the start of the basepage. If we consider the basepage as consisting of an array of longs (for simplicity's sake):
the 0th is the start address of the basepage
the 1th is the end of the program ('one past')
the 2th is the start address of text
the 3th is the length of text
the 4th is the start address of data
the 5th is the length of data
the 6th is the start address of bss
the 7th is the length of bss.
The loader copies the text and data segments into the process image from the program file.
The loader fills the bss with zeroes in the image, and in fact all space occupied by the program except for the text and data segments; this has been a topic for discussion in this newsgroup which I will not go into now.
If text size + data size + bss size > the allocation for the program the load aborts with error -39 (out of memory?). Also in this case the program file remains open (bug).
If the flag at 0x1a-0x1b of the program file IS 0, relocation is done as follows: the long just after the symbol table is interpreted as an offset from the text start pointer to start relocation with; if it is < 0 or > text length + data length the loader aborts with error -66. The rest of the bytes (after the long) are relocation information, were 0 indicates 'done' and 1 indicates 'skip 0xfe bytes'; every other value means: add this value to the current relocation pointer and relocate the long at that new address by adding the start of text to the value already at that address (an ST binary is relocated relative to the start of text). So generally speaking 1 byte suffices to point out a value to

be relocated.
The null filling is done after the image has been relocated; if the
no-relocation flag is set (0x1a-0x1b), null filling is NOT DONE!
(how's that for settled expectations, Allan? 8-).
Isn't that nice to hear for all those performance freaks??! Note
that this means that also the bss is not cleared (incorrect, at least for
C programs), and again in this case the program file is not closed.
About the symbol table: the following declarations should explain the
layout; the table is in fact a 'naminfo array':

```
#define UNDEF 0x2000
#define ABSOL 0xA000
#define GLOBAL 0xA200

typedef struct naminfo {
char d_name[8]; /* name of symbol */
short d_type; /* type of symbol: see above for values */
long d_address; /* address (relative to start of text) */
} naminfo;
```

About the layout of the header of the program file and the basepage
of the image: of course you should use a neat struct that clarifies the
layout of the stuff (some compilers have it already in header files); I
didn't care to do so in this particular case.

Besides loading the program file Pexec does some other stuff as well,
before it actually switches to the new process. If you're interested
I could tell you in a follow-up (this one being long enough already).

This was about what you were looking for? Enjoy.

Leo.

4933. Re: Clearing memory [was Re: Another great quote from Mr. Good]

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 20:24:37 UTC
From: caa@midgard.UUCP
Message-ID: <456@midgard.UUCP>
Source record: 251333

This memory clearing stuff reminds me of an intresting discovery I made a
while ago, I had a small (very small) program that I wrote to test out the
assempro assembler that I had just bought, all the program did was switch
resolutions from med to low and low to med. The odd thing was, that when
I assembled it with the pc relative option on, there was no pause before
the program ran like there was when I ran the non pc-relative version.
I thought that this meant that the relocator was extremly slow, however I
have since been informed that the relocator is in actuality quite fast, and
that a possible explanation is that pc relative programs do not have memory
cleared before they are executed. Anybody got the real story???
--
Charles Anderson | People of the Earth can you hear me?
caa@midgard.mn.org | Came a voice from the sky on that magical night
...!amdahl!bungia!midgard!caa | And in the colours of a thousand sunsets
| The traveled to the world on a silvery light
| -Billy Thorpe, Children Of The Sun

4934. Atari Blitter Information

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 20:48:24 UTC
From: maverick@cl2devy.SGI.COM
Message-ID: <18771@sgi.SGI.COM>
Source record: 251334

As far as I know, the information below is incorrect. It was posted in
comp.arch as article 6110. Would someone who soed know please post a
response in comp.sys.atari.st and comp.arch, please?

> ... An example is the (still not released,
~~~~~ ~~~ ~~~~~~~~ I responded to this
> I believe) Atari blitter. It was just a rectangle-copy chip, no special ops,
~~~ note past tense
> nothing else. Compare this to the amiga chips, where the blitter was part of
> the original design. The blitter has 256 operations (3-source,1 dest), can
> also do line-draw and fills, and is only a small part of chip it's on, and
> shares hardware with other special purpose functions of the chips, like
> dma channel addressing and arbitration.

> Randell Jesup, Commodore Engineering {uunet|rutgers|allegra}!cbmvax!jesup

As I understand it, the Atari blitter does do line drawing and area fills.
If this is the case, let's correct the record.

--Steve Whitney

4935. Re: ESDI questions

Newsgroup: comp.sys.atari.st
Date: 1988-08-09 21:18:24 UTC
From: markb@denali
Message-ID: <18777@sgi.SGI.COM>
Source record: 251335
Cross-posted to: comp.periphs,comp.sys.atari.st

In article <1200@ndmath.UUCP>, cww@ndmath.UUCP (Clarence W. Wilkerson) writes:
> In article <168@cstw01.UUCP>, meulenbr@cstw01.UUCP (Frans Meulenbroeks) writes:
> >
> > I have laid my hands on an ESDI disk, which I would like to interface to
> > an atari ST. However, being out-of-hardware for several years now, I'm
> > very welcome.
> > or perhaps meulenbr@cst.prl.philips.nl
> Adaptec makes such a board. One supplier is Computer Surplus Store,
> which advertises in BYTE and Computter Shopper. It might run $120 or so.

This is not an inexpensive solution, as you need a slot and you will need
to do some driver work for this board. You may want to talk to Micropolis
about getting a recommendation on what they use to do similar work.

markb

4936. Re: Laytest version of STadel

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 01:06:25 UTC
From: kbad@atari.UUCP
Message-ID: <1110@atari.UUCP>
Source record: 251336

in article <920@lakesys.UUCP>, rich@lakesys.UUCP (Rich Dankert) says:
> [stuff deleted]
> BTW. It's not a problem that I know of with the Mega systems,
> but rather with the newer version of roms, that I will have to
> await patiently for the next version to be released. Sometime
> the end of this year they said.

Hmm, that's odd. I've tested ALL of the STadel 3.xx release
versions on all* versions of the roms (including test versions of TOS 1.4)
and I have never had any problems that were related to the ROM version
or the computer (520, 1040, mega).

--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari R&D Software Test/Support | is, like, what _I_ think, okay?
{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

4937. Re: Looking for a Spreadsheet for Atari

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 02:00:42 UTC
From: actor@percival.UUCP
Message-ID: <1312@percival.UUCP>
Source record: 251337

If you're looking for an ST spreadsheet that uses the GEM interface, with some Lotus compatibility, for a reasonable price, check out Analyze. It's .WKS-file compatible, has MUCH better graphics than VIP, and retails for $34.95. Beware, though; it used to sell for $100 before it was picked up by its current distributors (my employers, as a matter of fact) and some stores are still trying to sell it for this price.

--
Clif Swinford
"This is not a dress rehearsal. It's a f***ing audition!"
..!tektronix!reed!percival!actor fnord

4938. Re: ESDI questions

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 04:36:12 UTC
From: sreeb@pnet01.cts.com
Message-ID: <3292@crash.cts.com>
Source record: 251338
Cross-posted to: comp.periphs,comp.sys.atari.st

I don't think the hardware should be to hard. You need just about the same set up all of us are using. An Atari to SCSI adapter and a SCSI to ESDI adapter (rather than the SCSI t506 adapter normally used). These are available from Adaptec. If the software interface is compatible with the other Adaptec controller you should be all set. Otherwise ....
Good luck.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

4939. Re: SM124 Differences ?

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 06:33:32 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8808100633.AA18357@ucbvax.berkeley.edu>
Source record: 251339

In Info-Atari16 Digest #343, mcvax!cernvax!ethz!forty2!poole@uunet.uu.net (Simon Poole) writes:

>In article <8808021217.AA02247@ucbvax.berkeley.edu> VBRANDT@DBNUAMA1.BITNET > writes:
(...)
>>The problem is known. Atari manufactured a whole bunch of these monitors, but >>refuses to deal with the problem, claiming that it is caused by 'unavoidable >>parts tolerances'. Any monitor shipped to Atari would be returned unrepaired.

>Was this Atari Germany or Atari US? I would be suprised if somebody >from Atari US had said something like that, but not at all (in fact >it's what I expect) if it was Atari Germany.

This, of course, was Atari Germany. And, equally of course, it was precisely the kind of behaviour anyone expects who has *ever* had dealings with Atari Germany.(No smiley faces here.)

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

4940. Re: GEM on Unix Box?

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 06:48:15 UTC
From: maverick@Portia.Stanford.EDU
Message-ID: <3275@Portia.Stanford.EDU>
Source record: 251340

In article <168@cvbnet2.UUCP>, jdonsbac@cvbnet2.UUCP (Jeff Donsbach, Display & Devices, x4365, 5-2 2415) writes:
> From article <8808040927.AA18322@ucbvax.berkeley.edu>, by ONM07@DMSWWU1A.BITNET ("Julian F. Reschke"):
> >
> > Is it true, that GEM will be ported to the 68030 machine to run as
> > front end for UNIX. If true, will it be GEM/3? Will there be
> > multitasking extensions to GEM as a 'Multi-Desk'?
>
> That would be a pretty stupid move. No one else in the UNIX world uses
> GEM for there machines. X11 would be the way to go. But, this is Atari
> we're talking about isn't it? :-)
>
I don't think it's stupid at all. It means you could run a large number of ST programs. That would be a big plus in my opinion! Assuming you could make it coexist with UNIX and still run without recompilation.

Also, regarding my request for blitter information posted earlier (from a different site), I made a reference to the number an article had in comp.arch on our system. Obviously (now that I think about it) the number may (and probably will) be different at your site.

Thanks!

--Steve

4941. Re: WHERE IS ATARI?

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 08:19:43 UTC
From: lupin3@ucscb.UCSC.EDU
Message-ID: <4456@saturn.ucsc.edu>
Source record: 251341

```
+-In article <8808091020.AA03277@mutec.UUCP>, docbobo@mutec.UUCP (Boris Schneider) wrote:-
+----------
|
| How can I get through to Atari??? Every known path in the whole universe
| ends at some server that does not like Atari at all.
|
| Boris "docbobo" Schneider, Munich, Germany
| reply to: docbobo@mutec.uucp or ...!unido!mutec!docbobo
|
+----------

If you can get to ANY major node, you can get to ucbvax!ucbcad!ames!atari.

--
Larry Hastings
ARPA: lupin3@ucscb.ucsc.EDU
UUCP: *!ucbvax!ucscc!ucscb!lupin3
BITNET: lupin3@ucscb@ucscc.BITNET
MetaWare Inc. Durable Software, Constructed Automatically
```

4942. Turbo C

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 09:55:26 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <8808100955.AA20988@ucbvax.berkeley.edu>
Source record: 251342

Date: 10 August 1988, 11:51:46 MES
From: Julian F. Reschke (02501) 13279 ONM07 at DMSWWU1A

And -- best of all -- Turbo C is an ANSI-Compiler!
You will never switch back to 'old C' after using ANSI!

Julian Reschke (Turbo C Beta Tester)

4943. fading SM124 fix

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 13:31:26 UTC
From: XBR3D815@DDATHD21.BITNET
Message-ID: <8808101333.AA23692@ucbvax.berkeley.edu>
Source record: 251343

[line eaters breakfast]

Some days ago i sent a plea for help to all Atarians in netland:

> Is someone out there in netland who knows a difference between older and the
> newest SM124 B&W-monitors which could explain the following behavier:
> Mega ST4 and old (Oct. 87) Monitor:
> In reverse mode (light text on black background) is brightness dependent
> on information on screen !
> Mega ST4 and new (Mar. 88) Monitor:
> The symptom does not occur !

Our dealer didn't know of this problem, he told me all SM124 monitors are returned to Atari for repair because they get no parts from Atari. So they have no experience with these monitors. (Thanks to V.A.Brandt who gave me an important hint)

I decided to take an oscilloscope and did some measurements.
As far as i know at two places the brightness of a CRT is controlled:

1) the first gate (hope this is the right technical term)
2) the cathode voltage/current.

The voltage between cathode and 1st gate should be constant, by adjusting this you can control brightness of the monitor.

Therefore i measured the voltage of the first gate against ground: it was constant, so this was apparently not the cause of the trouble.
Then i measured the cathode voltage, which should be +70V as the schematics say.
I found these voltage to be screen-image dependant:
with a light screen i found +70V,
with completely dark screen i found +85V.
The cathode current varied between 0mA (no bright, no contrast) and 17mA (full bright and full contrast). So i think the problem is a bad regulation of cathode voltage. If the load is too small (dark screen or only some light characters on a dark screen, the cathode current is small) cathode voltage goes up and voltage difference between cathode and 2nd gate goes down ---> screen fades.

And now my fix:
Beware --- I'm a simple minded chemist who ownes a soldering iron but is not an EE, so i will take no warranty for any side effects of my fix. It works with our monitor, but i fixed it today and so have no experience on the long run.
It's a simple fix and should do no harm to your SM124. What do i do?
I put a little extra load (1.5mA) at the high voltage transformer, so that the current never sinks under 1.5mA and cathode voltage never goes up again. With maximum brightness and contrast i measured 17mA, in normal operating condition

about 8-13mA, so this extra current should never overload the transformer. But i give no warranty for this! Be carefull if you turn on full brightness and full contrast.

The procedure is given for a monitor manufactured in oct '87, the newer ones have a different PCB layout.

1. Open the monitor by removing the 5 screws.

2. Look at the small board which is plugged on the end of the CRT. There you find the names of the parts printed. Look for C308 (47uF/100V) at the lower right edge of the board. If the board is covered with a shielding, you may have a newer monitor and this fix possibly does not apply.

3. Get a resistor 47k ohms 0.25 W and solder it across the pins of C308.
Put the resistor at the right boarder of the board so that it does not touch the monitor box later.
Pay attention to the small space between the monitor box and the board.
Possible Damage of your monitor!

4. Close the monitor, cross fingers and switch on. Problem should have gone.

PP: I also found some differences between the circuit drawings and the actual board, but this should be no problem. But i supplied R302 with 1k/0.25W, but this is not necessary for the fix

part was should be

R302 open 1k
R311 68R 47R
R312 270R 240R
R313 820R 680R

I hope this will help someone else, forgive the rather long posting.

Werner W. Braun xbr3d815 @ ddathd21.bitnet

4944. Re: ESDI questions

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 13:39:26 UTC
From: jlohmeye@entec.Wichita.NCR.COM
Message-ID: <288@entec.Wichita.NCR.COM>
Source record: 251344
Cross-posted to: comp.periphs,comp.sys.atari.st

I tried to send this by e-mail, but it was returned -- sorry.

In article <168@cstw01.UUCP> Frans Meulenbroeks writes:
>I have laid my hands on an ESDI disk, which I would like to interface to
>an atari ST. However, being out-of-hardware for several years now, I'm
>having some questions:
>
>1) What exactly is ESDI? Where can I find the spec, who can recommend a
> book or an article on this subject?

ESDI stands for Enhanced Small Device Interface. It is a draft proposed
American National Standard. If it is approved, it will become an ANSI
standard. You can buy a copy from Global Engineering Documents for $30.00.
They know it as X3.170-198X and are at 800-854-7179 or 714-261-1455. There
is also an electronic copy of the WordStar files for this document on the
SCSI Bulletin Board at 316-636-8700 (I'm the Sysop).

>2) How does ESDI relate to ST506/ST412? and to SCSI ??
ESDI uses similar connectors to ST506, but it is a different protocol --
the data separator is in the drive, instead of the controller. SCSI is
an intelligent interface (controller to system) instead of a device level
interface like ST506 and ESDI (drive to controller). Embedded SCSI drives
include the controller in the drive.

>3) I know how to interface a disk with a ST506/ST412 or SCSI interface to
> the ST. Is it doable to convert ESDI to either of these?
> (Big wish:) Anyone by any chance aware of affordable boards to do
> this? Magazine articles ??

Yes, you can easily go from SCSI to ESDI. Several manufacturers make such
controllers, including NCR (800-325-SCSI).
-----
j.lohmeyer@Wichita.NCR.COM

4945. re: re: be wary of...

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 14:29:41 UTC
From: miken@hcr.UUCP
Message-ID: <3747@hcr.UUCP>
Source record: 251345

In Article 9839 of comp.sys.atari.st, lharris@utgpu.UUCP does a wonderful job of getting the story from one side, that of MicroD's. I'd now like to rebut and clarify some of those "facts". Since Mr Harris couldn't take the time to mail me a reply as opposed to telling all of netland the "truth", it's only fair I get my chance to stand on the soapbox.

1) out of warranty? Let's see, I bought it on the 25 of April, and it died on July 30... yup, you're right, by a whole week. My mistake. Gee, I guess that means that I can't get my drive fixed north of the border eh? That's the impression I got from MicroD. Fortunately, that isn't the truth. George from the UofT was kind enough to point me at some people who repair drives locally.

2) no receipt? wrong again. sitting right in front of me this minute. who told you i didn't have one? another "fact" from MicroD?

3) I don't know anything about this. The UofT computer store has been less then forthcoming about information concerning said drive. No documentation, missing software on stiffy, and no help when it came to getting either.

4) The folks at Electronic Playworld couldn't help me. They don't carry Supra drives anymore and all they did was point me to MicroD as somebody who might be able to fix the drive. Your timeline is also wrong. I called Electronic Playworld before I called the UofT.

5) Demanding? "Hello, I'm the owner of a dead Supra drive and I'd like to find out about getting it fixed" is demanding? I wish I could've taped her response. I'd use it to scare away seagulls.

6) I'd like to thank you for that nugget of information. It's the first I'd heard of it. See 3) above. Why couldn't the UofT tell me that?

7) See 6) above.

8) No comment. I'm not a retailer.

9) My supplier right or wrong eh?

If MicroD wants you to "explain" anything else, post it to alt.flame.
--

Mike Nemeth
HCR Corporation, 130 Bloor St. W., Toronto, Ontario, Canada
{utzoo,utcsri}!hcr!miken

"more logic than Mr Spock!"

4946. Re: ESDI questions

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 16:55:19 UTC
From: henry@utzoo.uucp
Message-ID: <1988Aug10.165519.20257@utzoo.uucp>
Source record: 251346
Cross-posted to: comp.periphs,comp.sys.atari.st

In article <168@cstw01.UUCP> meulenbr@cst.UUCP () writes:
>1) What exactly is ESDI? ...
>2) How does ESDI relate to ST506/ST412? and to SCSI ??

ESDI is sort-of-kind-of an improved ST506/412. It was designed to be a
better and faster drive-to-controller interface. Its relationship to
ST506/412 is as a (superior) competitor. It is unrelated to SCSI, which
is a controller-to-host interface.

>3) I know how to interface a disk with a ST506/ST412 or SCSI interface to
> the ST. Is it doable to convert ESDI to either of these?

Much the same techniques used for 506/412 interfacing should be applicable,
I would guess -- I'm not up on the details -- but converting ESDI to 506/412
is probably not practical; they differ too much in details.

Converting ESDI to SCSI basically means buying a disk controller that talks
ESDI to disks and SCSI to the host; finding such on the commercial market
shouldn't be hard, since SCSI is common nowadays and ESDI is increasingly
widespread too.
--
Intel CPUs are not defective, | Henry Spencer at U of Toronto Zoology
they just act that way. | uunet!attcan!utzoo!henry henry@zoo.toronto.edu

4947. Re: Flight Simulator II Bug

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 18:55:12 UTC
From: jlong@afit-ab.arpa
Message-ID: <503@afit-ab.arpa>
Source record: 251347

```
>> First when flying straight and level towards Salt Lake City suddenly my
>> plane changed it heigth by 2000 feet !
>
>You've just encountered the dreaded `Mormon Updraft!' This is caused by
>the enormous amounts of hot air emanating from the complex located
>between North Temple, South Temple, West Temple, and Main Streets.
>Three guesses what is located there :-)
^^^^^^^^^^^^^
Hey, I thought the purpose of these nets was to spread information, not
your own personal feelings about someone's religion! At the very least you
could identify your comments with FLAME ON! so we know your are about to
do some "Mormon bashing!" I can see where if the comment were made in person
with the proper tone of voice, I and some 8 million other members of
The Church of Jesus Christ of Latter-Day Saints (the proper name) wouldn't
be offended. But, on a net like this where only the printed word appears,
it is sometimes hard to tell if someone is trying to be funny or just isn't
thinking before they write. I don't know you, but I'm sure you didn't
intend to make light of something that we as members of this church hold
sacred. You probably just didn't think about the way your joke would sound to
people who do not know much about the tenents of the fastest growing Christian
denomination in the world. I feel that a public (e.g. Netwide) appoloy is appropriate.

.
```

4948. Re: Jet...Good/Bad News

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 21:05:22 UTC
From: merlyn@intelob.intel.com
Message-ID: <3743@omepd>
Source record: 251348

In article <553@stag.UUCP>, trb@stag (Todd Burkey) writes:
| This is just a summary of my first impressions of Jet by Sublogic (for the ST).
| I finally got a chance to play it a bit this last weekend.
| A more
| serious problem only manifests itself if you have a MEGA-2 (and possibly a
| MEGA-4). The game appears to run 1/3 of the speed on the MEGA systems. I tried
| it without the Blitter activated, with no effect. I tried it on 4 different
| MEGA-2 systems (both color and mono) and got the same slow-down. It was NOT
| playable at that speed and could really give people a very poor impression of
| the MEGA (and JET) if they bought it and compared the program to JET on the
| IBM PC.

Arrgh. That seems to be my problem. I have not only 1MB of memory
(upgraded from an *original* 520ST shipped to clubs, remember those?),
but I have the blitter ROMs. I'll dredge up my old TOS-in-RAM disk
(it's around somewhere) and see if it helps.
--
Randal L. Schwartz, Stonehenge Consulting Services (503)777-0095
on contract to BiiN Technical Publications (for now :-), Hillsboro, Oregon
<merlyn@intelob.intel.com> or ...!tektronix!ogcvax!omepd!intelob!merlyn
Standard disclaimer: I *am* my employer!

4949. Re: Proline Joystick, the rest of the story

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 22:56:15 UTC
From: kens@atari.UUCP
Message-ID: <1114@atari.UUCP>
Source record: 251349

in article <8808091604.AA03397@ucbvax.berkeley.edu>, FRANK@aslcl1.sdr.slb.COM says:
>
>
> ***** FLAME ON *****
>
> Yes John, lets get the facts right here. Please read the fine print on the
> top of the box the Proline Joystick come in. I did that this weekend. It
> says "Works with Atari 2600, 7800, Sears Game, Commodore 64 and all
> Atari Computers".
>
> ***** FLAME OFF *****
>
> Hey I love my Atari ST computer, but Tramiel and friends have NEVER been
> known for reliable information. Remember the promised upgrade for the VIC-20
> to make it like a C=64? How about the promised bundling of TWIN, a 1-2-3
> clone with the ST. How about the promised bundling of Ready-Set-Go with
> the Atari Laser? Blitters for old STs, Hah. And the famous vapor CD-ROM.
>
> William Frank FRANK%ASLCL1.sdr.slb.com@Relay.CS.NET
>

NOW HOLD ON THERE, LET'S NOT BE HASTY!

You certainly CAN use the 7800 Proline Joystick with the ATARI line of
computers, all you've got to do is be careful when you use it:

Never boot your system with the Joystick in the socket.
Never reboot your system with the Joystick in the socket.

Why?
The IKBD is sensitive to highly resistive joysticks,
DURING POWER UP and RESET.

MANY joysticks have this problem.

So don't leave the Proline plugged in when you boot.

--
Kenneth Soohoo {ames,imagen,portal}!atari!kens
Atari Engineering
"So Atari doesn't necessarily agree with me, so what!"

4950. Re: Supra hard drives

Newsgroup: comp.sys.atari.st
Date: 1988-08-10 23:25:36 UTC
From: grieggs@jpl-devvax.JPL.NASA.GOV
Message-ID: <2638@jpl-devvax.JPL.NASA.GOV>
Source record: 251350

In article <355@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:

>The Astra drive completely went away and it had to be
>replaced with a BMS set-up.

When you say "completely went away", what exactly do you mean? Does this
imply also that you have called them for support and not been satisfied
with the results?

_john

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-0465
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

4951. Re: Atari Responses

Newsgroup: comp.sys.atari.st
Date: 1988-08-11 02:20:34 UTC
From: Vaprak@cup.portal.com
Message-ID: <8030@cup.portal.com>
Source record: 251251

Agreed... Atari has had to put up with some of the meanest of tempers.
Still, Atari has my vote for one of the best systems around.

Atari, my hat is off to ya!

Vaprak@cup.portal.com

4952. Re: Jet...Good/Bad News

Newsgroup: comp.sys.atari.st
Date: 1988-08-11 02:25:09 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <719@ncrcce.StPaul.NCR.COM>
Source record: 251252

In article <553@stag.UUCP> trb@stag.UUCP (Todd Burkey) writes:
>This is just a summary of my first impressions of Jet by Sublogic (for the ST).
...
>seconds later your missile lockon alarm starts going off, so you dive and switch
>the radar off, hoping it was just a radar lock type missile as opposed to a
>heat-seeking one...)
I didn't know that trick!
...
>The game appears to run 1/3 of the speed on the MEGA systems. I tried
>it without the Blitter activated, with no effect. I tried it on 4 different
>MEGA-2 systems (both color and mono) and got the same slow-down.
According to user's comments on GEnie, Jet slows down if more than 1/2 meg
of memory is present. Most noticable on the Megas, it supposedly also occurs
on the 1040. Work-around is to run "make512.tos" or an appropriate sized RAM
disk before starting Jet. I have noticed a slight slowdown (could be my
imagination) when I _don't_ use a 1/2 meg RAM disk on my 1040; the affect is
supposed to be much more pronounced with the Megas.

--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN {backbone}!ncrlnk!ncrcce!rogers

4953. SC1224 with PC

Newsgroup: comp.sys.atari.st
Date: 1988-08-11 02:32:48 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <720@ncrcce.StPaul.NCR.COM>
Source record: 251253

Someone told me today that they were using their Atari SC1224 as a CGA monitor on a PC clone, with very good results. Has anyone else tried this? If so, what kind of results have you had?

Is it possible to use a PC-style TTL monochrome monitor with the ST? If so, what kind of cable should be used?

--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN {backbone}!ncrlnk!ncrcce!rogers

4954. Re: Joystick buttons (was Re: Proline Joystick, the rest of the story)

Newsgroup: comp.sys.atari.st
Date: 1988-08-11 07:23:46 UTC
From: hase@netmbx.UUCP
Message-ID: <1168@netmbx.UUCP>
Source record: 251254

In article <398@clio.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>Just out of curiosity, why didn't Atari go with a 3 button mouse? There's still
>a pin left on the connector that's not currently connected....

But there is no portbit left at the 6301 microcontroller that handles
mouse, joystick and keyboard...

Did you ever try booting the ST with the mouse buttons held down?
Crashes the keyboard, 'cause the 6301 configures for external a ROM he
hasn't got...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
If there is something more important than my ego, I want it caught and shot,
NOW! (Zaphod Beeblebrox)

4955. Re: Clearing memory [was Re: Another great quote from Mr. Good]

Newsgroup: comp.sys.atari.st
Date: 1988-08-11 16:54:59 UTC
From: leo@philmds.UUCP
Message-ID: <585@philmds.UUCP>
Source record: 251255

In article <456@midgard.UUCP> caa@midgard.mn.org (Charles A Anderson) writes:
[some lines deleted]...
>I thought that this meant that the relocator was extremly slow, however I
>have since been informed that the relocator is in actuality quite fast, and
>that a possible explanation is that pc relative programs do not have memory
>cleared before they are executed. Anybody got the real story???

You hit the nail on the head. The real story is, that when the word at
0x1a of the binary is non-zero, no relocation is done; the memory clearing
is also not done (which is incorrect as far as the bss part is conceirned,
read your K&R), which you may consider a bug or a feature, and the program
file (which was opened to be read into memory) is not closed (a bug).
I posted an article some days ago about the format of ST binaries; you can
find more info there.

Your assembler obviously set the word at 0x1a when assembling
'pc-relative'. I find the expression 'pc-relative' a bit strange in
this context; pc-relative is an addressing mode on the 68000 which can
be used only for reading. If you want to write to a location in this
way you have to load it into an address register first (or something
similar). Example:

```
lea.l flag(pc),a2
st (a2)

flag dc.b 0
```

Perhaps is meant: address register indirect with displacement. Example:

```
* a2 already loaded with start of a data area
st flag(a2)

flag equ datarea+20
```

This is also used by many of the C-compilers; at the start of a program
an address register is loaded with the start of a data segment (data or
bss), or preferably 32K further. This addressing mode can address 64K;
if the segment is larger, absolute addressing is used generally (AND
relocation!).
The exact story of how registers are initialized by Pexec I'll tell in
a follow-up.

Leo.

4956. WOW, that sold FAST!

Newsgroup: comp.sys.atari.st
Date: 1988-08-11 19:53:37 UTC
From: rubin@Apple.COM
Message-ID: <15422@apple.Apple.COM>
Source record: 251256
Cross-posted to: comp.sys.atari.st,misc.forsale

FYI: The 1040ST system recently posted for sale is GONE! It took
no less than 2 days to get a decent bid. The only item left is
the Mark Williams C package. recently updated and includes the
C Source Code Debugger. Is $150 a fair price?

Responses to rubin@apple.com or (408)973-4928. On vacation
from Aug 12-22 so responses will be on the 23rd.

-Owen-

4957. zoomracks?

Newsgroup: comp.sys.atari.st
Date: 1988-08-11 21:46:08 UTC
From: miken@hcr.UUCP
Message-ID: <3766@hcr.UUCP>
Source record: 251257

Has anyone out there played with "zoomracks"? I'd be interested in hearing reviews/comments/soforth about it. I've heard that there is "zoomracks 2" out now, so ditto on that.

--

Mike Nemeth
HCR Corporation, 130 Bloor St. W., Toronto, Ontario, Canada
{utzoo,utcsri}!hcr!miken

"more logic than Mr Spock!"

4958. Virus Notice

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 00:18:00 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8808120304.AA01925@ucbvax.berkeley.edu>
Source record: 251258

I thought that this message would be good info for all ST users.
This is a message that has appeared on several BBS's here in
Southeastern Michigan.

Virus Warning!!!!!!

This is a warning being sent out to ALL ATARI ST users...there is a desk
accesory called DIGI.ACC that has been uplaoded to MANY Michigan BBS's.

The Sysop of the Digital Delay(313-546-4410) was going back through his file
section trying out old files, he tried DIGI.ACC, its a digital clock that
was uploaded by a new Atari ST user(i have not seen him before, and i am
knowledgeable of the few ST users out there, although i can always be
wrong), the acc when activated, opens a small window(2X5 cm) with a clock
in it, and the name Uhri at the top (The "U" has a double dot above it),
sometime during its running, it destroys the disk, apparently attacking
the FAT, the sysop (Kieth Troesch) was running it, went to drive A and
found nothing on it, with a disk editor (Michtron Utilities) he found
nothing in the boot track, i was curious, D/L'ed it, and ran it left it
to sit, after a while, with not mcuh happening, we continued chatting
on the BBS, when i logged off, i checked the disk to find nothing
wrong, i then called another BBS to put a message up about a "possible"
virus, i then again checked my disk, a terminal disk that i was testing
it on (i backed it up first), it contained the following files:

Vanterm<foler> Vanterm.cfg
Vanterm.prg
D_edit<Folder> D_edit.TOS
Maxidisk<Folder> Maxidisk.prg
Macromse.acc
trasnfer.acc
digi.acc
STtrubo.acc

When i did a Directory, i got Data on disk drive A not responnding, i checked
twice, trying dir's from diffent programs, and the desktop, with no
luck of finding anthing at all, i checked it with DLII by Simon Poole
and the FAT table was Bad.

Since i was on-line for so long, i do not know how long it took for it to go
off (the virus), but it definetly did go off.

So beware of DIGI.ACC, if you see it on a BBS, inform the SysOp of the
situation, or if you have, take great caution in its use, or delete it
all together.

If you have any questions about this, i can be reached on the following BBS's:

Digital Delay(313-546-4410)
Bloom County(313-582-0888)
The Island(313-675-5888)
Cosmic STomper(547-0440, semi private system, must have password active)
Downriver Outpost(675-4660)

Sorry, no Bitnet, Bix, or Compuserve address...

-Eric Connelly, Co-Sysop of the Digital Delay, Atari sysop of the Island,
Atari Co-sysop at Bloom County.


```
**********************************************************************
* Brian Holmes \ / ___ *
* Wayne State University \/\/su | | *
* Detroit Michigan ____| |____ *
* | | | | *
* BITNET : BHOLMES@WAYNEST1 | | | | *
* INTERNET : Brian_Holmes%WU@UM.CC.UMICH.EDU | | | | *
* UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES ============= *
**********************************************************************
```

4959. Re: Monochrome Monitors doing 500 lines?

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 04:14:38 UTC
From: Jack.Sumner@rubbs1.FIDONET.ORG
Message-ID: <14.2302BBE0@rubbs1.FIDONET.ORG>
Source record: 251260

what is the sm 125 is that the same as the sm 124???
{_/s
/s

--

Jack Sumner - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Jack.Sumner
ARPA: Jack.Sumner@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Jack.Sumner

4960. Re: Info-Atari16 Digest V88 #330

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 04:53:18 UTC
From: Jack.Sumner@rubbs1.FIDONET.ORG
Message-ID: <15.2302BBE7@rubbs1.FIDONET.ORG>
Source record: 251261

how can that be? i think all the computers are very much alike. atari is hundai? no way. an atari can compete with a ibm. but a hundai could never could compete with a benz.
/s

--

Jack Sumner - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Jack.Sumner
ARPA: Jack.Sumner@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Jack.Sumner

4961. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 05:43:03 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <399@clio.math.lsa.umich.edu>
Source record: 251262

I dunno 'bout you, but personally, I feel pretty disappointed that an improvement wasn't made, to accomodate the bad programming practices of other developers. I don't want to knock the software houses writing software for the ST's, but really now - these are supposed to be professional programmers, right? They're supposed to know what they're doing, and when they later discover a problem with previously written code, don't they have a responsibility to fix it themselves?

Developers have been clamoring for these bug fixes for an intolerable length of time. Wouldn't it have been "better" (sorry for such an insubstantial, abstract term here, but these are really my feelings more than deeply reasoned thoughts coming out here...) to have fixed the problem and convinced the folk with ill-behaved code to fix it, and release updates of their own? Certainly these developers don't expect to simply write a program, test it a bit, release it, and never be bothered by it ever again, do they? Bitrot is something we all have to deal with, releasing updates to existing software shouldn't be considered an especial hardship. It's a common sense expectation, like a fact of life.

I think this is making a Very Bad statement about Atari. It's telling the world that they're willing to be less than the best. Not only that, it's telling people who buy Atari products that they also must settle for less than the best, or else they should go find some other product to worry about. This displays the same attitude I dislike so much in Sun. ("You can't afford a Sun-4/260? No problem, here's a Sun-4/110, cheaper 'cause it's made with low-spec parts, slower parts, etc. Sun - because you don't always need the best."

Perhaps I shouldn't be so surprised at this. I dunno for sure. When I first laid my eyes on the ST, I goggled. "Wow, what a slick machine!" I know I'm not the first to have been fanatically devoted to Atari, and may not even be the last. The ST was just another amazing work of computing machinery from a a company I practically worshipped. Why else would people always be starting "my computer is better than yours" wars - we honestly believed that, yes, this computer *is* the best. But that attitude is long gone now. Yes, I feel somewhat disillusioned. Ah well.

I'm not gonna trash all my work on this now, though. It's still a decent machine, fun to work on, does neat things that no other micro does. But dang, it's lost the gleam. That spark of ingenuity, that air of superiority, that excitement is all gone. It's just another box on the market. hohum.

[If you couldn't tell by now, these are Very Definitely my Very Personal Opinions. Take 'em any way you see fit, while keeping that in mind...]
--
/

/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4962. Re: Cannot Remove Directories created with MSH

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 05:55:28 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <400@clio.math.lsa.umich.edu>
Source record: 251263

[lot of talk about unremovable directories, possible association with msh...]
I had this happen on my hard drive once, though I know it wasn't caused by msh.
While I do use msh, I found the culprit to be a corrupt copy of DCOPY 1.91.
Hard to believe that a bad download (I presume that was the cause) would leave
me with a still executable file, but execute it did, and when I tried to use
it to extract from an archive, I got some interesting screen wipes, but no
extraction. Wondering what the deal was, I played around some more, thinking
possibly I was doing something wrong. i somehow managed to issue a "create
folder" command, and couldn't escape from it. Finally I just hit a space and
then return. it created a directory named space on my hard drive. This
directory was very amusing in it's properties - it wasn't empty - I could not
remove it. It had only a single entry within it - a directory named space.
Not even a "." or ".." were in it. I could open that folder forever from the
desktop, if it would've let me. But it didn't matter, 'cause after opening it
once, you could never close it and cause yourself to drop back to the root
level.

The fix was to back up my entire partition, and then play with some sector
editors. Also pulled out my (blech!) MSDOS Tech Ref manual, (to look up the
FAT format & such.) and after a few minutes of sector editing I got the
directory back in working order. It was a rude experience, to be sure...
Ah well, that's what you get for playing in a strange, unstable environment,
I guess. (Moral - *never* *never* try to perform operations that involve
writing to a disk when you suspect the integrity of your currently running
program, or your system memory...)
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

4963. Re: Cannot Remove Directories created with MSH

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 08:35:45 UTC
From: cochrane@spot.Colorado.EDU
Message-ID: <2715@boulder.Colorado.EDU>
Source record: 251264

In article <3348@druhi.ATT.COM> terrell@druhi.UUCP (TerrellE) writes:
>For some reason, the shell included with the Mark Williams C package "msh" has
>a habit of leaving me with empty folders that I cannot remove.
>One folder that I cannot remove has no files in it, but when I try to remove it
>from the desk top, I get an error message something like
>"an item with this name already exists or it is write protected"... The
>msh command rmdir doesn't work either.

I don't remember that particular error message, but I've occasionally not
been able to remove an empty folder with msh; usually if I cd to inside the
directory and type rm * (even though it generates an error message), the
rmdir command will then work on the directory.

>Another unremovable folder is even more amusing. If you go inside the folder
>(from the desk top), there is a directory inside the folder, but this
>folder doesn't have a name. When you enter this directory, there's another
>no-name directory, ad infinitum!

I don't know about the infinite folder problem; sounds pretty bizarre to
me. Are you sure your disk is ok? Does it look the same after you reboot
or coldboot?

cochrane@spot.colorado.EDU

4964. Re: Info-Atari16 Digest V88 #344

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 09:59:48 UTC
From: URZ90@DMSWWU1A.BITNET
Message-ID: <8808120959.AA09573@ucbvax.berkeley.edu>
Source record: 251265

>Info-Atari16 Digest Tuesday, August 9, 1988 Volume 88 : Issue 344

Andreas Schrimpf writes:

>Date: Mon, 08 Aug 88 10:23:19 CET
>To: INFO-ATARI16@SCORE.STANFORD.EDU
>From: SCHRIMPF%DMRHRZ11.BITNET@CUNYVM.CUNY.EDU
>
>Date: 08 August 1988, 10:23:02 CET
>From: AG Nukleare Festkoerperph 06421-284155 SCHRIMPF at DMRHRZ11
>To: INFO-ATARI16@SCORE.STANFO
>Problems with program-server.
>
>Hi Atarians,

First of all, I think you use VM/CMS on your IBM mainfraim. If not,
forget most of my following comments.

> <...>
> Almost half of the programs,listings,... that I got are extremly
> erroneous. The crazy thing is, some files come along perfectly and
> some don't. There seem to be at least two different errors.
> First of all some of the text-files, like ARBACK.C or SPEAK.C
> are not complete. That is the most stupid thing in the world, if
> somebody transmitts program sources to a server, which just end
> right in the middle of the program. They can be deARCED and UUDECODEd
> correctly, so the transmission to my userid seems to be okay and it
> must be the case that come crazy guys are putting incomplete stuff into
> the servers archive.

A mistake often made in receiving files is to use the commands PEEK and
FILE instead of RECEIVE. But by default, PEEK only shows the first 200
lines of a file. You might enter EXEC DEFAULTS SET PEEK FOR * to avoid
this problem. Files that are truncated this way can be uudecoded without
any error message, but dearcing the result should result in a crc error.
By the way, I hope you use Dumas' UUD and UUE. If not, don't wonder
about difficulties ;-)

> The next error is that the files can be UUDECODEd but deARCing shows
> a CRC error. This happens with GULAMDOC.ARC, MORE14.ARC, SPEAK.ARC,
> HDSCAN13.ARC and with all (!!!) the files form the new server at SSYX.

That is what I've just written.

> To me that is not a problem of the IBM 4831 (where I am receiving the
> files) but a problem of the files in the program servers archive, too.
> I got send the files from the new server at SSYX but accident more than

> 20 times (in words: twenty !!!, though I just ordered them once) and I
> checked a couple of the files. They are all identical, that means it is
> not a problem of transmitting the files. It must be that the original
> files are just not okay.

Now I think there is a corrumping mailer. I don't think servers behave
like this. I don't know the server at SSYX, but I have no problem at all
in receiving files from the lakesys server (I use the path:
lakesys!netlib@csd1.milw.wisc.edu from earn) and from UH-INFO at UHUPVM1
(atarinet))

> So my questions is: Why is somebody organizing a program-server with
> wrong, erroneous and incomplete files ?

Is anyone? See my opinion above. Perhaps tell me what servers you use,
and I'll try it myself.

> <...>
> There is another strange thing. The PC-servers that I know use just
> binary file transfer, that means the transmit 8 bits and not 7. Their
> files are not (!!!) UUENCODED. <...Description of problems...>
> Why in the hole world are the Atari-freaks doing things so extrem
> dangerous (for the files) and complicated (for the users) ???

Forget these servers. For us Europeans, they are not worth being talked
about. They are always people that don't know about network problems.

> Andreas Schrimpf, Renthof 5, D-3550 Marburg, FRG
> SCHRIMPF@DMRHRZ11.BITNET

I hope I could help you, but I'm afraid I couldn't.

Rainer

PS: I read this list since few weeks. Can anyone tell me, what
IDRIS and STADEL are. There is so much written about, but I only
know, that they are Atari ST programs.

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Disclaimer: If not otherwise stated, all written above is my own opinion

4965. malloc bugs (was: Another great quote from Mr. Good)

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 12:50:48 UTC
From: mark@lakesys.UUCP
Message-ID: <961@lakesys.UUCP>
Source record: 251259

Being new to programming the ST, could some kind soul please explain what the problems are with malloc on the ST?

--
Mark A. Storin
Lake Systems, Milw., WI
UUCP: uwvax!uwmcsd1!lakesys!mark || uunet!marque!lakesys!mark

4966. Re: Flight Simulator II Bug

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 17:21:46 UTC
From: preston@felix.UUCP
Message-ID: <53362@felix.UUCP>
Source record: 251266

From article <503@afit-ab.arpa>, by jlong@afit-ab.arpa (Jeffrey K. Long):
>>> First when flying straight and level towards Salt Lake City suddenly my
>>> plane changed it heigth by 2000 feet !
>>
>>You've just encountered the dreaded `Mormon Updraft!' This is caused by
>>the enormous amounts of hot air emanating from the complex located
>>between North Temple, South Temple, West Temple, and Main Streets.
>>Three guesses what is located there :-)
> ^^^^^^^^^^^^^

[... deleted where Jeffrey takes offense with the above ...]

> I feel that a public (e.g. Netwide) appoloy is appropriate.

This is a little silly. The purpose of the ":-)" (sideways smiley face)
is to tell the reader that the statement is not meant seriously. No
apology is really necessary.

--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister
--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

4967. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 18:56:14 UTC
From: kurth@sco.COM
Message-ID: <1045@scolex>
Source record: 251267

In article <399@clio.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> I dunno 'bout you, but personally, I feel pretty disappointed that an
> improvement wasn't made, to accomodate the bad programming practices
> of other developers. I don't want to knock the software houses writing
> software for the ST's, but really now - these are supposed to be professional
> programmers, right? They're supposed to know what they're doing, and when
> they later discover a problem with previously written code, don't they have
> a responsibility to fix it themselves?
>
...
> somewhat disillusioned. Ah well.
Expect perfection and you will always be dissapointed.
>

The above article reminds me of a story about IBM and Intel.
IBM released MS-Dos and used a few (software) interrupts that were
clearly documented as being reserved in the original 8086 doc.

Along comes the 286 that uses those interrupts for internal purposes
and breaks MS-Dos. Six months later a new rev of the 286 (the one that
finally made it to market by the way) comes along that does not use those
interrupts and Dos can run unchanged. IBM PC sales accounted for more than
50% of Intel's CPU chip sales at the time.

I for one agree with the argument that releasing a new OS that breaks
old software is a bad idea. Theological arguments about the proper
behavior of programs always take a back seat to compatibility concerns.

I work in the software business for a successful company, and we have
historically always supported old programs no matter how much it hurts.
Compatibility is a key issue for many computer products.

Remember the original PC clone wars? I worked for a hardware company then
that made a PC clone which they thought was "better" than the PC. It didn't
sell at all because it wasn't exactly compatible, you had to buy a special
version of DOS for it and "Ill-behaved" programs didn't run. Ill-behaved
programs are the rule rather than the exception, most programs that perform
really well were Ill-Behaved. Lotus-1-2-3 is a good example. Flight
Simulator is another (no longer considered a good performer, but it was
revolutionary at the time).

The lessons of compatibility are hard ones for engineers to learn because
they are often more concerened with "cleanliness of code" or "proper behavior".

While compatibility is not a universal truth, compatibility between OS
releases is a good thing. Would you be willing to wait six months for

new releases of all of your software so that it would run again?
No small business would, the hacker might. Small businesses and
non-computer-literate people are where the small computer market is.

I therefore think that Atari is doing the right thing here, a little
late perhaps, but the philosophy is right.

- kurt
--

Kurt Hutchison The Santa Cruz Operation Software Engineer
Trumpet player, synth player, pianist, cyclist, philosopher at large
The above opinions (if any) are my own

4968. Re: malloc bugs (s.b. Malloc bugs)

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 20:12:01 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <5919@batcomputer.tn.cornell.edu>
Source record: 251268

[]

Use malloc() (lowercase m), the library function that came with your C
compiler. Assuming you got a decent compiler (Laser, Megamax, MWC, etc)
(I don't know about Alcyon) that will keep you out of trouble.
Make sure you use free() for what was malloc()ed, not Free().

The only case where you need Malloc() (uppercase M, the GEMDOG function)
is when you absolutely need to allocate more than 64K at once, since
malloc() takes an unsigned int as its argument, and an int on the 68000
is (or should be) 16 bits. (Some compilers, like Lattice, use 32 bit
ints on the 68000, with a major execution speed penalty.) The Malloc()
GEMDOG function takes a long argument. Usually you can allocate large
things in smaller pieces (e.g. a large matrix row by row, initializing
a vector of pointers to rows as you go, and later accessing the matrix
elements by double indirection -- which is faster than 2-d matrix
access anyway!). Use Free(), not free(), for freeing up what was Malloc()ed.

Actually Malloc() is not completely broken: you can use it a few times.
Just don't call it more than a few (say 20) times in a row, and try not
to call Free(). If you have to call Free(), then make sure you
are Free()-ing things in reverse order of Malloc()-ing them.
Malloc() was designed for the OS to allocate memory to programs
that are loaded, possibly in a chain of Pexec()s. It was never
designed for allocating a zillion little bits and pieces and freeing
them in arbitrary order. It is too SLOW for those kind of applications
anyway. That's where you need the _library_ function malloc().
It Malloc()s large chunks for you and manages the little pieces
locally.

- Moshe Braner

4969. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 20:40:57 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <64023@sun.uucp>
Source record: 251269

In article <399@clio.math.lsa.umich.edu> (Howard Chu) writes:
>This displays the same attitude I dislike so much in Sun. ("You can't afford
>a Sun-4/260? No problem, here's a Sun-4/110, cheaper 'cause it's made with
>low-spec parts, slower parts, etc. Sun - because you don't always need the
>best."
> /_ , ,_. Howard Chu

**FLAME ON
Needless to say this probably doesn't belong here in this group but I did
take offense to the above comment. Howard states that the Sun 4/110 is less
expensive because we (Sun) use lower grade parts in it. Frankly he is full
of shit. He apparently doesn't consider the differences in such things as
power supplys, 12 slot versus 3 slot VME cages, completely different CPU
boards with completely different cache architectures, and slightly slower
clock rate which doesn't require the fastest parts available, not that they
aren't prime top of the line parts, but they don't have to wiggle their bits
quite so fast and are thus easier to make. (And some believe more reliable).
**FLAME OFF

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

4970. Bug in VDI XOR mode?

Newsgroup: comp.sys.atari.st
Date: 1988-08-12 22:46:00 UTC
From: BROOKS@CSSS-A.Prime.COM
Message-ID: <-1154167295@CSSS-A.Prime.COM>
Source record: 251270

Hi -- I have a VDI programming problem, but first things first. We at Prime just got our outbound news allegedly turned on (I know, I can already hear you groaning) and I'd like to know if this reaches the outside world.

So please send me mail at the address below, with or without the answer, and I'll guarantee to reply to anything that I receive on or before Friday 8/19.

Another meta-question: does Atari run a service for non-registered developers to call with programming questions?

I'm trying to mark a spot on the screen with a colored cross, then erase it again -- in other words, a XOR operation.

v_pmarker with writing mode set to XOR produces an XOR-ed black cross (with writing mode REPLACE, we get the right color, but of course I can't erase it).

vrt_cpyfm, REPLACE mode, also does a XOR-ed cross. XOR mode does nothing.

vro_cpyfm does the trick.

Have I found known bugs (probably related) in v_pmarker and vrt_cpyfm? I checked the bindings; they look OK (Mark Johnson C, with the vrt_cpyfm binding corrected). ROMs are 11/20; GEM lessons from Tim Oren.

Mail replies please; I'll post anything interesting.

David Brooks Internet: BROOKS@CSSS-A.PRIME.COM
uucp: {mit-eddie,uunet}!csss-a.prime.com!brooks

Signature on file. Standard disclaimer applies as appropriate.

4971. Re: ESDI questions

Newsgroup: comp.sys.atari.st
Date: 1988-08-13 01:39:03 UTC
From: vixie@decwrl.dec.com
Message-ID: <35@volition.dec.com>
Source record: 251271
Cross-posted to: comp.periphs,comp.sys.atari.st

henry@utzoo.uucp (Henry Spencer) writes:
ESDI is sort-of-kind-of an improved ST506/412. It was designed to be a
better and faster drive-to-controller interface. Its relationship to
ST506/412 is as a (superior) competitor. It is unrelated to SCSI, which
is a controller-to-host interface.

This is a visual and semantic problem that causes a great deal of confusion.

In ST506 and ESDI, there is a board on the system IO bus (or some chips and a port on the motherboard) to which one attaches a cable; the other end of this cable is attached to a disk drive.

In SCSI, there is STILL a board on the system IO bus (or some chips and a port on the motherboard) to which one attaches a cable; the other end of this cable is attached to a disk drive, which has an on-drive disk controller.

It's just that in ST506 and ESDI,
we call the board-on-the-bus or chips-on-the-motherboard a
"controller" and the cable running to the drive(s) is called a
"drive-to-controller interface",
while in SCSI,
we call the board-on-the-bus or chips-on-the-motherboard a
"SCSI interface" and the cable running to the on-drive disk
controller is called a "controller-to-host interface".

To most people, there's still just a board in the machine and a cable going to a disk drive. The fact that the board is called an "interface" in SCSI because the controller is in the drive doesn't change the common terminology of calling the board in the CPU cabinet a "controller".

It is more accurate to call it an "interface", of course, because the controller (the thing that deals with the MFM or whatever modulation the drive uses) is in fact elsewhere.

It all hangs on calling the board a "controller" when in SCSI, it's an "interface". I can't repeat that too many times -- us board-swappers that don't learn the details of things are easily confused by details like this one.

(I don't mean that _you_ are confused, Henry -- it's just that your answer didn't really ease the confusion that had prompted the question.)
--
Paul Vixie
Digital Equipment Corporation Work: vixie@dec.com Play: paul@vixie.UUCP
Western Research Laboratory uunet!decwrl!vixie uunet!vixie!paul
Palo Alto, California, USA +1 415 853 6600 +1 415 864 7013

4972. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-13 04:29:59 UTC
From: rosenkra@Alliant.COM
Message-ID: <2223@alliant.Alliant.COM>
Source record: 251272

---
i'm sorry, i just can't tolerate this discussion anymore...

by not fixing some very nasty bugs in something as basic as memory allocation, you don't get a choice. no one is forcing you to get the new ROMs. you can always keep the old ones and never upgrade. it's just plain stupid to take the stance that we should maintain backwards compatibility for the sake of programmers that tried to fix the the deficiencies themselves. if that were the case, we all would still be using 8-bit systems with 4k memory and no new systems/software would ever be produced. i'd rather have a choice. now you have no choice. how many of the 500,000+ STs do you think will ever see the new ROMs anyway?

if atari really wants to please everyone, then offer 2 ROMs: one with and one without :^)

the ST is a very nice system (eventhough they recently raised the prices to developers). i don't think even the bitterest of developer out there could deny that. atari corp itself needs a slap upside the head every once in awhile, though...

(this is not directed to h.chu in particular...it was just a convenient place to jump in...)

-bill

4973. The GEMDOG bites again (Was: Re: malloc bugs (s.b. Malloc bugs))

Newsgroup: comp.sys.atari.st
Date: 1988-08-13 16:27:02 UTC
From: leo@philmds.UUCP
Message-ID: <591@philmds.UUCP>
Source record: 251273

Just kidding...

In article <5919@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (braner)
writes:
[some stuff deleted]
>The only case where you need Malloc() (uppercase M, the GEMDOG function)
^^^^^^
[some stuff deleted]
>GEMDOG function takes a long argument. Usually you can allocate large
^^^^^^
[etc.]

Since he used it twice, I assume it wasn't a typo. So, Moshe, also been
bitten by the GEMDOG (suffering from Malloc and the like)? 8-) 8-).

Leo.

4974. Solution to Clearing memory [was Re: Another great quote from Mr. Good]

Newsgroup: comp.sys.atari.st
Date: 1988-08-13 16:39:12 UTC
From: dag@chinet.chi.il.us
Message-ID: <6311@chinet.chi.il.us>
Source record: 251274

I think this problem could be solved quite simply by using one of the reserved fields in the GEMDOS executable program header. One of these fields could be used for telling the OS that it does not have to clear the TPA before executing the program. This should not be a magic number, as there may be other features that programs will selectivly enable in the future, but at least two disjoint nybbles should be set aside to have a magic pattern that distinguishes the value from random garbage. This would be downward compatible as the older versions of TOS ignore this field anyway and the programs that set it would not be depending on the clear not being performed. Commercial programs could have this field set up if they don't need the memory to be cleared.

For extended functionality, programs that required that functionality could have a different initial magic number (hence a different header size) which would flag to the system that this program used this functionality. Older versions of TOS would not load these programs.

A third class of programs would use extended functionality only when it was available. A capabilities report could be added into the GEMDOS functions and these programs would have the old magic number but possibly set some of the flags in the same field that holds the "no-clear" flag.

As to the memory management scheme for eliminating the OSPOOL problems -- there are better schemes for doing it which don't break programs that make stupid assumptions about memory ownership and contiguity. Maybe another flag?

Yes, operating systems CAN be improved and extended without breaking a significant number of applications, even when the OS is GEMDOS!

Note: I left Mark Williams Company's employ in early May and moved to Madison, WI. I have not found a USEnet site that is willing to give me an account up here yet, so I'm off the news for a while. I occasionally call into Chicago to read my usenet mail, but this only happens about once a month for now. If anyone wants to reach me for questions or to yell at me for what I've just said, please call me at (608)273-8476 (nights) or write to me at 1022 D Sunnyvale Ln., Madison, WI 53713.

Note to A.Pratt (or anybody else) at Atari:
Call me if you still have questions about the MWC 3.0 symbol table. Also, since I'm a registered developer in my own right (not just through MWC) is it possible for me to get a beta set of the new ROMs?

Daniel A. Glasser
--

Daniel A. Glasser dag@chinet.UUCP
One of those things that goes "BUMP!!! (ouch!)" in the night.
Alternate address -- CIS: 76505,1672 (if you must.)

4975. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-14 01:27:57 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <8090@cup.portal.com>
Source record: 251275

If I understand right, there are actually two problems with Malloc violations.
1. Some people do a Malloc and use memory outside of the Malloc'ed range.
2. Some people expect successive Mallocs to return sequential addresses.
#2 is not true even now if your memory gets at all fragemented. If the
40 folder bug is fixed, the OSPool should be large enough to hold Malloc
Handles, especially if it returns memory into the OSpool correctly.
Alternately, (since I hope no one is expecting to use beyond what a Malloc
(-1) would return) you could put the headers at the very bottom of the largest
Mallocable segment and that might fix the problems and retain compatibility.
I hope you can now MFree in a different order than Mallocing and have it
work properly (this shouldn't be a problem to fix).
Considering I use RTX often, perhaps the 64 bytes extra may be enough of
a buffer to solve #1.
Perhaps you should try to do some of these fixes and see if your
compatibility percentage improves. And list what breaks. If you get to
98% or more, then perhaps it would be better to go to the fixed Malloc
(with the aforementioned compatibility patches). I seem to remember that
the Mega roms broke a few things.

4976. Re: Clearing memory [was Re: Another great quote from Mr. Good]

Newsgroup: comp.sys.atari.st
Date: 1988-08-14 01:38:45 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <8092@cup.portal.com>
Source record: 251276

I think Dave Beckemeyer has an excelent idea about the TPA - and there are
a few "undefined" words in the header portion of the executable image.
All it would take is for Atari to say "This word is the number of 4K bloks
for the TPA", or "This longword is the size of the TPA". Have the current
value of zero for these unused locations default to a system setting like
RTX does, and I have some C code that could set the value of these which
I could have for anyone in 5 minutes. So could anyone else - just a simple
get value and write word into header.
BUT THIS REQUIRES ATARI TO SET THE STANDARD. Alternately a symbol could
be defined in that area of the executable, but I think there would be support
from the developers to have Atari define a new header byte.

4977. re: WOW, that sold FAST!

Newsgroup: comp.sys.atari.st
Date: 1988-08-14 03:20:49 UTC
From: Jack.Sumner@rubbs1.FIDONET.ORG
Message-ID: <22.23055F1B@rubbs1.FIDONET.ORG>
Source record: 251277

how much did you sell the 1040 to sell for? what did it come with?
/s

--

Jack Sumner - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Jack.Sumner
ARPA: Jack.Sumner@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Jack.Sumner

4978. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-14 13:07:26 UTC
From: peter@sugar.uu.net
Message-ID: <2474@sugar.uu.net>
Source record: 251278

In article <1045@scolex>, kurth@sco.COM (Kurt Hutchison) writes:
> I for one agree with the argument that releasing a new OS that breaks
> old software is a bad idea. Theological arguments about the proper
> behavior of programs always take a back seat to compatibility concerns.

And this is why operating systems have a limited life. Eventually the bugs left in to keep the old software from breaking accumulate to the point where it's not worth keeping the old software. This is one of the reasons UNIX has so far been so successful as a third party O/S: with no binary standard there's been no old software to keep running.

Now that Xenix and COFF have become binary standards, I expect this to change. In fact, it's beginning to... look how big the new SV/Xenix/BSD merge is going to be. Look how big SV already is.

> Remember the original PC clone wars? I worked for a hardware company then
> that made a PC clone which they thought was "better" than the PC. It didn't
> sell at all because it wasn't exactly compatible, you had to buy a special
> version of DOS for it and "Ill-behaved" programs didn't run.

But when *IBM* came out with a beter (and slightly non-standard) PC it sold just fine, despite the fact that ill-behaved programs didn't run on it. They've done it twice now, first with the AT and now with the PS/2 line.

> Ill-behaved
> programs are the rule rather than the exception, most programs that perform
> really well were Ill-Behaved.

This is because the operating system didn't support things, like fast text, that the programs needed. I thought one of the reasons for going with GEM was to keep stuff like this from happening.

There's nothing about your cheap Malloc that required programs to make assumptions about how memory was allocated. It could have been used like "sbrk" in UNIX as the low-level allocator... just split memory up into 7 or 8 chunks, and Malloc them whenever the existing malloc pool got filled up.

This reminds me of the bourne shell on UNIX... it assumed that you could always restart instructions after a segmentation violation, so it didn't bother allocating memory until it got a SIG_SEGV. It broke when UNIX was ported to the 68000, where this behaviour didn't work. A very close parallel: it was making assumptions about how memory management worked. But since this wasn't just a caese of binary compatibility, it was fixed (the alternative would have been to put two 68000s in every UNIX box, and use one to restart instructions...).

> While compatibility is not a universal truth, compatibility between OS
> releases is a good thing. Would you be willing to wait six months for
> new releases of all of your software so that it would run again?

People have done this time and time again. They just kept using the old
version of the operating system or computer while waiting for the new one
to get up to speed.

> Kurt Hutchison - The Santa Cruz Operation - Software Engineer

How did you people get the bourne shell working right on the '86?
--
Peter da Silva `-_-' peter@sugar.uu.net
Have you hugged U your wolf today?

4979. Re:Reply to this msg!

Newsgroup: comp.sys.atari.st
Date: 1988-08-14 14:57:36 UTC
From: knaap@neabbs.UUCP
Message-ID: <19094@neabbs.UUCP>
Source record: 251279

```
Hello Steve,
Just a reply to your message.

Ronald van der Knaap.

UUCP: ..!mcvax!telmail!neabbs!knaap
Fido: 2:280/1 / Ronald van.der.knaap
```

4980. ATARINET

Newsgroup: comp.sys.atari.st
Date: 1988-08-14 21:04:10 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <644@uhnix2.uh.edu>
Source record: 251280

ATARINET has just been updated with 43 new files. We have finally gotten around recent hardware and software changes, allowing us to get files to our system. If you are on BITNET and have interactive communications, then send a message like below to ATARINET.

From CMS use something like:

TELL UH-INFO AT UHUPVM1 ATARINET NEWS (for what is new) - or -
TELL UH-INFO AT UHUPVM1 ATARINET INDEX (for a list of all files - about 250)

From VAX/VMS use something like:

SEND UH-INFO@UHUPVM1 (at the prompt, type)
(UH-INFO@UHUPVM1): ATARINET NEWS
(UH-INFO@UHUPVM1): ATARINET INDEX

Enjoy.

We are still facing extinction of ATARINET when the university moves over to LISTSERV. If you would like to arrange taking over the duties of ATARINET, please contact me (in other words, move it to your university).

- mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

4981. MWC v3.0: Bug and solution

Newsgroup: comp.sys.atari.st
Date: 1988-08-14 22:44:50 UTC
From: rob@baloo.eng.ohio-state.edu
Message-ID: <470@accelerator.eng.ohio-state.edu>
Source record: 251281

```
The following program breaks the MWC C compiler (v3.0, I don't know
about others):
------- try.c -----
float foo( bar )
float (*bar)();
{
return (*bar)(3.0); /* breaks here */
}

float sqr( sink )
float sink;
{
return sink*sink;
}

main()
{
printf( "%g\n", foo( sqr ));
exit(0);
}
------- end of try.c ---

Compile this with
cc -f try.c

to get an ``internal compiler error'' referring to the line commented
with ``breaks here''. I called MWC tech support, and they told that
they knew of the problem and were working on it, but for the time
being there was a very simple solution: change the declaration for bar
to
double (*bar)();
and it will work.

Making the appropriate changes indeed causes the program to compile
and link without errors; when run, it gives the correct output
(9.00000), and terminates normally.

BTW: tech support from MWC was very good: I was talking to the right
guy in under 30 seconds, and he was polite, helpful, to the point, and
knew what he was doing. They left a good impression there.

Rob Carriere
```

4982. Re: Reply to this msg!

Newsgroup: comp.sys.atari.st
Date: 1988-08-14 23:16:29 UTC
From: Vaprak@cup.portal.com
Message-ID: <8138@cup.portal.com>
Source record: 251282

John Foy aka Vaprak... Read your msg on Portal. Im in High Point, NC

Portal received your msg on 8/12/88 at 2109hrs PST.

latr
Vaprak@cup.portal.com

4983. C++

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 00:07:55 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <5006@pasteur.Berkeley.EDU>
Source record: 251283

Does anyone know of a C++ translator or compiler for the ST (PD or commercial?)

Thanks

James A. Landay

ARPA: landay@cory.berkeley.edu
ucbvax!cory!landay

4984. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 01:12:32 UTC
From: Jinfu@cup.portal.com
Message-ID: <8143@cup.portal.com>
Source record: 251284

I have an idea, why not provide both 'fixed' Malloc and the
old Malloc to developers. You can use #define old_Malloc switch
in header file for programmers to choose which one, provided
the new TOS ROM has enough space to put both versions of Malloc
in.

Jinfu Chen

4985. To Fix or Not To Fix

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 05:11:49 UTC
From: bryan@ihnet.ATT.COM
Message-ID: <635@ihnet.ATT.COM>
Source record: 251285

There is a very simple solution to the problem of fixing things in
the ROMS that cause bad programs to break.

If you have a program that does not work with the old version of the OS
then boot from Floppy the old version of the OS and use your program!!

Remember the Original 520ST came with a floppy that booted in the OS

Bryan DeLaney
AT&T Bell Laboratories
Naperville, IL

4986. Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 10:34:57 UTC
From: cpm@datlog.co.uk
Message-ID: <846@dlhpedg.co.uk>
Source record: 251286

I'm not sure that htis question really belongs in this group but
I couldn't think where else to put it.

Has anyone else out there been playing Captain Blood ??

If so, how are you doing. I think the game is superb - both graphically and in
concept however I also think it's too DAMN HARD !

For instance what should you do with the Croolis ulv/vars ??

Kill either group to get info or does it matter which one ?

I've clocked up about 5 hours spread over several games and still have
the real feeling of gettting nowhere !

Comments from anyone else (maybe I'm missing something ?)

****

____ ____ __ __
| | | | \ / |
| |____| | \/ |
| | | | - "I am not a operating system ,
|____ | | | I am a free man..."

****

4987. Re: zoomracks?

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 12:31:00 UTC
From: hedger@inmet.UUCP
Message-ID: <148900007@inmet>
Source record: 251287

I had a friend who had 'Zoomracks' and I took a look at it when
I had my ST. It operates using the 'card rack' analog. I thought it
was one of the worst programs that I've ever seen. The documentation
sucked, the user interface is very difficult to master (especially without
any reasonable documentation). Based on what I saw with my friend's version,
I could not and would not recommend this program to anyone. Definately see
this thing run before you buy it !

```
*************************************************************
* Keith Hedger ihnp4!inmet!hedger *
* 'flipper suffered for their music....now it's your turn' *
*************************************************************
```

4988. How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 14:33:47 UTC
From: saj@chinet.chi.il.us
Message-ID: <6321@chinet.chi.il.us>
Source record: 251288

I have umoria from the comp.sources.games distribution working well enough that I'm finally confident that it can be fixed up completely for the ST (maybe not 520K memory, though). I doubt that I'm the only one in this position (or farther along). So in a week or so, unless someone stops me, I'll be sending binaries to Steve Grimm. The question is what to do about sources: the original posting was 18 parts, which seems excessive. I'm inclined to post ordinary diffs and the few new functions I had to add. If anyone has a pointer to a publicly distributable context diff generator for the ST, this might be a good time to mention it. At best, umoria is fragile enough and complex enough that one wants sources somehow. By the way, my adaptation is compiled with Mark Williams C V 3.0.6. Anyhow, what do we do about long sources slightly modified from other newsgroups?

4989. for sale: magic sac/translator one system

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 14:59:47 UTC
From: toml@xrxns.UUCP
Message-ID: <287@xrxns.UUCP>
Source record: 251289
Cross-posted to: comp.sys.atari.st,misc.forsale

For Sale:
Data Pacific Magic Sac Plus (macintosh emulator & clock cartridge and software)
Apple Macintosh 64Kbit Rom chips (already installed).
Data Pacific Translater One (permits magic sac to read/write
mac-formatted floppies).
Numerous (approx 20) disks of magic-format public domain mac software.

Also included are all the manuals, newsletters, and the mac-to-atari cable for downloading. The software is current rev, though offhand I don't recall what that number is. The cartridge and roms are about 1 yr old; the Translator is about 7 months old. All hardware and software is in perfectly excellent working order.

For those not familiar with it, the Magic Sac system does an excellent job of emulating a Mac 512 (or larger, depending on how much memory you have) on an Atari 1040 ST or Mega ST system. Without the Translator One device the Magic Sac is limited to using its own unique floppy format, making interchange with a real Mac inconvenient - but with the Translator, the Atari/Sac combination can read, write, and format Mac-format floppies. The Sac software also supports a hard disk, if you have one. While the Atari color monitor is supported, the monochrome monitor is recommended (it actually provides a larger screen area than that on a Mac). An added bonus is the battery-backed clock included in the Sac cartridge, useful in either TOS or Magic mode of ST usage.

The reason I am selling my Magic Sac system is because I was made an offer I couldn't refuse on a Mac Plus system, and have little use for two Macs.

My total investment in this package is approximately $475. I will sell the whole shooting match, including shipping, for $300. I'm pretty firm on this, but I might consider an offer if moves slowly - try me!

I might also consider selling my Atari monochrome monitor, as I also have a color monitor. Make me an offer.

Reaching me via uucp is sometimes challenging - I suggest a telephone call or, failing that, a note in the postal mail. See relevant addresses etc below.

Tom Love
Xerox Engineering Design and Documentation Systems
PO Box 2000 Leesburg, VA 22075 (703)729-8000 work (703)430-2853 home

ARPA: toml.lsbgegpcad@xerox.com
XNS: toml:lsbg-egp/cad:xerox
UUCP: {rocksvax|sunybcs}!rocksanne!xrxns!toml
{cornell|kodak|rutgers|cmcl2|llxn}!rochester!rocksanne!xrxns!toml
{sun|rlgvax|hadron}!sundc!xrxedds!toml
--
tom love Xerox Engineering Design and Documentation Systems
leesburg, va 22075 (703)729-8000 GEnie: TOMLOVE
{cornell, kodak, ritcv, rutgers, cmcl2, llxn}!rochester!rocksanne!xrxns!toml
{rocksvax, sunybcs}/

4990. Re: Flight Simulator II Bug

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 16:54:47 UTC
From: jlong@icc.afit.arpa
Message-ID: <530@afit-ab.arpa>
Source record: 251290

Newsgroups: comp.sys.atari.st
Subject: Re: Flight Simulator II Bug
Summary:
Expires:
References: <532@laura.UUCP> <141@obie.UUCP>
Sender:
Reply-To: jlong@icc.UUCP (Jeffrey K. Long)
Followup-To:
Distribution:
Organization: Air Force Institute of Technology; WPAFB, OH
Keywords: game bug sic

In article <141@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <532@laura.UUCP>, atoenne@laura.UUCP (Andreas Toenne) writes:
>> Last night I encountered two strange bugs (features ?) in Flight Simulator II.
>> First when flying straight and level towards Salt Lake City suddenly my
>> plane changed it heigth by 2000 feet !
>
>You've just encountered the dreaded `Mormon Updraft!' This is caused by
>the enormous amounts of hot air emanating from the complex located
>between North Temple, South Temple, West Temple, and Main Streets.
>Three guesses what is located there :-).
^^^^^^^^^^^^^^^^^^^^^
Careful now! I thought the purpose of this net was to exchange information, not slander
someone's religious preferences and beliefs. While I can see that if
this comment were made face-to-face with the right attitude it might come
accross as being funny, on something as impersonal as a computer screen it seems to only be
a slam against what over 8 million people in this world (yes, I'm
one of them) hold to be very sacred. So please, think before you write!

XXXX

Newsgroups: comp.sys.atari.st
Subject: Re: Flight Simulator II Bug
Summary:
Expires:
References: <503@afit-ab.arpa> <53362@felix.UUCP>
Sender:
Reply-To: jlong@icc.UUCP (Jeffrey K. Long)
Followup-To:
Distribution:
Organization: Air Force Institute of Technology; WPAFB, OH
Keywords:

Newsgroups: comp.sys.atari.st
Subject: Re: Flight Simulator II Bug
Summary: Appology from Jeff Long
Expires:
References: <503@afit-ab.arpa> <53362@felix.UUCP>
Sender:
Reply-To: jlong@icc.UUCP (Jeffrey K. Long)
Followup-To:
Distribution:
Organization: Air Force Institute of Technology; WPAFB, OH
Keywords:

In article <53362@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>From article <503@afit-ab.arpa>, by jlong@afit-ab.arpa (Jeffrey K. Long):
>>>> First when flying straight and level towards Salt Lake City suddenly my
>>>> plane changed it heigth by 2000 feet !
>>>
>>>Three guesses what is located there :-)
>> ^^^^^^^^^^^^^
>
>[... deleted where Jeffrey takes offense with the above ...]
>
>> I feel that a public (e.g. Netwide) appoloy is appropriate.
>
>This is a little silly. The purpose of the ":-)" (sideways smiley face)
>is to tell the reader that the statement is not meant seriously. No
>apology is really necessary.

I agree! I must confess ignorance with regards to the ":-)" convention
as I hadn't seen it before. Now that I can see that I was probably the only
person on the net who didn't see the humourous intent and I'm sorry if I came
on too strong! Again, I AM SORRY!!

Newsgroups: comp.sys.atari.st
Subject: Re: Flight Simulator II Bug
Summary: Appology from Jeff Long
Expires:
References: <503@afit-ab.arpa> <53362@felix.UUCP>
Sender:
Reply-To: jlong@icc.UUCP (Jeffrey K. Long)

Followup-To:
Distribution:
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>This is a little silly. The purpose of the ":-)" (sideways smiley face)
>is to tell the reader that the statement is not meant seriously. No
>apology is really necessary.
>
** I agree Mr. Bannister. I didn't know the convention of the sideways smiley face, so now I see where I am probably the only person on the net who didn't see the humourous intention. I owe you an apology for comming on too strong!
So, Mr. Bannister, I appologize!
*** Jeff Long ***

4991. Ctrl-C

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 17:19:49 UTC
From: steven@cwi.nl
Message-ID: <7620@boring.cwi.nl>
Source record: 251291

Gemdos only registers a ctrl-c when something is written to the
screen, or read from the keyboard (and then only non-raw I/O).

I've struggled to find a way of getting Gemdos to react at other
times, but all with failure. I've tried testing to see if a character
is available, writing zero characters with Cconws, and a dozen other
ways, all to no avail.

With MS-DOS (on which Gemdos is modelled), there is a way of polling
to see if a ctrl-c has been typed, by telling Dos that you also want
ctrl-c checked when non I/O system calls are called, and then doing
some benign system call, like reading the time.

Unfortunately, with Gemdos they apparently forgot to allow this.

So it seems to me that the only way of allowing ctrl-c when you're not
doing I/O is the following:

If output is not redirected: periodically write a NUL;
this seems to have no effect on the screen, but does
generate a ctrl-c trap if one has been typed. (If the
output is redirected, the NUL's end up in the file.)

If output is redirected, but input is not redirected:
periodically read and buffer the input yourself.
You could also do this in the above case.

If both are redirected: read and discard raw characters from
the keyboard, checking for ctrl-c.

My question is: does anybody know of a simpler method?

Steven Pemberton, CWI, Amsterdam; steven@cwi.nl

4992. Re: GEM on Unix Box?

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 18:25:09 UTC
From: cfw@aplvax.jhuapl.edu
Message-ID: <1652@aplcomm.jhuapl.edu>
Source record: 251292

In article <168@cvbnet2.UUCP> jdonsbac@cvbnet2.UUCP (Jeff Donsbach, Display & Devices, x4365, 5-2 2415) writes:
>From article <8808040927.AA18322@ucbvax.berkeley.edu>, by ONM07@DMSWWU1A.BITNET ("Julian F. Reschke"):
>> And now for the latest rumour:
>>
>> Is it true, that GEM will be ported to the 68030 machine to run as
>> front end for UNIX. If true, will it be GEM/3? Will there be
>> multitasking extensions to GEM as a 'Multi-Desk'?
>>
>> Mr. Good, any comment?
>>
>> Julian F. Reschke
>
>
>
>That would be a pretty stupid move. No one else in the UNIX world uses
>GEM for there machines. X11 would be the way to go. But, this is Atari
>we're talking about isn't it? :-)
Actually, I thought that Mr. Reschke probably was referring to providing GEM on top of X11 which, I believe, would be a very nice thing to do for existing Atari developers who would have a reasonable shot at porting their software to the new machine. Mr. Reschke's suggestion about a 'Multi-Desk' is probably a good one also (would be nice for the ST series now) but is probably unnecessary since the various X window managers already provide this functionality. Even so, a real desk top window manager designed for use with GEM and other pure X window programs would be a very nice touch.

Actually, it sounds like Atari is on the right track with the software they are planning for the 68030 box. I am more concerned with the hardware. Will they include memory parity? a large, high-resolution monitor?

And, finally, of course, I am concerned with whether it will be available in the U. S. in a decent timeframe. The rumored personal VAX is supposed to be announced next month. Those of us who have purchase decisions to make will soon have some attractive choices in the $4k-$7k price range. Will Atari be there?
>Jeff
>==========
>Jeff Donsbach, Computervision Division, PRIME Computer, Inc. (CV' :-))
>UUCP: {decvax | linus | sun}!cvbnet!jdonsbac
>Internet: jdonsbac@cvbnet.prime.com

Chuck Waltrip (expressing only his own views)

4993. Re: Clearing memory [was Re: Another great quote from Mr. Good]

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 18:32:33 UTC
From: rosenkra@Alliant.COM
Message-ID: <2227@alliant.Alliant.COM>
Source record: 251293

In article <366@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>In article <19880807215637.4.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
->>I believe it's a bug that programmers rely on undocumented features like
->>that.
[good points deleted]

->First some historical considerations:
->
->In C programs, it is common for UNIX hackers to expect uninititalized data
->to be zeroed, but this should be a function of the compiler startup code
->more than the C programmer. However since the compiler writers found that
->TOS cleared the BSS for them, they probably removed the code in the startup.

[more good stuff deleted]

->Now for a possible alternate solution to the clearing BSS problem:

[even more good stuff deleted]

as soon as i got alan pratt's improved gemstart.s, i did 2 things: 1)include
the osbind.o traps (for gemdos/bios/xbios calls) so i wouldn't have to always
remember to link osbind.o 2) added code to zero bss (controlled by a global
switch much like the stksize global). i of course still use alcyon (slow but
capable).

->David Beckemeyer (david@bdt.uucp) | "Don't call me Stupid!"

wouldn't dream of it, dave!

-bill

4994. Alas, poor Malloc... (Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 19:52:16 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2142@silver.bacs.indiana.edu>
Source record: 251294

Quite honestly, I believe that a bulletproof Malloc would be superior even if it meant waiting for new versions. As has been stated, run the old version if it's that important, but I'm a firm believer in the adages "If something is worth doing, it's worth doing well" and "Good things come to he [she] who waits."...

It seems that people (developers included) have been kvetching about Malloc enough for Atari to realize they consider it to be a real problem and also would like to have it corrected. It also seems that if they wish to develop and sell products, they will make whatever corrections they deem necessary to do the job... after all, isn't that what they had to do in the first place?

4995. Re: Flight Simulator II Bug

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 19:54:21 UTC
From: jlong@icc.afit.arpa
Message-ID: <533@afit-ab.arpa>
Source record: 251295

In article <53362@felix.UUCP> preston@felix.UUCP (Preston Bannister) writes:
>From article <503@afit-ab.arpa>, by jlong@afit-ab.arpa (Jeffrey K. Long):
>>>> First when flying straight and level towards Salt Lake City suddenly my
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>>>
>>>Three guesses what is located there :-)
>> ^^^^^^^^^^^^^
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>> I feel that a public (e.g. Netwide) appoloy is appropriate.
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>This is a little silly. The purpose of the ":-)" (sideways smiley face)
>is to tell the reader that the statement is not meant seriously. No
>apology is really necessary.

I agree! I must confess ignorance with regards to the ":-)" convention
as I hadn't seen it before. Now that I can see that I was probably the only
person on the net who didn't see the humourous intent and I'm sorry if I came
on too strong. Again, I appologize to Mr. Bannister and all others who may
have been offened by my reply.

P.S. Please excuse the mangeled posting earlier!

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Subject: Re: Flight Simulator II Bug
Summary:
Expires:
References: <503@afit-ab.arpa> <53362@felix.UUCP>
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Reply-To: jlong@icc.UUCP (Jeffrey K. Long)
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Summary: Appology from Jeff Long to all
Expires:
References: <503@afit-ab.arpa> <53362@felix.UUCP>
Sender:
Reply-To: jlong@icc.UUCP (Jeffrey K. Long)
Followup-To:
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have been offened by my reply.

P.S. Please excuse the mangeled posting earlier!

4996. Atari vs. Amiga: what to buy?

Newsgroup: comp.sys.atari.st
Date: 1988-08-15 22:22:03 UTC
From: dld@f.gp.cs.cmu.edu
Message-ID: <2711@pt.cs.cmu.edu>
Source record: 251296
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I'm looking to buy a cheap but technically advanced computer. I'm a computer science grad student, and I would (eventually) like a home environment as much like my work environment as possible. I would also like to use my home machine as a MIDI sequencer. It seems like either an Atari Mega ST or an Amiga 500 or 2000 are the likely candidates. I was wondering if any of the readers of these newsgroup would care to offer any (non-religious) comments on the relative merits of these machines. I will attempt to put forth some pros and cons as I perceive them, and hope that people will add to or comment on these comments. I'd also be interested in some recent price quotes to see if my local dealers are out of line.

I'm going to compare the Mega 2 to an Amiga 2000.

Perceived Atari Pluses...

1) Cheaper. (Quoted locally $1700 vs $2200 for Amiga).
2) More Memory -- 2 Meg Standard vs. 1.
3) Built in MIDI Ports -- saves a small expense.

Perceived Amiga Pluses...

1) Better graphics? Do I correctly recall that the Amiga has more colors available and has more bit-planes? Or is this not the case? Is there a difference in the performance of the blitters?
2) Multi-tasking operating system.
3) Better upgrade paths... I've read, on these news groups and elsewhere, about 1000x800 monitors for the Amiga, 68020 + Coprocessor boards, Unix, X, etc available, or nearly so, for the Amiga, but nothing nearly this exciting for the Atari. Any Atari fans wish to rebut this asssertion? Any Amiga fans to add to this list?
4) I have a vague sense that there is more software written for the Amiga.

I realize that a post of this nature runs the risk of inciting a flame war. However, I am quite honestly confused. I hope people will be polite and considered in their responses. If there is interest, I will summarize.

Thanks...

Dave Detlefs, Carnegie-Mellon CS.

4997. Re: Midi Mega's

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 00:13:32 UTC
From: ncperson@ndsuvax.UUCP
Message-ID: <1121@ndsuvax.UUCP>
Source record: 251297

Atari is yelling because someone didn't have THEIR faxts straight?
Anybody remember the announcement by Atari about a video game you
could control with your mind? I'm not kidding about this, I
think Isaw a blurb about it on CNN a couple of years ago.

One of the reasons I don't own an ST is because of Atari's consistantly
strange behavior in making satements to the press.
--
Brett G. Person
North Dakota State University
uunet!ndsuvax!ncperson | ncperson@ndsuvax.bitnet

4998. Re: malloc bugs (s.b. Malloc bugs)

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 00:48:12 UTC
From: dinolt@wdl1.UUCP
Message-ID: <4120005@wdl1.UUCP>
Source record: 251298

/ wdl1:comp.sys.atari.st / braner@batcomputer.tn.cornell.edu (braner) / 1:12 pm Aug 12, 1988 /
[]
M. Banner writes about Malloc:

Use malloc() (lowercase m), the library function that came with your C
compiler. Assuming you got a decent compiler (Laser, Megamax, MWC, etc)
(I don't know about Alcyon) that will keep you out of trouble.
Make sure you use free() for what was malloc()ed, not Free().
The only case where you need Malloc() (uppercase M, the GEMDOG function)
is when you absolutely need to allocate more than 64K at once, since
malloc() takes an unsigned int as its argument, and an int on the 68000
is (or should be) 16 bits.
...
In fact the MWC compiler has an lmalloc(lsize) which takes a long as an
argument, so in that compiler at least, there is no need to use Malloc.
Regards,
George Dinolt
dinolt@ford-wdl1.arpa, ...!sun!wdl1!dinolt

4999. RE: (i)Idiotic postings (ii)looking for information

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 02:14:06 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8808160511.AA02483@ucbvax.Berkeley.EDU>
Source record: 251300

Date: Mon, 15 Aug 1988 22:06 EDT
From: <<<<< Greg >>>>> <01659@AECLCR>
Subject: RE: (i)Idiotic postings (ii)looking for information
To: <INFO-ATARI16@SCORE.STANFORD.EDU>

For about 4 or 5 weeks now I have been reading the info-Atari16 postings and have come to the conclusion that (i) every once in a while something useful appears and thus I should continue reading the postings and (ii) if most of the dialog in the postings is typical of multi-user banter on a BBS then I would be embarrassed to admit I was a participant. For example, I have had to endure the inane dialog about parochial Americans, lousy Rolls Royces and hype about Mercedes and Porches. Can someone invent an electronic filter to clean out the refuse from the postings?

Can the persons who post listings please use a little discretion and refrain from bickering back and forth? How about some straight ahead technical info about ST hardware and software. PLEASE!!!!!!!

I have a Mega2/Megafile20/SM125 system at home and a 1040/SH204/SM125 system at work. I use WordWriter, WordPerfect (under PC Ditto) and MS Word (under Magic Sac). I use dbMAN on my ST and dBASE III Plus on my AT at work. I use VIP, LOTUS (on my AT) and EXCEL (under Magic Sac). I use UNITERM or ST640 to log on to a CYBER system and will soon get an account on the new VAX system installed at work. Postings about any aspect of what I have listed would be greatly appreciated.

ST640, very much a UNITERM look-alike, was put out by the TRIUMF facility in Vancouver, British Columbia, CANADA. However, ST640 has a nice feature UNITERM lacks (at least I am unaware of UNITERM providing the feature). TEK4010 plots generated by CYBER applications (or any mainframe pkg that produces TEK4010 device dependant files) can be written to EASYDRAW (and GEMDRAW) files. I can use a sophisticated CYBER plotting package, capture the figure to file, edit the figure using either EASYDRAW or GEMDRAW (on my AT) and dump the final figure on an HP laserjet II. This avoids having to use the site's central plotter and figures can be electronically pasted in to 1ST Word Plus documents (on the PC). ST640 will let you use inexpensive 520STs as terminals that can capture plotter output for importing to documents. When you consider that a 520ST is not much more expensive than a PC application like Smarterm 240 and that ST640 is public domain it is easy to see why some groups are standardizing on STs as terminals.

One of the groups at work uses 1040STs with MAGIC SACs. No ST software is used. The group uses EXCEL, MS WORD etc. Group members and I would dearly love to have AppleTalk capability for the STs so we could talk to Macs. Is any AppleTalk capability in the offing from anyone out there?

Lastly, most STs at work are hooked up to SL/1 phones to get to the CYBER and the new VAX. If the VT52 desk accessory is installed any ST can instantly receive a message from any other ST simply by dialing it via the SL/1. Is there are SMART terminal program that is (i) a desk accessory and (ii) will automatically accept info on an interrupt basis even though the desk accessory is not currently active. If so, then all our STs will have a direct, on-line E-mail service with fully file exchange capbility. Any assistance in this would be very helpful.

****
* Greg Csullog 01659@AECLCR.BITNET *
* 11 Silvie Street *
* Deep River, Ontario *
* CANADA, K0J 1P0 *
* (613) 584-4767 *
****

5000. RE: (i)Idiotic postings (ii)looking for information

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 02:20:20 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8808160411.AA01443@ucbvax.Berkeley.EDU>
Source record: 251201

Date: Mon, 15 Aug 1988 22:13 EDT
From: <<<<< Greg >>>>> <01659@AECLCR>
Subject: RE: (i)Idiotic postings (ii)looking for information
To: <INFO-ATARI16@SCORE.STANFORD.EDU>

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* Greg Csullog 01659@AECLCR.BITNET *
* 11 Silvie Street *
* Deep River, Ontario *
* CANADA, K0J 1P0 *
* (613) 584-4767 *
****

5001. Suggestion for compatible fix to Malloc()

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 03:22:44 UTC
From: preston@felix.UUCP
Message-ID: <53857@felix.UUCP>
Source record: 251202

There is more than one way to go about this.

If some (arguably stupid) existing programs expect successive Malloc's to return contiguous blocks, then you _could_ allow those programs to continue working by:

- Allocate your (GEMDOS's) bookkeeping data structures (call it overhead) seperately from the areas allocated to the program.

And either (or both):

- Allocate overhead in chunks (i.e. 10 or 20 at a time) with the first chunk allocated _before_ the program begins execution (either in the OS space or just before the basepage.

- Allocate overhead starting from the _high_ (opposite) end of available memory.

If you allocate your overhead in chunks, then if the existing programs do a small number of Malloc's, then all the overhead will fit in the first chunk.

I suspect that would cover most (all?) of the misbehaving programs.

Any comments? :-)

--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister
--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

5002. ASSEMBLY MOVE/CLEAR/SET/COMPARE ROUTINES (was Clearing memory chain)

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 03:43:42 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8808160343.AA10248@cory.Berkeley.EDU>
Source record: 251203

```
>I think this problem could be solved quite simply by using one of the reserved
>fields in the GEMDOS executable program header. One of these fields could be
>used for telling the OS that it does not have to clear the TPA beforeexecuting

Half of this conversation is silly. Since when is clearing memory
slow? A properly written memory-set/clear function will use, say, 12 or 13
registers filled with the pattern and then loop on movem.l instruction.

Needless to say, this is *fast*. Very fast, in fact.

And before some of the less sophisticated start blabbering about
special cases, following is some *GENERAL* 68K code for clearing, moving,
and comparing memory.

All routines work on arbitrary boundries, and optimize according to
the block size and alignment, all the way to using multiple-register moves
to accomplish the goal. bmov() will do either an ascending or decending
copy accordingly, allowing for overlapped moves.

SPECIAL NOTES:
-All calls take 32 bit quantities for any pointers or integers. Note
-especially that the BSET() function takes a long for the fill
character even though only a char is used. Simply modify the code
to fill your needs.

-This assembles under the Aztec assembler. Some modifications may
be required to work on other assemblers. However, the code is
COMPLETELY self contained.

-Code is set up for being called from C, with arguments pushed on
the stack in reverse argument (i.e. first arg is 4(sp), second is
8(sp), and third is 12(sp) on entry to the call)

-D0/D1/A0/A1 are all assumed to be scratch and are not saved.

-Matt

#! /bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #! /bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create:
# bcmp.asm
# bmov.asm
# bset.asm
# This archive created: Mon Aug 15 20:36:56 1988
```

```
export PATH; PATH=/bin:/usr/bin:$PATH
echo shar: "extracting 'bcmp.asm'" '(772 characters)'
if test -f 'bcmp.asm'
then
echo shar: "will not over-write existing file 'bcmp.asm'"
else
cat << \!Funky!Stuff! > 'bcmp.asm'

public _bcmp ; compare two blocks of memory

; BCMP(src, dst, len)
; char *src, *dst;
; long len;

_bcmp: move.l 4(sp),A0
move.l 8(sp),A1
move.l 12(sp),D0
move.w D0,D1 ;longword align address
neg.w D1
and.w #3,D1
cmp.w D0,D0 ;force Z bit
bra .bc2
.bc1 cmpm.b (A0)+,(A1)+
.bc2 dbne D1,.bc1
bne .bcfail
move.l D0,D1
lsr.l #2,D1 ;# of longwords to compare
cmp.w D0,D0 ;force Z bit
bra .bc11
.bc10 cmpm.l (A0)+,(A1)+
.bc11 dbne D1,.bc10
bne .bcfail
sub.l #$10000,D0
bcc .bc10
and.w #3,D0 ;remaining bytes to compare
cmp.w D0,D0 ;force Z bit
bra .bc21
.bc20 cmpm.b (A0)+,(A1)+
.bc21 dbne D0,.bc20
bne .bcfail
moveq.l #1,D0 ;success!
rts
.bcfail moveq.l #0,D0 ;failure!
rts

!Funky!Stuff!
fi # end of overwriting check
echo shar: "extracting 'bmov.asm'" '(2664 characters)'
if test -f 'bmov.asm'
then
echo shar: "will not over-write existing file 'bmov.asm'"
```

```
else
cat << \!Funky!Stuff! > 'bmov.asm'

; BMOV(src, dst, len)
;
; char *src, *dst;
; long len;
;
; The memory move algorithm is somewhat more of a mess
; since we must do it either ascending or decending.

public _bmov
_bmov: move.l 4(sp),A0
move.l 8(sp),A1
move.l 12(sp),D0
cmp.l A0,A1 ;move to self
beq .bmend
bls .bmup
.bmdown adda.l D0,A0 ;descending copy
adda.l D0,A1
move.w A0,D1 ;CHECK WORD ALIGNED
btst.l #0,D1
bne .bmdown1
move.w A1,D1
btst.l #0,D1
bne .bmdown1
cmp.l #259,D0 ;chosen by calculation.
blo .bmdown8

move.l D0,D1 ;overhead for bmd44: ~360
divu #44,D1
bvs .bmdown8 ;too big (> 2,883,540)
movem.l D2-D7/A2-A6,-(sp) ;use D2-D7/A2-A6 (11 regs)
move.l #11*4,D0
bra .bmd44b
.bmd44a sub.l D0,A0 ;8 total 214/44bytes
movem.l (A0),D2-D7/A2-A6 ;12 + 8*11 4.86 cycles/byte
movem.l D2-D7/A2-A6,-(A1) ; 8 + 8*11
.bmd44b dbf D1,.bmd44a ;10
swap D1 ;D0<15:7> already contain 0
move.w D1,D0 ;D0 = remainder
movem.l (sp)+,D2-D7/A2-A6

.bmdown8 move.w D0,D1 ;D1<2:0> = #bytes left later
lsr.l #3,D0 ;divide by 8
bra .bmd8b
.bmd8a move.l -(A0),-(A1) ;20 total 50/8bytes
move.l -(A0),-(A1) ;20 = 6.25 cycles/byte
.bmd8b dbf D0,.bmd8a ;10
sub.l #$10000,D0
bcc .bmd8a
```

```
move.w D1,D0 ;D0 = 0 to 7 bytes
and.l #7,D0
bne .bmdown1
rts

.bmd1a move.b -(A0),-(A1) ;12 total 22/byte
.bmdown1 ; = 22 cycles/byte
.bmd1b dbf D0,.bmd1a ;10
sub.l #$10000,D0
bcc .bmd1a
rts

.bmup move.w A0,D1 ;CHECK WORD ALIGNED
btst.l #0,D1
bne .bmup1
move.w A1,D1
btst.l #0,D1
bne .bmup1
cmp.l #259,D0 ;chosen by calculation
blo .bmup8

move.l D0,D1 ;overhead for bmu44: ~360
divu #44,D1
bvs .bmup8 ;too big (> 2,883,540)
movem.l D2-D7/A2-A6,-(sp) ;use D2-D7/A2-A6 (11 regs)
move.l #11*4,D0
bra .bmu44b
.bmu44a movem.l (A0)+,D2-D7/A2-A6 ;12 + 8*11 ttl 214/44bytes
movem.l D2-D7/A2-A6,(A1) ;8 + 8*11 4.86 cycles/byte
add.l D0,A1 ;8
.bmu44b dbf D1,.bmu44a ;10
swap D1 ;D0<15:7> already contain 0
move.w D1,D0 ;D0 = remainder
movem.l (sp)+,D2-D7/A2-A6

.bmup8 move.w D0,D1 ;D1<2:0> = #bytes left later
lsr.l #3,D0 ;divide by 8
bra .bmu8b
.bmu8a move.l (A0)+,(A1)+ ;20 total 50/8bytes
move.l (A0)+,(A1)+ ;20 = 6.25 cycles/byte
.bmu8b dbf D0,.bmu8a ;10
sub.l #$10000,D0
bcc .bmu8a
move.w D1,D0 ;D0 = 0 to 7 bytes
and.l #7,D0
bne .bmup1
rts

.bmu1a move.b (A0)+,(A1)+
.bmup1
.bmu1b dbf D0,.bmu1a
sub.l #$10000,D0
```

```
bcc .bmu1a
.bmend rts

!Funky!Stuff!
fi # end of overwriting check
echo shar: "extracting 'bset.asm'" '(1702 characters)'
if test -f 'bset.asm'
then
echo shar: "will not over-write existing file 'bset.asm'"
else
cat << \!Funky!Stuff! > 'bset.asm'

public _bzero ; Zero a block of memory
public _bset ; Set a block of memory to (byte val)

; BSET(buffer, len, byte)
; BZERO(buffer, len)
;
; char *buffer;
; long len;
; long byte; (must be passed as a long though only a byte)

public _bset
public _bzero

_bzero: moveq.l #0,D1
bra .bz0
_bset: move.b 12+3(sp),D1
.bz0 move.l 4(sp),A0
move.l 8(sp),D0

add.l D0,A0 ; start at end of address
cmp.l #40,D0 ; unscientifically chosen
bls .bs2
bra .bs10
.bs1 move.b D1,-(A0) ; any count < 65536
.bs2 dbf D0,.bs1
rts

; at least 2 bytes in count (D0)
.bs10 movem.l D2-D7/A2-A6,-(sp) ;ant count > 4
move.l A0,D2
btst.l #0,D2 ; is it aligned?
beq .bs22
move.b D1,-(A0) ; no, copy one byte
subq.l #1,D0

.bs22 andi.l #$FF,D1 ; expand data D1.B -> D2-D7/A1-A6
move.l D1,D2 ; D1 000000xx D2 000000xx
asl.w #8,D2 ; 0000xx00
or.w D2,D1 ; 0000xxxx
move.w D1,D2 ; 0000xxxx 0000xxxx
swap D2 ; 0000xxxx xxxx0000
```

```
or.l D1,D2 ; D2.L
move.l D2,D3
move.l D2,D4
move.l D2,D5
move.l D2,D6
move.l D2,D7
move.l D2,A1
move.l D2,A2
move.l D2,A3
move.l D2,A4
move.l D2,A5
move.l D2,A6 ; D2-D7/A1-A6 (12 registers)
move.l #12*4,D1 ; bytes per transfer (48)
.bs30 sub.l D1,D0 ; pre subtract
bmi .bs40
.bs31 movem.l D2-D7/A1-A6,-(A0)
sub.l D1,D0
bpl .bs31
.bs40 add.w D1,D0 ; less than 48 bytes remaining

move.w #4,D1 ; by 4's
sub.w D1,D0
bmi .bs50
.bs41 move.l D2,-(A0)
sub.w D1,D0
bpl .bs41
.bs50 add.w D1,D0
bra .bs52
.bs51 move.b D2,-(A0) ; by 1's
.bs52 dbf D0,.bs51
movem.l (sp)+,D2-D7/A2-A6
rts

!Funky!Stuff!
fi # end of overwriting check
exit 0
# End of shell archive
```

5003. Re: C++

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 04:04:37 UTC
From: leo@sunybcs.uucp
Message-ID: <690@cs.Buffalo.EDU>
Source record: 251204

In article <5006@pasteur.Berkeley.EDU> landay@cory.Berkeley.EDU (James A. Landay) writes:
>Does anyone know of a C++ translator or compiler for the ST (PD or commercial?)

Good question! And is there anyone out there working on porting gcc to
the ST? Please, I think this could be an interesting bit of PUBLIC news,
interesting to quite a large part of the net...
===
Leo E. Wilson 364 West Delavan Avenue, Buffalo, NY 14213-1412 (716)883-7573
(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

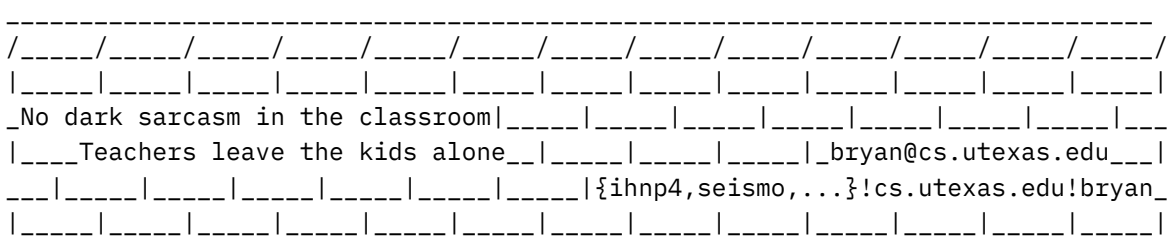
5004. Re: Atari vs. Amiga: what to buy?

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 04:55:23 UTC
From: bryan@cs.utexas.edu
Message-ID: <3167@cs.utexas.edu>
Source record: 251205
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <2711@pt.cs.cmu.edu> dld@f.gp.cs.cmu.edu (David Detlefs [wearing jewel-encrusted battle shorts]) writes:

=-nothing nearly this exciting for the Atari. Any Atari fans wish to
=-rebut this asssertion? Any Amiga fans to add to this list?
=-
"Unfortunately, in the V'lhurg language, the phrase 'I seem to be having problems deciding which computer best fits my lifestyle' was the most vile insult imaginable, and there was nothing for it but to wage terrible intergalactic war for centuries."

I predict that, due to a tragic miscalculation in size, we will all shortly be swallowed by a small PClone.



5005. Re: To Fix or Not To Fix

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 04:55:54 UTC
From: rich@lakesys.UUCP
Message-ID: <965@lakesys.UUCP>
Source record: 251299

In article <635@ihnet.ATT.COM> bryan@ihnet.ATT.COM (b. k. delaney) writes:
>
>There is a very simple solution to the problem of fixing things in
>the ROMS that cause bad programs to break.
>
>If you have a program that does not work with the old version of the OS
>then boot from Floppy the old version of the OS and use your program!!
>
>Remember the Original 520ST came with a floppy that booted in the OS

One thing that one *must remember here though.

Although one can boo ththe old rom from floppy, that does not
mean the program will work. I have the Blit roms installed in my
machine, and although say a program bombs with say 4 bombs, when
I boot the TOS on disk, and then run the program, I get 2 bombs,
er mushrooms...

One comes immediatley to mind, say ST Accounts.

Also remember that many are self booting disks, and don't always
blow GEM\TOS out of the machine.

>
> Bryan DeLaney
> AT&T Bell Laboratories
> Naperville, IL

rich.....
UUCP: {uwvax}!uwmcsd1!lakesys!rich

--
Disclaimer: The words, expressions posted here are my own.....
Nothing is ever so bad that it can't be made worse by trying to fix it
-- Law of the Hacker

5006. Atari ST<->Supercomputer

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 05:22:55 UTC
From: trb@stag.UUCP
Message-ID: <559@stag.UUCP>
Source record: 251206

Some random thoughts on Superquest's use of ATARI ST's:

So,
Did everyone see all those Atari ST's (Mega-2's) on CNN on 8/15? They were showing the Superquest students in their final competition for a supercomputer for their high schools (an ETA-10 Supercomputer). And, of course, we had 16 Mega-2 ST's handy for their use. Thanks to Atari, the kids and the teachers all ended up with their own Mega-2 ST's and the 5 schools each got their own Desktop Publishing System. Both Sig Hartmann and Sam Tramiel showed up at the awards banquet and I was happy to hear the president of ETA mention the Atari ST and acknowledge Sig and Sam during the presentations. The Atari's worked out VERY well for local Fortran compiling, acting as smart terminals (via UNITERM and Unix Windows), some spreadsheet work (VIP, ACALC), some documentation (EASYDRAW, Timeworks Publisher, First Word Plus, Fontz), and even some good heavy duty game playing the last day after the presentations were made (MIDIMAZE was the main attraction).

I would estimate that these kids put in a good number of 80 hour workweeks during the 7 weeks that they pounded on their ST's, the Silicon Graphics workstations they were connected to, and the ETA-10 that they networked into via the SG. Aside from some frustrating problems with the Unix Windows software (losing the cursor quite often), I am happy to say that all the ST software worked out quite well. Some of the students still prefered the user interface of the Mac for desktop publishing, while others preferred the PC-portables, so a number of 'other' PC's were also made available to them. Two things that we saw that the ST desperately needs are 1) a much better user-interface to the desktop publishing and word processing programs (specially in relation to getting WYSIWYG vis-a-vis fonts and quick-draw type programs), and 2) more advanced math/statistical related graphing programs.

-Todd Burkey
trb@stag.UUCP

5007. Re: fading SM124 fix

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 08:19:11 UTC
From: rwa@auvax.UUCP
Message-ID: <691@auvax.UUCP>
Source record: 251207

In article <8808101333.AA23692@ucbvax.berkeley.edu>, XBR3D815@DDATHD21.BITNET writes:
> [...]
> As far as i know at two places the brightness of a CRT is controlled:
> 1) the first gate (hope this is the right technical term)
> 2) the cathode voltage/current.

Let me say first, an excellent article! But to pick a nit (at your request),
the control elements of thermionic emission devices (aka Fleming valves,
or in some benighted venues "tubes" ;-) are called `grids'. The first grid
is usually called the control grid; some common devices have up to five grids.

In apology, let me say that I learned my basic electronic principles using
this technology for my active devices (bar some 1N34's) :-).

--
Ross Alexander @ Athabasca University
<the-known-world>!alberta!auvax!rwa

5008. Hard Disk Crash

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 08:22:13 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <5037@pasteur.Berkeley.EDU>
Source record: 251208

This evening I was trying to speed up my hard drive by unfragmenting it. I used Simon Poole's REGORG (v. .04) First I did partition C. No Problem (I had FOLDER999.PRG in case of 40 folder problems) I then rebooted. Did partition D. After 10 mins. or so, strange things started to happen. The amount done indicator reached the end of the space for it and kept going. Went past the end of the dialog box. Kept going. To the edge of the screen. CRASSSSSSSSSSSH!!!!!!!!! BOMBSSSSSSSS!!!

Rebooted! Partition D was fried!!! Luckily I had backed up with Turtle the night before (great program George!) I used the BMS utility to zero out the partition and proceeded to restore partition D (how are you supposed to restore from Turtle backed up disks? I had to use some program run from Gulam that someone posted a while back called RESTORE.)

I don't know where I screwed up, but I ended up with an directory with a blank name that when entered showed everything in the root. (and the same if I entered the blank one in that directory) Seemed like a circular pointer problem. I used a disk editor and some docs someone posted on the floppy FATS a long time ago and wiped out that entry. It seems to work. Is that the proper way to go? (I couldn't get any programs to fix it, DLII or Disk Doctor.)

Is there a new (safe) version of REORG?

Thanks,

D
D
D
D
D
D

James A. Landay

ARPA: landay@cory.berkeley.edu
..!ucbvax!cory!landay

5009. UK Server for PD Software

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 08:24:48 UTC
From: andrew@MARVIN.BRAD.AC.UK
Message-ID: <8808160824.AA18081@marvin.eleceng.bradford.ac.uk>
Source record: 251209

Since my last message, our server has acquired some more software, and the
selection is growing constantly.

For those who don't know about our server, or haven't used it, the
address of the server is:

server@uk.ac.brad.marvin (JANET)
or
server@marvin.brad.ac.uk (EARN/BITNET)

The first time you mail the server you will be added to our user list
and a help message will be sent.

Please send any cries for help, suggestions, or offers of software to me
at the address below.

Cheers, Andrew
--

##
Andrew G. Minter, # JANET: andrew@brad.marvin
Lecturer in Information Systems, #
Schools of Electrical and # EARN/BITNET: andrew@marvin.brad.ac.uk
Electronic Engineering, #
University of Bradford, # Phone: +44.274.733466 ext 6141 or 326
Bradford, West Yorkshire, BD7 1DP # Telex: 51309 UNIBFD G
United Kingdom #
##

5010. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 08:45:40 UTC
From: rwa@auvax.UUCP
Message-ID: <692@auvax.UUCP>
Source record: 251210

[fancy line-eater line down for preventative maintenance; call later]

In recent articles, Roy J. Good @ Atari and others discuss the Malloc problem (qv). May I suggest the following solution:

1) build a proper version of Malloc (MallocP for "malloc patched" comes to mind). Assign it a TOS-call number, and give it reasonable semantics; Un*x semantics are as reasonable as any [:-) :-)].

2) use this reasonable allocator as a foundation for a version broken in exactly the same ways as the current TOS version. That is, it obeys the assumptions that people are making about the current allocator (that it's okay to exceed your chunk, that chunks are contiguous, et al.), and make this broken allocator available through the old TOS-call number.

3) encourage people to use the new allocator; they will because it's no longer broken, right ?

4) after a while, make the old entry point go away (if you want).

Now, this may be a little tricky. You might have to compromise some functionality in the back-compatibility entry-point version. For instance, it might be only able to allocate 1/3 or 1/2 of the total available free memory (here's a reason to use the upgraded entry point :-).

I don't know if this is THE answer, but it might be AN answer. Comments ?

--
Ross Alexander @ Athabasca University
<the-known-world>!alberta!auvax!rwa

5011. Re: MW_C C-Source Debuger question

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 11:24:39 UTC
From: leo@philmds.UUCP
Message-ID: <592@philmds.UUCP>
Source record: 251211

In article <8808090237.AA22529@ucbvax.berkeley.edu> FORTINP%BNR.CA@FORSYTHE.STANFORD.EDU (Pierre Fortin, P.) writes:
>Wellllll.... being a new-comer to the wonderful world of C (pronounced
>"see" or "sea"? ;-}), I don't know how you C-soned (;-}) veterans ever
>got along without it. However, in my first see-project (program to
>find and display the BOMB information (registers and stacks)), I found
>that CSD will not single-step within code which is executed while in
>Super() mode. Am I doing something wrong, or is there a definite and
>undocumented restriction to MW_C's CSD?

Some remarks:
When a debugger single-steps through your code, a commonly used technique is to push your program's current status word and program counter onto the supervisor stack, setting the trace bit in that status word and performing a RTE. When the instruction at your program's program counter gets executed, a trace exception occurs - and the debugger takes over control again because the trace vector has been set up to point into the debugger.
The 68000 clears the trace bit in the status word whenever an exception occurs (otherwise your debugger would get single-stepped, but only the first instruction, recursively... 8-). This implies that you cannot single-step exceptions (this includes traps, and thus GEMDOS, BIOS, XBIOS and GEM traps), unless the debugger 'takes over' at an exception (needs a table for all old exception vectors, and all current exception vectors point into the debugger). This you probably have not noticed, because you step at source level (could well be done without trace bit, using breakpoints; this however is restricted to code in RAM).
An (perhaps acceptable and maybe undocumented) restriction of CSD could thus be that it does not let you single-step a trap (whether this is in fact true I don't know); I've however seen this with other (code) debuggers for the ST.

I checked the Super() call (got curious of course 8-), but as far as I can see, it correctly preserves the trace bit in the status word. That is, when the TRAP #1 exception finishes the bit is what it was before the exception occured; the code within the trap cannot be traced (unless ..., see above).

Some hints:
a) try what you did using the XBIOS Supexec call, which performs a function in supervisor mode. If this also does not work, I would suspect CSD having trouble with supervisor mode for some odd reason.
b) Have you used Super() correctly? Example:

```
long ssp;
```

```
ssp = Super(0L); /* save supervisor stack pointer & switch to s. mode */

/* supervisory stuff here , with ssp == usp */

Super(ssp); /* back to user mode, restore old supervisor stack ptr. */
```

An error you could have made easily is calling Super without argument...

Hope this helps -

Leo.

P.S. A simple program to display the bomb info I posted to this group some months ago (does not show stacks); you can have it, unless of course you want to 'C for yourself' 8-).

5012. Re: Atari vs. Amiga: what to buy? (Atari side)

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 12:31:03 UTC
From: denbeste@bbn.com
Message-ID: <28490@bbn.COM>
Source record: 251212

And so, another guy tries to stir up trouble. Atari/Amiga has had more than one war in the continuing "My computer is better than yours" saga, and we don't need another.

Please, everyone, I know how convenient the "F" key is, but DON'T followup the original article. Please send MAIL to the pyro who posted it.

To the pyro: DON'T "summarize for the net" - keep it to yourself, or MAIL copies of your conclusions to anyone who expresses interest.

Flame wars between the Amiga and Atari are like basketball games between the Lakers and the Celtics - at this point they know each other's moves, and whatever the result, it never seems to make any difference.

Let's not start another one, OK? Everyone practice restraint, please.

5013. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 14:23:40 UTC
From: ugbernie@sunybcs.uucp
Message-ID: <701@cs.Buffalo.EDU>
Source record: 251213

In article <36500051@iuvax> pwp@iuvax.cs.indiana.edu writes:
>
>Since it both important to have old programs work and to have a correct
>Malloc, the folks at Atari should give careful consideration to having
>two versions of Malloc with the old version recieving the old name. It
>might also be necessary to have two versions of Free.

This is a lot better idea than keeping broken procs in the new roms. Adding
a new Malloc called Malloc2 (etc.) would say a lot to developers &
ST programmers in general about the quality in the ST. It's the best
of both worlds and would rather wait awhile longer to see this done, than
buy (or most likely NOT buy) ROMs that are only partially fixed. How
do we know we won't be stuck with similar bugs in future machine???
I for one wouldn't buy a 68030 or any nxt generation Atari if these
bugs were allowed to stand for ever.

Bernie

5014. Hard Drive Headaches

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 14:27:41 UTC
From: elixir@m-net
Message-ID: <2171@m2-net.UUCP>
Source record: 251214

I have the following hardware setup as my bbs.
An old atari 520ST(ONe of the first with TOS in ROM)
I am using a 1meg expansion board (ONe that uses the
shhifter I think? Instead of the two small chips!?!?)
a single sided drive (I swap a double sided drive off my other
system for backups)
An ICD Host adapter, the Adaptek RLL controler (4070a?)
and a segate 277rl drive...
My sw is Forem 2.3 and here's my problem...
After a while my bbs starts to crash.. It can't find files..
But I dont think it is the bbs sw since a friend of mine
had a simular happening with his bbs also..

THe file IS accessable via desktop BUT NOT from the GEMDOG
File opening box, the interlinks file selector, or anything else..

Whats the beef? Is this a problem in Gem or in ICD's stuff?
A temporary fix seems to be to reformat the drive and move all the stuff back..
But when my 65 meg drive gets full that will be a very painful thing to do.

I AM currently running Turbo Dos (A disc cache from Atari France)
but the problem showed its head before to me before I even knew what turbo dos
was.. (THis is the second time this problem has happened to me in 2 months)

WHat causes this and is there an easier way of fixing it?
I also must say that I have shut the computer off a few times due to locked up
programs and when I was using arc...
(Ever type "m destination source" but when typing the source you hit
the return key instead of the \ while selecting the directory?
On a hard drive with a 16 meg partition of which 4 meg is used
I dont fancy the idea of letting 4 meg go arced, then erase the four meg,
and then have to recover by doing the reverse..
Not my idea of a fun half hour)

Which brings me to ask another question.....
Is there an EASY way of arcing a directory into seperate files instead
of doing numerous "M destination source" calls?
I really don't feel to enthused about trying to write a shell to do it but
will if I have to..

5015. Printer driver for Toshiba P1340 ?

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 16:12:30 UTC
From: schell@iris
Message-ID: <2757@ucdavis.ucdavis.edu>
Source record: 251215

I am the unfortunate owner of a Toshiba P1340 24-pin printer. As far as I know, it is incompatible with every other printer in the universe and most software. The problems are three-fold: (1) NLQ/draft, bold, underline, etc. commands are not the same as any other printers (except, possibly, for the Toshiba 3-in-1 series); (2) Graphics format is WIERD, requiring 4 bytes of 6 (yes, six!) pixels for each column of output (unlike the other Toshiba printers, I believe); (3) I don't want to reinvent the wheel if someone else already has.

I can configure a 1st Word setup file for it (to give a limited subset of 1st Word's abilities), but can't convince Degas, EasyDraw, etc. to print on it. I wrote a screen dump routine (worked) and built it into Tom Hudson's printer driver programs (didn't work, probably due to my own incompetence).

Are there existing (PD or commercial) printer drivers for this thing? If not, is anyone interested in a good-quality 24-pin printer CHEAP ? All offers considered.

Thanks very much.

Stephan Schell
schell@iris.ucdavis.edu
ucbvax!ucdavis!iris!schell

5016. Re: To Fix or Not To Fix

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 16:59:04 UTC
From: rosenkra@Alliant.COM
Message-ID: <2237@alliant.Alliant.COM>
Source record: 251216

```
---
In article <635@ihnet.ATT.COM> bryan@ihnet.ATT.COM (b. k. delaney) writes:
->There is a very simple solution to the problem of fixing things in
->the ROMS that cause bad programs to break.
->
->If you have a program that does not work with the old version of the OS
->then boot from Floppy the old version of the OS and use your program!!
->
-> Bryan DeLaney
-> AT&T Bell Laboratories
-> Naperville, IL
```

now why didn't our friends at atari think of that? all they would have to do is provide a floppy boot disk with the new ROMs containing (say) the 11/20/85 OS or the mega os. they could even make another incremental profit by charging (say) $10-15 for the floppy (if the person ordering wanted it). it shouldn't take more than a man month to put the os on a bootable floppy and maybe another man month to test. i suspect they really didn't fix anything or they just don't have the marketing saavy :^).

good suggestion...hope atari is listening...

-bill

5017. Download problems

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 17:31:02 UTC
From: wao@aluxz.UUCP
Message-ID: <941@aluxz.UUCP>
Source record: 251217

I am new to the net so forgive me if this question has
already been answered.

I have a 1040 ST and I use FLASH (1.52) to transfer files. How do I download and run the programs found on this net? If I download the encoded version I can't decode it on my ST and if I decode it on my SUN I can't download to my ST. Thanks in advance!

Bill oswald

5018. Re: ASSEMBLY MOVE/CLEAR/SET/COMPARE ROUTINES (was Clearing memory chain)

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 19:13:25 UTC
From: apratt@atari.UUCP
Message-ID: <1119@atari.UUCP>
Source record: 251218

dillon@cory.berkeley.edu says something about clearing memory being fast
when using movem and lots of registers. He is right, but on a 4-meg
machine it still takes appreciable time. It takes almost a second,
which is a long time if you do it a lot for short utilities loaded off
hard disk:

At 4 clocks per longword to do the memory access, it takes
4*3.5MB = 13,107,200 clocks, or ~0.82 seconds at 16MHz to
clear 3.5MB, not counting instruction fetching and looping
overhead. This also doesn't count the fact that video
memory cycles are interleaved with processor memory cycles;
I don't know what that impact will be.

The clearing code in the 11/20 ROMs (pre-Mega ROMs) is stupid and
slow, which is why it takes appreciable time to clear 1 Meg. The
Mega ROMs fixed this, but clearing 3.5 Meg still takes a long time,
and future machines may possibly have up to 10 Meg -- clearing
9.5 Meg will not be pleasant:

It would take 38,273,024 clocks (~2.4 sec) to clear
9.5MB at 16MHz, but fortunately any machine with that
much memory will probably run faster than 16MHz.

These numbers are back-of-the-napkin computations, and I may have
some major flaw in my arithmetic, but .82 seconds sounds right to me.

You can speed up memory clearing on a Mega 4 by installing a 2MB RAMdisk...

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5019. Re: Atari vs. Amiga: what to buy?

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 20:20:50 UTC
From: geoffs@smoke.ARPA
Message-ID: <8347@smoke.ARPA>
Source record: 251219
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

ATARI VS. AMIGA: WHAT TO BUY?

* the bottom line is -- whatever you like best. *
but here are some thoughts:

WORK/SCHOOL OS features:
========================

What kind of environment are you using at work/school? It is
Likely Multi-tasking. (VAX VMS, UNIX, ?)

- (AMIGA & ST) If VMS, I don't know of any VMS look-alikes for
either machine. there is a PD editor (TVX) that can be configured
to look like the VMS EDT editor I think... I know it can be made
to look like VI and emacs/jove/uemacs... (unix).

- (AMIGA) If unix at work,... unix editor PD look-a-likes "vi" and
"emacs" are available. (They are also available on the ST).

- (ST) If unix at work, then note that an ST version of MINIX
has gone to Prentice Hall for distribution (out in Sept? - check
comp.os.minix on when). You are familiar with MINIX? It is Version
7 unix look alike muli-tasking OS, comes with compiler and
unix-behaving tools.

- (AMIGA) As you know the Amiga has multi-tasking built in, so it you
can handle a different interface from the one at work, but are
used to multi-tasking, you are already set.

- (ST) UNIX? Today *now* there is a nice PD shell on the ST (gulam)
that looks a lot like the unix shell with many of the
commands. The editor is emacs-like, and you can pause the
editor, escape to the shell, compile a program, then bring
the editor back to the fore ground (via "fg" a-la unix). Not
multi-tasking. Context switching, but it is the unix look and feel.

- Note: Amiga and ST can run MSDOS stuff with appropriate add-on's.
ST cam also run MAC stuff with appropriate add-on's.

MIDI:
=====

The ST came with midi's built in and this has generated a lot of
ST midi software. Buy a copy of STart magazine. There are always adds
in that artist-oriented magazine for music editors, and multiple other midi
programs. I do not know what midi stuff is available on the AMIGA. I
think there is a large library of midi software on the PC market. You

may wish to look here too...

Final suggestions:
1. Get several machine specific magazines on both computers.
Try to stay away from those published by the machine manufacture; they tend to be censored and over-hyped: "See how great we are!!!!!!!!".

2. Please try before you buy. - you may hate the feel of the keyboard.

BOTH good computers, you probably can't go wrong what ever you choose. To be fair, I do not own an Amiga. I own 2 Commodors (the VIC-20 & C64) am the happy owner of 1 Atari (the ST).

I will not suggest either computer over the other. That is a personal preference. A choice only you can make. My experience with both companys is about the same. They are probably on a par with the rest of the retail computer industry.
--
---> geoffs@brl.arpa
--
--
---> geoffs@brl.arpa
--

5020. ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 20:29:09 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <2758@vice.ICO.TEK.COM>
Source record: 251220
Cross-posted to: comp.sys.atari.st,pdx.forsale,or.forsale

I have some software for my ST that I don't use anymore and would like
to get rid of it (to help pay for upgrades of other software):

Gauntlet $20
Eagles Nest $20
Harrier Strike $15

Timeworks Data Manager $35
Haba Writer II(w/spellchecker) $20
Regent Spell Checker $5

IMG Scan $50
(turns your printer into a scanner)

I have all the original documentation that came with these.

Keith Rast
keithr@vice.ICO.TEK.COM
or call me at work (503) 627-4055
at home (206) 253-4837

5021. Re: To Fix or Not To Fix

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 20:30:13 UTC
From: rosenkra@Alliant.COM
Message-ID: <2238@alliant.Alliant.COM>
Source record: 251221

```
---
In article <635@ihnet.ATT.COM> bryan@ihnet.ATT.COM (b. k. delaney) writes:
->There is a very simple solution to the problem of fixing things in
->the ROMS that cause bad programs to break.
->
->If you have a program that does not work with the old version of the OS
->then boot from Floppy the old version of the OS and use your program!!
->
-> Bryan DeLaney
-> AT&T Bell Laboratories
-> Naperville, IL
```

now why didn't our friends at atari think of that? all they would have to do is provide a boot disk along with the new ROMs containing (say) the 11/20 OS or the mega os. they could even make another incremental profit by charging (say) $10-15 for the floppy (if the person ordering wanted it). it shouldn't take more than a man month to put the os on a bootable floppy and maybe another man month to test. i suspect they really didn't fix anything or they just don't have the marketing saavy :^).

good suggestion...hope atari is listening...

-bill

5022. Re: Ctrl-C

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 20:52:35 UTC
From: rosenkra@Alliant.COM
Message-ID: <2239@alliant.Alliant.COM>
Source record: 251222

In article <7620@boring.cwi.nl> steven@cwi.nl (or try mcvax!steven.uucp) writes:
->Gemdos only registers a ctrl-c when something is written to the
->screen, or read from the keyboard (and then only non-raw I/O).

[stuff deleted]

->My question is: does anybody know of a simpler method?
->
->Steven Pemberton, CWI, Amsterdam; steven@cwi.nl

you could modify the entry into any of the gemdos/bios/xbios traps (see osbind.o) to check for ^C. in this way, when any system call was made, a check is first performed. this is not really equivalent to signal(3) under unix, but is better than what's there now. MWC has a signal(3) function but i don't know how/if it works. alcyon's does not seem to work.

-bill

5023. TCP/IP for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 22:43:14 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810003@hpnmdla.HP.COM>
Source record: 251223

Hi All,
To the many who wrote me about TCP/IP code for the ST please accept
my apologies for taking so long to respond to your requests for
code but I haven't known how to best get it distributed and E-mail
to many of you got bounced.
Presently part to all of the sources,binaries and documentation
may reside at UCSD.EDU under /pub/hamradio. It may also be at
louie.udel.edu under pub/ka9q now or very soon.
In addition to the above, Rich at lakesys has offered to make it
available from there and as soon as I can figure out how to get it
to him I hope that will happen. I have a problem that I have no access
to anon FTP. Rich, send me some E-mail so my mailer can do a return path
that doesn't bounce.
Source files number over 100 and documentation includes
amateur radio specific portions as well as a nice tutorial on TCP,
SMTP,FTP,TELNET,ARP,UDP etc in general. Sorry if I am slow, I'm
doing my best as a total novice to both Usenet and UNIX!
I am running the package at home on the the local amateur radio
TCP/IP network and it *does* all *seem* to work.
The code I have is from earlier this year (an earlier rev) and
was compiled under LATTICE. I hear rumblings that the ST may be
supported in future releases,there have been several since this port
of the code. PC,MAC,AMIGA,UNIX and perhaps others are presently supported.

Glenn Elmore -N6GN-

N6GN @ N6IIU-1
glenn@n6gn.norcal.ampr
glenne@hpnmd.hp.com

5024. Re: TCP/IP for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 22:51:01 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810004@hpnmdla.HP.COM>
Source record: 251224

oh yes....
The files are archived at UCSD.EDU under NETST.ARC. In addition there
may be another (similar?) archive under NET_ST.ARC.

Glenn Elmore -N6GN-

N6GN @ N6IIU-1
glenn@n6gn.norcal.ampr
glenne@hpnmd.hp.com

5025. Re: ASSEMBLY MOVE/CLEAR/SET/COMPARE ROUTINES (was Clearing memory chain)

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 23:09:22 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <20383@watmath.waterloo.edu>
Source record: 251225

Why do so many people think movem is faster than the
more straight-forward loop of move.l's?

copying 12 long words with movem (a0)+,regs; movem regs,(a1); add.l Rn,a1"
takes 242 cycles on the 68000,
while 12 successive "move.l (a0)+, (a1)+" takes 240 cycles.
(timings derived from Motorola'a 68000 manual)
when copying fewer words, move.l is even better.

the move.l appoach does not require saving and restoring all
your registers, and can be coded in C with decent compilers.

5026. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-16 23:11:25 UTC
From: kurth@sco.COM
Message-ID: <1060@scolex>
Source record: 251226

In article <2474@sugar.uu.net>, peter@sugar.uu.net (Peter da Silva) writes:
> In article <1045@scolex>, kurth@sco.COM (Kurt Hutchison) writes:
> > I for one agree with the argument that releasing a new OS that breaks
> > old software is a bad idea. Theological arguments about the proper
> > behavior of programs always take a back seat to compatibility concerns.
>
> And this is why operating systems have a limited life. Eventually the bugs
> left in to keep the old software from breaking accumulate to the point where
> it's not worth keeping the old software. This is one of the reasons UNIX has
> so far been so successful as a third party O/S: with no binary standard there's
> been no old software to keep running.
While a boon in the developement stage it is a hindrace at the marketing
level.

It is not true of SCO Xenix, we support every binary ever made for any SCO
XENIX. Our 386 OS will run 8086, 286 and 386 binaries unchanged.
This has turned out to be a good thing for us. Our binary formats
encode which CPU and OS version they were compiled for. The same
strategy works for whether it is a Xenix III or V Binary or a Unix Sys V binary,
or COFF format (all of which we support).

In spite of this, Xenix has evolved and changed. There are lots of
new calls and some old ones (still supported) that are officially obsolete.

>
> Now that Xenix and COFF have become binary standards, I expect this to change.
> In fact, it's beginning to... look how big the new SV/Xenix/BSD merge is
> going to be. Look how big SV already is.

Lets hope that memory keeps getting cheaper :-). Our users have confirmed
many times that they want backwards compatibility, memory is never
an issue. Keep in mind that we sell primarily to businesses who
have a little more money than the Atari end user. Atari wants
the business users though so these examples are potentially valid.

> But when *IBM* came out with a better (and slightly non-standard) PC it sold
> just fine, despite the fact that ill-behaved programs didn't run on it. They've
> done it twice now, first with the AT and now with the PS/2 line.

This is a good point worth discussing. When the non-standard
PC's came out they instantly became a standard. Dos was modified so
that it knew which hardware it was running on and the apps followed
suit. "Three times" means about once every three years. Atari's
OS releases are far enough apart that I will concede that it would
be reasonable for them to consider fundamental changes to their OS.
If they released updates every six months they would not want to do this.

>
> > Ill-behaved
> > programs are the rule rather than the exception, most programs that perform
> > really well were Ill-Behaved.
>
> This is because the operating system didn't support things, like fast text,
> that the programs needed. I thought one of the reasons for going with GEM
> was to keep stuff like this from happening.

As long as the hardware/OS combination *allows* bad behavior, there will
be bad behavior (in my opinion). A better memory management unit, a
protected mode where I/O instructions are illegal and hardware in general
is not accessible except through the OS might go a long way
to prevent ill-behaved programs. The Atari ST, the Mega (I think), the mac,
do not have these features. The Lisa and the Amiga (I think), and the 286
and 386 PC families do. They all cost more that the ST.

You mentioned the idea of having two mallocs, keep the old one and
add a new one that works. I really like this idea. There is lots
of precedent for this kind of approach. It concedes compatibility
while allowing new programs to take advantage of the new features.
This path does result in (potentially) unlimited growth.
I don't know how much space is left in the ROM's and if the
ST motherboard can handle the newer larger ROM's.

> How did you people get the bourne shell working right on the '86?

I don't know. It's probably proprietary anyway. I have probably
said too much in this article already. Nothing that our marketing
people won't tell prospective customers though.

- kurt
--
Kurt Hutchison The Santa Cruz Operation Software Engineer
Trumpet player, synth player, pianist, cyclist, philosopher at large
The above opinions (if any) are my own

5027. Desk Jet drivers?

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 02:48:13 UTC
From: jlong@icc.afit.arpa
Message-ID: <537@afit-ab.arpa>
Source record: 251227

I have the opportunity to get my hands on an HP Desk-Jet at a price that is too good to pass up (I have a friend at HP Vancouver in the Desk-Jet div.). How many prog's out there support the Desk-Jet?
I would appreciate a posting, or E-mail from anyone who knows about this issue. Does WP support the Desk-Jet? I want to use the printer for my Thesis work, so I hope WP does have a driver. Info Please!!!!!

5028. Re: Mono shakes

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 03:32:33 UTC
From: jpdres13@usl-pc.usl.edu
Message-ID: <7@usl-pc.usl.edu>
Source record: 251228

I finally got the shakes out of my mono monitor!

I called a friend of mine and asked him what he thought, (repairman for vax) and he told me to check out the connections at solder points on the circuit board of the monitor. I went to yet another friend's house and he resoldered a slew of "iffy" looking points on the board. That did it! The monitor works fine now, very solid.

5029. RE: Praising the ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 04:07:04 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8808170403.AA26274@ucbvax.Berkeley.EDU>
Source record: 251229

Date: Tue, 16 Aug 1988 23:59 EDT
From: <<<<< Greg >>>>> <01659@AECLCR>
Subject: RE: Praising the ST
To: <INFO-ATARI16@SCORE.STANFORD.EDU>

I have long since known that computer loyalty is far stronger than loyalty to cars. C-64 owners buy Amigas, XE owners buy STs, etc. This blind loyalty to a computer manufacturer is often evidenced in the device specific magazines that heap praise upon fairly mediocre software (e.g. VIP is OK but bloody slow!!!!!).

I have no loyalties. I use a 1040ST and an AT at work. I have a Mega 2 at home. There are two MAC SEs in my Division at work and I act as a support person to the users via MAGIC SAC. If I had the bucks I would probably run out and buy a MAC II (love the colour). I am a USER, not a hacker nor a programmer, but a user.

However, in my daily activities at work and at home I have found that the following make the ST the best value for my money (and the company's money) at the present time:

1. Many of my best loved programs are public domain. The ST world has no shortage of great public domain codes (UNITERM and ST640 are the best examples), especially in the .ACC area. I use GEM on the AT at work and hate the fact that there are so few desk accessories. Maybe there is a commercial market porting .ACCs to the PC since businesses will actually BUY these things if they're on a PC.

2. While I am proficient at dBASE III Plus, LOTUS and Word Perfect (God I hate Word Perfect) I detest the fact that the PC lacked a common environment and as such all major codes I run interact differently. It is so easy to show novices how to use ST or MAC applications because of the consistent interfaces these machines use. While it can be argued that GEM is primitive compared to the MAC's opsys, it's a heck of a lot easier to teach (the ST has to have the smallest owner's manual of any major micro).

3. MAC's unstable HFS filing system makes me wince. Watch what happens with a software crash or a power outage - there is a good chance your hard disk will be obliterated (it's easy to find a MAC user who has had to reinstall all of his applications). Good old MAGIC SAC with MFS (I decided not to switch to HFS) is totally stable after a crash. Go ahead, re-boot your ST while running a MAC application and you will see that no harm is done to the MAGIC partition on your hard disk.

4. The ST arrived as a minimum 512K machine so it works very well as a single drive system with the aid of RAM disks. Just listen, you can hear the moans of single drive PC and MAC users.

5. ST software prices are the most reasonable of any system on the market today. I bought Timeworks desktop publisher (DTP) and it cost less than the HP laserjet driver sold for the MAC (LaserStart). In addition, DTP has drivers for the laserjet, postscript and other lasers. No self respecting ST owner would pay the kinds of prices that PC and MAC codes are asking (price/performance being a consideration).

6. I have full disk compatability with the PCs at work. I write with Word Writer on my ST and the secretary prints out the final copies to an HP laserjet using GEM 1ST Word Plus on her PC. EASYDRAW and GEMDRAW can be used interchangeably to create/edit diagrams (GEMDRAW has easier text handling capability). I have taken LOTUS data on a disk from my AT and read the file into EXCEL on a 1040ST. Graphs were created and printed on an HP laserjet (borrowed from the secretary), still on the ST under MAGIC SAC. The edited EXCEL file was rewritten as a LOTUS file and the AT copy updated by feeding the AT the disk written on the ST. Try doing these tricks on any other system!

Before anyone criticizes, Appletalk would have allowed me to print on the secretary's laser without borrowing it - the ST's not perfect!

I could go on, but this note is already quite long. The point is, the ST (which is "FLAMED" so much on Info-Digest16) does have some good points. Its strongest is, if you have an ST at work you can duplicate the system for peanuts at home. Just get a 520 or a 1040 with a mono monitor and then carry your hard disk home (I did it for ages with no harm to the SH204). For about $CDN 1000, depending on what you buy, you can have a powerful complement to a system at work. You can't do this for anywhere near the price with a MAC or a PC (unless you want some dog of an XT).

My only regrets about the ST are:

- software still lags behind the PC and MAC in terms of sophistication

- too much piracy abounds in the ST world, this makes truly wonderful programmers like Small, Moore and Hudson turn away from the ST because they cannot earn a living

- Atari is the ultimate VAPOURWARE firm. No wonder it was such an uphill battle to get STs at work (there are about 80 STs in our community of 4000, 2/3 at work and 1/3 in home use). From my brief exposure to Info-Digest16, I know Atari reads these listings faithfully so PLEASE work hard to change your image as the VW kings.

5030. archive-server at ssyx

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 12:40:37 UTC
From: $29@DHDURZ1.BITNET
Message-ID: <8808171045.AA02562@ucbvax.Berkeley.EDU>
Source record: 251230

I've tried to retrieve file at the archive-server at ssyx. The index
was sent to me correctly. But to a send-request, e.g.

send sources/volume1/intro

I received the following answer from the server:

The SSYX archive server has received your request.
The server could not find in your message the name of anything to send.
If you need instructions, send the server a message saying "help"

Does anybody know whats wrong???

5031. Malloc fixup. (Was Re: Another great quote from Mr. Good)

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 14:13:46 UTC
From: juancho@dgp.toronto.edu
Message-ID: <8808171533.AA12776@explorer.dgp.toronto.edu>
Source record: 251231

I know that it is silly to comment on a subject that has been beaten to death as much as this subject. But I can't resist.

I do not understand why the developers who were smart enough to develop their own work arounds for Malloc cannot stop using their code and just start using Malloc again. In my mind I would believe Atari more if they put their foot down and developed a RELIABLE(Not necessarily good) os and laid down the law about rules and not suporting programs that do not follow them.

(I am sure that there are many reasons that each developer will cite and I realize that this does not address the issue of binaries that will break under the release of a new os.)

On another note, it was very interesting to see the commodore booth in Atlanta (SigGraph 88) and also to notice that there was no atari booth. I was very disappointed to see this, and am wondering if there is any significance to the fact that a company which is trying to sell a computer as a graphics machine does not invest in a booth in the foremost graphics conference in the world. (Just thinking aloud)

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UUCP: ...!mcvax!explorer.dgp.toronto.edu!juancho

5032. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 14:33:00 UTC
From: gaz@apollo.COM
Message-ID: <3de9dfb4.52e@apollo.COM>
Source record: 251232

From article <692@auvax.UUCP>, by rwa@auvax.UUCP (Ross Alexander):
>
> In recent articles, Roy J. Good @ Atari and others discuss the Malloc
> problem (qv). May I suggest the following solution:
>
[suggestions deleted]
>
> I don't know if this is THE answer, but it might be AN answer.
> Comments ?
>
> --
> Ross Alexander @ Athabasca University
> <the-known-world>!alberta!auvax!rwa

Now this newsgroup is becoming useful! I understand the frustration
of dealing with broken code (though here at work I usually just go
fix it when I encounter it:-) Suggestions from developers and users
are just what Atari needs. They've even begun to show some responsiveness.
Let's encourage them with constructive criticism. I think the flames have
just made them spend their money on asbestos underwear rather then product
development. Way to go to you guys with this and other suggestions.

(I love *MY* Atari, but I'm not sure how I feel about *THE* Atari)
--
UUCP: ...{umix,mit-eddie,uw-beaver}!apollo!gaz
ARPA: gaz@apollo.COM
AT&T: (508)256-6600 x6081
Its never too late to have a happy childhood!

5033. Re: Download problems

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 15:09:00 UTC
From: logajan@ns.UUCP
Message-ID: <752@ns.UUCP>
Source record: 251233

In article <941@aluxz.UUCP>, wao@aluxz.UUCP (William Oswald) writes:
> How do I
> download and run the [uuencoded] programs found on this net?

I wrote a short GFA basic program to undecode uuencoded files on the
ST. If I remember, I'll upload it from home today or tomorrow.
--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- {...rutgers!dayton, ...amdahl!ems, ...uunet!rosevax!mmm} !viper!ns!logajan -

5034. Laser C bug

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 16:32:27 UTC
From: jeff@polyof.UUCP
Message-ID: <365@polyof.UUCP>
Source record: 251234

Actually I wouldn't call it a bug, but more a deficience in the
grammar. The following drove me nuts:

for(x=-1; x<=1; x++) { ... }
I wanted to loop from -1 to 1. However, the above is ambigous, it is an
old style declaration. I did not find out until I tried my prog on our
UNIX system. The UNIX cc gives:
Warning: oldstyle declaration on line xx.

Laser gives no such warning and actually takes whatever the previous
value was and drecrements it by one. then does the loop. not what i thought it
would do.

just thought I should let someone know.

Goeffrey Giordano
INET: jeff@polyof.poly.edu
UUCP: ...!iguana!polyof!jeff

Me?!? What do I know? I'm just a brain dead poly student.

5035. Re: To Fix or Not To Fix

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 16:33:34 UTC
From: news@SJ.ATE.SLB.COM
Message-ID: <383@snjsn1.SJ.ATE.SLB.COM>
Source record: 251235

In article <635@ihnet.ATT.COM> bryan@ihnet.ATT.COM (b. k. delaney) writes:
>
>There is a very simple solution to the problem of fixing things in
>the ROMS that cause bad programs to break.
>
>If you have a program that does not work with the old version of the OS
>then boot from Floppy the old version of the OS and use your program!!
>
>Remember the Original 520ST came with a floppy that booted in the OS
From: greg@bilbo (Greg Wageman)
Path: bilbo!greg

Yes, but not all of us have the OS on disc. I know that I don't; my
1040ST came only with BASIC when bought about a year and a half ago.

But you're right; Atari could release the 'fixed' version in ROM for
new machines and retrofits, and provide the old version on a floppy
disk, so that users could boot the appropriate version for the software
they wish to use. This is a pain, admittedly, but Macintosh users
seem to cope (there are some programs which run with only certain
versions of System/Finder).

The OS-on-disc eats into user memory too, don't forget. But it seems
like a good way to get the fixes everyone wants into the ROMS without
undue hardship to the writers of "misbehaved" software. They could
even supply the proper OS on their release discs, with Atari's
permission and cooperation, of course.

Are you listening, Mr. Good?

5036. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 17:12:51 UTC
From: apratt@atari.UUCP
Message-ID: <1121@atari.UUCP>
Source record: 251236

In article <692@auvax.UUCP} rwa@auvax.UUCP (Ross Alexander) writes:
} In recent articles, Roy J. Good @ Atari and others discuss the Malloc
} problem (qv). May I suggest the following solution:
}
} 1) build a proper version of Malloc (MallocP for "malloc
} patched" comes to mind). Assign it a TOS-call number, and
} give it reasonable semantics; Un*x semantics are as
} reasonable as any.
}
} 2) use this reasonable allocator as a foundation for a
} version broken in exactly the same ways as the current TOS
} version. That is, it obeys the assumptions that people are
} making about the current allocator (that it's okay to
} exceed your chunk, that chunks are contiguous, et al.), and
} make this broken allocator available through the old
} TOS-call number.

But this doesn't fix anything! The whole reason that Malloc is broken is that you can't allocate an arbitrary number of blocks, because a static area of memory is set aside for block descriptors. Any reasonable malloc uses the blocks themselves to keep track (by using the space just before or just after a free block as linkage to the next block), but we can't do that because people keep messing with memory they don't own, and so on.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5037. Re: MW_C C-Source Debuger question

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 17:24:28 UTC
From: apratt@atari.UUCP
Message-ID: <1122@atari.UUCP>
Source record: 251237

In article <592@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
> Some remarks:
> When a debugger single-steps through your code, a commonly used
> technique is to push your program's current status word and program
> counter onto the supervisor stack, setting the trace bit in that status
> word and performing a RTE. When the instruction at your program's
> program counter gets executed, a trace exception occurs - and the
> debugger takes over control again because the trace vector has been set
> up to point into the debugger.
> The 68000 clears the trace bit in the status word whenever an exception
> occurs (otherwise your debugger would get single-stepped, but only the
> first instruction, recursively... 8-). This implies that you cannot
> single-step exceptions (this includes traps, and thus GEMDOS, BIOS,
> XBIOS and GEM traps), ...

Having written a debugger, I can tell you that this is not the case.

When the trace bit is on at the START of an instruction, the trace exception will happen at the END of the instruction. What this means is that if the T bit is on at the start of the TRAP instruction, the debugger will get the trace exception at the END of the TRAP instruction -- when the PC is at the first instruction of the trap handler. The SR at this point is clear (because the TRAP instruction cleared it), but the debugger is free to set it again.

Unfortunately, this is not quite what you want: if you WANT to avoid tracing through the trap handler, you pay a price. Remember that the SR which the TRAP instruction pushed has the trace bit set, but the SR which the trace exception pushed has it clear. If the debugger doesn't set the T bit again, and rte's from the trace exception, the trap handler will execute at full speed. It will (presumably) RTE, and restore the SR with the T bit set. But since the T bit was clear at the START of the RTE instruction, you get no trace exception at the END of the RTE. Since T bit is set at the START of the first instruction after the TRAP (that is, the instruction the RTE returned to), you will get the trace exception at the end of THAT instruction. But by now your PC points to the SECOND instruction after the TRAP. This is not ideal.

My debugger happens to have both modes: an "untrace" mode which sets the T bit every time (and therefore single-steps through trap handlers) and the normal mode, which treats trap instructions specially: it sets a breakpoint immediately after the trap instruction, and runs the trap instruction (and therefore the trap handler) at full speed, without the T bit set at all.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5038. Room for change

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 17:53:42 UTC
From: kbad@atari.UUCP
Message-ID: <1123@atari.UUCP>
Source record: 251238

in article <8143@cup.portal.com>, Jinfu@cup.portal.com says:
>
> I have an idea, why not provide both 'fixed' Malloc and the
> old Malloc ... provided the new TOS ROM has enough space to put
> both versions of Malloc in.
>
> Jinfu Chen

Jinfu has hit the nail squarely on the head. There isn't enough
room for both versions of Malloc in the ROMs unfortunately. Believe me,
folks, these ROMs are packed full o' goodies. The french ROM, for example,
has less than 100 bytes free! (sizes vary because of differing desktop and
AES resources)

I also wanted to mention that I have really enjoyed the discussions on
the net of late regarding why or why not to break old software. A special
thanks for letting me read the newsgroup without having to put in eye drops
to soothe eyes burning from the flames!
I personally am more of a TOS "purist" -- I want to see things
fixed. Momma taught me: "If it ain't worth doing right, it ain't worth
doing at all." Unfortunately, with a consumer product like the ST, things
aren't so black and white. Compatibility is a *major* concern for most
end users, so it must be a concern for us. There's no easy answer.
But the views of all of you in net-land really do help.
--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari R&D Software Test/Support | is, like, what _I_ think, okay?
{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

5039. Re: gcc port

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 18:35:49 UTC
From: roeder@sbsvax.UUCP
Message-ID: <598@sbsvax.UUCP>
Source record: 251239

In article <690@cs.Buffalo.EDU>, leo@sunybcs.uucp (Leo Wilson) writes:
>
> Good question! And is there anyone out there working on porting gcc to
> the ST? Please, I think this could be an interesting bit of PUBLIC news,
> interesting to quite a large part of the net...

I'm working on the port. The CCCP (C-Compatible Compiler Preprocessor) is already done. If there is some interest on this part, i could post the binary and/or the sources to the net. CCCP needs large amounts of memory since the whole preprocessing is done in memory, but it is very fast. The program is about 46k large (source ~ 200k).

- Edgar

5040. seeking personal home budget software reviews

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 19:45:49 UTC
From: robert@richp1.UUCP
Message-ID: <372@richp1.UUCP>
Source record: 251240

I am looking for a personal finance budget program for a 1040ST.

So far, I've only looked at a package called "Dollars & Sense".
First impression is that it is pretty good. A review that I read
about it (early 1987) says that it has occasional "Modula-2 errors"
that you can not recover from and must reboot. Does any one know if
this has been fixed recently? Are there any other bugs I should
beware of before I buy? Is there another personal home budget
software package as good or better than "Dollars & Sense" on the
market?

Thanks in advance.

--
....
"To open, cut along dotted line." ....:.....................................
: : Robert Miller @ att!richp1!robert
.....

5041. Re: How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-17 20:46:38 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <401@clio.math.lsa.umich.edu>
Source record: 251241

Would've been nice to know this was coming ahead of time, then I would've saved the copy of umoria sources we got. I think you're best bet is to send the sources to the moderator as well. It's easy enough to generate context diffs on your nearest Unix box, but it's a bit harder for most ST users to apply them. (Anyone working on porting Larry Wall's patch program?)

This gives me an idea - p'raps people might want to start posting about their current ST programming projects? Would give a greater indication of an interested community, and also allows for people working on similar things to connect with each other. At least, you'll know not to try to duplicate someone else's effort. At best, you could collaborate and come up with something Really Good a lot sooner.

Just to start, I could mention that I'm working with GNU's gcc, aiming at getting it running on TOS and Minix. I know someone has ported the KA9Q TCP/IP package to the ST finally, though they haven't been talking about it here, and I haven't seen mention of the source for that yet. A few people have casually mentioned NetHack 2.3. Has a bug fixed version ever appeared? Other things I'd like to get working are GNU Make and RCS. (Which would require working versions of diff and diff3, at least.) Anyone else doing something they feel like talking about?

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

5042. Re: ASSEMBLY MOVE/CLEAR/SET/COMPARE ROUTINES (was Clearing memo

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 03:16:13 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <8245@cup.portal.com>
Source record: 251242

There is a program called "TopDown" available from Eideco Resources (written by John Eidsvoog) which allocates all the memory at the beginning, causing all the staying programs to load at the bottom, and will speed things up appreciably. It is only $20, but solves the slowness of the Mega 4 loading, and also some minor compatibility problems with some programs that expect to be loaded near the top. Eidco Resources/POBox 4336/N Hollywood CA 91807. It does some other nice things to work around problems (like rez changes). I have no affiliation with Eidco except as a satisfied customer.

5043. Re: Atari vs. Amiga: what to buy?

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 03:55:57 UTC
From: cj@whuxr.UUCP
Message-ID: <57@whuxr.UUCP>
Source record: 251243
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

>
> ATARI VS. AMIGA: WHAT TO BUY?
>
> * the bottom line is -- whatever you like best. *
> but here are some thoughts:
>
I have both an Amiga 2000 and a 1 meg upgraded 520 ST.
They are really more similar then most owners of either
machine would like to admit. I had the ST first and got
quite comfortable with it. Adapting to the Amiga took more
time then I thought. Simple things on the ST Gem interface
seemed awkward on the Amiga. I also have the Magic Sac on
my ST which gives me a feel for that desktop. Of the Three
I find the Mac to be the least user friendly, followed by
the Amiga with the Atari the most friendly.

Graphically, the Amiga has an edge but this edge is more
noticable on paper than on the screen. I have many identical
programs on both machines which when compared on the same
work bench show very small differences. Defender of the
Crown (A one time highly praised graphic program on the
Amiga) actually has better colors and contrast on the ST
then on the Amiga. I'm using a Nec Multisync monitor on the
Amiga which I feel is more than capable of doing the Amiga
justice. The Amiga version is a little cuter with its use of
hardware sprites to wave flags, and move the characters
heads in an otherwise still frame. The more impressive thing
when comparing the two is in the use of digitized sound.

The ST is also capable of digitized sound but not as
good as the stereo sound of the Amiga. The most interesting
thing about digitized sound is that it is implemented to a
greater degree on the Amiga then on the ST. The reason is
due to the Amiga's use of a double sided drive rather than
the single sided drive of the ST. This was in my opinion
the biggest error Atari made. It forced the software
developers to write their programs for a minimum system of
one single sided drive system (No room for all those nice
digitized sound files). Programs on the ST may require 3
disks where on the Amiga can fit on one. Just think what you
can do on the Amiga with three disks worth of files.
Although the ST does have double sided drives available
for both the 520 and standard on the 1040 and Megas, very
little of the commercial software is available in the

double sided format.

The bottom line is you have a tough decision and you should
do a hands on evaluation. Both machines have their good
points and bad points. Which ever are the most important to
you are what counts. Don't believe the salesman, its hard
to find one who actually knows much about both systems.

Matt Hetman
A Happy ST and Amiga Owner

> *BOTH* good computers, you probably can't go wrong what ever you
> choose. To be fair, I do not own an Amiga. I own 2 Commodors (the
> VIC-20 & C64) am the happy owner of 1 Atari (the ST).
>

5044. Spread sheet for ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 04:06:06 UTC
From: dmak@LYNX.NORTHEASTERN.EDU
Message-ID: <memo.42322@lynx.northeastern.edu>
Source record: 251244

The BEST spread sheet for the ST would have to be LDW Power from
Logical Design Works, Inc. Some features include:
- Lotus release 2 compatiblility (.WK1 files) -- no need to convert to
.WKS file if you use the latest version of Lotus.
- GEM and TEXT (Lotus) interchangable interfaces
- Multiple screen fonts (condensed, regular, large (bold)) for more info
on screen and different styles
- Better performance than VIP in all respects -- scrolling, recalc, copy,
et al.
- Macro recording, macro lang. compatible with Lotus
- GDOS (for graphs, etc) + sideways printing
- and more...

$149.95 list.

Company: Logical Design Works, Inc.
780 Montague Expwy., #403
San Jose, California 95131
Fax: (408) 435-7355

DISCLAIMER: Not related to above mentioned company...

5045. Re: ASSEMBLY MOVE/CLEAR/SET/COMPARE ROUTINES (was Clearing memory chain)

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 04:42:03 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8808180442.AA08547@cory.Berkeley.EDU>
Source record: 251245

```
:copying 12 long words with movem (a0)+,regs; movem regs,(a1); add.l Rn,a1"
: takes 242 cycles on the 68000,
:while 12 successive "move.l (a0)+, (a1)+" takes 240 cycles.
:(timings derived from Motorola'a 68000 manual)
:when copying fewer words, move.l is even better.
:
:the move.l appoach does not require saving and restoring all
:your registers, and can be coded in C with decent compilers.

* BULL SHIT *

The motorola manual states the following for movem.l:

movem M->R, long: (An)+: 12 + 8n clock cycles
movem R->M, long: (An): 8 + 8n clock cycles
add.l D0,A1: 8 clock cycles

Total clocks to move 12 longwords of data from source to destination
in an ascending copy is: 220 clock cycles

---

move.l (A0)+,(A1)+ : 20 clock cycles

Total clocks to move 12 longwords of data from source to destination
in an ascending copy is: 240 clock cycles

move.l -(A0),-(A1) : 22 clock cycles

Total clocks to move 12 longwords of data from source to destination
in a decending copy is: 264 clock cycles

the comparison is valid because in both cases you still need the outer
DBF loop.

NOW WHERE IN THE HELL DID YOU GET *YOUR* INFORMATION ?????

-Matt

-Matt
```

5046. Re: How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 04:53:00 UTC
From: acn@caen.engin.umich.edu
Message-ID: <3dece006.b1fa@condor.engin.umich.edu>
Source record: 251246

Why don't you post the sources to an ftp site? That way, anyone who wants them can get at them and it won't "waste bandwidth".

Jon Brode -- acn@caen.engin.umich.edu

5047. Compilers

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 05:08:36 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <5099@pasteur.Berkeley.EDU>
Source record: 251247

Does anyone know anything about Aztec C for the ST. I am considering buying a compiler and it is between Aztec and MWC. I haven't seen any reviews on Aztec. How good is the Unix portability? (I have a feeling my program may never have a market on the Atari the way they are handling it.) How is the debugger compared to MWC CSD.

Need to know soon (Aztec has a deal ending Aug. 31)

By the way, does anyone know if Iliad Software has gone under? They haven't answered their phone the several times I have called in the last 3 weeks.

Thanks,

James A. Landay

ARPA: landay@cory.berkeley.edu
..!ucbvax!cory!landay

5048. Re: More Information Please! (XT Harddisks to ST)

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 10:20:36 UTC
From: hase@netmbx.UUCP
Message-ID: <1214@netmbx.UUCP>
Source record: 251248

In article <497@afit-ab.arpa> jlong@icc.UUCP (Jeffrey K. Long) writes:
>
>Could someone please post more info on the article in the German magazine that
>told how to hook up a standard XT drive and controller to the ST!
>Is this thing slower than using a Berkley board and Adaptec controller?
>What magazine did it appear in (Name and Issue) and would anyone who reads
>German be willing to translate the article to English? Help!!!!!

I did not get through to you by mail..

I'm willing to help.
I'll check out with the holder of the copyright (Heise Verlag) and than
probably mail you (via snail mail).
Interested people please write to my adress below...

The "interface" is a little board with some TTL chips interfacing DMA to
an OMTI XT controller.
The board emulates an IBM slot, mostly in software.
So this interface is not compatible with any software acessing the DMA
directly (bypassing the AHDI driver or equ.) like operating systems (as
RTOS or OS/9).
It is slower than my SH205 (when that run; broke down recently) but not
a lot.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
If there is something more important than my ego, I want it caught and shot,
NOW! (Zaphod Beeblebrox)

5049. Re: How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 12:36:08 UTC
From: juancho@dgp.toronto.edu
Message-ID: <8808181356.AA22248@explorer.dgp.toronto.edu>
Source record: 251249

In article <401@clio.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>This gives me an idea - p'raps people might want to start posting about
>their current ST programming projects? Would give a greater indication of
>an interested community, and also allows for people working on similar
>things to connect with each other. At least, you'll know not to try to
>duplicate someone else's effort. At best, you could collaborate and come
>up with something Really Good a lot sooner.

This is a good idea. We have all had a good bash at atari. Now as
the smoke clears lets make the best of this machine. I am currently working
on a port of the jove editor. I am mostly done, but will have to set it
aside for now in order to finish the thesis.

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
University of Toronto
(416) 978-6619 Toronto, Ontario M5S 1A4

BITNET: juancho@explorer.dgp.utoronto
EAN: juancho@explorer.dgp.toronto.cdn
UUCP: ...!mcvax!explorer.dgp.toronto.edu!juancho

5050. Re: seeking personal home budget software reviews

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 13:29:56 UTC
From: lbl@druhi.ATT.COM
Message-ID: <3391@druhi.ATT.COM>
Source record: 251250

In article <372@richp1.UUCP>, robert@richp1.UUCP (Robert Miller) writes:
> I am looking for a personal finance budget program for a 1040ST.
>

I use Phasar for my home finance program. It's an excellent program that let's you keep track of budgets, expenses, incomes and the like. It also comes with a very good tax package that integrates with budget program.

The thing that I like most about Phasar is its user interface. It is not entirely GEM based, but it is extremely well thought out. Entering a large number of entries is made as painless as possible. Navigation through the features is logical and easy to figure out.

The next best thing about Phasar is the stability of the program. It is a fairly mature program with most of the bugs having been shaken out of it. I certainly haven't found any bugs and I've been using it for 1.5 years.

In short, I highly recommend Phasar as a home accounting package. It can be obtained from Antic publishing (look in any issue of Start for the Catalog ad). It may also be available through your local dealer or mail order houses that carry Antic software.

And the usual disclaimer: I have no affiliation with Phasar or Antic software. I'm just a satisfied user.

Barry Locklear

5051. Re: Laser C bug

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 13:40:07 UTC
From: lbl@druhi.ATT.COM
Message-ID: <3393@druhi.ATT.COM>
Source record: 251101

In article <365@polyof.UUCP>, jeff@polyof.UUCP (A1 jeff giordano) writes:
->
-> Actually I wouldn't call it a bug, but more a deficience in the
-> grammar. The following drove me nuts:
->
-> for(x=-1; x<=1; x++) { ... }
-> I wanted to loop from -1 to 1. However, the above is ambigous, it is an
-> old style declaration. I did not find out until I tried my prog on our
-> UNIX system. The UNIX cc gives:
-> Warning: oldstyle declaration on line xx.
->
-> Laser gives no such warning and actually takes whatever the previous
-> value was and drecrements it by one. then does the loop. not what i thought it
-> would do.

Jeff,

You probably figured this out already, but I'll send this out anyway.
Instead of using "x=-1" try "x = -1". This should parse correctly.
C originally allowed -= and =- to mean the same thing. Apparently
Laser C still let's you do this. That's why I *always* put spaces
around my operators!

Barry

5052. Publishing Partner Amateur

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 14:05:36 UTC
From: silvert@dalcs.UUCP
Message-ID: <2992@dalcs.UUCP>
Source record: 251102

I just got my Publishing Partner Professional upgrade (mailed Aug. 5), and it is a total loss. Thick binder with only a few pages, one disk. Whatever you do, it crashes or hangs. Absolutely useless. Here are some of the gory details:

When you boot it up you get either inverse video (white on black) in mono or gruesome red and green on the colour monitor. There are commands to change the colours, but they don't work. Not only is the resultant screen ugly and hard on the eyes, but the various line types don't always show up very well.

I opened a column and entered some text. On the first try nothing appeared. On the second try I got some text into the window, but half of it mysteriously vanished while I was in the process of changing font size.

I started again, opened a column, and imported the distribution file BUGS.TXT. It seemed to import OK, although if you use the wrong option it crashes. Then I tried to print it -- the font turned out to be wide bold, and it ran off the edge of my page (this is a C. Itoh 8510 ProWriter). I tried to reset the font in the menu (bold, italic, etc.) but the menu doesn't work -- nothing happens when you click on on an item.

So next I opened a two-column page and imported the same text. The columns were linked, but after filling up the first column, PPP superimposed the material on what was already in the first column! So I ended up with one column of junk and one empty column. I tried to print it and got two bombs.

By the way, although PPP is supposed to come with about 6 fonts, it doesn't even have those yet -- my disk included Times, Helvetica, and Hudson. At least they dropped that stupid System font default. I don't know whether the old fonts are compatible -- I would hate to lose Courier and Symbol.

That is about as far as I got. There is no value whatsoever in using the present release. I hear that SoftLogik had to ship in order to avoid charges of mail fraud in the US, but they would have a hard time defending this product!

The only good thing I can say about PPP is that the DOC files are incompatible with PP 1.02 -- most people see this as a major flaw (as I would if PPP worked), but imagine the frustration if someone ruined a working DOC file by loading it into PPP!

Does anyone know if SoftLogik is solvent enough to provide
refunds? It is hard to believe that the company can survive a
disaster of this magnitude.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN: biomel@cs.dal.CDN BITNET: bs%dalcs@dalac.BITNET

5053. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 14:40:06 UTC
From: saj@chinet.UUCP
Message-ID: <6339@chinet.UUCP>
Source record: 251103

In article <1121@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> In article <692@auvax.UUCP} rwa@auvax.UUCP (Ross Alexander) writes:
> } In recent articles, Roy J. Good @ Atari and others discuss the Malloc
> } problem (qv). May I suggest the following solution:
[a reasonable suggestion]
> But this doesn't fix anything! The whole reason that Malloc is broken is
> that you can't allocate an arbitrary number of blocks, because a static
> area of memory is set aside for block descriptors. Any reasonable
> malloc uses the blocks themselves to keep track (by using the space just
> before or just after a free block as linkage to the next block), but we
> can't do that because people keep messing with memory they don't own,
> and so on.
>
> ==========
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

The solution would seem to be to make it a guaranteed "feature" that any program trying to use both old and new versions of the storage allocator would die horribly. This isn't so different from the present universal behavior of buffered and unbuffered io to the same device: you'd best pick one and stick with it. There's some stuff like that concerning sensing mouse button states, too, I think (is that the same as buffered vs unbuff?)

I'd like to agree with whoever it was that said you really shouldn't use the system memory allocator/deallocator enough to get into trouble with an 'improved' one, though. Library functions to manage small and/or frequent dynamic storage needs are 'friendlier' (to hardware, user and maintainer). Stuff like the arena management routines of MWC or the automatically garbage-collecting allocator that Free Software Foundation uses.

5054. GFA basic version of uudecode

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 15:17:28 UTC
From: logajan@ns.UUCP
Message-ID: <759@ns.UUCP>
Source record: 251104

This is a working but unfinished uudecode program in GFA Basic.
I used it successful on a total of one out of one attempts.

It does not (yet) handle line lengths other than "M" (45 undecoded chars.)

uuencode format:

The first character indicates the number of bytes encoded into the
current line. (M=45 typical)

Thereafter three 8-bit bytes are split into four 6-bit characters.
So you have to unpack groups of four characters into three bytes.

There are two end cases left to handle:
1.) Line lengths other than 45 but ending with a three byte group.
2.) Line lengths other that 45 ending with less than a three byte group.
Good luck.

```
Dim C(45),L(61)
Input "Name of file to decode";F$
Open "I",#1,F$
Repeat
Line Input #1,B$
Until Left$(B$,5)="begin"
O$=Mid$(B$,11,12)
Print O$
Open "O",#2,O$
While Left$(B$,3)<>"end"
Exit If Eof(#1)
Line Input #1,B$
For J=1 To 61
L(J-1)=(Asc(Mid$(B$,J,1))-32) And 63
Next J
K=1
For J=1 To 45 Step 3
C(J)=L(K)*4+Int(L(K+1)/16)
C(J+1)=(L(K+1)*16+Int(L(K+2)/4)) And 255
C(J+2)=(L(K+2)*64+L(K+3)) And 255
K=K+4
Print #2,Chr$(C(J));Chr$(C(J+1));Chr$(C(J+2));
Next J
Wend
End
```

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- {...rutgers!dayton, ...amdahl!ems, ...uunet!rosevax!mmm} !viper!ns!logajan -

5055. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 16:58:52 UTC
From: med@druhi.ATT.COM
Message-ID: <3401@druhi.ATT.COM>
Source record: 251105

In article <3de9dfb4.52e@apollo.COM>, gaz@apollo.COM (Gary Zaidenweber) writes:
> From article <692@auvax.UUCP>, by rwa@auvax.UUCP (Ross Alexander):
> >
> > In recent articles, Roy J. Good @ Atari and others discuss the Malloc
> > problem (qv). May I suggest the following solution:
> >
> [suggestions deleted]
> >
> > I don't know if this is THE answer, but it might be AN answer.
> > Comments ?
> >
> > --
> > Ross Alexander @ Athabasca University
> > <the-known-world>!alberta!auvax!rwa
>
> Now this newsgroup is becoming useful! I understand the frustration
> of dealing with broken code (though here at work I usually just go
> fix it when I encounter it:-) Suggestions from developers and users
> are just what Atari needs. They've even begun to show some responsiveness.
> Let's encourage them with constructive criticism. I think the flames have
> just made them spend their money on asbestos underwear rather then product
> development. Way to go to you guys with this and other suggestions.
>
> (I love *MY* Atari, but I'm not sure how I feel about *THE* Atari)
> --
> UUCP: ...{umix,mit-eddie,uw-beaver}!apollo!gaz
> ARPA: gaz@apollo.COM
> AT&T: (508)256-6600 x6081
> Its never too late to have a happy childhood!

I also think that this discussion has become more useful. And to think, it
all started from a (couple) of flames... From a little flame, hope springs
eternal... ;-)

In general, I think that Atari could learn a great deal by listening to a
few of the people in this newsgroup - people who have been developing software
for years, and who have the experiences of how (and how not) to upgrade
existing software. At the root of the problem (my opinion) is Atari's
(management included) unwillingness to listen to its customers. Atari
Corp. is too busy trying to find its identity in the computer marketplace,
and in so doing has ignored the input of its customers.

Myron Drapal
AT&T Denver
att!druhi!med

5056. Re: Laser C bug

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 17:18:20 UTC
From: rickf@iscuva.ISCS.COM
Message-ID: <1878@iscuva.ISCS.COM>
Source record: 251106

In article <365@polyof.UUCP> jeff@polyof.UUCP (A1 jeff giordano) writes:
>
>Actually I wouldn't call it a bug, but more a deficience in the
>grammar. The following drove me nuts:
>
> for(x=-1; x<=1; x++) { ... }
>I wanted to loop from -1 to 1. However, the above is ambigous, it is an
>old style declaration. I did not find out until I tried my prog on our
>UNIX system. The UNIX cc gives:
> Warning: oldstyle declaration on line xx.
>
>Laser gives no such warning and actually takes whatever the previous
>value was and drecrements it by one. then does the loop. not what i thought it
>would do.
>
>just thought I should let someone know.
>
>Goeffrey Giordano
>INET: jeff@polyof.poly.edu
>UUCP: ...!iguana!polyof!jeff
>
>Me?!? What do I know? I'm just a brain dead poly student.

This illustrates both a blessing and a curse of the C language. To most
C compilers the following are equivalent:

```
x -= 1;
x =- 1;
```

Without the whitespace the compiler interpreted 'x=-1' to be the latter
rather than 'x=(-1)'. Try using parens or whitespace.

This also demonstates one of the possible side-effects of macros. The
following illustrates the point:

```
#define MINUS_ONE -1

x=MINUS_ONE;
```

...translated by the pre-processor to:

```
x=-1;
```

Again not what was intended.

To minimize the chance of these side-effects, always use parans for signed
numbers; especially when defining them in macros (#defines).

```
#define MINUS_ONE (-1)

x=MINUS_ONE;

...translated by the pre-processor to:

x=(-1);
```

In either case the use of whitespace not only eliminates the problem but also makes the code more readable...

```
iiiiii ssssscccccccc
iiiiii sscccccccccccc
iiiiii cccc ccccc
iiiiii ss cc ccccc
iiiiiis sscccccc
iiiiiisss cccc
iiiiiissssss cc
iiiiii sss cc ccccc
iiiiiis ccc ccccc
iiiiiisss sssccccccccccc
iiiiiissssss sssssccccccccc
```

- Rick W. Frostad
- ISC Systems Corporation
- E. 22425 Appleway
- Liberty Lake, WA 99019

5057. Re: How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 18:35:52 UTC
From: to_stdnet@stag.UUCP
Message-ID: <562@stag.UUCP>
Source record: 251107

From: dal@syntel.UUCP (Dale Schumacher)

[acn@caen.engin.umich.edu (Jon Brode) writes...]
> Why don't you post the sources to an ftp site? That way, anyone who wants
> them can get at them and it won't "waste bandwidth".

Pardon my ignorance, but HOW can "anyone who wants them" (ie. ME) get at
them from an ftp site without ftp! My node is an ST running UUMAIL and
getting news repackaged as mail from my host system, and with a daemon
on the host posting as news any messages sent to a special user. I can
access file servers, like netlib@lakesys, via mail, but I don't know how
to get something from an ftp site. Please enlighten me.

--
Dale Schumacher 399 Beacon Ave.
(alias: Dalnefre') St. Paul, MN 55104
...bungia!stag!syntel!dal United States of America
"Man who says, 'It cannot be done', should not interrupt man who is
doing it." -Ancient Chinese Proverb

5058. Malloc (was Re: Another great quote from Mr. Good)

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 19:49:20 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <402@clio.math.lsa.umich.edu>
Source record: 251108

I get the feeling that there really is no solution at this point. How can you have two different versions of Malloc/Free in the same system? Consider how this would work. Assume a new ROM with TOS and GEMDOS that use the new, fixed Malloc. Consider starting an old application from this new GEM desktop. Both memory allocators will have to be rewritten to know exactly what each other is doing, or you get programs tromping all over each other. And since you really can't change the old version of Malloc, what you're really going to have to do is write the new Malloc such that it allocates memory in such a way that the old Malloc will honor its allocations. Anything using the old Malloc will still eat up memory, will still need to be freed in the correct order or else you lose. It'd be pretty gross. Having two incompatible memory allocators active in the same system just can't be a good idea... It's not just a question of a single program only sticking to one version - it's a question of many programs being able to be loaded up arbitrarily, bearing in mind that the OS itself is probably using the new allocator.

The only real solution would have been to put in the fixed allocator and tell anyone with misbehaving code to rewrite it. Unfortunately, as Roy Good has mentioned, a lot of programs' original writers are no longer in business, so there's no way to catch everything with an appropriate update. About the only route then, if Atari put out a fixed Malloc, is for some Good Samaritan to pull out a debugger and come up with some binary patches. Not exactly a nice situation.

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

5059. Re: Hard Disk Crash

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 21:30:32 UTC
From: poole@forty2.UUCP
Message-ID: <441@forty2.UUCP>
Source record: 251109

In article <5037@pasteur.Berkeley.EDU> landay@cory.Berkeley.EDU (James A. Landay) writes:
>This evening I was trying to speed up my hard drive by unfragmenting it.
>I used Simon Poole's REGORG (v. .04) First I did partition C. No Problem
>(I had FOLDER999.PRG in case of 40 folder problems) I then rebooted.
>Did partition D. After 10 mins. or so, strange things started to happen.
>The amount done indicator reached the end of the space for it and kept
>going. Went past the end of the dialog box. Kept going. To the edge of
>the screen. CRASSSSSSSSSSSH!!!!!!!!! BOMBSSSSSSSS!!!
>
>Rebooted! Partition D was fried!!! Luckily I had backed up with Turtle
>the night before (great program George!) I used the BMS utility to
......
>Is there a new (safe) version of REORG?

First a comment on the specific problem:
(skip this part if you are not interested in this, more about the
status of DL II after it)

Here's the relevant part from the (never finished) DL II Manual:

- Appendix A: ReOrg, a disk reorganizer
-
-IMPORTANT: REORG IS NOT A STANDALONE PROGRAM! YOU NEED AT LEAST A
-IMAGE BACKUP PROGRAM AND A DISKCHECK PROGRAM BEFORE YOU CAN USE
-IT!
-
-IMPORTANT: ALWAYS, ALWAYS MAKE AN IMAGE BACKUP OF YOUR DISK
-BEFORE RUNNING REORG ON IT!
-
-ReOrg improves disk performance on harddisk and floppys through
-better placement of subdirectories and files on disk and through
-defragmentation of the files themselves, it will also remove
-deleted and zero length entries.
-
-As the actual reorganizing is NOT an incremental process, during
-the time from the start of the reorganization to the end of it,
-your disk is in a unusable condition (at least from the viewpoint
-of the operating system). This means, that a power failure,
-computer malfunction, disk error or program failure during the
-reorganization will leave you with a corrupted disk!
-
-To run ReOrg: backup your disk, run the diskcheck program on it
-(DL II will work ok) and ONLY run ReOrg after all crosslinked
-and lost clusters have been disposed of! ReOrg has NO protection
-against incorrect disks and will probably run into a infinite

-loop if you do not take these precautions!
-
-After you have run ReOrg and reorganized your disk, the computer
-will reboot, this is normal and serves the purpose of
-reinitializing the TOS internal directory tree.

[A file by file backup will do, it's just not as quick]

There is per definition no 'safe' version of this kind of program.

Second Part:

Now and then people ask me about updates to two programs (DLII and
ReOrg) I wrote in 86/87 and had in Beta test for a few months. The
versions were never released officialy in any way to the public (I
did allow a bit wider distribution in one case), and if people
would actually read copyright notices, it probably wouldn't have
gone unnoticed that there is no mention of free copying etc......

I more or less decided a few months ago never to distribute these
programs in an enhanced and bug-fixed form (something my personal
versions are). At the time I had two options:

- produce a very much enhanced version as a commercial
product: I decided not to do this, as it would have
ment another 6 Months or so of extra developement and
programming (6 months being optimistic), with rather
unsure financial rewards (not to mention that working
on a project also means an initial investment (you still
have to live on something) of $$$$$$ which I don't have).

- distribute it under the same terms as UniTerm: which would
have ment:
- finishing the manual (~1 months work)
(this naturally also translates into $$$$$)
- support ~1h/day for the next two years
(extrapolation from time I spend on UniTerm
plus questions about the beta test version
of DL II (you would all be suprised how many
buggy ramdisks are out there.....))
- near zero income

As neither of there possibilities are really viable, I just decided
to to NOTHING.

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

5060. Re: Delimma #1 fix or not to fix

Newsgroup: comp.sys.atari.st
Date: 1988-08-18 22:22:03 UTC
From: david@bdt.UUCP
Message-ID: <369@bdt.UUCP>
Source record: 251110

In article <64086@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
[He says that developers get into trouble becuase of, among others:
> - Bugs, code does not work as documented and rather than not use
> the broken procedure, the developer uses it the way it currently
> works. Not as stupid as above but the better solution is a company
> supported work around.

Not use the broken procedure? What if the broken OS function is so fundamental
(say file handling, or console I/O)? What do you do then? What's the
alternatetive? You either hack around the call yourself, stupider than
anything you mentioned (but it's been done), or you live with the broken
function, or you don't write the program for the broken OS. Oh you could
use the "company supportted work around". Yea right. "Oh Malloc doesn't
work? Yes we know. Don't use it. GEMDOS console I/O doesn't work either,
but you're not allowed to use the BIOS if you want your program to
work with I/O redirection. No you can't have a larger than 16MB disk
partition. 40-folder bug? Umm.. well... Have a nice day."

Anyway I think the funniest thing about this whole discussion is that
if the Malloc bug were the worst of the problems with the ST and Atari
we'd all be in great shape!

--
David Beckemeyer (david@bdt.uucp) | "Don't call me Stupid!"
Beckemeyer Development Tools | "No. That would be an insult
478 Santa Clara Ave, Oakland, CA 94610 | to all the stupid people!"
UUCP: {unisoft,sun}!hoptoad!bdt!david | - A fish called Wanda

5061. Anyone interested in GNUCHESS for ST?

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 01:02:32 UTC
From: dinolt@wdl1.UUCP
Message-ID: <4120006@wdl1.UUCP>
Source record: 251111

Someone earlier suggested that those of us working on various programs report it to the net so that their won't be duplication of effort, or (maybe?) to encourage cooperation among the developers. Well, I am working (actually I have it running) on a version of GNUCHESS for the ATARI ST. GNUCHESS is a chess program developed by the people at the Free Software Foundation in Cambridge, MA. These are the same people who brought you GNUEMACS, GCC, G++, GDB, ... all for UNIX type systems.

I am fixing up the user interface a little, it will still be in curses style, NOT GEM yet. I can only test it in medium resolution on a 1 MEG ST with no new roms. I am also adding some documentation to help a user get started. I have yet to beat the program, but I haven't played CHESS in years and am very rusty, and I wasn't that good to begin with.

Should I post this to binaries? (The sources are several hundreds of kilobytes which I think is a bit excessive for the net.)

I have also ported FLEX which is a public domain version of the UNIX (TM) program LEX to the ST. Is there interest in this as well?

Responses are welcome, directly to me or to the net if you think it is appropriate.
Regards,
George Dinolt dinolt@ford-wdl1.arpa, ...!sgi!wdl1!dinolt

5062. DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 04:02:37 UTC
From: Robert.Lisowski@rubbs1.FIDONET.ORG
Message-ID: <25.230BF78B@rubbs1.FIDONET.ORG>
Source record: 251112

For the benefit of all of the people who are thinking about getting a DeskJet, but are unsure of compatibility, I offer the following:

If your software supports a LaserJet

It will work with a DeskJet
(in most cases--slower)

I own (happily, I might add) a DeskJet, and use it for everything. I used to use an Epson FX-86e, and I have had no trouble finding drivers (mostly LaserJet ones) to use with ALL of my previously purchased programs. DTP, CAD, WP, Drawing (art) programs, ASCII text, etc. ALL work just fine with this printer. The only factor you may want to consider is speed (it's about 1/2 to 1/4 as fast as a LaserJet), and possibly the ink's water-solubility, but HP assures me that they are developing a an ink that is more permanent.

I hope I have helped some people clear up the compatibility issue. At a mail order price of around $725.00, It's perfect for me--that's all I can say!

Rob

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

5063. Re: To Fix or Not To Fix

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 06:30:03 UTC
From: leo@philmds.UUCP
Message-ID: <605@philmds.UUCP>
Source record: 251113

In article <635@ihnet.ATT.COM> bryan@ihnet.ATT.COM (b. k. delaney) writes:
>
>There is a very simple solution to the problem of fixing things in
>the ROMS that cause bad programs to break.
>
>If you have a program that does not work with the old version of the OS
>then boot from Floppy the old version of the OS and use your program!!

This will work ... a bit.
It's OK if your program takes a long time to run (read: it is worth the
effort to reboot).
It is a problem if you have an environment in which you want several
programs to run (and you can't afford to reboot each time) of which
some old ones are bad in the above sense and some new ones are broken
by the OLD TOS and/or GEM (remember it wasn't perfect, to use an
euphemism 8-).

>Remember the Original 520ST came with a floppy that booted in the OS

Sure I do. Some of the more annoying problems were
1) the buggy memory allocation: after having started a number of programs
from the desktop you couldn't open a floppy disk icon anymore. I think
the problem was in the desktop.
2) problems with eight character folder names. When I created a folder
whose name consisted of 8 characters all files put into the folder
magically vanished. Also floppies from a friend that had this type of
folder names couldn't be read (the folder seemed empty).

Maybe Atari should redistribute an improved O.S. (e.g. the one current
in the ROMs) on floppy together with the new ROMs. Or (alternative
solution) have code in the ROMs for both old and new programs
(triggered by the date of the program); the flag old prog/new prog
could be set by Pexec and put into the basepage, to be picked up by
GEMDOS calls.

Leo.

5064. Re: C++

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 07:10:58 UTC
From: meulenbr@cstw01.UUCP
Message-ID: <174@cstw01.UUCP>
Source record: 251114

In article <690@cs.Buffalo.EDU> leo@sunybcs.UUCP (Leo Wilson) writes:
>In article <5006@pasteur.Berkeley.EDU> landay@cory.Berkeley.EDU (James A. Landay) writes:
>>Does anyone know of a C++ translator or compiler for the ST (PD or commercial?)
>
>Good question! And is there anyone out there working on porting gcc to
>the ST? Please, I think this could be an interesting bit of PUBLIC news,
>interesting to quite a large part of the net...
>===
>Leo E. Wilson 364 West Delavan Avenue, Buffalo, NY 14213-1412 (716)883-7573
>(leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

Porting gcc to the ST can be done, given enough time.
I've taken a small peek into this in the past though, and I decided not
to try this.
My reasons:
- gcc must be compiled using 32 bit int. I'm not aware of any ST compiler
which can cross compile this.
- the gcc executable is big. Forget this on a 520 and perhaps even on a 1040
- compiling gcc itself takes up more memory than my 1040 has
- but the catcher:
gcc contains a library calls to routines not available on the C
compilers/linkers I'm aware of. (think about things like system, fork
and exec).
I tried to port cpp from gcc to Minix, and that was not a trivial task,
let alone porting gcc.

(By the way: it is quite simple to port gnuchess to Minix, assuming that
you can live with the "simple" display version (no curses))

Of course, I'm also interested to know if someone is busy porting gcc (or
even better: g++). But as for now, I think I'll try to obtain the ST
version of Turbo C in Germany as soon as it comes out (rumour says
september).
--
Frans Meulenbroeks
Centre for Software Technology
...!mcvax!philmds!prle!cst!meulenbr or ...!uunet!prlb2!cst!meulenbr
or perhaps meulenbr@cst.prl.philips.nl

5065. Success and Failure with ssyx server

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 09:59:22 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1779@water.waterloo.edu>
Source record: 251115

A few weeks ago, koreth@ssyx.ucsc.edu (Steven Grimm), announced a
file server at his machine, "ssyx", and thanked "martin@lakesys.uucp"
for the software.

I was successful in getting back the "help" file so it seems
that the server is now up.

Yesterday, someone at a BITNET site wrote to me asking how to reach
the server from his site. He is running VMS on a VAX and uses
some sort of gateway at CUNYVM. Maybe the problem he is having
is only that the server is not up or that the messages are not getting
back across the gateway. Could someone who understands the gateway
problem post a short message with examples of how to do it?

Maybe someone who has actually succeeded in crossing this gateway
this could post their experience.

It might be that things that work for "lakesys" would work for "ssyx"
too, if it is a gateway problem. Your help is appreciated.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

5066. Current programming projects (was: How to post umoria?)

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 10:43:41 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <558@laura.UUCP>
Source record: 251116

In article <401@clio.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>This gives me an idea - p'raps people might want to start posting about
>their current ST programming projects? Would give a greater indication of
>an interested community, and also allows for people working on similar
>things to connect with each other. At least, you'll know not to try to
>duplicate someone else's effort. At best, you could collaborate and come
>up with something Really Good a lot sooner.

I am just hacking on a comfortable GEM shell for ARC. It will
support calling ARC without having to use any of those command
line shells. Parameters are selected using dialog boxes etc.

It also servers as a shell for UUD so you may uudecode and
unarc all those goodies from the net without leaving the shell.
A very simple tool for renaming/deleting files and
creating/deleting folders is also included.

For now it works quite well for my personal use but still has
some minor flaws so it is not yet good enough for posting. I can
live well with them and hope I can find some time to do the
corrections. Perhaps I shall post the thing within a few
weeks. Ok, ok, if all of you want to have it earlier...

+--------------------------+---+
Rainer Klute	UUCP: klute@unido.uucp
University of Dortmund	(...uunet!mcvax!unido!klute)
Dept. of CS	BITNET: klute@unido.bitnet
P.O. Box 500500	
D-4600 Dortmund 50	
+--------------------------+---+
| Federal Republic of Germany |
+---+

5067. Re: Ctrl-C

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 11:02:58 UTC
From: leo@philmds.UUCP
Message-ID: <607@philmds.UUCP>
Source record: 251117

In article <7620@boring.cwi.nl> steven@cwi.nl (or try mcvax!steven.uucp) writes:
>Gemdos only registers a ctrl-c when something is written to the
>screen, or read from the keyboard (and then only non-raw I/O).

Gemdos ctrl-c's are so to say synchronous, while you'd like them to be
asynchronous.

[some lines deleted]...
>So it seems to me that the only way of allowing ctrl-c when you're not
>doing I/O is the following:
>
> If output is not redirected: periodically write a NUL;
> this seems to have no effect on the screen, but does
> generate a ctrl-c trap if one has been typed. (If the
> output is redirected, the NUL's end up in the file.)
>
> If output is redirected, but input is not redirected:
> periodically read and buffer the input yourself.
> You could also do this in the above case.
>
> If both are redirected: read and discard raw characters from
> the keyboard, checking for ctrl-c.
>
>My question is: does anybody know of a simpler method?

As you have indicated more or less, you have to do a lot of work
yourself. Having to distinguish between redirection and no
redirection, as well as writing null characters sounds terrible to me.
Take a large calculation - little I/O - ; you would have to add
Cconws's or similar stuff throughout the code (not too few so you have
a convenient response time, not too much so the performance won't
suffer).

A year or so ago I had the same problem; solved it by using a VBL
routine. The solution was to check for control C in the keyboard input
buffer; if this was found, the return address on the supervisor stack
(pointing mostly in the user program or somewhere in the O.S.) was made
to point to a Pterm GEMDOS call. The routine distinguished between user
and supervisor mode and whether the program at hand was the desktop or
something like that. It worked most of the time; there were some
problems when trying to interrupt a GEMDOS call or something. I didn't
take the effort to solve this; maybe it's simple when taking a fresh
look at it again. The main advantage is that control-c's are
asynchronous, and your program does not have to be cluttered by dummy
console output garbage, or other magic if raw I/O is being used.

I could post/mail what I have now, or try to solve the last bugs and post it to the binaries/sources groups (will be an AUTO folder program). Anyone interested?
Leo.

B.T.W. It might also be very handy to disable/enable control C's at will (for example by keyboard control: after pressing some magic key, or by program control: after executing a special trap). This could also fix the problem of disabling ^C for inexperienced users hitting ^C by accident whilst in the GEMDOS readline function (0xa I thought it was). Any suggestions?

5068. GNU C

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 16:19:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880819161930.0.JRD@MOA.SCRC.Symbolics.COM>
Source record: 251118

I've just finished posting my port of GCC, the GNU C compiler, to the lakesys!netlib server. The posting consists of 6 ARCs; as follows:

GCX-1-23.ARC Executables (gcc, cccp, cc1, ld, gas, ar)
GCC-1-23.ARC Compiler sources
GAS-1-20.ARC Assembler sources
GNULIB.ARC Sources and OLB of the runtime library
GNUUTILS.ARC Make, LD, and random stuff
BISON.ARC Bison

There's also a blurb file that gives an overview of the whole works, and should explain which pieces you'll need for what you want to do; for instance you won't need the compiler sources unless you want to rebuild the compiler.

What's there seems to work pretty well; I've been using it (in various versions) for about 6 months. It even generates pretty good code. Read the blurb file, and look at README.ST in each ARC for details on installing and using the stuff in that ARC.

Enjoy!

5069. Re: Malloc

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 17:30:00 UTC
From: gaz@apollo.COM
Message-ID: <3df48c91.52e@apollo.COM>
Source record: 251119

This is not really as big a problem as it seems. The old malloc() can become a wrapper to the new malloc() which knows how to use the behavior of the old one when it is called by the wrapper routine. Only the trap code for the new malloc() is published in header files, though binaries which call the old trap code get the former behavior. In some future release of the os, the old malloc() behavior may be deleted, though it doesn't have to if its not in the way.

This is really a case of discipline. It starts with the vendor when they publish the do's and don't's of using system calls. Please, Atari, begin to enforce this discipline on us (in a reasonable way, of course) by providing this kind of fix. We also have a strict rule on backward compatibility here at Apollo and we often use the above mechanism to get there. It increases your credibility and better code will result from developers.
(note infinite feedback loop here.)

I really hope you guys at Atari (Roy and Allan are the two names I remember) are feeding this back into your market research group. Good luck to you and us.
--
UUCP: ...{umix,mit-eddie,uw-beaver}!apollo!gaz
ARPA: gaz@apollo.COM
AT&T: (508)256-6600 x6081
Its never too late to have a happy childhood!

5070. Re: Malloc (was Re: Another great quote from Mr. Good)

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 17:53:15 UTC
From: apratt@atari.UUCP
Message-ID: <1125@atari.UUCP>
Source record: 251120

I appreciate the recent wave of comments to the effect that "it doesn't make sense to have both allocators in the same system at the same time."

What I believe is missing here is a general understanding of what the new Malloc (the one in the upcoming TOS 1.4 release) really does.

The old Malloc (11/20 and Mega ROMs) used OSPool for memory descriptors, but used it VERY BADLY, and there was interference with the 40-folder bug (because folder descriptors also came out of OSPool). That's why there were limits on the number of blocks you could allocate, and the way you freed them.

The new Malloc still uses OSPool because it can't use TPA: people mess with memory they don't own, and they expect successive Malloc's to return contiguous memory. But the OSPool has been GREATLY IMPROVED. Now it is managed correctly, with reasonable allocation and freeing and compaction and so on, and furthermore it can be extended (for the use of both folders and memory descriptors) by the same old FOLDR100.PRG.

The likelihood of running into trouble with too many folders or Malloc is now MUCH REDUCED, and the fix is easy: use FOLDR100.PRG. Importantly, you no longer get mysterious behavior when you really do run out of pool: Malloc now returns zero, and folder allocations simply fail (you get a message on your screen and the system dies, but I consider that better than mysterious and data-losing behavior).

Before you clamour about "The 40-folder bug isn't fixed" let me remind you about the new definition of that limit:

1. The OSPool is statically allocated at boot time, but can be extended with FOLDR100.PRG (as many times as you like).

2. The OSPool is used for open-file handles, directory (folder) descriptors, and some other stuff (in "big" blocks) and Malloc descriptors (in "little" blocks, 1/4 of a big block).

3. The pool is used efficiently: small blocks are compacted when necessary to optimize big-block availablility.

4. A folder only takes up space in the pool when it is "active." A folder is "active" when it is:

a) Some drive's root directory,
b) Somebody's current directory,
c) The parent of some open files,
d) Being traversed during the current OS call,
or e) The parent of an "active" folder (recursively).

The upshot of this is that if there is room for, say, 40 folders in the pool, you can have up to 40 ACTIVE folders at a time. Just getting a directory listing of a folder only makes it active briefly (during the Fsfirst call, but not during Fsnext's). Then it is not active any more, and the space can be re-used if needed.

FOLDR100.PRG when used with the new TOS expands the pool for ALL its clients, not just directory descriptors.

I hope this clears up some of the confusion, and I hope you understand why we went this way rather than a "two Malloc's" approach or using a "perfect" malloc (with no restrictions) at the expense of breaking some existing programs.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5071. Checkbook program

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 20:37:47 UTC
From: gibson@trwrb.UUCP
Message-ID: <7665@trwrb.UUCP>
Source record: 251121

I have a Checkbook/Budget program that I wrote for the St.
This program was designed to make computer checking easier than hand
checking. This program will:

*Print on checks
*Maintain a checkbook database
*Includes a emacs like data base editor
*Flags each database transaction as a check, deposit or budget item.
*Maintain a separate list of budget items and check items
*Balance checkbook
*Perform global database editing, (i.e. change the month on a group
of items etc.)

After I add a checkbook interface to enable people to write on their
particular checks, I will post this program. I use fan fold checks.

The budget part of this program is based upon the idea that most of
my budget can be computed via my check. Actually, the budget part of
the program is more like expense monitoring. It allows each transaction
(i.e. deposit, check, or budget item) to be part of the "budget".

Gregory Gibson
{...ihnp4,ucbvax}!trwrb!gibson
--
Gregory Gibson
{...ihnp4,ucbvax}!trwrb!gibson

5072. Re: seeking personal home budget software reviews

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 20:43:18 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2160@silver.bacs.indiana.edu>
Source record: 251122

[Robert Miller asks about home financial packages...]

Robert, run, do not walk, to your local dealer and get Pha$ar (from Antic, lists at $89.95). (It is also available for our Amiga friends...) The ONLY negative comment I have heard about it (and I have 4 pretty good friends who all use it) is that the author(s) haven't written a business accounting package. One of my friends wrote the author with a question about the software (and a comment), and he called her up long distance to talk about it with her...

Now THAT is support!

5073. Re: Another great quote from Mr. Good

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 21:24:33 UTC
From: david@bdt.UUCP
Message-ID: <370@bdt.UUCP>
Source record: 251123

In article <1060@scolex> kurth@sco.COM (Kurt Hutchison) writes:
[stuff deleted]
>... When the non-standard
>PC's came out they instantly became a standard. Dos was modified so
>that it knew which hardware it was running on and the apps followed
>suit.

We're talking apples and oranges here. DOS had a huge installed base.
It was IBM coming out with the new system, not a 3rd party, and
certainly not Atari. I think one of the reasons Atari is afraid
to break any programs is becuase then they wont have any. Quite
a few of the Atari software is no longer supportted either becuase
the company went out of business or is unwilling to spend any more
resources on Atari development. This means if Atari breaks it, it
is broken forever and it's no longer something they can demo at Comdex.
--
David Beckemeyer (david@bdt.uucp) | "Don't call me Stupid!"
Beckemeyer Development Tools | "No. That would be an insult
478 Santa Clara Ave, Oakland, CA 94610 | to all the stupid people!"
UUCP: {unisoft,sun}!hoptoad!bdt!david | - A fish called Wanda

5074. Re: Desk Jet drivers?

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 22:20:36 UTC
From: mikeh@hplsla.HP.COM
Message-ID: <5440004@hplsla.HP.COM>
Source record: 251124

>I have the opportunity to get my hands on an HP Desk-Jet at a price that
>is too good to pass up (I have a friend at HP Vancouver in the Desk-Jet div.).
>How many prog's out there support the Desk-Jet?
>I would appreciate a posting, or E-mail from anyone who knows about this
>issue. Does WP support the Desk-Jet? I want to use the printer for
>my Thesis work, so I hope WP does have a driver. Info Please!!!!!
>----------

The HP DeskJet follows a subset of the HP LaserJet command set. There is a
LaserJet driver to work with Publishing Partner that is included with
Partner Fonts (by SoftLogic). It works just fine with the DeskJet.

Also, you can buy an Epson (FX-80) emulation cartridge that works
great. It has worked with all software that I have tried it with.
It is slow printing sideways (for spreadsheets).

The preceeding opinions are a relection upon me, not my employer.

/
_ _ * / _ _
/ \/ \ / /_/ /_\
_____/ / /_/_/ __/_____
| |
| Michael L. Hall |
| Hewlett-Packard Co. |
| Lake Stevens Instrument Division |
| uucp: hplabs!hplsla!mikeh |
| domain: mikeh%hplsla@hplabs.hp.com |
|_____|

5075. Re: Praising the ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 22:21:00 UTC
From: david@bdt.UUCP
Message-ID: <371@bdt.UUCP>
Source record: 251125

In article <8808170403.AA26274@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET writes:

The poster describes many of the good points of the ST with which I agree.
But he also presents the following fundamental problem with the ST.
Even in his posting he presents mutually opposing viewpoints.
First he says:

>1. Many of my best loved programs are public domain.

and

>5. ST software prices are the most reasonable of any system on the
>market today... ...No self respecting ST owner would pay
>the kinds of prices that PC and MAC codes are asking
>(price/performance being a consideration).

Later he says:

>My only regrets about the ST are:
>
>- software still lags behind the PC and MAC in terms of
>sophistication
>
>- too much piracy abounds in the ST world, this makes truly
>wonderful programmers like Small, Moore and Hudson turn away from
>the ST because they cannot earn a living
>
>- Atari is the ultimate VAPOURWARE firm. No wonder it was such an
>uphill battle to get STs at work (there are about 80 STs in our
>community of 4000, 2/3 at work and 1/3 in home use). From my brief
>exposure to Info-Digest16, I know Atari reads these listings
>faithfully so PLEASE work hard to change your image as the VW
>kings.

Do you not see the cause and effect between the "advantages" described
earlier and these "disadvantages"? They're the same thing. While
there is excellent PD software available for the ST, it simply is
not true that this will mean there always will be. And if you want
more polished professional software, you have to attract high-quality
development bucks. Good software engineers have no dificulty making an
extremely good living. But they can't always do it in the ST market.
And eventually even the funnest machine in the world to play with
isn't fun anymore when you're not eating. Piracy is not the only
reason that developers are forced to leave the Atari ST market.
I would wager that a large percentage of full-time "professional"
ST developers (meaning they make a living at ST programming exclusively)

are untrained, inexperienced hackers. Many probably have little
or no professional programming experience with anything but 8-bit
systems and PCs. Most probably don't have CS or Math degrees -
they might have a philosophy or psychology degree. The guys
writing the PD programs in their spare time probably have more
experience and training than the average "professional" Atari ST
developer. This is becuase the experienced programmers
are being paid to do something else. Would somebody hire me
at a competitive salary to do ST programming? Probably not. Why?
Becuase there isn't any place to apply for a job. NOBODY'S
HIRING ATARI ST PROGRAMMERS, pal. Would somebody pay me a price
I feel is resonable as a software engineer for UNIX/SUN/VAX/Apollo/Mac
etc? Yes they would. So that's what I do (sort of).

The idea of inexpensive software is good. But it doesn't work
unless there is sufficiant volume. On the ST, due to in part
to piracy but other things too, the volume isn't there.
The bad thing about inexpensive software and low volume is
that no large development efforts will be undertaken becuase
no business can justify spending the bucks.

I'm not saying these things will be the death of the ST. I'm
just saying that these things contribute to the stagnation and,
until Atari does something about it, they will keep the ST out the
main-stream.
--
David Beckemeyer (david@bdt.uucp) | "Don't call me Stupid!"
Beckemeyer Development Tools | "No. That would be an insult
478 Santa Clara Ave, Oakland, CA 94610 | to all the stupid people!"
UUCP: {unisoft,sun}!hoptoad!bdt!david | - A fish called Wanda

5076. Re: Another great quote ... errr, Malloc.

Newsgroup: comp.sys.atari.st
Date: 1988-08-19 22:52:31 UTC
From: collinge@uvicctr.UUCP
Message-ID: <467@uvicctr.UUCP>
Source record: 251126

>The whole reason that Malloc is broken is
>that you can't allocate an arbitrary number of blocks, because a static
>area of memory is set aside for block descriptors. Any reasonable
>malloc uses the blocks themselves to keep track ... but we
>can't do that because people keep messing with memory they don't own,
>and so on.
> -- Allan Pratt, Atari Corp.
Actually, I've always hated the way unix malloc works; too dangerous, you see, someone could easily write all over the links, then all hell breaks loose especially in a system with no protection. Why not keep the block parameters in tables somewhere else? Maybe even The Kernel could keep them in Protected Memory and thus have global memory allocation (and fragmentation). I digress...

Suggestion: Keep the Malloc tables in Malloced blocks, all chained together and squished once in a while. It makes your algorithms a touch more complicated and thus slower but you wanted regressive compatibility and who expects malloc and friends to be fast? With this method you could have a switch somewhere: Regressive Position - acts exactly like the old broken Malloc as long as possible then starts breaking dusty decks - anything that used to work should still work and some things will work longer; Progressive Position - allocates memory as efficiently as possible. Historic developers of the dusty decks will use the default Regressive Position by not doing anything; some old programs may even work better through not making silly assumptions and getting more memory out of the new, compatible, Malloc. Modern developers also do nothing and get the Progressive Mode courtesy of the latest versions of C runtime startup code, which make some new OS call.

Comments Atari? I'm no OS guru - I must have overlooked something...
--
Doug Collinge
School of Music, University of Victoria,
PO Box 1700, Victoria, B.C.,
Canada, V8W 2Y2
collinge@uvunix.BITNET
decvax!uw-beaver!uvicctr!collinge
ubc-vision!uvicctr!collinge

5077. Re: How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-20 02:02:58 UTC
From: 7103_300@uwovax.uwo.ca
Message-ID: <602@uwovax.uwo.ca>
Source record: 251127

In article <401@clio.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> Just to start, I could mention that I'm working with GNU's gcc, aiming
> at getting it running on TOS and Minix. I know someone has ported the KA9Q
> TCP/IP package to the ST finally, though they haven't been talking about it
> here, and I haven't seen mention of the source for that yet. A few people
> have casually mentioned NetHack 2.3. Has a bug fixed version ever appeared?
> Other things I'd like to get working are GNU Make and RCS. (Which would
> require working versions of diff and diff3, at least.) Anyone else doing
> something they feel like talking about?

I've got NetHack 2.3 working on the ST. I want to give it a little time
to settle (i.e. to make *sure* all those bugs are out) before posting it,
but it seems to be working pretty well. It's *big*, though; nearly 400K
just for the executable. Would people rather see a "pared down" version
that will run on 520's, or should we go for the full 2.3?
--
Eric R. Smith email:
Dept. of Mathematics 7103_300@uwovax.uwo.ca
University of Western Ontario 7103_300@uwovax.bitnet
London, Ont. Canada N6A 5B7 (a shared mailbox: put my name on
ph: (519) 661-3638 the Subj: line, please!)

5078. AnsiTerm/background transfer?

Newsgroup: comp.sys.atari.st
Date: 1988-08-20 02:32:10 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1528@sbcs.sunysb.edu>
Source record: 251128

I just received AnsiTerm yesterday. It's a terminal program from
Beckemeyer Development and it supposedly does background file transfer.
I played with it for quite a while. Everything seems fine, but I can't
quite get the background file transfer to go correctly. When I try to
fire up a shell while the file is transfering, somethings it just bombs
and occasionally it would spawn the new shell, but the transfer
would halt. Has anyone used this background file transfer facility
succesfully? I use a 1040ST/Supra20Meg/Mono/Micro-Cshell

Since I need background file transfer, I gave up on this and
went ahead to order SHADOW from Antic. Anyone interested in buying this
program? (with registration card too) :-))

--LeAn
--
if you can dream it, you can do it. CSNET:lean@sbcs.csnet
... go sleep ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

5079. Re: How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-20 06:33:38 UTC
From: wes@obie.UUCP
Message-ID: <158@obie.UUCP>
Source record: 251129

In article <401@clio.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> Anyone else doing something they feel like talking about?

I (and a couple of friends) are working on UUPC/ST, porting it to Mark Williams C, and doing a lot of cleaning in the process. Quite a bit of the original DCP and UUPC code for the ST was concerned with adding functions that weren't present in Alcyon C, or fixing functions that didn't work in Alcyon C. We are deleting these types of functions, and using the MWC library routines.

Once this effort is done, Minix should be here, and we will try to port the UUPC stuff to Minix for the ST. That will allow us to have STs running both OSs communicate with each other, and with the rest of the (rapidly growing) UUCP network around here.

--
{hpda, uwmcsd1}!sp7040!obie!wes
"Happiness lies in being priviledged to work hard for
long hours in doing whatever you think is worth doing."
-- Robert A. Heinlein --

5080. Re: Info-Atari16 Digest V88 #330

Newsgroup: comp.sys.atari.st
Date: 1988-08-20 08:12:46 UTC
From: donl@glass.SGI.COM
Message-ID: <19762@sgi.SGI.COM>
Source record: 251130

In article <134@obie.UUCP>, wes@obie.UUCP (Barnacle Wes) writes:

> You say "Porshe" with reverence, huh? Yuk. A screaming 25 Mhz 386
> would tend to remind me of a Lambo - fast, brutal, and ugly. A Ferrari?
> How 'bout the Testarossa vs. and SGI Iris workstation? An early Sun

Interesting analogy. Wait till you see the NEXT Iris!
--

- donl mathis at Silicon Graphics Computer Systems, Mountain View, CA

{sun,pyramid,adobe,decwrl,ucbvax,allegra,research}!sgi!donl
donl@sgi.com

5081. Re: Malloc (was Re: Another great quote from Mr. Good)

Newsgroup: comp.sys.atari.st
Date: 1988-08-20 14:23:25 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <8322@cup.portal.com>
Source record: 251131

Perhaps it would help if Atari would post a list of things that broke because
of fixing Malloc. I don't know if this would violate any agreements, but
at least it might help us know who to avoid. And if they are out of business
a new opportunity exists to rewrite the products to be compatible.
I generally don't care about games, but would be interested if any
would have problems because I own a few. We don't even know the percentage
of things that broke, nor if any major packages are among these. I find it
hard to believe that very many things have this (Malloc) problem, and would
at least like to know the statistics. And Arkanoid broke on the Mega ROMS,
but I found a patch to let it. Same with Star Trek: the rebel universe.
Did that stop you from coming out with the Mega ROMs? NO!
I think that if you "fixed" the malloc bug, either the dated software
(some of which may already be obsolete) would fade into oblivion, or be
fixed, patched, or some other company would replace it/them.

5082. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1988-08-20 14:57:38 UTC
From: martin@lakesys.UUCP
Message-ID: <971@lakesys.UUCP>
Source record: 251132

In article <19880819161930.0.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>I've just finished posting my port of GCC, the GNU C compiler, to the
>lakesys!netlib server. The posting consists of 6 ARCs; as follows:
>
>GCX-1-23.ARC Executables (gcc, cccp, cc1, ld, gas, ar)
>GCC-1-23.ARC Compiler sources
>GAS-1-20.ARC Assembler sources
>GNULIB.ARC Sources and OLB of the runtime library
>GNUUTILS.ARC Make, LD, and random stuff
>BISON.ARC Bison
>

==========

All of the above will be available today via netlib, EXCEPT for GCC-1-23.ARC.

The ARC itself is almost 1.5 Meg. I'll make it available when I can break it
down into more manageable pieces.

Please remember to keep the size of your requests down to appease the net
gods. PLEASE keep your requests under 10 file parts per day for this
application. It is VERY large.

I would appreciate it if the administrators of the other file servers would
contact me. I'll be happy to send them John's work for their servers.

Marty Wiedmeyer
martin@lakesys.UUCP
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: uwvax!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

5083. Re: C++

Newsgroup: comp.sys.atari.st
Date: 1988-08-20 15:47:21 UTC
From: gengenba@lan.informatik.tu-muenchen.dbp.de
Message-ID: <265@infovax.lan.informatik.tu-muenchen.dbp.de>
Source record: 251133

```
In article <690@cs.Buffalo.EDU>, leo@sunybcs.uucp (Leo Wilson) writes:
> [...]
> Good question! And is there anyone out there working on porting gcc to
> the ST?
> [...]
> ===
> Leo E. Wilson 364 West Delavan Avenue, Buffalo, NY 14213-1412 (716)883-7573
> (leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet

I've seen the following article in the gnu.gcc newsgroup a while ago:

#From: hyc@math.lsa.umich.edu (Howard Chu)
#Newsgroups: gnu.gcc
#Subject: Re: Anyone have gcc on an Atari ST?
#Keywords: Atari 68000 gcc
#Message-ID: <395@clio.math.lsa.umich.edu>
#Date: 4 Aug 88 20:38:26 GMT
#References: <6175@chinet.chi.il.us>
#Sender: usenet@math.lsa.umich.edu
#Organization: University of Michigan Math Dept., Ann Arbor
#UUCP-Path: {mailrus,umix}!um-math!hyc
#
#In article <6175@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
#>The title says it. I'd really like g++ even more, but the way I read the docs
#>gcc should be running first. If someone is working on an Atari port, I'd
#>be willing to help (for whatever that's worth).
#
#I plan to get this going soon. Haven't started yet, but I've been in touch
#with two other people who've made some progress on this already. So far we
#can cross compile from Sun to Atari using gcc. I haven't tried x-compiling
#gcc itself yet, but that'll probably be the first stab. Next point will be
#getting decent libraries constructed.
#--
# /
# /_ , ,_. Howard Chu
#/ /(_/(__ University of Michigan
# / Computing Center College of LS&A
# ' Unix Project Information Systems
#
#
*------------------------------------------------------------------------------*

Michael Gengenbach (Technical University Munich)
```

gengenbach@infovax.informatik.tu-muenchen.dbp.de (X.400)
/ relay.cs.net (arpa/csnet)
gengenbach%infovax.informatik.tu-muenchen.dbp.de@ - unido.uucp (uucp)
\ ddoinf6.bitnet (bitnet)

5084. Re: Download problems

Newsgroup: comp.sys.atari.st
Date: 1988-08-20 16:05:02 UTC
From: gengenba@lan.informatik.tu-muenchen.dbp.de
Message-ID: <266@infovax.lan.informatik.tu-muenchen.dbp.de>
Source record: 251134

In article <941@aluxz.UUCP>, wao@aluxz.UUCP (William Oswald) writes:
> [...]
> I have a 1040 ST and I use FLASH (1.52) to transfer files. How do I
> download and run the programs found on this net? If I download the
> encoded version I can't decode it on my ST

Use the Dumas UUX-Utility. It is a UNIX-compatibel uudecode/uuencode
utility and it is PD.

> and if I decode it on my SUN I can't download to my ST.

On UNIX-Systems, uucp or the kermit-protocol should be available.
On the ST, there is kermit and uucp too. Both are available as PD.

Maybe you should get a copy of UNITERM, the best terminal-emulator
and file-transfer-program, i know. It does vt100, kermit, x-modem,
y-modem, etc.

Michael

--

Michael Gengenbach (Technical University Munich)

gengenbach@infovax.informatik.tu-muenchen.dbp.de (X.400)
/ relay.cs.net (arpa/csnet)
gengenbach%infovax.informatik.tu-muenchen.dbp.de@ - unido.uucp (uucp)
\ ddoinf6.bitnet (bitnet)

5085. Re: Malloc (was Re: Another great quote from Mr. Good)

Newsgroup: comp.sys.atari.st
Date: 1988-08-20 18:07:09 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4574@saturn.ucsc.edu>
Source record: 251135

In article <1125@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>I appreciate the recent wave of comments to the effect that "it doesn't
>make sense to have both allocators in the same system at the same time."
>
>What I believe is missing here is a general understanding of what the
>new Malloc (the one in the upcoming TOS 1.4 release) really does.
[Description of OSPool handling deleted]

Thanks! That will clear matters up for a lot of people. Will all that
be documented anywhere, for the benefit of developers who don't have access
to the net? Someone at Atari should collect all the worthwhile articles
like that and add them to the developers' docs, as there has been quite a
wealth of information here.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

5086. Re: ASSEMBLY MOVE/CLEAR/SET/COMPARE ROUTINES (was Clearing memory chain)

Newsgroup: comp.sys.atari.st
Date: 1988-08-20 18:08:26 UTC
From: wes@obie.UUCP
Message-ID: <159@obie.UUCP>
Source record: 251136

```
% The clearing code in the 11/20 ROMs (pre-Mega ROMs) is stupid and
% slow, which is why it takes appreciable time to clear 1 Meg. The
% Mega ROMs fixed this, but clearing 3.5 Meg still takes a long time,
% and future machines may possibly have up to 10 Meg -- clearing
% 9.5 Meg will not be pleasant:
%
% It would take 38,273,024 clocks (~2.4 sec) to clear
% 9.5MB at 16MHz, but fortunately any machine with that
% much memory will probably run faster than 16MHz.

Why clear all of the memory in the machine? The executable file has the
size of the bss segment in it, why not just clear the bss? You could
also clear each Malloced block as it is allocated, if you really want to
preserve the idea that Malloced blocks should be cleared.
--
{hpda, uwmcsd1}!sp7040!obie!wes
"Happiness lies in being priviledged to work hard for
long hours in doing whatever you think is worth doing."
-- Robert A. Heinlein --
```

5087. turbo c for the atari st

Newsgroup: comp.sys.atari.st
Date: 1988-08-20 18:43:00 UTC
From: COBB@BRANDEIS.BITNET
Message-ID: <8808222241.AA11063@ucbvax.Berkeley.EDU>
Source record: 251137

[]

hello netlanders,

the Sept edition of C't just arrived and it seems that Turbo-C for the ST
really ISNT vaporware!

page 133 has a full page add from about Turbo-C:

Heimsoeth Software
GmbH & Co.KG
Lindwurmstrasse 88
D-800 Muenchen 2

Turbo-C for the Atari ST 191,52 DM (about 100 $)
Assembler and Debugger 191,52 DM (ditto)
Turbo-C+Assembler and Debugger 282,72 DM (about 150 $)

The ad says that it comes with a shell, various tools, supports GEM,
has IEEE floating point and does 1690 Dhrystones!!!!

If this dhrystone figure is for real then this compiler generates BY FAR the
fastest character/integer code around for the ST. Here's an amusing thought:
with the 16 MHz board from Megabyte, this compiler would do well over THREE
thousand dhrystones -- and thats about as good a rating as you can find for
a MAC-II c compiler! ;-)

[]

5088. Re: How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-20 21:08:39 UTC
From: BUGGS@cup.portal.com
Message-ID: <8332@cup.portal.com>
Source record: 251138

How do we simple users who only have access to Portal download all these wonderful files?

Ed June

5089. Re: Hard Disk Crash

Newsgroup: comp.sys.atari.st
Date: 1988-08-21 00:44:43 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <5157@pasteur.Berkeley.EDU>
Source record: 251139

In article <441@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:
>Now and then people ask me about updates to two programs (DLII and
>ReOrg) I wrote in 86/87 and had in Beta test for a few months. The
>versions were never released officialy in any way to the public (I
>did allow a bit wider distribution in one case), and if people
>would actually read copyright notices, it probably wouldn't have
>gone unnoticed that there is no mention of free copying etc......
>
>I more or less decided a few months ago never to distribute these
>programs in an enhanced and bug-fixed form (something my personal
>versions are).

Maybe these programs should be taken off the file servers (where I got
it) that store st binaries.

Thank You for the help

James A. Landay

ARPA: landay@cory.berkeley.edu
..!ucbvax!cory!landay

5090. Re: Publishing Partner Amateur

Newsgroup: comp.sys.atari.st
Date: 1988-08-21 03:01:11 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1529@sbcs.sunysb.edu>
Source record: 251140

In article <2992@dalcs.UUCP>, silvert@dalcs.UUCP (Bill Silvert) writes:
> I just got my Publishing Partner Professional upgrade (mailed
> Aug. 5), and it is a total loss. Thick binder with only a few
> pages, one disk. Whatever you do, it crashes or hangs.
> Absolutely useless. Here are some of the gory details:
> ..... etc.

By July, Publishing Partner Professinal was very much behind
schedule (at least 6 months). SoftLogik did an informal poll and the
response was that most people wanted SoftLogik to ship PP Professinal
immediately, eventhough the product was far from finished. What we all
received is a VERY VERY unfinished product. The problem was that SoftLogik
didn't make that clear in the package that we all received.

Yes, the program we received is almost totally useless. The final
product should ship within one month. With regard to the fonts, there will
be altogether 6 fonts and specific printer drivers. What we see in the
diskette we received are generic printer drivers. Hopefully, the final
package will be as good as promised. And the full manual will be sent
when the final product is ready to go. We just have to keep our fingers
crossed for now. What I don't understand is how this product got to be
7 months late and is still unfinished.

--Lean
--
if you can dream it, you can do it. CSNET:lean@sbcs.csnet
... go sleep ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

5091. re: Publishing Partner Amateur

Newsgroup: comp.sys.atari.st
Date: 1988-08-21 04:05:25 UTC
From: Robert.Lisowski@rubbs1.FIDONET.ORG
Message-ID: <28.230E70ED@rubbs1.FIDONET.ORG>
Source record: 251141

The release of PPP that they shipped is NOT THE FINAL RELEASE!!!

IT IS A SNEAK PREVIEW!!!!!

THEY SAID IT WOULD NOT WORK!!!!!

EVERYBODY KEEP YOUR PANTS ON!!!!

I can't understand WHY there are so many people out there who think this is the ACTUAL PRODUCT. IT IS NOT, and THEY SAID SO.

THAT BIG BINDER WILL BE FULL when they send the first release to you.

I know that everybody is getting impatient. I placed my order when it was first announced that the program was in development. They SHIPPED A BETA so that their LOYAL customers, who stayed with them, would get to see SOME of the features and read about others. They wanted to assure everybody that it will be WORTH THE WAIT.

A comparable program, if offered for a different machine, and done by a big company with a bunch of authors would cost $500.00 or more! But instead, there is one author, so you have to wait, but it will cost $120.00!!! Those of us who "upgraded" from the old PP only paid about half of that (the offer has expired, so it's no longer available)!

I used to be angry, but when I saw what was going into that program, I stopped getting angry, and started getting happy. THAT PROGRAM WILL BE THE BEST DTP PROGRAM ON ANY MACHINE!!! You will be able, through its open architecture, to use import and export drivers, multiple screen fonts for increased realism while using small and large characters of the same font on the screen, and other GREAT FEATURES. The program will handle ANY GRAPHICS FORMAT for import, and lets you ROTATE BOTH GRAPHICS AND TEXT.

So, INSTEAD OF COMPLAINING (you're not going to get it faster by doing that), why don't you ENCOURAGE them and tell them what features you would like to see (drivers, etc.).

I hope that everybody reading this message will tell everyone they know, who has the beta, about this message. Maybe we can calm some people down.

Rob

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

5092. Re: Malloc (was Re: Another great quote from Mr. Good)

Newsgroup: comp.sys.atari.st
Date: 1988-08-21 07:32:34 UTC
From: wes@obie.UUCP
Message-ID: <161@obie.UUCP>
Source record: 251142

In article <402@clio.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> I get the feeling that there really is no solution at this point. How can you
> have two different versions of Malloc/Free in the same system?

Actually, you don't need to make another Malloc, just make the current one smarter. The problem with the current Malloc is that it uses a static data area, rather than a linked list, to keep track of allocated memory blocks. This is essentially similar to the idea of file handles.

There was a version of MS-DOS once upon a time (I think it was 2.xx) that had an interesting way of expanding the number of files a process could use. The file handle pool was actually allocated in the Program Segment Prefix (PSP), which GEMDOS calls a basepage. There was a pointer to the file handles, which pointed to a 20-byte data area in the PSP, and 20 bytes for file handles.

As it turned out, a program could copy the 20 bytes to a (hopefully larger :-) data area, zero the remainder of the data area, and point the pointer to this new data area. There must have also been a datum that described how many handles were available, which also had to be updated. From that point on, the process could use that many file handles, as long as the sytem FILES parameter, set by CONFIG.SYS at boot time, would allow that many files open.

If the new GEMDOS used a "Malloc handle" pool that were relocatable in this manner, new applications that new of this feature would be able to Malloc more than the current 20 (or so) blocks, while retaining the essentially static data structures required for compatibility with the current Malloc.

cat flames > /dev/null
mailx applause money fame wes@obie

--
{hpda, uwmcsd1}!sp7040!obie!wes
"Happiness lies in being priviledged to work hard for
long hours in doing whatever you think is worth doing."
-- Robert A. Heinlein --

5093. Re: To Fix or Not To Fix

Newsgroup: comp.sys.atari.st
Date: 1988-08-21 09:11:22 UTC
From: hase@netmbx.UUCP
Message-ID: <1224@netmbx.UUCP>
Source record: 251143

In article <383@snjsn1.SJ.ATE.SLB.COM> greg%sentry@spar.slb.com (Greg Wageman) writes:
>In article <635@ihnet.ATT.COM> bryan@ihnet.ATT.COM (b. k. delaney) writes:
>>
>>There is a very simple solution to the problem of fixing things in
>>the ROMS that cause bad programs to break.
>>
>>If you have a program that does not work with the old version of the OS
>>then boot from Floppy the old version of the OS and use your program!!

Or just release the fix on disk: a little residend program replacing the
original (ROM-) trap handler.
This would be my way of releasing a fix; if it works and everybody likes
it, put it in a new ROM set.

Another solution would be a set of big ROMs containing both versions of
the system.
I put 6*27C512 in my 520ST+ to have the "old" and Blitter TOS availeble;
this is kind of expensive but useful...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
If there is something more important than my ego, I want it caught and shot,
NOW! (Zaphod Beeblebrox)

5094. Re: Ctrl-C

Newsgroup: comp.sys.atari.st
Date: 1988-08-21 17:09:58 UTC
From: leo@philmds.UUCP
Message-ID: <608@philmds.UUCP>
Source record: 251144

In article <2239@alliant.Alliant.COM> rosenkra@alliant.UUCP (Bill Rosenkranz) writes:
[Steven Pemberton's question omitted]...

>you could modify the entry into any of the gemdos/bios/xbios traps (see
>osbind.o) to check for ^C. in this way, when any system call was made, a check
>is first performed. this is not really equivalent to signal(3) under unix, but
>is better than what's there now. MWC has a signal(3) function but i don't
>know how/if it works. alcyon's does not seem to work.

Although it is better than the current situation, this woun't stop a
non-I/O process. Try to break into this program:

```
main() { for (;;); } /* now, isn't this small 8-) */
```

Since no system call is made within the for loop it will go on forever,
even if ^C is hit.

Before the weekend I promised to look into an old break version I had
laying somewhere, that used a VBL interrupt routine to check for ^C. A
problem with this scheme was that it could not always get the ^C before
a bios call did. After some puzzling I got the solution: the keyboard
interrupt vector (#$46) is changed to my own routine (in a memory
resident program). After this one has executed first the old code, a
check for the break character is done. This is an airtight way to
intercept a special character and do with it whatever you like.

The original was a C program I wrote a year ago; it has been changed to
an assembler program (this must be an improvement 8-) and mailed to
Steven Grimm today in both an uuencoded binary and a source form.

B.T.W. If you don't mind bill, signal is (2) in unix, being a system
call ((3) is the library functions department).

Leo.

5095. Re: Hard Disk Crash

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 01:05:57 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <8364@cup.portal.com>
Source record: 251145

Simon Poole writes>
"There is no safe version of this kind of program"

This is ultimately true, but then again, you could have a random bit error tell your hard disk controller to do a format. There is a commercial alternative - in fact I wrote it, so I stand to profit from this, so the information may contain some of these biases. The program is "Hard Disk Sentry" and is available from Beckemeyer Development Tools. It is as safe as any such utility can be. First it performs a thourough check of the disk structure, and if you select optimize (It is still wise to back things up), it will do it by maintaining a correct backup image of each file, so the worst that will happen is that you will have a bunch of clusters which don't belong to any file - i.e. it first copies the images of the files to an unused portion of the disk, then it links these clusters, then it finally unlinks the original area. You can interrupt such a process anytime without losing data, unless lightning strikes your computer. And any potential errors are easily recovered from using the repair feature. I tried more than a few times hitting reset right in the middle of the operation and haven't lost a byte of data (again, the worst thing were the leftover backup images which the repair would collect into one folder which I simply deleted). *Don't try this at home*.
In short, I did most of the extra work to create a "safe" repair/optimize utility. But it is commercial and you should contact Beckemeyer if you are interested in a copy.
(Disclaimer: I have tested it extensively, but it can have problems and create trashed disks if your hardware is marginal and writing a sector from any program may not work, you cannot expect my program to recover from such instances. Also, I use it with all kinds of TSRs and Accessories including Caches, although I specifically warn against it since I can't predict what any given program will do in combination with mine. I am not claiming that it will *never* trash any disk under any circumstances, just that I have taken every reasonable precaution to prevent it in the algorithms I chose. You still should backup).

5096. Re: Ctrl-C

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 01:16:49 UTC
From: bader@spice.cs.cmu.edu
Message-ID: <2762@pt.cs.cmu.edu>
Source record: 251146

In article <608@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>B.T.W. If you don't mind bill, signal is (2) in unix, being a system
>call ((3) is the library functions department).

In BSD, signal(3) is a library routine that calls sigvec(2)...

-Miles

5097. Atari Responses : Multiple Choice

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 03:32:37 UTC
From: bracer@TSfR.UUCP
Message-ID: <497@TSfR.UUCP>
Source record: 251147

A) No comment.

B) But, we can't fix that. We hav'ta stay compatible with everything back to the stone age.

C) What <promised product>? We never OFFICIALLY announced that product, and if we did we never OFFICIALLY said the price would be <promised price>.

[h.s.bracer @ This Space for Rent]

5098. Re: How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 05:20:25 UTC
From: ins_bjjb@jhunix.HCF.JHU.EDU
Message-ID: <6855@jhunix.HCF.JHU.EDU>
Source record: 251148

In article <602@uwovax.uwo.ca> 7103_300@uwovax.uwo.ca (Eric Smith) writes:
>In article <401@clio.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> [Various info/questions about utilities being ported to the ST,
> then a question about ST NetHack]
>
>I've got NetHack 2.3 working on the ST. I want to give it a little time
>to settle (i.e. to make *sure* all those bugs are out) before posting it,
>but it seems to be working pretty well. It's *big*, though; nearly 400K
>just for the executable. Would people rather see a "pared down" version
>that will run on 520's, or should we go for the full 2.3?
>--
>Eric R. Smith email:
>Dept. of Mathematics 7103_300@uwovax.uwo.ca
>University of Western Ontario 7103_300@uwovax.bitnet
>London, Ont. Canada N6A 5B7 (a shared mailbox: put my name on
>ph: (519) 661-3638 the Subj: line, please!)

Well, since there is already a "pared down" version (ST Hack v1.03) it
isn't necessary to chop up ST NetHack. If you did "pare down" NetHack, you'd
probably end up with a lot of complaints from people who assumed the "pd" 8-)
(visual joke summary: "pared down" = "pd" = "public domain" [so much for
humor]) version was the only one available.

--
Jared J. Brennan
BITNET: INS_BJJB@JHUVMS, INS_BJJB@JHUNIX
ARPA: ins_bjjb%jhunix@hopkins.ARPA
UUCP: {allegra!hopkins, ihnp4!whuxcc} !jhunix!ins_bjjb
"You kids get outta my yard!"
DISCLAIMER: I'm really PO'ed today, so ignore most of what I write.

5099. Re: Ctrl-C

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 05:33:50 UTC
From: rosenkra@Alliant.COM
Message-ID: <2277@alliant.Alliant.COM>
Source record: 251149

In article <608@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
->In article i wrote:
-> [Steven Pemberton's question omitted]...
->

[my osbind.o mod here... (i know it's not the best, but is the easiest :^)]

->Although it is better than the current situation, this woun't stop a
->non-I/O process. Try to break into this program:

not all system calls are i/o but you are essentially correct...

->main() { for (;;); } /* now, isn't this small 8-) */

yes, i know...but then again, who writes a program like this?

->Since no system call is made within the for loop it will go on forever,
->even if ^C is hit.

yes, yes...

->Before the weekend I promised to look into an old break version I had
->laying somewhere, that used a VBL interrupt routine to check for ^C. A

next best solution...

->problem with this scheme was that it could not always get the ^C before
->a bios call did.

ok...

-> After some puzzling I got the solution: the keyboard
->interrupt vector (#$46) is changed to my own routine (in a memory
->resident program). After this one has executed first the old code, a
->check for the break character is done. This is an airtight way to
->intercept a special character and do with it whatever you like.

sounds good...

->B.T.W. If you don't mind bill, signal is (2) in unix, being a system
->call ((3) is the library functions department).
->
-> Leo.

sorry, leo, but on our system (BSD4.2) signal is in fact (3), not (2).
signal actually uses sigvec(2) and other related calls to the os.

-bill

5100. Re: ASSEMBLY MOVE/CLEAR/SET/COMPARE ROUTINES (was Clearing memory chain)

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 06:53:58 UTC
From: leo@philmds.UUCP
Message-ID: <609@philmds.UUCP>
Source record: 251150

In article <20383@watmath.waterloo.edu> egisin@watmath.waterloo.edu (Eric Gisin) writes:
>Why do so many people think movem is faster than the
>more straight-forward loop of move.l's?

Because they may be right to do so 8-)

>copying 12 long words with movem (a0)+,regs; movem regs,(a1); add.l Rn,a1"
> takes 242 cycles on the 68000,
>while 12 successive "move.l (a0)+, (a1)+" takes 240 cycles.
>(timings derived from Motorola'a 68000 manual)

I dunno how you got your timings, but I got the following:

movem.l (a0)+,d1-d7/a2-a6 112 cycles
movem.l d1-d7/a2-a6,(a1) 108 cycles
adda.l d0,a1 8 cycles

TOTAL 228 cycles

move.l (a0)+,(a1)+ 24 cycles

TOTAL (12 times) 288 cycles

so that the movem.l construct gains you 60 cycles here: about 25% faster
(it seems you've done a bit of cycle stealing 8-).
These timings are derived by ACTUALLY TIMING them (repeating them a lot
of times and measuring the time taken). I've got a nice little program
that times a series of hexadecimal codes, anyone interested?
B.T.W. I use movem.l because movem.w only moves the lower words of the
regs (after having extended them). The adda.l may just as well be a
adda.w because it is sign extended anyway.

Note that timings on the Motorola cannot be derived from a manual,
unless you know what timing is involved with memory access in your
special case (an ST, now ain't that special). In this it differs from
e.g. the Z80 where times must be synchronous; the bus does not wait (I
hope my explanation isn't too bad, not being an hardware expert and
so). On the Motorola bus the driver is more polite 8-).

>when copying fewer words, move.l is even better.

Of course, i.e. less worse. The gain in the movem approach is just that
you do much less instruction fetching (see above: 3, be it somewhat
longer instructions, against 12). No wonder movem.l is faster.

>the move.l appoach does not require saving and restoring all
>your registers, and can be coded in C with decent compilers.

The overhead of saving and restoring registers is very little, because
we can use the fast movem.l instructions for that 8-)!!
No, seriously, if you move a large chunck, this overhead is quickly
gained back. And of course, it can be coded in assembler with decent
assemblers. As it can be in C with decent compilers (although this
involves either #asm's or executing data).

Leo.

P.S. Some people may wonder why my smiley is most of the time a 8-).
This is simply because I wear glasses 8-).
And if not so, I forgot to put 'em on, or I'm just cleaning them :-).
*-) Oops, seems I broke'em :-(

5101. Re: To Fix or Not To Fix (Really: applying patches to OS)

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 08:08:59 UTC
From: gert@nikhefh.hep.nl
Message-ID: <524@nikhefh.hep.nl>
Source record: 251151

In article <1224@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>
>Or just release the fix on disk: a little residend program replacing the
>original (ROM-) trap handler.
>This would be my way of releasing a fix; if it works and everybody likes
>it, put it in a new ROM set.
>
>Another solution would be a set of big ROMs containing both versions of
>the system.
>I put 6*27C512 in my 520ST+ to have the "old" and Blitter TOS availeble;
>this is kind of expensive but useful...
>
>hase
>--
>Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
>If there is something more important than my ego, I want it caught and shot,
>NOW! (Zaphod Beeblebrox)

I wouldn't like that! Just imagine what happens when one happens to have
5 fixes on GemDos.

level 1

trap handler
if not pathed call
goto old trap
else
do own stuff
return
level 2, 3, 4, 5
same

This means that in order to get the 5th trap patch activated the system call
from a user program has to traverse FIVE trap handlers. This takes lots of
time.

Even with an efficient trap handler like the one in GemDos one does not want
to loose that processing time (grin)

Look at the way things are organized in the Macintosh OS. All system traps
are routed by a trap address table (just like in GemDos). The subtle
difference with GemDos is that the trap address table is located somewhere in
RAM, not ROM. (Well, it is copied from ROM to RAM at system boot time).

The Mac OS has two calls (GetTrapAddress and SetTrapAddress) which get and
set a trap vector in the traps table (resp).

Organized this way one does not loose a single clock cycle when a program calls a OS service that happens to be patched.

Moreover, for Atari this method is very convenient to test and distribute patches on a regular basis. (Oh well, 3 years is regular but I mean regular with a slightly higher frequency).

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

From september 1st 1988:

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

5102. Re: How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 08:32:51 UTC
From: weber@incas.UUCP
Message-ID: <797@incas.UUCP>
Source record: 251152

In article <401@clio.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
> (Anyone working on porting Larry Wall's patch program?)
Yup. BTW, I've hacked hdiff (posted ages ago) to produce new-style context diffs (and made -b work).

>here, and I haven't seen mention of the source for that yet. A few people
>have casually mentioned NetHack 2.3. Has a bug fixed version ever appeared?
As far as games are concerned, I've a robust version of Nethack 1.4.
Other ported game postings include robots, world, advsys and adl. Please note that this version of adl supports >64K of code space. Go ahead, dig a deep dungeon...
Sooner or later, I'll tackle warp.

>Other things I'd like to get working are GNU Make and RCS. (Which would
>require working versions of diff and diff3, at least.)
I'm about to release a clone of RCS. Well, it doesn't know about revision trees and there's no equivalent of rcsmerge, but about everything else is there.
Other things I've ported include compress (true 16 bit) and sed (taken from comp.os.minix). People around here are working on bison, flex and perl.
BTW, there's yet another undocumented MWC feature: try "diff -e foo bar".

Markus Weber UUCP: ...!uunet!unido!uklirb!incas!weber

PS: I'm using MWC (usual disclaimer: I'm nothing but a very satisfied customer...) and everything mentioned above will run in connection with MWC's msh or (probably) gulam.

5103. New ST ROMS (and breaking old applications)

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 08:41:59 UTC
From: gert@nikhefh.hep.nl
Message-ID: <525@nikhefh.hep.nl>
Source record: 251153

To Allan Pratt (are you listening????)

Would you mind telling the net which applications would break when Malloc is fixed?

If old software breaks when Malloc is fixed, did Atari tell the developers of those applications that their applications go bezerk on a fixed OS?

Why shouldn't serious developers have their software fixed in a reasonable amount of time? Or is it that Atari does not want to loose applications of companies that gave up the ST line long ago??

I believe that the OS should be fixed NOW, without looking back at all the fancy stuff from companies that have gone out of the ST business. Atari won't loose any important (read business [that's what atari is aiming for eh?]) applications: serious business applications are served better by providing a reasonably well performing OS than support for backward comaptibility with an OS that has so many weak areas.

And PLEASE, do provide documentation with it. Something like 'Inside ST; telephone book edition' like for the MAC is what is needed. Look what chaos is created now: lots of books are available for GemDos and all other parts of the ST's OS. And all have sections in them that tell people that such and such undocumented feature works this way or that way.

Atari should document it's OS (BTW they promised to have docs 2 years ago; some outside company would do that; did that company drop the ST line too??) and boldface print that 'this is what this call is for, and nothing else'. If Atari does not do that you're bound to end up with ill behaving programs. (Look for example at the old 'db' debugger of Mark Williams Co.: that didn't work right on Mega roms because they had to do things that could not be done with a system call, so they had to use some undocumented features...)

I don't think that developers are to blame for that (e.g, if I want to get the current settings of the serial port and find that there is no call in the OS to get me that information, I simply have to dig that out of the Hardware): if there are OS calls to get something done developers will use that, not their own work around.

And PLEASE, don't say that the OS is documented in the developers package. Even the GemDos 'manual' that goes with it contains bugs.

Gert Poletiek

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From september 1st 1988:

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

5104. StuffIt on Aladdin/Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 10:01:45 UTC
From: paulm@nikhefk.UUCP
Message-ID: <410@nikhefk.UUCP>
Source record: 251154

Thanks to all people that responded to my request regarding Atari
file servers. I got what I wanted!

I can return the favor ;)

A friend of mine has an Atari ST and he uses the Aladdin/Magic Sac
software frequently to emulate a Macintosh. He used to download
a lot of Macintosh PD software, but since StuffIt hit the scene as the
standard compressing utility, he is out of luck. StuffIt fails to
work on both emulators (so I was told).

I tracked down the cause of StuffIt's crashes and concluded that the
program wants some resources that are not available in the Mac System files
that these emulators use. If you want StuffIt to run, you need to get
hold of a friend with an original Macintosh, using System set 5.0
or later. Grab ResEdit and copy the following resources from the System
file to a new file on disk:

CURS (pretty sure you don't need this one, but Justin Case ;)
LDEF
MDEF
PACK

Transfer the file to a Magic Disk and copy the resources intito the
older system of the Magic Sac/Aladdin emulator.

StuffIt should now work like a dream. Now you can download all of
that Mac PD software and triple your telephone bill ;)
--
Paul Molenaar

"Just checking the walls"
- Basil Fawlty -

5105. 520ST : 2 urgent though simple questions

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 10:47:47 UTC
From: lily@kulesat.uucp
Message-ID: <165@bach>
Source record: 251155

Hi there,

Can anybody give me an answer to the folowing two
simple (? to a ST-owner maybe) questions.

Intro : A friend of me owns a 520 ST and wants to know :

1. How can he expand the memory of his ST to 1024k, or higher.
(which chips, at what price, where to put them
-I've seen the RAM-chips soldered to the board = no sockets,
can he use 1Megabit chips etc...)

2. Can he use a serial printer without a Par-Ser. interface.
(what about the modem port ? -any software?-, what about
buying an interface : prices,manufacturers etc...)

Please, if you have some answers or recommendations, answer to :

Dirk van den Oudenhoven. K.U.Leuven
ESAT-Machine Intelligence & Imaging
De Croylaan 52b
B-3030 Leuven
BELGIUM

UUCP : kulesat!lily
BITNET : lily%kulesat.uucp@blekul60

5106. Re: How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 13:16:52 UTC
From: trb@stag.UUCP
Message-ID: <563@stag.UUCP>
Source record: 251156

In article <158@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>
>Once this effort is done, Minix should be here, and we will try to port
>the UUPC stuff to Minix for the ST. That will allow us to have STs
>running both OSs communicate with each other, and with the rest of the
>(rapidly growing) UUCP network around here.
>
You might want to try out UUMAIL (PD UUCP/UUCICO/UUX/MAIL/ETC all
rolled into one PD program for the ST.) It makes the ST into a
networking UUCP host (i.e. you don't have to just be a leaf node).
We are using it locally in Minnesota within a network of about 14 ST's
connected to several Unix sites (stag.UUCP for most of us). With the
'cron'-like program that one of our developers wrote, you have pretty
much the same functionality for mail and news<->mail forwarding that
a Unix system has. Plus UUMAIL can even be polled by a Unix system if
necessary, since UUMAIL runs in host mode with normal Unix
login/password/Shere prompts...

The only thing currently missing is a port of news 2.11 and rn over to
the ST (along with batching and all the necessary utilities for moving
and managing news).

-Todd Burkey "A member of STdNET - The ST developers' Network"
trb@stag.UUCP ->To join (and/or get UUMAIL) write: stag!ftg!dwm<-

5107. Re: Room for change

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 15:37:00 UTC
From: gaz@apollo.COM
Message-ID: <3e033dc3.52e@apollo.COM>
Source record: 251157

From article <1123@atari.UUCP>, by kbad@atari.UUCP (Ken Badertscher):
> Jinfu has hit the nail squarely on the head. There isn't enough
> room for both versions of Malloc in the ROMs unfortunately. Believe me,
> folks, these ROMs are packed full o' goodies. The french ROM, for example,
> has less than 100 bytes free! (sizes vary because of differing desktop and
> AES resources)

Ken, I'm really with you--anything worth doing is worth doing right. Unfortunately, "right" is subjective. In my opinion, fixing broken code is the most "right" thing to do in this case. The next most right thing to do is maintaining backward compatibility (hey, I develop and support software for a living, too!) Further down the list of "right" things to do is adding new features. We all love them but making (and keeping) programs working is more important--features can be added by giving coding examples in books and on disk. This is my opinion, I hope you and the management at Atari will agree.

--
UUCP: ...{umix,mit-eddie,uw-beaver}!apollo!gaz
ARPA: gaz@apollo.COM
AT&T: (508)256-6600 x6081
Its never too late to have a happy childhood!

5108. Statistical software wanted

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 16:26:57 UTC
From: molla@cs.hw.ac.uk
Message-ID: <309@odin.cs.hw.ac.uk>
Source record: 251158
Cross-posted to: sci.math.stat,comp.sources.wanted,comp.sys.atari.st

Request for statistical software source code in C or Pascal

If anyone has any statistical software which they know is
"public domain" or have some of their own which they are willing to give
please send or contact me at the mailing address below.

Simple commonly used statistics would be best. Something in the vein
of MINITAB would do quite well.

It is intended that any suitable software will be converted for use
with a spreadsheet program which is to be made freely available at source code
and executable file level. It is currently being adapted from Unix to PC using
Turbo C, with plans to port to the Atari ST in the very near future.

JANET: molla@uk.ac.hw.cs
ARPA : molla@cs.hw.ac.uk
UUCP : ..!mcvax!cs.hw.ac.uk!molla

5109. Re: Compilers

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 17:20:53 UTC
From: gert@nikhefh.hep.nl
Message-ID: <526@nikhefh.hep.nl>
Source record: 251159

In article <5099@pasteur.Berkeley.EDU> landay@cory.Berkeley.EDU (James A. Landay) writes:
>Does anyone know anything about Aztec C for the ST. I am considering
>buying a compiler and it is between Aztec and MWC. I haven't seen
>any reviews on Aztec. How good is the Unix portability? (I have a feeling
>my program may never have a market on the Atari the way they are handling
>it.) How is the debugger compared to MWC CSD.
>
>[stuff deleted]
>
>James A. Landay
>

I own the MWC compiler version 3.0 and worked with the Aztec C compiler on
the ST as well as on a Mac II.

You should definately buy MWC. The CSD debugger is excellent and the compiler
itself good. The Aztec C compiler is bug ridden. Having found some code
genrator bugs while working with Aztec on a MacII I tried to reproduce these
bugs on the ST version. And guess what? Same compiler->> same bugs; even
though I had already reported them to Manx (the company marketing Aztec).

This simple one liner crashes the Aztec C compiler on the ST (address error):

```
main () { *(int *)1 = 0; }
```

Compilers that crash when compiling this I do not trust anymore...

Go for MWC: it well worth the money.

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

From september 1st 1988:

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
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5110. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 17:33:23 UTC
From: rokicki@polya.Stanford.EDU
Message-ID: <3687@polya.Stanford.EDU>
Source record: 251160

> For the benefit of all of the people who are thinking about getting
> a DeskJet, but are unsure of compatibility, I offer the following:
> If your software supports a LaserJet
> It will work with a DeskJet
> (in most cases--slower)

Make sure, though, that what it supports is a LaserJet and not a LaserJet Plus. The Plus adds support for downloaded fonts and a bunch of other things that the DeskJet does not do, at least not in the same way. Also, demand a separate DeskJet driver from your software vendor; the puppies are popular enough. Why? Because there are a bunch of tricks you can do to make the DeskJet faster, maybe up to a factor of two or more faster, that you wouldn't do for the original LaserJet.

Oh, everything above I've said about the Plus goes for the Series II as well. And I'm not convinced that even the original LaserJet doesn't have some features that the DeskJet doesn't do right.

Good luck; it's a fun little printer, that's for sure!

-tom

5111. Re: Room for change

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 17:37:09 UTC
From: gert@nikhefh.hep.nl
Message-ID: <527@nikhefh.hep.nl>
Source record: 251161

In article <1123@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>in article <8143@cup.portal.com>, Jinfu@cup.portal.com says:
>>
>> I have an idea, why not provide both 'fixed' Malloc and the
>> old Malloc ... provided the new TOS ROM has enough space to put
>> both versions of Malloc in.
>>
>> Jinfu Chen
>
> Jinfu has hit the nail squarely on the head. There isn't enough
>room for both versions of Malloc in the ROMs unfortunately. Believe me,
>folks, these ROMs are packed full o' goodies. The french ROM, for example,
>has less than 100 bytes free! (sizes vary because of differing desktop and
>AES resources)
>
> I also wanted to mention that I have really enjoyed the discussions on
>the net of late regarding why or why not to break old software. A special
>thanks for letting me read the newsgroup without having to put in eye drops
>to soothe eyes burning from the flames!
> I personally am more of a TOS "purist" -- I want to see things
>fixed. Momma taught me: "If it ain't worth doing right, it ain't worth
>doing at all." Unfortunately, with a consumer product like the ST, things
>aren't so black and white. Compatibility is a *major* concern for most
>end users, so it must be a concern for us. There's no easy answer.
> But the views of all of you in net-land really do help.
>--
> Ken Badertscher | Hey, umm, the stuff I said up there
> Atari R&D Software Test/Support | is, like, what _I_ think, okay?
> {portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

Now if you need more room in the ROMs how about this:

- Kick the desktop and AES resources out of the rom
- same goes for the bios keyboard translation tables
- Even kick out the desktop program itself.
And supply these on disk, to be read at boot time.

What you gain is substantial (I think):

1. Lots of valuable ROM space, which can subsequently be used for a real part
of the OS. (And a user interface is NOT part of an OS).

2. You don't need different ROMS for different countries. This will yield
a substantial costs cut.

3. The desktop resources can be modified to everybodies liking

4. And it provides a way to easily upgrade the desktop.
(or users can even directly replace it with a command line shell, if they
like that better)

I'm sure everybody can think of additional advantages...

Gert Poletiek

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From september 1st 1988:

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UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

5112. Personal Pascal question

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 17:56:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8808230057.AA13653@ucbvax.Berkeley.EDU>
Source record: 251162

Date: 22 August 1988, 12:36:14 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Personal Pascal question

This is directed to people who really know a lot about Personal Pascal, or
those who have written huge programs in it.

Today, while rewriting the editor in a BBS of mine, my source code
stopped compiling. The compiler gets to the last line of the file
("end."), and stops with the error

Too many external references

So, I looked through my entire Personal Pascal manual for some information
about just what the limit IS for external references, and it doesn't say
anything about them. Here's my situation:

I have declared:

305 constants, plus those in GEMCONST.PAS
(I use a very large resource file)
28 types, plus GEMTYPE.PAS
97 global variables (I *have* to use them, or else each
procedure would have huge parameter lists --
believe me on this...) containing:
6 file variables
17 dialog box pointers (Dialog_Ptr)
1 menu pointer (Menu_Ptr)
8 external functions or procedures, all global
15 TOS function declarations, all global
6 pointer variables, all local to one procedure

Now the weird thing is, I have had the 8 EXTERNAL routines and the
15 TOS routines declared for months, and it's always taken them until
today when I changed my editor so that it uses pointers instead of
a big array. The editor routine even compiles beautifully, and the
error pops up on the last line of the main program.

Has anyone else experienced this error? What *is* the limit on
external references? (By the way, I'm using version 1.x, NOT one of
the newer version 2.x compilers...) I'm going to make the file
variables local, since those use pointers too, but still, the
error doesn't make sense.

I don't think Personal Pascal handles external referrences well
in the first place. For one thing, when I try to link together

a few really large modules, the compiler always "forgets" to
link a couple of the files (seems random), and it also screws up
some of its own internal variables. For instance, it will give
me a linking error, saying that the function "bssanf" is undeclared.
My program doesn't use any function bssanf. :)

Does anyone have any ideas on this? Maybe the new version of
the compiler works better, who knows.

Jim McCabe
MCCABE @ MTUS5.BITNET

5113. Allan: is Fsfirst/Fsnext fixed in the NEW ROMS???

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 18:05:49 UTC
From: gert@nikhefh.hep.nl
Message-ID: <528@nikhefh.hep.nl>
Source record: 251163

```
In article <1125@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>I appreciate the recent wave of comments to the effect that "it doesn't
>make sense to have both allocators in the same system at the same time."
>[lesson on Malloc deleted]
>
>Before you clamour about "The 40-folder bug isn't fixed" let me remind
>you about the new definition of that limit:
>
> 1. The OSPool is statically allocated at boot time, but
> can be extended with FOLDR100.PRG (as many times as you like).
>
> 2. The OSPool is used for open-file handles, directory
> (folder) descriptors, and some other stuff (in "big" blocks)
> and Malloc descriptors (in "little" blocks, 1/4 of a big block).
>
> 3. The pool is used efficiently: small blocks are compacted
> when necessary to optimize big-block availablility.
>
> 4. A folder only takes up space in the pool when it is "active."
> A folder is "active" when it is:
>
> a) Some drive's root directory,
> b) Somebody's current directory,
> c) The parent of some open files,
> d) Being traversed during the current OS call,
> or e) The parent of an "active" folder (recursively).
>
>The upshot of this is that if there is room for, say, 40 folders in the
>pool, you can have up to 40 ACTIVE folders at a time. Just getting a
> [stuff deleted]
>==========================================
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Allan,

To my knowledge there is another reason that a folder can become
'active'. And this is the MOST IMPORTANT reason that the 40 folder limit does
exist:

Whenever a program performs a Fsfirst and does not 'run to completion'
using the Fsnext call you will get the following datastructures:

Owned by the program Owned by GemDos

DTA structure:
```

21 bytes OS owned stuff
therein: a pointer ---------> active folder data structure
(on an odd byte boundary,
the orginal TOS author really
had a way of coding)

rest usable (Read only)
by program: attribute, filename
time stamp and file length

The folder into which the program does its search using Fsfirst becomes active (its being searched, right?). Now in GemDos there is no backward referencing pointer, i.e. a pointer from the active folder structure to an active (not yet completed) DTA search buffer.

When the program exits, GemDos has no way of knowing whether the active folder may be removed or not. THIS IS THE REAL REASON FOR THE 40 FOLDER BUG.

And the same program may reset (using Fsetdta()) the current process dta address and start creating a whole mess of 'active' folders that can never be cleaned up by TOS.

And since there is no equivalent of the UNIX 'stat' call in TOS you are forced to do an Fsfirst to get info on a file. Even if you allocate 1 megabyte for folder structures in TOS memory it still will become depleted!! FOLDRXXX.PRG won't help and FOLDRXXXXXXXX.PRG won't help either.

IS THIS FIXED IN THE NEW ROMS????

Gert Poletiek

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From september 1st 1988:

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Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

5114. One more question about Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 18:08:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8808230119.AA14098@ucbvax.Berkeley.EDU>
Source record: 251164

Date: 22 August 1988, 13:05:49 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: One more question about Personal Pascal

Does the newest available version of Personal Pascal compile
procedural parameters correctly yet? Version 1 worked fine with them,
but version 2 and 2.02 both crash with procedural parameters.
Due to a silly restriction in version 1 (which I have), I was
considering upgrading to version 2, but my program NEEDS procedural
parameters a lot.

Jim McCabe
MCCABE @ MTUS5.BITNET

5115. Homebrew Monitor Switches

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 18:27:26 UTC
From: lommen@hrsw2.UUCP
Message-ID: <121@hrsw2.UUCP>
Source record: 251165

Hello out there,

Have any of you serious ST hackers attempted to build a switchbox that will allow you to switch between a monochrome and color monitor without unplugging cables?

I know that somebody sells one of these things for about $50, but It seems like the type of project that shouldn't be that difficult for someone with a minimal amount of guts and skills with a soldering iron (you don't have to worry about frying ICs).

If anyone has any experience or suggestions regarding this type of project (Parts required, etc) please email me and I'll try to put something together to post to the net.

My uucp address: uunet!pilchuck!apcisea!hrsw2!lommen
uw-beaver!ssc-vax!shuksan!tahoma!hrsw2!lommen

5116. Re: Delimma #1 fix or not to fix

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 19:01:32 UTC
From: kbad@atari.UUCP
Message-ID: <1126@atari.UUCP>
Source record: 251166

in article <369@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) says:
> [some flaming deleted] "Oh Malloc doesn't
> work? Yes we know. Don't use it. GEMDOS console I/O doesn't work either,
> but you're not allowed to use the BIOS if you want your program to
> work with I/O redirection. No you can't have a larger than 16MB disk
> partition. 40-folder bug? Umm.. well... Have a nice day."

1) Most development systems for the ST provide alternatives to the
system Malloc call which work just fine. Workarounds were published
in one of the earlier Developer Q&A newsletters. (also, see Allan Pratt's
recent posting regarding how Malloc has been repaired for TOS 1.4)

2) If you need GEMDOS console I/O that is redirectable in earlier
versions of TOS, you can use Fread/write to standard handles. It redirects
just fine. (also, GEMDOS console I/O is redirectable in TOS 1.4)

3) No, you can't have a larger than 16MB disk partition. However,
when AHDI that supports removable media drives is released, it is possible
that close to 32Mb partitions will also be available.

4) Quite some time ago, Atari released to public distribution a program
called FOLDR100, which increases the amount of OSPool, and helps relieve
nearly all instances of the "40 folder bug" (q.v. Allan Pratt's recent
posting regarding how Malloc has been repaired for TOS 1.4).

> David Beckemeyer (david@bdt.uucp) | "Don't call me Stupid!"
--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari R&D Software Test/Support | is, like, what _I_ think, okay?
{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

5117. I need Binhex in MAGIC format

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 19:16:11 UTC
From: lommen@hrsw2.UUCP
Message-ID: <122@hrsw2.UUCP>
Source record: 251167

Greetings,

I've finally bought myself a magic sac [just in time to find out a
128k version is coming out :-( ] and I'm looking for a way to get
"bootstraped " so I can start downloading some of the mac s/w that comes
across on the net. I need a copy of binhex and a communications program in
magic format so I can xfer mac binaries from the unix machine I use at work
directly into magic format files on my machine at home (using xmodem or
kermit).

I don't have ready access to a MAC at home to transfer files using
the Magic Sac cable, but the MACs at work are networked to our UNIX box,
so if I get binhex, and a communications program, I'll be able to transfer
files to magic format over the phone.

If anyone out there would be generous enough to help me, email me and
we can arrange for me to send a disk and return postage to you.

Alternatively, can some one give me the address of someone who sells
PD MAC software on MAGIC format disks?

My uucp address is: uunet!pilchuck!apcisea!hrsw2!lommen
uw-beaver!ssc-vax!shuksan!tahoma!hrsw2!lommen

Thanks in advance to anyone who responds.
--
Layne D. Lommen ...uunet!{pilchuck|uw-beaver}!apcisea!hrsw2!lommen
Boeing Commercial Airplanes DISCLAIMER
P.O. Box 3707 M/S 77-70 The Boeing Company will probably
Seattle, WA 98124 (206)234-2039 disagree with everything I've said.

5118. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 21:01:49 UTC
From: eberger@godot.psc.edu
Message-ID: <488@godot.psc.edu>
Source record: 251168

The REAL question, for those of us without hands-on-experience with the
HP deskjet is:
Does it produce a full page of 300dpi graphics, when a 'plain' laserjet
would scream out of memory and spit out a page with approx 1inch of graphics?
A laserjet is fairly useless for graphics because of this...
I don't think the deskjet should do this, as it can control the linefeed
and wait for more data, and continue printing.... without feeding the same
sheet through again, and again, and again.
Of course, its slower.

'Ed

:W

5119. Desktop bug?

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 21:10:18 UTC
From: dragon@olivej.atc.OLIVETTI.COM
Message-ID: <27617@oliveb.olivetti.com>
Source record: 251169

I have discovered what I think is a bug in GEM/GEMDOS (so what else is new, right?). I haven't heard of it before, but it's not too serious anyhow.

It happens on my Mega 4 and my 520STfm. I haven't tried it on any older systems since all of mine are gone. Here's what happens:

Boot system.

Place a disk with folders on it in a drive and open the disk.

Now you should be greeted with an open window with a directory that has some folders listed.

Remove the disk from the drive, but leave the window open.

Drag one of the folders to the trash.

The drive will spin, but there's no disk in it.

An alert box will come up, saying that there's no disk in the drive, [CANCEL | RETRY]

If you cancel, the system crashes (two bombs sometimes, reboot sometimes, sometimes both).

This is *very* repeatable.

Has anyone noticed it before? Will it be fixed in the new (newer than Mega) ROMs? Has it been fixed in the Beta ROMs?

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

5120. Re: How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 21:36:00 UTC
From: saj@chinet.UUCP
Message-ID: <6356@chinet.UUCP>
Source record: 251171

I said I'd send koreth the umoria executable about today, so I'd like to make my excuse for its present status. I hope to fix the last bug I'm aware of tonight. The program works well enough for me to have done more than 30 hours of 'testing' in the last week. (this delayed completion both in the obvious way and by turning up a few small buglets). So it'll be out soon, I promise.

In connection with Howard Chu's suggestion that we tell what we've got coming: I've been working for about 10 months on a Mandelbrot set drawing program. It iterates 10,000 times /second with 30 bit accuracy, runs under GEM in all resolutions and saves pictures in DEGAS format (with a bit of visible header). I'm inclined to post executable as a freebie, and ask for a bit of money for source and future upgrades.

randy asked us to get out the word that chinet is just chinet again, chinet.chi.il.us just didn't work out (don't know why).

5121. Re: MW_C C-Source Debuger question

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 21:47:31 UTC
From: leo@philmds.UUCP
Message-ID: <610@philmds.UUCP>
Source record: 251172

In article <1122@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>In article <592@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>> Some remarks:
[some remarks deleted 8-]...
>> The 68000 clears the trace bit in the status word whenever an exception
>> occurs (otherwise your debugger would get single-stepped, but only the
>> first instruction, recursively... 8-). This implies that you cannot
>> single-step exceptions (this includes traps, and thus GEMDOS, BIOS,
>> XBIOS and GEM traps), ...
>
>Having written a debugger, I can tell you that this is not the case.
>
>When the trace bit is on at the START of an instruction, the trace
>exception will happen at the END of the instruction. What this means is
>that if the T bit is on at the start of the TRAP instruction, the
>debugger will get the trace exception at the END of the TRAP instruction
>-- when the PC is at the first instruction of the trap handler. The SR
>at this point is clear (because the TRAP instruction cleared it), but
>the debugger is free to set it again.
[rest deleted]...

To show that I'm not making things up, I quote from 'Programming the 68000'
by Steve Williams (edition by Sybex), page 357, Exception Processing
(hope I'm not sued for copyrights, but then, this is for educational purposes
only 8-):

---------- start of quotation ----------

Single-stepping an instruction involves setting the Trace bit in the status
register. The most common method is to stack the Program Counter and
status register, set the Trace bit in the stacked status register, and execute
an RTE instruction. A trace exception will occur immediately following the
execution of the target instruction. Some side effects of this technique are:

o Since an exception clears the trace bit, an exception caused by
the instruction being traced causes the debugger to lose control,
unless the debugger receives control when exceptions occur.

o TRAP instructions that call an operating-system function appear
as a single instruction.

o Tracing an RTE instruction causes the debugger to lose control
because the RTE instruction reloads the status register. Tracing an
instruction which reloads SR has the same effect. These instructions
include MOVE to SR, ANDI to SR, and EORI to SR.

o Tracing a MOVE from SR can cause the program to malfunction because
the trace bit will be set in the copy of the status register that
the program receives. If the program compares this copy without
masking the trace bit, it could execute incorrectly.

---------- end of quotation ----------

I should say this contradicts what Allan said. I'm not saying who's right
or wrong, but I'm getting curious at the *REAL* facts.
Note also that I never said single-stepping trap handlers couldn't be
done; however, after reading this quote it seems not trivial. If you
don't take precautions (i.e. let the TRAP be vectored into the
debugger) the trap handler code is executed untraced; the status word
with the Trace bit set is reloaded from the stack when the RTE takes
place, causing a Trace exception at that point (the program counter
will point after the TRAP instruction). At least this is what I make
of it!

My own experience with a code debugger for the ST (sid.prg) is that it
indeed performs a TRAP as if it were a single instruction (i.e. not single-
stepping the code within the trap handler); why this was just so isn't
clear now.

Any 68K experts care to comment on this one; I'm especially interested in
Allan's reply.

Leo.

5122. Re: To Fix or Not To Fix (Really: applying patches to OS)

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 22:09:37 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4582@saturn.ucsc.edu>
Source record: 251173

In article <524@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
>Look at the way things are organized in the Macintosh OS. All system traps
>are routed by a trap address table (just like in GemDos). The subtle
>difference with GemDos is that the trap address table is located somewhere in
>RAM, not ROM. (Well, it is copied from ROM to RAM at system boot time).

The ST's trap vectors are in RAM, too. In fact, I don't know of *ANY* 68xxx box that doesn't have them in RAM. Their locations are down in low memory ($60 or thereabouts, I don't remember exactly...) You have to be in supervisor mode to write to them, but they can certainly be changed. I've done it lots of times.

>The Mac OS has two calls (GetTrapAddress and SetTrapAddress) which get and
>set a trap vector in the traps table (resp).

Try looking up Setexc() in your XBIOS manual.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

5123. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1988-08-22 23:45:05 UTC
From: blume@netmbx.UUCP
Message-ID: <1232@netmbx.UUCP>
Source record: 251170

eh, how shall one get those arc files from this netlib server ??
i think its a lot ?!
--
Heiko Blume # DOMAIN: blume@netmbx.UUCP { BITNET: (mixed }
Seekorso 29 # BANG : ..!{backbone}!netmbx!blume
D-1000 Berlin 22, West-Germany # Phone : (+49 30) 365 55 71 or ... 365 75 01
Telex : 183008 intro d # Fax : (+49 30) 882 50 65

5124. DeskJet

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 00:58:06 UTC
From: rokicki@polya.Stanford.EDU
Message-ID: <3694@polya.Stanford.EDU>
Source record: 251174

Yep, the DeskJet can print an entire page of 300 dpi graphics, but slowly. You see, in graphics mode it seldom uses the full printhead; typically it only uses five or seven jets on each pass. And there is enough memory in the basic box to buffer an entire row (50 pixels high by 2550 pixels wide is only 16K.) The expansion RAM helps this situation exactly *zilch*; apparently the expansion RAM is only good for downloading soft fonts. These soft fonts have some rather interesting (distressing) restrictions themselves.

Still a fun printer, I just wish to hell they had done it correctly instead of the half-assed way they did. Hell, all they had to do was take the LaserJet Plus guts and make them drive the ink-jets. Maybe they could have changed a few things to add full-page graphics. But now we have another set of incompatible drivers, font cartridges, etc. But there's no understanding the corporate mind.

Don't tell me there were technical reasons. That's bullshit. Just wait until someone comes out with a DeskJet emulation cartridge for the DeskJet, just to print those damned graphics faster. (It's possible. Probably even easy.) Or perhaps an HP LaserJet Plus or Series II emulation cartridge, which is what the printer should have been.

-tom

5125. dvi -> ps converters ?

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 01:00:09 UTC
From: PRAKASH@SUVM.BITNET
Message-ID: <8808230059.AA13681@ucbvax.Berkeley.EDU>
Source record: 251175

Can someone tell me if there exists software (pd or otherwise) to :

1. Convert dvi files (from LATEX) to postscript format
2. Postscript drivers for the Apple Laserwriter
3. Any other way to print Latex files on the Apple Laserwriter ..

Thanks in advance,
prakash
(Bitnet: Prakash@suvm)

5126. Re: ASSEMBLY MOVE/CLEAR/SET/COMPARE ROUTINES

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 01:04:59 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <20499@watmath.waterloo.edu>
Source record: 251176
Cross-posted to: comp.sys.atari.st,comp.sys.m68k

In article <8808180442.AA08547@cory.Berkeley.EDU>, dillon@CORY.BERKELEY.EDU (Matt Dillon) writes:

> In an article I write:
> :copying 12 long words with movem (a0)+,regs; movem regs,(a1); add.l Rn,a1"
> : takes 242 cycles on the 68000,
> :while 12 successive "move.l (a0)+, (a1)+" takes 240 cycles.
> :(timings derived from Motorola'a 68000 manual)
> :when copying fewer words, move.l is even better.
>
> * BULL SHIT *
>
> The motorola manual states the following for movem.l:
>
> movem M->R, long: (An)+: 12 + 8n clock cycles
> movem R->M, long: (An): 8 + 8n clock cycles
> add.l D0,A1: 8 clock cycles
>
> Total clocks to move 12 longwords of data from source to destination
> in an ascending copy is: 220 clock cycles
> [asks where I got my information]

Third edition of the Motorola 16-bit microprocessor user's manual.
It is dated 1982. On page 203, movem r->m (long) is 8+10n cycles.
I guess my sources are obsolete.

Anyone know when this changed to 8+8n cycles?

5127. Re:Anyone interested in GNUCHESS for ST?

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 01:55:01 UTC
From: daanjj@neabbs.UUCP
Message-ID: <22014@neabbs.UUCP>
Source record: 251177

Yes, please post the sources (& binaries) of FLEX to the appropriate
ST newsgroups!

Daan Josephus Jitta (daanjj@neabbs)

5128. Re: New ST ROMS (and breaking old applications)

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 08:04:18 UTC
From: rwa@auvax.UUCP
Message-ID: <703@auvax.UUCP>
Source record: 251178

In article <525@nikhefh.hep.nl>, gert@nikhefh.hep.nl (Gert Poletiek) writes:
[many quite reasonable and verifiably true observations elided]
> And PLEASE, don't say that the OS is documented in the developers
> package. Even the GemDos 'manual' that goes with it contains bugs.

Yes. Atari, please _Excite Me_ once again; build a 68030 box or something.
It's hard to maintain momentum on a 68000 based box obsessed with the past.
Our institution (a university, charged with moulding the minds of poor
sob's (read "students")) doesn't really think your stuff is very interesting
anymore. Honestly, any 80[23]86 box is more interesting from an academic
viewpoint, especially if aforementioned academic is trying to use the
box as a platform for CAI or CAL delivered from a central server; where's
the equivalent of Sun's PC-NFS ? Replies of 'well, there\'s Moses\'
Promise-LAN' will be met with derision (not my own; the users can manage
some things quite handily on their own ;-).

And further more, you can't argue that you're working against a huge
retroactive force (an arguement that I*M can use with perfect sincerity).
Really, my impression of the installed Atari {520,1040} base is twofold:
games fiends, who run the same binaries _over and over_, and who don't
know Malloc from SetPhysBase (:-), and very knowledgable hackers to
whom a change in memory allocation semantics would be an upgrade, not
an obstacle.

ps (to Allan Pratt): since I never mentioned an implementation,
but only an implementation _strategy_, I feel that your comments re 'But
that won\'t work' et c. are a little bit premature; I never specified
how it would work, only what the GOALS were. At the same time, I don't have
the exhaustive knowledge of TOS innards that you have (painfully ? :-)
mastered; maybe there's no way. But believe me, I _did_ spend some time
thinking about implementation; p'rhaps we should talk? (Not really;
I'll bet that in the long run your hacks will do beautifully).

--
Ross Alexander @ Athabasca University

5129. Re: Personal Pascal question

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 15:05:11 UTC
From: root@yale.UUCP
Message-ID: <36239@yale-celray.yale.UUCP>
Source record: 251182

In article <8808230057.AA13653@ucbvax.Berkeley.EDU> MCCABE@MTUS5.BITNET writes:
>Subject: Personal Pascal question
> ...
> Too many external references
> ...
>Does anyone have any ideas on this?

Two things to look at:

1. The +E compiler switch, if I remember correctly, causes ALL global symbols to become external. I think it is on by default. Since you have so many global symbols, you might want to try turning it off and explicitly declaring just those you need.

2. You can get by with only one global variable by defining a record with 97 fields and having one global variable of that record type. But a much better style is to organize them into related groups of variables, and to make each group a structure with an associated global variable of that type. This should make the program much cleaner and easier to maintain. Having done so, you might then decide that it is no longer so onerous passing around these structures as VAR parameters and get rid of the global variables altogether!

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

5130. HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 15:38:17 UTC
From: bradon@lifia.imag.fr
Message-ID: <4515@lifia.imag.fr>
Source record: 251183

May be this article has already been posted but there has been some problems with our net so I repost it.

I am new on this net and I have got some problems to get the files of Softvax ST archives at Berkeley. If someone could post it either in comp.bin.atari.st or in comp.sources.atari.st I give therqfter the files which I am interested in :

ACCLOAD.ARC
AIM231.ARC
AIM231IM.ARC
AMIGABA2.ARC
ARC.TTP
ARCSH191.ARC
ASSMBL.ARC
CHKFMT.ARC
CLR3000.ARC
D.ARC
DCFMTCLR.ARC
DCOPY19.ARC
DISKMECH.ARC
DISKTOP.ARC
DLII024.ARC
DSCAN100.ARC
EASELST.ARC
FDI.ARC
GIFSHW2.ARC
MANDLBOX.ARC
MANYBOIN.ARC
MOBZUTIL.ARC
PEARL.ARC
PICSW7.ARC
SECTED.ARC
SEEKTS.ARC
STALKPRO.ARC
STSPEECH.ARC
TEMPLMON.ARC
THIN.ARC
WOWDEMO.ARC

If it takes too much work to do what I want please answer by giving me the command I have to type on my terminal to get thes files from here. So I would be able to get all I want and noone will have to send anything to me.

With gratefull thanks.

```
FFFFFFFF L AAAAAAA SSSSSSS H H
F L A A S H H
FFFF L AAAAAAA SSSSSSS HHHHHHHH
F L A A S H H
F LLLLLL A A SSSSSSS H H
```

5131. hacman?

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 17:00:00 UTC
From: goldstein@aim.dec.com
Message-ID: <8808231359.AA04655@decwrl.dec.com>
Source record: 251184

```
From: AIM::NMAIL-DAEMON 23-AUG-1988 10:00
To: GOLDSTEIN
Subj: Report on failed mail

Errors were detected when processing your mail message
which was entered at 23-AUG-1988 09:58

From: GOLDSTEIN
To: DECWRL::"comp.sys.atari.st"
Subj: hacman?

----------------
The following error message was returned whilst sending to
DECWRL::"comp.sys.atari.st"

(comp.sys.atari.st) unknown addressee at decwrl

This is a hard (irrecoverable) error.
No more attempts to send to this address will be made.

----------------
The text of your failed mail message follows:

I picked up hacman.arc from c.binaries.a.st last week and successfully
decoded it. The Animatic pictures are very nice, fer sure. BUT I
can't quite figure out how to _play_ it. Does it need a joystick?
(Maybe the instructions posting missed me.) I hope not...
fred
```

5132. Re: New ST ROMS (and breaking old applications)

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 17:03:30 UTC
From: apratt@atari.UUCP
Message-ID: <1127@atari.UUCP>
Source record: 251185

In article <525@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
> I believe that the OS should be fixed NOW, without looking back ...

I understand that viewpoint, but I cannot go along with it. The core of
the philosophy of fixing the OS must be this:

When at all possible, don't make happy people/programs unhappy.
In light of this, when possible, try to make unhappy people happy.

I think we have done this. See my previous article (manifesto) on
Malloc. It shows that we (I) put a lot of effort into making Malloc
compatible but also much improved. I think we (I) succeeded.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5133. Re: To Fix or Not To Fix (Really: applying patches to OS)

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 17:29:04 UTC
From: gert@nikhefh.hep.nl
Message-ID: <530@nikhefh.hep.nl>
Source record: 251186

In article <4582@saturn.ucsc.edu> koreth@ssyx.ucsc.edu (Steven Grimm) writes:
>In article <524@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
>>Look at the way things are organized in the Macintosh OS. All system traps
>>are routed by a trap address table (just like in GemDos). The subtle
>>difference with GemDos is that the trap address table is located somewhere in
>>RAM, not ROM. (Well, it is copied from ROM to RAM at system boot time).
>
>The ST's trap vectors are in RAM, too. In fact, I don't know of *ANY* 68xxx
>box that doesn't have them in RAM. Their locations are down in low memory
>($60 or thereabouts, I don't remember exactly...) You have to be in supervisor
>mode to write to them, but they can certainly be changed. I've done it lots
>of times.
>
>>The Mac OS has two calls (GetTrapAddress and SetTrapAddress) which get and
>>set a trap vector in the traps table (resp).
>
>Try looking up Setexc() in your XBIOS manual.
>
>---
>These are my opinions, and in no way reflect those of UCSC, which are wrong.
>Steven Grimm Moderator, comp.{sources,binaries}.atari.st
>koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

OK, OK I did not make my point very clear. (And Yes, I do know 680X0 boxes
that have their trap handler addresses in a ROM).

What I meant is this: In the Macintosh OS calls are implemented by whole
lotta line A trap numbers. This takes one single word in a program in order
to call the OS. The trap word looks like 0xaXXX, where the XXX represent the
number of the system call actually requested by the caller.
It is this 12 bit number that is used as index into an array of pointers

THAT'S THE TRAP ROUTINE ADDRESS TABLE I MEANT IN THE ORIGINAL POSTING.

This array of pointers to OS routines is located in RAM on the Macintosh.
So what the OS routines GetTrapAddress and SetTrapAddress actually do is
returning (for Get) an entry from the array of function pointers or modifying
(for Set) one single entry in this array.
FLAME ON
Of course I know the Setexc() call: but its essentially different from
Get/SetTrapAddress in the Mac!
FLAME OFF

The whole idea behind all this is that they (Apple) can now apply patches to
roms from the 'system' file. (I think it's the PTCH resources in it). They
don't have to order a whole new shipment of ROMS when a bug is discovered.

They can just replace the erroneous OS routine.

If Atari would do things this way (and I doubt there is any look/feel involved) you could easily work with different versions of Malloc() in the same system.

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

From september 1st 1988:

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

5134. Novation SmartCat 1200 baud modem (need manual)

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 17:35:04 UTC
From: rchampe@hubcap.UUCP
Message-ID: <2821@hubcap.UUCP>
Source record: 251187
Cross-posted to: comp.dcom.modems,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,comp.sys.apple

This is really a shot in the dark, but I have a Novation SmartCat modem that I bought about 6 years ago and lost the manual to it 5 years ago. Never was a problem till last year, because I knew how to do the important things like set the baud rate and dial. Last year, however, I started calling our VAX and discovered that my modem seemed to be changing the parity and the VAX didn't like that at all. After starting with "%A" and working towards "%Z", I found the command to make it compatable with our VAX to be "%F 3". God only knows what that stands for. Now text works just fine, but Kermit keeps timing out with my modem, but not with a friend's, and I can't get it to communicate with our NAS mainframe. I'm just short of saying the hell with it and buying a new modem, but I figured I'd try this first. If by any chance someone out there has a manual for it, could you please EMAIL me a list of the commands and the DIP switch settings (I've been afraid to even touch them).

Thank you,

Rich Champeaux
Clemson University

5135. Re: Room for change

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 20:38:52 UTC
From: maverick@cl2devy.SGI.COM
Message-ID: <20038@sgi.SGI.COM>
Source record: 251188

In article <527@nikhefh.hep.nl>, gert@nikhefh.hep.nl (Gert Poletiek) writes:
>
> Now if you need more room in the ROMs how about this:
>
> - Kick the desktop and AES resources out of the rom
> - same goes for the bios keyboard translation tables
> - Even kick out the desktop program itself.
> And supply these on disk, to be read at boot time.
>

This is a _great_ idea! Then puntaes would work again too. There
would be lots of room in the ROMS for OS and you could put GDOS right in
the AES. Have you thought about this, Atari?

--Steve

- -
Steve Whitney ARPAnet: maverick@portia.stanford.edu
UUCP: ..!decwrl!portia.stanford.edu!maverick
No room for a quote Bitnet: maverick%portia.stanford.edu@stanford
GEnie: S.WHITNEY

5136. XMODEM

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 20:42:37 UTC
From: THANSEN@cosmo.UUCP
Message-ID: <2098@cosmo.UUCP>
Source record: 251189

Is there someone who can help me with a routine for the XModem
transfer protocol? Perhaps someone has an example program for it.

I would be thankful for any sort of help.
In this case, send me a short message please.

Thorsten Hansen
THANSEN@cosmo.uucp
West-Germany

5137. A scheme for updating/patching gemdos

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 20:53:34 UTC
From: gert@nikhefh.hep.nl
Message-ID: <531@nikhefh.hep.nl>
Source record: 251190

I seem to have created a bit of confusion with my posting to this group
on how system calls may be patched in GemDos if Atari were to adopt a
slightly modified system call trap handler.

In my original posting on this subject I referred to the method used in the
operating system of the Macintosh. Let me explain how this method works.

Assumptions: 68000 (or 68070) system (not an 68010/20/30)
Rom located at addresses 0x0 through 0x7 at reset time and
shortly thereafter (reset program counter and initial supervisor
mode stack pointer are fetched from these addresses)
Ram locations 0x8 and up
Operating system in Rom somewhere high up in memory.

This description fits
the Atari 520, 1040, Mega 2 and 4, and
the Macintosh 512K, Plus and SE.

A user program may call the operating system for some service by issuing the
appropriate trap call (i.e. on the ST trap 14 for Xbios, 13 for Bios, trap 1
for GemDos and trap 2 for GEM; and one of the lineA emulator calls on the
Macintosh).

All these calls cause the 68000 to fetch an exception processing vector (the
address at which the OS trap dispatcher starts) from low memory in the
address range 0x8 throug 0x3ff. The address from which the exception vectors
are fetched are fixed on the 68000 (though not on the 680[12]0 which have a
register called the Vector Base Register which holds the start address of the
exception vector table).

On the Atari ST the process calling the OS must have pushed an operation code
for the requested system call onto the active stack prior to executing the
trap. This operation code (the number of the system call) is used as an index
into a table of addresses. This table holds the addresses of the first
instruction for each system call. Hence the assembler code in the OS
dispatcher could look something like this (oversimplified):

```
OSEntryPoint:
move.w opCode(sp),d0 # get operation code
lea dispatchTable,a0 # get dispatch table address
movea.l (a0,d0.w),a0 # get pointer to requested function
jsr (a0) # jump to requested function
<do cleanup and return to caller>
```

On the Macintosh user programs do not issue a trap instruction to get to the
operating system. Instead they incorporate an unimplemented 68000 instruction
into their program. This unimplemented instruction starts with 0xa and is 16

bits wide. The lower 12 bits of that word encode the number of the system call (hence the Mac may have 16 times as many system calls tied to the same exception vector as the ST). Whenever the unimplemented instruction (line A instruction) is executed (well, only decoded by the 68000 instruction decoding logic) the 68000 starts exception processing in much the same (though not exactly the same) way as when a trap instruction is executed.

The Macintosh operating system uses (schematically) the same trap dispatcher routine as the ST. The ONLY difference is the address of the 'dispatchTable' variable shown in the assembly example above.

On the ST the dispatchTable is located in ROM, on the Macintosh it is located in RAM (low memory address). Sure, its safer to have the dispatchTable in ROM, you would say. True, it cannot be overwritten by a program going nuts. However, having the dispatchTable in ROM has one major drawback (and, consequently, having it in RAM has an advantage).

When an operating system routine is found to contain a bug (e.g. Malloc and others on the ST) and the dispatchTable is located in RAM it is quite easy to fix the erroneous routine.
During system startup a patch for the erroneous routine could be read from disk and be applied by placing the new routine in RAM and have the appropriate pointer from the dispatchTable point to the newly loaded routine instead of the erroneous one in ROM.

On the Macintosh two routines exist to manipulate the dispatchTable. They are: GetTrapAddress and SetTrapAddress. GetTrapAddress is used to get the start address for a certain system call service routine from the dispatchTable. SetTrapAddress is used to change the value of one of the entries in the dispatchTable. SetTrapAddress is used by the resources of type 'PTCH' in the Macintosh 'System' file, which are loaded into memory as soon as the system is bootstrapped. Normally (at least in the more recent versions of the System file), there are PTCH resource for all kinds of Macs: the patches may be applied to different roms (remember there are 3 differently sized roms in Macs: 64KB(old Macs), 128KB(Plus and SE) and 256KB (MacII)) and to different rom releases (there are at least three different rom releases for the 128KB version alone) and for different hardware configuarions (Note that the Plus, SE and II have an NCR SCSI controller while the older 512K Mac does not). In each case the PTCH resource, once loaded into RAM, finds out all it needs to know for deciding whether or not to apply the patch.

All this is made possible by one simple fact: the dispatchTable is located in RAM.

With my original posting I intended to explain this to the net, and I wish that Atari would adopt such a scheme in the next ROM release. It makes upgrading the OS so much easier since you don't need to ship new roms every once in a while when a bug is found...

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands

UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

From september 1st 1988:

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

5138. Re: Atari Responses : Multiple Choice

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 21:10:35 UTC
From: usenet@TSfR.UUCP
Message-ID: <505@TSfR.UUCP>
Source record: 251191

In article <497@TSfR.UUCP> bracer@TSfR.UUCP (Hava S. Bracer) writes:
> [an interesting list of atari failings] <

But at least they are beginning to show some signs of changing.
Even though 99% of the recent articles from atari have been vigorously defending the status quo, at least they are posting on (and presumably reading?) Usenet. That's good for the "unofficial" developer who can't afford the premiums to get onto services like Bix or GEnie. Add to that some of their recent hirings (kbad, for example) and the atari node on the STadel network and it begins to look like a little bit of light is beginning to dawn in someone's* head in Atariland.

It's a lot easier to put up with gemdog when I know that Atari may actually be listening to complaints from -any- user of the machine.

[Orcish commentary about Pexec() and xargs deleted]

-david parsons | Not opinions; I
-orc@pell.citadel (US 504 588 1258 3-2400 baud) | speak -TRUTH-

5139. Re: Latest version of STadel

Newsgroup: comp.sys.atari.st
Date: 1988-08-23 21:10:46 UTC
From: usenet@TSfR.UUCP
Message-ID: <506@TSfR.UUCP>
Source record: 251192

In article <1110@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>in article <920@lakesys.UUCP>, rich@lakesys.UUCP (Rich Dankert) says:
>> [commentary about STadel bombing with Mega roms] <<
> Hmm, that's odd. I've tested ALL of the STadel 3.xx release
versions on all* versions of the roms <

Evil spirits, I'm afraid. When my ST was alive, I only tested
against my configuration; when my ST was dying, I didn't have a
keyboard or monitor and needed to play with the system attached to
/dev/tty01 (the serial port) [let me tell you how much fun it is
trying to debug a BBS when the OS doesn't have a stderr defined];
and now that the ST is dead (another motherboard on the heap of
dead computers killed by my proximity) I can only do debugging when
I borrow a ST and port the code over from my PC clone.

The most common 3.3 ST bombfactories seem to be if you are
blanking string fields out in your ctdlcnfg.sys by doing "" -
`#shell ""' seems to be a good offender for that - or if you are
#define'ing TIMEOUT and/or HOUROUT. Killing those things should*
cut down bombing quite a bit.

[Don't reply to me here, please - my Usenet access is spotty
these days, due to 3.3a/3.3b debugging and my inherent laziness
about everything except citadel. If you can get onto the STadel
network (the STadel: room) or Bix (js.online/stadel), I'll be able
to reliably answer questions and put out brushfires. Calling Pell
will probably work, too.]

-david parsons | Not opinions; I
-orc@pell.citadel (US 504 588 1258 3-2400 baud) | speak -TRUTH-

5140. Re: Novation SmartCat 1200 baud modem (need manual)

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 00:51:20 UTC
From: wilhite@usceast.UUCP
Message-ID: <2667@usceast.UUCP>
Source record: 251193
Cross-posted to: comp.dcom.modems,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,comp.sys.apple

In article <2821@hubcap.UUCP> rchampe@hubcap.UUCP (Richard Champeaux) writes:
>
> This is really a shot in the dark, but I have a Novation SmartCat modem
>that I bought about 6 years ago and lost the manual to it 5 years ago.
>...could you please EMAIL me a list of the commands....
>
>Rich Champeaux
>Clemson University

Right. We're s'posed to BELIEVE this? What you're really saying is
you don't have the manual because it's PIRATED, right?? Oh, it's easy
to say "I bought it and lost the manual", but we all know better. And
now you want US to assist you in your disgusting crime, well I for one...

...did you say "modem"? Oh... that's hardware, isn't it.

<blush> Nevermind.
--

Robert Wilhite
UUCP: ..ncrcae!usceast!wilhite
CSNET: wilhite@cs.scarolina.edu

5141. Re: Desktop bug?

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 01:12:35 UTC
From: kbad@atari.UUCP
Message-ID: <1128@atari.UUCP>
Source record: 251194

Cancelling from the "No disk in drive ..." alert box causing a reboot
is probably related to the other cancel and reboot bug (occasionally
would happen when you cancelled from the file selector).
It doesn't happen in TOS 1.4.
--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari R&D Software Test/Support | is, like, what _I_ think, okay?
{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

5142. Re: New ST ROMS (and breaking old applications)

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 03:36:25 UTC
From: ggroup3@charon.unm.edu
Message-ID: <3555@charon.unm.edu>
Source record: 251195

I've had my ST for 2 years now. I've bought quite a few things for it;
expanded the memory from 512 to 1024, added a battery backed clock,
a couple programming tools (Personal Pascal and Mark Williams C), and lots of
games.

I like the idea of fixed ROMs and making them compatible with old software.
I am a college student who bought my ST on the Student Discount that
Atari offered me back in '86. I'm a computer science major at UNM, where
they use 10 1040 ST's in the Assembly language class (Assembly on the
M68000). I was thrilled when I found that out - doing most of the
programs on my system at home.

I'm glad Atari has decided to go with a compatible OS. I'll want it in
my machine for sure AND I don't want to have to shell out tons-o-bucks for
my broken software.

Now that's what I call power without the price. Thankyou Atari!

(Better make it soon - I want my Blitter, too, damnit!)

ggroup3@charon.unm.edu
Seattle! P-P-P-P-Pleeeeeeaazzzzzzzee?????
D.Adams10@GEnie - Roger Rabbit

5143. some atari gnu-cc files now on PREP.AI.MIT.EDU

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 04:47:45 UTC
From: jsm@prep.ai.mit.edu
Message-ID: <3072@prep.ai.mit.edu>
Source record: 251196

```
Hello,
I have put two of the GNU-CC files from lakesys in the directory
/usr/ftp/pub/atari-st on the machine PREP.AI.MIT.EDU (128.52.32.14).
I don't know how long I can keep them here. Hopefully someone
will move them to an archive site and then I'll put a file in this
directory explaining where they have gone. I'll also put more of the
gnu-st stuff on line once I get them from lakesys.

Have fun,
Scott

jsm@prep.ai.mit.edu or jsm@phoenix.ai.mit.edu

NOTE: if you are ftp'ing from a Unix system: A bug in the 4.2 BSD version
of FTP makes binary files transfers under the default (ascii) file
type unreliable, so make sure you set the file type to binary
by typing 'binary'.

total 544
400 -rw-r--r-- 1 jsm 402305 Aug 24 00:17 gcx-1-23.arc
144 -rw-r--r-- 1 jsm 140739 Aug 24 00:23 gnulib.arc

Output of 4.3 BSD 'sum *' command:
40565 393 gcx-1-23.arc
46514 138 gnulib.arc
```

5144. Re: Malloc (was Re: Another great quote from Mr. Good)

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 06:44:31 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <8425@cup.portal.com>
Source record: 251197

Actually, FOLDR100.prg does better than what MSDOS 2.xx may have done - it uses a dynamically linked list which is expandable, and expands upon the current OS Pool. And According to A. Pratt, the NEW half-fixed Malloc will use this *much* more efficiently. The current ROMs can't change the size of the allocated part of the OS pool, or recombine it once returned.

Idea: Why not have the Malloc, or the low level OS Pool allocator detect that it has run out of handle space, then allocate a small part of the bottom of a free space (and perhaps return it if not the actual OS Pool). That way, if it failed, you would *really* be out of memory, but the OS Pool wouldn't be a restriction since it could then be extended as part of the normal Malloc process (I know it would take wierd code to do this, but it would fix both problems, since the current crop of Malloc violators don't break, they shouldn't invoke this function ever, and the new fixed applications would then work without worrying about handles).

5145. Re: Malloc (was Re: Another great quote from Mr. Good)

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 07:23:02 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <5283@killer.DALLAS.TX.US>
Source record: 251198

In article <402@clio.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> I get the feeling that there really is no solution at this point. How can you
> have two different versions of Malloc/Free in the same system? Consider how
> this would work. Assume a new ROM with TOS and GEMDOS that use the new, fixed
> Malloc. Consider starting an old application from this new GEM desktop. Both
> memory allocators will have to be rewritten to know exactly what each other
> is doing, or you get programs tromping all over each other. And since you really
> can't change the old version of Malloc, what you're really going to have to do
> is write the new Malloc such that it allocates memory in such a way that the
> old Malloc will honor its allocations. Anything using the old Malloc will still
> eat up memory, will still need to be freed in the correct order or else you
> lose. It'd be pretty gross. Having two incompatible memory allocators active
> in the same system just can't be a good idea... It's not just a question of
> a single program only sticking to one version - it's a question of many
> programs being able to be loaded up arbitrarily, bearing in mind that the OS
> itself is probably using the new allocator.
> Howard Chu

I fail to see the problem -- I am almost always running with three malloc's
active at a time now, so four is not such an unreasonable leap of faith.

The obvious way is to have a Malloc_new that allocates two kinds of blocks:
real ones and Malloc_old blocks that are really double blocks (one that is
contiguous with the previous Malloc_old and the other that is used to keep
track of it). The only reason for two schemes is that the garbage collection
and overhead of the remote header may get expensive. Then if a program uses
the old Malloc function, his memory may get fragmented and he may have the
same old problems (but we want to be compatible, right (:^) ... and if the
program uses only the new functions memory does not fade away.

An alternative is to use Malloc_old as the master Malloc, and have some kind
of initialization call that would tell Malloc_new to grab all available memory
-- one big Malloc, so we can't return it in the wrong order (:^) -- and parcel
it out using a reasonable algorithm. This is in fact what my programs do now
-- I let MWC grab what it need to support the run time library, then I gram
all that is left (less several hundred bytes, just in case) and from then
on run my own memory allocator. Not a crash in a million mallocs!

So what am I missing? I admit there are probably problems with running
a shell that uses one Malloc underneath a shell using the other (spawning
subprocesses is a really nasty problem with this scheme, but it never
really worked before, so I see that as not much of a real problem), is
there another?

Enquiring minds want to know!

Charles Marslett
chasm@killer.dallas.tx.us

5146. Malloc and new ROMs

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 08:08:53 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1941@brahma.cs.hw.ac.uk>
Source record: 251199

I was wondering, is the Atari decision not to fix malloc in the new ROM cast in stone? If they are reading the net and noting down votes for and against fixing , is there still time for it to be fixed before release?

My vote would be for fixing the bugs and releasing an 'Old malloc' program to keep the old sloppy programs happy (MALL100.PRG?). I was musing about the patch using the spare vectors, magic values etc to tell the OS at reset that malloc will be handled by such and such a routine. Maybe some folk would prefer TRAP interception?

____
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
____/

5147. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 13:56:00 UTC
From: acn@caen.engin.umich.edu
Message-ID: <3e0cf2e3.129dc@blue.engin.umich.edu>
Source record: 251200

Howard Chu and I have been running an archive of Atari ST
files for students and faculty of the University of Michigan. We
are now almost ready to go public and service the world.

We are an ideal site for an archive. We have unlimited
computing time and nearly unlimited disk storage on our mainframe.
We are accessable via Bitnet and will soon be accessable through
FTP. The host is at the hub of the new NSFnet, and our Internet
connectivity is unbeatable. We haven't found a good way for UUCP
sites to get at the archives yet, but that too will come soon.

At the moment, we are in the process of collecting more
software to put in the archives. Recently, a lot of people have
been posting news of new ports (gnuchess, gcc, moria, nethack,
etc.) We'd like to get a copy of all of those and all of the other
new ports for the archives. If you have software that you'd like
to post to our archive, then please mail it or ftp it to me.

If you want to submit a program by mail then send it to:
dyer@math.lsa.umich.edu

If you want to ftp to it to me then do this...
ftp 35.195.16.2
Name: FTP
Password: WHATEVER
Then send us whatever you got...
{grab some stuff for yourself while you're at it}

Remember, we have unlimited disk space so size is no object.
(ie, 1.5 megs of arced GCC sources are no problem) If you have any
questions about the technical aspects of our service, ask Howard.
(hyc@math.lsa.umich.edu). If you have questions about the files or
how/what to submit, ask me.

Jon Brode -- dyer@math.lsa.umich.edu
Moderator of the PC7 archives
Organizer of the PC7 conference
President of the Washtenaw Atari Users Group

5148. OSS Pascal Linker Problems

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 14:39:55 UTC
From: terrell@druhi.ATT.COM
Message-ID: <3428@druhi.ATT.COM>
Source record: 251051

About linker problems with O.S.S. Personal Pascal:

I get the "bssanf" error message when I forget to place the
{$M+} directive in the source text of a library.

I have version 2.??.

One bug that I've noticed: if you link with several libraries, when the
linker tries to link with the PASLIB library, it will give an error message
like "Cannot link PAS". When I shortened the names of my libraries, it
managed to link successfully. It looks like the names of all libraries
(user-defined, PASGEM, PASLIB) are stored in a short fixed-length
string. When the user specifies too many filenames, the list of filenames
is longer than the length of the string, and is effectively truncated...

I think that the most serious bugs with Personal Pascal involve the editor.
I almost never get through a long session without having the editor crash on me
at least once.

Except for the problems with the editor, I consider the Personal Pascal system
to be of very high quality.

Eric Terrell

5149. Re: To Fix or Not To Fix (Really: applying patches to OS)

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 17:06:45 UTC
From: hase@netmbx.UUCP
Message-ID: <1237@netmbx.UUCP>
Source record: 251180

In article <524@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
>In article <1224@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>>
>>Or just release the fix on disk: a little residend program replacing the
>>original (ROM-) trap handler.
>>This would be my way of releasing a fix; if it works and everybody likes
>>it, put it in a new ROM set.
>>I put 6*27C512 in my 520ST+ to have the "old" and Blitter TOS availeble;
>>this is kind of expensive but useful...
>>Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
>>If there is something more important than my ego, I want it caught and shot,
>>NOW! (Zaphod Beeblebrox)
>
>I wouldn't like that! Just imagine what happens when one happens to have
>5 fixes on GemDos.

Yea.
Thats the point.

Today, I have two sets of ROMs (MEGA and pre-Mega) switchble and one
"patch" loaded to RAM (Turbodos; I like it.)

The RAM loaded patches can only be an intermediate fix for a ROM based
system. But isn't it a great way to release a fix for field-testing?

The best fix seems to be a new operating system, right?
Let's complain a little more about the heap of shit the st seems to be!
Maybe the next company dropping the st is Atari....

No. I'm doing serious work with my st.
I do dislike to loose some time writing my own little programs, because
the OS behaves a little "strange", but I (*I*) can live with it
(almost :-)

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
If there is something more important than my ego, I want it caught and shot,
NOW! (Zaphod Beeblebrox)

5150. Re: MW_C C-Source Debuger question

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 17:32:02 UTC
From: leo@philmds.UUCP
Message-ID: <620@philmds.UUCP>
Source record: 251052

In article <610@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
|In article <1122@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
[some stuff deleted]...
||When the trace bit is on at the START of an instruction, the trace
||exception will happen at the END of the instruction. What this means is
||that if the T bit is on at the start of the TRAP instruction, the
||debugger will get the trace exception at the END of the TRAP instruction
||-- when the PC is at the first instruction of the trap handler. The SR
||at this point is clear (because the TRAP instruction cleared it), but
||the debugger is free to set it again.
| [rest deleted]...
|
|To show that I'm not making things up, I quote from 'Programming the 68000'
|by Steve Williams (edition by Sybex), page 357, Exception Processing
|(hope I'm not sued for copyrights, but then, this is for educational purposes
|only 8-):

[quotation deleted]...

|I should say this contradicts what Allan said. I'm not saying who's right
|or wrong, but I'm getting curious at the *REAL* facts.

Being curious and all, I checked things by writing a primitive
debugger; the *REAL* facts are that Allan was indeed right.
The book though seems misleading at this point, if not to say
incorrect:

o Since an exception clears the trace bit, an exception caused by
the instruction being traced causes the debugger to lose control,
unless the debugger receives control when exceptions occur.

The debugger can always *TAKE* control, just by setting the trace bit
after the exception occured. The above statement seems to imply that

exception happens --> debugger receives control
OR
--> debugger loses control

which simply isn't true. Just like Allan said, the debugger receives
control after the exception occured (the trace bit in the status word
on the stack being cleared by the exception). When the debugger resumes
the user program (by performing an RTE) it may be with or without this
trace bit set again. In the first case the exception handler will be
single-stepped, in the second case the debugger regains control when
the exception handler RTE's, because the status word with trace bit set
was pushed onto the supervisor stack when the exception occured.

Which makes me wonder why Allan used a break point to 'go at full speed'
through the exception handler; this neither seems necessary in this case,
seeing the above, nor wanted (you cannot 'break point' ROM code).

Leo.

5151. Re: Allan: is Fsfirst/Fsnext fixed in the NEW ROMS???

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 17:54:13 UTC
From: apratt@atari.UUCP
Message-ID: <1129@atari.UUCP>
Source record: 251053

In article <528@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
> [...your DTA contains a pointer to an OS data structure and the OS
> can't tell when it's no longer necessary...]
>
> The folder into which the program does its search using Fsfirst becomes
> active (its being searched, right?). Now in GemDos there is no backward
> referencing pointer, i.e. a pointer from the active folder structure to an
> active (not yet completed) DTA search buffer.
>
> When the program exits, GemDos has no way of knowing whether the active
> folder may be removed or not. THIS IS THE REAL REASON FOR THE 40 FOLDER BUG.

I forgot to mention: I reworked Fsfirst/Fsnext so they don't leave a
pointer to an OS data structure in your DTA. Therefore Fsfirst or
Fsnext in a folder does not make it active (except for the duration of
the OS call itself).

Sorry, Gert, but this is not the reason for the 40-folder bug. You give
the guy who wrote GEMDOS too much credit. He NEVER freed directory
descriptors back into the pool. He never even TRIED. There was no
provision for this AT ALL. He just ASSUMED that you wouldn't have
enough folders to fill up the OSPool. And don't get me started on the
interactions between Malloc and folders in the old GEMDOS...

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5152. Re: MW_C C-Source Debuger question

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 18:34:29 UTC
From: apratt@atari.UUCP
Message-ID: <1131@atari.UUCP>
Source record: 251054

In article <610@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
> ---------- start of quotation ----------
>
> Single-stepping an instruction involves setting the Trace bit in the status
> register. The most common method is to stack the Program Counter and
> status register, set the Trace bit in the stacked status register, and execute
> an RTE instruction. A trace exception will occur immediately following the
> execution of the target instruction. Some side effects of this technique are:
>
> o Since an exception clears the trace bit, an exception caused by
> the instruction being traced causes the debugger to lose control,
> unless the debugger receives control when exceptions occur.
>
> o TRAP instructions that call an operating-system function appear
> as a single instruction.
>
> o Tracing an RTE instruction causes the debugger to lose control
> because the RTE instruction reloads the status register. Tracing an
> instruction which reloads SR has the same effect. These instructions
> include MOVE to SR, ANDI to SR, and EORI to SR.
>
> o Tracing a MOVE from SR can cause the program to malfunction because
> the trace bit will be set in the copy of the status register that
> the program receives. If the program compares this copy without
> masking the trace bit, it could execute incorrectly.
>
> ---------- end of quotation ----------
>
> My own experience with a code debugger for the ST (sid.prg) is that it
> indeed performs a TRAP as if it were a single instruction (i.e. not single-
> stepping the code within the trap handler); why this was just so isn't
> clear now.

First, your experience with sid.prg is misleading because sid, like my
debugger, treats the trap instruction specifically so you DO see
reasonable behavior.

Second, your quote starts with the correct sentence: when the trace bit
is set, a trace exception will occur immediately following the execution
of the target instruction. This is exactly what I said.

All the indented comments are in fact not correct. The first two have
the same wrong interpretation. When the T bit is set at the start of
the TRAP instruction, the exception will be taken at the end of the TRAP
instruction, when the PC is in the OS. The SR stacked by the trap

instruction will have the T bit set, but the SR stacked by the trace exception won't. The debugger DOES get control, but has to set the T bit explicitly if it wants to step through the trap handler. If it just RTEs from the trace exception, it will lose control (because, as I said, the SR from the trace exception has the T bit clear).

The third indented comment says that RTE causes the debugger to lose control. This is also untrue. The T bit in the SR at the START of the RTE instruction is the one which will cause the trace exception at the END of the RTE instruction, even if the T bit in the SR which the RTE got off the stack is clear.

The last one suffers from the same misconception all over again. In all four cases, the author misunderstands the effect of the T bit. He thinks that if the T bit is cleared during the execution of an instruction, you don't get the trace exception at the end of that instruction. This is just not true.

I quote: "If the T bit is asserted (on) at the beginning of the execution of and instruction, a trace exception will be generated after the execution of that instruction has completed." M68000 8-/16-/32-Bit Microprocessors Programmer's Reference Manual, Fifth Edition, by Motorola, copyrights 1979 through 1986, page 4-12.

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Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5153. Allan (Re: New ST ROMS)

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 21:09:37 UTC
From: gert@nikhefh.hep.nl
Message-ID: <532@nikhefh.hep.nl>
Source record: 251055

In article <1127@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>In article <525@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
>> I believe that the OS should be fixed NOW, without looking back ...
>
>I understand that viewpoint, but I cannot go along with it. The core of
>the philosophy of fixing the OS must be this:
>
> When at all possible, don't make happy people/programs unhappy.
> In light of this, when possible, try to make unhappy people happy.
>
>I think we have done this. See my previous article (manifesto) on
>Malloc. It shows that we (I) put a lot of effort into making Malloc
>compatible but also much improved. I think we (I) succeeded.

OK, having Malloc fixed (though maybe not to everybody's liking) is better
than not having it fixed at all.

But Allan, could you please answer the questions in article
<528@nikhefh.hep.nl> regarding Fsfirst/Fsnext?? I fear that if those 21 bytes
that come first in the DTA buffer are not changed to incorporate some way to
have 'folder buffers' from GemDos point to the DTA buffer the 40 folder limit
may not be fixed. (I remember that Jos Vermaseren (t68@nikhefh.hep.nl) told
you about this problem a long time ago...)

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

From september 1st 1988:

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

5154. gcc for ftp

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 21:17:24 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4602@saturn.ucsc.edu>
Source record: 251056

I put the gcc executables in ssyx's anonymous ftp directory. I will split them up into mailable chunks soon, so the archive server can handle them. In the meantime, if you're on the internet, you can ftp to 128.114.133.1 and cd to pub/atari-misc. The sources and binaries archives are on the same machine; feel free to grab whatever you want. When I get the sources to gcc, I'll put them up as well.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

5155. Re: Malloc (was Re: Another great quote from Mr. Good)

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 22:30:24 UTC
From: poole@forty2.UUCP
Message-ID: <443@forty2.UUCP>
Source record: 251057

One thing has got slightly lost in this discussion, that we are not talking about just fixing bugs in Malloc, but the whole function of the Malloc call would change. Until now Malloc has been useful (modulo the bugs) as a large scale allocator for a limited amount of blocks, changing Malloc to be a general purpose memory allocator, won't help anybody who actually has applications out there (or is writing a new one), because these programs will break on old versions of TOS. With other words, your application won't run on the computers of the largest part of your potential customers.

You can naturally get around this by distributing the new TOS on disk (perhaps together with your program?), but how many program run on a 520ST - 200kB ? Matter of fact you would be supprised how many programs don't run on a 1040ST - 200kB (I've been booting the Beta-TOS from disk for the last two months, since the EPROM's never made it here).

PS: anyway as Moshe Braner pointed out, Malloc is far too slow for anything serious.....

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

5156. Re: Room for change

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 22:39:13 UTC
From: ripley@netmbx.UUCP
Message-ID: <1238@netmbx.UUCP>
Source record: 251181

In article <527@nikhefh.hep.nl> gert@nikhefh.hep.nl (Gert Poletiek) writes:
=>Now if you need more room in the ROMs how about this:
=>
=>- Kick the desktop and AES resources out of the rom
=>- same goes for the bios keyboard translation tables
=>- Even kick out the desktop program itself.
=>And supply these on disk, to be read at boot time.
=>
=>3. The desktop resources can be modified to everybodies liking
=>
=>4. And it provides a way to easily upgrade the desktop.
=> (or users can even directly replace it with a command line shell, if they
=> like that better)
=>
=>I'm sure everybody can think of additional advantages...
=>
=>
=>Gert Poletiek

Probably, it'll be enuf to push all Resource-Code from the Desktop out onto
Disk (perhaps DESKTOP.RSC) and loaded at boottime.
I DISLIKE the PC/GEM-behaviour of loading DESKTOP.APP every time after a
program has finished and am glad not to have to wait until the desktop is
active again after a ST-program terminates !

Having the possibility of patching the desktops' resources makes the machine
more personally, I suppose (Just like Icon-Patchers, DESKEDIT.ACC e.g. :-)

--
== Greetings from : == Hans-Ch.Eckert, Regensburger Str. 2 ==
== *** ripley@netmbx.UUCP *** == 1000 Berlin 30 [Tel: 030/246292] ==
==
== Superkalifragilistikexpialigetisch ! (Mary P.) ==

5157. Re: Hard Disk Crash

Newsgroup: comp.sys.atari.st
Date: 1988-08-24 23:03:29 UTC
From: ripley@netmbx.UUCP
Message-ID: <1239@netmbx.UUCP>
Source record: 251179

[The REORG / DL_II Dilemma]

What about the Norton's Speed-Disk algorithm ?
I've seen it on one of those with three big and blue letters on it :-) and it works VERY fine and SAFE. Nobody there, capable of managing this on the ST ?

(What about asking P.Norton to port all his utilities to the ST ? As the OS's are nearly the same, and I think the programs are not all written in 100% machine-code, it should be possible...)

BTW, what I DO need is a disk-editor (-doctor), which is capable of handling with read-errors and non-standard formatted disks (e.g. fat formats)
Any suggestions ?

--
== Greetings from : == Hans-Ch.Eckert, Regensburger Str. 2 ==
== *** ripley@netmbx.UUCP *** == 1000 Berlin 30 [Tel: 030/246292] ==
==
== Superkalifragilistikexpialigetisch ! (Mary P.) ==

5158. Re: 520ST : 2 urgent though simple questions

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 01:38:03 UTC
From: tainter@ihlpb.ATT.COM
Message-ID: <8605@ihlpb.ATT.COM>
Source record: 251058

In article <165@bach@kulesat.uucp> lily@kulesat.uucp writes:
>Can anybody give me an answer to the folowing two
>simple (? to a ST-owner maybe) questions.
>
>Intro : A friend of me owns a 520 ST and wants to know :
>
> 1. How can he expand the memory of his ST to 1024k, or higher.
> (which chips, at what price, where to put them
> -I've seen the RAM-chips soldered to the board = no sockets,
> can he use 1Megabit chips etc...)

To do the piggy back soldering you have to use 256K chips. Do to the fact that 1M chips are cheaper that 256K chips go with a board that takes the 1M.

[Note: I posted this (rather than mailed) as I wanted to draw this to more peoples attention.]

> 2. Can he use a serial printer without a Par-Ser. interface.
> (what about the modem port ? -any software?-, what about
> buying an interface : prices,manufacturers etc...)

Certainly, select the serial port as your printer port and you have a serial printer.

>Dirk van den Oudenhoven. K.U.Leuven

--j.a.tainter

5159. Re: malloc bugs (s.b. Malloc bugs)

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 06:41:32 UTC
From: leo@philmds.UUCP
Message-ID: <621@philmds.UUCP>
Source record: 251059

In article <4120005@wdl1.UUCP> dinolt@wdl1.UUCP (George W. Dinolt) writes:
[amongst other things]...
>In fact the MWC compiler has an lmalloc(lsize) which takes a long as an
>argument, so in that compiler at least, there is no need to use Malloc.

It depends on where this lmalloc does its allocation. In Lattice C
malloc also takes a long as argument (an int being 32 bits in
Lattice). Because the heap is lying between bss and stack the
available space for this malloc depends on what is allocated for the
program at startup time (by Mshrink); for instance a 'sh', a 'make', a
'find', a 'time' do have to leave room for other programs to exec in.
Then it can be profitable for a program to use both the system Malloc
and the C library's malloc.

I could however imagine a malloc that uses Malloc to reserve memory not
currently owned by the program... A clever one can even hide some of
the defiencies of the current Malloc (especially when it Malloc's in
big chunks so that it doesn't have to be clever too often, as
cleverness takes time 8-).

Leo.

5160. Turbo C on the ST vs. Archimedes C

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 10:15:57 UTC
From: rkl@mva.cs.liv.ac.uk
Message-ID: <1257@mva.cs.liv.ac.uk>
Source record: 251060

In article <8808222241.AA11063@ucbvax.Berkeley.EDU>,
COBB@BRANDEIS.BITNET (wes cobb) writes:
>
> Turbo-C for the Atari ST 191,52 DM (about 100 $)
>
> The ad says that it comes with a shell, various tools, supports GEM,
> has IEEE floating point and does 1690 Dhrystones!!!!

That's all very interesting, but if I really wanted to have the operation
(aka lobotomy) and program in C, then I'd use my Archimedes, which does
5000 Dhrystones per second. Oh, sorry, this wonderful machine is only
available in the UK....

Richard K. Lloyd, **** This is a MicroVAX II running VAX/VMS V4.7 ****
Computer Science Dept., * JANET : RKL@UK.AC.LIV.MVA or *
Liverpool University, * RKL@000010500211.FTP.MAIL *
Merseyside, England, * Internet : RKL%mva.cs.liv.ac.uk@cunyvm.cuny.edu *
Great Britain. **

"My opinions and those of the University of Liverpool are completely unrelated,
so I'M THE CULPRIT if you feel offended by the above message - I just can't
help moaning about Atari STs, PCs or clones, U**X, C, IBM mainframes, the list
is endless..."

5161. Re: Personal Pascal question

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 11:16:50 UTC
From: lohse@fbihh.UUCP
Message-ID: <140@fbihh.UUCP>
Source record: 251061

> From: Jim McCabe MCCABE at MTUS5
> To: INFO-ATARI16 at SCORE.STANFORD.EDU
> Subject: Personal Pascal question
>
> This is directed to people who really know a lot about Personal Pascal, or
> those who have written huge programs in it.
>
Let me try to answer: I am the author of the Personal Pascal package.

> Today, while rewriting the editor in a BBS of mine, my source code
> stopped compiling. The compiler gets to the last line of the file
> ("end."), and stops with the error
>
> Too many external references
>
The 1.xx versions allocated all external references (EXTERNAL procedures
at their first call, runtime routines and top level procedures when {$E+})
in an array having only 100 entries.

When you get this message at the very end of the program the runtime routine
'close' probably is the 101st entry...

This size in increased to 300 in the newer 2.xx versions. But since I didn't
receive royalties for 17 months there won't be a recent version
distributed in US.
The current German version (ST Pascal Plus) is 2.04.

> me a linking error, saying that the function "bssanf" is undeclared.
> My program doesn't use any function bssanf. :)

The symbol bssanf (bss-Anfang) is defined in the main module. This message
occurs if you link modules but no main program. All lowercase symbols
are internals. User declared symbols are always translated to uppercase.

Joerg Lohse
--
UUCP: lohse@fbihh.uucp | Universitaet Hamburg
(...!uunet!unido!fbihh!lohse) | Fachbereich Informatik
EAN: lohse@rz.informatik.uni-hamburg.dbp.de | Schlueterstr. 70
Phone: +49 40 4123 4141 | D-2000 Hamburg 13 (W-Germany)

5162. Re: Room for change

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 14:16:26 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <653@uhnix2.uh.edu>
Source record: 251062

Atari:

Just how many Mallocs could one expect to have before running out of
the static area where the block descriptors are? And can they be freed in any
order.

I know it will be hard to say how many blocks for sure (depends on
disk drives connected and folders I'm sure), but give us some scenarios,
could you?

- mike
--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

5163. Midi ports

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 14:16:42 UTC
From: cpc@HOLMES.LCS.MIT.EDU
Message-ID: <8808251416.AA06362@stark.LCS.MIT.EDU>
Source record: 251063

Hi,

About 2 years ago, I bought a 520 ST with a monochrome monitor and 2 single-density drives. As it turned out here in school, I am mainly using it as a terminal. (I use Uniterm.) However, I have a synth (a Kawai K1) and a MIDI sequencer (the cheaper of the 2 Dr.T's), and would like to use them together.

The problem:

When the ST receives a note (or, probably, anything) through MIDI IN, it pipes it through to MIDI OUT. My evidence is that when I hook both cables between the ST and the synth, the synth reports that it is *receiving* info whenever I play a noth on its keyboard. The sound is slightly different, and the number of voices is cut in half (because every note is being played twice. This has nothing to do with the Dr.T sequencer, because it happens when I just turn on the ST.

Some possible explainations:

o Perhaps this is the proper default state for the MIDI ports, and sequencers are expected to perform some kind of initialization to take them out of that state. In this case, it *would* be Dr.T's fault.

o Something with my synth. I don't understand the technical aspects of MIDI perfectly; however.... I had another synth (a Yamaha DX100), and whenever I ran Dr.T's with both cables hooked up to it, the synth reports a MIDI error and starts acting strangely. I can't remember ever trying it without running Dr.T's (like I tried with the Kawai).

Question:

Does anybody know why this is happening? Does anybody have any suggestions for a solution? Any help would be *greatly* appreciated. Thanx.

-chris colby

5164. Fsfirst/Fsnext question

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 15:44:43 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <566@laura.UUCP>
Source record: 251064

```
Hello ST-hackers,

does anyone know about a 'legal' way to do something like this:

Routine_A: Routine_B:
========== ==========
Fsfirst (...); .
Fsnext (); .
. Fsfirst (...);
. Fsnext ();
Call_Routine_B (); .
. .
. return;
Fsnext ();

+--------------------------+-----------------------------------------+
| Rainer Klute | UUCP: klute@unido.uucp |
| University of Dortmund | (...uunet!mcvax!unido!klute) |
| Dept. of CS | BITNET: klute@unido.bitnet |
| P.O. Box 500500 | |
| D-4600 Dortmund 50 | |
+--------------------------+-----------------------------------------+
| Federal Republic of Germany |
+-------------------------------------------------------------------+
```

5165. I need Binhex in MAGIC format

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 16:47:12 UTC
From: to_stdnet@stag.UUCP
Message-ID: <568@stag.UUCP>
Source record: 251065

From: thelake!steve@stag.UUCP (Steve Yelvington)

lommen@hrsw2.UUCP (Layne D. Lommen) writes....
>
> Alternatively, can some one give me the address of someone who sells
> PD MAC software on MAGIC format disks?

Current Notes magazine, which has some sort of affiliation with a bunch
of east-coast Atari user groups, has a library of about 50 Mac titles in
Magic format. Disk M2 has BinHex, FreeTerm, Stuffit, Packit, Kermit
and TermWorks. Disks are $4 each plus $1 for shipping up to 6 disks.
CN Library, 122 N. Johnson Rd., Sterling, VA 22170.

Their magazine is worth looking into. Incidentally, it's typeset entirely
on an Atari laser printer with Timeworks' publishing program.

Disclaimer: I'm not even a *subscriber.

_____
| thelake!steve@stag.UUCP / ...rosevax!pwcs!stag!thelake!steve |
| Steve Yelvington/1392 Brandlwood Rd./White Bear Lake MN 55110 USA |
| "A member of STdNet -- to join, send mail to ftg!dwm@stag.UUCP" |

5166. Re: Midi ports

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 17:27:23 UTC
From: sirkm@ssyx.ucsc.edu
Message-ID: <4619@saturn.ucsc.edu>
Source record: 251066

In article <8808251416.AA06362@stark.LCS.MIT.EDU> cpc@HOLMES.LCS.MIT.EDU writes:
> When the ST receives a note (or, probably, anything) through MIDI IN,
> it pipes it through to MIDI OUT. My evidence is that when I hook both
> cables between the ST and the synth, the synth reports that it is
> *receiving* info whenever I play a noth on its keyboard. The sound is
> slightly different, and the number of voices is cut in half (because
> every note is being played twice. This has nothing to do with the
> Dr.T sequencer, because it happens when I just turn on the ST.

The problem is probably in your MIDI _cables_.

Whenever the ST receives a note, it sends it out on the "Midi through"
port. "What MIDI through port?" you might ask. "I only see two MIDI ports;
out and in." That's where the problem lies--there are only two physical
ports--MIDI through is crammed into the MIDI out port.

The MIDI standard only uses three of the five pins available on the MIDI
port. One of these pins is ground, so someone at Atari realized that two
MIDI ports could be put on one physical connector. If you want to make
use of MIDI through, you can build a special "T" cable that splits the
non-standard ST MIDI out/through into two standard MIDI cables.

Why does this cause problems with some cables? Since the MIDI through pins
on a standard MIDI synth are unused, many "standard" MIDI cables short the
unassigned pins to their respective used pins. (I'll explain why and how
if anyone cares; suffice it to say that it's cheaper and easier.) On a
standard MIDI port, this doesn't cause any problems. On the ST's MIDI out
port, it can cause problems.

Such cables will also make MIDIMAZE non-functional. If you ever have MIDI
problems on an ST, the first thing you should check is the cables.
Greg Anderson || The Temple of Zuul BBS: (408) 462-3832
Social Sciences Computing, UCSC || sirkm@ssyx.ucsc.edu

5167. ST command shells

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 19:20:45 UTC
From: Dave.Douglass@rubbs1.FIDONET.ORG
Message-ID: <33.23153006@rubbs1.FIDONET.ORG>
Source record: 251067

I'm looking for a decent command shell on the ST. I've found out
that there is a lot of crap out there. I have Gulam, and I'm not
happy with it because I don't want EMACs and I want to be able to
set the tab stops (why is this such a RARE feature in Atari ST
text editors?) I'm not saying the Gulam is crap--I know that if I fail
to mention that I have it, everyone will recommend it to me......

Can anyone tell me about the Micro C shell or the MT C shell?
Are they worth the money? Is there a decent version of Vi
for the ST?

Dave Douglass Computer Sciences Corporation Piscataway, NJ 08854
.....!rutgers!rubbs1!dave.douglass (201) 981-9119 x6417

--

Dave Douglass - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Dave.Douglass
ARPA: Dave.Douglass@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Dave.Douglass

5168. Re: MW_C C-Source Debuger question

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 21:00:43 UTC
From: apratt@atari.UUCP
Message-ID: <1132@atari.UUCP>
Source record: 251068

In article <620@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
> [The debugger gets the trace exception at the end of the trap instruction,
> with the stacked PC at the first instruction of the trap handler and
> the stacked SR has the trace bit clear.]
>
> When the debugger resumes
> the user program (by performing an RTE) it may be with or without this
> trace bit set again. In the first case the exception handler will be
> single-stepped, in the second case the debugger regains control when
> the exception handler RTE's, because the status word with trace bit set
> was pushed onto the supervisor stack when the exception occured.
>
> Which makes me wonder why Allan used a break point to 'go at full speed'
> through the exception handler; this neither seems necessary in this case,
> seeing the above, nor wanted (you cannot 'break point' ROM code).
>
> Leo.

Once again you are imposing what you think should happen on reality, and
it doesn't fit. Remember that the trace exception happens when the
trace bit was ON at the START of the instruction. But in the RTE from
the trap, the trace bit is getting set DURING the RTE instruction, so no
trace exception happens after the RTE instruction. The trace bit is now
set at the START of the instruction that the RTE returns to, so the
trace exception happens AFTER THAT INSTRUCTION. The result: you don't
see that instruction before it executes. But that's not what you expect
from a debugger (and not what you get from sid): you expect to see every
instruction before it executes. So you use a breakpoint to emulate the
behavior you expect. The breakpoint it set on the instruction after
the TRAP, so you see that instruction before it executes.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5169. Make from ST-Unix Toolkit

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 21:07:22 UTC
From: ralph@lasso.UUCP
Message-ID: <8808252107.AA08310@inria.inria.fr>
Source record: 251069

A couple of months back the ST-Unix Toolkit was posted on the net. I enjoy it a lot, and have just recently tried to use its MAKE.PRG. If I type "make foo.prg" and the program is up to date, it says that the make is unnecessary, which is proper. If it is necessary to make the program, I get the message "Make: cannot find file or directory" or some such. I have tried from the gulam shell, from COMMAND.TOS, or putting the compiler on PATH, or defining make's CC and CC2 variables in a MAKEFILE. In the latter case, I don't get the message anymore, but I get 2 bombs (Bus Error).

Has anyone gotten this Make to work? Does anybody see what I'm doing wrong? Is there a more recent version of this Make? Any help would be appreciated. Since I don't get the USENET newsgroups, just the ARPA info-atari16 digest, please reply to me directly (or the digest) and of course I'll summarize if there's enough interest.

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@laas.laas.fr, or
7, avenue du Colonel-Roche | ralph%laas.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)

5170. Re: ASSEMBLY MOVE/CLEAR/SET/COMPARE ROUTINES

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 21:16:01 UTC
From: mitch@Stride.COM
Message-ID: <849@stride.Stride.COM>
Source record: 251070
Cross-posted to: comp.sys.atari.st,comp.sys.m68k

In article <20499@watmath.waterloo.edu> egisin@watmath.waterloo.edu (Eric Gisin) writes:
>In article <8808180442.AA08547@cory.Berkeley.EDU>, dillon@CORY.BERKELEY.EDU (Matt Dillon) writes:
>> In an article I write:
>> :copying 12 long words with movem (a0)+,regs; movem regs,(a1); add.l Rn,a1"
>> The motorola manual states the following for movem.l:
>>
>> movem M->R, long: (An)+: 12 + 8n clock cycles
>> movem R->M, long: (An): 8 + 8n clock cycles
>> add.l D0,A1: 8 clock cycles
>>
>> Total clocks to move 12 longwords of data from source to destination
>> in an ascending copy is: 220 clock cycles
>
>Third edition of the Motorola 16-bit microprocessor user's manual.
>It is dated 1982. On page 203, movem r->m (long) is 8+10n cycles.
>I guess my sources are obsolete.
>
>Anyone know when this changed to 8+8n cycles?
^^^^^^^^^^^^^^^^^^^^^^^^

This is a better question than at first looked!

From A PRELIMINARY copy Original Issue: Sept 1, 1979
Of the MC68000 16-bit Microprocessor Users Manual page D-6
movem M->R, long: (An)+: 6 + 4n clock cycles**
movem R->M, long: (An): 4 + 4n clock cycles**
** internal cycles (1 internal=2 clock input cycles)

From the third edition 1982
Of the MC68000 16-bit Microprocessor Users Manual page 203
movem M->R, long: (An)+: 12 + 8n clock cycles
movem R->M, long: (An): 8 +10n clock cycles

From the fourth edition 1984
Of the MC68000 16/32-bit Microprocessor Users Manual page 214
movem M->R, long: (An)+: 12 + 8n clock cycles
movem R->M, long: (An): 8 + 8n clock cycles

A Dec 1982 manual on the 68010 and an Oct 1985 man on th 68000
hold with movem.l R->M (An): 8 + 8n clock cycles.

mitch
--
Thomas P. Mitchell (mitch@stride1.Stride.COM)

Phone: (702)322-6868 TWX: 910-395-6073 FAX: (702)322-7975
MicroSage Computer Systems Inc.
Opinions expressed are probably mine.

5171. Re: How to post umoria?

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 21:43:47 UTC
From: saj@chinet.UUCP
Message-ID: <6380@chinet.UUCP>
Source record: 251071

I've started posting the ST version of umoria. It will be on the general order of 5 parts of text files and 10 parts of executable. It will absolutely not run with less than a meg of memory (sorry: even on the VAX it's a notorious hogxD). It's going to be a bit of a trick even to uudecode and unarc for those with only 1 floppy drive and 1 meg, so please be very cooperative with your neighbors once you have it running.
After seeing all the announcements of people's projects and how far along they are, I guess it's going to be an exciting couple months ahead.
And about that source: my sysadm said he wouldn't even have to deny me mail privileges if I posted it...his mail host would cut us all off. I'm offering to US mail it to any archive WHICH I CAN ACCESS DIRECTLY USING UNITERM, OR WHICH I CAN USE THROUGH chinet. That means not ftp-only,for the most part. But they should mail me (saj@chinet) and ask (and give me a US mail address, of course). I will try to post ordinary diffs against the distributed version to the sources group (unless that context diff program appears first).

5172. "new" file sys for ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 22:47:26 UTC
From: rosenkra@Alliant.COM
Message-ID: <2311@alliant.Alliant.COM>
Source record: 251072

---
i've been thinking about this for a couple of hours now and thought i'd run it past you avid readers...

i am considering changing my hacked up {open,read,close,...}dir routines to make them faster. i currently use Fs{first,next} but these seem slow. another alternative is to read the FAT tables directly (crude but fast).

what i thought about was using a unix-like scheme to write a (hidden) file in each dir containing the dirent struct for each file. the files would be standalone and should not impact any other access scheme provided, of course, they have unique names. unix uses "." and ".." but this is out on the ST (perhaps "dot_____.___" and "dotdot__.___" ?). now it just becomes a task of creating a modified set of utilities (rm, cp, ls, mv, etc) or better yet lib functions (open/creat, fopen, rename, mkdir, etc) which update these hidden files. the dot file would be a multiple of 512 bytes in size, made larger/smaller as needed when entries were added/removed.

has anybody ever tried this or should i just wait for minix (a "real" ufs)?

-bill

5173. gcc source available for anonymous ftp

Newsgroup: comp.sys.atari.st
Date: 1988-08-25 22:48:37 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4622@saturn.ucsc.edu>
Source record: 251073

Ssyx (128.114.133.1) now has the gcc source code available for anonymous ftp. I'm not sure whether I want to make it available on the archive server, too, as it is VERY large and would clog UUCP links for hours on end.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

5174. lakesys.uucp and other sites with archives

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 00:58:35 UTC
From: karl@es66.UUCP
Message-ID: <8808260058.AA00239@es66.escd.uucp>
Source record: 251074

Does anyone know a path to lakesys.uucp from one of the major Usenet hubs (like hplabs, ucbvax,
ames, etc.)? I would like to access the PD archives stored there, but I don't know how to get
there.

Also, are there any other sites that make archives available by mail (and not ftp) on Usenet
or Arpanet?

Please reply directly to me.

Karl Rowley
Evans and Sutherland Computer Division, Mt. View, CA
escd!karl@decwrl.dec.com

5175. NEC MultiSync II switchbox (color/mono)

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 02:01:37 UTC
From: weaver@ldp.dec.com
Message-ID: <8808260201.AA27854@decwrl.dec.com>
Source record: 251075

```
NEC MultiSync II to Atari ST
--- --------- -- -- ----- --

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copyright notice for non-commercial use.

The NEC MultiSync II is an easy monitor to connect to your ST if
you want a monitor that can be used with systems other than just the
Atari ST. The following text describes how to build a switch box
to connect the MultiSync II to the ST to allow use of color or monochrome
with the flick of a switch.

Some specs for the MultiSync II and Atari:

NEC MultiSync II Atari
low medium high
------- ------- -------
Horizontal Frequency: 15.5kHz - 35kHz 15.8kHz 31.5kHz 35.7kHz
Vertical Frequency: 50Hz - 80Hz 60Hz 60Hz 71.2kHz
Horizontal Resolution: 800 dots 320 640 640
Vertical Resolution: 560 lines 200 200 400
Signal level: TTL pos --- --- ---
(analog) 0.7Vpp 75 ohm pos 1.0Vpp 75 ohm
Sync Signal level: TTL pos/neg TTL 3.3K neg
(analog) 0.3Vpp neg --- --- ---

As one can see from the chart, all the Atari specs fall with the NEC's
except for the 35.7kHz (instead of 35kHz) which doesn't seem to be a
problem. Also the video signals are a bit high (1.0Vpp rather than
0.7Vpp), but it seems to be working just fine without the addition of
any resisters. (If you want to add a resister, you would need 107-75
ohms or 32 ohms in series for the RGB signals, if I did my math correctly)

I initially had a problem with the NEC not syncing to high rez mode on
the ST after powering off the monitor and then powering it back on
again. The workaround was to either unplug the video cable, or reboot
the ST. I decided to add a switch to break the horizontal and
vertical sync lines. During the process, I switched the cables I was
using to feed the DB9 connector to some that were more flexible because I
had a problem with the signal lines breaking at the connector. I also
grounded the DB9 connector to the shield ground in the cable from the
Mega ST. As a result of this rework, I found I no longer needed the
extra switch to interrupt the sync signals.
```

The following pin assignments are what work when connecting an NEC MultiSync II to a Mega ST2 for color operation, they should work for any of the ST series:

MultiSync II Mega ST
(female DB-9) (male 13 pin DIN)

pin 1 red pin 7 red
pin 2 green pin 6 green
pin 3 blue pin 10 blue
pin 5 mode control or v sync pin 12 verticle sync
pin 4 h/v sync or h sync pin 2 composite sync
pin 6 red ground pin 13 ground
pin 7 green ground pin 13 ground
pin 8 blue ground pin 13 ground
pin 9 ground pin 13 ground

The Mega ST can also use this combination for sync:
pin 4 h/v sync or h sync pin 9 horizontal sync
pin 5 mode control or v sync * not connected

For monochrome to work, use the following connections instead of those listed for the same pins above:
pin 1 red pin 11 monochrome
pin 2 green pin 11 monochrome
pin 3 blue pin 11 monochrome

* Connect to pin 13 (ground) if you want to increase the vertical size on the screen. Not really needed as the front panel "v size" switch has enough control, and the image size is big enough with the "v size" switch in the dentented position.

In addition, you will want to provide a separate RCA jack to provide an audio out connection, given that the Multisync has no audio capabilities:

RCA jack ST connection
-------- -------------
audio pin 1 audio out
ground pin 13 ground

I ended up buying a "multisync" cable from Practical Solutions.

The Practical Solutions cable has the following color coding:

Pin Color Function
---- -------------- -----------------------
1 yellow coax audio out
2 black coax composite out (composite sync on Mega)
3 n/c
4 red monochome monitor (ground for monochrome)
5 n/c
6 green coax rgb - green

7 red coax rgb - red
8 blue coax shield +12V (may vary from ST to ST)
9 black horizontal sync
10 blue coax rgb-blue
11 white coax monochrome
12 white vertical sync

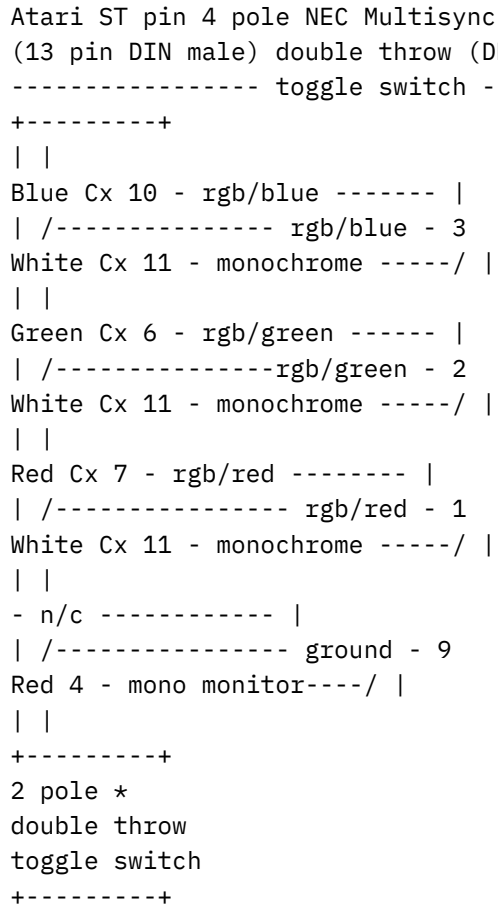
The following was verified with an ohm meter:

13 yellow coax shield ground
black coax shield ground
green coax shield ground
red coax shield ground
white coax shield ground

In addition the shield appeared to be grounded as well.

I cut about a 6" length of cable off the cable from Practical Solutions and used it to wire in a few switches to switch both the monochrome/color signals and the h/v/composite signals. This cable is much more flexible than the cable I tried using in my first attempt. By separating the individual shielded cables from the bulk wrap, you can get some very flexible/thin shielded coax.

The switch box ended up something like the following:


Atari ST pin 4 pole NEC Multisync-II pin
(13 pin DIN male) double throw (DB-9 female)
toggle switch
Blue Cx 10 - rgb/blue
rgb/blue - 3
White Cx 11 - monochrome
Green Cx 6 - rgb/green
rgb/green - 2
White Cx 11 - monochrome
Red Cx 7 - rgb/red
rgb/red - 1
White Cx 11 - monochrome
- n/c
ground - 9
Red 4 - mono monitor
2 pole *
double throw
toggle switch

```
| |
Black Cx 2 - comp sync ------ |
| /-------- comp/horiz sync - 4
Black 9 - horiz sync -----/ |
| |
| |
White Sh 13 - ground --------- |
| /--------- mode/vert sync - 5
White 12 - vert sync ------/ |
| |
+---------+
```

* This switch is purely optional, it allows use of both types of video sync, and will ground the mode pin to increase the vertical size when composite sync is switched in.

```
Red Sh 13 - ground ------------------------ red ground - 6
Green Sh 13 - ground ---------------------- green ground - 7
13 - ground ------------------------ blue ground - 8
13 - ground ---------------------------- ground - 9

Yellow C 1 - audio out --------------------- RCA signal line
Yellow S 13 - ground ----------------------- RCA ground line

shield ------------------------------------ shield
```

Note: Do NOT connect pin 8 (Blue coaxial shield) to any other pins/signals. This pin may have +12 volts on it. Make sure that you insulate the shield very well on this line so it won't make accidental contact with another signal.

When the cable is all built, use an ohm meter and make sure that you have no shorts. When you actually want to hook it up to test it, set the switches on the back of the MultiSync II to the following:

Switch State

manual switch on
mode switch gray (shouldn't matter, digital only)
color mode switch 64 (shouldn't matter, digital only)

Set the switches on the front to the following:

Switch State

v posi adjust after powering on
v size adjust after powering on
h posi adjust after powering on
h size on
text off (shouldn't matter, digital only)
text color white (shouldn't matter, digital only)

Now turn on power and you are on your way. Note that for all of the cabling of video signals, I used shielded cables (highly recommended) and soldered all the coax shields together and to the ground pins

(use a smaller braided cable to actually connect between the shields
and ground pins).

#	Part#	Description	Price:	Source:
1	76108	16-130 1 7/16"x4 13/32"x3 7/32" black box	8.99	A/E
1	69377	904 female RCA connector	0.59	A/E
1	276-1538	female DB9 connector, solder type	2.49	R/S
1	53055	205817-1 female screwlocks (for DB9)	1.49	A/E
1	22104	7401SYZQ 4 pole, double throw, toggle switch	10.99	A/E
1	22048	7301SYZQ 3 pole, double throw, toggle switch	8.09	A/E
1	76292	11-304 5/8" OD, 1/2" ID rubber grommet	0.99	A/E
1	Atari ST "multisync" cable		24.98	P/S

Total: $ 58.61

Optional hardware for audio:

1	277-1008B	200mW Amplifier-Speaker	11.95	R/S
1	273-1552	9-Volt Battery Eliminator	4.95	R/S
1	42-2444	6' Phono to Mini Phono Plug Cable	1.99	R/S

Total: $ 18.89

Grand Total: $ 77.50

P/S A/E R/S

Practical Solutions Active Electronics Radio Shack
1930 E. Grant Road 133 Flanders Road
Tuscon, Arizona, 85719 Westborough, MA 01581
(602)884-9612 1-800-343-0874
(617) 366-8899

You will also need various drill bits, solder, and some tool to cut a
hole for the DB9 connector into the plastic end of the aluminum/plastic
box. The grommet is to protect the ST monitor cable entering the box.

Disclaimers:

- This hookup worked for my Mega ST, I make no gaurantees it will work correctly on your ST, it has also been tested on a 1040 ST using the h & v sync and seemed to work just fine.
- I have no connection with NEC, Practical Solutions, Active Electronics or Radio Shack.

5176. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 02:51:50 UTC
From: jpdres13@usl-pc.usl.edu
Message-ID: <12@usl-pc.usl.edu>
Source record: 251076

In article <535@skywest.UUCP> brenes@skywest.UUCP (Erasmo Brenes) writes:
>... If the Shifter expects the video ram to start at 32K boundaries,
>then how do I get MWC, or any C program to allocate a 32Kb buffer starting in
>a 32Kb boundary in an efficient manner? An initial thought was to use Malloc()
>to allocate 64Kb and then only use the 32Kb which start in a 32Kb boundary,
>but this method is too wasteful. There's got to be a better way, isn't there?

Here is how I find a 256 byte boundary to put in a screen.

```
char *blk; /* Pointer to the start of */
/* malloc'ed block. */
char *work_scr; /* New screen desired. */
char *desktop_scr; /* Old screen pointer. */

desktop_scr = (char *)Physbase(); /* Save old screen pointer.*/

/* Find a screen pointer */
/* On a 256 byte boundary. */
work_scr=(char *)( (long)(blk=malloc(32768L)) & 0xffffff00 )+0x0100;

Setscreen(work_scr,work_scr,-1); /* Flip in work screen. */
```

The "blk" pointer will give you a pointer to the beginning of the actual
block of mem that was malloc'ed, use this at the end of the program to
"free" up the memory.

The "work_scr" gives you the pointer to the new screen that you want to fill
with data.

The "desktop_scr" gives you the pointer to your old desktop. If you want a
graceful exit back to the desktop at the end of your program, make sure
to make this the current screen with the Setscreen() command right before
you exit.

The next line of code is not mine, I got it here off the net a while
back. I don't know who wrote it in it's original state, but it works fine.
It will place your pointer on a 256 byte boundary in your malloc'ed block.
I have not really taken the time to see how exactly it works, I just know that
it does. I was going to write my own ... when the very same day I saw this
thing. I plugged it in and it worked! Not one to re-invent the wheel,
I hardly ever glanced at it again, all that I ever did to it was add in the
"blk=" assignment.

The last line of code of course, sets the screen to the new work area.

Hope this helps,

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/

5177. ibm pc diskettes

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 03:49:32 UTC
From: freuden@gryphon.CTS.COM
Message-ID: <5914@gryphon.CTS.COM>
Source record: 251077

I am posting this article for a friend who is as ignorant about
the atari machine as I am...

Is there software available for the st that will write ibm/pc compatible
diskettes?

thanx in advance,

freuden@gryphon.cts.com

5178. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 04:40:58 UTC
From: rokicki@polya.Stanford.EDU
Message-ID: <3725@polya.Stanford.EDU>
Source record: 251078

> Don't let the speed issue stop you! It takes about 10-12 minutes for
> the computer to lay out a 300x300 dpi page for the LaserJet

Ten to twelve minutes to lay out a single page? Using what?
I can't believe anything is that slow, on any machine! If
something takes a minute a page, I get mighty upset; I expect
most things to run at at least four pages a minute. A simple
eighty page report would take thirteen *hours* to print at
10 minutes a page! What gives?

-tom

5179. Re: Fsfirst/Fsnext question

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 05:17:41 UTC
From: leo@philmds.UUCP
Message-ID: <623@philmds.UUCP>
Source record: 251079

```
In article <566@laura.UUCP> klute@trillian.UUCP (Rainer Klute) writes:
|Hello ST-hackers,
|
|does anyone know about a 'legal' way to do something like this:
|
|
|Routine_A: Routine_B:
|========== ==========
|Fsfirst (...); .
|Fsnext (); .
| . Fsfirst (...);
| . Fsnext ();
|Call_Routine_B (); .
| . .
| . return;
|Fsnext ();

Use Fsetdta(dtabuf); just before each invocation of either Fsfirst() or
Fsnext(); GEMDOS uses the first 21 bytes of the DTA-buffer to keep
track. There is little overhead in the use of this GEMDOS call, since
it merely sets a pointer to 'dtabuf' in the basepage (you could even do
it yourself 8-). Of course Routine_A and Routine_B should each use
their own 'dtabuf'. Note that this 44-byte buffer must be
word-aligned.
I thought that the default DTA-buffer (i.e. if your program does not
set it) is at basepage + 0x80 (yes, writing over your argument string 8-).

Leo.
```

5180. Re: StuffIt on Aladdin/Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 07:26:40 UTC
From: dsmall@well.UUCP
Message-ID: <6926@well.UUCP>
Source record: 251080
Body handling: HTML body converted to readable text

Stuffit has run fine on the Magic Sac for some time. We discovered
that you need Finder 5.3/5.4 and System 3.2, as well as >256K RAM
space (e.g., 512K or 832K Magic Sac option) to make it work, which rules
it out for 512K machine owners (520 ST). Packit has none of these limits,
so it's more compatible with more Magic Sacs.
I've heard several rumours that the Aladdin is now shareware, the authors
have moved on, etc. I'd appreciate it if you could fill me in on the details,
since this is the only service I subscribe to that jumps the "lake" with
such frequency.
Thus, in summary, you don't need to do resource moves to make Stuffit run
under Magic Sac; just use the proper System and Finder. (By the way, if
you have a version of Magic Sac that's < 5.91, it may have a problem running
those Systems and Finders -- best upgrade).

David Small
Gadgets By Small, Inc.
40 W. Littleton Blvd, #310-211, Littleton, CO 80120. (303)791-6098.

5181. Re: To fix or not to fix.

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 07:48:27 UTC
From: KEITH@SYSD.SALFORD.AC.UK
Message-ID: <KW.D6XG.260888@SALF.D>
Source record: 251081

Atari already went down this route once, when the XLs were introduced they weren't 100% compatible with the older machines but they did have RAM located "underneath" the OS ROMS. Various translator disks were produced that turned off the OS in ROM and loaded the older OS into RAM.

When the ST was introduced the OS was on disk but was moved to ROM to save memory in the limited 512K available. With larger memories perhaps its time for a move back to this system at least for intermediate fixes/upgrades and to enable users to load older ill-behaved software.

I, owning a MEGA ST2 with blitter, could use a disk based, pre-blitter OS that would turn off the blitter and give the option of booting other software before attempting to initialise the desktop.

Would the original OS do this ? If so how can I get hold of a copy ? (I haven't seen it in any PD lists). Maybe only a small patch would be needed ?

Releasing new upgrades/fixes this way would have benefits for Atari too. They would have the best chance to sort out any bugs before taking the expensive step of commiting yet another buggy OS to silicon !!

JANET keith@uk.ac.salford.sysd
ARPA: keith@sysd.salford.ac.uk
UUCP: ..ukc!sysd.salford.ac.uk!keith
PHONE: +44 61 737 7010
POST: 3-S, Computer Centre, Salford University, Salford, M5 4WT, U.K.

5182. New Data Pacific Newsletter

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 08:04:18 UTC
From: dsmall@well.UUCP
Message-ID: <6929@well.UUCP>
Source record: 251082

Data Pacific has released a new newsletter in the last few days that deserves a warning. It's full of distortions, half-truths, is misleading, and contains some flat false information. It's going to confuse a lot of people, so I'm trying to spread the word.

For instance, the newsletter contains columns from people who no longer work at dP (most of dP's staff quit in March-April, including me). It talks of a new tech person, "Mike", who does not exist and who always has been a pseduonym for Joel when taking tech calls.

More subtly, the newsletter implies that dP is having me look into a 128K ROM version of the Magic Sac. This is false; I have nothing to do with Data Pacific (except for one contract job -- version 6.1 of Magic Sac, in exchange for a LaserWriter). dP (Joel) agreed long ago to stop using my name to try to sell their products; they've broken their promise.

The newsletter says Dan Moore (dlm@druhi here) "worked overtime" to produce Mover 1.7. The truth is, Dan did Mover 1.7 for a flat $150 fee in July. He was paid by check after dropping off the disk; his bank later told him that Joel *had stopped the check*. In short, dP is selling a version of Mover 1.7 that they flat stole from Dan.

If you appreciate any of the contributions Dan has made to the ST world, such as the Twister disk format, Meg-a-minute backup, Protect desk accessory, and others, you could return him the favor by refusing to buy dP's disk until they remove Mover 1.7 from it, and letting them know why. Dan's had a rough month; he broke his hand recently, and is in a cast to his elbow (any get well cards sent via email would be greatly appreciated), by the way.

In my opinion, Data Pacific is attempting to present an image that things are as they were during the good days, while selling off as much stock as possible, with this newsletter -- then they're getting out. How else to explain them putting Apple's own Switcher and FONT/DA Mover on their "public domain" disk -- other than dP isn't planning on being around long enough for Apple to catch them (and rightfully so; Hertzfeld worked hard on Switcher).

I'd like it made clear I have nothing to do with Data Pacific anymore; I answer dP related questions out of courtesy to my old customers, and nothing more. The same is true for Dan Moore. The tactics Data Pacific is stooping to, in my opinion, to milk a little more money from the Magic Sac before folding up are shoddy in the extreme, and I think it's a shame my name is still associated with this company. Hence, this note.

As for me, I have a new company, Gadgets By Small, Inc, and we're planning on releasing our first product (the Spectre 128) on Sept. 16, at the Atari Glendale Atarifest show. Since dP has broken it's word (again) to give me

access to their customer mailing list, which I built, I can't put out the word about the Spectre 128 upgrade to the Magic Sac except by the networks.

For the record, and to answer a previous questions, I left Data Pacific in March of this year, when it became clear that (a) Joel was not going to honor our agreements, and (b) when I found out the FCC number being put on the Translator units had been forged, and Joel had no plans to ever FCC certify the unit. Believe me, I want no part of trying to slip one past the FCC. (Every Translator unit shipped bears this same false number.) I wouldn't be party to this; neither would Dan, when he heard. (Thanks to our friends from Supra for checking the number at the FCC BBS and telling us what had happened!)

I plan to carry on support of dP buyers with my new company, here and on other networks, as a courtesy to the people who shelled out money for the Magic Sac, but via a new company (Gadgets), as well as "push the envelope" further on Mac emulation with the Spectre 128 product. I don't want to advertise here on the net publicly; please drop me email privately if you're interested (hplabs!well!dsmall or dsmall@well); I don't think the local community would appreciate a few hundred "Yes, please send me info" notes here in comp.sys.atari.st.

Thanks for reading a rather long note; I plead that I'm used to getting paid by wordcount <grin>.

-- Thanks, Dave Small
Gadgets by Small, Inc.

5183. To malloc or not to malloc (was: Another great quote ... errr, Malloc.)

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 11:05:29 UTC
From: leo@philmds.UUCP
Message-ID: <765@philmds.UUCP>
Source record: 251083

In article <467@uvicctr.UUCP> collinge@uvicctr.UUCP (Doug Collinge) writes:
[some lines deleted]...
>Actually, I've always hated the way unix malloc works; too dangerous, you
>see, someone could easily write all over the links, then all hell breaks
>loose especially in a system with no protection. Why not keep the block
>parameters in tables somewhere else? Maybe even The Kernel could keep them
>in Protected Memory and thus have global memory allocation (and fragmentation).
>I digress...

I *LIKE* the Unix malloc(); it is a flexible and portable memory allocator, and if you're not stuck with a too bad implementation it can be pretty fast too (in my shell I use a malloc that resembles the BSD malloc, it is much faster than the one that comes with my - Lattice C - compiler, and it does not fragment memory too badly). Having links in protected memory implies you have to use system calls (which generally does not speed things up).

The chances of writing over a link in the heap are certainly not greater than writing over a char array on the stack, which is probably more dangerous (destroying return addresses & link pointers).

The incorrectness of a destroyed link in malloc *CAN* be checked by the way; not 100% foolproof but much easier than checking a destroyed stack.

If you have chosen for a system without protection you should not complain about some part being insecure while leaving the rest alone. I'd rather have the FAT's and stuff in protected memory; if they get messed up you really are in trouble (disks unreadable at least).

Leo.

5184. ATARI Maintenance needed

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 13:51:12 UTC
From: john@oravax.UUCP
Message-ID: <456@oravax.UUCP>
Source record: 251084

Can anyone provide the name/tel/address of an ATARI repair center somewhere close to the Central NY area. The local Ithaca dealer/repair center went bust and there doesn't seem to be such an outlet very close; we've searched Rochester to Syracuse.
We made a corporate decision several years back to go with these as our basic office machine for both off-line and mainframe access devices. We now find ourselves with lots of down parts from monitors to diskdrive to keyboards. Either we come up with a reasonable repair solution or we make a new and better decision and offer all this junk "for parts."

Thanks in advance

oravax!john@cu-arpa.cs.cornell.edu

5185. A request for Atari ST X Window server info

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 14:20:22 UTC
From: rkl@mva.cs.liv.ac.uk
Message-ID: <1313@mva.cs.liv.ac.uk>
Source record: 251085
Cross-posted to: comp.windows.x,comp.sys.atari.st

I read an article by Ray Anderson (.EXE Magazine, March 1988) a while back
that made reference to a 'server' for the X Window system on the Atari ST.
Does anyone have any further information on this implementation for the
Atari ? Either a posting or direct e-mail to me would be greatly appreciated.

Richard K. Lloyd, **** This is a MicroVAX II running VAX/VMS V4.7 ****
Computer Science Dept., * JANET : RKL@UK.AC.LIV.MVA or *
Liverpool University, * RKL@000010500211.FTP.MAIL *
Merseyside, England, * Internet : RKL%mva.cs.liv.ac.uk@cunyvm.cuny.edu *
Great Britain. **********

5186. CAP

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 17:40:30 UTC
From: U46050@UICVM.BITNET
Message-ID: <8808261949.AA17662@ucbvax.Berkeley.EDU>
Source record: 251086

Date: 26 August 1988 12:31:54 CDT
From: U46050 at UICVM (JOHN ZAFIRIS)
To: Info-Atari16@SCORE.STANFORD.EDU
Subject: CAP

Some time ago a program called CAP (Circuit Analysis Program) was posted to a server and there was some talk about it which peeked my interest. I downloaded the CAP files from (I think it was) Canada but what was there was incomplete: all support files and help files but no program file. It is kinda' like getting all the options but no car. If anybody out there has a copy of the whole CAP package please either send me a copy or post it to a server so we can all get our grubby little hands on it. Thanks... ...John

5187. Re: ibm pc diskettes (LOTS OF DETAIL)

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 17:56:12 UTC
From: apratt@atari.UUCP
Message-ID: <1133@atari.UUCP>
Source record: 251087

In article <5914@gryphon.CTS.COM> freuden@gryphon.CTS.COM
(Ralph Freudenberger) writes:
> I am posting this article for a friend who is as ignorant about
> the atari machine as I am...
>
> Is there software available for the st that will write ibm/pc compatible
> diskettes?
>
> thanx in advance,
>
> freuden@gryphon.cts.com

The ST already uses IBM PC compatible disks. The one restriction is
that the disks must be formatted on a PC, not on an ST. That
restriction is lifted for the new ROMs coming soon to an ST near you
(officially called TOS 1.4).

Be careful when using PC disks, though: if you use one PC-formatted disk
on an ST, then pop it out and insert another one, the ST will NOT
recognize the fact that a new disk is in the drive. The way to be sure
that the ST figures this out is to put an ST-formatted disk in the drive
and access it (get a directory or something) between the two
PC-formatted disks.

If you want to know why this is, read on:

GEMDOS, like all good operating systems, keeps information about a disk
in its private memory. This information includes things like the sizes
of the various parts of the disk, and some of the most-recently used
information. When you change from one disk to another, the OS has to
realize that its memory is out of date -- this is called "media change."

The OS detects that the media MIGHT HAVE changed when you pop the disk
out. If you put the same disk back in, the OS will realize that and
it won't invalidate its memory about that disk.

The trick used is to check the SERIAL NUMBER of the disk. The serial
number is a random 3-byte number written to the disk when it was
formatted. The assumption is that it is highly unlikely that two disks
will have the same serial number, or if they do they will not be used
one after the other.

Unfortunately, the IBM PC doesn't use this same system. Disks formatted
on a PC all seem to have the same serial number, so the OS can't tell
them apart. When you switch from one to another, the OS will merrily
decide that the same disk is in the drive after all.

This business about serial numbers has NOT changed in the new TOS.
However, the desktop has been changed: it has always been true that a
window is open on a drive, you can hit ESCAPE to redisplay the
directory. Now, however, when you hit ESCAPE the Desktop *forces*
the OS to forget what it knew about the disk in the drive and
re-read everything. It *forces* a media change.

As I said before, disks formatted with TOS 1.4 are totally IBM compatible,
and have the added feature of random serial numbers, so these problems
should become more rare.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5188. IBM?DISK?

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 18:30:54 UTC
From: U46050@UICVM.BITNET
Message-ID: <8808261941.AA17519@ucbvax.Berkeley.EDU>
Source record: 251088

A friend recently had the following problem with his disk drive: it would not read semi-standard (10 sector twisted by DCformat) atari disks and would produce a bunch of heiroglyphics for file names etc. When standard IBM disks are used, they work fine. This problem had not cropped up before and is not associated with head allignment (which causes a similar problem on some drives). The drive seems to differenciate between Atari and IBM disks. Is his machine slowly turning into an IBM (dread!) clone? Can this horrible fate be altered or will he start to get INTERNAL STACK FAILURE notices and 64K boundary problems? Any explanation no matter how fanciful is welcome. ...John

5189. NEW NEWSGROUP PROPOSED: rec.games.pc

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 18:33:52 UTC
From: jennifer@jato.Jpl.Nasa.Gov
Message-ID: <87@jato.Jpl.Nasa.Gov>
Source record: 251089
Cross-posted to: comp.sys.amiga,comp.sys.atari.8bit,comp.sys.atari.st

I am proposing a new news group, rec.games.pc for the discussion and exchange of personal computer (not video/cartridge or games available on UNIX/VMS systems) game clues and help. This would include Infocom games, Computer Roleplaying games, graphic adventure games, and any other games available solely for the personal computers. I would also post PC game vendor support messages when I had information pertaining to that. Currently, this discussion goes on in rec.games.misc and various other system based groups. Most games for the personal computers are now ported to most systems, and having a central newsgroup in order to support these games makes sense. This would also allow rec.games.misc to be what it says; namely a group to discuss games that are not covered by other groups, instead of the default repository for PC based games.

This would be an unmoderated group. I would request that when messages contain spoilers, that the word "spoiler" be contained in the subject. When the message contains spoilers that could be based on the actual version of the game, that the version (IBM, Apple, etc) be put in the message.

Please vote by E-mail to the addresses listed in the signature file below. DO NOT POST YOUR VOTES! In order to succeed, there needs to be 100 more yes votes than no votes. The voting can begin today, and end on 9/24/88. I'm directing follow up discussion to rec.games.misc and news.groups.

--
Jennifer Schlickbernd (Lorini) Jet Propulsion Laboratory
jennifer@jato.jpl.nasa.gov or elroy!jato!jennifer@csvax.caltech.edu
CIS: 72466,3413 Voice:(818) 354-8617
"Great leaders are rare, so I'm following myself."

5190. The BREAK program in comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 18:43:07 UTC
From: apratt@atari.UUCP
Message-ID: <1134@atari.UUCP>
Source record: 251090

The author of "break" (L.J.M. de Wit) has committed one of the cardinal sins of TOS programming: he has used the location of an OS private variable in his utility code. He uses the address of GEMDOS's current-process variable. He uses this to follow the parent's-basepage list up, to see if he is about to terminate the Desktop.

Moreover, he doesn't check to see whether he is a second-level interrupt. If the IKBD interrupted some other interrupt (possible but unlikely), this program will crash hard.

Something that fixes both of these problems is to check the stacked SR from the interrupt. If the processor was in User mode, you know (A) it isn't the desktop, and (B) you aren't a second-level interrupt, therefore (C) it's safe to call Pterm when you return.

If it's NOT safe, the ctl-delete should be removed from the queue. That way, it's like it never happened. This means it might take several Ctl-Deletes to stop a process, but the ones that don't stop it also won't do any harm.

I suggest the author take his code apart and look into these changes.. The worst part is the absolute-variable-location problem -- this makes his code ROM-version dependent, and he doesn't even bother to check the version number!

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5191. Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 18:59:16 UTC
From: med@druhi.ATT.COM
Message-ID: <3446@druhi.ATT.COM>
Source record: 251091

I hear through the grapevine that there is what I would
consider a very serious bug in the new BETA ROMS. I can't verify
this myself, but the problem affects the way I use the ST enough
to ask and see if this is really a bug.

I tend to create a number of windows in my desktop.inf
file in which I change the pattern (via an editor) from the standard
. pattern to a known pattern (i.e. for Micro C shell - gemcsh.prg).
This then brings up a window at boot time that has only this entry in
it, so I can quickly start Micro C shell, or Magic Sac, or...

Well, on the new BETA ROMS, the window comes up at usual, but
you *cannot open* the ICON (e.g. it won't execute)! You can select it
(in fact, many times), but it will not execute. In fact, after some
number of clicks, you get 2 bombs and the system reboots.

This is all hearsay, as I couldn't possibly have my own
copy of these ROMs (;-)... But I do feel that this is another case of
fix a few, and create some new - bugs, that is....

Myron Drapal
AT&T Denver
att!druhi!med

P.S. Has anyone else heard of any new bugs introduced in the BETA ROMS?
Are there any (real) BETA testers out there who would like to comment?
Any news from the *official* Atari mouthpieces? Inquiring minds
want/need to know...

5192. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 19:11:52 UTC
From: tainter@ihlpb.ATT.COM
Message-ID: <8625@ihlpb.ATT.COM>
Source record: 251092

In article <3725@polya.Stanford.EDU> rokicki@polya.Stanford.EDU (Tomas G. Rokicki) writes:
>> Don't let the speed issue stop you! It takes about 10-12 minutes for
>> the computer to lay out a 300x300 dpi page for the LaserJet

>Ten to twelve minutes to lay out a single page? Using what?
>I can't believe anything is that slow, on any machine! If
>something takes a minute a page, I get mighty upset; I expect
>most things to run at at least four pages a minute. A simple
>eighty page report would take thirteen *hours* to print at
>10 minutes a page! What gives?

I think you are talking about text dumps to the printer. These it does quite
quickly. This discussion is about graphics.

Ever used a Macintosh laser printer, I got very used to 45-50 minutes
for a moderately simple graphic.

>-tom

--j.a.tainter

5193. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 19:26:02 UTC
From: neff@hpvcla.HP.COM
Message-ID: <4730023@hpvcla.HP.COM>
Source record: 251093

> The REAL question, for those of us without hands-on-experience with the
> HP deskjet is:
> Does it produce a full page of 300dpi graphics, when a 'plain' laserjet
>would scream out of memory and spit out a page with approx 1inch of graphics?
>A laserjet is fairly useless for graphics because of this...
> I don't think the deskjet should do this, as it can control the linefeed
>and wait for more data, and continue printing.... without feeding the same
>sheet through again, and again, and again.

The DeskJet certainly can do a full page of graphics. The fact that DeskJet does not store a page of graphics (requiring 1 Meg of RAM) yet can still do a full page of 300DPI graphics is one reason the DeskJet is cheaper than a LaserJet. It is also the fundamental reason a DeskJet is not 100% LaserJet compatable. LaserJet drivers that send out graphics in a serial fashion going down the page work fine with the DeskJet. Other LaserJet drivers (esp. desktop publishing) which randomly sends graphics out on the page will not work. One common LaserJet "graphics compaction" trick involves continuously twiddling the graphics margins. This trick generally degrades DeskJet performance since whenever graphics margins change the previous graphics must be printed. This can result in printing only a couple of nozzles per pass. The DeskJet supports 2 different data compaction modes that the LaserJet does not support so please, DeskJet users, encourage software vendors to write DeskJet drivers.

I wrote the DeskJet Epson emulation cartridge and landscape cartridge (I had help) firmware and am working on future inkjet technology printers. I just started reading this newsgroup so I have not participated in previous conversations about the DeskJet. If people have any questions about the DeskJet drop me a line, I know the printer inside and out. You will probably hear more from me in other discussions about the DeskJet.

One other factor about the DeskJet. It was designed to be primarily a text oriented device since that is what most people use their printers for. Hence certain tradeoffs were made to improve text performance at the expense of graphics. A page of 300DPI graphics typically takes about 5 minutes. Although this is slower than I would like, I have found many applications take this long to generate a page of 300DPI graphics anyway. I must confess ignorance, however, as to the performance of the atari ST applications and driver.

As a previous poster mentioned, the DeskJet ink is smears badly if you get the print wet. This is in my optinion, the most negative feature of the DeskJet. Despite this, I still use DeskJets at work and home

and find this to not be a real big problem. Fortunately, waterfast ink is the #1 priority of our division that makes the ink cartriges. Much better ink should be available "soon", but I can't give dates or make promises.

Dave Neff
att!hpfcla!hpvcla!neff
(206) 254-8110 x2358

5194. Re: DeskJet

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 19:52:16 UTC
From: neff@hpvcla.HP.COM
Message-ID: <4730024@hpvcla.HP.COM>
Source record: 251094

I have already responded to Tom personally, but I would like to clarify
a few points.

The DeskJet was designed to be a high quality high speed TEXT printer
with high quality graphics capability for occasional graphics needs.
Certain design tradeoffs were made which intentionally optimized for
text applications over graphics applications -- most significantly
the 16K input buffer. If I could replace the 16K input buffer with
a 4K buffer and user the 12K for graphics I could double the graphics
performance. But I can't ...

Atari users tend to be graphics oriented. If the DeskJet meets
your needs, despite its slow graphics performance, great. If
we added a page of RAM, our cost advantage over laser printers would
go down the tubes, and who would buy a DeskJet?

As for font/download incompatabilies between the LaserJet Plus/II
and DeskJet, the DeskJet uses a 600DPI horizontal resolution with
no consecutive dots being fired in order to get optimal text quality.
LaserJet fonts (in a DeskJet) just do not look as good as the tweeked DeskJet
fonts. Moreover, DeskJet fonts use data compaction to put more fonts in less
ROM, the LaserJet does not. This results in font cartridges for
DeskJet that cost about 1/3 as those of the LaserJet and gives
beter print quality than the LaserJet fonts would.

Dave Neff
att!hpfcla!hpvcla!neff

5195. Re: Midi ports

Newsgroup: comp.sys.atari.st
Date: 1988-08-26 22:55:35 UTC
From: edg@squid.rtech.com
Message-ID: <2403@rtech.rtech.com>
Source record: 251095

In article <8808251416.AA06362@stark.LCS.MIT.EDU> cpc@HOLMES.LCS.MIT.EDU writes:
>
>
> About 2 years ago, I bought a 520 ST with a monochrome monitor and 2
> single-density drives. As it turned out here in school, I am mainly
> using it as a terminal. (I use Uniterm.) However, I have a synth
> (a Kawai K1) and a MIDI sequencer (the cheaper of the 2 Dr.T's), and
> would like to use them together.
>
>The problem:
>
> When the ST receives a note (or, probably, anything) through MIDI IN,
> it pipes it through to MIDI OUT. My evidence is that when I hook both
> cables between the ST and the synth, the synth reports that it is
> *receiving* info whenever I play a noth on its keyboard. The sound is
> slightly different, and the number of voices is cut in half (because
> every note is being played twice. This has nothing to do with the
> Dr.T sequencer, because it happens when I just turn on the ST.
>Question:
>
> Does anybody know why this is happening? Does anybody have any
> suggestions for a solution? Any help would be *greatly* appreciated.
> Thanx.
>

Midi in should definately *not* be automatically routed to midi out. Since the atari is not equipped with a midi thru port, most sequencers for the machine allow you to echo midi in to midi out. But, only if you explicitly tell the software to do so.

I think you may be experiencing a problem with your midi cables. I was told when I bought my synth that there was something a bit off with the ports on the atari (I can't remember exactly what it was now) and that the higher quality midi cables were needed. The cheaper cables have a pin or two fused together (or something like that) and won't work correctly with the atari.

-edg-

5196. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 00:03:24 UTC
From: rokicki@polya.Stanford.EDU
Message-ID: <3737@polya.Stanford.EDU>
Source record: 251096

>>> Don't let the speed issue stop you! It takes about 10-12 minutes for
>>> the computer to lay out a 300x300 dpi page for the LaserJet

>>Ten to twelve minutes to lay out a single page? Using what?

>I think you are talking about text dumps to the printer. These it does
>quite quickly. This discussion is about graphics.
>Ever used a Macintosh laser printer, I got very used to 45-50 minutes
>for a moderately simple graphic.

Again, using what? 45 minutes a page? That is simply unusable.
Even full-page 300 dpi graphics shouldn't take more than a couple
of minutes a page, absolute maximum. I repeat, *what* *software*
gives you such poor performance?

-tom

5197. Re: To fix or not to fix.

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 02:14:14 UTC
From: rich@jolnet.ORPK.IL.US
Message-ID: <731@jolnet.ORPK.IL.US>
Source record: 251097

In article <KW.D6XG.260888@SALF.D> KEITH@SYSD.SALFORD.AC.UK (Keith Wolstenholme) writes:
>
>Atari already went down this route once, when the XLs were introduced
>they weren't 100% compatible with the older machines but they did have
>RAM located "underneath" the OS ROMS. Various translator disks were
>produced that turned off the OS in ROM and loaded the older OS into
>RAM.
>

The XL operating systems WERE 100% (or nearly so) compatable with the old OS in the Atari 800/400's. It was the illegal system calls written in by the "Software Engineers" at various
companies that caused all the grief. And what about those cases where you absolutely had to make an illegal system call? There is a quasi-legal way to do it. Check the sources for the XEP-80. If you need more info I can state case after case where the authors of some well known pieces of software have made illegal calls to the OS.

rich andrews

--
Any opinions expressed are my own. Now, for a limited time, they can be yours too, for the incredible price of only $19.95. Simply send $19.95 (in Alterian dollars) to ...killer!jolnet!rich or rich@jolnet.orpk.il.us.

5198. low cost HARDDISK interface

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 02:35:01 UTC
From: V61@DHDURZ1.BITNET
Message-ID: <8808270037.AA23210@ucbvax.Berkeley.EDU>
Source record: 251098

Subject: low cost HARDDISK interface

In his article (9 Aug 88 15:07:47 GMT) icc!jlong@blackbird.afit.af.mil
(Jeffrey K. Long) asked:
>Could someone please post more info on the article in the German magazine that
>told how to hook up a standard XT drive and controller to the ST! Several
>people in my user's group are very interested in this prospect. I understand
> that a circuit board and some driver software are all that is needed. I also
>heard that with some patches the system could now autoboot also. So what's the
>catch other than the fact that you don't have access to your DMA port?
>Is this thing slower than using a Berkley board and Adaptec controller?
>What magazine did it appear in (Name and Issue) and would anyone who reads
>German be willing to translate the article to English? Help!!!!!

The low cost solution mentioned was published in the German magazine "c't"
(Verlag Heinz Heise GmbH & CoKG, D-3000 Hannover, W-Germany)
issue 2/88 p126ff . It uses an OMTI 55xx controller and a small interface
build up of 5 `standard' 74xx ICs. This solution occupies the whole DMA port -
so you have no further access to the DMA port. In issue 5/88 p122ff a ROM
patch was published which allows an autoboot.

Based on the idea of using an OMTI controller I developed another small
interface (9 `standard' 74xx ICs) which does not block the DMA port but
provides drivers for all important DMA port signals. It uses also the OMTI
controller 55xx and I have tested it with two controllers each supporting an
OMTI 5527a with 2 ST277R drives (240 MB in total !). But I haven't tested
the controller with Atari or foreign DMA port devices - in fact I don't
believe that it will work with the Atari laser printer (I have heard that
many other DMA port devices have difficulties with this printer or the
software). But I wanted to keep the port clean for further self build
hardware extentions and not for obscure foreign products.
The controller works with no problems since April 88 - the software (not
identical to that published in c't) consists of a GEMDOS driver,formatter &
utilities, an OS9 driver (real multitasking) & software to access GEMDOS
partitions from OS9 and vice versa. 8 partitions per Harddisk, 2 drives per
controller (up to 8 controllers,...) are supported. The speed is primarily
limited by the operating system (even with Fatspeed) - data transfer rate
with an OMTI 5527a : Interleave 1, 512 Bytes/sector, 26 sectors/track,
60 rpm = 800 kByte/s (There is no hardware to slow down the data transfer
rate !). My favorite solution consits of an OMTI 5527a and 1 or 2 ST277R
(each 65 MB), but I have also used an ST238R (32MB) and an ST251 (40 MB)
with an OMTI 5520a.
So the costs for a 60 MB harddisk are:
selfbuild controller + cabels c 50 DM
OMTI 5527a c 170 DM

Seagate ST277R c 850 DM
---
c 1070 DM c $580
+ Power supply

If there exits an real interest (several requests) I would try to explain my own solution in detail and to post the sources (c200 k), but I won't translate the c't solution (I don't know whether they would agree,...)

In a limited amount I would also be able to produce and send boards for about 20 DM + postage. If there is a real great request I will perhaps snake mail a copy of the layout (2 sided) to a few persons who oblige to distribute this copy to all persons interested in it in their region.

Bitnet: V61@DHDURZ1 Ronald Lamprecht
UUCP: ...!unido!DHDURZ1.bitnet!V61 Theoretische Physik
ARPAnet: V61%DHDURZ1.BITNET@CUNYVM.CUNY.EDU (Heidelberg, West Germany)

5199. Gulam, TSH

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 04:34:05 UTC
From: kbad@atari.UUCP
Message-ID: <1135@atari.UUCP>
Source record: 251099

in article <33.23153006@rubbs1.FIDONET.ORG>, Dave.Douglass@rubbs1.FIDONET.ORG (Dave Douglass) says:
> [...] I want to be able to
> set the tab stops (why is this such a RARE feature in Atari ST
> text editors?)

To set tabs in Gulam, use ^U (universal argument) and enter
the number of columns you want per tab, then hit the [Tab] key.

David Parsons has written a very nice, (and very small!) shell
for the ST called TSH (teeny-shell). If you can find that around
anywhere, check it out. He has also written a shareware VI clone
called LEVEE. I'm not a big VI fan myself, but I've heard good things about
LEVEE. I have used the teeny-shell as well, and it is very nice.
However, I've become hooked on gulam because it suits my environment
perfectly (the built-in terminal emulator and file transfer commands are
ideal for the kind of work I do here). And I like Emacs-style editors ;-).

--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari R&D Software Test/Support | is, like, what _I_ think, okay?
{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

5200. Re: ST command shells

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 12:12:21 UTC
From: daanjj@neabbs.UUCP
Message-ID: <23711@neabbs.UUCP>
Source record: 251100

Dave,

The package you are looking for is called CRAFT. CRAFT contains a very good shell (called "GPshell") and editor (called "STedi"), the last one completely written in assembler (FAST!).

The "GPshell" is almost 100% csh compatible. It is even possible to use a slash as the default path separator! History, commandline editing with cursor keys, I/O redirection, pipes, aliases, REAL pattern matching, filename completion, if-then-else, foreach, switch: GPshell has it all. Plus a lot of utilities: an integrated make, format, time, built-in ramdisk & disk cache, fgrep, etc etc.

One of the (many) excellent features of "STedi" is a very powerful and flexible tab handler. You can set tabs anywhere you want (for example tab stops at position 4, 6, 9, 15, 30 & 40). There is also a command to replace spaces by tabs or vice-versa. Using a special FORTRAN wrap-line mode, it is even possible to let STedi automatically insert the continuation character this language needs.

CRAFT comes with an extensive manual (in english, over 600 pages) and costs Fl 395,- (about $200). The manufacturer is:

ComMedia
Leidsekade 98
NL-1017 PP Amsterdam
The Netherlands
tel. 020-231740

Daan Josephus Jitta (neabbs!daanjj@telmail.uucp)

Disclaimer: I have nothing to do with ComMedia, I'm only a VERY satisfied beta tester.

5201. Re: C++

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 13:26:00 UTC
From: KLF1305@TAMVENUS.BITNET
Message-ID: <8808271326.AA04737@ucbvax.Berkeley.EDU>
Source record: 251001

On porting gcc to the ST, specifically about the 32 bit ints, I believe that Lattice uses 32 bit ints, which is why it is slow compared to the other compilers on the market. I am not sure I would want to try to do something as massive as gcc with Lattice C, though.

Kelly Fergason

5202. Re: To Fix or Not To Fix (Really: applying patches to OS)

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 15:28:29 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <656@uhnix2.uh.edu>
Source record: 251002

Perhaps the most confusing point about your posting is calling a LINE A *exception* a *TRAP* call. All 680x0 boxes have *TRAP* vectors staring at HEX $50. The ST actually uses LINE F for GEM calls, and LINE A for low level screen BLT routines.

Of course, Motorola specificaaly reserved LINE F for math calls in the 68881 I believe.

But teh original intent of your message, in other words, document location and a method for returning and changing these locations, would be a nice touch. I believe tho, if you pass an illegal function number to one of the trap handlers (1, 13, 14) you get a pointer to the function table in A0. This is not documented that I know of, and is more or less a side-effect of passing an illegal function number. Of course, it is trivial at this point to get a pointer to the desired routine, but nothing is standardized then.

- mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

5203. Laser printer performance

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 18:48:02 UTC
From: to_stdnet@stag.UUCP
Message-ID: <572@stag.UUCP>
Source record: 251003

From: thelake!steve@stag.UUCP (Steve Yelvington)

rokicki@polya.Stanford.EDU (Tomas G. Rokicki) writes...

> >>> Don't let the speed issue stop you! It takes about 10-12 minutes for
> >>> the computer to lay out a 300x300 dpi page for the LaserJet
>
> >>Ten to twelve minutes to lay out a single page? Using what?
>
> >I think you are talking about text dumps to the printer. These it does
> >quite quickly. This discussion is about graphics.
> >Ever used a Macintosh laser printer, I got very used to 45-50 minutes
> >for a moderately simple graphic.
>
> Again, using what? 45 minutes a page? That is simply unusable.
> Even full-page 300 dpi graphics shouldn't take more than a couple
> of minutes a page, absolute maximum. I repeat, *what* *software*
> gives you such poor performance?
>
> -tom

This whole conversation reflects the basic public misunderstanding of laser printers. They are not fast; they just sound that way.

It's not the software. It's the combination of the interpreted page description language, hardware bottlenecks, and the way complex graphics are drawn, redrawn and redrawn again as the image is built in the laser printer.

If you pick up your daily newspaper, you probably will find an informational graphic produced on a Macintosh with a LaserWriter, Varityper VT600 or Linotype laser typesetter.

A weather map, for example, may contain HUNDREDS of graphic objects, many hidden under subsequent layers as the map is modified. Even though these layers are not shown, they still exist, and they still are converted into a page-description language, transmitted to the lasersetter over a maddeningly slow serial connection, and reconstructed in a new bitmap by the CPU in the laser device.

If the image requires a type font that is not resident in the laser device, the entire font description -- encoded in the page-description language -- has to be downloaded from the computer or file server. (The VT600 has its own hard drive, which speeds things up somewhat.)

Obviously, all these conversions and reconstructions are going to take more time than simply dumping a 300dpi bitmap directly to the laser controller.

That's why the Atari laser printer (this is the Atari conference, isn't it?) is so much faster. The GDOS printer driver creates the new image directly in the Mega's RAM from the GEM internal description, and the image is stuffed out the DMA port and into the laser printer.

OK, so why isn't the world beating down Atari's door?

* "Everybody knows" Atari only makes toy computers.

* The typefaces currently available for the ST/Mega range from poor to horrible. They are simply not up to publication standards.

* The software available for the Atari is only beginning to move into the "marginally acceptable" range. Consider: Timeworks Publisher vs. Quark X-Press; Migraph vs. Adobe Illustrator; ??? vs. Cricket Graph.

* The Atari cannot import standard clip art graphics (available on CD-ROM from several services), which are intended for Macintosh and/or PostScript-based programs. I work in the newspaper industry, which has settled on the Mac standard. Graphics from the AP, Knight-Ridder, Newhouse, etc., can not be "massaged" on the Atari.

* The Atari laser printer works on one machine. Any shop big enough to have a laser in the first place is likely to have three or four computers. Where is Atari's answer to Appletalk? Ethernet? Tops/NFS? Atari only has "sneakernet" and modems.

* You have to hire a native guide to find an Atari dealer.

| thelake!steve@stag.UUCP / ...rosevax!pwcs!stag!thelake!steve
| Steve Yelvington/1392 Brandlwood Rd./White Bear Lake MN 55110 USA
| "A member of STdNet -- to join, send mail to ftg!dwm@stag.UUCP"

5204. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 20:58:43 UTC
From: srmaster@phoenix.Princeton.EDU
Message-ID: <3549@phoenix.Princeton.EDU>
Source record: 251004

In article <3725@polya.Stanford.EDU> rokicki@polya.Stanford.EDU (Tomas G. Rokicki) writes:
>> Don't let the speed issue stop you! It takes about 10-12 minutes for
>> the computer to lay out a 300x300 dpi page for the LaserJet
>Ten to twelve minutes to lay out a single page? Using what?
>I can't believe anything is that slow, on any machine! If
>-tom

10-12 minutes is perfectly reasonable for, say, a 512 by 512 greyscale
image being sent to a LaserWriter via PostScript. The dithering, etc.
just takes a while.

5205. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 21:21:18 UTC
From: engst@batcomputer.tn.cornell.edu
Message-ID: <6131@batcomputer.tn.cornell.edu>
Source record: 251005
Cross-posted to: comp.sys.atari.st,comp.sys.mac

In article <3737@polya.Stanford.EDU> rokicki@polya.Stanford.EDU (Tomas G. Rokicki) writes:
>>I think you are talking about text dumps to the printer. These it does
>>quite quickly. This discussion is about graphics.
>>Ever used a Macintosh laser printer, I got very used to 45-50 minutes
>>for a moderately simple graphic.
>
>Again, using what? 45 minutes a page? That is simply unusable.
>Even full-page 300 dpi graphics shouldn't take more than a couple
>of minutes a page, absolute maximum. I repeat, *what* *software*
>gives you such poor performance?

I have waited close to an hour for a page of CricketDraw graphics with lots of neat Postscript effects on them. It wasn't pleasant waiting (I was under a deadline) but it did look quite nice when it finally came out. Definately not a speed demon, Postscript. I think some company makes some sort of speedup program that is quite a lot faster than Postscript. But I'm talking about page description languages, not the speed of the laser printer. I think the LaserWriter is rated at 6 pages/minute. What is the DeskJet rated at (whatever the comparison factor might be)? Also, does anyone know if a DeskJet can be easily connected to a Mac with good drivers to take advantage of its capabilities (I don't really want to emulate an Epson FX-80 too often any more)?

Adam

--
Adam C. Engst engst@tcgould.tn.cornell.edu
pv9y@cornella.bitnet
"If it's not interactive, it's not fun."

5206. Re: Publishing Partner Amateur

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 22:19:21 UTC
From: silvert@dalcs.UUCP
Message-ID: <2996@dalcs.UUCP>
Source record: 251006

In article <28.230E70ED@rubbs1.FIDONET.ORG> Robert.Lisowski@rubbs1.FIDONET.ORG (Robert Lisowski) writes:
>The release of PPP that they shipped is NOT THE FINAL RELEASE!!!
>
> IT IS A SNEAK PREVIEW!!!!!
> THEY SAID IT WOULD NOT WORK!!!!!
> EVERYBODY KEEP YOUR PANTS ON!!!!
>I can't understand WHY there are so many people out there who think
>this is the ACTUAL PRODUCT. IT IS NOT, and THEY SAID SO.

I have heard several reports that there are discussions on US networks along the line of Lisowski's remarks. Well, They told me that they wouldn't charge me until they shipped the product, but they billed me in June for a "Sneak preview" that I don't want that was shipped in August. I am only interested in working versions. The literature enclosed with the shipment did NOT say that "it would not work", although it acknowledged a few bugs.

I really like PP, so I will wait and pray, but what they told me is not what they told Lisowski.
--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN: biomel@cs.dal.CDN BITNET: bs%dalcs@dalac.BITNET

5207. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 22:52:50 UTC
From: tainter@ihlpb.ATT.COM
Message-ID: <8636@ihlpb.ATT.COM>
Source record: 251007

In article <3737@polya.Stanford.EDU> rokicki@polya.Stanford.EDU (Tomas G. Rokicki) writes:
>>Ever used a Macintosh laser printer, I got very used to 45-50 minutes
>>for a moderately simple graphic.

>Again, using what? 45 minutes a page? That is simply unusable.
>Even full-page 300 dpi graphics shouldn't take more than a couple
>of minutes a page, absolute maximum. I repeat, *what* *software*
>gives you such poor performance?

Adobe postscript, running on the laser printer (68000).

>-tom

--j.a.tainter

5208. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-27 23:33:40 UTC
From: fry@husc8.HARVARD.EDU
Message-ID: <292@husc6.harvard.edu>
Source record: 251008
Cross-posted to: comp.sys.atari.st,comp.sys.mac

In article <6131@batcomputer.tn.cornell.edu> engst@tcgould.tn.cornell.edu (Adam C. Engst) writes:
>In article <3737@polya.Stanford.EDU> rokicki@polya.Stanford.EDU (Tomas G. Rokicki) writes:
>>Again, using what? 45 minutes a page? That is simply unusable.
>>Even full-page 300 dpi graphics shouldn't take more than a couple
>>of minutes a page, absolute maximum. I repeat, *what* *software*
>>gives you such poor performance?
>
>I have waited close to an hour for a page of CricketDraw graphics with lots
>of neat Postscript effects on them. It wasn't pleasant waiting (I was under
>a deadline) but it did look quite nice when it finally came out. Definately
>not a speed demon, Postscript.

While PS is not the fastest language in the world, it's very easy for people and programs using it to slow it down unneccesarily with font changes and rotations that could be avoided with better planning. I have no idea if this is what Cricket does, but some programs will draw a string of text in font A, draw a string in font B, and then go back to font A, etc. It's better to do all your work in font A and then do all the work in font B, etc, saving a lot of calculations.

I know people yell about PS's speed a lot, but the LaserWriter can print a full page 256 grayscale halftone image in a few minutes, so it can't be all bad.

David Fry fry@huma1.harvard.EDU
Department of Mathematics fry@harvma1.bitnet
Harvard University ...!harvard!huma1!fry
Cambridge, MA 02138

5209. Midi Cables

Newsgroup: comp.sys.atari.st
Date: 1988-08-28 00:16:39 UTC
From: Robert.Lisowski@rubbs1.FIDONET.ORG
Message-ID: <35.2317D326@rubbs1.FIDONET.ORG>
Source record: 251009

I use Radio Shack cat # 42-2151 ($4.99) six foot DIN patch cords as MIDI cables. They are 5 pin, and each pin is independent, just fine for MIDI cables. Of course, if you need longer cables, you can buy the connectors alone, but the 5 conductor shielded wire is not available at Radio Shack.

People experiencing problems with their midi ports should try these cables to make sure it's not a cable problem. Some MIDI cables are cheap, and the pins are not always independent. Hope I save someone a trip to the repair center.

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

5210. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-28 00:50:58 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <657@uhnix2.uh.edu>
Source record: 251010

```
In article <12@usl-pc.usl.edu> jpdres13@usl-pc.UUCP (John Joubert) writes:
>In article <535@skywest.UUCP> brenes@skywest.UUCP (Erasmo Brenes) writes:
>>... If the Shifter expects the video ram to start at 32K boundaries,
>>then how do I get MWC, or any C program to allocate a 32Kb buffer starting in
>>a 32Kb boundary in an efficient manner? An initial thought was to use Malloc()
>>to allocate 64Kb and then only use the 32Kb which start in a 32Kb boundary,
>>but this method is too wasteful. There's got to be a better way, isn't there?
>
>-------------------------
[deleted
lines of
text]
>
>Here is how I find a 256 byte boundary to put in a screen.
>
[ deleted
lines of
'C' code ]
> /* On a 256 byte boundary. */
> work_scr=(char *)( (long)(blk=malloc(32768L)) & 0xffffff00 )+0x0100;
>
[ More deleted stuff ]
>Hope this helps,
>-------------------------------------------------------------------------
>John Joubert | /\ | /\ | _
>jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
>ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
>GEnie: J.JOUBERT | \/ \/
>-------------------------------------------------------------------------

Dear John,

There is really one little problem with the code you have written, that being if
the block you Malloc is just one byte past a 256 byte boundary, then you will
be wasting 255 bytes, therefore you will need to Malloc at least (32K+255) to
insure that you have at least enough memory to draw a full screen in. Other-
wise you will be overwriting memory which is not yours (a discussion of which

there has been an abundance of these days :-).

- Mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
```

University Atari Computer Enthusiasts : University of Houston UACE

5211. Re: To Fix or Not To Fix (Really: applying patches to OS)

Newsgroup: comp.sys.atari.st
Date: 1988-08-28 06:55:39 UTC
From: leo@philmds.UUCP
Message-ID: <772@philmds.UUCP>
Source record: 251012

In article <656@uhnix2.uh.edu> uace0@uhnix2.UUCP writes:
[some lines deleted]...
>But teh original intent of your message, in other words, document location and
>a method for returning and changing these locations, would be a nice touch.

This is also simple to implement. Just keep the tables in RAM.

>I believe tho, if you pass an illegal function number to one of the trap
>handlers (1, 13, 14) you get a pointer to the function table in A0. This is
>not documented that I know of, and is more or less a side-effect of passing
>an illegal function number. Of course, it is trivial at this point to get
>a pointer to the desired routine, but nothing is standardized then.

If you use more than one patch, using the original vector in ROM will
fail (the first patch applied will never be executed).

The method I use is simple and 'patch-compatible': save the old vector
(of the trap) in your resident program. Anything that this program
shouldn't handle (most things) are vectored through the old vector.
This might be just a little bit slower (in the old code the function
number parameter gets checked again and so) but it allows for more than
one patch. It is also less likely to get into trouble with new ROM
releases - it's probably not even documented that there IS a function
table (although my ROM also passes your A0 test 8-).

Leo.

5212. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-28 16:42:45 UTC
From: leo@philmds.UUCP
Message-ID: <773@philmds.UUCP>
Source record: 251013

In article <657@uhnix2.uh.edu> uace0@uhnix2.UUCP writes:
>In article <12@usl-pc.usl.edu> jpdres13@usl-pc.UUCP (John Joubert) writes:
[lines deleted]...
>> /* On a 256 byte boundary. */
>> work_scr=(char *)((long)(blk=malloc(32768L)) & 0xffffff00)+0x0100;
[lines deleted]...
>Dear John,
>
>
>There is really one little problem with the code you have written, that being if
>the block you Malloc is just one byte past a 256 byte boundary, then you will
>be wasting 255 bytes, therefore you will need to Malloc at least (32K+255) to
>insure that you have at least enough memory to draw a full screen in. Other-
>wise you will be overwriting memory which is not yours (a discussion of which
>there has been an abundance of these days :-).

I thought we had all this Video Ram discussion in various flavours a
few months ago (maybe you lucky people have vacations that long 8-).
Alignment on a 256 byte boundary automatically implies there is a
worst-case waste of 255 bytes. You cannot avoid that. John's code is
correct however (maybe not intentionally), since a screenful amounts to
32000 bytes, not 32K. So a Malloc of 32256 is in fact satisfactory, and
hence certainly John's 32768.

B.T.W. What I've seen from the initialization of the screen memory seems
to imply that the start of the physical screen is always taken to be
physical RAMtop minus 32K. So there's always a waste of 768 bytes at the
top of RAM. To be used whatfor? A program? Some data? Any suggestions?

Leo.

5213. [No longer about] Re: C++

Newsgroup: comp.sys.atari.st
Date: 1988-08-28 18:22:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880828182218.1.JRD@MOA.SCRC.Symbolics.COM>
Source record: 251014

Date: Sat, 27 Aug 88 08:26 CDT
From: <KLF1305%TAMVENUS.BITNET@Forsythe.Stanford.EDU>

On porting gcc to the ST, specifically about the 32 bit ints, I believe that Lattice uses 32 bit ints, which is why it is slow compared to the other compilers on the market. I am not sure I would want to try to do something as massive as gcc with Lattice C, though.

Why bother with Lattice? GCC can and does compile itself.

5214. Laser speed

Newsgroup: comp.sys.atari.st
Date: 1988-08-28 20:26:18 UTC
From: rokicki@polya.Stanford.EDU
Message-ID: <3758@polya.Stanford.EDU>
Source record: 251015

Laser printers are not slow. Adobe PostScript is no speed deamon, but neither can you blame it for 45-minute print times. If your application cannot get pages out at two minutes a page, there is something wrong with your application.

There are four main reasons presented for the slow speed of laser printers: interpreter overhead, font downloading, graphics downloading, and the serial interface bottleneck.

The interpreter is not super fast (c'mon, Adobe, bind is only half way! Give us a modern forth if you're going to stick us with forth.) But neither is it slow. If you are doing something with the interpreter, you had better have a good reason for it. Don't calculate in the print engine! Use short procedure names for the procedures you use a lot! bind/def when you can. Now, my engine is a QMS PS-810A, which is much faster than a stock LaserWriter, but even the LaserWriter isn't that slow. The PostScript engine is actually quite fast at rendering. I say, if the interpreter is your bottleneck, either you are plenty fast (a minute a page or less) or your application is abusing PostScript.

I'll look at serial interface speeds next. If your printer is restricted to a serial interface, and that at 9600 baud, bitch loudly to your printer manufacturer; they've rooked you. The assholes have really rooked you. You want a parallel interface at least, or, if your computer is up to it, a SCSI or better interface. There is no reason to build a laser printer with just a serial interface, Apple notwithstanding; that one move alone has probably cost more man-hours in waiting for all the people using LaserWriters on parallel-capable machines than they could possibly have saved in engineering and parts costs. Shit, one reason the QMS PS-810A is so preferred is because of that parallel interface! And Adobe, give us a better binary tranmission standard than hex; try something like uuencode-format (with graves in place of spaces) with special characters maybe to indicate run encoding. The printer can eat that up as fast as hex, and you'll save a lot of time for everyone involved.

Graphics is next. If your application includes some heavy graphics, you will be penalized, but in seconds, not minutes! The PostScript engine can draw many, many vectors per second, and it doesn't suck at halftones either. Maybe your software is spending all of its time scaling coordinates? That's what the damned PostScript engine is good for! I routinely draw graphics with hundreds of edges and labeled vertices; they

print plenty fast. 640x400 grey-scale graphics take maybe a minute each. No 45-minute waits here!

The most difficult issue is fonts. Resident fonts are almost free, except the first time you use them before they exist in the cache. (If you use enough fonts to overflow the cache, you probably need to reconsider your typography.) Non-resident soft fonts are a different story. But if you use these, you should download them once at the beginning of each day (or whenever you power-cycle the printer) and *bam* they are resident. Buy another megabyte of memory for your printer if you need to do so. At 50K a font, they will take a minute or so to download, but that's only done *once*.

You've got too many soft fonts? Well, your software should be able to deal with that; it can query the printer to see if the font has already been downloaded, and if not, download it. Once. Simple enough.

Maybe I'm spoiled. But if I had a software package that took ten minutes to print a single page, I'd return it. And buy something that works.

-tom

5215. Re: To Fix or Not To Fix (Really: applying patches to OS)

Newsgroup: comp.sys.atari.st
Date: 1988-08-28 21:46:33 UTC
From: gert@nikhefh.hep.nl
Message-ID: <533@nikhefh.hep.nl>
Source record: 251016

In article <169@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <530@nikhefh.hep.nl>, gert@nikhefh.hep.nl (Gert Poletiek) writes:
>> If Atari would do things this way (and I doubt there is any look/feel
>> involved) you could easily work with different versions of Malloc() in the
>> same system.
>
>Gert, you have missed the point. You can easily patch GEMDOS, BIOS, or
>XBIOS functions on the ST - the new routine saves the original trap
>address, installs itself as the trap handler. Whenever it is called, it
>checks to see if the function number is the one it handles, and if not,
>passes the call off to the original vector. This can be done via a
>program in the \AUTO folder, even.
>
>This is not quite as elegant as the Line A trap, but it does work, and
>the Line A & F traps were designed for other reasons. On the '020 and
>'030, Line A opcodes are MMU ('851 for the '020, built-in on the '030)
>instructions, and Line F opcodes are FPU ('881 or '882) instructions.
>
>--
> {hpda, uwmcsd1}!sp7040!obie!wes
> "Happiness lies in being priviledged to work hard for
> long hours in doing whatever you think is worth doing."
> -- Robert A. Heinlein --

NO NO NO NO NO NO, installing a trap handler is exactly what I DON'T want
to happen. I pointed out already several times that when one bug is fixed,
one extra traphandler is installed, when two bugs are fixed two extra trap
handlers are installed, and so forth.

All these trap handlers checking for the correct system call number to fix
take TIME. Fixing things in a way a la the Mac does not take ANY extra time.

Bugs are generally not discovered all at the same time. So its reasonable to
assume that several fix files would be present. Installing these by taking
the original 68000 trap handler over just takes too much time while
performing lots of system calls.

Gert Poletiek

NIKHEF-H, Dutch National Institute for Nuclear and High Energy Physics
Kruislaan 409, P.O.Box 41882, 1009 DB Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!nikhefh!gert
bitnet: nikhefh!gert@mcvax.bitnet, U00025@hasara5.bitnet

From september 1st 1988:

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

5216. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-08-28 22:23:46 UTC
From: poole@forty2.UUCP
Message-ID: <447@forty2.UUCP>
Source record: 251017

In article <3446@druhi.ATT.COM> med@druhi.ATT.COM (Myron Drapal) writes:
>
[Description of a bug in the beta test version of the new TOS deleted]

Now come on, what do you expect from a version of a OS that is in beta-test?
-> It has bugs! <-
(why would one do a beta-test otherwise?)

What you should do: is to make sure whoever told you, reported the bug
back to Atari with their new SPR system (which incidentlly works very
well, a lot better than a few other companies I know about....).

>P.S. Has anyone else heard of any new bugs introduced in the BETA ROMS?
> Are there any (real) BETA testers out there who would like to comment?
> Any news from the *official* Atari mouthpieces? Inquiring minds
> want/need to know...

As you know beta-testers are NOT allowed to comment on the testing,
while I did not sign a formal agreement, I have no intention of
breaking my promise to keep my mouth shut.

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

5217. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-28 23:40:15 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <8526@cup.portal.com>
Source record: 251018

So what about the SLM804 (or whatever number) the Atari Laser printer that uses the ST's DMA Bus? I have seen it do 5 second screen dumps. But what does it do with something like EasyDraw or Timeworks DTP? Do things which use GDOS to drive the laserprinter go any faster (Atari could sell a lot more systems if their ad went "What takes 45 minutes on brand X takes only 2 minutes on an ST". But does anyone have experience?

5218. Re: I need Binhex in MAGIC format

Newsgroup: comp.sys.atari.st
Date: 1988-08-28 23:49:02 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <8527@cup.portal.com>
Source record: 251019

The latest versions of Stuffit have BINHEX built in. You may be able to get it by calling a Mac BBS and using the mover or transverter to get it onto a magic format disk. Data Pacific now offers a Magic PD disk which probabaly has something that can handle it.

5219. installing mwc C 3.0 on 1040ST with 1 ds/dd drive

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 00:17:48 UTC
From: btb@ncoast.UUCP
Message-ID: <12309@ncoast.UUCP>
Source record: 251020

i would appreciate hearing about experiences with installing
mwc C 3.0 upgrade on a 1040 ST system with 1 ds/dd drive (and NO
hard drive). my current version is 2.0.1. the v3.0.1 upgrade program
doesn't seem to be able to handle a 1 drive system.
thanks.

--
Brad Banko
Columbus, Ohio
(formerly ...!decvax!cwruecmp!ncoast!btb)
btb%ncoast@mandrill.cwru.edu

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

5220. UniTerm Kermit to VAX

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 00:51:49 UTC
From: rob@raksha.eng.ohio-state.edu
Message-ID: <538@accelerator.eng.ohio-state.edu>
Source record: 251021

Some time ago, some people wrote:
> [UniTerm has trouble Kermit-ing with a VAX]

I thought I'd mention that so far (fingers crossed, knocking wood)
I've had no trouble at all, including a night where I uploaded just
shy of 600K worth of files. I am using UniTerm v2.0.6 on an Atari
1040 STf, nov 85 ROMs, and talking to a VAX 11-785 running VAX/VMS 4.5
using Kermit-32 version 3.1.066, everything in default settings. I
should also mention that all files were ASCII, not binary.

Rob Carriere

5221. New Atari Advertising!

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 00:57:40 UTC
From: bruce@ektools.UUCP
Message-ID: <1415@ektools.UUCP>
Source record: 251022

In the 9/88 issue of Personal Publishing Magazine, on pages 34-35, there appears a very attractive 2-page full color ad for the Mega ST series - and it's aimed at the desktop publishing market - not to hobbyists or Atari enthusiasts. It's gratifying to see that Atari is finally getting the word out.

By the way, in the same issue there is a review of all the desktop publishing software available for the ST and the Amiga. There are suppose to be two more articles in a series about Atari and Amiga DTP.

Bruce D. Nelson | UUCP: ...!rutgers!rochester!kodak!hawkeye!nelson
Eastman Kodak Company | Voice: 716-726-7890
901 Elmgrove Road | Company Mail: Dept 407 Distributed Systems Services
Rochester, NY 14653-5219 |

5222. Fsfirst/next and lineA question

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 00:57:45 UTC
From: rob@raksha.eng.ohio-state.edu
Message-ID: <539@accelerator.eng.ohio-state.edu>
Source record: 251023

Some people had a discussion on Malloc/Fsfirst(next)/40folders from which I inferred that after doing Fsfirst you should always Fsfnext until failure, or you will leave a permanently allocated buffer in your wake. Is this correct? If not, what is the truth? Are there other allocation fee-churs like this?

Second question: is there a way to get docs on the lineA functions, other than becoming a registered developer (that'd be a joke!)? If so, how. If not, why not?

Thanks,
Rob Carriere

5223. Re: Desktop bug?

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 02:46:12 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <5342@killer.DALLAS.TX.US>
Source record: 251024

```
In article <1128@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
:: Cancelling from the "No disk in drive ..." alert box causing a reboot
:: is probably related to the other cancel and reboot bug (occasionally
:: would happen when you cancelled from the file selector).
:: It doesn't happen in TOS 1.4.
:: --
:: Ken Badertscher | Hey, umm, the stuff I said up there
:: Atari R&D Software Test/Support | is, like, what _I_ think, okay?
:: {portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

Say, what is TOS 1.4 (what are the names of 1.0 through 1.3, too?). Is
this the new beta-->released version?

Charles Marslett
chasm@killer.dallas.tx.us
```

5224. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 04:08:00 UTC
From: acn@caen.engin.umich.edu
Message-ID: <3e240a41.129dc@blue.engin.umich.edu>
Source record: 251025

We have all of the files of John's GCC port here, available for ftp. Ftp to 35.195.16.2 (euterpe.math.lsa.umich.edu), sign in as ftp and give a password. After that, cd to atari. There should be a lot of stuff there including all of the GCC files. Feel free to take anyting that's there. The programs are free, but use of the machine isn't. You must send us new files for the archives we're setting up. Alright, so you don't *have* to, but we'd appreciate it. We're still looking for nethack and gnuchess and all of the other "K-K001" ports that everyone hs been bragging about.

Also there is diff.arc and patch.arc also uploaded to us by John Dunning.

Jon Brode -- dyer@math.lsa.umich.edu
Moderator of PC7, President of WAUG

5225. Re: ibm pc diskettes (LOTS OF DETAIL)

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 04:10:17 UTC
From: med@druhi.ATT.COM
Message-ID: <3451@druhi.ATT.COM>
Source record: 251026

In article <1133@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> In article <5914@gryphon.CTS.COM> freuden@gryphon.CTS.COM
> (Ralph Freudenberger) writes:
> > I am posting this article for a friend who is as ignorant about
> > the atari machine as I am...
> >
> > Is there software available for the st that will write ibm/pc compatible
> > diskettes?
> >
> > thanx in advance,
> >
> > freuden@gryphon.cts.com
>
> The ST already uses IBM PC compatible disks. The one restriction is
> that the disks must be formatted on a PC, not on an ST. That
> restriction is lifted for the new ROMs coming soon to an ST near you
> (officially called TOS 1.4).

Other stuff removed...

>
> As I said before, disks formatted with TOS 1.4 are totally IBM compatible,
> and have the added feature of random serial numbers, so these problems
> should become more rare.
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Well, Allan, I really hate to rain on your parade again, but this stuff
about the new format being compatible with the PC is just not true...
At least not in the BETA ROMS... I have a disk formatted by the new
BETA ROMS, and though the PC just doesn't barf on it like the old format
used to (e.g. Sector not found), the PC does not like the root directory
at all. CHKDSK reports "XXX clusters lost", where XXX is the number
of clusters used by the files. In short, this still doesn't work. I
suspect that this is just another problem relating to the boot sector,
but I haven't had the time to look at it yet.

I also have been able to determine that disks formatted on the PC
read/write properly with the BETA ROMs though, so all is not lost.
But it really isn't all that much better than before.

Myron Drapal
AT&T Bell Laboratories
Denver

att!druhi!med

5226. Re: Laser speed

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 08:45:35 UTC
From: brad@looking.UUCP
Message-ID: <1988@looking.UUCP>
Source record: 251027

In article <3758@polya.Stanford.EDU> rokicki@polya.Stanford.EDU (Tomas G. Rokicki) writes:
>PostScript engine is actually quite fast at rendering. I say, if
>the interpreter is your bottleneck, either you are plenty fast
>(a minute a page or less) or your application is abusing PostScript.
>.....
>Maybe I'm spoiled. But if I had a software package that took
>ten minutes to print a single page, I'd return it. And buy
>something that works.
>-tom

I found this article quite funny. The software I have always used
has always printed nicely formatted text at around 6 pages per minute.
(In this case, that is the speed of the LaserJet.)
While I would certainly toss anything that took several minutes to print
a page, I would also do that with anything that took a minute. I find
it incredible that people put up with this sort of thing.

There's no reason you can't have nice typeset text as fast as the printer
can output it. The only reason is badly written software that was never
tested properly for speed. There's little excuse for that.

I guess none of you are contemplating buying the Panasonic laser partner
for the 11 pages per minute. You wouldn't have anything to do with it.

--
Brad Templeton, Looking Glass Software Ltd. -- Waterloo, Ontario 519/884-7473

5227. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 09:52:44 UTC
From: MARKS@HDETUD53.BITNET
Message-ID: <8808290952.AA04559@ucbvax.Berkeley.EDU>
Source record: 251028

A recent posting describes a way to fix StuffIt so that it will work on your Magic Sac. There is an easier way. Just get UnStuffit 1.40. It works fine, although it's predecessor didn't.

If you need to Stuff as well as UnStuff, I would suggest that you try Stuffit 1.40A, which is kicking around. Again, earlier versions didn't work, and, while I haven't tried it, I would guess that it's pretty similar to the latest UnStuffit. Both of these programs were posted to MACSERVE in around April.

Roger
MARKS@HDETUD53.bitnet

5228. megaproblems

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 10:15:00 UTC
From: VDKOOIJ@HDETUD5.BITNET
Message-ID: <8808291336.AA07462@ucbvax.Berkeley.EDU>
Source record: 251029

Hello,

we have mega-problems using the cartridge port on our MEGA ST2 and we think it is a common problem for all MEGA's with a boardrevision higher than revision 4. We use the cartridge/ROM-port to read data from an ADC to digitize satellite WEFAX-pictures from METEOSAT. The soft- and hardware works fine on a MEGA ST2 with a revision-4 board or a 1040STf, but it crashes (with 4 bombs) on any MEGA ST2 with a revision-5 board.

Our dealer (ECD delft) and ATARI Benelux (Netherlands) couldn't help us (yet?), so we would like to ask if there is somebody on this net with enough inside knowledge to help us.

Aad & Jos

@@@

5229. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 11:29:57 UTC
From: wallmann@quando.UUCP
Message-ID: <578@quando.UUCP>
Source record: 251030

>B.T.W. What I've seen from the initialization of the screen memory seems
>to imply that the start of the physical screen is always taken to be
>physical RAMtop minus 32K. So there's always a waste of 768 bytes at the
>top of RAM. To be used whatfor? A program? Some data? Any suggestions?
>
> Leo.

A certain resident RAMdisk makes use of that area (and maybe some bothersome
virusses as well.)

5230. digest 352-355 + 359 missing

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 13:32:17 UTC
From: XBR3D815@DDATHD21.BITNET
Message-ID: <8808291333.AA07433@ucbvax.Berkeley.EDU>
Source record: 251031

Hello netlanders!

Recently i posted an article how to fix a fading SM124. Unfortunately the digests where my article should have appeared never arrived here. So i have only seen only one response and i don't know if someone perhaps had a better idea. Would some kind soul please send me the missing digests ?
Missing are #352-355 and #359.

Many thanks.
Werner Braun xbr3d815 @ ddathd21.bitnet

5231. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 13:37:06 UTC
From: Mark_Peter_Cookson@cup.portal.com
Message-ID: <8555@cup.portal.com>
Source record: 251032
Cross-posted to: comp.sys.atari.st,comp.sys.mac

Well, if Apple would use a newer version of Postscript (I think they do in the new series) things would be a lot better. Postscript 44 is supposed to be greased lightning compared to Postscript 38 (which was what was in the Laser Writer Plus, I think).

Mark

5232. More software, and a correction

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 14:44:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880829144442.3.JRD@MOA.SCRC.Symbolics.COM>
Source record: 251033

Per previous promise, I've posted DIFF, PATCH, and FLEX. Those three, in addition to all the GCC pieces I posted before, are on EUTERPE.MATH.LSA.UMICH.EDU (35.195.16.2, for the un-domain-ified) in directory /atari/. For all you happy campers with direct FTP capability, this should be a big win, and should save a lot of mail bandwidth.

These files should be showing up on the lakesys!netlib server, too, if Marty Wiedemeyer hasn't gotten sick of me bombarding him with huge archives. (Thanks Marty!)

The correction: In the original copy of GNUBLURB.TXT, I said that the place to patch the stack size in CC1.TTP was at #x5B1C4 off the base of the image. That's wrong; the correct offset is #x5B1C8.

5233. MJCC Version 2.1 available at lakesys archives

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 16:17:40 UTC
From: med@druhi.ATT.COM
Message-ID: <3458@druhi.ATT.COM>
Source record: 251034

The latest version of Mark Johnson's C compiler (mjc) will be
available through the lakesys archives sometime in the near
future (read I just sent them to Marty at lakesys). Give him
a few days (and give UUCP a few more days) to get them there,
and then download to your hearts content. I will field a few
requests *IF YOU CAN'T GET TO LAKESYS*, but please don't expect
too much. Our ATT uucp node can't seem to get addresses right
more than 10% of the time. ;-)

Myron Drapal
AT&T Bell Laboratories
Denver
att!druhi!med
(or, if you want to really get here)
ihnp4!druhi!med

5234. Many questions

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 16:25:07 UTC
From: johno@pnet51.cts.com
Message-ID: <30@orbit.UUCP>
Source record: 251035

[Is there still a line eater out there? Or am I just looking foolish?]

Hi out there in Netland. Long time no see. I am back online again by the gracious permission of the sysop of pnet. I can receive mail here, but the prefered place is my school account, lxw6035@ux.acss.umn.edu.

Anyway, on to some questions that I have been building up.

Currently I have 2 projects: a terminal called Lazy Term, and an update of Schizo, it will be v1.5. I am having major problems with both. If I can get some help from people who know better out there, they will both be out soon. On to the first.

Lazy Term (why do we need another terminal emulator?) will be a SMALL, reasonably full-featured VT52 emulator. You will be able to call it up from anywhere with a key combination. I am debating XMODEM capability, but it will surely have macro capability, and dialing capability (automatic redialing, RS232 settings PER PHONE NUMBER, etc). It also will answer like a real VT52 (for those of you that use qterm on UNIX). Most everything is working, except for the most important part, calling it up! <grin> At first I was going to make it a desk accessory. But then I had major problems looking for a key combination from the desktop (anyone know why the Desktop ignores MU_KEYBD events?). So, I decided to try and put a keyboard intercept in. No go. I have never messed with interrupt routines before, so I don't know what the problem is. Right now, I can't even install a dummy routine. I am replacing the routine that I find from Kbdvbase in the kb_kbdsys pointer. I use Mark Williams' C, and the setrte routine (which saves registers) first, and then pass control to the original routine after finishing. This always bombs out. If anyone can help, I'd be thankful. I am also wondering whether it is safe to use system calls (like Bconout) in an interrupt routine. Any code would be much appreciated.

On to the second set of problems. Schizo v1.5 will have two major improvements: it will have a corner clock, and it will select a desktop.inf file that matches the current resolution. Of course, I am having problems with both. The corner clock is related to the interrupt routine problems. I am using a VBI to keep the clock working in non-GEM programs. I can install a VBI, but am wondering whether it is safe to use system calls within the routine. The second problem is with the desktop.inf reading. Right now, short of reading it myself, the only way I can do this is to rename a file to desktop.inf, and then reboot. Obviously this is a poor answer. Is it the only answer though?

Those are my problems. I apologise for asking. I program to learn. Every new revision or program has taught me loads about how the ST works. I am obviously still learning <grin>.

Any comments, suggestions, and help is welcome. Thanks.

John Ogawa

BITNET: lxw6035@ux
UUCP: lxw6035@ux.acss.umn.edu
USMail: Institute of Child Development
University of Minnesota
51 E. River Rd.
Minneapolis, MN 55455
Phone: O: (612)624-3347
H: (612)870-9103

UUCP: {rosevax, crash}!orbit!pnet51!johno
INET: johno@pnet51.cts.com

5235. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 17:22:46 UTC
From: good@atari.UUCP
Message-ID: <1136@atari.UUCP>
Source record: 251036

in article <3446@druhi.ATT.COM>, med@druhi.ATT.COM (Myron Drapal) says:
>
> I hear through the grapevine that there is what I would
> consider a very serious bug in the new BETA ROMS. I can't verify
> this myself, but the problem affects the way I use the ST enough
> to ask and see if this is really a bug.
>
> [details deleted - read the original posting]
>
> This is all hearsay, as I couldn't possibly have my own
> copy of these ROMs (;-)... But I do feel that this is another case of
> fix a few, and create some new - bugs, that is....
> Myron Drapal
> AT&T Denver
> att!druhi!med
> P.S. Has anyone else heard of any new bugs introduced in the BETA ROMS?
> Are there any (real) BETA testers out there who would like to comment?
> Any news from the *official* Atari mouthpieces? Inquiring minds
> want/need to know...

I was going to let this one go by, since a Developer Release (softloaded)
is imminently available - details are being mailed to all registered
developers. But then I realized this is just the sort of unthinking posting
that starts off a rumor chain and network explosion.

The mature way to handle this concern would have been to call/email me or
someone at Atari, rather than posting what is clearly rumor and hearsay to
an already sensitive group of readers. But no... it seems it is better to
to launch another missile that can only do damage, either to reputations
or to morale. The closing comment is entirely unnecessary, regarding "fix a
few, create a few..". Why on earth do you think we have have an extended
Beta with the subsidiaries? Why do you think we are making the Developer
Release before committing to ROM? This version fixes some bugs found in
Beta, and also includes even more performance improvement.

I have tried to keep a conservative tone to my responses, but the lack of
foresight and thought behind this posting got to me. That and a teething
baby [:-)].

PLEEEEEEASE: before putting this sort of muckspreading out for public view,
get the FACTS!!

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

5236. Re: Hard Disk Crash

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 17:56:20 UTC
From: poole@forty2.UUCP
Message-ID: <448@forty2.UUCP>
Source record: 251037

In article <5157@pasteur.Berkeley.EDU> landay@cory.Berkeley.EDU.UUCP (James A. Landay) writes:
[refering to DLII and ReOrg]
>
>Maybe these programs should be taken off the file servers (where I got
>it) that store st binaries.
>

I don't really care, it's just a bit much when people expect me to support these programs....

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

5237. Re: Anyone interested in GNUCHESS for ST?

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 18:03:14 UTC
From: poole@forty2.UUCP
Message-ID: <449@forty2.UUCP>
Source record: 251038

In article <22014@neabbs.UUCP> daanjj@neabbs.UUCP (DAAN JITTA) writes:
>Yes, please post the sources (& binaries) of FLEX to the approppriate
>ST newsgroups!
>

Yes, just like somebody posted (in the corresponding newsgroups):

FLEX for the Mac
Bison for the Mac (They didn't even take the trouble to ifdef
the changes in this one....)

awaiting complete source postings of

FLEX for the Amiga
Bison for the Amiga
FLEX for the IBM-PC
Bison for the IBM-PC

etc........

(In case nobody noticed, this was a FLAME.....................)
--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

5238. Re: Hard Disk Crash

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 18:15:17 UTC
From: poole@forty2.UUCP
Message-ID: <450@forty2.UUCP>
Source record: 251039

In article <8364@cup.portal.com> Thomas_E_Zerucha@cup.portal.com writes:
>Simon Poole writes>
>"There is no safe version of this kind of program"
[describes the way his program works, claims it is safe, but still want's you to make backups :-)]

Just that nobody gets a wrong impression, ReOrg works quite well, and is as safe as possible, IF you follow the instructions (then it is as safe as your backup program).

While it would have been trivial to add all the fixing and checking code to ReOrg, I've got something against kitchen-sink programs. ReOrg is supposed to be a TOOL to be used together with other programs:

"Power tools are not toys!"

BTW, while your program sounds quite nice, it would fail miserably on two of the four partitions on my HD (guess why...).

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

5239. Re: Desktop bug?

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 18:19:31 UTC
From: good@atari.UUCP
Message-ID: <1137@atari.UUCP>
Source record: 251040

in article <5342@killer.DALLAS.TX.US>, chasm@killer.DALLAS.TX.US (Charles Marslett) says:
>
> Say, what is TOS 1.4 (what are the names of 1.0 through 1.3, too?). Is
> this the new beta-->released version?
> Charles Marslett

Yes, 1.4 is the designation for the new TOS. We did in fact include a note in
a recent posting that 1.1 and 1.3 were never released, for reasons which are
too tedious to go into. Suffice it to say that 1.4 is the new version.

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

5240. The BREAK program in comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 19:15:03 UTC
From: to_stdnet@stag.UUCP
Message-ID: <574@stag.UUCP>
Source record: 251041

From: dal@syntel.UUCP (Dale Schumacher)

[apratt@atari.UUCP (Allan Pratt) writes...]

[...2 problem descriptions...]
>
> Something that fixes both of these problems is to check the stacked SR
> from the interrupt. If the processor was in User mode, you know (A)
> it isn't the desktop, and (B) you aren't a second-level interrupt,
> therefore (C) it's safe to call Pterm when you return.

This won't do you a whole lot of good if you're stuck in an OS call,
like waiting for a keyboard character, or doing disk i/o. The window
where the program (user mode) has control could be VERY small, maybe
too small to hit between disk accesses.

> If it's NOT safe, the ctl-delete should be removed from the queue.
> That way, it's like it never happened. This means it might take
> several Ctl-Deletes to stop a process, but the ones that don't
> stop it also won't do any harm.

Then I hit Ctl-Delete several times, maybe letting the key repeat in
order to hit the tiny "breakable" portion of the code, and the program
DOES finally stop, but now I have several "break" keys in the buffer,
and the SHELL I'm running will now break. Maybe the program should be
rigged to clear the keyboard input buffer on program termination, or
better yet, ignore breaks for some fraction of a second after the program
terminates (easy to do by checking 200Hz clock values).

--
Dale Schumacher 399 Beacon Ave.
(alias: Dalnefre') St. Paul, MN 55104
...pwcs!stag!syntel!dal United States of America
"Man who says, 'It cannot be done', should not interrupt man who is
doing it." -Ancient Chinese Proverb

5241. Re: malloc bugs (s.b. Malloc bugs)

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 19:15:04 UTC
From: to_stdnet@stag.UUCP
Message-ID: <575@stag.UUCP>
Source record: 251042

From: dal@syntel.UUCP (Dale Schumacher)

[leo@philmds.UUCP (Leo de Wit) writes...]
> In article <4120005@wdl1.UUCP> dinolt@wdl1.UUCP (George W. Dinolt) writes:
> [amongst other things]...
>>In fact the MWC compiler has an lmalloc(lsize) which takes a long as an
>>argument, so in that compiler at least, there is no need to use Malloc.
>
> It depends on where this lmalloc does its allocation. In Lattice C
> malloc also takes a long as argument (an int being 32 bits in
> Lattice). Because the heap is lying between bss and stack the
> available space for this malloc depends on what is allocated for the
> program at startup time (by Mshrink); for instance a 'sh', a 'make', a
> 'find', a 'time' do have to leave room for other programs to exec in.
> Then it can be profitable for a program to use both the system Malloc
> and the C library's malloc.

This is one problem with malloc()ing from a fixed heap area in the middle
of the program's memory space. For those who aren't familiar with it, this
is a rough picture of a running C program's memory map.

```
low memory
_______________________________ base
|basepage (a.k.a. the TPA) |
|------------------------------|
|text (executable code) |
|------------------------------|
|data (initialized data) |
|------------------------------|
|bss (uninitialized data, zero) |
|------------------------------| break
|heap | |
| V |
| : |
| ^ |
|stack | |
|______________________________| end of program space

high memory
```

The stack grows toward the heap, and the heap is usually allocated by calls
to malloc(). This means Malloc() is not used for dynamically allocated
space within the program. One problem with this scheme is that the program
must know at startup how much space it will need for it's heap. Also, any
space reserved for heap cannot be used by other programs executed from
within this program. And finally, there may be PLENTY of free memory still

available in the system (throuh Malloc()), but when you're out of heap,
you're out of memory.

> I could however imagine a malloc that uses Malloc to reserve memory not
> currently owned by the program... A clever one can even hide some of
> the defiencies of the current Malloc (especially when it Malloc's in
> big chunks so that it doesn't have to be clever too often, as
> cleverness takes time 8-).

The dLibs malloc()/lalloc() functions do this. A global variable, which
defaults to 64K allows the programmer to set the "granularity" of the
calls to Malloc(). Calls to malloc()/lalloc() allocate a series of "heaps",
each at least the grain size (lalloc() may specify a block bigger than
the grain size) from which subsequent malloc()/lalloc()s are satisfied,
with only 4-bytes of overhead per memory block. I've used these routines
in a MicroEMACS implementation (which malloc()s each line) and never had
a problem, even when adding/moving/deleting large amounts of text. In
addition, this scheme allows almost ALL of unallocated memory to be used
by programs executing from within another program. Allocation from the
heap is also available, through brk()/sbrk(), and another global variable
defines the size of the heap/stack area. Best of all, the source code
for these routines is part of the public domain dLibs C runtime libraries.

--
Dale Schumacher 399 Beacon Ave.
(alias: Dalnefre') St. Paul, MN 55104
...pwcs!stag!syntel!dal United States of America
"Man who says, 'It cannot be done', should not interrupt man who is
doing it." -Ancient Chinese Proverb

5242. Checkbook/budget program

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 19:49:50 UTC
From: gibson@trwrb.UUCP
Message-ID: <7739@trwrb.UUCP>
Source record: 251043

I have a Checkbook/Budget program that I wrote for the St.
This program was designed to make computer checking easier than hand
checking. This program will:

*Print on checks
*Maintain a checkbook database
*Includes a emacs like data base editor
*Flags each database transaction as a check, deposit or budget item.
*Maintain a separate list of budget items and check items
*Balance checkbook
*Perform global database editing, (i.e. change the month on a group
of items etc.)

After I add a checkbook interface to enable people to write on their
particular checks, I will post this program. I use fan fold checks.

The budget part of this program is based upon the idea that most of
my budget can be computed via my check. Actually, the budget part of
the program is more like expense monitoring. It allows each transaction
(i.e. deposit, check, or budget item) to be part of the "budget".

Gregory Gibson
{...ihnp4,ucbvax}!trwrb!gibson
--
Gregory Gibson
{...ihnp4,ucbvax}!trwrb!gibson

5243. gcc and GEM

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 19:53:18 UTC
From: rosenkra@Alliant.COM
Message-ID: <2319@alliant.Alliant.COM>
Source record: 251044

---
does gcc require any mods to the aes/vdi bindings (i.e. could i say use my existing alcyon {aes,vdi}bind libs)? what about calling conventions and object code compatibility (is the .o file compatible with anything else e.g. MWC, alcyon, lattice, ...)? does gcc support floating point (there was a float lib posted recently) or does it need a patch? what about bitfields and enumerated types? how about compilations speed/executable size? can gcc compile itself? can any other compiler compile gcc? does it handle assertions and #line? is it ansi compatible? it has an assembler, right? will it handle well-behaved madmac/MWC/alcyon/... .s files? is the link editor memory bound (like aln) or does it use tmp files?

hell, with the src available, i'll be able to get it to do what i want :^)

questions, questions,....so many QUESTIONS!!!

(i won't get my grubby littles paws on this puppy for at least a week...)

-bill

5244. Re: To Fix or Not To Fix (Really: applying patches to OS)

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 20:57:10 UTC
From: apratt@atari.UUCP
Message-ID: <1138@atari.UUCP>
Source record: 251045

The other point that Gert and others miss when they talk about replacing OS routines is the close coupling WITHIN THE OS between, say, Malloc and the process handler. You can't just rip out Malloc and change it because other parts of the OS depend on it being exactly as it is. That doesn't mean the OS is a monolith; it's not (much). But some crucial data structures pervade the whole thing, and others are tightly coupled among a few modules. Somebody else asked this same question about Pexec, and the answer is the same: it's tightly coupled with other parts of the OS (not just Malloc).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5245. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 21:12:50 UTC
From: apratt@atari.UUCP
Message-ID: <1141@atari.UUCP>
Source record: 251046

> in article <3446@druhi.ATT.COM>, med@druhi.ATT.COM (Myron Drapal) says:
> >
> > I hear through the grapevine [...]
> >
> > This is all hearsay, as I couldn't possibly have my own
> > copy of these ROMs (;-)...

[Roy Good:]
> PLEEEEEEASE: before putting this sort of muckspreading out for public view,
> get the FACTS!!

I second this, but would like to add that we DID fix the very bug Mr. Drapal mentions between the BETA ROMs and the Developer RAM release. So not only don't we want this stuff on the net, but we ARE responsive when we get feedback through channels. (It didn't come from Mr. Drapal.)

I infer from Mr. Drapal's simley faces that he DOES have a copy of the ROMs. Pity he didn't also bootleg a copy of the instructions for submitting problem reports to Atari.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5246. Re: low cost HARDDISK interface

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 21:16:40 UTC
From: avy@yugas.UUCP
Message-ID: <792@yugas.UUCP>
Source record: 251047

In article <8808270037.AA23210@ucbvax.Berkeley.EDU>, V61@DHDURZ1.BITNET (Ronald Lamprecht) writes:
> Subject: low cost HARDDISK interface
>
> In his article (9 Aug 88 15:07:47 GMT) icc!jlong@blackbird.afit.af.mil
> (Jeffrey K. Long) asked:
> >Could someone please post more info on the article in the German magazine that
> >told how to hook up a standard XT drive and controller to the ST! Several
> >people in my user's group are very interested in this prospect. I understand
> > that a circuit board and some driver software are all that is needed. I also

Tyler Ivanco and I (Avygdor Moise) have designed all the hardware
and software necessary to attach any SCSI hard disk (or tape drive) controller
to the Atari ACSI-DMA port. This adapter comes assembled and tested
or as a bare PCB + one PAL. We also have developed a high performance hard disk
interface and formatting software. We make this board available to all
interested hackers for only $150.00 (assembled and tested) or $99.00 PCB.
Both the assembled and unassembled versions come with a comprehensive
installation and programmer's manual (30 pages) and a very high quality
software kit.

If you are interested, contact
FutureDOS R&D
1207-120 Torresdale Ave.,
North York, Ontario,
Canada. M2R 3N7

Tel: (416) 736-0321

They distribute our board.

Avygdor Moise
--
Avygdor Moise, York University. (C.R.E.S.S.), Petrie Bldg. Rm 340,
4700 Keele St., North York, Ontario, Canada. M3J 1P3
UUCP: ...!yunexus!yugas!avy Tel:1 416 736-5359

5247. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 21:24:09 UTC
From: apratt@atari.UUCP
Message-ID: <1142@atari.UUCP>
Source record: 251048

In article <657@uhnix2.uh.edu> uace0@uhnix2.UUCP writes:
> In article <12@usl-pc.usl.edu> jpdres13@usl-pc.UUCP (John Joubert) writes:
> > In article <535@skywest.UUCP> brenes@skywest.UUCP (Erasmo Brenes) writes:
> > >... If the Shifter expects the video ram to start at 32K boundaries,
> >
> > [Code sample for getting a screen block]
>
> There is really one little problem with the code you have written, that being if
> the block you Malloc is just one byte past a 256 byte boundary, then you will
> be wasting 255 bytes, therefore you will need to Malloc at least (32K+255) to
> insure that you have at least enough memory to draw a full screen in.

The continuing misunderstanding here is that people think the screen takes up 32K bytes, and (in Erasmo Brenes' case) that the screen memory must start on a 32K boundary. The screen takes up 32000 bytes, not 32K (which is 32768 bytes), and needs to start on a 256-byte boundary. The upshot of this is that you only need to allocate 32256 bytes to be sure that there is a 32000-byte block on a 256-byte boundary in there somewhere. Since John Joubert's code allocated 32768 bytes, it worked fine.

I appreciate this discussion because it shows that people care about doing The Right Thing about allocating memory. The Wrong Thing which some people do is assume that consecutive Malloc calls allocate contiguous memory. This is accidentally and unfortunately true in current ROMs, and part of what I had to keep doing because people came to rely on it, but it is not correct to assume it will go on being that way.

Moreover, you have to watch out for future Atari video modes which use more than 32000 bytes for a screen, and/or have different (probably more relaxed) restrictions on the screen-memory base address.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5248. Re: Fsfirst/next and lineA question

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 21:29:26 UTC
From: apratt@atari.UUCP
Message-ID: <1143@atari.UUCP>
Source record: 251049

In article <539@accelerator.eng.ohio-state.edu> rob@raksha.eng.ohio-state.edu (Rob Carriere) writes:
>
> Some people had a discussion on Malloc/Fsfirst(next)/40folders from
> which I inferred that after doing Fsfirst you should always Fsfnext
> until failure, or you will leave a permanently allocated buffer in
> your wake. Is this correct? If not, what is the truth? Are there
> other allocation fee-churs like this?

You haven't been paying attention, but that may be symptomatic of other people so I'll reply (again) here.

Fsfirst/Fsnext has NEVER been the culprit in the 40-folder bug. GEMDOS has NEVER had a concept of folders which are "in use" versus folders which are not. It allocated internal memory for a folder as soon as it came across it: getting a directory listing of a directory with subdirectories caused memory to be allocated for those subdirectories. This memory was NEVER released or reused.

The new GEMDOS (in the impending TOS 1.4 release) *does* have a notion of "active" folders, as I have described here before. I totally reworked Fsfirst/Fsnext so they do NOT contribute to the definition of an "active" folder, and therefore you do not need to exhaust an Fsfirst in order to relase any resources it has locked -- there are no such resources.

Go back and read my previous postings for more details.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5249. Last posting

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 22:25:05 UTC
From: johno@pnet51.cts.com
Message-ID: <33@orbit.UUCP>
Source record: 251050

Oops. I have just been informed that the BITNET name for our machine is UMNACUX. So, my address is lxw6035@umnacux. Sorry for the confusion.

John Ogawa

UUCP: {rosevax, crash}!orbit!pnet51!johno
INET: johno@pnet51.cts.com

5250. Re: Laser printer performance

Newsgroup: comp.sys.atari.st
Date: 1988-08-29 23:15:30 UTC
From: tainter@ihlpb.ATT.COM
Message-ID: <8642@ihlpb.ATT.COM>
Source record: 250951

>This whole conversation reflects the basic public misunderstanding of
>laser printers. They are not fast; they just sound that way.

This is bologna! Laser printers are fast, if all you want to do is what
other printers can do. i.e. text and low res graphics.

If you want to 'take advantage' of the capabilities then it slows down.

There is however, an advertising technique which make them sound even
faster than they actually are. It's "n pages per minute".
A 10 page per minute laser printer can print 10 copies of the same
page in one minute. That does not include transmission time or page
layout time.

> | thelake!steve@stag.UUCP / ...rosevax!pwcs!stag!thelake!steve

--j.a.tainter

5251. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 00:33:00 UTC
From: acn@caen.engin.umich.edu
Message-ID: <3e285151.129dc@blue.engin.umich.edu>
Source record: 250952

It appears that I wasn't quite clear in my last posting. The archive at Euterpe is only a temporary archive where people can submit programs et cetera before our "real" archive opens. Thus, it is a mess and there is no index. Its a shareware archive, if you find something useful there then send something back. All GCC stuff is there, so is Flex, Diff and Patch.

Second, if you want to submit something via BITNET then send things to USERPC7@UMICHUM.BITNET . We aren't ready to send out files yet, but if you want to submit a file, that's the place.

Jon Brode --- dyer@math.lsa.umich.edu
Moderator of PC7, President of WAUG

5252. PC compatible(?) format on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 02:56:47 UTC
From: med@druhi.ATT.COM
Message-ID: <3461@druhi.ATT.COM>
Source record: 250953

First off, this is a followup to a posting I made yesterday regarding the incompatible PC format from the new BETA ROMs. Allan Pratt claims that this is fixed in the new BETA ROMs, and indeed it is -- that is if you never want to store a file on it!!!

After a little bit of investigating, and some real insightful help from Dan Moore (thanks, Dan), it seems that the double sided format is almost compatible, except that a standard PC formatted disk has 3 sectors per FAT, and the ST formats them with a standard(?) 5 sectors per FAT. Since most (all) MS-DOS systems simply check the format ID (in this case, 0xF9) to get its information, and ignores most if not all of the rest of the boot sector information, the PC thinks that the root directory starts somewhere in the middle of the second FAT on this disk!!! So, CHKDSK is very happy with this disk, until you put a file on it on the ST, at which time it complains that there are lost clusters on the disk (since the first FAT shows them in their proper place, but they aren't in the root directory).

Well, after all of this, I am really wondering how much BETA testing(??) that these ROMs have gone through. You see, I really don't even have a set of these ROMS, and have managed to find what I consider a major bug. Are these ROMs even being tested, or are we all in line for another MEGA ROM snafu??? (you all remember that one, don't you - everything broke including the kitchen sink ;-{). I sure hope that we aren't in for the same thing again - Atari will never be able to live through such a mess again, at least not in the computer market.

Myron Drapal
AT&T Denver
att!druhi!med

5253. Re: Fsfirst/next and lineA question

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 03:18:25 UTC
From: saj@chinet.UUCP
Message-ID: <6429@chinet.UUCP>
Source record: 250954

Rob Carriere asked about getting Line A documentation without becoming a registered developer. It isn't free, but the linea.h file from Mark Williams C has about the best line A documentation I've run across. A little concise, but understandable. The compiler is ok too.

5254. Re: Virus Notice

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 04:00:33 UTC
From: jpdres13@usl-pc.usl.edu
Message-ID: <21@usl-pc.usl.edu>
Source record: 250955

Are you sure that this thing is causing a virus? I have been using that very same accessory since early 1986 or so and have never had any problem.

Unless the old accesory has been fiddled with.... hmmm ... the one that I use has "Uhrli" not "Uhri" on the title bar of the window.

Maybe that is the way to tell the difference, if you can confirm that the title bar says "Uhri" on it, please respond.

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/

5255. Re: A scheme for updating/patching gemdos

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 04:36:10 UTC
From: sreeb@pnet01.cts.com
Message-ID: <3377@crash.cts.com>
Source record: 251011

After reading lots of messages on the merits of using the 0xAxxx ***RESERVED*** instruction trap, I have to add my 2 cents. Using the 0xAXXX or 0xFXXX traps is bad news. It limits compatibility with future 68000 family products. Apple atleast avoided using the 0xFXXX trap which is why they have had 68881 support for sometime while we still only have somewhat kludged, semi-supported floating point support much less a 68020/68030 version of the ST. If you want to have pointers for each routine, it wouldn't add many instructions to use a legal trap and vector in software.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

5256. STedi and Tempus

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 07:32:00 UTC
From: PETCHER@FSU.BITNET
Message-ID: <[gw.scri.fsu.edu].19799400.00918175.PETCHER>
Source record: 250956

I recently received a copy of the most recent issue of the Dutch magazine STart (no relation to the one from Antic) and found something that may amuse some of you, especially if you are familiar with the editors Tempus and STedi.

The magazine contains an article entitled 'Tempus, the fastest scroller' which is a review of the editor Tempus and somewhat of a comparison to other editors on the market. Tempus is an editor that some of you may know is renowned for its speed. In this case the title tells it all. Tempus is the fastest scroller. In the article they state that Tempus is one and one half times faster than STedi, and a chart tells us that Tempus is twice as fast as Textomat and more than six times as fast as First Word (these being the only programs tested). The only other function that is tested is search and replace, and the article goes something like this (my free translation):

"The greatest speed difference is seen in the search and replace command. Here Tempus is some 90 times faster than Textomat. Oh by the way, STedi is somewhat faster, about 900 times faster than Textomat (10 times faster than Tempus)"

Nothing like indirect comparison. I guess that blows it for the claim of Tempus to be the speed king. Although it is the fastest in scrolling ... I think in most functions which have little to do with screen display, Tempus would come up on the short end.

The article does point out quite fairly that STedi has many more capabilities than Tempus, but it is not GEM based (for those of you so bent), and Tempus is available as a stand alone product in contrast to STedi which is marketed as a part of the Craft development package (see other postings recently). Thus if you are not a serious developper, or don't want a shell environment, or just loooove GEM ;-) Tempus may be of interest. Otherwise STedi is the way to go.

Don Petcher

5257. Another Desktop bug?

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 12:04:54 UTC
From: jf@laura.UUCP
Message-ID: <570@laura.UUCP>
Source record: 250957

Hi there,

Can anyone tell me why my system (1040ST, Blitter-TOS / Germany)
crashes when the desktop and a variety of programs which I
assume to use system calls for disk-write try to write something
to a write-protected disk?

Uh, what a sentence ...

Will THIS be FIXED in the future edition of TOS???
It WAS in previous releases.

Jan-Hinrich

5258. Re: Graphics on Laser printer (was Re: Laser speed)

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 13:09:52 UTC
From: iadt2jf@pyr.gatech.EDU
Message-ID: <6348@pyr.gatech.EDU>
Source record: 250958

In article <1988@looking.UUCP> brad@looking.UUCP (Brad Templeton) writes:
>I found this article quite funny. The software I have always used
>has always printed nicely formatted text at around 6 pages per minute.

I found THIS article (and the other ones like it) quite funny. Let me
reiterate an important point that has already been made at least once.
We're talking about printing GRAPHICS on the laser printer. Graphic images
DO take a long time. Noone said that text prints at ten minutes a page.
Please pay attention.

5259. Turbo C

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 15:02:28 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <8808301502.AA05209@ucbvax.Berkeley.EDU>
Source record: 250959

Date: 30 August 1988, 14:05:23 MES
From: Julian F. Reschke (02501) 13279 ONM07 at DMSWWU1A
To: Info Atari16-Digest info-ata at score
Turbo-C is definitively NOT vapourware. We are testing the product since
May and I got the final version just yesterday. The handbook is printed
since end of july, so there is no reason, why Heimsoeth&Borland
shouldn't ship the product this month.
// Julian F. Reschke

5260. Lattice C - Help!

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 15:48:28 UTC
From: markhof@exunido.uucp
Message-ID: <571@laura.UUCP>
Source record: 250960

The Lattice C compiler prints its error messages on the screen. This is only less helpful. I'd like to get the error messages written into a file. So, how can I tell the compiler to write such a file?

Ingolf Markhof

5261. Relay file to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 16:00:11 UTC
From: terrell@druhi.ATT.COM
Message-ID: <3472@druhi.ATT.COM>
Source record: 250961

I'm having difficulty sending a binary to comp.binaries.atari.st...

Would anyone be willing to relay the file to comp.binaries.atari.st?

If so, please send my your uucp address.

Thanks in advance,

Eric Terrell

ihnp4!druhi

5262. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 16:37:04 UTC
From: good@atari.UUCP
Message-ID: <1144@atari.UUCP>
Source record: 250962

in article <447@forty2.UUCP>, poole@forty2.UUCP (Simon Poole) says:
> In article <3446@druhi.ATT.COM> med@druhi.ATT.COM (Myron Drapal) writes:
> [Description of a bug in the beta test version of the new TOS deleted]
> Now come on, what do you expect from a version of a OS that is in beta-test?
> -> It has bugs! <-
> (why would one do a beta-test otherwise?)
> What you should do: is to make sure whoever told you, reported the bug
> back to Atari with their new SPR system (which incidentlly works very
> well, a lot better than a few other companies I know about....).
>
>>P.S. Has anyone else heard of any new bugs introduced in the BETA ROMS?
>> Are there any (real) BETA testers out there who would like to comment?
>
> As you know beta-testers are NOT allowed to comment on the testing,
> while I did not sign a formal agreement, I have no intention of
> breaking my promise to keep my mouth shut.
>

Thank you, Simon, for making two points in your (unsolicited) posting:
a) The SPR (System Problem Report) mechanism, part of our PTS (Product Tracking System) database is the vehicle we have put in place for ALL bug reports, enhancements requests etc. for software and hardware. It will be available to all registered developers as part of the Developer Release of TOS 1.4 (and other products). It has been put together with considerable thought, and is a vehicle for mature and professional reports of problems with Atari products. Details will be in the Developer Kit update package. Its primary aim is to provide continuity of problem tracking, and to prevent reports, which have hitherto been verbal, written in various forms or posted on BBS etc (sometimes buried in profanity or similar abuse), from "dropping through the cracks".
b) I had requested that Beta sites be asked to sign non-disclosure agreements during Beta test, with other conditions including no rights to copy or distribute unreleased products. Some subsidiaries insisted on these conditions, for which I thank them, others did not. Nonetheless, the spirit of a Beta test must, of necessity, be one of mutual trust between Atari and the test sites. Simon Poole falls into this category. Others who post to this net do not, and are therefore not considered acceptable sites. I fully intend to formalize the procedure for becoming a Beta site, in order to cut down on the amateur (in the sense of not being professional, rather than of being a "lover") attitude of some responses. We have several new products in development, hardware and software, and I have every intention of being more stringent in the conditions for being accepted as a Beta site for these than I was for TOS 1.4. It would be perfect if all registered developers and selected

end-users could Beta test all products. Not only is this economically unfeasible because of support and product costs (especially with hardware), but it is also impractical to manage. These considerations, in addition to the need for a mutually beneficial relationship, of necessity limit the number of potential test sites.

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

5263. ST GNU utilities (was Re: Anyone interested in GNUCHESS for ST?)

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 16:38:47 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4650@saturn.ucsc.edu>
Source record: 250963

In article <449@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:
>In article <22014@neabbs.UUCP> daanjj@neabbs.UUCP (DAAN JITTA) writes:
>>Yes, please post the sources (& binaries) of FLEX to the approppriate
>>ST newsgroups!
>
>Yes, just like somebody posted (in the corresponding newsgroups):
>
> FLEX for the Mac
> Bison for the Mac (They didn't even take the trouble to ifdef
> the changes in this one....)

FLEX is available for anonymous ftp from ssyx, and on the archive
server as of about five minutes ago. If I were to post it, it would
probably be a binary- only posting, because the sources are very large
(~300K). I also have several other GNU utilities here:

```
-rw-r--r-- 1 koreth 143413 Aug 29 08:58 pub/atari-misc/bison.arc
-rw-r--r-- 1 koreth 46210 Aug 29 09:01 pub/atari-misc/diff.arc
-rw-r--r-- 1 koreth 162536 Aug 29 09:04 pub/atari-misc/flex.arc
-rw-r--r-- 1 koreth 305215 Aug 29 08:23 pub/atari-misc/gas-1-20.arc
-rw-r--r-- 1 koreth 1414301 Aug 29 08:55 pub/atari-misc/gcc-1-23.arc
-rw-r--r-- 1 koreth 402305 Aug 24 08:16 pub/atari-misc/gcx-1-23.arc
-rw-r--r-- 1 koreth 140739 Aug 24 08:20 pub/atari-misc/gnulib.arc
-rw-r--r-- 1 koreth 346452 Aug 29 09:11 pub/atari-misc/gnuutils.arc
-rw-r--r-- 1 koreth 91023 Aug 29 09:13 pub/atari-misc/patch.arc
```

The arc files will go away soon, since I don't really have the disk space
to keep both uuencoded and binary copies of this stuff online. Say

index atari-misc

in a message to archive-server@ssyx.ucsc.edu (ssyx is uunet!ucbvax!ucscc!ssyx)
to see how to get this stuff from the archive server.

A caveat to BITNET users: you should say

path user@node.bitnet

in your message so that it will get routed properly. Otherwise it will go
through some unnecessary intermediate sites and possibly get lost along the
way. Also, people on sites in the UUCP maps can say

path site!user

for autorouting.

These are my opinions, and in no way reflect those of UCSC, which are wrong.

Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

5264. Re: Midi Cables

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 19:01:53 UTC
From: dragon@olivej.atc.OLIVETTI.COM
Message-ID: <28134@oliveb.olivetti.com>
Source record: 250964

In article <35.2317D326@rubbs1.FIDONET.ORG>, Robert.Lisowski@rubbs1.FIDONET.ORG (Robert Lisowski) writes:

> I use Radio Shack cat # 42-2151 ($4.99) six foot DIN patch cords as MIDI
> cables. They are 5 pin, and each pin is independent, just fine for
> MIDI cables. Of course, if you need longer cables, you can buy the
> connectors alone, but the 5 conductor shielded wire is not available
> at Radio Shack.

I wouldn't use these cables. Since all five pins are passed through, they sound as if they would be fine for MIDI stuff. But since *all* five pins are passed through, they are prone to cause unpredictable results. For instance, the two 'unused' pins on many MIDI instruments (the ST is included here) are used for non-standard interfacing. For instance, the ST uses there for MIDI-thru. If another instrument uses these same pins for something else, it could create havoc.

Of course, if you get these cables, you could cut the wires to those pins...

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

5265. Gnu cc

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 19:45:09 UTC
From: Dave.Douglass@rubbs1.FIDONET.ORG
Message-ID: <38.231B4975@rubbs1.FIDONET.ORG>
Source record: 250965

Anyone willing to send me copy of the ST port of Gnu cc if I send
them floppies and a SASE please contact me. Thanks

Dave Douglass Computer Sciences Corporation Piscataway, NJ 08854
.....!rutgers!rubbs1!dave.douglass (201) 981-9119 x6417

--

Dave Douglass - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Dave.Douglass
ARPA: Dave.Douglass@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Dave.Douglass

5266. atari sh204 hd crash

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 20:09:06 UTC
From: kline@arizona.edu
Message-ID: <6858@megaron.arizona.edu>
Source record: 250966

Help!!!

My hard disk crashed because of the 40 folder limit.

I know, I should have used the fix but I was being very careful :-)

So. When I boot up the st, I just get 0 files, 0 bytes used on the hard disk.

I can't get any of my old files on the hard disk.

I will reformat the hd, but I would really like to get some source
files off of it. Can I? Perhaps with a sector editor?

Thanks,
Nick Kline

5267. Re: Midi Cables

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 20:14:11 UTC
From: tom@Mills.berkeley.edu
Message-ID: <13748@agate.BERKELEY.EDU>
Source record: 250967
Body handling: HTML body converted to readable text

Robert.Lisowski@rubbs1.FIDONET.ORG (Robert Lisowski) writes:

5268. Re: Fsfirst/next and lineA question

Newsgroup: comp.sys.atari.st
Date: 1988-08-30 22:07:53 UTC
From: rob@kaa.eng.ohio-state.edu
Message-ID: <548@accelerator.eng.ohio-state.edu>
Source record: 250968

In article <6429@chinet.UUCP> saj@chinet.UUCP (Stephen Jacobs) writes:
>
>Rob Carriere asked about getting Line A documentation without becoming a
>registered developer. It isn't free, but the linea.h file from Mark Williams
Well, it is, since I have the compiler...
>C has about the best line A documentation I've run across. A little concise,
>but understandable. The compiler is ok too.
^^^^^^^^^^^^^^^^
Candidate for the
understatement of the year?
^^^^^^^^^^^^^^^^^^^^^^^^
Amen.

I had seen the file, and I'm sure I can experiment my way into
understanding from there, but I was wondering if there was actually
something worthy of name ``documentation'' around (as opposed to
``pretty good hints''). Many thanks anyway.

Rob Carriere

5269. Re: Graphics on Laser printer (was Re: Laser speed)

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 03:40:20 UTC
From: drs@bnlux0.bnl.gov
Message-ID: <609@bnlux0.bnl.gov>
Source record: 250969

In article <6348@pyr.gatech.EDU> iadt2jf@pyr.UUCP (John A. Freeman) writes:
>In article <1988@looking.UUCP> brad@looking.UUCP (Brad Templeton) writes:
>>I found this article quite funny. The software I have always used
>>has always printed nicely formatted text at around 6 pages per minute.
>
>I found THIS article (and the other ones like it) quite funny. Let me
>reiterate an important point that has already been made at least once.
>We're talking about printing GRAPHICS on the laser printer. Graphic images
>DO take a long time. Noone said that text prints at ten minutes a page.
>Please pay attention.

Well, while everyone is laughing - there are two kinds of graphics - pictures, and letters that are "drawn" on the page. When the atari laser printer finally hit the stores last January, I had a few $K burning a hole in my pocket, and gave it a lot of consideration until I went to a store and saw it take about 10 minutes to print out a page using one of the page makers (Personal Publisher I believe) which was mostly text. Since the computer was essentially dead for that time, I walked away and bought something that would keep me occupied rather than bored - a Mac.

Rasterizing a page is a *big* job from the processors point of view. Bad programming makes it worse, but don't expect to see 8 pages a minute if you are doing anything extraordinary. If the laser printer that you have has a text only mode, or an epson emulation mode, then you can probably pump pages out. But, if that is all you are doing, there are many more cheaper ways to get the output.

< dave

5270. Re: installing mwc C 3.0 on 1040ST with 1 ds/dd drive

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 03:45:07 UTC
From: johno@pnet51.cts.com
Message-ID: <34@orbit.UUCP>
Source record: 250970

I have been using MWC on a i ds/dd system since I got MWC v1.0. I (like you must) use a 512K, bootable RAM disk (boy that bootable RAM disk makes Desk Accessory programming almost pleasant!). I had no trouble installing 3.0.6 from the install program. I was using v2.1 though. I suggest that you give them a call. They have a toll-free (like all REAL software vendors should) support line. The number is 1-800-692-1700. They are very helpful, and if you need a newer version (I have not heard of v3.0.1), they will send one out free in all probability. They really do have the best compiler around!

John

BITNET: lxw6035@UMNACUX
UUCP: lxw6035@ux.acss.umn.edu

UUCP: {rosevax, crash}!orbit!pnet51!johno
INET: johno@pnet51.cts.com

5271. Macintosh emulators

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 05:41:54 UTC
From: siamak@cs.qmc.ac.uk
Message-ID: <601@sequent.cs.qmc.ac.uk>
Source record: 250971

Could someone please supply me with Data Pacific's address?

Also, I would appreciate very much hearing from anyone who has used
Magic Sac or Aladdin (the Mac emulator from Germany). The most
obvious advantage of Magic Sac over Aladdin seems to be the availabity
of the Translator/One (?).

Thanks in advance.

-- Siamak (siamak%cs.qmc.ac.uk@nss.cs.ucl.ac.uk)

5272. News, no comment

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 08:36:19 UTC
From: to_stdnet@stag.UUCP
Message-ID: <577@stag.UUCP>
Source record: 250972

From: thelake!steve@stag.UUCP (Steve Yelvington)

According to the New York Times, Atari Corp. has sued the former officers of the Federated Group, which Atari acquired for $64.1 million last year. The suit contends that Atari was defrauded of $43 million through misrepresentation of the company's assets. The suit also names Ernst & Whinney, the accounting firm for Federated, and Goldman, Sachs & Co., the investment banker that advised Federated in the deal.

| thelake!steve@stag.UUCP / ...rosevax!pwcs!stag!thelake!steve
| "A member of STdNet -- to join, send mail to ftg!dwm@stag.UUCP"

5273. Re: Lattice C - Help!

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 11:03:06 UTC
From: leo@philmds.UUCP
Message-ID: <784@philmds.UUCP>
Source record: 250973

In article <571@laura.UUCP> markhof@exunido.UUCP (Ingolf Markhof) writes:
>The Lattice C compiler prints its error messages on the screen. This is only
>less helpful. I'd like to get the error messages written into a file. So, how
>can I tell the compiler to write such a file?

I don't have the newest version of Lattice C, so things might have changed...

If you start LC1.TTP and LC2.TTP yourself (I mean: not using LC.TTP) you
can use redirection in the command string offered to these programs (they
handle redirection themselves); e.g.

```
LC1.TTP >error1.out lc1_options myfile
LC2.TTP >error2.out lc2_options myfile
```

Note that the redirection must be the first argument, or it will be
misinterpreted. Also note that you have to quote the '>' if you're
running from a shell that handles redirection (<,>,<<,>>), or else the
shell will try to do the redirection (which might fail).

There's another annoying fact about Lattice discriminating between console
and file output (again, maybe it has changed):

If you use LC.TTP to compile, you will notice it will wait for a keypress
before finishing. This is quite annoying if you run from a make program, or
use batch processing. I can understand why it has been done: to be able
to see the compiler output before returning to the Desktop.
If you use LC1.TTP and LC2.TTP to compile, you will see they also wait
for a keypress before finishing. The odd thing is, they don't wait when
started from LC.TTP (this one starts them each in turn). The reason is
that LC.TTP starts them each with a first argument of '>CON:'; this
value is treated as a special one by both LC1.TTP and LC2.TTP.

When I found out about all that, I decided to write my own cc program
that starts the LC1.TTP and LC2.TTP with a first argument of '>CON:',
also starts the linker LINK.TTP with a suitable link description file,
handles its parameters more 'a la Unix' and DOES NOT WAIT FOR A KEYPRESS.
(If someone's interested, mail me).
The output is still directed to the console, but that's no problem:
if fastdump.prg is installed (can even start it at that moment) an
Alt-Help will do a fast ascii screen dump to my printer, which is even
nicer than having error messages in a file (unless you have something
like the Unix utility error that can merge an error file into your
source file).

Hope this helps you out -
Leo.

5274. TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 14:22:00 UTC
From: gaz@apollo.COM
Message-ID: <3e303db7.52e@apollo.COM>
Source record: 250974

Allen, Roy and Ken:

You're whetting my (and probably others') appetite for the new ROMS. Naturally some bugs have shown up now that you're in Beta test and you probably have some idea how to fix them. So, Please give us a preliminary date and the terms for its release. Also, please give us a new list of bugs fixed and not fixed (the last one I saw was several months ago.)

--
UUCP: ...{umix,mit-eddie,uw-beaver}!apollo!gaz
ARPA: gaz@apollo.COM
AT&T: (508)256-6600 x6081
Its never too late to have a happy childhood!

5275. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 15:03:48 UTC
From: med@druhi.ATT.COM
Message-ID: <3479@druhi.ATT.COM>
Source record: 250975

In article <447@forty2.UUCP>, poole@forty2.UUCP (Simon Poole) writes:
> In article <3446@druhi.ATT.COM> med@druhi.ATT.COM (Myron Drapal) writes:
> >
> [Description of a bug in the beta test version of the new TOS deleted]
>
> Now come on, what do you expect from a version of a OS that is in beta-test?
> -> It has bugs! <-
> (why would one do a beta-test otherwise?)
>
> What you should do: is to make sure whoever told you, reported the bug
> back to Atari with their new SPR system (which incidentlly works very
> well, a lot better than a few other companies I know about....).

But you see, Simon, I don't know any official BETA testers... Read below.

>
> >P.S. Has anyone else heard of any new bugs introduced in the BETA ROMS?
> > Are there any (real) BETA testers out there who would like to comment?
> > Any news from the *official* Atari mouthpieces? Inquiring minds
> > want/need to know...
>
> As you know beta-testers are NOT allowed to comment on the testing,
> while I did not sign a formal agreement, I have no intention of
> breaking my promise to keep my mouth shut.
>

Well, Simon, since you are the only person I know who sounds like they might
just be a beta tester ;-}... Seriously, this bug and another regarding the
PC compatible diskette format, rank right up there as bugs which should be
found in 5-10 minutes of developer testing (e.g. Allan and Co. should have
found these). This indicates two things to me: 1) the level of developer
testing was probably done by the compiler ("It compiles, let's ship it..."),
and 2) there may be *NO* official beta testers out there (I know of a number
of unofficial testers out there, but I fear this is another MEGA ROM fiasco).
While I never expected to hear that the BETA ROMs were bug free, I would
expect that bugs which were reported months ago have had sufficient time
to be tested and fixed (like PC compatible format... Oh, by the way, have
any of the testers checked to see if the disk free function works properly
yet - the old version reported number of free bytes off by at least
2 clusters).

By the way, I didn't intend to imply that you should break your promise... ;-)

Myron Drapal
AT&T Denver
att!druhi!med

5276. UNITERM function keys

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 15:04:00 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8808311526.AA00688@ucbvax.Berkeley.EDU>
Source record: 250976

Does anyone know if UNITERM 2.0D 005 has an internal command number
for the 10 new function keys? If yes, what are they?


```
**********************************************************************
* Brian Holmes \ / ___ *
* Wayne State University \/\/su | | *
* Detroit Michigan ____| |____ *
* | | | | *
* BITNET : BHOLMES@WAYNEST1 | | | | *
* INTERNET : Brian_Holmes%WU@UM.CC.UMICH.EDU | | | | *
* UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES ============= *
**********************************************************************
```

5277. Keep it up. !!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 15:26:19 UTC
From: juancho@dgp.toronto.edu
Message-ID: <8808311646.AA03627@explorer.dgp.toronto.edu>
Source record: 250977

I just read several postings from Good and Pratt. It seems as though
things are starting to happen. Keep it up Roy and Allan. I continue to
wonder at the manner in which you camly wade through the flames.

I have bashed the Atari in the past, but it still remains the best
value for my $. If we see this kind of support continue then we will see
more value attached to our computers.

By the way has any one heard what the status of minix is?

```
=====================================================================
| Typical conversation on comp.sys.[atari|amiga|mac].* |
=====================================================================
My watch is better than yours. It has multitasking, windows and
plays Old macdonald has a farm. I will not listen to reason, of
course your watch is not as good as mine, in fact you are
silly for having bought it. Sell it and buy my kind.
o /
====X================================================================
o \
```

John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
(416) 978-6619 University of Toronto
juancho@dgp.toronto.edu
juancho@toronto.CSNET
{allegra,cornell,decvax,ihnp4,linus,utzoo}!utdgp!juancho

5278. Re: Questions about ST Video Ram

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 15:49:00 UTC
From: gaz@apollo.COM
Message-ID: <3e308bc4.52e@apollo.COM>
Source record: 250978

From article <657@uhnix2.uh.edu>, by uace0@uhnix2.uh.edu (Michael B. Vederman):
>
> Dear John,
(I love "dear John" letters :-))
>
> There is really one little problem with the code you have written, that being if
> the block you Malloc is just one byte past a 256 byte boundary, then you will
> be wasting 255 bytes, therefore you will need to Malloc at least (32K+255) to
> insure that you have at least enough memory to draw a full screen in. Other-
> wise you will be overwriting memory which is not yours (a discussion of which
>
> there has been an abundance of these days :-).
>
> - Mike

Actually, the screen memory takes up 32000, not 32768 bytes (I got that from
a previous discussion.) Therefore, if you can malloc() 32K (32768) bytes, and
waste N bytes at the beginning, you have 768-N bytes of "padding" at the end
before you have to worry about touching memory which you don't own. Easy to
make this mistake (lucky motorola didn't call the processor the M69632, huh?)
--
UUCP: ...{umix,mit-eddie,uw-beaver}!apollo!gaz
ARPA: gaz@apollo.COM
AT&T: (508)256-6600 x6081
Its never too late to have a happy childhood!

5279. Re: MJCC Version 2.1 available at lakesys archives

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 16:29:42 UTC
From: good@atari.UUCP
Message-ID: <1146@atari.UUCP>
Source record: 250979

```
in article <3458@druhi.ATT.COM>, med@druhi.ATT.COM (Myron Drapal) says:
>
> Our ATT uucp node can't seem to get addresses right
> more than 10% of the time. ;-)
>
> Myron Drapal
> AT&T Bell Laboratories
> Denver

Nice to see someone else has problems! [:-)].
--------------------------------------------------------------------------------
Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.
--------------------------------------------------------------------------------
```

5280. ANIMATION QUESTION

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 16:37:47 UTC
From: Robert_L._White.ESXC15@XEROX.COM
Message-ID: <880831-204234-3799@Xerox>
Source record: 250980

I have been playing around with graphics lately and have some questions about animation. Someone tell me if I am figuring this out right.
Since the screen is redrawn every 60th of a second, and I was to move a Line A sprite 1 pixel at a time, this would give me a movement of 60 pixels per second, right? Thus it would take about 5.3 seconds to move accross a low resolution screen, Right???

My question here is, How do I make the sprite move faster than 60 pixels per second? Is it possible? I have tried moving the sprite 2 pixels at a time, But then the sprite seems to be a little jirky or blurry. I have looked at some games, and some of them seem to be able to move images faster than this without the blurr.
How do they do it? What are some of the tricks?

The way I am doing my animation is this. I am using 3 screens. One holds the background picture, one is the drawing screen (LOG BASE), and one is the screen being viewed (PHYS BASE).
For 1 animation sequence I copy the background screen to the LOG BASE screen, then draw my sprite to the LOG BASE screen, Then do a SETSCREEN to swap the PHYS BASE screen with the LOG BASE screen.
Thus the old PHYS BASE screen becomes the new LOG BASE screen and the old LOG BASE screen becomes the new PHYS BASE screen.
This is then repeated every vertical blank, and every thing works great, with no flicker (at 1 pixel per Vertical blank).

I am writing my code in 'C' and assembly. The background screen copy routine is in assembly (for speed), and the rest is in 'C'. I am pretty sure I am doing all my animation before the Vertical blank, and am executing the SETSCREEN command every vertical blank, (60 setscreens per second).
I have verified this because I seem to be able to move 60 pixels per second.
If anyone can give me some tips on how to move a sprite faster, it would be appreciated.
Thanks,
Robert L. White, Xerox Corp.

5281. PC Ditto/Quattro question

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 16:59:17 UTC
From: gert@prls.UUCP
Message-ID: <14749@prls.UUCP>
Source record: 250981

My wife needs to use 'Quattro' (the IBM PC spreadsheet) for a class project, but we have only an Atari/ST and Apple][at home... No way I'm going to buy yet another already outdated computer.

Questions :

Is there/are there spreadsheets on the Atari/ST that are compatible in user interface with Quattro ?

Will PC-Ditto work reliably for Quattro, and is it reasonably fast doing so ?

Please respond by e-mail to 'gert@prls.UUCP' (..!pyramid!prls!gert). Thanks.

Gert Slavenburg

5282. Macintosh emulators

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 17:37:10 UTC
From: siamak@cs.qmc.ac.uk
Message-ID: <603@sequent.cs.qmc.ac.uk>
Source record: 250982

Could someone please supply me with Data Pacific's (the people
who sell Magic Sac) address?

Also, I would appreciate very much hearing from anyone who has used
Magic Sac or Aladin (the Mac emulator from Germany). The most
obvious advantage of Magic Sac over Aladin seems to be the availabity
of the Translator/One (?).

Thanks in advance.

-- Siamak (siamak%cs.qmc.ac.uk@nss.cs.ucl.ac.uk)

5283. Re: A scheme for updating/patching gemdos

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 18:52:48 UTC
From: apratt@atari.UUCP
Message-ID: <1148@atari.UUCP>
Source record: 250983

In article <3377@crash.cts.com> sreeb@pnet01.cts.com (Ed Beers) writes:
> After reading lots of messages on the merits of using the 0xAxxx
> ***RESERVED*** instruction trap, I have to add my 2 cents. Using the 0xAXXX
> or 0xFXXX traps is bad news. It limits compatibility with future 68000 family
> products. Apple atleast avoided using the 0xFXXX trap which is why they have
> had 68881 support for sometime while we still only have somewhat kludged,
> semi-supported floating point support much less a 68020/68030 version of the
> ST.

Don't be silly. Using line-F has nothing to do with upward mobility
of the ST to 68020/68030, because such machines will have more ROM space,
so Line-F won't be necessary. It does make plugging a 68020 into
an ST tough, but that's already tough because of stack frame differences.
Somebody in Germany did it... I don't know how they got rid of Line-F
and still crammed the OS into 192K of ROM, but they did.

Motorola explicitly reserved the $Axxx instructions for machine-specific
use (as opposed to "reserved for Motorola use" like $Fxxx), so Atari
isn't stepping on any toes there.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5284. Re: ibm pc diskettes (LOTS OF DETAIL)

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 19:00:13 UTC
From: apratt@atari.UUCP
Message-ID: <1149@atari.UUCP>
Source record: 250984

In article <3451@druhi.ATT.COM> med@druhi.ATT.COM (Myron Drapal) writes:
> Well, Allan, I really hate to rain on your parade again, but this stuff
> about the new format being compatible with the PC is just not true...
> At least not in the BETA ROMS...

PLEASE DO NOT USE NEWS TO REPORT BUGS IN UNRELEASED ATARI PRODUCTS.
PLEASE DO NOT USE NEWS TO REPORT BUGS IN UNRELEASED ATARI PRODUCTS.
PLEASE DO NOT USE NEWS TO REPORT BUGS IN UNRELEASED ATARI PRODUCTS.
PLEASE DO NOT USE NEWS TO REPORT BUGS IN UNRELEASED ATARI PRODUCTS.

Am I making myself clear?

If you have a comment to make about Beta ROMs or any other unreleased
Atari product, use the appropriate communication channels: in this case,
send us an SPR. If you don't know how to do that (for example, because
you copied the ROMs without copying the instructions for reporting about
them) you can mail us a letter. We probably won't even prosecute
you or the official beta tester who let you copy the ROMs, because we
want the feedback. This is not a legal opinion, but it would be my
recommendation. But you do not get any goodwill by flaming us in
public about UNRELEASED products.

Please cut it out.

I post this in public because the offense was committed in public. I am
also sending mail, because that is far less likely to be overlooked by
the intended recipient.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5285. how to switch on the mouse pointer

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 19:04:32 UTC
From: roeder@sbsvax.UUCP
Message-ID: <621@sbsvax.UUCP>
Source record: 250985

Hello!

I have some problems with the mouse pointer on the st screen. In a shell i use graf_mouse(M_ON) / graf_mouse(M_OFF) to switch the mouse on and off. But some programs are disturbing this scheme. After a run of such a program the mouse pointer remains hidden. I've also tried to use the line-A functions showmouse() / hidemouse() and the VDI-functions v_show_mouse() / v_hide_mouse() in various combinations, but then i got damaged menus. It seems that the mouse pointer is on, but the AES (especially the menu-manager) does not know about it. Since GEM-Desktop has no such problems, there must be a way to turn on the mouse in the "right way".

My question: has someone solved this problem ???

- Edgar

5286. looking for programs and adresses

Newsgroup: comp.sys.atari.st
Date: 1988-08-31 20:17:28 UTC
From: mer@dupond.cd.chalmers.se
Message-ID: <824@dupond.cd.chalmers.se>
Source record: 250986

Hi netlanders.

Recently I bought an ST-1040 which I'm very pleased with. In Sweden there is as far as I know no user group supporting the ST. Therefore no PD programmes are availible for me. I don' own a modem and can't connect my ST to USENET.

That why I'm posting this message.

If you read this and can help me with info on the following subjects, please send email.

- Are there any good magazine concerning the ATARI ST published in your country? How much do they cost and where are the published?

-- Do you know any USER GROUPS which can support a Swedish membership?

__ Do you know any adresses to sources for public domain etc. programmes?

__ Are you willing to exchange programs with me?
(public domain of course)

If I receive much information concerning the above I will compile the answers and post it here.

For everybody who are willing to swap programs with me I will compile a list of availible programs so both of us will benefit from this.
This last idea is first of all directed to you guys in Scandinavia and Europe, which there is a fair turn-around-time with mail etc.

Please help me. The ST is of no use for me at the moment.

--
Martin Ericson, Richertsgatan 2C-3010, S-412 81 Gothenburgh, Sweden
Chalmers Computer Society Home tele. int. +46 (0)31-81 40 96
SWNET: mer@dupond.UUCP UUCP: ...!enea!chalmers!dupond!mer
INTERNET: mer@cd.chalmers.se

5287. Re: To fix or not to fix.

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 00:37:59 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <5371@killer.DALLAS.TX.US>
Source record: 250987

In article <731@jolnet.ORPK.IL.US>, rich@jolnet.ORPK.IL.US (Rich Andrews) writes:
> In article <KW.D6XG.260888@SALF.D> KEITH@SYSD.SALFORD.AC.UK (Keith Wolstenholme) writes:
> >
> >Atari already went down this route once, when the XLs were introduced
> >they weren't 100% compatible with the older machines but they did have
> >RAM located "underneath" the OS ROMS. Various translator disks were
> >produced that turned off the OS in ROM and loaded the older OS into
> >RAM.

...

> The XL operating systems WERE 100% (or nearly so) compatable with the old OS in the Atari
> 800/400's. It was the illegal system calls written in by the "Software Engineers" at
various
> companies that caused all the grief.

> rich andrews

I had a bit of experience in that area (the Apex HP Calculator program
actual did a JSR into the middle of an instruction in the floating point
ROM -- and of course if you change the code to speed it up, that is one
of those things most programmers will overlook!).

But to get back on track, all the discussion so far on the problems Atari
is trying to face with this upgrade of TOS ROMs are in fact illegal system
calls (or accesses generally) and really should not have ever been released
by whomever wrote the code... They were though, so now we have to decide what
to do next --- live with a chunk of trash in the ROMs or throw it out (and with
it yesterday's funnies, since someone wrapped the catbox contents in them before
I read them !!!

I can live with either decision, but the stink lasts a lot longer than the
pain of lost gratification this month.

Charles Marslett
chasm@killer.dallas.tx.us

5288. Re: Hard Disk Crash

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 01:04:17 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <8627@cup.portal.com>
Source record: 250988

Simon Poole writes:
>while your program sounds quite nice, it would fail miserably on two of the
>four partitions on my hard drive (guess why?)

If they are some kind of partitions for a Mac emulator or Idris or OS/9, m
program wouldn't recognize them at all. There is a HD optimizer for the Mac,
(Symantic Utilities) but I haven't tried it. There are many for the PC, so
one that runs under PC-Ditto should work too. I don't know about anything
for Idris or OS/9 or any other type.

If you check out most of the optimizers for the PC (those that I know about),
no matter how "safe" they are they recommend backing up first and rebooting
afterword, just because no matter how "safe" my program might be, I can't be
sure that someone else has figured out a way to compromise the safety, for
example a non-writethrough cache would wreak havoc if my program aborted
aborted before it had a chance to update. Also if directories happened to be
cached and it didn't recognize a media change or something and rewrote the
old information over the reorg'ed FAT's, it would also trash the disk.

As for my utility, I *HAVE* hit reset right in the middle of the optimization
without data loss, and the worst that can *theoretically* happen is extra
:"orphaned" files which I have also gotten when hitting reset. It is designed
to be this robust and foolproof, but fools can be even more clever. We also
have something in this country called tort liability which I have never had
the chance to be part of, and never want to, but I have to be careful with
my claims simply because of this. Even if it is 99.98% reliable, I can't
take a chance on not disclaiming all this stuff.

5289. Re: Laser Speed

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 03:23:26 UTC
From: julius@yugas.UUCP
Message-ID: <793@yugas.UUCP>
Source record: 250989

In article <1988@looking.UUCP> brad@looking.UUCP (Brad Templeton) writes:

>In article <3758@polya.Stanford.EDU> rokicki@polya.Stanford.EDU (Tomas G. Rokicki)
writes:
>
>>PostScript engine is actually quite fast at rendering. I say, if
>>the interpreter is your bottleneck, either you are plenty fast
>>(a minute a page or less) or your application is abusing PostScript.
>>.....
>>Maybe I'm spoiled. But if I had a software package that took
>>ten minutes to print a single page, I'd return it. And buy
>>something that works.
>>-tom
>
>I found this article quite funny. The software I have always used
>has always printed nicely formatted text at around 6 pages per minute.
>(In this case, that is the speed of the LaserJet.)
>While I would certainly toss anything that took several minutes to print
>a page, I would also do that with anything that took a minute. I find
>it incredible that people put up with this sort of thing.
>
>There's no reason you can't have nice typeset text as fast as the printer
>can output it. The only reason is badly written software that was never
>tested properly for speed. There's little excuse for that.
>
>I guess none of you are contemplating buying the Panasonic laser partner
>for the 11 pages per minute. You wouldn't have anything to do with it.

Benchmarking laser printer speeds and 'through-put' speeds is a kettle of
fish. Worse than attempting to benchmark systems and processors. :-)

I recently did some simplistic timings to start to get a handle on things.
I created a document in Timeworks Desktop Publisher and printed it on three
lasers and one ink jet. The results are interesting to say the least... :-)

Atari SLM804 1.33 The results are in minutes.seconds. The
NEC LC-890 5.54 LC-890 was running PostScript, the Roland
Roland LP 1100 14.52 is the same as the Panasonic, all output
HP DeskJet 20.44 was done via GDOS and appropriate drivers.

So. What does this tell us? (Besides that the SLM804 is the fastest :-)

First we need to take a look at how things work under the hood and at exactly
what is going on. When TWDTP (Timeworks Desktop Publisher) prints, it opens
up a virtual printer workstation, executes the necessary commands to 'draw'
the page, and then gives a 'print the page' command.

During this time, depending on the device driver used, several different things could be happening:

The SLM804 driver simply allocates a bit-map the size of a page, draws to it, then sends it to the printer at approx. 3 mega-bits-per second. If the other drivers worked this way, then we see why the SLM804 is faster. The maximum speed that you can send data down a parallel port is 2000-3000 bytes a second. A full page bit-map is approximately 990,000 bytes - but that is still only about 5 minutes (it appears that there must be an inefficiency somewhere in here when it comes to output devices with HP LJ emulation :-)

The GDOS PostScript driver simply translates VDI calls to PostScript code and sends it down the serial port.

The major bottle-neck in printing and through-put speeds is getting the data, a representation of the data, to the printer fast enough. Ventura will generate over 150k of PostScript code for a semi-interesting page with two line art graphics and some text (do a print to disk on the VPSCOOP document to see what I mean). The laser then must interpret this PostScript program and render an image into, guess what, a 990,000 byte bit-image of a page. As a result of this, some (most!) laser printers are more powerful computers than the machines they are hooked up to.

Printing a page of raw text, especially listings and letters, is a snap for a laser printer. It dosen't have to do any real work. Simply blit the font image data to the page buffer, or even do it on the fly (as some of these lasers with less than 1 meg do). Tricks can also be used to do some bit image graphics with a laser with around 512k of RAM. Some software, like Ventura, uses these and other tricks to get acceptable looking output and printing speeds on HP LaserJet's and compatibles.

My next step in benchmarking lasers will be to create the same page that was originally done with TWDTP under Ventura, and possibly a few of the other packages that out there in the PeeCee/MessyDOS & Mac worlds, and time the printings.

Julius Oklamcak CIS: 70007,1070
Atari (Canada) Corp. BIX: joklamcak
(416) 479-1266 GEnie: J.OKLAMCAK

"I don't know what he is talking about.
Do you know what he is talking about?" - Rambling Man

5290. Different color norms (PAL-B/PAL-N)

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 09:01:36 UTC
From: federico@actisb.UUCP
Message-ID: <256@actisb.UUCP>
Source record: 250990

A couple of months ago, my father came to visit me in Berlin from Argentina. Since I want to interchange E-mail with him and the rest of the gang regularly, I gave him a 520 STM to take home (It's a model that came out here in Germany, 512KB, no integrated floppy but with an RF modulator. I don't know whether this version is sold in other countries). Since both Germany and Argentina use the PAL color encoding scheme, I thought there would be no problem using the TV set. However, he tells me he can't get any color on the screen. This reminded me that, although the norm is the same, Argentina uses PAL-N while Germany uses PAL-B. Does anybody out there know what's the difference? Can this be the cause for the lack of color? If it is, is there a simple fix I could apply when I go there on vacation? (I used to be able to decode the value of a resistor, given the color-code table and a couple of days, and my theoretical knowledge is even worse, so it better be real simple)

--
Federico Heinz "In Dubio Pro Libido"
BIX: fheinz | Beusselstr. 21
UUCP: ...!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

5291. Color screen problem

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 09:23:03 UTC
From: atn@dycom.UUCP
Message-ID: <742@dycom.UUCP>
Source record: 250991

Hi there,

I have a little problem with my ST. I have made a cable that connects
Atari RGB signal to the television with SCART (EURO)-connector. It works
fine, but sometimes (yes, not always, but still very often) it has shadows
on the screen (4 or 5 usually), though they can be seen only with dark
stuff on light background (i.e. in normal Desktop or file selector box).
But it is still so noticeable effect that I want it off. So what can I do ???

If somebody would like to know some details to solve this nasty problem,
I'll be happy to send more detailed explanation, but I think the problem
is the cable (8-wire flat cable, length about 2.5 meters). Or has someone
made some special connections to make it work ??

I also can post details of the connection, if someone wants to do it for
him/herself, but I think it is so well-known connection in the 'big world'
that even this question can be stupid. But anyway, please help me!!

THANKS IN ADVANCE!!!!!!!!

-Antti Nuoreva,
atn@dycom.FI

5292. Sighting!

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 10:46:14 UTC
From: wallmann@quando.UUCP
Message-ID: <580@quando.UUCP>
Source record: 250992

Since I haven't heard anything on the net about this ..
While flipping through a Hifi-mag here in W-Germany my eyes fell
on the review of the ATARI PDP1+1Xx^%$^$E#&^ whatever, guess what: it
was the CD-Player the 'Old Ones' told us about.

What I have remembered from the review is :

Price 1200.- DM (~$500)

Can be used as a audio-CD as well as a peripheral

Barebones CD-player no comfort at all.

550MB formatted space (I am counting on my 'photographic
memory' here, har har)

Lousy on error correction

Software available : Van Halen Beethoven etc. (har har)

Oh well...

5293. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 16:03:25 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3508@druhi.ATT.COM>
Source record: 250993

in article <1136@atari.UUCP>, good@atari.UUCP (Roy Good) says:
> I was going to let this one go by, since a Developer Release (softloaded)
> is imminently available - details are being mailed to all registered
^^^^^^^^^^^^^^^
I've been a registered Atari developer since day one. In that
time period Atari *HAS NOT* sent me a single letter or package. Back
when I was still writting commercial software for the ST I complained
several times. No change. Strange way to treat a registered developer.

> developers. But then I realized this is just the sort of unthinking posting
> that starts off a rumor chain and network explosion.
^^^^^
Myron's comments on bugs are not rumors. I've seen both of the
problems he described occur on the Beta ROMs. (No, I don't have a set.)

> The mature way to handle this concern would have been to call/email me or
> someone at Atari, rather than posting what is clearly rumor and hearsay to
> an already sensitive group of readers. But no... it seems it is better to
> to launch another missile that can only do damage, either to reputations
> or to morale. The closing comment is entirely unnecessary, regarding "fix a
> few, create a few..". Why on earth do you think we have have an extended
> Beta with the subsidiaries? Why do you think we are making the Developer
> Release before committing to ROM? This version fixes some bugs found in
> Beta, and also includes even more performance improvement.
>
> I have tried to keep a conservative tone to my responses, but the lack of
> foresight and thought behind this posting got to me. That and a teething
> baby [:-)].
>
> PLEEEEEEASE: before putting this sort of muckspreading out for public view,
> get the FACTS!!
> ---
> Roy J. Good
> Product Development, Atari Corporation
> Views expressed are my own. Atari may agree or disagree; they have the right.
> ---

Roy, you don't seem to really understand the problem Myron was
trying to point out. The problem isn't the two (three if you count the
free space calculation bug he mentioned) bugs that Myron mentioned.
The bugs aren't all that major, I'm sure they have very simple, quick
fixes. The problem is with Atari's method of developing and testing
code. These are the kinds of problems that SHOULD have been found back
in unit test (testing by the developer). Didn't Alan have an IBM PC with
a 3.5" drive sitting beside him when he wrote the new format code? Or

even an ATARI PC? I could accept a problem with the format that only occured with a single version of DOS or if you had a strange number and arraingement of files on the disk. Those are the types of bugs that you should be finding in Beta test code. Not fundamental bugs that indicate that the code was never tested at all.

When you say something is in Beta test you are saying that it is almost ready to ship. The only bugs should be small and realatively obscure (eg. program A breaks if it is run with desk accesories B, C and D on a machine with 2.5 meg of RAM). But the primary features of the code (eg. formatting PCDOS compatible disks) should already work.

Please listen to what Myron is trying to tell you. One of his jobs is working on development methodologies for large projects. There are lots of differences between developing a small piece of code, like the 192K ST OS ROMs, and a multi-megabyte piece of code. But there are also a lot of similar issues, such as how you should test the code in order to develop a quality product.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM
or
ihnp4!druhi!dlm

5294. Re: Fsfirst/next and lineA question

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 16:12:06 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3509@druhi.ATT.COM>
Source record: 250994

in article <1143@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
>
> Fsfirst/Fsnext has NEVER been the culprit in the 40-folder bug. GEMDOS
> has NEVER had a concept of folders which are "in use" versus folders
> which are not. It allocated internal memory for a folder as soon as it
> came across it: getting a directory listing of a directory with
> subdirectories caused memory to be allocated for those subdirectories.
> This memory was NEVER released or reused.
>
> ...
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Fsfirst/Fsnext have always been a big problem with the 40 folder
limit. Since the DTA contains a pointer to a directory node, a node is
"used" while in a Fsfirst/Fsnext loop. Those programs that didn't call
Fsnext till a failure caused a LOT of nodes to be lost (even more than
"normal"). Some early versions of GDOS had this problem, they could
cause 20 to 300-400 nodes to be used while the ST was booting (the
numbers varied based on the files/folders on the boot drive).
Apparently they did a Fsfirst to get file size information which tied up
a directory node entry forever.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

5295. Re: Keep it up. !!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 16:12:40 UTC
From: wheels@mks.UUCP
Message-ID: <502@mks.UUCP>
Source record: 250995

In article <8808311646.AA03627@explorer.dgp.toronto.edu>, juancho@dgp.toronto.edu (John Buchanan) writes:
> I just read several postings from Good and Pratt. It seems as though
> things are starting to happen. Keep it up Roy and Allan. I continue to
> wonder at the manner in which you camly wade through the flames.

Seconded. I've been watching the debate about Malloc et al, and if
their responses on this are an indication of the general level of work
that has gone into the new ROMs, they should be 200% better than before.

> By the way has any one heard what the status of minix is?

No, haven't heard for sure. Andy Tannenbaum is back home, so we may hear
soon. However, figuring I would rush to the front of the line, I
already sent my order form from the back of The Book (suitably modified
to order the Atari version) and a cheque. I'll let you know when they
cash it. :-)

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

5296. Re: C++

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 16:16:40 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <403@clio.math.lsa.umich.edu>
Source record: 250996

In article <265@infovax.lan.informatik.tu-muenchen.dbp.de>
gengenba@lan.informatik.tu-muenchen.dbp.de (Michael Gengenbach) writes:
%In article <690@cs.Buffalo.EDU>, leo@sunybcs.uucp (Leo Wilson) writes:
%> [...]
%> Good question! And is there anyone out there working on porting gcc to
%> the ST?
%> [...]
%> ===
%> Leo E. Wilson 364 West Delavan Avenue, Buffalo, NY 14213-1412 (716)883-7573
%> (leo@gort.cs.Buffalo.EDU) ...!sunybcs[!leow]!leo leo@sunybcs.bitnet
%
%
%I've seen the following article in the gnu.gcc newsgroup a while ago:
%
%#From: hyc@math.lsa.umich.edu (Howard Chu)
%#Newsgroups: gnu.gcc
%#Subject: Re: Anyone have gcc on an Atari ST?
%#Keywords: Atari 68000 gcc
%#Message-ID: <395@clio.math.lsa.umich.edu>
%#Date: 4 Aug 88 20:38:26 GMT
%#References: <6175@chinet.chi.il.us>
%#Sender: usenet@math.lsa.umich.edu
%#Organization: University of Michigan Math Dept., Ann Arbor
%#UUCP-Path: {mailrus,umix}!um-math!hyc
%#
%#In article <6175@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
%#>The title says it. I'd really like g++ even more, but the way I read the docs
%#>gcc should be running first. If someone is working on an Atari port, I'd
%#>be willing to help (for whatever that's worth).
%#
%#I plan to get this going soon. Haven't started yet, but I've been in touch
%#with two other people who've made some progress on this already. So far we
%#can cross compile from Sun to Atari using gcc. I haven't tried x-compiling
%#gcc itself yet, but that'll probably be the first stab. Next point will be
%#getting decent libraries constructed.

Needless to say, I'm no longer working on porting gcc. (Thanks again to
John Dunning...!) Still no word from Richard Stallman about whether he'll
include Atari ST support in the next official gcc release. In any case,
since the gcc compiler will compile itself correctly on the ST, I don't
see any reason why g++ can't be ported over now...
--
/
/_ , ,_. Howard Chu

/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

5297. How to compile Omega and get it to work properly.....

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 16:18:37 UTC
From: whitbye@cs.glasgow.ac.uk
Message-ID: <1601@crete.cs.glasgow.ac.uk>
Source record: 250997

Can anyone out there tell me how to compile Omega on the Atari ST, and actuallget it to work.
I can get it to compile and link, but unfortunatly it gives me some
kind of address error when I run it. Any help would be received appreciably.
By the way, why do people keep saying that the Archimedes is so much better
than the ST when it costs so much more. After all a Cray anything is so much
better than an Archimedes.

ps
Borf is here.

5298. Re: PC compatible(?) format on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 16:21:07 UTC
From: good@atari.UUCP
Message-ID: <1150@atari.UUCP>
Source record: 250998

in article <3461@druhi.ATT.COM>, med@druhi.ATT.COM (Myron Drapal) says:
>
> First off, this is a followup to a posting I made yesterday regarding
> the incompatible PC format from the new BETA ROMs. Allan Pratt claims
> that this is fixed in the new BETA ROMs, and indeed it is -- that is if
> you never want to store a file on it!!!
>
>
> Well, after all of this, I am really wondering how much BETA testing(??)
> that these ROMs have gone through. You see, I really don't even have a
> set of these ROMS, and have managed to find what I consider a major bug.
>
> Myron Drapal
> AT&T Denver
> att!druhi!med

Dear Mr. Drapal (and fellow net readers),
Since you are so insistent with your desire to post comments on the performance of a set of ROMs which you do not have, which is somewhat akin to publishing a road test report on a Testarossa you have never driven, might I ask you to make one final posting?

Please post the name and contact address of the person or company from you which you obtained either:
the unauthorized copy of the ROMs
the unauthorized copy of the RAM version ('tho you say "ROMs")
the source of the report which you are publishing, if it is not you
Also, please post the identification code of the TOS version.

I'm taking a risk - you may have got it through Atari even! But I think you owe it to Atari and to the more responsible subscribers to this news category to be less secretive. For all I know, you may have a bootleg copy of a development-in-progress version.

Incidentally, all Atari subsidiaries received copies of the Beta kit, and have since received copies of the Developer Kit. There will be further improvements and, yes, some bug fixes, prior to comitting to ROMs. If each subsidiary has just 5 external sites (and I believe that is the minimum anywhere), there are at least 70 testers. And we have received some quite obscure bug reports from them, and we thank them for their support. This last word should be in 28 point bold underlined type, as it encapsules the spirit of Beta test - the desire of the test site to support the supplier in the aim of producing a quality final product.

Roy J. Good

Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

5299. Re: TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 16:28:56 UTC
From: good@atari.UUCP
Message-ID: <1151@atari.UUCP>
Source record: 250999

in article <3e303db7.52e@apollo.COM>, gaz@apollo.COM (Gary Zaidenweber) says:
>
> Allen, Roy and Ken:
> You're whetting my (and probably others') appetite for the new
> ROMS. Naturally some bugs have shown up now that you're in Beta
> test and you probably have some idea how to fix them. So, Please
> give us a preliminary date and the terms for its
> release. Also, please give us a new list of bugs fixed and not
> fixed (the last one I saw was several months ago.)

The Developer Release is essentially now available via Cindy Claveran for
$20. This include TOS 1.4 DR on Floppy, release notes, revision to MadMac,
revision to "aln" linker, first release of own own "db" object level debugger,
Product Tracking System interface and guide, and SFP004 (68881) deevloper
kit with demos. The $20 deal is only available to registered developers.
Details are in the latest Atari Forum (Developer Newsletter) which was mailed
earlier this week.
The Developer Release contains many improvements and fixes over the original
Beta release of mid-May, but we do know of some discrepancies. These will be
fixed before committing to ROM, and I intend to put a short "known problem"
list in these kits, so maybe we won't have to have worldwide postings. The
Developer Version of TOS 1.4 is considered "unsupported", but this is only
because the ROM version (and its associated RAM version) must be held
as the definitive work. The Developer Release has an Alert box to this
effect on booting.

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

5300. 1040 Memory Expansion

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 16:32:04 UTC
From: ralph@lasso.UUCP
Message-ID: <8809011632.AA04341@inria.inria.fr>
Source record: 251000

I once asked a question concerning this subject, but no one on the net answered. Is this because it's not worth it to expand the memory versus buying a Mega-2 or Mega-4? Or is it because I posted my question during the summer vacation period? Anyhow, now I would like to know if any company/person is thinking about putting one megabyte SIMMs (like those used in Sun 3/60's and Sun-4's) into an Atari (especially 1040)? Seeing their small size, they and their control chips might fit into a machine w/o cutting a hole (:-% - inquisitive, yet innocent). As always, reply directly if possible, or to Info-Atari16 Digest (comp.sys.atari) since I have no access to `news'. ;-{

Ralph P. Sobek | UUCP: uunet!mcvax!inria!lasso!ralph, or
| ralph@lasso.uucp
LAAS-CNRS | Internet: ralph@laas.laas.fr, or
7, avenue du Colonel-Roche | ralph%laas.laas.fr@uunet.UU.NET
F-31077 Toulouse Cedex, FRANCE | ARPA: sobek@eclair.Berkeley.EDU (forwarded\
+(33) 61-33-62-66 | BITNET/EARN: SOBEK@FRMOP11 \ to UUCP)

5301. Re: A scheme for updating/patching gemdos

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 16:49:42 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4683@saturn.ucsc.edu>
Source record: 250851

In article <1148@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Somebody in Germany did it... I don't know how they got rid of Line-F
>and still crammed the OS into 192K of ROM, but they did.

Perhaps they used line-A instead? There can't be THAT many line-F traps --
certainly not enough that you couldn't use A100 and up instead (assuming that
the documented line-A calls are the only ones that are used; but even if there
are undocumented calls, I find it hard to imagine there being enough of them
to stop this from working...) That seems like a nice clean solution to the
problem to me.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

5302. Re: PC compatible(?) format on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 19:16:57 UTC
From: apratt@atari.UUCP
Message-ID: <1152@atari.UUCP>
Source record: 250853

In article <3461@druhi.ATT.COM> med@druhi.ATT.COM (Myron Drapal) writes:
> [...] Allan Pratt claims
> that this is fixed in the new BETA ROMs, [...]

Since you reveal that you have read either my mail or my posting, you can't claim that you didn't see the (rather restrained I thought) request that you stop posting comments about unreleased Atari products to the net.

I withdraw my recommendation that you not be sued.

This is really unforgivable behavior, and you have demonstrated (over and over) why we have to be very careful in selecting Beta test sites. Apparently we were not careful enough, because either someone talks with you about the ROMs, or someone allowed you to copy them. Be that as it may, I can find no explanation for your continued bad manners, but bad manners should never be allowed to go unpunished.

PLEASE STOP POSTING TO THE NET.
PLEASE STOP POSTING TO THE NET.

This is not an attempt to "hush up" deficiencies in the new TOS which you obviously consider important.

THIS IS AN ATTEMPT TO SHUT YOU UP BECAUSE YOU DON'T KNOW WHAT YOU ARE TALKING ABOUT, to wit:

[MEDIA DESCRIPTOR BYTE] "DOS internal routines use information in the BIOS parameter block (BPB) to determine the media type of IBM formatted disks rather than using these values. THESE MEDIA DESCRIPTOR BYTES CAN NO LONGER BE GUARANTEED TO INDICATE A UNIQUE MEDIA TYPE." [Emphasis mine.]

[GETBPB] "The device driver checks the boot sector. If the boot sector is for DOS 2.00 to 3.30, the BPB from the boot sector is returned."

-- pages 2-27 and 2-30, IBM PC-DOS 3.30 Technical Reference

We never promised DOS 1.x compatibility. The information in the boot sector includes, among other information, the number of sectors of FAT on the disk. The media descriptor never defined that, except in some nebulous way which IBM/Microsoft never documented.

I am tired of discrediting you publicly. If you must report these things, please MAIL to atari!pts and request feedback. We will endeavor to reply, in loving detail, why what you're reporting is not a bug, or, God forbid, that it is. And we will thank you for the time you spent investigating on your own, to be sure it wasn't just a misunderstanding

on your part.

I hope that the rest of the net is as tired of this as I am, and will never take you seriously. That will save me (and Mr. Good) the trouble of discrediting you still another time.

==========

Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5303. Re: Lattice C - Help!

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 19:19:07 UTC
From: br@laura.UUCP
Message-ID: <573@laura.UUCP>
Source record: 250854

In article <784@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>If you use LC1.TTP and LC2.TTP to compile, you will see they also wait
>for a keypress before finishing. The odd thing is, they don't wait when
>started from LC.TTP (this one starts them each in turn). The reason is
>that LC.TTP starts them each with a first argument of '>CON:'; this
>value is treated as a special one by both LC1.TTP and LC2.TTP.

No! Try:

LC1.TTP -. options... files...

^^-- this is the magic option

If you use the -. option, the compiler doesn't ask for a return on exit.

This undocumented option works on Lattice C 3.04.1 and 3.04.2.
I found this feature by scanning all options letters from 0x21 to 0x7e.

--
Bodo Rueskamp
br@unido.uucp
..!uunet!unido!br

5304. net response

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 19:36:00 UTC
From: PETCHER@FSU.BITNET
Message-ID: <[gw.scri.fsu.edu].93A33B20.0091836C.PETCHER>
Source record: 250855

I posted a version of this once but never saw it appear, so here goes again.
In article 1390 Dave.Douglass@rubbs1.FIDONET.ORG (Dave Douglass) says:

>I'm looking for a decent command shell on the ST. I've found out
>that there is a lot of crap out there. I have Gulam, and I'm not
>happy with it because I don't want EMACs and I want to be able to
>set the tab stops (why is this such a RARE feature in Atari ST
[Stuff deleted]
>Can anyone tell me about the Micro C shell or the MT C shell?
>Are they worth the money? Is there a decent version of Vi
[more deleted]
>Dave Douglass Computer Sciences Corporation Piscataway, NJ 08854
>.....!rutgers!rubbs1!dave.douglass (201) 981-9119 x6417

and in article 1423 daanjj@neabbs.UUCP (DAAN JITTA) replies:

>Dave,
>
>The package you are looking for is called CRAFT. CRAFT contains a
>very good shell (called "GPshell") and editor (called "STedi"),
>the last one completely written in assembler (FAST!).
[Description deleted]
>

As an extremely satisfied user, I just want to second the fact that Craft
is an excellent product. Anyone interested in a Unix C shell environment
should check it out. It is almost 100% compatible with the Unix C shell (I'm
repeating Daan, aren't I? no multitasking though) with some very nice
extras such as a built in ramdisk, and disk cache that can be created or
removed from the shell, and an editable history mechanism similar to VMS.

I am curious as to why almost no mention of the GPshell or Craft has made it to
the net, while I often see references to the Beckemeyer Micro C shell, gulam
(understandable since it is public domain) and others. Doesn't anyone else out
there own the Craft package? If someone has a copy of all three of these shells
perhaps you could make a comparison and post to the net. I am sure many would
be interested. Although I don't have the micro C shell myself and I have only
briefly used gulam, I wouldn't be at all surprised from what I have heard if
Craft's GPshell comes out well on top. Anyone up for making the comparison?

This is not to mention Craft's excellent editor STedi (see my recent posting).
Leave it to say that STedi is faster, more usable and easily as powerful as
microemacs or the vi clones available, and contains some features that none of
these have. Heck, if you are really stuck on the keyboard commands of
microemacs (not for you of course, Dave) or some other editor, you can
reconfigure STedi to emulate them without sacrificing any of the speed. But

personally I find the already built in commands superior. Anyone in the market for a Unix shell, especially someone who is not happy with the other editors available would be doing himself a favor to check out Craft.

>
>CRAFT comes with an extensive manual (in english, over 600 pages)
>and costs Fl 395,- (about $200). The manufacturer is:
>
> ComMedia
> Leidsekade 98
> NL-1017 PP Amsterdam
> The Netherlands
> tel. 020-231740
>
>Daan Josephus Jitta (neabbs!daanjj@telmail.uucp)
>
>Disclaimer: I have nothing to do with ComMedia, I'm only a VERY
>satisfied beta tester.
>

Don Petcher
Supercomputing Computations Research Institute
Florida State University

Disclaimer: I have no relation with ComMedia either other than we purchased a couple copies of Craft from them. They even mail order across the pond.

5305. Taken ABAQ, back to the days of void and vapor.

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 20:16:51 UTC
From: jbone@ut-emx.UUCP
Message-ID: <5643@ut-emx.UUCP>
Source record: 250856
Cross-posted to: comp.sys.transputer,comp.sys.atari.st

So, what's the scoop on the Atari ABAQ?

Back in the Fall of last year and in the Spring it seemed like the world was a-buzz with news of Atari's new transputer-based Helios (UNIX-clone?) work-station. It was supposed to have super-duper graphics and come shipped with (I think) Occam, C (an implementation that supported asynch-parallel prog-ramming), and all sorts of other goodies. One article even said that developer materials were shipping (this was, maybe, April), and even gave an address for ordering docs and becoming a registered developer.

Now, I'm hearing rumors that Atari has stopped showing the thing at the shows, and there hasn't been any mention of the thing in <long time now>.

C'mon guys, let's get that old rumor mill cranking again. Does this thing really exist? Has any body seen/touched/played with one? Or is this in fact just another case of vaporous Atari products, like the thought-controlled video game and the portable, DC-powered holographic video game?

So is this thing going to be released or what? Anybody in-the-know, let's hear it.

-jgb (jbone@emx.utexas.edu) ---------- "Everyone's head is a cheap movie show."

5306. Re: C++

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 21:46:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880901214651.7.JRD@MOA.SCRC.Symbolics.COM>
Source record: 250857

Date: 1 Sep 88 16:16:40 GMT
From: mailrus!um-math!hyc@rutgers.edu (Howard Chu)
[...]
Needless to say, I'm no longer working on porting gcc. (Thanks again to
John Dunning...!)

You're welcome!
Still no word from Richard Stallman about whether he'll
include Atari ST support in the next official gcc release.

It wouldn't surprise me if they don't want to; in addition to fixing
everything that deals in pathnames, starting processes, assuming
knowledge of the format of text files etc, I work for Symbolics, and he
still hates us.
In any case,
since the gcc compiler will compile itself correctly on the ST, I don't
see any reason why g++ can't be ported over now...

Right. I've snarfed GCC 1.25 (that's the latest one for which there's a
companion G++) and am contemplating compiling it up this weekend to see
what happens. However, a problem I expect to run into is that I won't
have anything good to test it on when it gets running. For GCC I just
grabbed a bunch of random C programs from various archives, and tried
compiling them up, reasoning that if they ran, the compiler was probly
working ok. I don't know of a source of C++ code; anybody got anything
they'd like to submit for testing?

5307. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-01 23:02:21 UTC
From: fyl@ssc.UUCP
Message-ID: <1439@ssc.UUCP>
Source record: 250852

[rumor of bugs]

In article <1136@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
[explanation about how to maturely handle rumor deleted]

> PLEEEEEEASE: before putting this sort of muckspreading out for public view,
> get the FACTS!!

Now, the unfortunate thing is that the posting contained the rumor
and an explanation of why people should not spread rumors.
My conclusion can only be that the rumor is true.
Oh well ...

--
Phil uunet!pilchuck!ssc!fyl

5308. Midi ports

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 00:12:00 UTC
From: CSYSMAS@OAC.UCLA.EDU
Message-ID: <8809022134.AA12781@ucbvax.Berkeley.EDU>
Source record: 250858

> Date: Thu, 25 Aug 88 10:16:42 EDT
> From: cpc@holmes.lcs.mit.edu
> Subject: Midi ports

> When the ST receives a note (or, probably, anything) through
> MIDI IN, it pipes it through to MIDI OUT. My evidence is
> that when I hook both cables between the ST and the synth,
> the synth reports that it is *receiving* info whenever I play
> a noth on its keyboard. The sound is slightly different, and
> the number of voices is cut in half (because every note is
> being played twice. This has nothing to do with the Dr.T
> sequencer, because it happens when I just turn on the ST.

Check your cables. The MIDI out port on the ST also has MIDI
thru available on some of the pins. MIDI thru is a copy of the
MIDI "in" signal (unchanged). It sounds like you are getting
this instead of the MIDI out signals (which can only be data from
the ST).

MIDI OUT port:

pins 1/3 = midi thru
pins 4/5 = midi out
pin 2 = ground (just for shield of cable)

MIDI IN port:

pins 4/5 = midi in

5309. Re: PC compatible(?) format on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 01:05:23 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <8662@cup.portal.com>
Source record: 250859

"... But the PC only checks the media descriptor byte and if it is F9 then it assumes that it is a standard PC disk with 3 sectored FATs..."

I wrote a utility and put F8 for the media descriptor byte (normally only for Hard Disks), and mine work fine. There are all kinds of bytes in the boot sector which will theoretically tell the PC *exactly* how many bytes and sectors and tracks are on the disk and used for each part (number and size of FAT's, etc.). I think the BIOS on my PC may be a little smarter as well. I even had 800K (10 sector) disks work fine on my PC. If your disk driver isn't reading these bytes to determine how many sectors per FAT, don't blame Atari, blame the writer of your BIOS for not following their own rules and reading the number of sectors per FAT directly from the boot sector.

But while I am at it, does the BIOS now support any sector size other than 512 bytes? Any other cluster size besides 2 sectors/cluster? All the other stuff in the Bios Parameter Block and Boot sector that are supposed to set up all these values?

5310. Re: Many questions

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 01:15:25 UTC
From: 7103_300@uwovax.uwo.ca
Message-ID: <645@uwovax.uwo.ca>
Source record: 250860

In article <30@orbit.UUCP>, johno@pnet51.cts.com (John Ogawa) writes:
> ... But then I had major problems looking for a key
> combination from the desktop (anyone know why the Desktop ignores MU_KEYBD
> events?). So, I decided to try and put a keyboard intercept in. No go. I
> have never messed with interrupt routines before, so I don't know what the
> problem is. Right now, I can't even install a dummy routine. I am replacing
> the routine that I find from Kbdvbase in the kb_kbdsys pointer. I use Mark
> Williams' C, and the setrte routine (which saves registers) first, and then
> pass control to the original routine after finishing. This always bombs out.
Your best bet is to pass control to the original keyboard handler first, after
which you can check the keyboard input buffer for the desired keys.
> ... I am also wondering whether it is safe
> to use system calls (like Bconout) in an interrupt routine.
No, not unless you expand the size of the BIOS stack (the pointer to which is
located at 0x4a2). If you replace this with a pointer to a suitably large
area of your own (say, 1 or 2K) then you can use BIOS and XBIOS calls. GEMDOS
is another story, and making GEMDOS calls from inside of an interrupt is
basically impossible (unless you want to rewrite the GEMDOS trap dispatcher).
> ... The second problem is with the desktop.inf reading. Right now,
> short of reading it myself, the only way I can do this is to rename a file to
> desktop.inf, and then reboot. Obviously this is a poor answer. Is it the
> only answer though?

> John Ogawa

No, it isn't the only answer. The best way to change the desktop.inf settings
is to tell the desktop to do it for you. That's what the control panel does.
There are 2 AES calls to do this; shel_put and shel_get. The syntaxes are
as follows:

shel_get(buf, n)
char *buf; int n;
Get n bytes of data from the desktop's current desktop.inf values, and put
them in memory starting at 'buf'. A value of n=128 gets the whole thing, I
think.

shel_put(buf, n)
char *buf; inf n;
Put n bytes of data, pointed to by 'buf', into the desktop's copy of
desktop.inf. A value of n=128 puts a whole new copy of desktop.inf in there.
When the user next selects 'Save Desktop' from appropriate menu, then this
information will be used to create (or re-create) the file desktop.inf on disk.

One last note; the control panel apparently only does one 'shel_get' (when it
is first loaded) and hence won't recognize changes made by other accessories
unless you save the desktop and reboot. I guess Atari or DRI didn't

expect anyone else to use these calls. They're also very poorly documented, at least in the stuff available to poor 'unregistered developer' slobs like myself! So I can make no guarantees about the above information, but it seems to work (a friend and I wrote a replacement VT52 emulator acc. and used these calls to communicate with the desktop).

--

Eric R. Smith email:
Dept. of Mathematics 7103_300@uwovax.uwo.ca
University of Western Ontario 7103_300@uwovax.bitnet
London, Ont. Canada N6A 5B7 (a shared mailbox: put my name on
ph: (519) 661-3638 the Subj: line, please!)

5311. Latest Picture Formats List

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 05:38:19 UTC
From: dmb@TIS.COM
Message-ID: <8809020538.AA06708@TIS.COM>
Source record: 250861

I've decided not to include IFF; it's just too complicated to summarize.

Here's the latest list:

---------- >8 ----------

ST Picture Formats

Compiled by:
Dave Baggett
(arpanet: dmb@TIS.COM)

(Please report errors or additions)

CONTRIBUTORS

Phil Blanchfield David Brooks Neil Forsyth
Ken MacLeod Darek Mihocka George Seto
Joe Smith Greg Wageman Gerry Wheeler

Introductory information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats

<NEOChrome>

1 long resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
12 bytes filename (" . ")
1 byte Left color animation limit (starting color number)
1 byte Right color animation limit (ending color number)
1 byte color rotation speed
1 byte color rotation direction
1 word color rotation duration (number of iterations)
18 longs reserved for expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOChrome Animation>

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click the right mouse button in the eye of the second R in
the word GRABBER.

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of sprite in bytes (always divisible by 8)
1 word height of sprite in scan lines
1 word size of sprite in bytes + 10 (!)
1 word x coordinate of sprite (must be divisible by 16) - 1
1 word y coordinate of sprite - 1
1 word number of frames
1 word animation speed (larger means slower)
1 long reserved; should be zero
----
44 bytes total for header

? words sprite image data (words of screen memory) for each sprite,
in order

<DEGAS>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite (Uncompressed)>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.

16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]

32066 bytes total

<DEGAS Elite (Compressed)>

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control bytes
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]

< 32066 bytes total

Control byte meanings:

For a given control byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-127 <= x <= -1 Use the next byte -x + 1 times
-128 No operation (ignore)

Compression Scheme:

Each scan line is compressed separately; i.e., all data for a given
scan line appears before any data for the next scan line. The scan lines
are specified from top to bottom (i.e., 0 is first). For each scan line,
all the data for a given bit plane appears before any data for the next
higher order bit plane.
To clarify: The first data in the file will be the data for the lowest
order bit plane of scan line zero, followed by the data for the next higher
order bit plane of scan line zero, etc., until all bit planes have been
specified for scan line zero. The next data in the file will be the data
for the lowest order bit plane of scan line one, followed by the data for
the next higher order bit plane of scan line one, etc., until all bit planes
have been specified for all scan lines.

<C.O.L.R. Object Editor Mural>

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Tiny>

1 byte resolution (same as NEO, but +3 indicates rotation
information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

1 word number of control bytes
1 word number of data bytes
16 words palette
3-10667 bytes control bytes
2-32000 bytes data bytes

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 long is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

<Spectrum 512 (Uncompressed)>

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)>

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map

1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme. The
data map is stored as a sequence of records. Each record consists of a
header byte followed by one or more data bytes. The meaning of the header
byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included; i.e., stays
the same). The least significant bit of the bit vector refers to
palette entry zero, while the most significant bit refers to palette
entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette
entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the
background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

<Animatic Film>

1 word number of frames
16 words palette
1 word speed (0 - 99; higher value is faster)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse
1 word width of film in pixels
1 word height of film in pixels

```
1 word version number (major)
1 word version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved (should be all zeros)
--------
32 words total for header

? words image data (words of screen memory) for each frame, in order

<MacPaint>

header {
1 long version number (if zero, entire header is ignored)
38 * 2 longs pattern data (anyone know how to use this?)
51 longs reserved
}
< 51200 bytes compressed bitmap data
-------------
< 51716 bytes total

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel image. The data is
stored as a sequence of records. Each record consists of a control
byte followed by one or more data bytes. The meaning of the control
byte is as follows:

For a given control byte, x:

0 < x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= 0 Use the next byte -x + 1 times

There are 72 bytes per scan line. Each bit represents one pixel; 0 = white,
1 = black.

Version of Fri Sep 2 01:31:21 EDT 1988
--------------------------- >8 ----------------------------------
```

5312. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 08:19:59 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1947@brahma.cs.hw.ac.uk>
Source record: 250862

In article <3479@druhi.ATT.COM> med@druhi.ATT.COM (Myron Drapal) writes:
>to be tested and fixed (like PC compatible format... Oh, by the way, have
>any of the testers checked to see if the disk free function works properly
>yet - the old version reported number of free bytes off by at least
>2 clusters).

I have been sitting here listening with nothing to say for days then something pops up that I actually know something about! Magic!

Atari (Allen|Roy|Ken) said yonks ago that they had found and killed the bug that lost 2 clusters on a disk. But what if you put a the disk in a mchine with old ROMs? It can't read the last two clusters! So, sadly, the bug stays.

I would rather every bug was fixed and a ('a' means one :-) patch program to make them as bad as the old ROMs was issued. As time went by soon we'd all have new ROMs and the old software would be surpassed. Then we would just trash the patch.

> Myron Drapal
> AT&T Denver
> att!druhi!med

____
/ "I think all right thinking people in this country are sick and tired of \
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
____/

5313. Re: A scheme for updating/patching gemdos

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 08:34:09 UTC
From: meulenbr@cstw01.UUCP
Message-ID: <190@cstw01.UUCP>
Source record: 250863

In article <1148@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
<more includes deleted>
>Don't be silly. Using line-F has nothing to do with upward mobility
>of the ST to 68020/68030, because such machines will have more ROM space,
>so Line-F won't be necessary. It does make plugging a 68020 into
>an ST tough, but that's already tough because of stack frame differences.
>Somebody in Germany did it... I don't know how they got rid of Line-F
>and still crammed the OS into 192K of ROM, but they did.
>
>Motorola explicitly reserved the $Axxx instructions for machine-specific
>use (as opposed to "reserved for Motorola use" like $Fxxx), so Atari
>isn't stepping on any toes there.
>
I believe Allen is right on the line A stuff.
Main problem putting an 68020 into an ST is tough because of stack frame
differences. I caught this by setting a different vector base address,
and rework the frame to an 68000 one. All rte's are changed to traps
which recreate an 68020 frame, followed by rte.

Another problem is line-F.
Solution is easy:
There are only 16 or so line-A codes used, and 3/4 of the available
line-F codes. Just map (through a smart algorithm) all line F codes into
unused line A codes.
*** FLAME ON ***
Now this is what Atari should have done in the first place.
Line-F's are reserved and we all know for years why.
*** FLAME OFF
Luckily here's a fine chance to recover Allen: why not change this in
TOS 1.4. This will make life more some people a lot easier, and, since
people are already explicitly discouraged to call line-F directly, will
not break a substantial amount of existing code.

By the way: If you want to do the 68020 trick: there are also some timing
loops which have to get a new value (due to caching etc). Also some self
modifying code exists which needs a hack.

Also programs which do a move to/from SR will break since this
instruction became privileged. Just capture the exception and emulate
it.

I've hacked these things in the 11/20/85 disk TOS, and things seem to
work I get a desktop, but some programs still fail. Sometimes timing
loops seem to be the problem (as for AHDI).

Don't expect too much performance gain though, since you have to use the 16 bit ST bus and the 8 Mhz ST clock. Other problem is that your gain is often comsumed by extra wait states added by the glue? to accomodate for synchronisation between 68000 and video. The main gain is due to the cache.

Unrelated info:
Nice work Allen, what you are doing with TOS 1.4.
Keep things rolling. It seems that Atari is finally getting somewhere.
Makes me proud to be an ST owder again.

--
Frans Meulenbroeks
Centre for Software Technology
...!mcvax!philmds!prle!cst!meulenbr or ...!uunet!prlb2!cst!meulenbr
or perhaps meulenbr@cst.prl.philips.nl

5314. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 08:35:41 UTC
From: t68@nikhefh.hep.nl
Message-ID: <534@nikhefh.hep.nl>
Source record: 250864

All this bickering about bugs in the new ROMs and whether they are trivial to find giving all kinds of speculations about sloppy Atari proceedings sound ridiculous to me:

Theorem:
Taken by itself any bug is trivial, stupid and careless.

Theorem2:
Once you know about the bug it is very easy to locate it. This makes the author of the program look stupid.

Proof: There are probably exceptions to prove the rule.

I think Atari did finally the right thing. They made a new version of the operating system, incorporation lots of remarks and whishes. They give it an infinite amount more testtime than the original version. In addition they have for beta testers some people of whom they know that they are good programmers. Yet there will always be people who are not happy. TOO BAD.

Keep up the good work Allan.

Jos Vermaseren

5315. Pexec in accessories

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 09:52:37 UTC
From: johan@sm.luth.se
Message-ID: <1200@luth.luth.se>
Source record: 250865

Hi there!

I'm new to the net as a contributor but I've been following this newsgroup with interest for the last two years.

My current ST project is a kind of CLI accessory wich would allow me to run non-GEM programs from within any GEM application. This requires calls to GEMDOS Pexec from the accessory, and here's where the trouble starts.

I've managed to make programs load and execute normally, but when they do, some of them seems to mess things up for the AES so that when my accessory closes and AES dispatches the main application, strange things start happening. Sometimes the application just hangs, other times the screen is filled with beautiful patterns. In one case I've been able to detect that control is not passed back to the main application but to the code immediately following the terminate trap in the newly executed program. Note that the Pexec call returns correctly and that these problems start later on when the accessory calls evnt_mesag. However, none of these peculiarities occur when I run programs compiled under MWC.

As I understand it, from the GEMDOS point of view, desk accessories are indistinguishable from the main application. A Pexec call from within an accessory should then perform exactly as if the main application had made the call, as long as the called program is non-GEM. The problems mentioned above seem to indicate that this assumption is wrong.

It may be that the source of these problems is to be found in the way my system is configured (Fatspeed, NeoDesk etc). But before I start dissecting my system it would be great to know whether pexecing from accessories is allowed at all.

I'd appreciate any comment on this.

--
johan@luth.UUCP Johan Nordlander
johan@sm.luth.se Dept of Math & CS
...{uunet,mcvax}!enea!luth!johan U of Lulea, SWEDEN

5316. gcc problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 10:51:04 UTC
From: jeff@stormy.atmos.washington.edu
Message-ID: <JEFF.88Sep2035059@stormy.atmos.washington.edu>
Source record: 250866

I grabbed the gcc executables a few days ago. I found that I had insufficient resources to run it (sob :-( ). I uploaded it to a local BBS, though. One person who downloaded it. This person has a quite bit of experience programming on the ST but I don't think he knows a lot about Unix.

> 31Aug88 From Ganelius
>I more or less have the GNU C compiler installed under MT C Shell. A major
>problem though is the lack of the run time library. The library source was
>compiled with something other than the GNU compiler, apparently. Is a
>compiled library available? I ran into a couple of bugs in the compiler so
>far. The compiler driver does not recognize the command line options `-c' and
>`-o'. Also most of its console output is missing carriage-returns.
>
> Also, is a Unix compatible make utility available from GNU for the ST?

Since can't run it I can't be of much immediate assistance. Does anyone here have suggestions? My guess is the MT C shell does command line arguments differently than gulam (the shell used by the guy who did the port). Perhaps it also does environment variables differently. (so the compiler merely can't find the library file as opposed to being unable to read it?)

-- Jeff Bowden
jeff@stormy.atmos.washington.edu

5317. Re: ibm pc diskettes

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 14:40:54 UTC
From: hase@netmbx.UUCP
Message-ID: <1295@netmbx.UUCP>
Source record: 250867

In article <5914@gryphon.CTS.COM> freuden@gryphon.CTS.COM (Ralph Freudenberger) writes:
>Is there software available for the st that will write ibm/pc compatible
>diskettes?

This is called GEMDOS and is located in the ST ROMs.

The builtin FORMATTER will format diskettes with a format, not known to
DOS 3.3 (or 3.2 or the like).
If you format the disk on the IBM and write to it on the ST, all will
work fine.

There rare some problems with the 40-cylinder (360k) disk drives
connected to the ST: the track-to-track time of these drives is about 6
msec, the ST assumes 3 msec. You can patch that wit ha simple POKE (or
the like).
Mabe Atari will make the system variables related to the external
hardware (like 5.25 inch disk drives) official?

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
If there is something more important than my ego, I want it caught and shot,
NOW! (Zaphod Beeblebrox)

5318. RAH (mis)quote

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 16:49:08 UTC
From: clj@ksr.UUCP
Message-ID: <8809021649.AA08685@ksr.com>
Source record: 250868

From: uplherc!sp7040!obie!wes@gr.utah.edu (Barnacle Wes)
Date: 24 Aug 88 08:01:29 GMT

"Happiness lies in being priviledged to work hard for
long hours in doing whatever you think is worth doing."
-- Robert A. Heinlein --

I trust Mr. Heinlein didn't actually misspell "privileged". Rather
than appending the incorrect quotation to every one of your mail
messages, perhaps you should fix it?

(Of course, if your quote is accurate, I apologize, and ponder why RAH
whould knowingly do such a thing...).

P.S. I spend long hours doing what I think is worth doing.

5319. Tiny picture format

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 16:51:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8809030121.AA19120@ucbvax.Berkeley.EDU>
Source record: 250869

Date: 2 September 1988, 11:43:58 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Tiny picture format

I've been writing a small graphics program lately that prints out ST pictures on a electrostatic plotter we have here in the MTU Graphics Lab, using David Baggett's spec-sheet as a guide. The Tiny description seems to be a little off, and I was wondering if anyone out there knows exactly what the format of a Tiny picture is. ~~~~~~~

Using Dave's sheet, the Tiny files I have keep giving me odd control_length and data_length values (such as zero :).

Can someone with Tiny experience describe the Tiny format for me?

Jim McCabe
MCCABE @ MTUS5.BITNET

5320. Re: Taken ABAQ, back to the days of void and vapor.

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 17:02:52 UTC
From: good@atari.UUCP
Message-ID: <1153@atari.UUCP>
Source record: 250870
Cross-posted to: comp.sys.transputer,comp.sys.atari.st

in article <5643@ut-emx.UUCP>, jbone@ut-emx.UUCP (Jeff G. Bone) says:
>
>
> So, what's the scoop on the Atari ABAQ?
>
> [miscellaneous comments deleted]
>
Atari/Sunnyvale has no direct responsibility for the "ABAQ" project, which is being handled directly by Atari UK.
47 units of Revision (aka Issue) 3 logic were built for Beta test, almost all of which remained in Europe. Production may go with these Revision 3 level units, or may wait for Revision 4, which includes higher integration of logic, revised packaging etc.
The Helios OS is being developed independently by Perihelion Software in UK, and is available from them, though I expect ultimately that it will be made available bundled with the hardware. I hear they have X-Windows ported to it, and applications are starting to come through (this was a primary intent of the Beta units, and hence the reason that the majority went into Europe, where Transputer experience is more widespread).

Sig Hartmann has responsibility for US coordination (408-745-2906), whereas the main contact at Atari UK is Les Player (011 44+753 33344)

So, it is alive and moving forward. It will not be taken to mass production until there is a reasonable amount of available software for it, including languages and development environments.

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

5321. Re: Hard Disk Crash

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 17:20:04 UTC
From: lbl@druhi.ATT.COM
Message-ID: <3514@druhi.ATT.COM>
Source record: 250871

In article <8627@cup.portal.com>, Thomas_E_Zerucha@cup.portal.com writes:
> Simon Poole writes:
> >while your program sounds quite nice, it would fail miserably on two of the
> >four partitions on my hard drive (guess why?)
>
> If they are some kind of partitions for a Mac emulator or Idris or OS/9, m
> program wouldn't recognize them at all.

I think what Simon meant was that two of his partitions are either full or contain files larger than the free space on the partition. If your program works like I think it does, then this would cause it to fail. Otherwise, it sounds great.

Barry Locklear

5322. HP DeskJet

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 17:49:12 UTC
From: rokicki@polya.Stanford.EDU
Message-ID: <3814@polya.Stanford.EDU>
Source record: 250872
Cross-posted to: comp.text,comp.sys.atari.st

The problem isn't lack of RAM, it's poorly allocated RAM. The 16K RAM they have they give entirely to the input buffer. There is no way to split this up between graphics and the input buffer. If they would give you 8K of grapics memory and 8K of input buffer, graphics prints would go twice as fast.

And that little RAM cartridge you can buy? All that RAM goes to downloaded fonts only. With that memory used for graphics, bit map dumps would go four times as fast.

If anyone is looking for the HP DeskJet SoftFonts information, I just finished moving and dug up that information, so send me your address and I'll send you a copy. There are some interesting limitations and some interesting power; for instance, you really print text at 600 dpi horizontally . . .

-tom

5323. Re: PC compatible(?) format on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 18:07:20 UTC
From: apratt@atari.UUCP
Message-ID: <1154@atari.UUCP>
Source record: 250873

In article <8662@cup.portal.com> Thomas_E_Zerucha@cup.portal.com writes:
> [Media byte, etc.]
>
> But while I am at it, does the BIOS now support any sector size other than
> 512 bytes? Any other cluster size besides 2 sectors/cluster? All the other
> stuff in the Bios Parameter Block and Boot sector that are supposed to set
> up all these values?

Thank you for backing me up on the Media Descriptor versus the longhand
information in the boot sector.

We could have used the media descriptor byte F8, forcing the PC driver
to look at the boot-sector information, but those same dumb BIOSes
would make the faulty assumption that the media was nonremovable.
IBM realized the limitations of the media descriptor byte as shorthand
for the rest of the boot-sector information, and, at least in DOS 3.3,
they rescinded it. Perhaps they did sooner than that; I can't lay my
hands on a DOS 2.x tech ref manual.

A driver can be written to support >512 byte sectors, and I have been
told that GEMDOS will work, but you have to create GEMDOS buffers that
are appropriately sized. The built-in buffers are 512 bytes, and while
everything else is parameterized to the BPB, that size is fixed. If you
patch in your own buffers (using the system variable _bufl) it will
work, I have been told. I have not verified this. The person who told
me so had old ROMs, so that's even more encouraging. He said he wrote
a RAMdisk with an Rwabs that returned 1K sectors, and it worked fine.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5324. hard disk register defs

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 18:19:00 UTC
From: everett_m@apollo.COM
Message-ID: <3e3b211c.d64d@apollo.COM>
Source record: 250874

Does anyone have any information on the hard disk interface?
I have the connector pinout, which has been published.
In the register description I have for the machine the only
mention of the hard disk interface is when talking about the
DMA chip, and then just to say that certain bits "select"
the hard disk.

I've heard rumours that the "hard disk" port is a
SCSI subset, so I'd like to write a general SCSI driver
for the port if I could figure out what the hardare does.

Mark Everett

5325. Re: Lattice C - Help!

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 18:41:58 UTC
From: leo@philmds.UUCP
Message-ID: <788@philmds.UUCP>
Source record: 250875

In article <573@laura.UUCP> br@unido.UUCP (Bodo Rueskamp) writes:
|In article <784@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
|>If you use LC1.TTP and LC2.TTP to compile, you will see they also wait
|>for a keypress before finishing. The odd thing is, they don't wait when
|>started from LC.TTP (this one starts them each in turn). The reason is
|>that LC.TTP starts them each with a first argument of '>CON:'; this
|>value is treated as a special one by both LC1.TTP and LC2.TTP.
|
|No! Try:
|
| LC1.TTP -. options... files...
|
| ^^-- this is the magic option
|
|If you use the -. option, the compiler doesn't ask for a return on exit.
|
|This undocumented option works on Lattice C 3.04.1 and 3.04.2.
|I found this feature by scanning all options letters from 0x21 to 0x7e.

Bodo, your magic undocumented option does not work with Lattice 3.03:

Invalid command line option

is what I get. I help you hope that it *WILL* work with future releases
of Lattice; if not, you will have to rebuild the tools you made upon this
'feature', when it gets fixed.
The redirection is less likely to get you into trouble, 'cause it's
a valid command line option for both LC.TTP, LC1.TTP and LC2.TTP.

B.T.W. Have you tried it (>CON:), Bodo?
Your No! seems so forbidding 8-)!

Leo.

5326. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 19:25:33 UTC
From: good@atari.UUCP
Message-ID: <1155@atari.UUCP>
Source record: 250876

Mr. Myron Drapal's comments regarding the Beta test of the new TOS have ceased to be speculative, and by his own admission derived from hearsay, and have now become facetious.

His article <3446@druhi.ATT.COM> includes:
"the level of developer testing was probably done by the compiler ("It compiles, let's ship it..."
"there may be *NO* official beta testers out there..."

If Mr. Drapal had taken the time to read my posting <1150@atari.UUCP> of 9/01, he would have seen that we have around 70 "official" Beta sites. Had he also taken the time to read Allan Pratt's posting <1152@atari.UUCP>, he would further have seen a detailed explanation behind this one topic that is so very dear to Mr. Drapal, that of compatibility with IBM-PC formatted media.
But it seems that Mr. Drapal has not the time to do this (unless the posting take a long time to reach his site), and prefers to continue his speculative and demotivating tirades.
In my posting, referred to above, I asked Mr. Drapal to publicly post his sources for these reports etc. I will assume that he will respond over the weekend and once and for all reveal these secrets.

I believe that the vast majority of readers of this topic are reasonably mature people, since they are in the UNIXtm world [:-)], and therefore can derive from these types of posting the character of the poster. With that remark, I feel I have no need to state my own feelings.

As an aside, Mr. Drapal is using the resources of AT&T to cause what is potentially commercial damage to Atari Corporation. Additionally, Atari is a customer of AT&T. I would be interested to know what AT&T Management feels about this type of business relationship. Maybe the System Administrator of this AT&T site would like to obtain a response from the appropriate divisional management, and also comment on whether AT&T condones this type of posting through its corporate systems. Since Mr. Drapal does not include any disclaimer to the contrary in his postings, and since he signs his postings as "AT&T Bell Laboratories, Denver", I (and any other reader) have no reason to believe other than that his comments reflect the opinions of AT&T.

An alternative, parallel, approach which I might suggest is that any reader who is against this type of posting "email" his/her opinion to Mr. Drapal, and to any other poster who adopts this approach, in this or any other news category.

I plan no further postings on this topic, as I believe all has already been said.

Roy J. Good
Product Development, Atari Corporation

Views expressed are my own. Atari may agree or disagree; they have the right.

5327. Object formats

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 20:14:49 UTC
From: leo@philmds.UUCP
Message-ID: <789@philmds.UUCP>
Source record: 250877

Hi folks!
I'd like to extend my disassembler (one of my 'current programming projects' 8-) with an option to disassemble object files (you know, those files left by your compiler to be linked into an executable program).

What I would like to know:
a) How many different formats do exist? The ones I know of are TOS format (extension .o) and GST format (extension .bin). Are there any (many ?) others?
b) What do these formats look like? I've been fiddling with dumps of GST objects and I can recognize certain patterns, but this seems a hard way to go. Any official documentation? (must be, since for instance Lattice uses a GST linker for their objects).
c) Libraries: for the GST linker a library is just a file that is a concatenation of object files; does anyone know of more clever linkers (those that can handle random access libraries)? I think the speed of the GST linker leaves to be desired (perhaps I should wait for the GNU stuff?).

E-mail preferably; I'll summarize. But if you think you're a guru on this topic, feel free to teach us poor earthly creatures 8-).

Leo.

5328. Where have all the digests gone ... ?

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 21:25:36 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8809022124.AA12453@ucbvax.Berkeley.EDU>
Source record: 250878

I wonder where the following Info-Atari16 digests went:

#338 #349 #350 #352 #353 #354 #355

Did they ever exist ? Were they munched during ARPA --> Bitnet transfer ?
Have I missed anything important ? ;-)

Also, why do old messages keep sneaking into new digests ? Just curious.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

5329. GEMDOS bug running fully relocatable programs ?

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 21:28:25 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8809022127.AA12529@ucbvax.Berkeley.EDU>
Source record: 250879

Hello all,

... while rereading the last few digests I came across the discussion on program loading and relocating. Please tell me if I understood correctly:

When I have a program that does not use absolute addresses (ie. the relocate flag in the program header is turned off), the following things happen:

- The program file is left open, the handle is 'used up'.
- The BSS is not cleared (what could there be in it?)

Do these problem remain in the current 'blitter' TOS ? What side effects do they have (aside from GEMDOS possibly running out of file handles or the BSS containing garbage) ?

I'm interested in this since I usually take care to keep all my assembler programs position-independent.

Any and all info is welcome.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

5330. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-02 22:34:56 UTC
From: kline@arizona.edu
Message-ID: <6915@megaron.arizona.edu>
Source record: 250880

In article <3508@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:

> I've been a registered Atari developer since day one. In that
>time period Atari *HAS NOT* sent me a single letter or package. Back
>when I was still writting commercial software for the ST I complained
>several times. No change. Strange way to treat a registered developer.
>

Wow, So Have I.

Atari, I have been trying to contact your representive
on Genie, Cindy Clavehorn I think is her name, but she claims she has
no record of my developer status!

What you say, complaining in public? I have for about
two weeks been trying to get her to add me to the developer sig on genie,
but she won't do it. I have been waiting about a week to get a message
back from her. What do I have to do? I AM a registered developer.
By the way, my name on genie is n.kline.

Please respond Atari.

Nick Kline

5331. Atarinet dying?

Newsgroup: comp.sys.atari.st
Date: 1988-09-03 02:16:22 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8809030215.AA20709@ucbvax.Berkeley.EDU>
Source record: 250881

We use ST 1040s (and other computers) in our Institute for educational
purposes. We give classes for our students and provide an opportunity
to practise using computers. We have found many of the programs on
PD languages, gulam, uniterm (the students have access to 3 UNIX boxes.).
I think one can say that the program collection IS useful from an academic
point of view, and I suggest that the collection is taken over to
the LISTSERV. This would have the additional advantage that it would
then become also a mail based server and thus accessible from other networks
than Bithan BitNet.
(Dr.) Michael Eibl, Institute for Theoretical Physics, Universitaet zu Koeln
Cologne, West Germany

5332. moria stuff

Newsgroup: comp.sys.atari.st
Date: 1988-09-03 06:12:25 UTC
From: saj@chinet.UUCP
Message-ID: <6478@chinet.UUCP>
Source record: 250882

Steve Grimm has the whole executable now. Unfortunately, he has to test it, and having been victimized by this game myself, I'm afraid that may mean the end of the sources and binaries newsgroups. Some of you may be interested in a couple of bugs I found in Mark Williams C 3.0.6 (and promptly reported, so they should be fixed in the next release). Consider:

```
foo(junk)
char junk;
{bar(&junk);}
```

junk, assuming the caller of foo knows it as a char also, is pushed on the stack as an int. &junk turns out to be a pointer to the extra char which pads out junk to int length. I dislike this programming practice anyway, so the useless interpretation is no biggie. Next:

```
foo(junk)
register long junk;
{return junk & 0x01000000L;}
```

The mask operation is quite reasonably compiled as a bit test instruction, but for a long mask with the active bit in the high order half, the wrong bit is tested. Better practice than the first one, but still pretty obscure.

5333. Beta ROMs and bug reporting.

Newsgroup: comp.sys.atari.st
Date: 1988-09-03 17:38:16 UTC
From: med@druhi.ATT.COM
Message-ID: <3517@druhi.ATT.COM>
Source record: 250883

> From uucp Wed Aug 31 20:17 MDT 1988
> >From ames.arc.nasa.gov!uucp!atari!apratt Wed Aug 31 12:03:34 PDT 1988 remote from arpa
> Received: Wed, 31 Aug 88 12:07:38 PDT by ames.arc.nasa.gov (5.59/1.2)
> Received: by atari.UUCP (4.12/4.7)
> id AA12987; Wed, 31 Aug 88 12:03:34 pdt
> Date: Wed, 31 Aug 88 12:03:34 pdt
> From: atari!apratt@ames.arc.nasa.gov (Allan Pratt)
> Message-Id: <8808311903.AA12987@atari.UUCP>
> To: ames!med@druhi.ATT.COM
> Subject: BETA TOS
>
> In article <3451@druhi.ATT.COM> you write:
> > Well, Allan, I really hate to rain on your parade again, but this stuff
> > about the new format being compatible with the PC is just not true...
> > At least not in the BETA ROMS...
>
> PLEASE DO NOT USE NEWS TO REPORT BUGS IN UNRELEASED ATARI PRODUCTS.
> PLEASE DO NOT USE NEWS TO REPORT BUGS IN UNRELEASED ATARI PRODUCTS.
> PLEASE DO NOT USE NEWS TO REPORT BUGS IN UNRELEASED ATARI PRODUCTS.
> PLEASE DO NOT USE NEWS TO REPORT BUGS IN UNRELEASED ATARI PRODUCTS.
>
> Am I making myself clear?
>
> If you have a comment to make about Beta ROMs or any other unreleased
> Atari product, use the appropriate communication channels: in this case,
> send us an SPR. If you don't know how to do that (for example, because
> you copied the ROMs without copying the instructions for reporting about
> them) you can mail us a letter. We probably won't even prosecute
> you or the official beta tester who let you copy the ROMs, because we
> want the feedback. This is not a legal opinion, but it would be my
> recommendation. ^^^^^ ^^^^^^^

Finally, a legal opinion worth the paper that it is printed on...

> But you do not get any goodwill by flaming us in
> public about UNRELEASED products. ^^^^^^^^

Good will starts at home, and I think that your company needs to start
treating its registered developers (and customers) better if it expects
to be on the receiving end of some good will. In my final commentary
regarding this on NETNEWS, I suggest that the following issues need to
be solved to help this along:

1. NETNEWS was the accepted forum for bug reporting, especially when
Landon and Alex were employed at Atari.

In fact, discussions usually included the report of the
bug, followed by discussions from developers and the Atari
folks regarding how the bug was noticed (reproducibility)
and even possible solutions, both long term and short term.
In particular, the 40 folder bug was solved this way.

2. Most registered developers have not been receiving updated documents
or information regarding new bug report procedures.

I have been a registered Atari ST devloper for over two
years. I have yet to receive any update notices, new
documentation (the GDOS documents that some registered
developers got a few months back), nor was I notified
that the new TOS 1.4 was being made availble to BETA sites.
I know this isn't your fault (Allan and Roy), but you are
the only people from Atari on the NET that seem to listen.
Where is the support?

I realize that $300 is not much if you consider the entire
development cost of the ST. It is, however, a significant
investment to those of us who don't have money to burn. I,
for one, feel that the quality of the documentation in the
developer package was at best mediocre, and we developers
are entitled to updates in a reasonable amount of time.
Promises were made to these few who forked over the $300
that updates would be made available, but I have not seen
any to date. I am not alone in this feeling, either. A
number of very good third party developers have left your
fold, primarily due to very poor support on Atari's part.

3. Instructions for reporting bugs should be made available to all
owners - not just a few "selected" registered developers.

Even a person who owns an ST and only runs 1st Word should
be able to report a problem to you. They may be using the
system in a way that none of us could possibly dream of.
If there had been such an approved method of reporting bugs
and it had been distributed to all owners (simply through
Compuserve, NETNEWS, etc.), this whole issue would not have
happened at all.

>
> Please cut it out.

If you really don't want the feedback, please create a new newsgroup
(I suggest mod.sys.atari.st), designate yourself as moderator, and
screen the postings as you see fit.

But, if you really do want the feedback (as you claim above), please
make the reporting mechanism and the instructions available to all
ST owners. We're all in this together - I think most of us are
willing to help, given the proper information and consideration.

>
> I post this in public because the offense was committed in public. I am
> also sending mail, because that is far less likely to be overlooked by
> the intended recipient.

Ditto.

I'm afraid that the only offense that I'm guilty of is telling the truth
in a public forum. For that, I plead guilty.

Myron Drapal
AT&T Denver
att!druhi!med

5334. Beta Test ROMs

Newsgroup: comp.sys.atari.st
Date: 1988-09-03 19:52:13 UTC
From: Gribnif@UMass.BITNET
Message-ID: <880903154746F7F.ANTU@Mars.UCC.UMass.EDU>
Source record: 250884

Greetings!

Given the latest discussion of the Beta ROMS (which, I have yet to see <grrr...>) I came across a few letters I simply *had* to comment on:

att!mtuxo!mtgzz!drutx!druhi!med@ucbvax.Berkeley.EDU (Myron Drapal) writes:
> I tend to create a number of windows in my desktop.inf
> file in which I change the pattern (via an editor) from the standard
> *.* pattern to a known pattern (i.e. for Micro C shell - gemcsh.prg).
> This then brings up a window at boot time that has only this entry in
> it, so I can quickly start Micro C shell, or Magic Sac, or...
>
> Well, on the new BETA ROMS, the window comes up at usual, but
> you *cannot open* the ICON (e.g. it won't execute)! You can select it
> (in fact, many times), but it will not execute. In fact, after some
> number of clicks, you get 2 bombs and the system reboots.

I certainly hope this is not true, or if it is it gets fixed. But then this would be no more strange than the desktop crashing horribly when you try to create too many icons (I know the 11/85 ROMs do).

There was also considerable mention of having the desktop on disk, rather than in ROM. Having written NeoDesk, an alternative for Atari's desktop, I would be lying if I said I did not enthusiastically support this idea. I am sure, however, that the reason this has never been done is because the code for the AES and the desktop very intermingled and picking them apart is not something that anyone looks forward to. Someone also suggested moving DESKTOP.RSC to disk, and there should be no reason why this cannot be done.

Atari seems to be doing a good job of fixing problems and making improvements with this new release of the ROMs. The rumor is, however, that this release will be the last release for ST ROMs. And, given the lack of availabily of the "intermediate" (blitter) ROMs, I tend to believe it.

It is hard to say this without sounding like a blatant advertisement for my product, but wouldn't you rather be running a desktop you know will work as you want it to and, if it does not, it can be fixed without having to wait for entirely new ROMs? The current version of NeoDesk contains one fatal bug (that is really quite rare) and a few minor ones, all of which we *INFORM* you of on a readme file on the disk! Not only have all of these been fixed for Version 2.0 (which will be available soon), but the new version has numerous other changes that make it a godsend not only for the normal user, but also for developers.

I am not really trying to flame Atari (they get enough of that from everyone else) but I would like to remind everyone of their track record. From Day 1

there has been a distinct lack of communication between them and users. By users I don't mean just people who have access to E-mail systems, I also mean the average Joe who buys a 520 and wouldn't know a modem if he saw one. Allan Pratt and others from Atari have been very helpful to us here, but what about the guy who finally gets his new 11/88 (or whatever) ROMs installed and then tries something like the above, only to have the desktop crash? Do you think he should wait until, perhaps, some friend of his who has access to Info-Atari16 tells him that that is a well-known bug (like Malloc() is now) and that it's just something to be avoided? I sent-out my warranty card the day I bought my 1040 and how much info do you think I have gotten back from Atari about anything? Not even so much as an advertisement.

All I can say is that I sincerely hope that Atari intends to inform EVERYONE by REAL, honest ta' goodness SNAIL MAIL that the new ROMs are available, that they provide everyone with a way of reporting bugs, and that they continue to upgrade the ROMs, not let whatever bugs are bound to exist (no software is perfect) in them to fester indefinitely.

In the meantime, buy NeoDesk. You'll like it. <grin>

Dan Wilga Gribnif@UMASS.Bitnet
Gribnif Software Gribnif%UMASS.Bitnet@Forsythe.Stanford.EDU
P.O. Box 350
Hadley, MA 01035 (413) 584-7887
"My other program is also a Porsche"

5335. ATARI 520ST SYSTEM FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1988-09-03 22:46:32 UTC
From: joel@otto.lvsun.com
Message-ID: <678@otto.lvsun.com>
Source record: 250885
Cross-posted to: misc.forsale,comp.sys.atari.st,comp.sys.m68k,comp.misc

```
Atari 520ST Color Computer System for Sale :

Atari Color Monitor (SM1224)
Atari Double-Sided Disk Drive
Atari 520ST Keyboard Computer

(2) Disk Protector Cases
Disk Cleaning Kit
~50 Blank Disks

No Reasonable Offer Will Be Refused.

--
Joel Ax | "Oh, but I've got gamblin' money..."
The Sun Newspaper - | -David Letterman-
Nevada's Largest Daily Morning |-Late Night With David Letterman Show-
Newspaper |
------------------------------------------------------------------------------
```

5336. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-04 02:55:11 UTC
From: news@accelerator.eng.ohio-state.edu
Message-ID: <561@accelerator.eng.ohio-state.edu>
Source record: 250886

Expires:
References: <1155@atari.UUCP>
Sender:
Reply-To: rob@kaa.eng.ohio-state.edu (Rob Carriere)
Followup-To:
Distribution: comp
Organization: Ohio State Univ, College of Engineering
Keywords: buggs, ethical_behaviour, appearances
From: rob@kaa.eng.ohio-state.edu (Rob Carriere)
Path: kaa.eng.ohio-state.edu!rob

In the last couple of weeks, this newsgroup has seen various people comment about the ``calm'' approach Atari representatives have to (perceived or real) flames. It would seem though, that this is the calmth of a steamroller or some similar ``impressive'' device. Casu quo: there is a person, Mr. Drapal, who has posted what he clearly believed to be some bugs in the new beta-test ROMs. Atari's response so far has been to spew out large amounts of lawyer-speak giving the impression (which may or may not be correct, that's what impressions are all about) that they aren't at all interested in dealing with the facts (or possibly lack thereof) Mr. Drapal is bringing up, but instead want to silence him as fast as possible, and, as indicated in the posting this posting refers to, in the worst possible way. This behaviour on the part of the Atari representatives has already prompted one reader to post that he cannot help but believe that where two parties are creating so much smoke, there's got to be a fire.

I do not want to make or imply a statement of condonement or condemnation of Mr. Drapal's methods and style of communication; I can envision scenarios in which he would be perfectly justified doing what he is doing, and I can see circumstances under which his actions would be very unethical. Since I do not know the background, I will not make judgements. However, ethical or not, Mr. Drapal's communications allege bugs in both the beta-ROMs and in Atari's development methods. Further, at least one reader of this newsgroup seems to be of the opinion that Mr. Drapal knows enough about these things to be worth listening to. Yet, Atari representatives seem unwilling to do much more than publish statements synonimous to ``Of course this is all unfounded.'' I find this very disturbing.

I know it is very difficult to remain calm when someone is shouting in your face (and I won't claim to always, or even most of the time, be able to do that), but when you are the company mouthpiece (no slur intended, quite the contrary) you have to try and do that, or your customers will get restless. It may be that all the problems Mr.

Drapal mentions and insinuates are figments of his imagination, or irrelevant for other reasons, but we (your customers) do not and cannot know that. Please take our peace of mind into account when you compose your future postings. Thank you very much.

Rob Carriere
The above are my opinions and feelings on the matter discussed, they should not in any way be attributed to or associated with, The Ohio State University, its College of Engineering or the Department of Electrical Engineering.

5337. Re: ANIMATION QUESTION

Newsgroup: comp.sys.atari.st
Date: 1988-09-04 06:52:54 UTC
From: leo@philmds.UUCP
Message-ID: <790@philmds.UUCP>
Source record: 250887

In article <880831-204234-3799@Xerox> "Robert_L._White.ESXC15"@XEROX.COM writes:
[some lines deleted]...
|The way I am doing my animation is this. I am using 3 screens. One holds the
|background picture, one is the drawing screen (LOG BASE), and one is the
|screen being viewed (PHYS BASE).
|For 1 animation sequence I copy the background screen to the LOG BASE
|screen, then draw my sprite to the LOG BASE screen, Then do a
|SETSCREEN to swap the PHYS BASE screen with the LOG BASE screen.
|Thus the old PHYS BASE screen becomes the new LOG BASE screen and the old LOG
|BASE screen becomes the new PHYS BASE screen.
|This is then repeated every vertical blank, and every thing works great,
|with no flicker (at 1 pixel per Vertical blank).

How do you know it is repeated every vbl? Do you use a vbl routine to achieve
this?
I've got a copy of the book '3D Grafik Programmierung' from Data Becker.
It suggests that SETSCREEN swaps at vbl time. ***THIS IS NOT TRUE!!!***
(maybe you got the same impression). SETSCREEN does not wait for vbl
to set the screen(s); only if you also change the resolution it will wait
for vbl.
There's another 'know-it' about vbl:
You *CAN* set the screen at vbl time; this however sets logical and
physical screen to the same value (not suitable for your application).
The way to do this is: enter the new screen base into the system
variable screenpt ($45e). At vbl time the screens will be set then (I
think you have to refill it with 0 to avoid having it set all the
time).

|I am writing my code in 'C' and assembly. The background screen copy
|routine is in assembly (for speed), and the rest is in 'C'. I am pretty sure I
|am doing all my animation before the Vertical blank, and am executing the
|SETSCREEN command every vertical blank, (60 setscreens per second).
|I have verified this because I seem to be able to move 60 pixels per second.
|If anyone can give me some tips on how to move a sprite faster, it would
|be appreciated.
|Thanks,
|Robert L. White, Xerox Corp.

The jerkyness could possibly be caused by the copying of a background screen.
This seems quite a time-comsuming operation. I don't see the use of it.
I thought for a sprite you'd only have to save the screen contents it is
going to occupy, so that when it moves you can restore this little piece,
then redraw the sprite. But I'm not an expert on sprites...

Leo.

5338. Registered (or once registered) developers?

Newsgroup: comp.sys.atari.st
Date: 1988-09-04 20:18:53 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <5417@killer.DALLAS.TX.US>
Source record: 250888

In article <3517@druhi.ATT.COM>, med@druhi.ATT.COM (Myron Drapal) writes:
:: > From uucp Wed Aug 31 20:17 MDT 1988
:: > >From ames.arc.nasa.gov!uucp!atari!apratt Wed Aug 31 12:03:34 PDT 1988 remote from arpa
:: > Received: Wed, 31 Aug 88 12:07:38 PDT by ames.arc.nasa.gov (5.59/1.2)
:: > Received: by atari.UUCP (4.12/4.7)
:: > id AA12987; Wed, 31 Aug 88 12:03:34 pdt
:: > Date: Wed, 31 Aug 88 12:03:34 pdt
:: > From: atari!apratt@ames.arc.nasa.gov (Allan Pratt)
:: > Message-Id: <8808311903.AA12987@atari.UUCP>
:: > To: ames!med@druhi.ATT.COM
:: > Subject: BETA TOS
:: >
:: > In article <3451@druhi.ATT.COM> you write:
:: > > Well, Allan, I really hate to rain on your parade again, but this stuff
:: > > about the new format being compatible with the PC is just not true...
:: > > At least not in the BETA ROMS...
:: >
:: > PLEASE DO NOT USE NEWS TO REPORT BUGS IN UNRELEASED ATARI PRODUCTS.
:: >
:: > Am I making myself clear?

:: 1. NETNEWS was the accepted forum for bug reporting, especially when
:: Landon and Alex were employed at Atari.
::
:: In fact, discussions usually included the report of the
:: bug, followed by discussions from developers and the Atari
:: folks regarding how the bug was noticed (reproducibility)
:: and even possible solutions, both long term and short term.
:: In particular, the 40 folder bug was solved this way.

I might add, that a forum like Netnews is rather less useful if it can be used
only to say nice things about Atari.

:: 2. Most registered developers have not been receiving updated documents
:: or information regarding new bug report procedures.

:: I have been a registered Atari ST devloper for over two
:: years. I have yet to receive any update notices, new
:: documentation (the GDOS documents that some registered
:: developers got a few months back), nor was I notified
:: that the new TOS 1.4 was being made availble to BETA sites.
:: I know this isn't your fault (Allan and Roy), but you are
:: the only people from Atari on the NET that seem to listen.
:: Where is the support?

:: I realize that $300 is not much if you consider the entire
:: development cost of the ST. It is, however, a significant
:: investment to those of us who don't have money to burn. . .

Again, I might add that I have been a registered developer since before
the Atari ST's were publicly available (one of the THREE THOUSAND DOLLAR
registered developers), and I have not received any information directly
from Atari EVER, AT ALL. What little information I get that is not
broadcast by non-Atari personnel to the net, etc., comes from the Atari
developer's forum (where they did at least consider me enough of a developer
to unlock the registered sub-forum). Is everything lost in the mail?

:: 3. Instructions for reporting bugs should be made available to all
:: owners - not just a few "selected" registered developers.

:: Even a person who owns an ST and only runs 1st Word should
:: be able to report a problem to you. They may be using the
:: system in a way that none of us could possibly dream of.
:: If there had been such an approved method of reporting bugs
:: and it had been distributed to all owners (simply through
:: Compuserve, NETNEWS, etc.), this whole issue would not have
:: happened at all.

Here all I can say is, "Yes, we should have a way other than flames on the
net to pass information around." Specifically, Atari should do something
(since I have seen nothing official or unofficial that would summarize what
problems Atari is aware of, or working on, or doesn't care one way or the other
about) to inform registered developers, unregistered developers, former
customers, et al., about what bugs are present in the ROMs, which are being
fixed and which are to become "features".

And I suspect if such a list were made public, many other bugs would be
made known simply because the ones who have uncovered them have assumed
the bugs to be common knowledge, unrepairable, uninteresting or whatever.

Whether true or not, Atari appears to have very little interest in me, and
I am reciprocating. Being very stubborn, I still have several thousand dollars
worth of Atari gear, and I occasionally work on an Atari project. But I have
not reccommended an Atari ST for any reason for a long time.

Charles Marslett
Wordmark Systems
2705 Pinewood Dr.
Garland, TX 75044

chasm@killer.dallas.tx.us

5339. Atari Fair in Duesseldorf this Weekend

Newsgroup: comp.sys.atari.st
Date: 1988-09-04 21:10:16 UTC
From: atoenne@laura.UUCP
Message-ID: <580@laura.UUCP>
Source record: 250889

Hi Atari Fans (Haters ?)

as an employee of an exhibitor for Smalltalk80 on MegaST (great stuff anyway)
I visited the German Atari fair in Duesseldorf today.
Among lots of *very* boring software and demos I found the following...

TOS 1.4 alife and kicking (actually on the machine next to me).
It's fast and shows a good feeling for hard disks (though i discovered a bug
in the first ten minutes. But hey! who expects a beta version to be bug free?)
I was told that the main schedule for the ROMs is end of november.

A 1280@960 points screen compatible to most Atari products (including our
Smalltalk80) for about 5000 DM (thats 2500-3000$). Lots of $$ but a
nice and high quality product.

The legendary Atari CD ROM!!!
It's real.

The Atari transputer machine (just another demo, but the machine works still :-)

Lots of rumours about the TT. Seems Atari is really working on it.

Andreas Toenne

5340. digests....

Newsgroup: comp.sys.atari.st
Date: 1988-09-04 21:12:00 UTC
From: JBB665@ALBNY1VX.BITNET
Message-ID: <8809061426.AA24994@ucbvax.Berkeley.EDU>
Source record: 250890

Hello,

I get my messages from info-a16 in digest format, and would like to know if anyone has a undigester? Or if there is something that can take the digest apart and put it into seperate mail messages? Does anyone know of such a beast? Any help would be appreciated....

John Bunch

5341. Re: DeskJet

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 00:42:00 UTC
From: mcdonald@uxe.cso.uiuc.edu
Message-ID: <45700006@uxe.cso.uiuc.edu>
Source record: 250891

>Moreover, DeskJet fonts use data compaction to put more fonts in less
>ROM, the LaserJet does not. This results in font cartridges for
>DeskJet that cost about 1/3 as those of the LaserJet and gives
>beter print quality than the LaserJet fonts would.

Then why not fix the Laser Jet to use the same compaction and make the
font cartridges cost 1/3 as much for it too? (I wonder why we
never bought a font cartridge for our LaserJet, other than getting
TeX working first?)

Doug McDonald

5342. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 01:06:54 UTC
From: rex@otto.lvsun.com
Message-ID: <679@otto.lvsun.com>
Source record: 250892

In article <561@accelerator.eng.ohio-state.edu> (news) writes:
[a whole lotta talk about Mr. Drapal making a ''harmless'' statement about a bug in the new beta roms, and how atari has ''spewed out large amounts of lawyer-speak'' to try and ''silence him as fast as possible, and in the worst possible way'']
>
>I do not want to make or imply a statement of condonement or
>condemnation of Mr. Drapal's methods and style of communication; I can
>envision scenarios in which he would be perfectly justified doing what
>he is doing, and I can see circumstances under which his actions would
>be very unethical.

After heading what Atari and Simon Poole had to say, I don't see any way in which Mr. Drapal could be justified doing what he is doing. Either he has an illeagal copy of the ROMs (or the disk based version), or he breached his contract (or at least his promise) with Atari about not talking publicly about bugs in the beta roms. Either way that was not at all ethical.

>Since I do not know the background, I will not
>make judgements.

well it's a little late for that. I'd say that you're first eight or ten sentences sounded pretty judgemental to me.

>However, ethical or not, Mr. Drapal's communications
>allege bugs in both the beta-ROMs and in Atari's development methods.

You're absolutely right, and it was none of Mr. Drapal's business to do so. As others have said, one of the main purposes of the beta test is to determine what bugs have not been found at implementation time. I believe that Atari is perfectly justified in keeping their PRE-RELEASE bugs to themselves if they want to, especially when their current reputation in that respect is not at it's best. Whether Mr. Drapal stole the beta roms, or simply broke his promise with Atari doesn't matter. What does matter is that Mr. Drapal deliberately damaged Atari's reputation, however tarnished it might already be, and you seem to be in support of that.

>... Yet, Atari representatives seem unwilling to do much
>more than publish statements synonimous to ``Of course this is all
>unfounded.'' I find this very disturbing.

Atari representatives responded by stating that the bugs Mr. Drapal talked about will be fixed in the release version (in other words, the new roms will read IBM disks).

>I know it is very difficult to remain calm when someone is shouting in
>your face (and I won't claim to always, or even most of the time, be
>able to do that), but when you are the company mouthpiece (no slur
>intended, quite the contrary) you have to try and do that, or your
>customers will get restless. ...

I think that Atari's response to Mr. Drapal's nonsense was written in a
sufficently calm style.

>Rob Carriere
>The above are my opinions and feelings on the matter discussed, they
>should not in any way be attributed to or associated with, The Ohio
>State University, its College of Engineering or the Department of
>Electrical Engineering.

--

Rex Jolliff (rex@otto.UUCP, {utah-gr, psivax, ihnp4, rutgers}!otto!rex)
The Sun Newspaper - |Disclaimer: The opinions and comments in
Nevada's Largest Daily Morning | this article are my own and in no way
Newspaper | reflect the opinions of my employers.
- -
What happened to our superior space program?

5343. Re: Beta ROMs and bug reporting.

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 03:43:57 UTC
From: trb@stag.UUCP
Message-ID: <579@stag.UUCP>
Source record: 250893

In article <3517@druhi.ATT.COM> med@druhi.ATT.COM (Myron Drapal) writes:
>...In my final commentary
>regarding this on NETNEWS...

Thank goodness. It was sure getting tiring reading all this drivel
about what you consider to be proper beta testing methodology. If this
hasn't scared Atari off of doing Beta testing in the future, then
nothing will. I know for a fact that if I were in the final stages
of a products' development, gave a preliminary version of the
program to a few trusted friends to check out, and subsequently found
out that someone else had obtained a copy and was not only badmouthing
the preliminary version, but also my company, on a worldwide network,
then rest assured I would be pissed as hell as well.

/* FLAME ON...my first flame ever :-) */
Why don't you go buy one of those fire-sale 3B1's. That should keep
you busy complaining for a year or two. The rest of us will just
fumble our way along developing and learning. Guess we don't know any
better.
/* FLAME OFF */

-Todd Burkey
trb@stag.UUCP

5344. Re: GEMDOS bug running fully relocatable programs ?

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 09:07:15 UTC
From: t68@nikhefh.hep.nl
Message-ID: <536@nikhefh.hep.nl>
Source record: 250894

What you have been doing is setting the 'no-relocation' word in the program
header (bytes 26 and 27 in the program file).
When this word is nonzero closing the file and clearing the bss are skipped.
The old program relmod.ttp (or relmod.prg) messed things up, because it
didn't recognize fully relocatable programs. The first entry in the relocation
table should be a long and if there is no more relocation the relocator
expects a zero (byte). Your problem is solved if you zero the relocation
word in the job header and make sure that the relocation table at the end
of your program is a long zero.
As far as I understand from earlier postings of Allan Pratt he has fixed things.
He mentioned the problem specifically.

By the way: it is not only relmod that made this mistake, there are other, even
brand new programs that have the same mistake. So it seems to me that the most
intelligent response of the loader to a relocation table with only one byte
would be to skip relocation if this byte is zero, but don't give an error
message.

There is a Pascal compiler (Kettler TeX was done with it) that even forgets the
zero at the end of the relocation table. Amazingly enough the loader doesn't
crash on it, it thinks that everything is fine. I guess that Allan Pratt knows
about this though.

Jos Vermaseren
T68@nikhefh.hep.nl

5345. Re:Re: ibm pc disk (LOTS OF DETAIL by Allan Pratt)

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 10:34:00 UTC
From: U0179@DGOGWDG5.BITNET
Message-ID: <8809051032.AA07013@ucbvax.Berkeley.EDU>
Source record: 250895

Attn.: Allan Pratt

In one of your mails in the INFO-ATARI16 Digest Volume 88 Issue 376
(ibm pc disk (LOTS OF DETAIL)) you told us some facts about new disk
formatting and media change.

Sorry about the following, but as one of the BETA TOS tester here in
Germany I have to tell you some bugs within the new TOS v1.4 beta
release (some days ago i was confined by my professional discretion) :

1) the IBM PC don't like a disk formatted with the new TOS release ...
(using standard DESKTOP formatting capability)

2) it seems that pressing ESC didn't flush all buffers (FAT cache ??) ...
try the following with two ST's :
a) insert a disk into the first ST (standard DESKTOP formatted)
b) open a window under DESKTOP
c) execute any program, finish the prgm, return to the DESKTOP
d) remove this disk and insert it into the second ST
e) overwrite the program you have executed on the first ST
(eg. copy a new (size different) version of the program onto
this disk)
f) insert this disk into the first ST, hit ESC and execute the
program again
g) --> you will get a TOS error !!

I hope, that some other (minor) odds within the new TOS release covered
by BETA testers are already known to you.

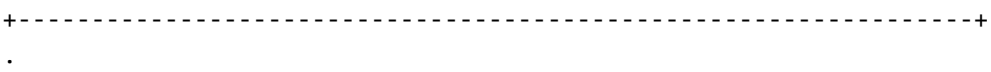
Let me say here thanks for your work on the new TOS release. You have
really corrected the most crucial bugs (40 folder, malloc, IO redirection,
disk performance). This kind of upgrading is the way to become a Operating
System wich we (the ungrateful (?!) ATARI users) can live with.

Please, keep going on this way in the future ...

Best regards

W.Huebner

+---+
| BITNET: U0179 at DGoGWDG5 (W.Huebner) |
| VAXMAIL: PSI%45551032808::GWDGV1::WHUEBNER |
| West Germany |
+---+--------------------+
| All opinions are my own, and not necessarily always correct ... |
| You know >>> NOBODY IS PERFECT <<< |



5346. APL terminal emulators

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 13:52:49 UTC
From: BARSELLA@ICNUCEVM.BITNET
Message-ID: <8809051352.AA09043@ucbvax.Berkeley.EDU>
Source record: 250896

To the intersection of netlanders & Atari users and APL users (assuming it is not empty!)

I have decided to put this request on the nets, because all other resorces have given no result.
I am connected to an IBM mainframe (3081) via a 7171 serial terminal controller. I use as a terminal program the UniTerm version 2.0d (thank you, Simon!) which has a lot of amusing features excluded the one I need most, that is APL characters support. I don't know of any terminal emulator for the Atari ST which supports this feature. Is there anyone in the net who knows something about that? Or a kind soul which has written it and wishes to put it in the public domain of APLlers? Or a professional programmer who writes it and sells it at a resonable cost? Since I think that this request is not of general interest, please e-mail me (the address at the end). Thank you!!!

Bruno Barsella
Institute of Astronomy - University of PISA - Italy
Bitnet address: BARSELLA @ ICNUCEVM.BITNET

Acknowledge-To: Bruno BARSELLA <BARSELLA@ICNUCEVM>

5347. Re: HP DeskJet

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 15:31:02 UTC
From: lbl@druhi.ATT.COM
Message-ID: <3518@druhi.ATT.COM>
Source record: 250897
Cross-posted to: comp.text,comp.sys.atari.st

In article <3814@polya.Stanford.EDU>, rokicki@polya.Stanford.EDU (Tomas G. Rokicki) writes:
> If anyone is looking for the HP DeskJet SoftFonts information,
> I just finished moving and dug up that information, so send me
> your address and I'll send you a copy. There are some
> interesting limitations and some interesting power; for instance,
> you really print text at 600 dpi horizontally . . .
>
> -tom

Tom,

I tried to reach you by mail, but somewhere down the line (decwrl, I think) a system didn't like your address. I'd like a copy of the SoftFonts information. My address is ...att!druhi!lbl.

Actually, if you get enough requests, you might want to post it.

Thanks,

Barry

5348. Deskjet

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 17:56:31 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <8809051756.AA11462@ucbvax.Berkeley.EDU>
Source record: 250898

I have a Deskjet and Mega-2, for text output the speed is as reported
about 2 to 4 pages per minute, quality is great. Using Logistix spreadsheet
(laserjet driver) a graph took about 15 minutes and was distorted
but i have no idea whether this has the deskjet fault or Logistix fault.
I use the Deskjet at work frequently with PC and pc graphics programs
and use laserjet as the driver and so far everything has worked fine.

I just order Supercharged Easy-Draw from Migraph, and a Deskjet specific
driver (they have laserjet drivers too). Since this is a GDOS driver it
should work with other GDOS program (ie timeworks PP, wordup).
The Migraph salesman said a single copy of a one page graphic often
is faster with the Deskjet/ DJ driver than Laserjet/ Laserjet driver.
I'll post to net how the new driver works when it comes in.

By the way it's true a Mac SE and laserwriter with any of the
publishing/drawing programs takes about 30 (sometime 1 hour) minutes
per page. The main time consuming factor is down loading fonts over
appletalk. Apple has 'solved' this problem with a new laser printer
that keeps all the fonts you could want on a hard disc in the printer.
If you have about $30,000 (??) you can buy one of these yourself.

I have a question for Dave Neff (or others):
After buying my DeskJet I received a publication from HP claiming not only
deskjet drivers for the ST but also PaintJet drivers. Dave are these
GDOS drivers or something else. Does anyone have a PaintJet printer
in use with an ST? The PaintJet 150*150 resolution with color output
could also be a really hot combo with the ST.
Any comment?

Bye
Bruce Heimbigner
Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
Pullman WA 99163-3347 (USA)

5349. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 18:08:08 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Sep5.140808.16134@gpu.utcs.toronto.edu>
Source record: 250899

In article <1155@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>Mr. Myron Drapal's comments regarding the Beta test of the new TOS have
... (much deleted) ...
>In my posting, referred to above, I asked Mr. Drapal to publicly post his
>sources for these reports etc. I will assume that he will respond over the
>weekend and once and for all reveal these secrets.
Why should he ? Obtaining a single copy for personal evaluation of roms
to a machine he owns is not illegal, and if it is - why not press charges?
>
>I believe that the vast majority of readers of this topic are reasonably
>mature people, since they are in the UNIXtm world [:-)], and therefore
>can derive from these types of posting the character of the poster. With
>that remark, I feel I have no need to state my own feelings.
What is this supposed to mean ?
>
>As an aside, Mr. Drapal is using the resources of AT&T to cause what is
>potentially commercial damage to Atari Corporation. Additionally, Atari
>is a customer of AT&T. I would be interested to know what AT&T Management
>feels about this type of business relationship. Maybe the System Administrator
>of this AT&T site would like to obtain a response from the appropriate
>divisional management, and also comment on whether AT&T condones this type
>of posting through its corporate systems. Since Mr. Drapal does not include
>any disclaimer to the contrary in his postings, and since he signs his
>postings as "AT&T Bell Laboratories, Denver", I (and any other reader) have
>no reason to believe other than that his comments reflect the opinions of
>AT&T.
>
Now - this is what prompted me to reply. This is hitting below the belt.
If Atari is going to use their "corporate weight" (hah!) to censor the net
then I move that Atari be banned from the net.
This is a non-commercial service to provide INFORMATION. If company A says
company B's product is bad and has proof of it, readers of the net should
know. If you try to imply that AT&T is trying to badmouth Atari and that
will hurt sales just because an Atari user who happens to be an employee of
AT&T found some bugs in your code then you are a very stupid and ignorant
person.
Again - is this the public image Atari wants to project?
(Please don't contact UofT - yes they buy your machines and some develop code
for it. I doubt they will care if my opinions hurt your feelings. I pay
cash for my account.)
>--
>Roy J. Good
>Product Development, Atari Corporation
>

>Views expressed are my own. Atari may agree or disagree; they have the right.
As public spokesman for Atari, I hope they do agree with your views !!!
>--

NO DISCLAIMER !
Leonard Harris
Satisfied with Atari products
Disatisfied with Atari hiring decisions

5350. Re: Novation SmartCat 1200 baud modem (need manual)

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 19:09:07 UTC
From: dave@arnold.UUCP
Message-ID: <167@arnold.UUCP>
Source record: 250900
Cross-posted to: comp.dcom.modems,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,comp.sys.apple

In article <2667@usceast.UUCP>, Robert Wilhite) writes:
> In article <2821@hubcap.UUCP>, (Richard Champeaux) writes:
> >
> >This is really a shot in the dark, but I have a Novation SmartCat modem
> >[...]
> you don't have the manual because it's PIRATED, right??

What does pirated mean.
I thought you could only pirate software.
--
Dave Arnold
dave@arnold.UUCP {cci632|uunet}!ccicpg!arnold!dave

5351. Re: Bugs in new BETA ROMS? (quiet down)

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 20:42:21 UTC
From: dclemans@mntgfx.mentor.com
Message-ID: <1988Sep5.134226.397@mntgfx.mentor.com>
Source record: 250901

If everybody calmed down and stopped letting emotions get in the way things would go a lot smoother. For example if you've paid attention to the series of postings before this one, that of the three "bugs" reported by Myron, two have apparently already been fixed, and the other (pc-compatible formatting) is not a bug in the ST system, but instead is a problem with the PC-compatible Myron used (presumably it had MS-DOS 1.x BIOS rom's). By the way, I have read the MS-DOS 2.x technical reference manual, and it does explicitly state that as of version 2.0 drivers should stop depending on media bytes and should instead look at the bpb; thus I agree with Allan Pratt's analysis.

Also, if you've had problems getting registered developer mailings, I would
write a letter to Cindy (not a phone call)

make sure that the necessary non-disclosure forms were
properly signed and sent in

make sure that you've responded to any previous requests from
Atari for status information

(things don't always go wrong; I have gotten all Atari developer mailings without having to goto any special effort).

dgc

5352. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 22:04:43 UTC
From: rob@raksha.eng.ohio-state.edu
Message-ID: <566@accelerator.eng.ohio-state.edu>
Source record: 250902

In article <679@otto.lvsun.com> rex@otto.lvsun.com (Rex Jolliff) writes:
> [he's discussing my previous posting]
>After heading what Atari and Simon Poole had to say, I don't see any way
>in which Mr. Drapal could be justified doing what he is doing. Either he
>has an illeagal copy of the ROMs (or the disk based version), or he
>breached his contract (or at least his promise) with Atari about not
>talking publicly about bugs in the beta roms. Either way that was not at
>all ethical.
>
OK., I'll give you a scenario (and *again* I'm not claiming that this
or anything similar actually happened). What if Mr. Drapal *had*
tried the official channels and found them unresponsive? Judging by
some of the comments of registered developers, that's not unthinkable.
I don't know what the law says in such cases, but I wouldn't have any
ethical problems.

>>Since I do not know the background, I will not
>>make judgements.
>well it's a little late for that. I'd say that you're first eight or ten
>sentences sounded pretty judgemental to me.
>
They may have, but they weren't intended to. At least they were not
intended to convey anything beyond my feeling disturbed at the
way Atari chose to *appear* to look. The whole purpose of the posting
was pretty much summed up by the summary line: don't fasten your
shoelaces while walking among your neighbours watermelons.

> [piece deleted, see above for response]
>>... Yet, Atari representatives seem unwilling to do much
>>more than publish statements synonimous to ``Of course this is all
>>unfounded.'' I find this very disturbing.
>
>Atari representatives responded by stating that the bugs Mr. Drapal talked
>about will be fixed in the release version (in other words, the new roms
>will read IBM disks).
>
That unfortunately is *not* what they said (or I'd have been quite
happy). They said the new ROMs will be able to talk to PC-DOS 3.x,
may be able to talk to PC-DOS 2.x (apparently that wasn't even worth
fishing up a manual, according to Atari's response, -- I assume then
-- let alone worth testing), and will certainly *not* be able to talk
to PC-DOS 1.x. I can sure live with the last clause, but the first
two do not compatibility make, at least not in my book.

In case you are confused by the multitude of postings, please check back and see that the issue was not so much being able to read and write, but being able to format, and Atari wasn't guaranteeing anything beyond being able to format so that a true-blue PC running 3.x could use it.

>>I know it is very difficult to remain calm when someone is shouting in
>>your face (and I won't claim to always, or even most of the time, be
>>able to do that), but when you are the company mouthpiece (no slur
>>intended, quite the contrary) you have to try and do that, or your
>>customers will get restless. ...
>
>I think that Atari's response to Mr. Drapal's nonsense was written in a
>sufficently calm style.
>

Read the first paragraph of my original posting.

> [my signature deleted, identical to the one I sign this posting with]
>Rex Jolliff (rex@otto.UUCP, {utah-gr, psivax, ihnp4, rutgers}!otto!rex)
>The Sun Newspaper - |Disclaimer: The opinions and comments in
>Nevada's Largest Daily Morning | this article are my own and in no way
>Newspaper | reflect the opinions of my employers.
>- -
>What happened to our superior space program?

Rob Carriere
The above are my opinions and feelings on the matter discussed, they should not in any way be attributed to or associated with, The Ohio State University, its College of Engineering or the Department of Electrical Engineering.

5353. Re: 128k Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-09-05 23:34:33 UTC
From: bw0i+@andrew.cmu.edu
Message-ID: <YX8mG9y00Ws100Ykdc@andrew.cmu.edu>
Source record: 250903

If the 128k Magic Sac come out, will it also be able to take advantage of the Apple Talk networks? I know that there is an Apple Talk card for the IBM and being able to use the Apple Talk net would be nice for both businesses and colleges.

Any word on this?

5354. Re: Hard Disk Crash

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 01:56:39 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <8808@cup.portal.com>
Source record: 250904

> "If it works like I think it does..."
It doesn't. It can handle anything but nearly completely full disks (I set a limit of 8K free space minimum when it will inform you that it can't optimize). I had no trouble with a 2.5 MEGABYTE file with only 250K left on the partition. It also rearranges the directories and sets up files for PC Ditto bootability (without using the MS-DOS format command).
Hard Disk Sentry was designed to handle nearly everything, and on the things it couldn't, to not lose any data. Large files aren't a problem. Even fairly full partitions aren't, as long as there is some free space (and moving one file is usually enough to create adequate space). It isn't blindingly fast, especially with little freespace to play with (since it is copying every byte on the hard disk twice, and adjusting directories and FAT's as it goes - a *lot* of thrashing), but that is because I chose safety and functionality over speed.

5355. Re: Fsfirst/Fsnext question

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 08:19:07 UTC
From: URZ90@DMSWWU1A.BITNET
Message-ID: <8809060818.AA20767@ucbvax.Berkeley.EDU>
Source record: 250905

```
Rainer Klute (mcvax!unido!laura!trillian!klute@uunet.uu.net) asks:
>Hello ST-hackers,
>does anyone know about a 'legal' way to do something like this:
>
>Routine_A: Routine_B:
>========== ==========
>Fsfirst (...); .
>Fsnext (); .
> . Fsfirst (...);
> . Fsnext ();
>Call_Routine_B (); .
> . .
> . return;
>Fsnext ();

I've never tried it myself, but it should work, when you build
Routine B like:

...
olddta=Dgetdta();
Dsetdta(newdta);
.
Fsfirst(...);
Fsnext();
.
Dsetdta(olddta);
return;

(I'm not sure I've used the correct names, but you'll know what I mean.)

Rainer

------------------------------------------------------------------------
Rainer Perske EARN/BITNET: PERSKE@DMSWWU5P.bitnet
Institut fuer Kernphysik der EARN/BITNET: URZ90@DMSWWU1A.bitnet
Westfaelischen Wilhelms-Universitaet
Wilhelm-Klemm-Strasse 9
D-4400 Muenster
Federal Republic of Germany Telephone: +49 251 83 4974
------------------------------------------------------------------------
Disclaimer: If not otherwise stated, all written above is my own opinion
```

5356. Re: A scheme for updating/patching gemdos

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 10:39:02 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8809061038.AA22254@ucbvax.Berkeley.EDU>
Source record: 250906

In Info-Atari16 Digest #385, ssyx!koreth@ucbvax.Berkeley.EDU (Steven Grimm) writes:
>In article <1148@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>Somebody in Germany did it... I don't know how they got rid of Line-F
>>and still crammed the OS into 192K of ROM, but they did.

>Perhaps they used line-A instead? There can't be THAT many line-F traps --
>certainly not enough that you couldn't use A100 and up instead (assuming that
>the documented line-A calls are the only ones that are used; but even if there
>are undocumented calls ...

This is exactly what they did, and no, there are no undocumented LineA traps.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

5357. News from the Atari fair at Duesseldorf, West Germany

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 10:59:57 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8809061059.AA22448@ucbvax.Berkeley.EDU>
Source record: 250907

There was an Atari fair in Duesseldorf, West Germany. I was there last friday, and here are some things I heard there:

- TOS 1.4 will be released in Germany in November and cost about DM 100.-. You will get: 6 ROMs and a disk with new support software. (Source: an Atari Germany representative)

- Turbo C was sold at the Borland/Heimsoeth booth at a 'special discount': 150 DM w/o, 230 w/assembler & debugger. They are working on 68881 support but couldn't tell me when it would me available and how much it would cost (which is what stopped me from buying it, since I have the 68881 in my Mega). They must have sold hundreds of copies, though.

- Atari will market the MadMac/ALN package separately, but not before 1989.

- There was a Yugoslavian company displaying a hard/software package for STs and PCs to emulate IBM 3277 terminals directly. I can post details if there is sufficient interest.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

5358. HARD DISK: HELP OFFERED AND WANTED

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 11:36:52 UTC
From: remco@tnoibbc.UUCP
Message-ID: <821@tnoibbc.UUCP>
Source record: 250908

Hello ATARI-lovers: I can help you and meybe you can help me
- THIS IS NOT A COMMERCIAL -

I connected a CMI 5619 harddisk (16MB) to my 1040ST via a XEBEC S1410
controller and an ATARI host adapter board. The software I used
is: icdfmt.prg from ICD (a *VERY* nice program which may be distributed
freely) and icdboot.prg as a diskdriver.

The problem is: when I try to format a second hard disk (logical unit
number = 1 instead of 0, which is the first HD), the disk starts
formatting but when the last track is done, the formatting process
starts all over again, so partitioning is not done.
I *can* format the second disk when I strap it to be LUN=0, but I
still cannot access the disk as a second hard disk from the desktop.

Question ? Is this a software problem or does it have something to
do with the ATARI host adapter board ?

Finally: anyone who is interested in how I got the first HD to work
(I also got a RODIME 204E (44MB) and a seagate ... (40MB) running)
please let me know and I can see if I can help.

Thanks in advance for your (hopefully numerous) answers.

5359. ST Video RAM

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 14:40:10 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <8809061439.AA25221@ucbvax.Berkeley.EDU>
Source record: 250909

Date: 6 September 1988, 16:36:12 MES
From: Julian F. Reschke (02501) 13279 ONM07 at DMSWWU1A
To: INFO-ATARI16 at SCORE

Most people seem to be shure, that the video ram will always be 32000 Bytes,

and that resolution in monochrome will always be 640*400. But in fact, there are quit a lot companies in Europe making video cards with higher resolution. On the ATARI fair in Duesseldorf, approx. 1/3 of the software houses had monitors with 1280*960 points running their software - and yes, there is a GDOS screen driver for this monitor. So please use the informations you get when using V_OPNVWK or look at the negative LINE-A-variables.

Please, Atari, force the companies to support future video modes!

An emulation similar to the MAC-program 'SteppingOut' (sets video resolution at startup and scrolls when you move the mouse) will be published in the november issue of the german magazine 'ST-Magazin'.

// Julian F. Reschke

5360. Looking for details on Atari Floating Point 68881 support

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 15:32:48 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8809061532.AA26180@ucbvax.Berkeley.EDU>
Source record: 250910

This is directed primarily at the people at Atari, but since it contains both praise for Atari (!) and information that might interest others, I post it here.

I have just bought an "Atari SFP004(tm)" -- that's a 16 MHz 68881 FPU for the expansion slot of the Mega series STs. It comes in a grey cardboard box that's so new it still has spelling errors on it ('coprocesser' :-). I have had my dealer install it, and now it sits in my ST waiting for work.

All the people I asked, including my dealer and representatives of Atari Germany, used the same word for the software supplied with the FPU: "none". Now I reread the one (1) sheet of paper that came with the 68881, and I noticed that Atari *DOES* offer software support for the FPU, and I quote (from Atari document C300443-001 Rev. A):

"The Atari SFP004 Developer's Kit contains more information on the co-processor and the software you can use with it. The kit also contains a disk of sample source and object files for a set of high precision mathematical routines. (These routines are compatible with the Alcyon C compiler.)"

This sounds interesting ! Since I don't have the dev package, I don't have the Alcyon C compiler either, but 'sample source' would definitely be helpful. Unfortunately, Atari Germany knows nothing about this (as usual). The sheet also gives three addresses to contact for additional info: one in the US, one in Canada and one in the UK. Now for my questions:

- What exactly is in the 'SFP004 Developer's Kit' ?
- Where is it available ? Will it *ever* be available in Germany ?
- Where should I ask for more info?
- What is the 'suggested price' for it in the US ?

Also, the sheet lists two other sources of information, the Motorola 68881 FP Coprocessor User's Manual, which I have (thanks to Motorola UK, Ltd., for sending me a free copy when I just asked for general info !!!), and something called "Software links math chip to 68000/family ,uPs AR233 (Reprinted from EDN; Jan. 23, 1986)". What is this ? Could someone please tell me if this is a journal, magazine etc. ?

Finally, the praise to Atari: Thanks for making this product available, one that deserves the 'power without a price' label. (For those who wonder, the 'suggested price' in Germany is DM 398). One of the two other suppliers of FPU cards for the ST in Germany (Weide of Hilden, W.Germany) has already lowered the price for the Mega version from DM 898 to DM 498. Admittedly, they supply FP libs for 6 different compilers ... still, they are expensive.

Things aren't so bright on the software side as yet:

- Heimsoeth is working on 68881 support for Turbo C (no details yet). I don't know of other C compilers yet.
- "gdat" of Bielefeld have announced an APL.68000 version that incorporates 68881 support, but MicroAPL cannot specify any delivery date yet (I suppose MicroAPL spend more time working on their new Mac APL these days..).
- I'm trying to find out more on the OSS/CCD Pascal, but no answer yet.

If anyone out there has some PD source and/or binary for FP routines that make use of the 68881 FPU, I'd be *VERY* interested in a copy (if it's big, send email first).

Any and all info is most welcome indeed.

PS: This has grown rather long, but I thought it might be of interest.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

5361. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 16:07:46 UTC
From: towns@atari.UUCP
Message-ID: <1156@atari.UUCP>
Source record: 250911

> Wow, So Have I.
>
> Atari, I have been trying to contact your representive
> on Genie, Cindy Clavehorn I think is her name, but she claims she has
> no record of my developer status!
>
> What you say, complaining in public? I have for about
> two weeks been trying to get her to add me to the developer sig on genie,
> but she won't do it. I have been waiting about a week to get a message
> back from her. What do I have to do? I AM a registered developer.
> By the way, my name on genie is n.kline.
>
> Please respond Atari.
>
> Nick Kline

Nick, I will check with Cindy and find out what the story is. I will
either leave you email or leave you mail on GEnie.

John Townsend
Atari Corp, Technical Support

5362. gcc problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 16:26:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880906162643.1.JRD@MOA.SCRC.Symbolics.COM>
Source record: 250912

Date: 2 Sep 88 10:51:04 GMT
From: stormy.atmos.washington.edu!jeff@beaver.cs.washington.edu (Jeff Bowden)

I grabbed the gcc executables a few days ago. I found that I had
insufficient resources to run it (sob :-( ).

Yah, I was afraid that would happen. Please, everybody, read the blurb
file (GNUBLURB.TXT) before downloading it. It's just too big for random
copying around. The blurb contains a description of what's where, which
pieces of the distribution you'll need to do what, and what system
resources you'll need to run it. Help keep net traffic down!

I uploaded it to a local BBS,
though. One person who downloaded it. This person has a quite bit of
experience programming on the ST but I don't think he knows a lot about
Unix.

Neither do I; that shouldn't make a difference.

> 31Aug88 From Ganelius
>I more or less have the GNU C compiler installed under MT C Shell. A major
>problem though is the lack of the run time library.

The runtime library is in GNULIB.ARC, available from all the usual
servers.

The library source was
>compiled with something other than the GNU compiler, apparently.

That's wrong. The library was compiled with the GNU 1.23.
Is a
>compiled library available? I ran into a couple of bugs in the compiler so
>far. The compiler driver does not recognize the command line options `-c' and
>`-o'.

That's also wrong.

Also most of its console output is missing carriage-returns.

That's never happened to me.
>
> Also, is a Unix compatible make utility available from GNU for the ST?

I don't know how compatible it is with Eunuchs, but the GNU MAKE util is
in GNUUTILS.ARC.

Since can't run it I can't be of much immediate assistance. Does
anyone here have suggestions? My guess is the MT C shell does command

line arguments differently than gulam (the shell used by the guy who did the port).

Yes, I'd guess that's true, but it's still a bit mysterious how it could get as confused as he describes. Could it be that MT upcases command lines before executing them?

I'd suggest he try it with gulam. Get it working that way first, then see what it takes to make it work with other CLI's.

Perhaps it also does environment variables differently.
(so the compiler merely can't find the library file as opposed to being unable to read it?)

That's possible as well. Still, from the text of his message, it sounds like something didn't like the format of the OLB, not that it couldn't find it.

I'm afraid more information is needed here.

5363. Re: ANIMATION QUESTION

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 16:49:01 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <5458@pasteur.Berkeley.EDU>
Source record: 250913

In article <880831-204234-3799@Xerox> "Robert_L._White.ESXC15"@XEROX.COM writes:
[intro deleted]
>My question here is, How do I make the sprite move faster than 60 pixels
>per second? Is it possible? I have tried moving the sprite 2 pixels at a time,
>
>The way I am doing my animation is this. I am using 3 screens. One holds the
>background picture, one is the drawing screen (LOG BASE), and one is the
>screen being viewed (PHYS BASE).
>For 1 animation sequence I copy the background screen to the LOG BASE
>screen, then draw my sprite to the LOG BASE screen, Then do a
[more deleted]
>Thanks,
>Robert L. White, Xerox Corp.

You don't need to re-copy the background screen into the logical screen each
time you draw a new frame, this takes a HUGE amount of time.
All you 've got to do is copy the section of the screen that the sprite
occupied in the previous version of the logical screen.

How about an example:
Show page 2 (Physbase = page 2, Logbase = page 1)
Frame 1: x1 = 50, y1 = 50; x2 = 50, y2 = 50
x = 50, y = 50
Copy the area from your background at x1, y1 to page 1
Move sprite to 55, 55 (x=55, y=55)
Draw sprite at x, y in page 1
Set x1 = x, y1 = y
Now show page 1 (Physbase = page 1, Logbase = page 2)
Frame 2: x1 = 55, y1 = 55; x2 = 50, y2 = 50
x = 55, y = 55
Copy the area from your background at x2, y2 to page 2
Move the sprite to 60, 60 (x=60, y=60)
Draw sprite at x, y at page 2
Set x2 = x, y2 = y
GOTO Frame 1

I've found this to be a fairly quick solution to sprites in software,
but feel free to mail me with more questions (specifics).

Kenneth Soohoo
soohoo@cory.Berkeley.Edu

--Ken Soohoo
Atari 400/800/600xl/800xl/1200/130xe/65xe freelance gamer
Atari 1040ST hacker
Sometime Berkeley Student

5364. Re: Taken ABAQ, back to the days of void and vapor.

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 18:15:59 UTC
From: fraga@faculty.cs.ubc.ca
Message-ID: <3944@ubc-cs.UUCP>
Source record: 250914
Cross-posted to: comp.sys.transputer,comp.sys.atari.st

In article <5643@ut-emx.UUCP> jbone@ut-emx.UUCP (Jeff G. Bone) writes:
>
>So, what's the scoop on the Atari ABAQ?
>
> ...
>C'mon guys, let's get that old rumor mill cranking again. Does this thing
>really exist? Has any body seen/touched/played with one? Or is this in fact
>just another case of vaporous Atari products, like the thought-controlled
>video game and the portable, DC-powered holographic video game?
> ...
>-jgb (jbone@emx.utexas.edu) ---------- "Everyone's head is a cheap movie show."

I saw (and touched) one in April in Dundee, Scotland. It was, according
to the Atari guys, the only one in existence at that time. It was very
much a prototype, a kludge using a mega st2 as a front end (I was told
that production models would have the mega part of it built in). The
graphics demos running were quite impressive but the OS didn't impress
me... sort of a un*x clone not done quite right. The shell looked like
a combination of csh and pc-dos. But then again, this was quite a while
ago and it was very much a pre-production demo.
Eric S Fraga, Dept of Computer Science, University of British Columbia
+1 604 228 6770, fraga@cs.ubc.cdn

5365. Atari fair at Duesseldorf (West Germany)

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 18:19:15 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8809061721.AA27884@ucbvax.Berkeley.EDU>
Source record: 250915

I'd like to report on the event mentioned in the subject line.
Please do not expect a profound analysis. I will give a collection
of personal impressions and observations.
1. Turbo C
It exists and they do already SELL it. There was a special offer for visitors
of the fair: The compiler at DM 150. Assembler and debugger exist but are
not yet released. We played around with the compiler for some time. Really
neat| Fast, easy to handle. Acceptable editor. Just real Turbo C.
We found a minor bug in the include library (a declaration missing in
<time.h>), so they have chances to further improve the product. A great
compiler im my opinion. We compiled dhrystone V1.1 (V1 would not give
any meaningful results for unknown reasons) and got 1706 dhr/sec.
I think I'll buy this package unless gcc proves to be comparable.
2. The Transputer (former ABAQ)
The box they showed there was obviously a prototype. No one would buy it
in that shape. I mean its look. The thing seemed to work, although as
it appeared, it isn't terribly stable. Dhrystones 3170 (V1.1) and 2270 (V1).
The shell is very csh-like, I found no obvious differences. The diff
doesn't do anything reasonable. We tried it on two files which happened
to be identical and it wrote kilobytes of differences to the screen.
Piping the same command through more made the system break down and weep.
It had to be booted a couple of times while we played with it.
Invoking cc with only a source file and no options as arguments wrote
assembler code to stdout. But one can do it in two steps, first call
cc -S source.s source.c
and then
asm -o text /lib/cstart.o source.s
Oh, and by the way, occasionally the source file had size zero after the
invocation of cc.
They had MicroEMACS 3.8 running. X-Windows do not work yet, that's why shell-
windows had a fixed size (a quarter of the screen, a little too small for
80 character display).
There seems to be no job control (according to the guy at the booth, he was
nice and helpful but I would hesitate to call him an expert).
cp'ing files did not work reliably, we found that the probability of
successful cp'ing was bigger after cd'ing to the target directory.
A FORTRAN compiler was said to exist, but it was not shown. Same for Pascal.
3. Beckemeyer products.
Gerd Sender presented Micro C-Shell, bdt's multitasking OS, and related
products. I Germany these are not so popular as in the States (as far as I can
tell from the net), and I saw them for the first time. I felt at home immedi-
ately, you know, I'm used to a UNIX environment. I had the impression, though,
that it isn't extremely fast, but that may have been the slow disk's fault.
They told me they could not sell us any campus licenses due to conditions

imposed by Beckemeyer Development Tools. (Is that true, David?)
4. Misc.
A Company named Pluennecke presented PROSPERO compilers. Knowing their FORTRAN and Pascal, I would have liked to see their C. But the guy there was so unfriendly and arrogant that I would not talk with him any longer.
We played with Laser C (833 dhr/sec V1.1), Lattice was also shown. I missed MWC, don't know why it's so rare in Germany. I believe they are still selling version 2.x here.
68030 box: Not shown, no comments.
5. Operating systems.
They showed an ST with TOS 1.4. Unfortunately I had no time to play with it. Otherwise a total miss. I found people selling OS-9, but they would not show it because they were demonstrating their network software.
I greatly missed Idris. I have never seen anybody in Germany to sell it. I don't know why. This market is just as important for the ST as the States, maybe even more. Maybe it'll be Minix then...
6. General impression
Nice coloured pictures, few hard facts. Games. A little disappointing. When I talked about this to somebody at one of the booths, he said to me: "What do you expect of a dying computer?"
7. Date
Sep. 2-4
That's it, friends
Yours
Michael
Michael Eibl, Inst. f. Theor. Phys., Universitaet zu Koeln
Cologne, West Germany
ab084@dk0rrzk0.BitNet
.

5366. Re: TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 18:44:51 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <404@clio.math.lsa.umich.edu>
Source record: 250916

In article <1151@atari.UUCP> good@atari.UUCP (Roy Good) writes:
%The Developer Release is essentially now available via Cindy Claveran for
%$20. This include TOS 1.4 DR on Floppy, release notes, revision to MadMac,
%revision to "aln" linker, first release of own own "db" object level debugger,
%Product Tracking System interface and guide, and SFP004 (68881) deevloper
%kit with demos. The $20 deal is only available to registered developers.
%Details are in the latest Atari Forum (Developer Newsletter) which was mailed
%earlier this week.

68881? What's this? Real floating point support on our STs? Care to talk
in a bit more detail about this? Sounds like it could be really hot stuff...
(How 'bout a 68882 - pin compatible but faster...?)
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

5367. Re: HP DeskJet

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 18:52:11 UTC
From: rokicki@polya.Stanford.EDU
Message-ID: <3842@polya.Stanford.EDU>
Source record: 250917
Cross-posted to: comp.text,comp.sys.atari.st

For DeskJet information, send me your physical mail address; it's 24 pages of stuff. A couple of bucks to help with the postage and copying would be nice but is certainly not required. My physical address in case Email doesn't work is Tomas Rokicki, Box 2081, Stanford, CA~~94309. -tom

5368. Re: Beta Test ROMs

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 19:09:08 UTC
From: good@atari.UUCP
Message-ID: <1157@atari.UUCP>
Source record: 250918

in article <880903154746F7F.ANTU@Mars.UCC.UMass.EDU>, Gribnif@UMass.BITNET (Dan Wilga) says:
>
>
> Atari seems to be doing a good job of fixing problems and making improvements
> with this new release of the ROMs. The rumor is, however, that this release
> will be the last release for ST ROMs. And, given the lack of availabily of
> the "intermediate" (blitter) ROMs, I tend to believe it.
>
No-one here is, to my knowledge, considering this TOS 1.4 to be the last release. Rather, it is a stabilising release that can be used as a baseline for expansion to the ST product line.

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

5369. Re: Bugs in new BETA ROMS? (quiet down)

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 19:47:50 UTC
From: apratt@atari.UUCP
Message-ID: <1158@atari.UUCP>
Source record: 250919

Leonard Harris writes (roughly) that Mr. Drapal is justified in using the net for his complaints about this UNRELEASED Atari product, because he MIGHT not have gotten a reaction to communicating with us directly.

To summarize Dave Clemens, I have been right all along:

> ... of the three "bugs"
> reported by Myron, two have apparently already been fixed, and the
> other is not a bug in the ST system [... because of DOS 1.x or clone].

What better response do you want than "it's already been fixed" and "it's a problem with your clone / OS level, not the Atari OS?"

What Mr. Harris has temporarily ignored is that the "product" that Mr. Drapal is complaining about isn't a product at all: it is a test copy of the new OS. If we shipped that as a for-real, costs-money product, he would be justified in commenting on it publicly. However, since it is not, he is not justified. Perhaps, as Mr. Harris says, if he had gotten no response when talking with Atari directly, he could have complained about *that* to the net. But he didn't try.

Look at the history of this whole thing:

Atari ships TOS ROMs to subsidiaries, for testing and translation.

Mr. Drapal discovers (personally or indirectly) some problems.

Mr. Drapal goes on the net and bashes Atari.

Atari replies that the things he is complaining about have been fixed, and asks him not to post problems with this UNRELEASED product to the net.

Mr. Drapal continues flaming Atari on the net.

Atari replies, again, that we have already addressed the things he mentions, and again asks him to stop posting about this.

Mr. Drapal continues...

...and so on.

Am I being unfair? Look at the signal/noise ratio of Mr. Drapal's postings as compared with Atari's. Look at what he says and how he says it, and compare with Atari. Look at the fact that he has been WRONG on virtually every point he's made. Then judge.

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Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.

reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5370. Catching up all this Atari NEWS!

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 19:48:12 UTC
From: rjung@sal4.usc.edu
Message-ID: <1315@nunki.usc.edu>
Source record: 250920

Hi there, net-people. I was just wondering if someone would be kind enough to fill me in on all the Atari ST news from the last three months or so. I've been gone from the net, and now I find all this new and interesting stuff, but I don't know what's going on!

Anybody who's willing to e-mail me some information on the new TOS 1.4, the Atari ST laptop, or anything else that's passed through this discussion, THANK YOU.

--R.J.
B-)

P.S. No cute signature yet, haven't had time to redesign 'em...

5371. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 19:53:38 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3525@druhi.ATT.COM>
Source record: 250921

in article <1947@brahma.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) says:
> In article <3479@druhi.ATT.COM> med@druhi.ATT.COM (Myron Drapal) writes:
>>to be tested and fixed (like PC compatible format... Oh, by the way, have
>>any of the testers checked to see if the disk free function works properly
>>yet - the old version reported number of free bytes off by at least
>>2 clusters).
> I have been sitting here listening with nothing to say for days then something
> pops up that I actually know something about! Magic!
>
> Atari (Allen|Roy|Ken) said yonks ago that they had found and killed the bug
> that lost 2 clusters on a disk. But what if you put a the disk in a mchine with
> old ROMs? It can't read the last two clusters! So, sadly, the bug stays.

Are you sure that the old ROMs can't read the last two clusters
on the disk? The one time I did some testing on this (about 2 years
ago) I found the ST could always read every cluster on an PC/DOS
formatted disk, including the last two clusters. I spent a fair amount
of time working on this since I was writting a PC/DOS style CHKDSK
program. I wanted to make sure that the two missing clusters were
really missing and not an artifact of my program. I spent a lot of time
formatting disks on both my PC and my ST and comparing them. My
conclusion was that GemDos was quite happy to read a disk using the last
two clusters. It also could delete files that used those clusters. It
just couldn't write to them and also didn't include them in the disk
free space calculation. This means you should be able to fix the
free-space bug in GemDos without breaking STs with the old ROMs.
The old machines could still read the files written by the newer ROMs,
just like they can read files on a PC/DOS disk.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

5372. Re: Registered (or once registered) developers?

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 20:14:35 UTC
From: apratt@atari.UUCP
Message-ID: <1159@atari.UUCP>
Source record: 250922

In article <5417@killer.DALLAS.TX.US> chasm@killer.DALLAS.TX.US (Charles Marslett) writes:

> I might add, that a forum like Netnews is rather less useful if it can be
> used only to say nice things about Atari.

On the contrary. But Netnews should NOT be used to say incorrect, bad things about UNRELEASED, PRELIMINARY, TEST VERSIONS of Atari products.

If I were under contract to do a computer simulation on a new design for a car from Ford, and I found a bug in the design, I wouldn't write a letter to the editor of Auto Week about it.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5373. Re: Re: ibm pc disk (LOTS OF DETAIL by Allan Pratt)

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 20:24:57 UTC
From: apratt@atari.UUCP
Message-ID: <1160@atari.UUCP>
Source record: 250923

I hope I can quench the flames about this FAST...

To summarize "GWDGV1::WHUEBNER":

> 1) the IBM PC don't like a disk formatted with the new TOS release ...
>
> 2) it seems that pressing ESC didn't flush all buffers...
>
>[3] [open a window, pop the disk, change it on a different ST, put
> it back in the original ST and do something.]

First and most importantly, yes, we will ask this tester not to post
to usenet about the Beta ROMs.

Second, we all know that point (1) below has been fixed.

Third, pressing ESCape on the desktop now DOES cause the ST to forget
everything about the disk in the drive, and invalidate its caches,
even if the serial number matches.

Fourth, the ST has NEVER been able to handle a disk which is removed,
changed on another machine, and placed back in the drive. The reason
is that the serial number is still the same, so the ST assumes the
rest of the disk is the same, too.

The fix for this is to put a DIFFERENT disk in the drive and access
it before putting the changed media back in.

The rationale for this is that you might pop a disk, to read the label
or change the write-protect tab, then place the same disk back in. If
the ST invalidated everything as soon as you popped the disk, this would
be disasterous: you would get lost clusters and closed handles.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5374. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 20:26:44 UTC
From: good@atari.UUCP
Message-ID: <1161@atari.UUCP>
Source record: 250924

I had said I wouldn't post any further on the TOS 1.4 issue, but some valid points have been made in the latest postings that I feel warrant it. I know I won't cover everything that is in people's heads, but here goes..

First, I *sincerely* want to thank Myron Drapal for his most recent posting (as a follow up to Allan Pratt's response). But we are interested in discovering the source and vintage of the TOS 1.4 which he had access to! [:-)]

It was commented by more than one person that comp.sys.atari.st has for some time been the forum for bug reporting/follow-up. With TOS 1.4 Beta, we carefully set up a Product Tracking System, explained in previous postings, with an associated System Problem Report 'electronic' form, and requested, in the accompanying release notes, that all problems be reported in this manner. The aim is to centralize and formalize bug reporting, so that obscure (and not so obscure) problems are filed in a database and don't drop through the cracks. Thus worldwide posting of this problem (PC/ST media compatibility) and others went against the directions of the Release Notes (as did the apparent proliferation of the Beta copies). As an aside, have you ever noticed how companies with which IBM do business keep their lips really sealed when asked about their relationship to Big Blue. Now IBM has a LOT more clout than Atari, but the principle is the same - a mutual trust and a desire not to taint a product before it has had a chance to be tested and corrected prior to release. (OK maybe the mutual trust isn't always there, but I bet a written contract/nondisclosure agreement IS! [:-)]).

Had the original posting been, instead, a direct email to me, or to Allan Pratt, it would, like others, have received a direct response.

One poster asked for the Product Tracking System to be made available to all. This is indeed an aim, but it is an evolutionary product. We first sent it to subsidiaries, to get their impressions and to see how it could be improved for communication, reporting etc. Now it is going to registered developers. After a shakedown with, and feedback from, them, we should be in a position to make it generally available as a vehicle for posting bug reports and requests for enhancement.

Re: the tenor of my direct posting. I stand by what I said regarding potential damage, and use of the airwaves. Some folks at AT&T/Denver are concerned that AT&T might cut off 'news' using this as an excuse. I hope not, at least not for technical categories (all companies must look at costs - they have a responsibility to shareholders - and so some reduction may be essential). The 'news' system is an incredible vehicle for the dissemination of views and opinions, but it is one which is very easily abused, both in content and volume. And it must be remembered that, at the end of it all, it is your CUSTOMERS who pay for it eventually, since it a cost of doing business as

far as the company (employer) is concerned. Thus access to it through corporate channels must be viewed as a privilege.

I have been accused of threatening legal action. I certainly don't believe this is the case, but I do believe that propagating a discussion of this ilk, on unreleased product, is detrimental to Atari's position, since it leaves an impression of the product before it is even released. The primary aim of the Beta release to subsidiaries and to developers selected by the subsidiary, apart from wider test exposure, was to avoid some of the unexpected problems which occurred when the Mega ROMs came out, by giving key developers advance notice and a chance to test and correct problematic code. The current "Developer Release" takes that one step further.

I have received several 'emails' of support, some of criticism, and some of "enough!!!". I feel that points have been made on both sides, although really there is just one "side" beneath it all, with the goal of providing an acceptable product. And I trust that the points are well taken by all who read them.

** AN IMPORTANT BIT RE: REGISTERED DEVELOPERS **
It seems that more than one or two posters, Mr. Drapal included, are frustrated that they have ante'd up their $300 (or more) and not heard of anything since (tho' others say they get regular info). I'd like to suggest that those who feel they have been orphaned send me email directly (ie not to the net) in the following format:
Subject: Orphaned Developer
[text] Name, Address, State, ZIP, phone, approximate date of subscription
if appropriate: original address, if you have moved
last item/package you recall receiving

I will collate all responses upto, say, the end of next Monday (12th), and forward them to Cindy Claveran.

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

5375. Status on rec.games.pc proposal

Newsgroup: comp.sys.atari.st
Date: 1988-09-06 23:24:24 UTC
From: jennifer@jato.Jpl.Nasa.Gov
Message-ID: <131@jato.Jpl.Nasa.Gov>
Source record: 250925
Cross-posted to: news.groups,comp.sys.atari.8bit,comp.sys.amiga,comp.sys.atari.st

By popular demand, I've changed the name of the proposed group to rec.games.micro. This should make it clear what the purpose of the newsgroup is, without implying that the group is for the IBM PC family only.

I'd like to address some of the comments that have been made regarding the newsgroup. First of all, there has been the comment that rec.games.misc is sufficient for handling the traffic in microcomputer game help. I agree with this, but the problem is that everyone doesn't seem to know that that is where they should post help messages for microcomputer games. Therefore, they post in the .sys groups, or occasionally rec.games.frp or other groups. If there was such a group as rec.games.micro then it would be clear where the messages were to be posted. I do not propose that the rec.games.micro group include games originally programmed for UNIX/VAX systems, since there are already several newsgroups (rec.games.rogue, rec.games.hack, rec.games.moria) that support those games. Rec.games.misc can now be a repository for games that don't have their own newsgroup such as Omega or Phantasia or Xword.

There has also been the comment that this group won't cut down on net traffic. I believe it will cut down on net traffic because there won't be the same messages about the same games throughout the .sys groups. Most microcomputer games have been converted to more than one system, and therefore the same messages about these games can (and do) appear in more than one .sys group. A clear example of that is Bard's Tale. There is an advantage to the person playing these games also, in that if he's playing a game that is a later conversion from the original, then in rec.games.micro, he can probably find someone who's played on a different computer but who's finished the game. The advantage to the people reading the .sys groups is that they don't have their group cluttered with game messages that should really go into the rec area.

There was a comment about moderation--if someone wants to moderate this group, fine. _I_ can't moderate it, and really, I don't see the group as having too much "noise" so I don't think moderation is necessary. The only thing I can see moderation doing is to prevent the requesting of copyright information, and currently rec.games.misc readers don't do much of that.

Now for the current vote tally-73 YES 15 NO. I will post another
tally in two weeks.
--
Jennifer Schlickbernd (Lorini) Jet Propulsion Laboratory
jennifer@jato.jpl.nasa.gov or elroy!jato!jennifer@csvax.caltech.edu
CIS: 72466,3413 Voice:(818) 354-8617
"Great leaders are rare, so I'm following myself."

5376. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 00:17:36 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <8819@cup.portal.com>
Source record: 250926

I have just checked out exactly what MY PC wanted in the way of bytes to recognize an IBM disk, and as far as I know, Byte 0 has to be 0xEB, and byte 2 has to be 0x90 in the boot sector (from an 11/28/85 formatted disk on the ST). That's it. (The EB is a short jump to the real boot code, byte 1 would be the displacement; the 90 I have no idea about).

You can try changing these with a sector editor. If your PC doesn't recognize this, then perhaps it is time you changed your BIOS. (Perhaps real release copies of both PC and ST software might help things - an article in the current "Computer Shopper" indicates problems with software from Sham Shui Po).

(I am also not absolutely sure that *both* of the above bytes are necessary, it seemed to accept the disk after reporting an error with only 90H there, but that wasn't consistent).

5377. Re: 128k Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 01:08:40 UTC
From: dhawk@well.UUCP
Message-ID: <7036@well.UUCP>
Source record: 250927

> If the 128K Magic Sac comes out . . .

There won't be a 128K Magic Sac. Dave Small posted here a couple of weeks ago about why not. Basically he left the company in March/April and they don't have a programmer with the ability to create a 128K Magic Sac.

Dave is coming out with a product called Spectre 128 --- but I don't have the details on it yet.

later, david
--
David Hawkins {pacbell,hplabs,ucbvax}!well!dhawk
To strive, to seek, to find, and not to yield. -- Alfred, Lord Tennyson

5378. Re: which 2400 bps modem

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 01:50:50 UTC
From: jhs@MITRE-BEDFORD.ARPA
Message-ID: <8809070150.AA03208@mitre-bedford.ARPA>
Source record: 250928

Has anybody tried the Avatex 2400 bps modem? I've been so happy with the 1200 unit for $80 that I would certainly want to check out their 2400 bps model if it's in the right price range.

-John Sangster / jhs@mitre-bedford.arpa

5379. Re: APL terminal emulators

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 02:08:24 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1815@water.waterloo.edu>
Source record: 250929

The program you want is TOM. If your favourite file server does not have it, let me know, and I will send them a copy.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

5380. The "new" ROMs and Line F instructions

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 02:16:18 UTC
From: preston@felix.UUCP
Message-ID: <56743@felix.UUCP>
Source record: 250930

Allan,

Have you given any thought to making the ROMs more usable with
68020 (and up) processors? (I.e. change the Line F instructions to
Line A instructions and upgrade the trap handler.)

--
Preston L. Bannister
USENET : hplabs!felix!preston
BIX : plb
CompuServe : 71350,3505
GEnie : p.bannister

5381. Re: Beta ROMs and bug reporting.

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 02:41:34 UTC
From: kbad@atari.UUCP
Message-ID: <1162@atari.UUCP>
Source record: 250931

in article <3517@druhi.ATT.COM>, med@druhi.ATT.COM (Myron Drapal) says:
>> From: atari!apratt@ames.arc.nasa.gov (Allan Pratt)
>> Subject: BETA TOS
>>
>> PLEASE DO NOT USE NEWS TO REPORT BUGS IN UNRELEASED ATARI PRODUCTS.
(operative word here is)---------------^^^^^^^^^^
[some stuff deleted]
>> But you do not get any goodwill by flaming us in
>> public about UNRELEASED products. ^^^^^^^^
>
> Good will starts at home, and I think that your company needs to start
> treating its registered developers (and customers) better if it expects
> to be on the receiving end of some good will.
[more stuff deleted]
> 1. NETNEWS was the accepted forum for bug reporting, especially when
> Landon and Alex were employed at Atari.

I have no problem with responding to bug reports of released products
via netnews. In fact, this practice may come into play more, as the
Developer Release of TOS 1.4 makes it into developers' hands. The fact
is that we are establishing a formal method for reporting bugs and
suggesting enhancements to Atari products. The front end of this method
is a program that I wrote, SPRgen, which went to the subsidiaries with
the beta release along with instructions on how to report bugs in the
beta release. SPRgen is also included in the Developer Release, with
instructions on how to report bugs/enhancements in that version.

> 2. Most registered developers have not been receiving updated documents
> or information regarding new bug report procedures.

Most? I don't think most. Some certainly haven't recieved
updates (three have mentioned it on the net). The developer mailing
list needs to be updated. Roy has since suggested a way that people in
net-land can ensure that they are on the mailing list.

> 3. Instructions for reporting bugs should be made available to all
> owners - not just a few "selected" registered developers.

As Roy has mentioned, the plan is eventually to release SPRgen
(a GEM application with a simple user interface and complete instructions
on how to report problems) to all Atari users. SPRgen is still a little
rough around the edges. We felt it would be best for registered developers
to have at the program before we unleash it to all Atari owners.
This will also allow us to streamline the operation of the PTS database
internally, so things go smoothly when SPRgen is in the hands of
John Q. Atari User.

>> [Allan Pratt again:]
>> Please cut it out.
>
> If you really don't want the feedback, please create a new newsgroup
> (I suggest mod.sys.atari.st), designate yourself as moderator, and
> screen the postings as you see fit.

We really do want the feedback. What we don't want is unsolicited
reports of already-fixed bugs in products that aren't released or supported.

>> I post this in public because the offense was committed in public. I am
>> also sending mail, because that is far less likely to be overlooked by
>> the intended recipient.
>
> Ditto.
>
> I'm afraid that the only offense that I'm guilty of is telling the truth
> in a public forum. For that, I plead guilty.

I have kept my virtual mouth shut through the course of this
discussion, but I felt that as the PTS coordinator and a TOS developer,
I should tell "my version of" the truth. Until I was hired by Atari,
I was on the recieving end of Atari developer support for quite some
time. Hopefully my experience will have some influence on how I support
developers via the Product Tracking system and other forums.

I would like to thank Mr. Drapal for his concern, and I hope
that he continues to contribute in the future by sending his System Problem
Reports about the Developer and future releases of TOS.
--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari R&D Software Test/Support | is, like, what _I_ think, okay?
{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

5382. Re: BETA TOS BUG discussion

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 02:56:35 UTC
From: julius@yugas.UUCP
Message-ID: <794@yugas.UUCP>
Source record: 250932

In <3517@druhi.ATT.COM> med@druhi.ATT.COM (Myron Drapal) writes:

> From uucp Wed Aug 31 20:17 MDT 1988

[stuph deleted]

> From: atari!apratt@ames.arc.nasa.gov (Allan Pratt)
> Message-Id: <8808311903.AA12987@atari.UUCP>
> To: ames!med@druhi.ATT.COM
> Subject: BETA TOS
>
> In article <3451@druhi.ATT.COM> you write:
> > Well, Allan, I really hate to rain on your parade again, but this stuff
> > about the new format being compatible with the PC is just not true...
> > At least not in the BETA ROMS...
>
> PLEASE DO NOT USE NEWS TO REPORT BUGS IN UNRELEASED ATARI PRODUCTS.

[lots more stuph deleted]

Who cares?

The bug *was* in the Beta ROMs.

Beta is now over (has been for sometime).

Bug has been fixed.

Beta was successful as far as this bug went.

We are discussing history. May we please discuss the present? Like how developers can get the Developer Release of TOS 1.4 and other new software (Allan's superb DB, new ALN, new MADMAC, and SPRgen). Like how a bug reporting/feature request system has been put into place?

I'm sick and tired of all this. Please stop. This poor Canuck can't take it any more. :-)

Though, while I'm here, I want to comment on 'Beta Test Sites'. Everyone wants to be a Beta Test Site. Of the seven sites that I released Beta ROMs to, only two ever provided useful bug reports. Needless to say, only those two will ever be used again. All Beta Sites signed legally binding agreements not to copy or publicly talk about bugs. Yet, somehow, Beta ROMs leaked out (See a recent issue of the U.S. ST World). If we where mean and nasty, the lawyers would have a field day. But we're not. All we ask is that you report the bugs privately through the channels that have been put into place.

Julius Oklamcak BIX : joklamcak
Technical Manager CIS : 70007,1070
Atari (Canada) Corp. GEnie : J.OKLAMCAK
(416) 479-1266

- I speak for myself.

5383. Atari SLM804 Laser printer.

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 04:11:09 UTC
From: dmak@LYNX.NORTHEASTERN.EDU
Message-ID: <memo.44463@lynx.northeastern.edu>
Source record: 250933

Original Message:

}Date: 31 Aug 88 03:40:20 GMT
}From: bnlux0!drs@sbcs.sunysb.edu (David R. Stampf)

>Well, while everyone is laughing - there are two kinds of graphics - pictures,
>and letters that are "drawn" on the page. When the atari laser printer
>finally hit the stores last January, I had a few $K burning a hole in my
>pocket, and gave it a lot of consideration until I went to a store and
>saw it take about 10 minutes to print out a page using one of the page
>makers (Personal Publisher I believe) which was mostly text. Since the
>computer was essentially dead for that time, I walked away and bought something
>that would keep me occupied rather than bored - a Mac.

[Rest deleted]

I beg to differ... My experience with my very own 4 month old Atari SLM804
laser printer on a Mega ST2 (mono) has been EXTREMELY FAVORABLE. In fact,
when I switch over to a QMS-810 Plus PostScript(tm) compatible laser
printer, I worry about whether everything's working fine -- it takes so
long! The problem you experienced is with the way that particular software
package (Publishing Partner from Soft Logic...not Personal Publisher, there
is no such thing for the ST) prints; that program basically doesn't support
direct GDOS output to the SLM804... It requires you to load the emulator
software provided with the laser printer and send HP commands...

A program like Timework's Publisher ST with full GDOS support is LIGHTING
fast (as mentioned in another posting from a gentleman representing Atari
Canada). The new version of Publishing Partner, PP II, is said to work
best with the Atari Laser printer... Maybe if the right program was out
at the time you looked at the ST system, you'd be using a different computer
right now..

Incidentally, the only thing that slows the SLM804 under Publisher ST is,
ironically enough, GDOS -- or rather, the way GDOS is set up. I'm not
entirely familiar with the exact procedures that program goes through to
print a document with multiple fonts/complex graphics etc.. but it seems to
load certain GDOS fonts when needed and maybe write temporary files to
disk... Once it's all loaded, you hear the whir of the printer and zoom,
output of a VERY complex page in under 2 minutes -- seriously!
(Same page on the QMS was about 10 mins. due mainly to the scanned art...
neat thing is, Publish It! from Timeworks for MSDOS things is the same
program -- working under GEM 3!)

Sorry about the length -- just can't let anyone bad-mouth my favorite
Atari add-on!! Nice job Atari!

5384. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 06:11:05 UTC
From: king@akov11.dec.com
Message-ID: <8809070611.AA01159@decwrl.dec.com>
Source record: 250934

>I'm afraid that the only offense that I'm guilty of is telling the truth
>in a public forum. For that, I plead guilty.
>
> Myron Drapal
> AT&T Denver
> att!druhi!med

I find this hard to believe for one simple reason, and it can be summed up in the following question: Are YOU an OFFICIAL beta tester of the new ROMS?

You have admitted yourself that you are not. Therefor you have illegally gained access to said ROMS, and then begin publicly shouting about things you found wrong with ROMS you were not supposed to be using/looking at.
Atari's main purpose has not been to just hush you up, it has in fact been to say you should not be reporting bugs 1) over comp.sys.atari.st and 2) at all as you should not have the ROMS. Atari has never said that they were unaware of the bugs you have mentioned, the Beta-testers may have already recieved notice of the bug once it was reported THROUGH PROPER CHANNELS.

Why didn't you just mail the report to Atari? Why did you have to post it here? Did you have any other reason than some subtle Atari Bashing? If so, I would love to know why. I would assume (oh oh ass/u/me) that the person that actually has the Beta-test ROMS has already reported what you have found thru the SPR system included with the Beta-test kit, so why did you have to post it here as well? Or do you in fact own a pirated copy of the ROMS?

I for one would like to thank Allan & Co. for the new era of support we have begun to see from Atari, and the flow of information we have been seeing lately. To me it seems to be an indication of good things to come.

Bob King
king@akov11.dec.com

Hey, I certainly don't dictate policy for DEC, so these opinions are mine alone. Flame away, I expect no better.

5385. Re: ST Video RAM

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 06:15:50 UTC
From: c60a-1bq@web-1d.berkeley.edu
Message-ID: <13967@agate.BERKELEY.EDU>
Source record: 250935

In article <8809061439.AA25221@ucbvax.Berkeley.EDU> ONM07@DMSWWU1A.BITNET writes:
>Date: 6 September 1988, 16:36:12 MES
>
>are quit a lot companies in Europe making video cards with higher resolution.
>
>Please, Atari, force the companies to support future video modes!
>
>// Julian F. Reschke

I agree. One should avoid messing with video memory if possible. Likewise,
Atari should make this feasable by updating the software blit and draw routines
so that there is no unreasonable slow down from using system graphics calls.
OR get the blitter into all the STs out there :-)

John Kawakami yet another ST person

5386. Re: A scheme for updating/patching gemdos

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 10:18:08 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8809071018.AA17440@ucbvax.Berkeley.EDU>
Source record: 250936

In Digest #387, mcvax!hp4nl!philmds!prle!cstw01!meulenbr@uunet.uu.net
(Frans Meulenbroeks) writes:

>(...) Another problem is line-F.
>Solution is easy:
>There are only 16 or so line-A codes used, and 3/4 of the available
>line-F codes. Just map (through a smart algorithm) all line F codes into
>unused line A codes.
>*** FLAME ON ***
>Now this is what Atari should have done in the first place.
>Line-F's are reserved and we all know for years why.
>*** FLAME OFF
>Luckily here's a fine chance to recover Allen: why not change this in
>TOS 1.4. This will make life more some people a lot easier, and, since
>people are already explicitly discouraged to call line-F directly, will
>not break a substantial amount of existing code.

I strongly second this: maybe A.Pratt et. al. could expand on their reasons
why or why not to convert line F traps to line A ones in the forthcoming
1.4 release.

Finally, thanks to the people at Atari for the increased quality and quantity
of their postings to the newsgroup ! I really do appreciate that, since this
newsgroup is my primary source of accurate and up-to-date info on the ST.
(This, unfortunately, implies a flame directed at Atari Germany ...)

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

5387. fading sm124 fix lost ?

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 11:11:44 UTC
From: XBR3D815@DDATHD21.BITNET
Message-ID: <8809071117.AA18413@ucbvax.Berkeley.EDU>
Source record: 250937

Hello netlanders,

two or three weeks ago i posted a hardware fix for the SM124 fading problem. Unfortunately the digests 352-355 and 359 never arrived here, so i'm not sure wether my posting was lost or not. Could some kind soul send me the missing digests ? (This is my second plea for help, seems the first was lost...)

thanks in advance,

werner xbr3d815 @ ddathd21.bitnet

5388. Line-A/Line-F

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 11:51:00 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <8809071150.AA18717@ucbvax.Berkeley.EDU>
Source record: 250938

Date: 7 September 1988, 13:52:26 MES
From: Julian F. Reschke (02501) 13279 ONM07 at DMSWWU1A
To: INFO-ATARI16 at SCORE

Concerning the question how to get rid of the Line-F-emulator: the hack in the german magazine "c't" in fact uses Line-A instead? Can't this be incorporated into the new TOS? Installing a 68020 in the ST would be so much easier! Atari?
// Julian F. Reschke

5389. Vector tables

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 12:03:54 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <8809071203.AA18912@ucbvax.Berkeley.EDU>
Source record: 250939

Date: 7 September 1988, 13:56:44 MES
From: Julian F. Reschke (02501) 13279 ONM07 at DMSWWU1A
To: INFO-ATARI16 at SCORE

In fact, there IS a vector table for the BIOS-level I/O-functions since the blitter TOS. Sadly, it's not yet documented officially. Why not add public vector tables for all GEMDOS functions? This would make patching GEMDOS routines easier *AND* faster, because there would be no need to install new trap dispatchers. This would people keep from writing own trap dispatchers too (they won't run on 68020- or 68030 systems).
// Julian F. Reschke

5390. Re: Atari fair at Duesseldorf (West Germany)

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 13:07:15 UTC
From: t19@nikhefh.hep.nl
Message-ID: <537@nikhefh.hep.nl>
Source record: 250940

> ... Prospero Fortran and Pascal ...

I have heard nothing but horror stories from users of these (not the latest version, though). Many bugs and slow. Use Absoft for Fortran, don't use Pascal.

> ... nice Unix feeling ...

Try the GPshell in the Craft package. No multitasking, otherwise 99% cshell compatible and fast and small: you can still run LaTeX on a 1meg machine with foldr200. It also has nice VMS-like arrow commandline editing.

Just some more info from G. J. van Oldenborgh

5391. Re: 128k Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 14:55:41 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3527@druhi.ATT.COM>
Source record: 250941

in article <YX8mG9y00Ws100Ykdc@andrew.cmu.edu>, bw0i+@andrew.cmu.edu (Bryan Wu) says:
> If the 128k Magic Sac come out, will it also be able to take advantage of the
> Apple Talk networks? I know that there is an Apple Talk card for the IBM and
> being able to use the Apple Talk net would be nice for both businesses and
> colleges.
>
> Any word on this?

There will not be a 128K ROM "Magic Sac", no matter what Data
Pacific's newsletter says. Dave Small no longer works for Data Pacific
he has his own company, Gadgets by Small.

Gadgets by Small is going to release the "Spectre 128" at the
Glendale Atari show. If you want more information you should contact
Dave at:

Gadgets by Small
40 W. Littleton Blvd. #210-211
Littleton, CO 80120
(303) 791-6098

As of now the "Spectre 128" does not support AppleTalk since
there are no AppleTalk compatible interfaces available for the ST. I'm
sure Dave will look at AppleTalk if/when someone starts selling an
interface that can handle it.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

5392. Large executables

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 15:39:00 UTC
From: jrd@STONY-BROOK.SCRC.Symbolics.COM
Message-ID: <19880907153917.7.JRD@MOA.SCRC.Symbolics.COM>
Source record: 250942

Last night I booted my ST WITHOUT Turbodos for the first time in many months. (The reasons are interesting, but not relevant here) When I tried to run an experimental GCC that I'm working on, it died with wierd errors. A bit of investigation revealed that when trying to start the executable for compiler pass 1, the image loads, then dies immediately with error code -66; bad executable format.

I rebooted with Turbodos enabled, and it worked!

I poked around some, but couldn't come up with any plausible reason for this behaviour. The executable was produced with the same linker I've been using for a while, with no ill effects. The only thing that seems at all funny about it is that it's enormous (395K).

Has anyone ever seen anything like this? The fact that Turbodos fixes it suggests that it might be a known bug (after all, it fixes the bugs in slow memory clearing, slow FAT scanning... :-}); perhaps it's fixed in new ROMs or something? I'm still running the 11/20/85 jobs.

Any and all information will be appreciated.

5393. break.asm

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 15:54:35 UTC
From: ajw@donk.UUCP
Message-ID: <154@donk.UUCP>
Source record: 250943

If anyone has converted Leo de Wit's program (as modified by Allan Pratt)
to Mark Williams assembler, I'd love a copy.

Email as below, and thanks in advance...

-- Alan Waldock ...{tektronix|sun}!ogcvax!omepd!ihf1!mdt!ajw
Intel Corp, HF2-37 OR ...uunet!littlei!ihf1!mdt!ajw
5200 NE Elam Young Pkwy OR EVEN ajw@mdt.hf.intel.com
Hillsboro, OR. 97124-6497 OR IF ALL ELSE FAILS (503) 696-2478

Opinions individual author's. Read before breaking seal. No warranty implied.

5394. Re: 128k Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 16:12:14 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <4446@brspyr1.BRS.Com>
Source record: 250944

From article <7036@well.UUCP>, by dhawk@well.UUCP (David Hawkins):
|> If the 128K Magic Sac comes out . . .
|
| There won't be a 128K Magic Sac. Dave Small posted here a couple of
| weeks ago about why not. Basically he left the company in March/April
| and they don't have a programmer with the ability to create a 128K
| Magic Sac.
|
| Dave is coming out with a product called Spectre 128 --- but I don't
| have the details on it yet.
|
| later, david
| --
| David Hawkins

Err, Dave -- the Spectre 128 *IS* the 128K ROM project -- it just has
a different name, and a different company ("Gadgets by Small", I think).

For further info, check out the "dp" roundtable on GEnie. Dave Small
is on quite often, and provides loads of information there.
--
Tim Northrup +--+
+--------------------------------+ GEnie: T.Northrup |
UUCP: uunet!steinmetz!brspyr1!tim | Air Warrior: "Duke" |
ARPA: tim@brspyr1.BRS.Com +--+

5395. Spectre 128 (was Re: 128k Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 16:45:21 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2233@silver.bacs.indiana.edu>
Source record: 250945

There is no such thing as 128K Magic Sac. The 128K package is called
Spectre 128 and is NOT produced by Data Pacific but by Dave Small's
new company Gadgets by Small, Inc.

Spectre 128 is planned to be available at the Glendale show this month.

5396. HELP in msh

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 17:58:40 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <QX9LXEy00V4A0A3UgZ@andrew.cmu.edu>
Source record: 250946

Hi, netlanders...

I am having severe difficulties adding help synopses to helpfiles (used
by help.ttp), and in getting help to correctly change the help index file.
The manual to MWC states that one is supposed to put a '#' in front
of the new synopsis, but that doesn't seem to work. The synopses
that were already included in helpfiles were preceded with a '@',
but putting '@'s in front of the new ones also didn't seem to help.

In addition, the command 'help -R fubar' as explained in the manual,
doesn't seem to work. It apparently does the help -R, then does a
help fubar (it usually can't find fubar). Additionally, I have tried
'help -R', and this seems to partially reindex the helpfile, but it doesn't
work fully either.

As far as I know, there are no irregularities in the text that I
cut-and-pasted into the helpfile Additionally, I interspersed all of the
newly added synopses into helpfile alphabetically.

I have MWC version 3.0.5, and msh Version 3.0 (I think).

By the way, the reason I am posting this question rather than writing a
letter to/calling Mark Williams is that I haven't received notice of
my registration back yet.

Thanks in advance for any help...

--Eric Stuyvesant
es2a+@andrew.cmu.edu

5397. Re: 128k Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 19:19:29 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <1568@tahoe.unr.edu>
Source record: 250947

In article <YX8mG9y00Ws100Ykdc@andrew.cmu.edu> bw0i+@andrew.cmu.edu (Bryan Wu) writes:
>If the 128k Magic Sac come out, will it also be able to take advantage of the
>Apple Talk networks? I know that there is an Apple Talk card for the IBM and
>being able to use the Apple Talk net would be nice for both businesses and
>colleges.
>
>Any word on this?

IS THERE ANY NETWORKING FOR THE ST TO Appletalk, TOPS, or
ETHERNET??
----- This would be a big + in my book! ----
(I have heard of a German product (FRG) but I have been unable
to get specifics)

|Mike Whitbeck | |
|Desert Research Inst. | mikew@wheeler.wrc.unr.edu |

5398. Re: Looking for details on Atari Floating Point 68881 support

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 19:54:07 UTC
From: good@atari.UUCP
Message-ID: <1163@atari.UUCP>
Source record: 250948

All subsidiaries have now received a copy of the SFP004 Developer's Kit,
which includes demos, sample routines and documentation. There should be no
reason why they cannot provide information.
Available applications and compilers is a separate issue, over which we have
little control. All major compiler developers have been notified of the
hardware addressing used (remember, this board operates in peripheral mode
rather than coprocessor mode, in Motorola terminology). The sample code
would allow you to "hand-carve" code to access the chip in 68K assembler,
but it is up to the compiler people to generate object code directly from
C, or have "intelligent routines" which can use the 68881 or emulate it.
And once the compilers are there, applications will follow. Most of
this is documented in the Dev.Kit manual, or in the sheet included with
the SFP004.

The 'three addresses' (US, Canada and UK) are cited for one reason only -
this is the English/American [:-)] manual, and not the final native language
one (ie the German one will indicate Raunheim, the French one Atari France etc)

> - What is the 'suggested price' for it in the US ?
>
We have not set a price on it - it is part of the Developers' Kit update
($20) which also includes the TOS 1.4 Developer Release.
> "Software links math chip to 68000/family ,uPs AR233 (Reprinted from
> EDN; Jan. 23, 1986)". What is this ? Could someone please tell me if this is
> a journal, magazine etc. ?

This is Electronic Design News, a US periodical. I am sure European computer
mags have run similar articles about 68000 (rather than 68020/030) interfaces
to 68881.

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

5399. Re: TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 20:10:41 UTC
From: good@atari.UUCP
Message-ID: <1164@atari.UUCP>
Source record: 250949

in art. <404@clio.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) says:
>
> 68881? What's this? Real floating point support on our STs?
Ooops!
I should have noted that the SFP004 is an add-in board for the Mega, not
an external package for an ST. Sorry guys/gals.

If code is correctly written per Motorola standards, it will execute
correctly on both '881 and '882. But code can also be writen to
exploit the 'parallelism' of the '882, and lose compatibility.
SFP004 is shipped ONLY with an on-board, socketed, '881.

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

5400. Wanted: Old Roms

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 20:34:54 UTC
From: Dave.Douglass@rubbs1.FIDONET.ORG
Message-ID: <44.2325D2CB@rubbs1.FIDONET.ORG>
Source record: 250950

Anybody have a set of old roms laying around? I'm not fussy about the version. A friend of mine has a 520 that he uses for games, and somehow (How?) he managed to trash a rom chip (i.e. the ST won't do anything when it's turned on and one of the rom chips is very HOT to the touch......) Name your price (as long as it's low......)

Dave Douglass Computer Sciences Corporation Piscataway, NJ 08854
.....!rutgers!rubbs1!dave.douglass

--

Dave Douglass - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Dave.Douglass
ARPA: Dave.Douglass@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Dave.Douglass

5401. Atari ST Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 22:06:51 UTC
From: jeffois@ritcsh.UUCP
Message-ID: <4138@ritcsh.UUCP>
Source record: 250801

Fellow Atari Users:

I am considering an attempt of constructing a hard drive for my
1040 ST and I would like to know if anyone out there has ever done
it. My biggest problem is that I don't know if the controller cards
in the commercial Atari Hard Drives are vastly different from the
standard, say IBM compatible contollers, and if so what the major
differences are. I would very much appreciate any feedback that you can
offer. If possible please mail me the information. I will attempt to
post my final findings and hopefully, solution.

Thanx,

Jeff
--
-=-=-=

5402. Signum

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 22:28:03 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <3605@phoenix.Princeton.EDU>
Source record: 250802

(If my memory serves me correctly, this text editor has been out in Europe for quite awhile. Hence the world distribution.)

The other day I saw an ad for Signum available in the US. This is the first technical word processor that I have seen advertised here. I would like to find out as much as possible about the availability of technical word processors for the ST. Is TeX available? There had been rumors of a pd release.

Questions about Signum:

1. Will it support a color monitor? Will it work on a 1040 ST? Does it require that I have a hard drive?

2. What file format/printing options? I.e. does it produce DVI output files, can I print to an Epson compatible, or to a postscript printer?

3. Will it support graphics figures in the text?

4. Suggested retail price in the USA? (STPlus has it advertised for $250).

5. Any major or minor limitations encountered by current/previous users?

What else is available in the US?

--Patrick Simon mpsimon@phoenix.princeton.edu 9-7-88

5403. Re: HP DeskJet

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 23:28:36 UTC
From: jvte@euraiv1.UUCP
Message-ID: <779@euraiv1.UUCP>
Source record: 250803
Cross-posted to: comp.text,comp.sys.atari.st

```
>> also re: article <3814@polya.Stanford.EDU>, by (Tomas G. Rokicki):
>> If anyone is looking for the HP DeskJet SoftFonts information,
> .. I'd like a copy of the SoftFonts information ..
> Actually, if you get enough requests, you might want to post it.
Me too!

Jan van 't Ent; USENET: ..mcvax!eurtrx!euraiv1!jvte
BITNET: vantent@hroer5
```

5404. Re: Looking for details on Atari Floating Point 68881 support

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 23:41:02 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1817@water.waterloo.edu>
Source record: 250804

In article <8809061532.AA26180@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
>
> This is directed primarily at the people at Atari, but since it contains
>both praise for Atari (!) and information that might interest others, I post
>it here.

... [lots of good stuff about 68881] ...

> - "gdat" of Bielefeld have announced an APL.68000 version that incorporates
> 68881 support, but MicroAPL cannot specify any delivery date yet (I suppose
> MicroAPL spend more time working on their new Mac APL these days..).
> - I'm trying to find out more on the OSS/CCD Pascal, but no answer yet.

This interests me. Thank you for the info.

Until recently, APL.68000 running on an Atari, Mac, or Amiga claimed
to be the fastest APL on a micro-computer. This news makes it all
the more interesting!

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

5405. AnsiTERM (for sale)

Newsgroup: comp.sys.atari.st
Date: 1988-09-07 23:45:19 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1567@sbcs.sunysb.edu>
Source record: 250805

I have the latest version of AnsiTerm (direct from Beckemeyer's Dev Tools) together with registration card, manual and diskette, which I like to sell. AnsiTerm is a terminal program which supports Vt100, Kermit, Xmodem, etc. The interesting feature of this program is that WHILE you're doing file transfer, you may invoke another shell, hence allowing you to do other things or run other programs.

Send me $16 with a self-addressed-stamped envolope (roughly $1.50 postage) and i'll mail the package to you, which includes the original diskette, manual, and registration card. The reason I'm selling it is because I just bought SHADOW and have ceased using AnsiTerm.

Lean Loh,
Dept. of Computer Science,
S.U.N.Y.,
Stony Brook, NY 11794-4400

(516) 632-GATE

==========

--

if you can dream it, you can do it. CSNET:lean@sbcs.csnet
... go sleep ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

5406. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-08 08:07:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1961@brahma.cs.hw.ac.uk>
Source record: 250806

In article <3525@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:
>in article <1947@brahma.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) says:
>> In article <3479@druhi.ATT.COM> med@druhi.ATT.COM (Myron Drapal) writes:
>>>to be tested and fixed (like PC compatible format... Oh, by the way, have
>>>any of the testers checked to see if the disk free function works properly
>>>yet - the old version reported number of free bytes off by at least
>>>2 clusters).
>> I have been sitting here listening with nothing to say for days then something
>> pops up that I actually know something about! Magic!
>>
>> Atari (Allen|Roy|Ken) said yonks ago that they had found and killed the bug
>> that lost 2 clusters on a disk. But what if you put a the disk in a mchine with
>> old ROMs? It can't read the last two clusters! So, sadly, the bug stays.
>
>
> Are you sure that the old ROMs can't read the last two clusters
>on the disk? ... (article trimmed) ..
>formatting disks on both my PC and my ST and comparing them. My
>conclusion was that GemDos was quite happy to read a disk using the last
>two clusters. It also could delete files that used those clusters. It
>just couldn't write to them and also didn't include them in the disk
>free space calculation.

OK TOS 1.0x can read the 2 clusters but I would say that not being able to
write to the clusters was a good enough reason not to fix the bug.
ie. "Hey I just changed one word in this file I'm editing but I can't save it
back to disk! What's happening" - "Oh your still using the old ROMs. Sorry"
(usually followed by "my ROMs better than yours, it's got ..." :-)

I still think that all bugs should be fixed and backward compatible patch be
ditributed. Maybe it's too late for 1.4 but what about 1.5

>
> Dan Moore
> AT&T Bell Labs
> Denver
> dlm@druhi.ATT.COM

```
_____________________________________________________________________________
/ DISCLAIMER: Unless stated otherwise, the above comments are entirely my own \
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
```

! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
_____/

5407. MSX Emulator request

Newsgroup: comp.sys.atari.st
Date: 1988-09-08 09:04:00 UTC
From: VDGRIEND@HEIIPO5.BITNET
Message-ID: <8809080757.AA11461@ucbvax.Berkeley.EDU>
Source record: 250807

Dear Netlanders,

Does anybody know of any existing MSX Emulator for the ST ?
I would be interested as the MSX computers are used at the primary schools
here in Holland with 'educational programs'.
I presume the ST can read MSX disks with ease ???
The MSX seems to have the same sound-chip on board.
There is already a CP/M 80 Emulator wich also emulates a Z80.
Maybe the biggest problem is the incompatability of the graphics screen.
If I remember well the MSX has 128 KB for screen memory (the ST 32 KB !)

Any Info will be appreciated !

Henk van der Griendt (EARN/BITNET/NETNORTH: VDGRIENDT@HEIIPO5)

5408. Re: Large executables

Newsgroup: comp.sys.atari.st
Date: 1988-09-08 12:43:04 UTC
From: gert@uva.UUCP
Message-ID: <528@uva.UUCP>
Source record: 250808

In article <19880907153917.7.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.Symbolics.COM (John R. Dunning) writes:
>Last night I booted my ST WITHOUT Turbodos for the first time in many
>months. (The reasons are interesting, but not relevant here) When I
>tried to run an experimental GCC that I'm working on, it died with wierd
>errors. A bit of investigation revealed that when trying to start the
>executable for compiler pass 1, the image loads, then dies immediately
>with error code -66; bad executable format.
>
>I rebooted with Turbodos enabled, and it worked!

Yes this is a known bug: gcc is so big that the relocation table is larger
than 32KByte. Old ROMS cannot handle this, JAMDOS and TURBODOS can.
So can the new Beta 1.4 ROMS (in RAM).

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

Opinions (if any) are my own.

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

Opinions (if any) are my own.

5409. Re: APL terminal emulators

Newsgroup: comp.sys.atari.st
Date: 1988-09-08 13:40:14 UTC
From: martin@lakesys.UUCP
Message-ID: <1007@lakesys.UUCP>
Source record: 250809

The TOM APL terminal package which Lee Dickey mentioned is called aplterm.uaa here at netlib@lakesys.

Marty Wiedmeyer
martin@lakesys.UUCP
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: uwvax!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

5410. Midi to rs232

Newsgroup: comp.sys.atari.st
Date: 1988-09-08 15:57:44 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <662@uhnix2.uh.edu>
Source record: 250810

Sometime ago someone posted a means for connecting rs232 to the midi. If anyone out there has this text, could they email it to me?

thanx in advance,

- mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

5411. DVI printer driver for Atari laser printer?

Newsgroup: comp.sys.atari.st
Date: 1988-09-08 16:59:45 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8809081659.AA19452@ucbvax.Berkeley.EDU>
Source record: 250811

Does anybody know if there is a printer driver that converts DVI files
(TeX's DeVice Independent format) into something printable on the
Atari laser printer?
Any information is welcome. It could be commercial products as well
as PD or shareware programs.
Michael Eibl
Inst. f. Theor. Phys.
Univ. zu Koeln
Cologne, West Germany

5412. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-08 17:04:00 UTC
From: kline@arizona.edu
Message-ID: <6958@megaron.arizona.edu>
Source record: 250812

In article <1156@atari.UUCP> you write:
>> Atari, I have been trying to contact your representive
>> on Genie, Cindy Clavehorn I think is her name, but she claims she has
>> no record of my developer status!
>
>Nick, I will check with Cindy and find out what the story is. I will
>either leave you email or leave you mail on GEnie.
>
>John Townsend
>Atari Corp, Technical Support

Thanks, John,

But, I just got a message from Cindy on Genie, saying she had given me
developer access. She also said that she had been out of town.
I assume that the person who was filling in for her didn't quite know
about all of the developers. Sorry I got upset, but I had no idea that
she was out of town. Some one sent me messages with her name on them saying
they had no record of me. I wouldn't have gotten upset if I had known
that she was gone.

Nick

5413. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-08 19:18:18 UTC
From: apratt@atari.UUCP
Message-ID: <1165@atari.UUCP>
Source record: 250813

In article <3525@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:
> Are you sure that the old ROMs can't read the last two clusters
> on the disk?

I didn't say that. I said we couldn't fix the bug for compatibility reasons.

You are exactly right: the old ROMs can read the last two clusters, just fine; they can even write to them if a file is already allocated there and you are overwriting that part of the file. What they can't do is extend a file into that part of the disk, and they always report that space as used when you use the Dfree call.

Imagine the following setup:

A company produces an application on new ROMs, and the application plus its support files EXACTLY FILLS a new-ROM disk. By chance, the DESKTOP.INF file which the company provides on that disk is in the very last cluster of the disk. (Remember, that's the last cluster of a NEW ROM disk.)

The poor, hapless user with old ROMs dutifully copies this master disk to a working disk, then changes his palette using the control panel and chooses "save desktop." What happens? The desktop does an Fcreate, which deletes the old DESKTOP.INF file. The Fcreate succeeds, but the Fwrite doesn't, because there's no space on the disk! (As far as the old ROMs are concerned, there is actually -1K used!) Poor user.

This scenario isn't really stretching too far, and there are lots of variations on the theme. It creates a situation which we are willing to pay 2K per floppy to avoid. 2K is, after all, only 0.55% of a single-sided disk, 0.27% of a double-sided disk, and infintessimal on a hard disk. Yes, it was a bug in the original GEMDOS, and yes, we know how to fix it, but it would be problematical to do so.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5414. Re: Large executables

Newsgroup: comp.sys.atari.st
Date: 1988-09-08 19:21:32 UTC
From: apratt@atari.UUCP
Message-ID: <1166@atari.UUCP>
Source record: 250814

In article <19880907153917.7.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.Symbolics.COM (John R. Dunning) writes:
> Last night I booted my ST WITHOUT Turbodos for the first time in many
> months. ... The only thing that seems
> at all funny about it is that it's enormous (395K).

This is a known bug: if a program file has more than 32 kilobytes of
fixups, Pexec dies horribly. It's fixed.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5415. Prospero Fortran (was Re: Atari fair at Duesseldorf (West Germany)

Newsgroup: comp.sys.atari.st
Date: 1988-09-08 20:04:09 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2239@silver.bacs.indiana.edu>
Source record: 250815

[Someone talks about Prospero horror stories...]

I have Prospero Fortran and have had it since it *was* buggy (version 1.12),
but the latest version (I used to even know the number :-) has been fine.
It uses a GEMbased workbench and has a debugger that comes with it.

I have spoken with a couple of the folks at Prospero's office in Maine (US)
and have felt like they do care.

Sorry, but I have to disagree with you on this one... at least regarding
Fortran.

5416. Re: 128k Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-09-08 20:08:02 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2240@silver.bacs.indiana.edu>
Source record: 250816

Someone suggested looking for Dave Small in the DP RoundTable on GEnie...

Dave is no longer associated with or responsible for Data Pacific in any way shape or form. He is forming a new RoundTable on GEnie. Please check the ST RoundTable "door" for further details as they become available.

Thanks!

Holly (HS)
ST RoundTable Sysop

5417. Re: 128k Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-09-08 21:30:23 UTC
From: kbad@atari.UUCP
Message-ID: <1168@atari.UUCP>
Source record: 250817

in article <4446@brspyr1.BRS.Com>, tim@brspyr1.BRS.Com (Tim Northrup) says:
> Err, Dave -- the Spectre 128 *IS* the 128K ROM project -- it just has
> a different name, and a different company ("Gadgets by Small", I think).
>
> For further info, check out the "dp" roundtable on GEnie. Dave Small
> is on quite often, and provides loads of information there.

Nope. Don't try to contact Dave on the data pacific roundtable on
GEnie, he has disentangled himself even further from dp by not attending
their GEnie RT any more. (and after what he has posted here about Data
Pacific, the Translator and the FCC, I'm not the least bit surprised).
Dave does moderate a conference on BIX, though, the
"magic" conference. This conference is still, I believe, his alone.
Dave's user ID on BIX is 'dsmall'.

--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari R&D Software Test/Support | is, like, what _I_ think, okay?
{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

5418. 9600 baud transfer problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 02:35:35 UTC
From: dorian@pawl20.pawl.rpi.edu
Message-ID: <1149@imagine.PAWL.RPI.EDU>
Source record: 250818

I've been trying to transfer files between my ST and the UNIX box it's been hardwired to.

It seems that no matter what I try (any combination of xmodem, kermit, straight capture), I run into problems. Tried FLASH and AnsiTerm.

The problem is that everything blazes by too fast for my setup at 9600 baud - lines are chopped in captures, xmodem & kermit can't seem to get themselves syncronized with what's happening on the other end.

Is there any way to solve this without having the line speed cut to 4800 baud?

Much thanx.

-Dorian->
|\ /\ ARPAnet: DORIAN@EDDIE.MIT.EDU
| \/ __ UUCP: {*}!rutgers!unipress!dorian
| /\ / FoNet: (518) 276-4518
|/ \/ SloNet: 2002 White II, RPI, Troy, NY 12180-3590

5419. test

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 03:16:05 UTC
From: Ray.Wilmott@rubbs1.FIDONET.ORG
Message-ID: <46.23277D70@rubbs1.FIDONET.ORG>
Source record: 250819

```
testing...
/s
?

--

Ray Wilmott - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Ray.Wilmott
ARPA: Ray.Wilmott@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Ray.Wilmott
```

5420. Becoming a developer

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 03:33:19 UTC
From: saj@chinet.UUCP
Message-ID: <6540@chinet.UUCP>
Source record: 250820

This seems to be of general enough interest to ask it publicly. How (in
sickening detail) does one go about becoming a registered ST developer?
I have heard the amoun $300 mentioned several times, but nothing else (well,
there was something a long time ago about $100 for the documentation set,
but that wouldn't seem to include such valuable thing as the privilege of
purchasing the 'version 1.4 readiness kit'). Since the developers's kit
is reputed to include Mark Williams C (although the Mark Williams Company
denied that when I asked them) is ther any special consideration available
for those who already own it? I hear talk of newsletters and updates.
What DOES a registered developer get in addition to a large box of documents
and the new materials that were recently mentioned in this group? And
of course the usual question to get me ready for the predictable next time:
where SHOULD I have learned all this stuff instead of asking the world?

5421. Re: gcc problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 03:34:23 UTC
From: poole@forty2.UUCP
Message-ID: <457@forty2.UUCP>
Source record: 250821

In article <JEFF.88Sep2035059@stormy.atmos.washington.edu>
jeff@stormy.atmos.washington.edu (Jeff Bowden) writes:
>I grabbed the gcc executables a few days ago. I found that I had
>insufficient resources to run it (sob :-( ).

Gcc can be run on a 1 MB machine! You will not be able to compile any larger
files from GULAM, but you can revert to compiling from the Desktop if memory
is a problem.

To bootstrap you NEED:
a copy of gulam
a diskeditor

1) patch the executable of gcc-cc1.ttp so that only 300 kB of stack instead
of 500 kB are allocated (you can search for the value 500000, it only
occurs once, somewhere around 364kB). [That you have to do this is really
a bug, there is NO need for a GEMDOS only program, that doesn't exec
another program to give memory back to GEMDOS, I'm changing my crt0
so that it will take -1L in _stksize to mean: "Don't do a Mshrink"]

2) Now throw all resident stuff out (accessories etc. just keep GEMBOOT
or folderxxx (you do have a HD?)), start gulam and setup the enviroment
as described by jrd. You should now be able to compile most programs
(you can compile all of flex except parse.c and scan.c for an example).
This is a good time to get the sources and extract the documentation
from them, how else are you going to know about -mshort
-fomit-frame-pointer etc.?

3) If a source file is too large to be compiled from GULAM, you will get
a "no more virtual memory" message or someting like that (probably
already from gcc-cpp). You can workaround this by running the
compiler from the desktop, the current gcc.ttp will NOT work from the
desktop (reasons follow), so you will have to write a small wrapper
program to do this (I'm fixing gcc.ttp right now.....).

Note:
all gcc stuff assumes:
file-handle
0 = stdin
1 = stdout
2 = stderr
since the GEMDOS default for handle 2 is the serial
port, this isn't much good when you start stuff from
the desktop.

So you need a
Fforce(2,Fdup(1))
At the begining of your program to see any error output
(and due to a bug in stdio to see any output at all).

Trying this shows two bugs in the current runtime library:

- Fforce has a wrong binding in osbind.h,
it uses 3 short (aka 16 bit) arguments!
Write a trap-1www function to do this.
[BTW is anybody working on cleaning up
the library, there is a lot of stuff that
should be done]

- stdout uses GEMDOS handle 2 instead of 1
(I haven't actually found the location of the
bug yet, but the symptoms are (every thing
from the desktop naturally.....):

Works:

```
Fwrite(1,.....
Fforce(2,Fdup(1));
Fwrite(2,.....
```

Doesn't work (first line doesn't get output):

```
fprintf(stdout,"%s\n","Test of stdout");
Fforce(2,Fdup(1));
fprintf(stderr,"%s\n","Test of stderr");
```

Works:

```
Fforce(2,Fdup(1));
fprintf(stdout,"%s\n","Test of stdout");
fprintf(stderr,"%s\n","Test of stderr");
```

Don't get put off by this description, GNC CC is worth it!
(For the Turbo C people, there is a note in the manual about
using registers for parameter passing in future versions......)

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

5422. Signum anyone !

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 13:25:24 UTC
From: PRAKASH@SUVM.BITNET
Message-ID: <8809091325.AA11358@ucbvax.Berkeley.EDU>
Source record: 250822

Finally something was mentioned on Signum..
Questions:
1. Has any one tried using a European (UK specifically) version of
Signum on an US version of the 1040 ?
A READ ERROR appears when it tries to put the menus up on the screen

2. Is there any support for this package in the US ?

3. Has anyone have a working version of this package in the US ?

thanks in advance

prakash
[prakash@suvm .. bitnet]

5423. Re: DeskJet (a LaserJet in disguise)

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 14:01:08 UTC
From: borton@uva.UUCP
Message-ID: <529@uva.UUCP>
Source record: 250823
Cross-posted to: comp.sys.atari.st,comp.sys.mac

In article <8555@cup.portal.com> Mark_Peter_Cookson@cup.portal.com writes:
>Well, if Apple would use a newer version of Postscript (I think they do in the
>new series) things would be a lot better. Postscript 44 is supposed to be
>greased lightning compared to Postscript 38 (which was what was in the Laser
>Writer Plus, I think).

Bingo! LaserWriter II series (NT and NX) have PostScript 44. They also have
2M RAM, more than the LW {Plus}. Thus they are speedier. I haven't had a
chance to do any real comparisons here; anyone care to comment?

Also note that later versions of the LaserPrep and LaserWriter driver have
vastly improved performance.

-cbb
--
Chris Borton borton%uva@mcvax.{nl,bitnet,uucp}
Rotary Scholar, University of Amsterdam CS

5424. Tech Magazines, a suggestion

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 14:47:59 UTC
From: mccarrol@topaz.rutgers.edu
Message-ID: <Sep.9.10.47.55.1988.5061@topaz.rutgers.edu>
Source record: 250824
Cross-posted to: comp.lang.misc,comp.sys.misc,comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc,rec.mag

In several of the recent posts about the deterioration of the technical magazines, people have been asking, basically, what can be done for our type of user - the advanced, literate, technical programmers.

Well, I do have a suggestion. For quite a few years now, Science Fiction fans have been doing "fanzines", which are basically magazines, written, published, and distributed at cost by the fans who read them. They do tend to be much less "pretty", or "professional", but the material inside can be extremely good, if the contributors care about the 'zine.

I see no reason why a similar idea could not be applied to a programmers magazine. It would be a lot of work for the people involved, but if people were actually willing to contribute articles and code, it could certainly work. And, if this idea is to be tried, the Usenet is a good place to start it. Code can be made available by uucp, so that the readers wouldn't have to type it, and distribution can be done electronically, so that the costs would be covered by the reader, for transmission time.

I am a third year Computer Science student, so my level is not up to that of many of you out there. But I am willing to try to organize/ edit such a beast, if there is sufficient interest, and there are people willing to help.

If you are interested in such a monster, as a reader, a contributor, or an editor, please send me email. My addresses are:

mccarrol@topaz.rutgers.edu (Internet, and Usenet)
<backbone>!rutgers!topaz!mccarrol (Old style Usenet)

-Mark C. Carroll
--
\ Mark Craig Carroll \ /"Quick to judge, quick to anger /
| perhaps better known as: <MC> \/ Slow to understand |
| mccarrol@topaz.rutgers.edu /\ Ignorance and Prejudice |
/ ...backbone!rutgers!topaz!mccarrol / \ and Fear walk hand in hand" -N.Pert \

5425. Re: Becoming a developer

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 14:51:02 UTC
From: rjung@sal6.usc.edu
Message-ID: <1340@nunki.usc.edu>
Source record: 250825

(Not that I'm really qualified to speak, but...)

To be a developer in the general sense, all you have to do (I think) is to write something. Then find a company that'll market your product, and you're set. Antic and Michtron, it seems, look for new products this way.

To be a developer in the $300 sense means you send a check to Atari. They then make you an "official" developer, which means you get a developer's kit (with all sorts of neat detailed technical papers), and you're put on Atari's mailing list. You're then entitled to get goodies straight from Atari's innermost lairs, such as development update newsletters and early versions of new TOS ROMs B-).

I don't think the Developer's Kit comes with Megamax C. For that, you'll have to shell out $200 like the rest of us (well, I've got Laser C, but since Megamax makes that too, I consider it the same)

If I screwed anything up, will somebody tell me? These are just the impressions from a programmer on the _outside_ of the developer's "inner circle" B-).

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@sa132.usc.edu?) ## ## ##
#####

5426. Re: Wanted: Old Roms

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 15:25:24 UTC
From: logajan@ns.UUCP
Message-ID: <816@ns.UUCP>
Source record: 250826

Dave Douglass writes:
> one of the rom chips is very HOT to the touch...

It could be the rom chip, but also make sure that none of the rom
output lines (data lines) are shorted to anything else (or together).
Shorted outputs draw a lot of current so they tend to get very warm --
but the actual short could be all the way across the pc board.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- {...rutgers!dayton, ...amdahl!ems, ...uunet!rosevax!mmm} !viper!ns!logajan -

5427. Re: 9600 baud transfer problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 16:31:49 UTC
From: greg@bilbo
Message-ID: <425@snjsn1.SJ.ATE.SLB.COM>
Source record: 250827

In article <1149@imagine.PAWL.RPI.EDU> dorian () writes:
>I've been trying to transfer files between my ST and the UNIX box it's been
>hardwired to.
>
>It seems that no matter what I try (any combination of xmodem, kermit,
>straight capture), I run into problems. Tried FLASH and AnsiTerm.
>
>The problem is that everything blazes by too fast for my setup at 9600 baud -
>lines are chopped in captures, xmodem & kermit can't seem to get themselves
>syncronized with what's happening on the other end.

Does your *NIX box respond to XON/XOFF (DC1/DC3)? Flash, for one,
can't keep up with character input at 9600 baud, and will send an XOFF
when the buffer gets nearly full. If the *NIX box ignores it, the
buffer will overflow and characters will be lost.

Alternatively, you could enable hardware handshaking (Ready-to-send
[RTS]/Clear-to-send [CTS]), but in my own experience these don't work
properly on the Atari side. You *will* need some sort of handshaking
at 9600 baud, in any event.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

Opinions expressed herein are solely the responsibility of the author.

5428. Re: gcc problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 18:19:36 UTC
From: poole@forty2.UUCP
Message-ID: <458@forty2.UUCP>
Source record: 250828

In article <19880906162643.1.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>
>I don't know how compatible it is with Eunuchs,
^^^^^^^
One day, somebody is going to lock you up in a room with an IBM + MVS + JCL +
TSO and throw the key away :-)

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

5429. Re: Signum

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 18:30:34 UTC
From: alderaan@netmbx.UUCP
Message-ID: <1327@netmbx.UUCP>
Source record: 250829

In article <3605@phoenix.Princeton.EDU>, mpsimon@phoenix.Princeton.EDU (M. Patrick Simon) writes:
>
> ... stuff deleted ...
>
> Questions about Signum:
>
> 1. Will it support a color monitor? Will it work on a 1040 ST? Does it
> require that I have a hard drive?

No, (in my experience) no color monitor is supported.
The european version of SIGNUM works fine on 1040s.
A hard drive is not required, but you should use one, because SIGNUM makes frequent use of disk (consists of a bunch of utilities).

>
> 2. What file format/printing options? I.e. does it produce DVI output files,
> can I print to an Epson compatible, or to a postscript printer?

Output to EPSON compatible printers (9 dots) is supported, but very slow (about 15 min per page, because each line is printed 6 times). 24 dot printers would be a good guess. There also is an ATARI Laser driver included.
The .SDO file format is only compatible with SIGNUM, but ASCII imports/exports are possible.

>
> 3. Will it support graphics figures in the text?

Yes, and in VERY GOOD QUALITY !!! And you can change the size of graphics images, you can easily duplicate them, without any problems of overlapping !
Also the texts !

>
> 4. Suggested retail price in the USA? (STPlus has it advertised for $250).

Could be true, I think. The german version is DM449, that is, about $230).

>
> 5. Any major or minor limitations encountered by current/previous users?

The print speed. The printing image is very good, but it must be printed 6 times each line for max quality.

--

SIGNUM is a WYSIWYG editor, I mean what I say. Great stuff. Very quick on editing. No fatal bugs detected in the german version (tested a friend's SIGNUM over 3 Months).

--

alderaan
OP RKOpdp (RSTS/E)
FB Mathematik/Informatik
RKO Berlin

Dieffenbachstrasze 60-61
1000 Berlin 61

5430. uuencode

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 18:47:03 UTC
From: bshuste@pacsbb.UUCP
Message-ID: <433@pacsbb.UUCP>
Source record: 250830

I am new to the USENET and I see lots of programs listed in various comp.binaries.etc. newsgroups. My question (and problem) is: How do I take advantage of these files? Is there a specific program I need to use these programs, and where could I obtain it?

- Bob Shuster {ihnp4,att-cb,rutgers}!{bpa,cbmvax}!temvax!pacsbb!bshuste

5431. Re: 9600 baud transfer problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 18:53:56 UTC
From: c60a-1bq@web-1e.berkeley.edu
Message-ID: <14076@agate.BERKELEY.EDU>
Source record: 250831

In article <1149@imagine.PAWL.RPI.EDU> dorian () writes:
>
[about using different term progs]
>The problem is that everything blazes by too fast for my setup at 9600 baud -
>lines are chopped in captures, xmodem & kermit can't seem to get themselves
>syncronized with what's happening on the other end.
>
>
> Much thanx.
>
> -Dorian->

Try turning off the handshake lines (xon&xoff I believe). I've heard that
this works for high baud rates.

Does the st go at 19K baud?

John Kawakami

5432. Re: Tech Magazines, a suggestion

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 19:04:55 UTC
From: c60a-1bq@web-1e.berkeley.edu
Message-ID: <14078@agate.BERKELEY.EDU>
Source record: 250832
Cross-posted to: comp.lang.misc,comp.sys.misc,comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc,rec.mag

In article <Sep.9.10.47.55.1988.5061@topaz.rutgers.edu> mccarrol@topaz.rutgers.edu (Mark C. Carroll <MC>) writes:
>
>I see no reason why a similar idea could not be applied to a programmers
>magazine. It would be a lot of work for the people involved, but if
>people were actually willing to contribute articles and code, it could
>certainly work. And, if this idea is to be tried, the Usenet is a good
>place to start it. Code can be made available by uucp, so that the
>readers wouldn't have to type it, and distribution can be done electronically,
>so that the costs would be covered by the reader, for transmission time.
>
>\ Mark Craig Carroll \ /"Quick to judge, quick to anger /
> | perhaps better known as: <MC> \/ Slow to understand |
> | mccarrol@topaz.rutgers.edu /\ Ignorance and Prejudice |
>/ ...backbone!rutgers!topaz!mccarrol / \ and Fear walk hand in hand" -N.Pert \

Mark, for the most part, that is what comp.[sys|binaries|sources].atari.st
is. Steve Grimm maintains archives at archive-server@ssyx.ucsc.edu with
binaries and sources.

What would be very nice would be in depth articles (like those for how to
reserve memory for video ram that showed up 2 weeks ago) WITH BIBLIOGRAPHY.
That way, we could go out and get further info if necessary. Just a title
and date would be sufficient.
Better code documentation would also be super helpful.

John Kawakami "I am a Christmas tree..."--Wild man Fischer

5433. Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 19:26:45 UTC
From: humtech@ucschu.UCSC.EDU
Message-ID: <4788@saturn.ucsc.edu>
Source record: 250833
Cross-posted to: comp.sys.mac,comp.sys.atari.st

I've seen many netters refer to GEnie. I've heard of it, but am not familiar with it (I get the impression it's like CompuServe - which I have also never used). It sounds as if Genie would be useful to have access to.
Ok, here's the big question - how do I get access to it? Who do I contact? Is it expensive?

I'm trying to decide whether or not Genie would be worthwhile for me...

Thanx for your help,

Mark Frost (humtech@ucschu.ucsc.edu)
or humtech@ucschu.bitnet

5434. Re: 520ST : 2 urgent though simple questions

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 19:29:38 UTC
From: jfadams@tc.fluke.COM
Message-ID: <5123@fluke.COM>
Source record: 250834

In article <8605@ihlpb.ATT.COM> tainter@ihlpb.UUCP (55521-Tainter,J.A.) writes:
>In article <165@bach@kulesat.uucp> lily@kulesat.uucp writes:
>
>> 2. Can he use a serial printer without a Par-Ser. interface.
>> (what about the modem port ? -any software?-, what about
>> buying an interface : prices,manufacturers etc...)
>
>Certainly, select the serial port as your printer port and you have a
>serial printer.
>
>>Dirk van den Oudenhoven. K.U.Leuven
>
>--j.a.tainter

Yes, this works fine most of the time. I'm using an HP LaserJet II on my ST via the "modem" port despite the fact that the LJII has a parallel port in addition to a serial port. My early-1985-vintage 520ST can't seem to drive a LaserJet through the parallel port due to the LJ's load. Anyway, I have found certain programs (as well as the new beta-release ROMs) evidently ASSUME the printer to be attached to the parallel port even though the "printer" port has been redirected through the "modem" port through the Control Panel DA. So I cannot print a file from certain programs or the desktop with my serial printer.

--
James F. Adams John Fluke Mfg. Co., Inc. Everett, Washington USA
WORLD:jfadams@tc.fluke.COM
UUCP:{ihnp4!uw-beaver,ucbvax!lbl-csam,allegra,decvax!microsoft}!fluke!jfadams
ARPA:fluke!jfadams@uw-beaver.ARPA GEnie:J.F.ADAMS CIS:74036,2517

5435. Re: gcc problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 19:34:54 UTC
From: poole@forty2.UUCP
Message-ID: <459@forty2.UUCP>
Source record: 250835

[Seems as something zapped this the first time, sorry if it shows up twice]

In article <JEFF.88Sep2035059@stormy.atmos.washington.edu>
jeff@stormy.atmos.washington.edu (Jeff Bowden) writes:
>I grabbed the gcc executables a few days ago. I found that I had
>insufficient resources to run it (sob :-( ).

Gcc can be run on a 1 MB machine! You will not be able to compile any larger
files from GULAM, but you can revert to compiling from the Desktop if memory
is a problem.

To bootstrap you NEED:
a copy of gulam
a diskeditor

1) patch the executable of gcc-cc1.ttp so that only 300 kB of stack instead
of 500 kB are allocated (you can search for the value 500000, it only
occurs once, somewhere around 364kB). [That you have to do this is really
a bug, there is NO need for a GEMDOS only program, that doesn't exec
another program to give memory back to GEMDOS, I'm changing my crt0
so that it will take -1L in _stksize to mean: "Don't do a Mshrink"]

2) Now throw all resident stuff out (accessories etc. just keep GEMBOOT
or folderxxx (you do have a HD?)), start gulam and setup the enviroment
as described by jrd. You should now be able to compile most programs
(you can compile all of flex except parse.c and scan.c for an example).
This is a good time to get the sources and extract the documentation
from them, how else are you going to know about -mshort
-fomit-frame-pointer etc.?

3) If a source file is too large to be compiled from GULAM, you will get
a "no more virtual memory" message or someting like that (probably
already from gcc-cpp). You can workaround this by running the
compiler from the desktop, the current gcc.ttp will NOT work from the
desktop (reasons follow), so you will have to write a small wrapper
program to do this (I'm fixing gcc.ttp right now.....).

Note:
all gcc stuff assumes:
file-handle
0 = stdin
1 = stdout
2 = stderr
since the GEMDOS default for handle 2 is the serial
port, this isn't much good when you start stuff from
the desktop.

So you need a
Fforce(2,Fdup(1))
At the begining of your program to see any error output
(and due to a bug in stdio to see any output at all).

Trying this shows two bugs in the current runtime library:

- Fforce has a wrong binding in osbind.h,
it uses 3 short (aka 16 bit) arguments!
Write a trap-1www function to do this.
[BTW is anybody working on cleaning up
the library, there is a lot of stuff that
should be done]

- stdout uses GEMDOS handle 2 instead of 1
(I haven't actually found the location of the
bug yet, but the symptoms are (every thing
from the desktop naturally.....):

Works:

```
Fwrite(1,.....
Fforce(2,Fdup(1));
Fwrite(2,.....
```

Doesn't work (first line doesn't get output):

```
fprintf(stdout,"%s\n","Test of stdout");
Fforce(2,Fdup(1));
fprintf(stderr,"%s\n","Test of stderr");
```

Works:

```
Fforce(2,Fdup(1));
fprintf(stdout,"%s\n","Test of stdout");
fprintf(stderr,"%s\n","Test of stderr");
```

Don't get put off by this description, GNC CC is worth it!
(For the Turbo C people, there is a note in the manual about
using registers for parameter passing in future versions......)

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

5436. Re: Deskjet

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 20:54:51 UTC
From: neff@hpvcla.HP.COM
Message-ID: <4730025@hpvcla.HP.COM>
Source record: 250836

> I have a question for Dave Neff (or others):
> After buying my DeskJet I received a publication from HP claiming not only
> deskjet drivers for the ST but also PaintJet drivers. Dave are these
> GDOS drivers or something else. Does anyone have a PaintJet printer
> in use with an ST? The PaintJet 150*150 resolution with color output
> could also be a really hot combo with the ST.
> Any comment?

What sort of publication from HP? I know that here at Vancouver we did
a Microsoft Windows driver for the DeskJet but we never have done an ST
driver. This must be some third party driver. I will
check a bit more. I know little about PaintJet drivers (those are made
1000 miles away in San Diego) so I can't comment on that. By the way,
PaintJet is 180*180 resolution and does make nice looking output. No
idea on ST support. I gather various DeskJet drivers for both STs and
Amigas are being written or have recently been written but I don't know
a thing about them.

I'll see what I can find out.

Dave Neff
att!hpfcla!hpvcla!neff

5437. Re: ST GNU utilities (was Re: Anyone interested in GNUCHESS for ST?)

Newsgroup: comp.sys.atari.st
Date: 1988-09-09 22:40:59 UTC
From: poole@forty2.UUCP
Message-ID: <461@forty2.UUCP>
Source record: 250837

In article <4650@saturn.ucsc.edu> koreth@ssyx.ucsc.edu (Steven Grimm) writes:
>In article <449@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:
>>In article <22014@neabbs.UUCP> daanjj@neabbs.UUCP (DAAN JITTA) writes:
>>>Yes, please post the sources (& binaries) of FLEX to the approppriate
>>>ST newsgroups!
[I get mad about this.....]
>FLEX is available for anonymous ftp from ssyx, and on the archive
>server as of about five minutes ago. If I were to post it, it would
>probably be a binary- only posting, because the sources are very large
>(~300K). I also have several other GNU utilities here:

I think I should make myself a bit more clear on the subject of source postings. In general I think posting source is a GOOD_THING, but the indiscriminate posting of none machine specfic sources is NOT. Take for an example FLEX: to get the source to compile and run on a ST takes minimal changes (change the filenames to MS-DOS compatible format, change entry to Entry for MWC 2.0 in one file, and allocate enough stack), the original sources are available from various archives (CIC for Bitnet). A resonable compromise is to distribute diffs for people that don't want to figure stuff like this out by themselves.

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

5438. MacPaint Header

Newsgroup: comp.sys.atari.st
Date: 1988-09-10 04:00:34 UTC
From: dmb@TIS.COM
Message-ID: <8809100400.AA01642@TIS.COM>
Source record: 250838

In the previous picture formats list I wrote that the MacPaint header
is:

1 long version number (if zero, header is ignored)
38 * 2 longs pattern data (anyone know how to use this?)
51 longs reserved

Jim McCabe has observed that MacPaint files have 160-longword headers, not
128-longword headers (as I had it). Anyone know:

A) Where the extra 32 longwords have gone?
B) How to use the pattern data?
]
There seem to be a few problems with Tiny as well. Anyone have a
good idea what has happened to the Tiny format (so that there are now
Tiny format pictures which don't meet David Mumper's original Tiny format
spec). It seems that there are some extra zeroes in the headers of these
"mutated" pictures. What's the deal?

Dave

5439. Animation Topics

Newsgroup: comp.sys.atari.st
Date: 1988-09-10 04:53:06 UTC
From: dmb@TIS.COM
Message-ID: <8809100453.AA01878@TIS.COM>
Source record: 250839

There has been a bit of talk about animation here lately; here's my
two cent's worth:

Sprite Speed Limit

Robert White asked about the time it takes to smoothly move a sprite
across the screen.
Since the vertical refresh only occurs every 1/60th of a second, it will
indeeed take about 6 seconds for a sprite to move across the screen if you
move it one pixel per page flip.
However, moving the sprite more pixels per refresh does not change the
smoothness of the animation as much as you might think. The sprites in
HacMan (a public domain game available at an archive near you :-)) move
between 2 and 8 pixels per page flip. The animation doesn't appear
jerky until about 5 pixels per page flip (Board 19, "Chris Vs. HacMan", has
the sprites moving at 4 pixels per page flip).
Also, the page flips in HacMan do not even occur every 60th of a second;
they occur every 30th of a second (the program misses every other vblank),
and the animation is still satisfactory.
The blurring effect you get when you move a sprite, say, 2 pixels every
60th of second is not flicker, it's strobing. It's just that the new image
appears before the old image has completely faded from the screen. This is
really obvious on IBM monochrome monitors, but only slightly evident on
the ST RGB monitor.

Implementing the Page Flipping

It is true that you can change the screen pointer "by hand" by changing
a location in page 4. Unfortunately this doesn't produce very nice
results (Setscreen works better than any hack I've seen).
Setscreen doesn't cause any delay at all. The call returns immediately.
However, if you change the physical screen base with Setscreen, the change
won't _take effect_ until the next vertical blank. In other words, the
code to actually set the physcial screen base is in the vertical blank
interrupt code (along with code to set the palette and the "media changed"
flag code, etc.) Thus, two succesive calls to Setscreen will frequently
only have the effect of the last call (unless a vertical blank happens to
occur between them).
So, you have to explcitly wait for the vertical blank after you call
Setscreen to be sure that the new physical base got set. E.g.,

```
Setscreen((char *) -1L, (char *) new_phys_base, -1);
Vsync();
```

Anyone interested in animation should check out the Animatic demo in the archives! (Sorry, I just couldn't resist the temptation to advertise) :-)

Hope this is useful...
Dave

5440. Help With linea8()

Newsgroup: comp.sys.atari.st
Date: 1988-09-10 16:32:07 UTC
From: dgy@sigmast.UUCP
Message-ID: <623@sigmast.UUCP>
Source record: 250840

I am trying to use Mark Williams C 3.0 to do low-level line-A calls. My routines to do lines and points work just fine, but my text routines are not working quite right. Under msh they are generally OK, but when the program is invoked from the desktop I either get invisible text or garbled characters.

Below is a skeletal version of what I am trying to do. Any help or suggestions would be greatly appreciated!

```
#include <linea.h>
struct la_font *fontp; /* Line A font header. */
char scr_wrk[1024];

setup()
{
linea0(); /* Initialize linea */
lineaa(); /* Hide mouse */
Cursconf(0, i); /* Hide cursor */

WMODE = 0; /* Writing mode = replace */
STYLE = 0; /* Normal Letters */
SRCY = 0; /* Y coord of character in font */
LITEMSK = 0x5555; /* Lightening and skewing masks for text */
SKEWMSK = 0x1111;
TEXTFG = 15; /* Text foreground dark blue */
SCRTCHP = scr_wrk; /* Scratch area for graphics */
LNMASK = -1; /* Solid lines */
WEIGHT = 1; /* Thickening factor for lines */
LSTLIN = -1;
}

writetxt(text, x, y)
char *text;
int x, y;
{
register int i;
unsigned int tmp;

fontp = la_init.li_a1[0]; /* 6x6 system font */
FBASE = fontp->font_data; /* Pointer to start of font form */
FWIDTH = fontp->font_width; /* Width of font form */
DELY = fontp->font_height; /* Height of character in font */

DSTX = x;
DSTY = y;
i = 0;
```

```
do {
if (!iscntrl(text[i])) {
tmp = text[i] - fontp->font_low_ade;
DELX = fontp->font_char_off[tmp + 1] -
(SRCX = fontp->font_char_off[tmp]);
linea8();
}
} while (text[++i] != '\0');
}
```

--
Dave Yearke, Sigma Systems Technology, Inc.
5813 Main St, Williamsville, NY 14221
...!sunybcs!sigmast!dgy

5441. Ethernet and ST

Newsgroup: comp.sys.atari.st
Date: 1988-09-10 18:19:52 UTC
From: hans@duttnph.UUCP
Message-ID: <8809101819.AA23376@duttnph.patroon.nl>
Source record: 250841

Someone asked about ethernet for the atari ST. We (our group at Delft University) are currently inquiring about the German product. It is supposed to be used at the University of Aachen. I hope to hear from it next week. When I hear something, I will post it.

Hans Buurman

Disclaimer: I speak for myself.

5442. RE: Info-Atari16 Digest V88 #383

Newsgroup: comp.sys.atari.st
Date: 1988-09-10 20:03:00 UTC
From: U00259@HASARA5.BITNET
Message-ID: <8809102143.AA11238@ucbvax.Berkeley.EDU>
Source record: 250842

```
SIGNOFF AInfo-Atari16
```

5443. RE: Info-Atari16 Digest V88 #383

Newsgroup: comp.sys.atari.st
Date: 1988-09-10 20:03:00 UTC
From: U00259@HASARA5.BITNET
Message-ID: <8809102145.AA11272@ucbvax.Berkeley.EDU>
Source record: 250843

```
SIGNOFF Info-Atari16
```

5444. Mathematica Information...

Newsgroup: comp.sys.atari.st
Date: 1988-09-10 22:58:00 UTC
From: math%wri.com@uxc.cso.uiuc.edu
Message-ID: <7500004@m.cs.uiuc.edu>
Source record: 250844

From: math%wri.com@uxc.cso.uiuc.edu
Subject: Mathematica Information...

5445. Re: Mathematica Information...

Newsgroup: comp.sys.atari.st
Date: 1988-09-10 23:00:00 UTC
From: math%wri.com@uxc.cso.uiuc.edu
Message-ID: <7500005@m.cs.uiuc.edu>
Source record: 250845

From: math%wri.com@uxc.cso.uiuc.edu
Subject: Re: Mathematica Information...
Stephen Wolfram has posted some up-to-date information about Mathematica for
Macintoshes, Suns and other machines on comp.newprod.
(Mail responses to math%wri.com@uxc.cso.uiuc.edu)

5446. Re: 9600 baud transfer problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-10 23:54:42 UTC
From: rex@otto.lvsun.com
Message-ID: <688@otto.lvsun.com>
Source record: 250846

In article <1149@imagine.PAWL.RPI.EDU> dorian () writes:
>It seems that no matter what I try (any combination of xmodem, kermit,
>straight capture), I run into problems. Tried FLASH and AnsiTerm.
>
>Is there any way to solve this without having the line speed cut to 4800
>baud?

well... I've been using both gulam and Uniterm at 9600 and 19200 baud when transferring files between UNIX and ST, and I rarely get errors. If you have either of these, then give them a try.

Maybe if you tried expanding your serial I/O buffers, that might help.

Rex.

> -Dorian->
> | \/ __ UUCP: {*}!rutgers!unipress!dorian

--

Rex Jolliff (rex@otto.UUCP, {utah-gr, psivax, ihnp4, rutgers}!otto!rex)
The Sun Newspaper - |Disclaimer: The opinions and comments in
Nevada's Largest Daily Morning | this article are my own and in no way
Newspaper | reflect the opinions of my employers.
- -
What happened to our superior space program?

5447. Re: uuencode

Newsgroup: comp.sys.atari.st
Date: 1988-09-11 16:06:40 UTC
From: trb@stag.UUCP
Message-ID: <584@stag.UUCP>
Source record: 250847

In article <433@pacsbb.UUCP> bshuste@pacsbb.UUCP (Bob Shuster) writes:
>
> I am new to the USENET and I see lots of programs listed in various
>comp.binaries.etc. newsgroups. My question (and problem) is: How do I
>take advantage of these files? Is there a specific program I need to use
>these programs, and where could I obtain it?

It kind of depends on whether you are on a Unix system or not. If
pacsbb is a Unix box, then just use the uudecode command (standard on
most Unix systems.) Most versions of uudecode require that the input
file be in one piece, so if you get a multipart file, you will
sometimes have to cat the files together and then go in and remove
the header information between the uudecode'ed blocks. Another
approach is to move the comp.binaries.etc files over to the ST first
and run Dumas's uud software (available on my BBS's worldwide). This
software is set up so you don't have to concatenate the files first
(iff the original multi-part file was encoded with Dumas's software).
I generally prefer to uudecode everything on the Unix system, since
that is faster...1) the uudecode runs faster, 2) the files are smaller
by 50% after uudecoding, and 3) I can un-arc the files on the Unix box
and see if I still want the program after reading the docs.

In answer to a previous post about hdscan...I am guessing that you
either need the dumas software (i.e. you don't have a Unix system to
uudecode it on), or you are on a Unix system and didn't realize you
have to concatenate the files. I think I did that one in three parts
and they did uudecode OK here after they came back through the
binaries group.

-Todd Burkey "A member of STdNET-The ST developers' Network"
trb@stag.UUCP -> to join, mail to ftg!dwm@stag.UUCP <-
P.S.:
I just remembered that at one time I had the dumas software running
on my Unix system, so the sources are probably floating around, too.

5448. GEnie again...

Newsgroup: comp.sys.atari.st
Date: 1988-09-11 17:14:13 UTC
From: humtech@ucschu.UCSC.EDU
Message-ID: <4802@saturn.ucsc.edu>
Source record: 250848
Cross-posted to: comp.sys.atari.st,comp.sys.mac

Thanx to the many people who responded to my request for info about gettint GEnie. What I'd really like to know, however, is how valuable is GEnie? What do I get other than some files to download and maybe a little mail? I can ftp from just about to just about any archive sites, so downloading software isn't a big concern (unless the stuff on GEnie is unique). I can also send mail to just about anyone who gets e-mail. So what does GEnie offer me that I don't already have. Also a lot of GEnie info (I take it) is forwarded to UseNet by readers of GEnie anyway.

For those of you who do get GEnie, how valuable is it to you? I'd like to know users opinions before I try to sign up because as I understand it I don't get an evaluation period to decide whether it's really useful or not.

Thanx again

Mark Frost (humtech@ucschu.UCSC.EDU)
or humtech@ucschu.bitnet

5449. Re: 128k Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-09-11 17:28:02 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2253@silver.bacs.indiana.edu>
Source record: 250849

Until Dave Small gets his own RT going on GEnie, he can be found in
Cat 12 Top 9 on the ST RoundTable.

Do these commands:

M 475:1 <- gets you to the ST RoundTable
SET 12 <- gets you to Category 12
READ 9 NEW <- reads all the new messages in Dave's topic

5450. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-11 17:37:12 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2254@silver.bacs.indiana.edu>
Source record: 250850
Cross-posted to: comp.sys.mac,comp.sys.atari.st

GEnie is General Electric Network for Information Exchange, and yes, it's much like CI$ in the fact that it has software libraries and a bulletin board area. (Obviously, the system software is different, however.)

GEnie is $5 an hour during non-primetime (6PM to 8AM I believe) for 300/1200 baud. For 2400 baud, it gets expensive. There is a signup fee of about $30 which includes a spiral bound manual on getting around GEnie. There are usually deals that can be found to signon without the fee. Atari has one, but I don't know the access code to use offhand. Perhaps someone else can supply it. Intersect also offers one, I believe. (I believe you do not get the manual in these cases either.)

Client Services (real people) can be reached at 800-638-9636. They can give you information on local access numbers and signing up.

5451. Re: Tech Magazines, a suggestion

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 00:12:52 UTC
From: toebes@sas.UUCP
Message-ID: <624@sas.UUCP>
Source record: 250751
Cross-posted to: comp.lang.misc,comp.sys.misc,comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc,rec.mag

In article <Sep.9.10.47.55.1988.5061@topaz.rutgers.edu> mccarrol@topaz.rutgers.edu (Mark C. Carroll <MC>) writes:
>
>In several of the recent posts about the deterioration of the technical
>magazines, people have been asking, basically, what can be done for
>our type of user - the advanced, literate, technical programmers.
>
>Well, I do have a suggestion. For quite a few years now, Science Fiction
>fans have been doing "fanzines", which are basically magazines, written,
>published, and distributed at cost by the fans who read them. They do
>tend to be much less "pretty", or "professional", but the material inside
>can be extremely good, if the contributors care about the 'zine.
>
>I see no reason why a similar idea could not be applied to a programmers
>magazine. It would be a lot of work for the people involved, but if
>people were actually willing to contribute articles and code, it could
>certainly work.
...
> Mark Craig Carroll

There already exists such a magazine (for almost 3 years yet!). It is called 'The Amigan Apprentice and Journeyman'
It is published 6 times a year out of Hatteras NC. Dick Barnes edits it (and does a darn good job at it) from contributions from all over. I write a regular C column in it while Bill Hawes (of Conman and ARexx fame) does an Assembly column.

Than magazine accepts no advertisements and does not pay authors. It is printed on 3 hole punch paper so that you can build a reference guide out of it. Additionally it gets an index once a year as part of the issue to allow you to locate articles quickly. Unlike other Amiga magazines, it is possible to sit down and read it completely from cover to cover.

For those interested, the address is:
The Amigans
Box 411
Hatteras, NC 27943
Rate is $24.00 a year.

Plus - they are ALWAYS looking for good articles.
--
|_o_o|\\ John A. Toebes, VIII usenet:..mcnc!rti!sas!toebes
|. o.| ||
| . | || Coordinator of ...
| o | || The Software Distillery

| . |// USnail: 235 Trillingham Ln, Cary NC 27513
====== BBS: (919)-471-6436

5452. Apple Talk and Ethernet

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 02:44:00 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8809120250.AA29256@ucbvax.Berkeley.EDU>
Source record: 250752

I have heard about ethernet boards that connect to a MAC via the RS232 port, so the hardware is out there. It would just be a matter of writing the software to run it on an ST. I don't know very much about apple talk, but could you then tie a machine on ethernet into appletalk?


```
**********************************************************************
* Brian Holmes \ / ___ *
* Wayne State University \/\/su | | *
* Detroit Michigan ____| |____ *
* | | | | *
* BITNET : BHOLMES@WAYNEST1 | | | | *
* INTERNET : Brian_Holmes@UM.CC.UMICH.EDU | | | | *
* UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES ============= *
**********************************************************************
```

5453. Re: Tech Magazines, a suggestion

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 03:59:05 UTC
From: u-jleigh%sundial.utah.edu@utah-gr.UUCP
Message-ID: <2854@utah-gr.UUCP>
Source record: 250753
Cross-posted to: comp.lang.misc,comp.sys.misc,comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc,rec.mag

Wade writes:
Hmmm...

I used to program in PASCAL alot. In fact, while I was at UCSD, this
was the only upper level language used in the C.S. dept. Had to write an
Ada compiler in Berkley PACAL :^(.

What is wrong with useing a simple function to concat your two
strings There are many string manipulation funtions provided in Benchmark
Modula-2, and it is easy enough to deal with these things without them anyway.

The problem with using the "+" operator to concatinate strings is that
it genrates sloppy code, which is why it is not a part of modern languages.
It was one of many things included in PASCAL to make teaching programming
easier, but has no place in proffesional code. What happens when you
concatinate two strings and the destination is too short to hold the result?

I do not agree with your notion that using a '+' to concat two strings
causes 'sloppy' code. Such an allowance is called 'overloading' which
is a concept availabe on most modern object oriented programming languages
such as Ada and C++. The purpose of overloading is to enhance the
readability of code by hiding as much unnecessary information as possible.
I am surprised that after having written an Ada compiler, you never came
across overloading...

Send replies to this net or u-jleigh@ug.utah.edu
Jason Leigh
University of Utah

5454. Re: Signum anyone !

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 08:27:44 UTC
From: alderaan@netmbx.UUCP
Message-ID: <1353@netmbx.UUCP>
Source record: 250777

In article <8809091325.AA11358@ucbvax.Berkeley.EDU>, PRAKASH@SUVM.BITNET ("Sriprakash Partha Sarathy [x-3071]") writes:
> Finally something was mentioned on Signum..
> Questions:
> 1. Has any one tried using a European (UK specifically) version of
> Signum on an US version of the 1040 ?
> A READ ERROR appears when it tries to put the menus up on the screen

Yes, I tried to use Signum II on a UK machine. The R/E you found is caused by dirty direct-TOS-accesses of SIGNUM (especially the Editor (and its fast scrolling) using seperate pure code routines (AES would be too slow)). So, the only way is to boot the german RAM TOS from a system disk. But then, it works fine, as I can say on my experiences. The only problem : you must also use a german keyboard layout, because SIGMUN is working with scan codes, that is, because of some triple-defined keys (ALT, CTRL). But if they sell the SIGNUM II package in U.S., it will run also on U.S. ROMs and U.S. keyboards, of course.

--

alderaan
OP RKOpdp (RSTS/E)
FB Mathematik/Informatik
RKO Berlin

Dieffenbachstrasze 60-61
1000 Berlin 61

5455. GNU CC

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 12:03:20 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <20812@watmath.waterloo.edu>
Source record: 250754

G'day. I'm wondering if anyone has downloaded GNU CC + related files so
that I may copy someone's disks rather than make separate downloads.

Thanx

--
achowe@watmsg.waterloo.edu | "Killed by pirates is good."
__ _ | - The Princess Bride (movie)
/ _ _ _ |/ _ _ | _ _ |/ |
__| `<_\<_ |\|= | ` _/<_\<_ |\ | disclaimer...

5456. Memory Allocator - who wants it?

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 12:24:45 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <20813@watmath.waterloo.edu>
Source record: 250755

As a recent exercise I have written my own memory allocator to be used
with another project at the moment. It is designed to request heaps of
64k from the system (configurable) and then partion that up even further
as request come in. Garbage collection is done on the heaps so that when
a entire 64k heap is freed that is then returned to the system.
No garbage collection is done on the partioning level.

Overhead for an allocated cell is on 2 bytes (the size of the request).
I used unsigned int (Acylon) for the storage type. The code code be
altered to use unsigned long if I get gcc soon. This will alter the
system heap limit of 64k.

So anyone want a copy? Also how to (who to) send it to for posting to
atari.source?

NOTE that use of this allocator requires that people use the memory
allocated correctly!!!! None of this off-by-one errors that write just
outside of allocated request (al-la Malloc compatiblity problem).

Also for anyone who wishes to try this on their own have a look at Knuth
and the source provided for a malloc in K&R C Programming Language
first edition for a simple example. My method is similar.

--
achowe@watmsg.waterloo.edu | "Killed by pirates is good."
__ _ | - The Princess Bride (movie)
/ _ _ _ |/ _ _ | _ _ |/ |
__| `<_\<_ |\|= | ` _/<_\<_ |\ | disclaimer...

5457. Re: Wanted: Old Roms

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 13:19:40 UTC
From: khh@root.co.uk
Message-ID: <635@root44.co.uk>
Source record: 250756

In article <44.2325D2CB@rubbs1.FIDONET.ORG> Dave.Douglass@rubbs1.FIDONET.ORG (Dave Douglass) writes:
>Anybody have a set of old roms laying around? I'm not fussy about the
>version. A friend of mine has a 520 that he uses for games, and
>somehow (How?) he managed to trash a rom chip (i.e. the ST won't do
>anything when it's turned on and one of the rom chips is very HOT
>to the touch......) Name your price (as long as it's low......)
>---------

Can anybody tell me where I can get a set of ROM chips with TOS on them? I have a 520+ ST with a German keyboard which boots off disk. However, all copies of the boot diskettes have been damaged and hence I can not boot machine anymore. The ST is Board rev. C if that is any help or means anything.
Thanx in advance.
keith.

5458. Re: Becoming a developer

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 16:49:15 UTC
From: good@atari.UUCP
Message-ID: <1169@atari.UUCP>
Source record: 250757

in article <6540@chinet.UUCP>, saj@chinet.UUCP (Stephen Jacobs) says:
>
> This seems to be of general enough interest to ask it publicly. How (in
> sickening detail) does one go about becoming a registered ST developer?

Call or write Cindy Claveran:
Atari Corporation (Developer Support)
1196 Borregas Avenue
Sunnyvale CA 94086

(408) 745 2568

or John Feagans (Director, Software)
or Joe Ferrari (Director, Application Software)

Roy J. Good
Product Development, Atari Corporation

5459. Atari CD players

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 18:34:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8809130729.AA23890@ucbvax.Berkeley.EDU>
Source record: 250758

I understand the Atari CD players are going to be both audio and data.
As a musician, that leads me to an interesting question. Will it be possbile
to read the information off Audio CDs as data? If I want a sample of Ella
Fitzgeral's voice or Mile Davis' horn, will I be able to go to a sction and
read the data so i can make a file for my sampler?

Jeff Beer, UUCJEFF@ECNCDC.BITNET

5460. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 18:46:17 UTC
From: sethk@sco.COM
Message-ID: <861@viscous>
Source record: 250759
Cross-posted to: comp.sys.mac,comp.sys.atari.st

chatterchatterchatter<4788@saturn.ucsc.edu>chatterchatterhumtech@ucschu.ucsc.edu (Mark Frost):
|
| I've seen many netters refer to GEnie. I've heard of it, but am not
| familiar with it (I get the impression it's like CompuServe - which I
| have also never used). It sounds as if Genie would be useful to have
| access to.
| Ok, here's the big question - how do I get access to it? Who do I
| contact? Is it expensive?

Yes and no and yes and no.

I don't have exact figures handy, so you'll have to bear with my
impressions and memory.
I believe it's about $15 to start. For that you get an account and
a handbook on how to use the system. The question is, what will yo
use the system for? The mailer is the single worst piece of garbage
called software I've ever had the displeasure of using. Every time
I use it, I am inspired to flame the sysop.
The software uploaded by users is really great. This is the reason to
join GEnie, for me.

It seems to cost a lot- they take it directly from my account. You are
charged by the minute, and although they claim they don't charge for
download time, they do (I haven't bothered to fight this one yet- I am simply
giving up...). Finally, you really have to kick and scream
to get an explanation for billing. They much prefer to silently pull
from your account :-(.

Contact Atari over the hill about GEnie. I got in on an introductory
offer that waived the $15 fee (but I got no handbook :-( ) that was
offered to Atari users.

Contact me at ucscc!sco!sethk for details.

5461. Re: Atari fair at Duesseldorf (West Germany)

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 18:53:25 UTC
From: david@bdt.UUCP
Message-ID: <379@bdt.UUCP>
Source record: 250760

In article <8809061721.AA27884@ucbvax.Berkeley.EDU> <Micheal Eibl> writes:
>6. General impression
>Nice coloured pictures, few hard facts. Games. A little disappointing.
>When I talked about this to somebody at one of the booths, he said
>to me: "What do you expect of a dying computer?"
>7. Date
>Sep. 2-4
>That's it, friends
>Yours
>Michael
> Michael Eibl, Inst. f. Theor. Phys., Universitaet zu Koeln
> Cologne, West Germany
>ab084@dk0rrzk0.BitNet

I've been hearing this "dying computer" attitude from dealers, distributors, and even some magazine publishers (always the last to go) for several months, but I've been reluctant to say anything because I feared it would be construed as nothing more than an attempted stab at Atari. It isn't. It truly appears that Atari has played out their last hand. According to reports from dealers and distributors sales have fallen dramatically. Personally BDT sales of Atari products have dropped to 1/5 the size of 18 months ago (this is partially attributed to a major de-emphasis of the Atari product line by the company) and today Atari product sales represent less than 20% of BDT revenues.

BDT revenues from other areas are now financing Atari customer support. We will continue to support our Atari customers. But how many other companies have alternate sources of revenue upon which to fund Atari support? I bet not very many. So what's going to happen? What about the end-user? I think the consumer who paid hard-earned money in hopes of obtaining a useful computer system is the big loser here, especially those that have invested lots of hardware, money, and time on the ST.

I guess in all this rambling one thing I'm trying to say is that all of us invested in Atari. Now what are they going to do for us? A long slow death is the worst for everyone, including the stock-holders.

It seems to me that this should be a lot more troubesome to all of us than whether or not they have fixed the Malloc bug.
--
David Beckemeyer |
Beckemeyer Development Tools | "Reckon the Ball's plumb open now,
478 Santa Clara Ave, Oakland, CA 94610 | and it's `swing partner'!"
UUCP: {rutgers,sun}!hoptoad!bdt!david |

5462. Re: Bugs in new BETA ROMS?

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 19:23:00 UTC
From: david@bdt.UUCP
Message-ID: <380@bdt.UUCP>
Source record: 250761

In article <6915@megaron.arizona.edu> kline@arizona.edu (Nick Kline) writes:
>In article <3508@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:
>
>> I've been a registered Atari developer since day one. In that
>>time period Atari *HAS NOT* sent me a single letter or package. Back
>>when I was still writting commercial software for the ST I complained
>>several times. No change. Strange way to treat a registered developer.
>>
>
>Wow, So Have I.
>
> What you say, complaining in public? I have for about
>two weeks been trying to get her to add me to the developer sig on genie,
>but she won't do it. I have been waiting about a week to get a message
>back from her. What do I have to do? I AM a registered developer.
>By the way, my name on genie is n.kline.

I think these are representative of the problem. Atari says don't
complain in public or we'll sue you, yet when you attempt to employ the
"official" methods , you get no results.

While I certainly believe that it is inappropriate (and usually illegal)
to "advertise" bugs in Beta releases, I also understand the frustrations of
those that have felt compelled to "go forward" with thir views.

As an exmple, I recently received the developers newsletter from Atari.
It has a form regarding Fall Comdex that says it must be returned to
Atari by Sept 1 to be considered; it is postmarked Sept 1 and I received
it on Sept 7! It's still a good sign that they sent the newletter out.

It is not unique to Atari either, I'm an official beta tester for Microport
and I have been struggling with numerous bugs in the Beta release. I'm
tearing my hair out because Microport hasn't done anything about it
and I can't post the problems to get help either.

Microport has so many problems their users are considereing legal action
against them for "bad faith". I wonder if we might be able to build
such a case against Atari?

--
David Beckemeyer |
Beckemeyer Development Tools | "Reckon the Ball's plumb open now,
478 Santa Clara Ave, Oakland, CA 94610 | and it's `swing partner'!"
UUCP: {rutgers,sun}!hoptoad!bdt!david |

5463. Re: gcc problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 20:12:34 UTC
From: david@bdt.UUCP
Message-ID: <381@bdt.UUCP>
Source record: 250762

In article <19880906162643.1.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
> Since can't run it I can't be of much immediate assistance. Does
> anyone here have suggestions? My guess is the MT C shell does command
> line arguments differently than gulam (the shell used by the guy who
> did the port).
>
>Yes, I'd guess that's true, but it's still a bit mysterious how it could
>get as confused as he describes. Could it be that MT upcases command
>lines before executing them?
>
Perhaps others are interested too, so I'm posting this to help clear it up.
MT C-Shell V1.10 or higher and Micro C-Shell 2.70 and higher pass arguments
and environment variables using the "standard" established by Mark Williams
Company's Micro Shell (msh) and compiler libraries. MT C-Shell does *not*
convert the arguments to uppercase. Some C-runtime utilities (namely the
one Atari shipped to developers) converts arguments to *lower* case before
placing them in argv[].

The MWC argument/environment passing method is documented in their manual.
If anyone is interested in the format and cannot obtain by other means,
contact me and I will send you some info.
--
David Beckemeyer |
Beckemeyer Development Tools | "Reckon the Ball's plumb open now,
478 Santa Clara Ave, Oakland, CA 94610 | and it's `swing partner'!"
UUCP: {rutgers,sun}!hoptoad!bdt!david |

5464. Appletalk & Ethernet correction

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 20:31:18 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8809130459.AA21754@ucbvax.Berkeley.EDU>
Source record: 250763

In my last posting, I said I heard of Ethernet for the MAC which connects
to the RS232 port. What I ment to say is that it connects to the SCSI
interface on a MAC. Sorry if I confused or got anyones hopes up.
Brian

```
*********************************************************************
* Brian Holmes \ / ___ *
* Wayne State University \/\/su | | *
* Detroit Michigan ____| |____ *
* | | | | *
* BITNET : BHOLMES@WAYNEST1 | | | | *
* INTERNET : Brian_Holmes@UM.CC.UMICH.EDU | | | | *
* UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES ============= *
*********************************************************************
```

5465. New Vesion of AstroCal

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 23:10:37 UTC
From: terrell@druhi.ATT.COM
Message-ID: <3553@druhi.ATT.COM>
Source record: 250764

If there is sufficient interest, I'll post the lastest version (1.5) of my AstroCal program.

New Features:

1. Much (~5 times) Faster Calendar Generation
2. Planet Rise/Set Report
3. Planet Perihelion and Aphelion Report
4. Date of Easter Report
5. Bug Fixes

Eric Terrell

5466. Re: GEnie again...

Newsgroup: comp.sys.atari.st
Date: 1988-09-12 23:36:37 UTC
From: kline@arizona.edu
Message-ID: <7017@megaron.arizona.edu>
Source record: 250765
Cross-posted to: comp.sys.atari.st,comp.sys.mac

In article <4802@saturn.ucsc.edu> humtech@ucschu.ucsc.edu (Mark Frost) writes:
>GEnie. What I'd really like to know, however, is how valuable is GEnie? What do

Genie is great. Several thousand files in the atari RT as well as a very
active group of people answering questions, flaming, and generally having a
good time.

There are atari reps who actually answer questions there.

Also, you can get other services besides the Atari RT, like airline tickets
and similar things.

But the best thing is it's price: an incredible $5/hour at 1200 baud.

Wow.

Nick

5467. Personal Pascal Registration problem

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 00:42:00 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8809131121.AA27118@ucbvax.Berkeley.EDU>
Source record: 250766

After sending in my registration card for Personal Pascal, it was
returned by the post office stateing "MOVED, LEFT NO ADDRESS".
I heard that OSS merged with or was absorbed by another company. Will
this company be supporting OSS products. Can I register my copy
with them? Does anyone have an address to contact? Help!


```
**********************************************************************
* Brian Holmes \ / ___ *
* Wayne State University \/\/su | | *
* Detroit Michigan ____| |____ *
* | | | | *
* BITNET : BHOLMES@WAYNEST1 | | | | *
* INTERNET : Brian_Holmes@UM.CC.UMICH.EDU | | | | *
* UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES ============= *
**********************************************************************
```

5468. Re: Tech Magazines, a suggestion

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 04:56:46 UTC
From: woods@gpu.utcs.toronto.edu
Message-ID: <1988Sep13.005646.7110@gpu.utcs.toronto.edu>
Source record: 250767
Cross-posted to: comp.lang.misc,comp.sys.misc,comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc,rec.mag

In article <624@sas.UUCP> toebes@sas.UUCP (John Toebes) writes:
> In article <Sep.9.10.47.55.1988.5061@topaz.rutgers.edu> mccarrol@topaz.rutgers.edu (Mark C. Carroll <MC>) writes:
> > [stuff about setting up a user-run magazine]
> >I see no reason why a similar idea could not be applied to a programmers
> >magazine. It would be a lot of work for the people involved, but if
> >people were actually willing to contribute articles and code, it could
> >certainly work.
>
> There already exists such a magazine (for almost 3 years yet!).

There's another one too, and this is it! Usenet is certianly user supported and produced. It's nearly real-time too! I has better content than the magazines everyone has been complaining about too.
--
Greg Woods.

UUCP: utgpu!woods, utgpu!{ontmoh, ontmoh!ixpierre}!woods
VOICE: (416) 242-7572 [h] LOCATION: Toronto, Ontario, Canada

5469. CONNECT YOUR OWN HARD DISK + ONE QUESTION

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 09:45:29 UTC
From: remco@tnoibbc.UUCP
Message-ID: <828@tnoibbc.UUCP>
Source record: 250768

Hello ATARI-lovers: Here are some answers and one question about hard disks.

I connected a CMI 5619 harddisk (16MB) to my 1040ST via a XEBEC S1410
controller and an ATARI host adapter board. The software I used
is: icdfmt.prg from ICD (a *VERY* nice program which may be distributed
freely) and icdboot.prg as a diskdriver.

The problem is: when I try to format a second hard disk (logical unit
number = 1 instead of 0, which is the first HD), the disk starts
formatting but when the last track is done, the formatting process
starts all over again, so partitioning is not done.
I *can* format the second disk when I strap it to be LUN=0, but I
still cannot access the disk as a second hard disk from the desktop.

Question: Is this a software problem or does it have something to
do with the ATARI host adapter board ?

Finally: anyone who is interested in how I got the first HD to work
(I also got a RODIME 204E (44MB) and a seagate ... (40MB) running)
please let me know and I can see if I can help.

Thanks in advance for your (hopefully numerous) answers.
--

Remco Bruijne USENET: remco@tnoibbc PHONE: +31 15 606437

5470. STEVIE sources wanted

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 12:10:18 UTC
From: hansteb@cs.vu.nl
Message-ID: <1388@hansteb.cs.vu.nl>
Source record: 250769
Cross-posted to: comp.sys.atari.st,comp.os.minix

Has anyone seen sources for STEVIE (a vi-clone)?
I do not know if sources have been posted or are otherwise available.
I have used version 2.13 for some time on my atari, but do not
like its occasional crashes.
Adding a "log" of typed characters may help me
to recover the text that is lost after STEVIE has died.

Please email your address if you are willing to send the sources.

Thanks in advance.

Hans Tebra, Free University, Amsterdam, Netherlands.
(hansteb@cs.vu.nl)

5471. Re: Apple Talk and Ethernet

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 14:52:34 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3555@druhi.ATT.COM>
Source record: 250770

in article <8809120250.AA29256@ucbvax.Berkeley.EDU>, BHOLMES@WAYNEST1.BITNET (Brian Holmes) says:
> I have heard about ethernet boards that connect to a MAC via the
> RS232 port, so the hardware is out there. It would just be a matter
> of writing the software to run it on an ST. I don't know very much
> about apple talk, but could you then tie a machine on ethernet into
> appletalk?

There are a couple (at least) of products out that allow you to connect an AppleTalk Network to Ethernet. If you did have an AppleTalk compatible port on the ST you could then hook it to Ethernet. Of course the ST doesn't have an AppleTalk compatible port. Apple used a Zilog SCC chip that can be run at rates as high as 1 Mega bit per second. In the Mac it is limited to about 300K bit per second data rates due to the hardware design (low clock speed and no DMA to/from the chip). AppleTalk is run at about 230K bits per second (I don't remember the exact figure). Unfortunately the ports on the ST are limited to low speeds, 19.2K baud for the serial port and 32K baud for the MIDI ports. So either you have to modify the ST serial hardware to support higher speeds or you have to add additional hardware with an AppleTalk compatible port. If you want Ethernet it is probably going to be cheaper to design something to run off the DMA bus instead of going through an AppleTalk to DMA converter.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

5472. Boycott Apple Again

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 15:25:27 UTC
From: daniel@island.uu.net
Message-ID: <358@island.uu.net>
Source record: 250771
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

A while back, when Apple decided to sue Microsoft and HP, I made
a posting with the subject "Boycott Apple". Now they've done something
that's very likely to upset a lot of people again...

They raised prices...not just a little bit, but substantially:

old new change
Mac II 3769 4869 29.1%
Mac SE 2769 3169 14.4%
Mac Plus 1799 1799 -
IIgs 999 1149 15.0%
IIgs mem exp 129 229 77.5%

I thought this was an industry where prices kept going down, and
features kept going up. On top of that, Apple is supposed to release
a new Mac on Monday. How much is *that* going to be?

In between IBM's bumbling of just about everything in sight (it's
going to be an MCA future, but wait! here's a new AT!), Apple's greed,
Atari's sort-of-ok acceptance, and Commodore shooting themselves in the
foot, the calf, the knee, etc, with mismarketing the Amiga, I just
don't know...I think I'll save up for a Sun ;-)

dan

--
DanSmith IslandGraphics 4000CivicCenterDr SanRafael MarinCo CA 94903 4154911000
daniel@island.uu.net {ucbvax!ucbcad,sun,well,unicom,mcvax!uunet}!island!daniel
415 332 FAST(h)|d: Nobodys' fault but mine| good natured infonaut, hoopy frood
George Bush: Armchair Historian, yes, president, no :-)

5473. Getting the ST cursor position

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 15:45:14 UTC
From: A-PIRARD@BLIULG11.BITNET
Message-ID: <8809131711.AA02054@ucbvax.Berkeley.EDU>
Source record: 250772

Dear Atari users,

A friend from the "Southern Belgium Fig Chapter" would like to make
an improvement to the version for the Atari ST of our Forth system.
For this, he needs know how to obtain the current cursor position on
the screen of a GEMDOS program whose filetype is .TOS or .TTP.
He has tried the VT52 cursor position report ESC n which did not work.
The method should of course not use any unreliable absolute address.

Please reply me personally, as I am not on the list.

BTW, anyone interested in this very useful and friendly Forth system
may drop me a line.

Thanks in advance.

AndrQ.

5474. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 16:15:15 UTC
From: lim@cit-vax.Caltech.Edu
Message-ID: <7946@cit-vax.Caltech.Edu>
Source record: 250773
Cross-posted to: comp.sys.mac,comp.sys.atari.st

I'm posting to clear up some possible misconceptions. I have no connection with GEnie, other than being a fairly satisfied customer.

As has been posted before, GEnie charges $5/hr for non-prime-time usage at 1200 bps. Prime-time usage (8 AM to 6 PM local time) is prohibitively expensive, at around $35/hr (I don't have this figure since it's so ridiculous). 2400 bps is $13.50 non-prime-time. On-line time is measured in minutes and seconds.

Charges are billed directly to a credit card or through a checking account debit service. Billing information for the past month (including on-line time on a daily basis) is available from a menu selection.

Downloads (from GEnie to your computer) are charged normally. Uploads (from your computer to GEnie) are free. Download protocols include text, XMODEM, 1K XMODEM, and YMODEM. Upload protocols include text, XMODEM, and XMODEM CRC.

I don't like the editor, either, so I edit off-line and upload messages. Straight text message upload is supported.

--
Kian-Tat Lim (ktl@wagvax.caltech.edu, KTL @ CITCHEM.BITNET, GEnie: K.LIM1)

5475. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 16:16:56 UTC
From: drs@bnlux0.bnl.gov
Message-ID: <617@bnlux0.bnl.gov>
Source record: 250774
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <861@viscous> sethk@sco.COM (Seth I Katz) writes:
>chatterchatterchatter<4788@saturn.ucsc.edu>chatterchatterhumtech@ucschu.ucsc.edu (Mark Frost):
>|
>| I've seen many netters refer to GEnie. I've heard of it, but am not
>| familiar with it (I get the impression it's like CompuServe - which I
>| have also never used). It sounds as if Genie would be useful to have
>| access to.
>| Ok, here's the big question - how do I get access to it? Who do I
>| contact? Is it expensive?
>
>
>The software uploaded by users is really great. This is the reason to
>join GEnie, for me.
>
>It seems to cost a lot- they take it directly from my account. You are
>charged by the minute, and although they claim they don't charge for
>download time, they do (I haven't bothered to fight this one yet- I am simply
>giving up...).

Actually, they do charge for download time (Genie -> You) but they
don't charge for upload time - you are not penalized for donating software.

I haven't used the mail since most of the people I want to talk to
are on this network, but I have downloaded a fair amount of software and
much of it is good. There are also some machine specific discussions that
are pretty good. Best of all, is that there isn't an extra charge for
1200 baud (but there is one for 2400 baud), and there isn't a minimum charge.
When you decide to drop out for a month or so, you don't have to pay anyway.

Compuserve's connect charge is at least $12.50/hr for connect time
at 1200 baud - more than double what Genie costs. (Off hours that is). From
what I've heard, the software is about the same, Atari seems to be stronger
on Genie, but Mac is stronger on Compuserve, and all of the other services -
well I don't bother using them.

Contact each and compare -

< dave

5476. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 18:16:38 UTC
From: apratt@atari.UUCP
Message-ID: <1170@atari.UUCP>
Source record: 250775
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <861@viscous> sethk@sco.COM (Seth I Katz) writes:
> they claim they don't charge for
> download time, ...

No, they claim they don't charge for UPLOAD time. That's when you GIVE THEM software. Download time (when you get software FROM THEM) is charged at the normal rate ($5/hr). Also, noncommercial GEnie subscribers can only call after 5PM local time and on weekends: the rest of the day is for GE's commercial customers, who are the primary consumers of that whole computer setup.

GEnie has 2400-baud access at a higher hourly rate (I don't know how much higher) but, of course, 2400 baud cuts your download time in half. I would recommend using 1200 baud for interactive online time; log out and call up again at 2400 baud just for downloads.

On the other hand, I've never paid for GEnie or used 2400 baud: I have a free account because I'm with a "provider" (Atari) and free accounts aren't allowed to call up at 2400. Don't get mad: if your company brings GEnie as much business as Atari does, you can get free online time, too.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5477. Re: Becoming a developer

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 19:42:45 UTC
From: c60a-1bq@e260-3f.berkeley.edu
Message-ID: <14239@agate.BERKELEY.EDU>
Source record: 250776

Okay, now we know how to become a developer. Which C compiler and assembler package do we get? Alcyon or MWC?

John Kawakami

5478. Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 20:35:35 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <5618@pasteur.Berkeley.EDU>
Source record: 250778

In article <379@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>In article <8809061721.AA27884@ucbvax.Berkeley.EDU> <Micheal Eibl> writes:

[Dying computer remarks from Germany deleted]

>
>I've been hearing this "dying computer" attitude from dealers, distributors,
>and even some magazine publishers (always the last to go) for several months,
>but I've been reluctant to say anything because I feared it would be construed
>as nothing more than an attempted stab at Atari. It isn't. It truly
>appears that Atari has played out their last hand. According to reports
>from dealers and distributors sales have fallen dramatically. Personally
>BDT sales of Atari products have dropped to 1/5 the size of 18 months ago
>(this is partially attributed to a major de-emphasis of the Atari product
>line by the company) and today Atari product sales represent less than 20%
>of BDT revenues.
>
Sorry that sales have been bad David, but what's the point?
Atari has never really pushed the ST line, and they don't
advertise, so what's changed (are your products dropping in
sales for some other reason?) If your sales from Atari Prods are
20% of revenue now, and they are 1/5 the size of 18 months
prior, does that mean 18 months ago they were 100% of your
revenue?? ISN'T THAT GOOD?? This means you're selling MORE
than Atari Products, and becoming a MORE DIVERSE, BETTER
COMPANY!!!

YES the lack of exciting PR news from Atari causes the market
to become depressed, but that's MUCH better than Atari just
talking and not releasing. In fact, hasn't Roy Good been
hinting about something new (Razzle Dazzle) on the
horizon? Something that you'd like to "Stay Tuned" for?

>BDT revenues from other areas are now financing Atari customer support. We
>will continue to support our Atari customers. But how many other companies
>have alternate sources of revenue upon which to fund Atari support? I
>bet not very many. So what's going to happen? What about the end-user?
>I think the consumer who paid hard-earned money in hopes of obtaining
>a useful computer system is the big loser here, especially those that
>have invested lots of hardware, money, and time on the ST.
>
The "consumer who paid hard-earned money" for his Atari system
is NOT a loser, he (or she) gets an excellent piece of hardware that
has a huge base of software (PD & commercial), and DOESN'T depend on
Atari for day-to-day support anyway -- just because Atari doesn't

advertise, and isn't pushing the ST line DOESN'T mean that the ST
suddenly becomes a changed machine.

Personally, I think the user who pays too much and uses his
machine for too little is a big loser, and I certainly can't
say that for ANY Atari owners I know.

>I guess in all this rambling one thing I'm trying to say is that all
>of us invested in Atari. Now what are they going to do for us? A
>long slow death is the worst for everyone, including the stock-holders.
>
"What are they going to do for us?" That's a terrible attitude!
Don't you think that YOU make a contribution to the welfare
of Atari also, and that by posting disparaging remarks just
ADDS to the DECLINE in your sales???

>It seems to me that this should be a lot more troubesome to all of us
>than whether or not they have fixed the Malloc bug.
>--
Fine, but why gripe when you can be holding constructive,
educational conversations (ex: learning about animation
techniques, and working with the system in new, neat ways).

Many ideas for new products, and implementations of many
good concepts have been given life through the net, don't
abuse it by bitching.

--Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
Atari 400/800/600xl/800xl/1200/130xe/65xe, 1040ST hacker
Sometime Berkeley Student, othertimes...
My opinions are my OWN, not necessarily Atari's

5479. Media Change Bug

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 22:01:35 UTC
From: gibson@trwrb.UUCP
Message-ID: <7896@trwrb.UUCP>
Source record: 250779

I have the media change bug on my Mega 2. (The escape key does not always update the drive A directory when write protection is enabled).

My Mega 2 is still under warranty. I am having trouble getting it repaired. Although my dealer was not aware of the problem, he replaced by drive. However, I still have the problem.
Who can my dealer talk to at Atari to get information on the media change bug? My dealer claims he talked to Atari without success. . Although my dealer is an authorized Atari dealer, he is not a knowledgeable dealer.

What is the fix for the media change bug? I thought replacing the drive would fix the media change bug.

Gregory Gibson
gibson@trwrb.UUCP
--
Gregory Gibson
{...ihnp4,ucbvax}!trwrb!gibson

5480. Multi tasking Shell suggestions??

Newsgroup: comp.sys.atari.st
Date: 1988-09-13 22:43:58 UTC
From: john@cooper.cooper.EDU
Message-ID: <1368@cooper.cooper.EDU>
Source record: 250780

Hi,

I have heard about a few different multi tasking programs that
are available for the ST. The ones I have heard of are:
MT C Shell, Gulam, OS-9 and maybe Minix.
Could anyone give me info about any or all of these programs/operating
systems? I would like to know advantages, disadvantages, manufacturers
and prices.

If there is sufficient interest I will post what I find out.

Thanks in advance.

John

John M. Barkaus at the Cooper Union, NY, NY.
INTERNET: john%cooper.cooper.edu@NYU.EDU
UUCP: cmcl2!cooper!john

5481. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 00:50:14 UTC
From: syap@cc.rochester.edu
Message-ID: <27@ur-cc.UUCP>
Source record: 250781
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <7946@cit-vax.Caltech.Edu> lim@cit-vax.UUCP (Kian-Tat Lim) writes:

*As has been posted before, GEnie charges $5/hr for non-prime-time usage at
*1200 bps. Prime-time usage (8 AM to 6 PM local time) is prohibitively
*expensive, at around $35/hr (I don't have this figure since it's so
*ridiculous). 2400 bps is $13.50 non-prime-time. On-line time is measured
*in minutes and seconds.

Last I checked, the surcharge for 2400 was $7.50 for a total of $12.50 -- it may have gone up since I rarely use 2400. This is one of my few complaints with GEnie: it costs MORE than twice as much to not-quite double your throughput. I can live with this, though, since at 1200 GEnie is the cheapest service going. Also, I think billing is rounded to the nearest hundredth of a minute, don't ask me why. As for prime-time, who needs it except the businessmen getting stock quotes? (:

*Downloads (from GEnie to your computer) are charged normally. Uploads (from
*your computer to GEnie) are free. Download protocols include text, XMODEM,
*1K XMODEM, and YMODEM. Upload protocols include text, XMODEM, and XMODEM CRC.

YMODEM support now includes YMODEM-G, if you have Microphone II.

I really enjoy GEnie a great deal. The software libraries seem well-stocked, and the special-interest roundtables are a lot more fun knowing they're only about 8 cents a minute. In fact, there's a new deal LOWERING the price of one of their most popular items: the CB simulator -- you can now sign up for unlimited use of the CB for $50/month. There really are some interesting folks on it, and I know of two CBers who are now engaged!

Disclaimer: I don't work for GEnie, I'm just a satisfied CB addict.

James

==
domain: syap@vera.cc.rochester.edu |
internet: 128.151.224.6 | "Piano is my forte" (-:
possible path: ...!rochester!vera!syap |
GEnie: FITZWILLIAM |
==

5482. Help with recieving satellite pictures!!!

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 01:31:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <880914013141.700922@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250782

A while ago I posted asking about how to recive weather radar pictures. I got a few replies (and am still checking one or two out), but have looked in all the directions given to me and haven't found any help. I tried to locate some books, but this was to no avail. I am looking for any help, many people recommended books, but didn't give titles. I asked my local Atari store sales person and he just stared back at me with a blank look. I really am interested in this. Any help is greatly apprecieated.

"Exterminate! Exterminate!"--Daleks

```
/~\-* ..............................
###--< ..............................
/***\ I'm trying to fool the line eater /*****\ he always messes up my
asci drawings
```

Aric Friesen

```
Addresses: ..................................... Genie: A.FRIESEN
..................................... ARPA:
Friesen%PCO@BCO-MULTICS.ARPA ............................
```

5483. Re: Catching up on all this Atari news

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 01:34:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <880914013414.535606@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250783

>...I was just wondering if someone could fill me in on all the ST >news
from the last three months or so.

Could somone do that for me too?

I have not been gone, and have read every transaction I recived. I
usually don't have time to check the number, I just print them and read
them. I think I must be missing some issues. (I've seen a lot of
people complaining of this problem.) I will see a reply to a message
that I never saw the first posting of (many of which look interesting).
Why do I seem to miss certain messages?

"Exterminate! Exterminate!"--Daleks

/~\-* ....
###--< ....
/***\ I'm trying to fool the line eater /*****\ he always messes up my
asci drawings

Aric Friesen

Addresses: ..... Genie: A.FRIESEN
..... ARPA:
Friesen%PCO@BCO-MULTICS.ARPA .....

5484. TOS 1.4 (new rom info.) [unofficial]

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 01:36:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <880914013622.871771@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250784

Well this is a free country, I never signed a contract I wouldn't tell, I'm not a registered developer, after all this net is for Atari info.!

This weekend I met up with someone who had TOS 1.4 (I don't no how he got it, or even his name(I was more interestead in the ROM info.)). He said that it has some nice features. He said now when you copy files, instead of just displaying how many files to go, it also displays the names of the files. He said disk I/O is increased "umpteen times" (that's a direct quote). He said he hadn't fooled around much with its internals and didn't know about internal error corrections such as malloc. He really didn't say much else but that it seemed to have many new *niceties* such as the file names being displayed as they are copied. I was in somewhat of a hurry and couldn't ask him detailed questions, he also was very anxious to offer info., but he seemed as if he hadn't worked much with it or didn't want to offer details. <<<<<<<<<<<Remember this is information from someone I don't really know, but it should be reliable..

Aric Friesen

5485. OSS (was Re: Personal Pascal Registration problem)

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 04:05:54 UTC
From: jjung@nunki.usc.edu
Message-ID: <1369@nunki.usc.edu>
Source record: 250785

In article <8809131121.AA27118@ucbvax.Berkeley.EDU> BHOLMES@WAYNEST1.BITNET (Brian Holmes) writes:
>I heard that OSS merged with or was absorbed by another company. Will
>this company be supporting OSS products. ...

If I remember correctly, ICD bought out OSS. And knowing ICD, they'll support OSS' stuff. Unfortunately, I don't have the address, anyone care to post it?

John

5486. Re: Atari fair at Duesseldorf (West Germany)

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 04:55:51 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <5633@pasteur.Berkeley.EDU>
Source record: 250786

In article <379@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>I've been hearing this "dying computer" attitude from dealers, distributors,
>and even some magazine publishers (always the last to go) for several months,
>but I've been reluctant to say anything because I feared it would be construed
>as nothing more than an attempted stab at Atari. It isn't. It truly
>appears that Atari has played out their last hand. According to reports
>from dealers and distributors sales have fallen dramatically.
>
Originally, I flamed David for his negative articles. Now I believe
he has a point. The computer store I work at during breaks has dropped ST
hardware. I'm hearing a lot of the same negative feelings that Dave is.
However, in the last month I've started hearing more good news. I'm seeing
more new products and hearing more optimistic reports on Atari products and
Atari's future. Some dealers are doing poorly, others are doing very well.
Overall, I think Atari was dying. Now they've stablised, but they still
have a long road to recovery. I don't think the ST will ever replace MS-DOS
or the Mac, but it still may have a viable future.

>--
>David Beckemeyer |
>Beckemeyer Development Tools | "Reckon the Ball's plumb open now,
>478 Santa Clara Ave, Oakland, CA 94610 | and it's `swing partner'!"
>UUCP: {rutgers,sun}!hoptoad!bdt!david |

Matt Seitz
seitz@cory.berkeley.edu

5487. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 05:27:08 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <5636@pasteur.Berkeley.EDU>
Source record: 250787

In article <5618@pasteur.Berkeley.EDU> soohoo@cory.Berkeley.EDU.UUCP (Ken Soohoo) writes:
>>
> Sorry that sales have been bad David, but what's the point?
> Atari has never really pushed the ST line, and they don't
> advertise, so what's changed (are your products dropping in
> sales for some other reason?)

As more and more time goes by without the push, more people begin to
doubt the future of the ST. This means new products aren't developed which
makes more people doubt the future of the ST, etc. It's that little
has changed which is the problem.
>
> YES the lack of exciting PR news from Atari causes the market
> to become depressed, but that's MUCH better than Atari just
> talking and not releasing.

This is damning with faint praise. Not only does Atari need to stop
making announcements too far in advance, they also need to release new products,
especially those they have been talking about for so long.

>In fact, hasn't Roy Good been
> hinting about something new (Razzle Dazzle) on the
> horizon? Something that you'd like to "Stay Tuned" for?
>
Unfortunately Neil Harris was also hinting about something new on the
horizon. I would love to see all the good things Roy's talking about, I hope
I will see them, most of the time I think I will see them. But until I can walk
into a store and buy them, they're just talk.

> The "consumer who paid hard-earned money" for his Atari system
> is NOT a loser, he (or she) gets an excellent piece of hardware that
> has a huge base of software (PD & commercial), and DOESN'T depend on
> Atari for day-to-day support anyway -- just because Atari doesn't
> advertise, and isn't pushing the ST line DOESN'T mean that the ST
> suddenly becomes a changed machine.

Unfortunately it does become a changed machine. It changes from a
promising new machine with lots of potential for growth to one which is
withering on the vine. Most people want a computer that will be able to take
advantage of tomorrow's new developments. A computer which will did task A
a year ago, does task B today, and will do task C tommorrow is a different
machine than one that does task A today and might do task B tomorrow.

A company's support is important to user's and developer's (and
developer support is important to users). A company's support gives user's
the confidence to buy the machine. This, along with company support, encourages

developer support of the machine. Develper support give's the user even more confidence to buy the machine, which encourages more developer support. Either way, a good cycle or a bad cycle begins with the manufacturer.
>
> Personally, I think the user who pays too much and uses his
> machine for too little is a big loser, and I certainly can't
> say that for ANY Atari owners I know.
>

Amen to this.

>>I guess in all this rambling one thing I'm trying to say is that all
>>of us invested in Atari. Now what are they going to do for us? A
>>long slow death is the worst for everyone, including the stock-holders.
>>
> "What are they going to do for us?" That's a terrible attitude!

> Don't you think that YOU make a contribution to the welfare
> of Atari also, and that by posting disparaging remarks just
> ADDS to the DECLINE in your sales???
>
What's so terrible about this? Isn't it usual to expect a company to help the customer, whether he be a user or a developer. I'm sure David is aware that negative comments may affect sales. However, in the long run, being honest about a company's problems as well as it's strengths makes your opinion worth hearing. Ignoring the problems won't make them go away. Support has to work both ways.

>>--
> Fine, but why gripe when you can be holding constructive,
> educational conversations (ex: learning about animation
> techniques, and working with the system in new, neat ways).
>
> Many ideas for new products, and implementations of many
> good concepts have been given life through the net, don't
> abuse it by bitching.

There's room on the net for both, and David has provided both help and criticism. Pointing out problems in the hope of prompting a solution is not "bitching."
>
>--Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
> Atari 400/800/600xl/800xl/1200/130xe/65xe, 1040ST hacker
> Sometime Berkeley Student, othertimes...
> My opinions are my OWN, not necessarily Atari's

Matthew Seitz
seitz@cory.berkeley.edu

5488. Re: Animation Topics

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 06:56:26 UTC
From: leo@philmds.UUCP
Message-ID: <802@philmds.UUCP>
Source record: 250788

In article <8809100453.AA01878@TIS.COM> dmb@TIS.COM (David M. Baggett) writes:
[much good stuff deleted...]
> It is true that you can change the screen pointer "by hand" by changing
>a location in page 4. Unfortunately this doesn't produce very nice
>results (Setscreen works better than any hack I've seen).
> Setscreen doesn't cause any delay at all. The call returns immediately.

Yes, unless it also sets the resolution; then it will wait for a VBL.

>However, if you change the physical screen base with Setscreen, the change
>won't _take effect_ until the next vertical blank. In other words, the

No. The physical screen base *IS* set immediately by Setscreen (by storing
values at 0xff????), as is the logical screen. If you want to have the
phys. screen address changed whilst in the VBL you have to set a long in
the system variables (not the logical base, of course), because the code to
set the physical screen is there (like you said). Or add a VBL routine
that does something similar (not very productive).

I don't know what the official documentation says about the subject, but
both the RAM TOS and the old ROMs behave in the manner I just described.
I quote myself (part of an article, I believe even the same subject).

------------------------------ S t a r t s h e r e ------------------------
I've got a copy of the book '3D Grafik Programmierung' from Data Becker.
It suggests that SETSCREEN swaps at vbl time. ***THIS IS NOT TRUE!!!***
(maybe you got the same impression). SETSCREEN does not wait for vbl
to set the screen(s); only if you also change the resolution it will wait
for vbl.
There's another 'know-it' about vbl:
You *CAN* set the screen at vbl time; this however sets logical and
physical screen to the same value (not suitable for your application).
The way to do this is: enter the new screen base into the system
variable screenpt ($45e). At vbl time the screens will be set then (I
think you have to refill it with 0 to avoid having it set all the
time).
------------------------------ E n d s h e r e ------------------------

If you want to use the vbl screen change, the way to go seems:
1) set screenpt to your new screen value.
2) wait for a vertical blank (either by the XBIOS call or by checking
for instance the logical base pointer against the new screen value).
3) enter 0 into screenpt to avoid having screens set at the next vbl.
4) set the logical base pointer to the correct value (it has been
changed by the vbl).

Leo.

5489. /pddir

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 08:04:18 UTC
From: SASS2@CALSTATE.BITNET
Message-ID: <8809140812.AA17554@ucbvax.Berkeley.EDU>
Source record: 250789

```
/pddir mail pd:<info-atari>*.* (uue
```

5490. Re: New Vesion of AstroCal

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 09:24:44 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <606@laura.UUCP>
Source record: 250790

In article <3553@druhi.ATT.COM> terrell@druhi.UUCP (TerrellE) writes:
>If there is sufficient interest, I'll post the lastest version (1.5) of my
>AstroCal program.
>
>New Features:
>
>1. Much (~5 times) Faster Calendar Generation
>2. Planet Rise/Set Report
>3. Planet Perihelion and Aphelion Report
>4. Date of Easter Report
>5. Bug Fixes

AstroCal is a quite interesting program although the speed is
more than boring. If the new version is really five times
faster as you announce it might get into a usable state. But
before you post it: Please add a feature to write the output on
a file!

Rainer Klute

+--------------------------+---+
Rainer Klute	klute@trillian.irb.informatik.uni-dortmund.de
University of Dortmund	UUCP: klute@unido.uucp
Dept. of CS	(...uunet!mcvax!unido!klute)
P.O. Box 500500	BITNET: klute@unido.bitnet
D-4600 Dortmund 50	
+--------------------------+---+
| Federal Republic of Germany |
+---+

5491. Re: Signum anyone !

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 09:43:29 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <607@laura.UUCP>
Source record: 250791

For those of you who are interested in Signum! and want more
info here is the developer's address:

Application Systems Heidelberg
Postfach 102646
D-6900 Heidelberg
West Germany

Tel. (+6221) 300002

Disclaimer: I have no relations to the above firm except as a
very satisfied customer.

Rainer Klute

```
+--------------------------+-----------------------------------------------+
| Rainer Klute | klute@trillian.irb.informatik.uni-dortmund.de |
| University of Dortmund | UUCP: klute@unido.uucp |
| Dept. of CS | (...uunet!mcvax!unido!klute) |
| P.O. Box 500500 | BITNET: klute@unido.bitnet |
| D-4600 Dortmund 50 | |
+--------------------------+-----------------------------------------------+
| Federal Republic of Germany |
+-------------------------------------------------------------------------+
```

5492. Re: New Vesion of AstroCal

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 12:45:23 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1827@water.waterloo.edu>
Source record: 250792

In article <3553@druhi.ATT.COM> terrell@druhi.UUCP (TerrellE) writes:
>If there is sufficient interest, I'll post the lastest version (1.5) of my
>AstroCal program.
>
>New Features:
>
>1. Much (~5 times) Faster Calendar Generation
>2. Planet Rise/Set Report
>3. Planet Perihelion and Aphelion Report
>4. Date of Easter Report
>5. Bug Fixes

I enjoyed this program. It sent me right away to the library to
find a map detailed enough to give me my coordinates to one one
hundredth of a degree.

Sure, I would be interested!

Thanks, Eric.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

5493. Re: OSS (was Re: Personal Pascal Registration problem)

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 12:50:17 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3487@ihlpe.ATT.COM>
Source record: 250793

>
> If I remember correctly, ICD bought out OSS. And knowing ICD, they'll
> support OSS' stuff. Unfortunately, I don't have the address, anyone care to
> post it?
>
ICD did buy out OSS and merge their products together. They are supporting
both the 8bit and ST line of exOSS products. Their address is:

ICD, Inc.
1220 Rock St.
Rockford, IL 61101

ICD puts out a very nice catalog describing all their products and you can
get a free copy by writing or calling their order number (815)-968-2228.
This number is also their technical support number and is in operation
Monday - Friday, 8AM to 5PM CDT.

You can also request a catalog via their BBS if you want (that is how I got
mine) and they have an excellent SIG called ASK ICD where one of the sysops
is pretty quick at coming back with an informed answer. The BBS is 24 hr/
7 days and the number is (815)-968-2229. Baud rate is 300 - 9600.

Hope this helps...

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

5494. Re: Help with receiving satellite pictures!!!

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 13:06:39 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1828@water.waterloo.edu>
Source record: 250794

In article <880914013141.700922@PCO-MULTICS.HBI.HONEYWELL.COM>
Friesen%PCO@BCO-MULTICS.HBI.HONEYWELL.COM writes:

> .... Any help is greatly appreciated.

Write to magore@watdcsu with your questions. He has done it.
One of these addresses might work:
magore@watdcsu.bitnet
magore@watdcsu.waterloo.edu
magore@watdcsu.UWaterloo.CA
...!uunet!watmath!watdcsu!magore

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

5495. Re: Atari fair at Duesseldorf (West Germany)

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 13:52:12 UTC
From: trb@stag.UUCP
Message-ID: <589@stag.UUCP>
Source record: 250795

WARNING! My responses have only good things to say about the ST, so
you Atari Haters (either the machine or the company) out there may
wish to hit the 'n' key now...

In article <379@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>I've been hearing this "dying computer" attitude from dealers, distributors,
>and even some magazine publishers (always the last to go) for several months,
>but I've been reluctant to say anything because I feared it would be construed
>as nothing more than an attempted stab at Atari. It isn't. It truly
>appears that Atari has played out their last hand.

And it could simply be that 1) May-September is a horrible selling
time for computers and software anyway, 2) a lot of people are playing
a wait-and-see game on things like the 68030 machine (or a drop in
price in RAM which may drop the price of the Mega...), and 3) there is
so much GOOD PD/Shareware software for the ST that it may really
appear to be a dying computer from the point of view of a software
developer trying to make a living off of the computer.

>I think the consumer who paid hard-earned money in hopes of obtaining
>a useful computer system is the big loser here, especially those that
>have invested lots of hardware, money, and time on the ST.

Fooey. I've wasted more money on IBM PC's and Mac's than I ever could
on my ST (or Amiga for that matter). A lot of us, early on, put $3000 plus
into an IBM PC that within years was worth less than $800. I also
bought a Mac that became worthless at an even more alarming rate as
Apple nickle and dimed me with their upgrades (128K->512K->???
actually cost more than the original Mac ($1900). The IBM PC lost its
appeal with its 64K limitations and the increasingly buggy software
that started coming out from companies like Borland, Microsoft, etc
(it almost seemed to be becoming a fad as to who could rush out their
product first and still get away with supplying the user with the most
bugs). And the Mac was just too slow and messy to develop code on (and
still be able to remember how to write code on Unix systems).

From the home user point of view, I still think the ST is best, since
it is cheap, has great games :-), has better quality PD software in
most areas than the IBM PC or the MAC, can integrate better with
'other' disk formats (and OS's) that the users may be using at work,
and is very easy for the novice user to 'learn' to program on (via
fast but simple languages like GFA Basic.) Note I haven't said
anything 'nasty' about the Amiga...I like the Amiga, but it was always
just a little behind (about 6 months to a year) the ST in the areas
I was interested in (languages, ports of PD packages, certain games,
etc). Plus when I got rid of the Amiga, I still had to deal with

having to have three OS's within reach depending upon which game or application I wanted to run...which I hear isn't a problem any more.

>It seems to me that this should be a lot more troubesome to all of us >than whether or not they have fixed the Malloc bug.

I agree, specially since I have never really seen how the 'Malloc' bug has really prevented me from doing anything on the ST as a developer. I have never lost any sleep over it or even seen the problem when using MWC. I actually have wasted more time in the other mundane bugs (like having to put character eater loops into my code to handle users that like to hold a scroll key down...else bconin bombed).

-Todd Burkey "a member of STdNET - The ST developers' Network" trb@stag.UUCP -> to join, mail to ftg!dwm@stag.UUCP <-

5496. "Dying computers" (was Re: Atari fair at Duesseldorf)

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 15:05:27 UTC
From: rjung@sal21.usc.edu
Message-ID: <1372@nunki.usc.edu>
Source record: 250796

In article <5633@pasteur.Berkeley.EDU> seitz@cory.Berkeley.EDU.UUCP (Matthew Eric Seitz) writes:
> [Lots of stuff about "Dying computer" attitude and Atari]
>
> Originally, I flamed David for his negative articles. Now I believe
>he has a point. The computer store I work at during breaks has dropped ST
>hardware. I'm hearing a lot of the same negative feelings that Dave is.
>However, in the last month I've started hearing more good news. I'm seeing
>more new products and hearing more optimistic reports on Atari products and
>Atari's future. Some dealers are doing poorly, others are doing very well.

Just a theory, but maybe the "dying computer" paranoia(?) was brought about by Atari's transition from "announce it as soon as we make it" to "no announcements before its time"? There would be a dead period, where no new products are being announced and all of the old promises are still fresh in our memories -- Maybe this caused the "dying" fears...

>Overall, I think Atari was dying. Now they've stablised, but they still
>have a long road to recovery.

Funny, I never thought Atari was "dying" (at least post-Tramiel B-). A period of inactivity, yes, but not dying. But then, I'm looking at things from an end-user point of view. In fact, it seems like things are starting to get more exciting -- The laptop ST, the Epson/Postscript emulators for the Laser, the CD-ROM... But where's the ABAQ and Atari-UNIX? B-)

> I don't think the ST will ever replace MS-DOS
>or the Mac, but it still may have a viable future.

Who knows? A little luck, a lot of PR, and a miracle may happen B-). Heck, if a bunch of PC-clone-makers can challenge IBM's PC standard, why not Atari?

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
###
Mailing address: Beats me, just reply to this message ### ### ###
(rjung@sa132.usc.edu?) ### ### ###
#####

5497. Re: Atari CD players

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 15:11:44 UTC
From: wheels@mks.UUCP
Message-ID: <505@mks.UUCP>
Source record: 250797

In article <8809130729.AA23890@ucbvax.Berkeley.EDU>, UUCJEFF@ECNCDC.BITNET writes:
> I understand the Atari CD players are going to be both audio and data.
> Will it be possible to read the information off Audio CDs as data?

What about the other way 'round? Given a WORM drive (I guess one could be connected to the SCSI interface) can one write a CD which will play on an audio machine? I wouldn't mind archiving some of my old 45's. I know they would still sound like an old 45, but at least they wouldn't get damaged any further.

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

5498. Re: HARD DISK: HELP OFFERED AND WANTED

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 15:40:24 UTC
From: bms@bdt.UUCP
Message-ID: <382@bdt.UUCP>
Source record: 250798

The problem that you are having might be caused by the Xebec 1410 controller. The 1410 only handles two drives with the same parameters, i.e. heads, cylinders, seek rate, and etc.. This is not the case with the Adaptec ACB-4000 controller which will handle two different hard drives. Also I might add the Adaptec is faster with its 1:1 interleave than the Xebec's 1:3. The Atari host adapter could also be your problem. Atari host adapters do not pass back SCSI/SASI status(error) codes properly. This causes hard disk boot software to install "phantom" drives on the system. To get around this problem ICD's software only installs one hard drive on Atari host adpaters. I hope this helps you and other people on the net.

We have received numerous Usenet letters to us in the last months, but do to one thing or another I seem to get most of my mail sent back. If you need some information from us please send us a postcard. Do to our move (yeah!!) we have a P.O. box for correspondence.

Vance Chin Berkeley Microsystems
P.O. Box 20119
Oakland, CA 94620

5499. Ram Disk greater than 999k

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 16:29:03 UTC
From: gibson@trwrb.UUCP
Message-ID: <7902@trwrb.UUCP>
Source record: 250799

I have a Mega 2. How can I create a Ram Disk greater than 999k?
Can I use Eternal2 to create a Ram Disk greater than 999k?

Gregory Gibson
gibson@trwrb.UUCP
--
Gregory Gibson
{...ihnp4,ucbvax}!trwrb!gibson

5500. This "Dying ST" nonsense

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 17:25:10 UTC
From: actor@percival.UUCP
Message-ID: <1364@percival.UUCP>
Source record: 250800

I don't know where this "The ST is a dying computer" bull is coming from, but it certainly isn't the case around here. Our ST sales are as brisk as ever, hampered only by the fact that we can't get enough 1040's to meet the demand!

David Beckemeyer claims that ST sales are now only 20% of BDT's business. I submit that that's because, powerful as they are, BDT's products are a pain in the gluteus maximus to use. I mean, we're talking about a machine with a windows-mouse-icons interface here. Most ST buyers are looking for programs that DON'T require a command-line interface or a lot of manual-reading to use. Yeah, I know that's not the case with a lot of the ST users on the net, but we AREN'T typical ST users. I sell the things; I see who buys them. And I have to teach these people things you'd think your average cocker spaniel would intuitively grasp, day in and day out.

Atari has found their market. The great silent majority. The same folks who voted for Reagan, read The Enquirer, and made The Gong Show a hit. There's a lot of them out there...

(Sorry if I sound bitter, I just get tired of working with the brain-dead.)

--
Clif Swinford
"This is not a dress rehearsal. It's a f***ing audition!"
..!tektronix!reed!percival!actor fnord

5501. Re: Memory Allocator - who wants it?

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 17:37:56 UTC
From: david@bdt.UUCP
Message-ID: <383@bdt.UUCP>
Source record: 250701

I wrote a malloc (with an lmalloc too) a long, long time ago and
posted it to Compuserve (I think it's still there). I used it for
several years. If there is interest I'll post it to comp.sources.atari.st.

Or if individuals want it, I'll e-mail it to them.

--
David Beckemeyer | E-mail: david@bdt.UUCP
Beckemeyer Development Tools | {ames,clyde,decwrl}!pacbell!hoptoad!bdt!david
478 Santa Clara Ave. | ucbvax!ucsfcgl!hoptoad!bdt!david
Oakland, CA 94610 | uunet!lll-winken!gethen!bdt!david

5502. Mailing List

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 18:51:11 UTC
From: glk280@uxf.cso.uiuc.EDU
Message-ID: <8809141851.AA05424@uxf.cso.uiuc.edu>
Source record: 250702

Could you place moi glk280@uiucuxf on your mailing list?

Thanx.

5503. Re: Boycott Apple Again

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 19:25:27 UTC
From: mtr@mace.cc.purdue.edu
Message-ID: <626@mace.cc.purdue.edu>
Source record: 250703
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

> In between IBM's bumbling of just about everything in sight (it's
> going to be an MCA future, but wait! here's a new AT!), Apple's greed,
> Atari's sort-of-ok acceptance, and Commodore shooting themselves in the
> foot, the calf, the knee, etc, with mismarketing the Amiga, I just
> don't know...I think I'll save up for a Sun ;-)

After cleaning up Sun's code, dealing with thier equipment et al ...
I would not recommend a Sun to my worst enemy. They have had some
good ideas, but thats about it.

mtr

5504. argc and argv with gem

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 21:12:39 UTC
From: cochrane@spot.Colorado.EDU
Message-ID: <3441@boulder.Colorado.EDU>
Source record: 250704

How does one go about writing a GEM program that will accept arguments to main via argc and argv? I'm using Mark Williams C and when I try to use argc and argv with a GEM program the program bombs.

Thanks for any help,
Jim Cochrane

5505. IBM Disk Interchange Problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 23:07:53 UTC
From: schuster@dasys1.UUCP
Message-ID: <6455@dasys1.UUCP>
Source record: 250705

Anyone want to take a stab at this perplexing hardware problem?

HARDWARE:
-520ST with 1MB upgrade.
-A: drive - original double-sided SF314 (Epson mechanism).
-B: drive - TEAC FD55BV 40-track 5.25" (IB Drive)
-Compaq 386 clone with 720K/1.44M 3.5" drive
-Both Atari disk drives run at 300 rpm (+/- 0.5) and seem to be in good alignment as evidenced by easy interchangeability of disks with other Atari users, even with extended disk formats. The PC drive has no trouble with inerchange of even 1.44 MB disks with other AT users.

SOFTWARE:
-pc-ditto configured for 3.5" A: drive and 5.25" B: drive; name your DOS.
-TOS, 4/22/87 version, with verified pokes applied to change drive B: step rate to 6 ms (I've tried it with 12, too).

SYMPTOMS:
-5.25" B: drive works fine for minutes to an hour or so, depending on degree of activity. Suddenly it refuses to read or write reliably; DOS reports "drive not ready"; TOS reports "the data on drive B: may be damaged". Has happened during disk copy operations, so I can verify it's affected both inner and outer disk tracks on the first sign of trouble.
-3.5" A: drive works _perfectly_ in Atari mode. However, if the Atari writes to an PC-formatted disk past track 65 or so, a PC then has trouble reading the disk past that point. The Atari has _no trouble_ reading all 80 tracks of a disk formatted on the PC, but once it writes to that disk past track ~65, the PC can no longer read it.

WHAT I'VE TRIED:
-Swapped cables: Oh, come on. You have to ask?
-Clean the heads: Yes, and inspected them with a mirror to be sure.
-Tried the IB drive on someone else's Atari: Cannot reproduce the 5.25" problem, even after hours of testing.
-Tried the IB drive mechanism on my PC: Yep, it works 100%
-Tried the Epson 3.5" mechanism on my PC: Yep, that works too.
-Tried a different 3.5" drive on the Atari: Well, my original B: drive is another SF314. Same problem, same starting track #.
-Looked for thermal problems: Nothing gets especially hot. Yet, the time-related start of this 5.25" stuff sure makes me THINK something is overheating.

WHAT I SUSPECT:
I know the Atari disk controller setup is a total kludge, what with unbuffered select lines coming off a SOUND CHIP and all. It sure

sounds to me like it's a wee bit flaky but I have no way to test it.
I've also hear things about write precompensation on diskette drives
too, and wonder if the track 65 stuff might have something to do with
that. Any of you disk drive mavens care to lend a hand? Thanks!
--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

5506. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-14 23:41:14 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <1579@tahoe.unr.edu>
Source record: 250706

In article <5618@pasteur.Berkeley.EDU> soohoo@cory.Berkeley.EDU.UUCP (Ken Soohoo) writes:
>In article <379@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>>In article <8809061721.AA27884@ucbvax.Berkeley.EDU> <Micheal Eibl> writes:
>
>[Dying computer remarks from Germany deleted]
>
>>
>>I've been hearing this "dying computer" attitude from dealers, distributors,
>>and even some magazine publishers (always the last to go) for several months,

It is a pity that there is not a bigger push in marketing the
ST's and MEGA's as OFFICE machines !

I have an XT (clone) in my office, a 1040ST and a second 1040 at
home. I NEVER turn on the XT anymore. The ST is BETTER SUITED TO
MY USES! I use it as a workstation on a SUN 3/280- with the ST I
can use the best comm pgm I have ever found (UNITERM- pd), I can
compile C, FORTRAN, or PASCAL, spreadsheets, wordprocessing....
just like a MAC+ or XT but faster!

In fact with the release of SPECTRE 128 I expect to not only
beat a MAC+ in performance BUT WHILE RUNNING MAC SOFTWARE!!

IS THIS VALUE OR WHAT!

Others in my office opted for MAC+- you
should hear their complaints about memory shortage when trying
to use a WORDperfect, etc.

Say what you will about atari or the ST it is the best buy I
could find! Knowing what I do about my ST - if I heard atari
would close shop tomorrow I would rush to a dealer today because
the 1040ST DOES SO MUCH FOR THE PRICE!!!!!!!

<flame on>
But please, someone bring European hardware/software business
products over to the US!!!
ethernet , TeX and many other goodies await if only someone
(like atari) would push this or the mega hard in the US as a
sensible alternate office machine !!
<flame off>
Thats my 2cents. If I offend any MAC owners dont write- I love
MAC software I just dont love the MAC price all that well. As
for the XT ditto....
|Mike Whitbeck | |
|Desert Research Inst. | mikew@wheeler.wrc.unr.edu |

|POB 60220 | |
|RENO, NV 89506 | 702-673-7348 |

|Mike Whitbeck | |
|Desert Research Inst. | mikew@wheeler.wrc.unr.edu |

5507. For Sale: Supra Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 00:26:03 UTC
From: langbein@topaz.rutgers.edu
Message-ID: <Sep.14.20.26.01.1988.16698@topaz.rutgers.edu>
Source record: 250707
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

```
This is for a friend.....

FOR SALE:

SUPRA 20 MEG HARD DRIVE
- Original Packing
- Documentation
- Software
- Cables
Set up for operation on an ATARI ST.
6 Months old.... Works Great!!!
Selling to buy larger capacity drive...

Price: $500 or Best Offer

Call direct on Bulletin Board.

Hacker's Hotline: (201)-390-9782 300-1200-2400 baud

Leave Private message to sysop or Drust
----- -----

============================================================
- John Langbein
--
------------------------------------------------------------------------
ARPA: langbein@topaz.rutgers.edu UUCP: !rutgers!topaz!langbein
QUOTE: "Holy Cow!" - The Scooter DATA PHONE: 1-<201>-390-9782
DISCLAIMER: Why? I don't know, and he's on third.
------------------------------------------------------------------------
```

5508. ICD/OSS Info

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 02:07:46 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1102@fredonia.UUCP>
Source record: 250708

Since there is some interest,here is some info from the ICD Product Catalog
for 1988-89:

"In January 1988,ICD and OSS merged lines under the ICD banner,with the
headquarters located in Rockford,Illinois. There,ICD will continue to publish
OSS products and provide users with top-notch support in the same tradition
that has made both ICD and OSS respected leaders in the Atari community."

They go on to say that if you have any questions about upgrades and new
products,call first for "up to the minute" information. The address and
phone number is:

ICD,Inc.
1220 Rock Street
Rockford,IL 61101

(815) 968-2228 (8AM-5PM,voice)
(815) 968-2229 (24 hour BBS,300-9600 baud)

Disclaimer:I am not affiliated with ICD/OSS; Just answering a question
from the net.

--
/ / |\ | / / | / : Marty Saletta @ Fredonia,NY----------
/ __ /__ | \| /__ / | / : Atari ST,New York Yankees,bloody Who,
\ / \ | | \ \ | \ : Toronto Maple Leafs,Pink Floyd,Fripp,
\/ \ | | \ / | / : ELP,Yes,CZ-1,Mad Max,and hi Lorie!!!

5509. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 02:28:38 UTC
From: izumi@violet.berkeley.edu
Message-ID: <14301@agate.BERKELEY.EDU>
Source record: 250709
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <626@mace.cc.purdue.edu> mtr@mace.cc.purdue.edu (Miek Rowan) writes:
>
>> don't know...I think I'll save up for a Sun ;-)
>
>After cleaning up Sun's code, dealing with thier equipment et al ...
>I would not recommend a Sun to my worst enemy. They have had some
>good ideas, but thats about it.
>mtr

Now, could you be more specific. Really, I am quite interested in
what you saw. I've only heard praises about Suns and thinking
about getting a few ourselves for our lab.

Izumi

5510. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 03:05:50 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <406@stag.math.lsa.umich.edu>
Source record: 250710
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

You might start by reading the sun-spots digest - you'll see enough bug reports to make your eyes bug out. Just as the most trivial of problems, you might wonder at the coined phrase (sorry, I forget who I'm stealing this from) "the connector is the network."

Lots and lots of problems, no single one of which renders a Sun totally unusable, but altogether adding up to too many headaches. Bad network support, flaky network services, etc. etc. etc... For a company whose motto is "the network is the computer" it's pretty disgusting how poorly their network software runs.

[disclaimer - these are my own personal opinions, and don't reflect anything about anyone else anywhere else in the world, as far as I know, employers included...]

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

5511. Re: This "Dying ST" nonsense

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 03:50:07 UTC
From: gp@ohsu-hcx.UUCP
Message-ID: <88@ohsu-hcx.UUCP>
Source record: 250711

In article <1364@percival.UUCP> actor@percival.UUCP (Clif Swinford) writes:
>I don't know where this "The ST is a dying computer" bull is coming from,

I think it's coming from Apple and places like that. I'm sure that they would like the world to believe that the ST is dying and or died. I don't see that at all.

>David Beckemeyer claims that ST sales are now only 20% of BDT's business.
>I submit that that's because, powerful as they are, BDT's products are a
>pain in the gluteus maximus to use.
I agree. David has written a good set of programs but I think he is ahead of the ST group. The other point is so what. I have look at his stuff and I don't think it meets my needs. DBT products do not have a lock on the ST world so they do not represent the state of Atari.

>Atari has found their market. The great silent majority. The same folks
>who voted for Reagan, read The Enquirer, and made The Gong Show a hit.

Now this makes me mad. I read the Oregonian, watch the Love Connection and voted for Mickey Mouse. (I think he won)

--
If at first you don't succeed, try, try again. *
Then quit. There's no use being a damn fool *
about it. * Glen Plam

5512. Re: "Dying computers" (was Re: Atari fair at Duesseldorf)

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 06:46:15 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <5683@pasteur.Berkeley.EDU>
Source record: 250712

```
In article <1372@nunki.usc.edu> rjung@sal21.usc.edu (Robert allen Jung) writes:
"
"In fact, it seems like things are starting to get
"more exciting -- The laptop ST, the Epson/Postscript emulators for the Laser,
"the CD-ROM... But where's the ABAQ and Atari-UNIX? B-)
"

Where indeed? Announcements are still interesting, but no longer
exciting. Delivered products, such as TOS 1.4 seems to be, are exciting.

" Heck, if a bunch of PC-clone-makers can challenge IBM's PC standard, why not
"Atari?
"
How did the clone makers challenge IBM's standard?
"
" --R.J.
" B-)
"
" ---------------------------------------------------------------------------
" Disclaimer: These are my views, and mine alone.
" # ## #
" Mailing address: Beats me, just reply to this message # ## #
" (rjung@sa132.usc.edu?) ## ## ##
" ##### ## #####

Matt Seitz
seitz@cory.berkeley.edu
```

5513. Reading the clock of the BMS 1000 host adaptor

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 06:57:43 UTC
From: meulenbr@cstw01.UUCP
Message-ID: <245@cstw01.UUCP>
Source record: 250713

Hi!

I own a BMS 1000 host adaptor which connects my hard disk to my ST.
This adaptor has an onboard real time clock.

BMS supplies a program for the auto folder to initialise the system
clocks. Quite conventient.

However, since I boot a different operating system every once in a
while, I'l like to write a program with the same functionality for that
system.

Has anybody any idea how to read out the BMS clock? (or perhaps a piece of
code to do so ??).

Many thanks

--
Frans Meulenbroeks
Centre for Software Technology
...!mcvax!philmds!prle!cst!meulenbr or ...!uunet!prlb2!cst!meulenbr
or perhaps meulenbr@cst.prl.philips.nl

5514. Strange '-s' flag behavior in the GNU linker ?

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 08:59:17 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8809150858.AA16391@ucbvax.Berkeley.EDU>
Source record: 250714

I have found what is not quite a bug, but a somewhat annoying feature in the GNU C linker. It seems that the '-s' flag does exactly the opposite of what I think it should do. If you don't specify '-s', the linker appends a symbol table to the executable, if you do specify it, no symbol table is produced.

This means that to make executables without symbol tables, one cannot use GCC, but has to invoke everything manually. Also, all the executables from the GNU package themselves have quite big symbol tables. Removing them would save several KB, which might help people suffering from storage/memory shortages.

Anyway, thanks to John for his impressive work !

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

5515. AstroCal Printing Problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 13:21:21 UTC
From: terrell@druhi.ATT.COM
Message-ID: <3571@druhi.ATT.COM>
Source record: 250715

I have received a couple of letters from people having difficulty getting AstroCal to print to a printer...

For the calendar and all of the reports, when you get the dialog box asking you for the date of the calendar or report, there is a button marked PRINTER. If you select this button with the mouse the output should go to the printer. This is the case with the first version of the program that I posted and the new version also.

If this doesn't work, please let me know.

Eric Terrell

5516. Genie vs. CompuServe

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 13:32:00 UTC
From: brantly.henr@XEROX.COM
Message-ID: <880915-063322-2337@Xerox>
Source record: 250716

This is strictly my own opinion.....

I've been using CompuServe for approximately 2 years, and have been, for the most part, quite satisfied with the services provided. I have however experienced some difficulty in communicating at 1200 baud (occassional trash characters).

The current rates for CompuServe are $6 per hour @ 300 baud, $12 per hour @ 1200 baud. (Because of my 1200 baud problems I've been doing almost all of my stuff at 300 SLOW, SLOW baud.)

Several months ago I saw an advertisement for Genie and decided to give it a try. Rates (non-prime time; that's the only time I use it anyway) are $5 per hour for both 300 & 1200 baud. The initial sign-up fee is $29.95 (but you get 2 free hours worth $10).

Impressions of Genie from an ole CompuServe user:

(1)

Wow! The ST roundtable is great! I expected less, but there appears to be not only more stuff, but there appears to be newer stuff than CompuServe!

(2)

The Genie menus make the CompuServe (new) menu structure look pretty sick. To me, it's MUCH easier to get around on Genie than Compuserve.

(3)

In the ST roundtable on Genie, when you go the ST libraries, you can search ALL libraries at once! [ever had the problem where you wanted to find a file, but didn't know where to look?]

(4)

I can talk to Genie @ 1200 baud error free! Don't ask me why, but I can now talk at 1200 baud error free for $5 per hour, vs $12 per hour on CompuServe with trash.

Genie is owned/operated? by General Electric. When I signed up they gave me a personal phone call to verify my order. They had a "free" genie intro manual to me in 3 days! They had a large "free" users manual to me in a week!

Genie doesn't seem to have, as of yet, a large amount of business "stuff" like CompuServe, but I don't ever use it anyway. They do have Shopping (alot of the same businesses as CompuServe), Computer roundtables, airline reservations, etc..... (a LOT of stuff I haven't looked into yet, I'm having too much fun on the ST roundtable).

A clarification here, a Genie "RoundTable" is the equivalent of a CompuServe "Forum".

Anyway, Genie has won me over, I would definately recommend that individuals give it a test flight to see for themselves.

I am in no way associated with CompuServe or Genie, I don't have time for another job!

Dennis.....

Brantly.Henr@Xerox.Com
Rochester, NY

5517. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 13:51:46 UTC
From: drs@bnlux0.bnl.gov
Message-ID: <620@bnlux0.bnl.gov>
Source record: 250717
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <406@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>You might start by reading the sun-spots digest - you'll see enough bug
>reports to make your eyes bug out. Just as the most trivial of problems,
>you might wonder at the coined phrase (sorry, I forget who I'm stealing
>this from) "the connector is the network."
>
>Lots and lots of problems, no single one of which renders a Sun totally
>unusable, but altogether adding up to too many headaches. Bad network
>support, flaky network services, etc. etc. etc... For a company whose
>motto is "the network is the computer" it's pretty disgusting how
>poorly their network software runs.
>

I wasn't going to respond to this figuring that there would be a
huge response from Sun users, but since it wasn't posted to the sun newsgroup
I'll put in my $.02 worth.

I've had a Sun on my desk for 4 years now, and my department has
about a dozen. Schools by us have Sun's by the 100's. Compared to other
machines, Sun's software is top notch and we frequently use the sun's to
monitor our networks. I really think that Howard's opinions are in the
minority viewpoint. So much so in fact, that it would be interesting to
find out what he *would* recommend to his worst enemies as an alternative.

< dave stampf

5518. more on CD stuff

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 13:52:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8809151442.AA22918@ucbvax.Berkeley.EDU>
Source record: 250718

In the current issue of Computer Music Journal, there is mention of audio amplifiers with digital input so you can use there 4 times oversampling DACs. This intrigues me. What is the format for this digital interface. Could one possibly send digital information through the DMA port and use the ST as a sampler?

Jeff Beer, UUCJEFF@ECNCDC.BITNET

5519. Don't Bash (was Re: Boycott Apple Again -- Now about Suns)

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 14:14:19 UTC
From: davis@clocs.cs.unc.edu
Message-ID: <4210@thorin.cs.unc.edu>
Source record: 250719
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

Sorry for the gross cross posting, but I have no idea in which group
the germain posting originated. Note Followup-to.

In an article (Somebody) writes:
> ... [some Sun Bashing]

Come on Guys. You will bash anything. But let's not bash the good
guys without reason.

Yes, there are some problems reported about Sun, but name another
company that come even close in competing. (I can name a couple I
would like to see compete, but Sun is now a BIG company.)

Yes Sun's software is buggy. But not very. SunOS is administered by
one fulltime person at our site of almost 100 Suns. This is compared
to the three required to maintain 6 BSD 4.2 Vax systems three years ago.
If you want to talk about buggy, let's discuss OS 360, any release less
than 15. I seem to think MS/DOS 2.0 was bad, also, but I didn't have
intimate experience.

Would you rather buy from DEC (which had the goal of lowering the price
per MIPS to $40,000 in 1988 {10 times the SUN goal}). Basically Sun
has maintained about a 2 to 1 price performance advantage over the big
competition and continued to introduce new and improved products (like
NFS (which everyone liked) and NeWs (which wasn't so great) and SunOS
4.* which is so major a change that we won't appreciate it for years).
A recent posting in SunSpots indicated that Suns price/performance for
software maintenance was also about twice as good as DEC's.

So far Sun hasn't sued anybody. (How many companies has Apple forced
to cripple their product or sued out of the business? I have lost
count.)

Yes, you can critize some of the things that Sun does, but bashing
(implying that it is a bad company and you should not consider buying
their products) should be reserved for companies with questionable
business ethics (like suing the competition our of business because
they have a better product).

By the way, I have offered several examples concerning Apple. I do
not mean to imply that Apple is the only company conducting business
in a manner that I consider unethical.

I have also referred to DEC. This is a company that conducts business
in an ethical manner(In the main. You can find questionable examples
for any company, even Sun :-).). They are just behind the technology

curve, so their products are somewhat less desireable to me.

Thanks - Mark (davis@cs.unc.edu or decvax!mcnc!davis)
Disclaimer - I am not nor have ever been an employee of Sun Microsystems, Incorporated. I use and recommend their products, but I use and recommend a lot of other vendors products, too

5520. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 17:26:16 UTC
From: greg@bilbo
Message-ID: <450@snjsn1.SJ.ATE.SLB.COM>
Source record: 250721

In article <5636@pasteur.Berkeley.EDU> seitz@cory.Berkeley.EDU.UUCP (Matthew Eric Seitz) writes:
>
> As more and more time goes by without the push, more people begin to
>doubt the future of the ST. This means new products aren't developed which
>makes more people doubt the future of the ST, etc. It's that little
>has changed which is the problem.
>
> This is damning with faint praise. Not only does Atari need to stop
>making announcements too far in advance, they also need to release new products,
>especially those they have been talking about for so long.

It's really ironic. At the last major computer show, Atari, following its new no-vaporware policy, did *not* display the non-product ABAQ, nor the rumored 68030/*nix box. This was immediately interpreted as a product cancellation by many. In fact, it represents a verifiable commitment on the part of Atari to *not* show unavailable products.

Sometimes, you just can't win, no matter what you do.
>
> Unfortunately Neil Harris was also hinting about something new on the
>horizon. I would love to see all the good things Roy's talking about, I hope
>I will see them, most of the time I think I will see them. But until I can walk
>into a store and buy them, they're just talk.

There's good news. For the first time that I can remember, I have seen a television commercial for the Atari 1040ST! It was shown in the San Francisco area, I think at 6:30 last Saturday, I can't recall the station. The advert compared the cost/byte of the 1040 versus the Macintosh and the IBM PC, and displayed the slogan "Business is War".

I saw a second commercial later in the week for the 7800 video game. It seems that Atari has decided that there *is* a market worth persuing in the U.S.

Furthermore, Atari is becoming a strong presence at Desktop Publishing conferences, with the lowest-priced entry-level system.

> A company's support is important to user's and developer's (and
>developer support is important to users). A company's support gives user's
>the confidence to buy the machine. This, along with company support, encourages
>developer support of the machine. Develper support give's the user even more
>confidence to buy the machine, which encourages more developer support. Either
>way, a good cycle or a bad cycle begins with the manufacturer.

Yes, but part of that developer support includes not obsoleting a company's current products by making changes to the O.S. which break existing software. Atari has demonstrated their understanding of that fact, even in the face of the pressure seen here and elsewhere to do otherwise. That is *true* developer support.

Atari has placed the value of end-users with an investment in software over the wishes of a few of us knowledgable about the internals of the system. The perception of the outside community, that Atari improved the operating system without breaking existing code, will be worth far more in the long run than a few insiders knowing that they did it "right", but broke dozens of products.

> What's so terrible about this? Isn't it usual to expect a company
>to help the customer, whether he be a user or a developer. I'm sure David
>is aware that negative comments may affect sales. However, in the long run,
>being honest about a company's problems as well as it's strengths makes your
>opinion worth hearing. Ignoring the problems won't make them go away.
>Support has to work both ways.

Atari Corp. is ready, willing, and able to help the customer with a legitimate problem with their hardware. They cannot be held responsible for defects in software they didn't write. They also can't help customers who don't tell them there is a problem. We see a lot of that on the net: someone has a hardware problem, and immediately gripes to the net, before he has even contacted Atari about a fix. How is that fair to Atari?

I have yet to see *anyone* complain that they went to Atari for help, and came away unsatisfied.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

Opinions expressed herein are solely the responsibility of the author.

5521. Re: argc and argv with gem

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 17:42:38 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <5696@pasteur.Berkeley.EDU>
Source record: 250722

In article <3441@boulder.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>
>
>
>How does one go about writing a GEM program that will accept arguments to
>main via argc and argv? I'm using Mark Williams C and when I try to use
>argc and argv with a GEM program the program bombs.
>
>Thanks for any help,
>Jim Cochrane

As far as I know, with MWC 3.0 (2.1.7 also), the method for using argc
and argv from a GEM type program is to NOT use the -VGEM flag,
instead, use the -laes -lvdi options as the last part of your cc command:

cc -o myprog.prg main.o mod1.o mod2.o -laes -lvdi

As far as _I_ can tell, argv[0] is undefined, and is NOT standard K&R
from the desktop, but from the MSH shell it's OK (supposed to be the
name of the program being executed).

--Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
Atari 400/800/600xl/800xl/1200/130xe/65xe, 1040ST hacker
Sometime Berkeley Student, othertimes...
My opinions are my OWN, not necessarily Atari's

5522. Game Machine

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 17:44:37 UTC
From: jamesd@lakesys.UUCP
Message-ID: <1030@lakesys.UUCP>
Source record: 250720
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

I am looking for an excellent gaming machine. (Before you get all puffy, I know darn well that the ST and amiga are much more powerful than just a game machine- but I have other computers that I use for work & such...) Anyways, I am cross-posting thing to comp.sys.atari.st & comp.sys.amiga cause I can't decide which machine I should get for home * GAMING * use. I don't care to hear all the other aspects (most I already know) but I want to hear which has the best games, the best graphics (in game out), etc...

I would like to here prices of people willing to sell their low-end machines to upgrade, etc. Send me a few for-sale ads.

Thank you

_____
| | The City of Aldimar Adventure System (414) 527-4779 |
%| jamesd@lakesys.UUCP | Not a BBS but an ongoing adventure game! AD&D FRP! |
%|---------------------+---|
%| "Once a knight, always a knight... Once a king is once too often!" - K.A.|
%|_____|
%/%/%/

5523. Free Sun bash

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 17:59:14 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <68544@sun.uucp>
Source record: 250723
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <626@mace.cc.purdue.edu> mtr@mace.cc.purdue.edu (Miek Rowan) writes:
>After cleaning up Sun's code, dealing with thier equipment et al ...
>I would not recommend a Sun to my worst enemy. They have had some
>good ideas, but thats about it.
>mtr

After checking the Sun bugs database I find that Purdue has called in seven (7) bugs, of which 4 were fixed more than two releases ago, 2 are fixed in the current release and one is fixed but it isn't in a release yet. Oh and *none* of the bugs have your name on them. Do you work for Kirk Smith?

Anyway, the point is twofold :
a) We have bugs and we know it. Sending them to bugs@sun.com (sun!bugs) and most times to Sun-spots will get them brought to our attention and fixed.
b) Where was the content of this posting? What exactly was it that got you so irritated?

Anyway, hope you feel better for having said it. Sorry we haven't been able to meet your standards. We will continue to try. And of course we need your help to point out those things that you feel are problems, as sometimes we don't see them that way and thus don't change them.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

5524. Re: Deskjet drivers

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 21:24:44 UTC
From: #FJMORA@WMMVS.BITNET
Message-ID: <8809160438.AA08186@ucbvax.Berkeley.EDU>
Source record: 250724

Some Deskjet drivers are already on the market or in PD.
For example, Migraph (phone (206)838-4677) sells a very good GDOS
driver along with their Easy-Draw package. Maybe it is available
separately. They give 3 screen dump utilities with this package,
one for color monitor and 2 for monochrome (one for horizontal
printing, one for vertical). Once installed, these utilities allow
you to print the screen to the Deskjet with Alt+Help.

For printing from word processors, you can download drivers for the
most popular programs (i.e. face it, the one you use is an extinct
species! :-)) from GEnie.

BTW, somebody wanted to know hoe to join GEnie. Here I repeat the ad
I found in my FLASH package:
1. Set up your modem for half-duplex, 300 or 1200 bauds
2. Dial (toll free) 1-800-638-8369. Upon connection, enter HHH
3. At the U#= prompt, enter XJM11837,FLASH and press return
4. Follow the prompts, with your credit card or checking account number handy.

Uploads are free, connexion is $5.00 an hour in non-prime time, plus
phone bill (you have better to be in a city where there is a GEnie access
line, or else it will be expansive).

Disclaimer: I have no share in any of the companies above-mentionned,
I am just a satisfy consummer. And I wrote the 1st Word Plus driver
in the GEnie Atari library, so anybody should be able to do it.

Regards,

Frederic Mora BITNET:
The College of William and Mary #fjmora%wmmvs.bitnet
Dept. of Computer Science
Williamsburg, VA. 23185
USA

****
* *
* "Was uns nicht toetet, macht uns staerker." *
* Friedrich Nietzsche *
* What does not kill us makes us stronger *
* *
****

- Come, come, little line eater, I won't harm you (evil grin)...
- Come, come, little line eater, I won't harm you (evil grin)...
- Come, come, little line eater, I won't harm you (evil grin)...

5525. Re: Apple Talk and Ethernet

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 21:54:55 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <1583@tahoe.unr.edu>
Source record: 250725

! There are a couple (at least) of products out that allow you to
!connect an AppleTalk Network to Ethernet. If you did have an AppleTalk
!compatible port on the ST you could then hook it to Ethernet. Of course
!..... If you want Ethernet it is probably going to be
!cheaper to design something to run off the DMA bus instead of going
!through an AppleTalk to DMA converter.
!
! Dan Moore

*Someone asked about ethernet for the atari ST. We (our group at Delft
*University) are currently inquiring about the German product. It is
*supposed to be used at the University of Aachen. I hope to hear from
*it next week. When I hear something, I will post it.

*Hans Buurman

So close yet so far...

BMB Canada made and sold (2?) "ST-network to-PC" dma boxes
called imaginet but the product is no longer available (I just
called 9/15/88).

There seems to be a German ethernet card but how do you get it?

MAYBE SOMEONE AT ATARI CAN SHED SOME LIGHT ON OBTAINING
NETWORKING FOR THE ST?????

maybe this is the kind of product for the entrepeneur (like
MagicSac?)
speaking of which ....
if you had a Spectre 128 AND a DMA-2-SCSI board could you then
run a MAC ethernet or appletalk?

____
Mike Whitbeck	
Desert Research Inst.	mikew@wheeler.wrc.unr.edu
POB 60220	
RENO, NV 89506	702-673-7348
_____________________	_____________________

There is no expedient to which man will not go to avoid the
real labor of thought. Edison.

____
|Mike Whitbeck | |
|Desert Research Inst. | mikew@wheeler.wrc.unr.edu |

5526. Re: Boycott Apple Again

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 22:01:17 UTC
From: ngg@bridge2.3Com.Com
Message-ID: <75@bridge2.3Com.Com>
Source record: 250726
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <358@island.uu.net>, daniel@island.uu.net (Dan Smith) writes:
> A while back, when Apple decided to sue Microsoft and HP, I made
> a posting with the subject "Boycott Apple". Now they've done something
> that's very likely to upset a lot of people again...
>
>
> In between IBM's bumbling of just about everything in sight (it's
> going to be an MCA future, but wait! here's a new AT!), Apple's greed,
> Atari's sort-of-ok acceptance, and Commodore shooting themselves in the
> foot, the calf, the knee, etc, with mismarketing the Amiga, I just
> don't know...I think I'll save up for a Sun ;-)
DanSmith IslandGraphics 4000CivicCenterDr SanRafael MarinCo CA 94903 4154911000

Go ahead, save those dollars and buy a SUN, they just raised their prices
too. So getting a SUN station, will cost you another $1000 or more too.
(BTW what software you going to use on this SUN thats reasonably priced)

I think this is funny, everyone has known for a long time that prices in
the Electronics industry have been going up, how long do you think that
Companies are going to continue to absorb these costs before doing just
what Apple, SUN, and many other companies just did "raise prices".

Norm Goodger
3Com
Sysop - MacInfo BBS @415-795-8862

5527. Re: Boycott Apple Again

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 22:20:52 UTC
From: ray@micomvax.UUCP
Message-ID: <1275@micomvax.UUCP>
Source record: 250727
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <358@island.uu.net> daniel@island.uu.net (Dan Smith) writes:
>
> [complains of Apples increased prices]
>
> I thought this was an industry where prices kept going down, and
> features kept going up. On top of that, Apple is supposed to release
> a new Mac on Monday. How much is *that* going to be?

Have you tried to buy any RAM chips recently Dan?

--
Ray Dunn. | UUCP: ..!philabs!micomvax!ray
Philips Electronics Ltd. | TEL : (514) 744-8200 Ext: 2347
600 Dr Frederik Philips Blvd | FAX : (514) 744-6455
St Laurent. Quebec. H4M 2S9 | TLX : 05-824090

5528. Cyber Paint 2.0 Cyber Paint 2.0

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 22:36:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <880915223629.007171@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250728

I sent away (a while ago) for my upgrade to Cyber Paint 2.0. I recived it fairly soon after, however, I did not recive the new documentation. I waited a while, and decided they forgot to send it, so I wrote them a letter. A few days later I recived the documentation. Now, a while after I recieved another copy of Cyber Paint 2.0 (hence the subject, I recieved two copies of Cyber Paint 2.0). I don't know what they are doing. The new copies don't seem to be any different except for the style of disk labels they used. The all have the same files, and seem to have the same version of Cyber Paint. Well all I can say is that they were very good in sending the manual soon after I wrote them the letter. I cannot figure why they would send me another copy of Cyber Paint, so long after I recived the manual. I made it perfectly clear that I had the software, just that I did not have the documentation.

Oh well...

"Exterminate! Exterminate!"--Daleks

```
/~\-* ..............................
###--< ..............................
/***\ I'm trying to fool the line eater /*****\ he always messes up my
asci drawings
```

Aric Friesen

```
Addresses: ..................................... Genie: A.FRIESEN
..................................... ARPA:
Friesen%PCO@BCO-MULTICS.ARPA ............................
```

5529. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 22:41:42 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2279@silver.bacs.indiana.edu>
Source record: 250729
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <861@viscous> sethk@sco.COM (Seth I Katz) writes:

[about GEnie...]

>... and although they claim they don't charge for
>download time, they do (I haven't bothered to fight this one yet- I am simply
>giving up...).

I have *never* seen GEnie claim to not charge you for download time.
You are not charged for UPLOAD time.

Holly, SysOp
GEnie ST RoundTable
(HS)

5530. Re: Media Change Bug

Newsgroup: comp.sys.atari.st
Date: 1988-09-15 23:24:55 UTC
From: greg@bilbo
Message-ID: <453@snjsn1.SJ.ATE.SLB.COM>
Source record: 250730

In article <7896@trwrb.UUCP> gibson@trwrb.UUCP (Gregory S. Gibson) writes:
>I have the media change bug on my Mega 2. (The escape key does not always
>update the drive A directory when write protection is enabled).
>
>My Mega 2 is still under warranty. I am having trouble getting it repaired.
>Although my dealer was not aware of the problem, he replaced by drive.
>However, I still have the problem.
>Who can my dealer talk to at Atari to get information on the media change
>bug? My dealer claims he talked to Atari without success. . Although my
>dealer is an authorized Atari dealer, he is not a knowledgeable dealer.
>
>What is the fix for the media change bug? I thought replacing the drive
>would fix the media change bug.

Replacing the drive would fix the problem if you had one. The
behavior you describe is the *normal* behavior for a stock ST. The
media change bug exists when a write-ENABLED floppy disc is removed,
and another disc inserted, and the machine does not detect the change.

The glitch on the write protect line, which TOS polls during VBI,
(Vertical Blanking Interrupt) isn't long enough to be detected with
write-protected discs. However, it isn't a serious problem since you
can't write to the disks and therefore won't clobber them.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

Opinions expressed herein are solely the responsibility of the author.

5531. Re: Media Change Bug

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 00:26:56 UTC
From: apratt@atari.UUCP
Message-ID: <1171@atari.UUCP>
Source record: 250731

In article <7896@trwrb.UUCP> gibson@trwrb.UUCP (Gregory S. Gibson) writes:
> I have the media change bug on my Mega 2. (The escape key does not always
> update the drive A directory when write protection is enabled).

From what you describe, you don't have the bug.

To diagnose this bug, you put a write-enabled disk in the drive and open a window on it. Then you wait for the access light to go out. Now take the disk out and put it back in, then hit escape. If the drive doesn't spin, you have the bug.

For TOS 1.4, diagnosis won't be so easy, because hitting ESC on the desktop ALWAYS causes the disk to spin -- it causes media change on the drive, to take care of the possibility that you changed the disk while it was out of the drive.

In the case of write-protected floppies, it is normal for the ESC key to cause a quick response if the drive was accessed within the last second and a half: this is a "grace" period so we aren't checking the serial number on every single access.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5532. Fidonet mailer

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 01:32:27 UTC
From: to_stdnet@stag.UUCP
Message-ID: <590@stag.UUCP>
Source record: 250732

From: thelake!steve@stag.UUCP (Steve Yelvington)

I ran across the following on a local Fidonet node and thought
it might be of general interest. -- Steve

From: Fidgit Greylock
To: All Msg #214, 13-Sep-88 12:53am
Subject: New version of GS-Point released

The new version of GS-Point, v0.61, has finally been released. For those who
don't know, GS-Point is a non-commercial package that allows an Atari ST user
to act as a FidoNet point, and receive and send network mail and echomail.

New features in v0.61 include:

o A completely redesigned user interface. The new full-screen
interface is much more intuitive and easy to use than the old
one.

o GS-Point now knows about zones and can correctly handle messages
coming from and going to other zones.

o Password-protected netmail sessions are now supported for both
WaZOO and "LoTek" sessions.

o GS-Point can now be invoked in a "poll-only" mode from a batch
file or scheduler.

o GEM-based text editors can now be used to edit messages, as well
as TOS-based editors.

GS-Point v0.61 is available for file request and for first time download on
FidoNet node 1:321/112 (BBS phone (413) 253-5518) as GSP-061.ARC or as the
magic filename GSPOINT. File requests are accepted at all times except
between 4am and 6am EDT.

--- Msg V3.1
* Origin: Node_Hog - Greylock Software (413) 253-5518 (1:321/112)

| thelake!steve@stag.UUCP / ...rosevax!pwcs!stag!thelake!steve
| "A member of STdNet -- to join, send mail to ftg!dwm@stag.UUCP"

5533. Re: OSS (was Re: Personal Pascal Registration problem)

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 01:37:04 UTC
From: src@xanth.cs.odu.edu
Message-ID: <6276@xanth.cs.odu.edu>
Source record: 250733

Not long ago the programmer who wrote the Personal Pascal compiler
left a message that he had not received a royalty payment from OSS in 17(?)
months, and that the new version he had completed would not reach the U.S.

Did anyone happen to save a copy of that posting? It has scrolled off
the end of our spooler, and my own copy is gone. I am the registered owner of
two copies of this program, and I'd like to append a copy of the posting in
question to a letter I am writing to ICD.

It's a royal pain to be on the wrong end of shabby business practices!

Scott R. Chilcote
src@xanth.UUCP
src@xanth.cs.odu.edu

--

_____
|.-------------------------------..--------------------------------------.|
	Usenet: src@xanth.UUCP			
	Arpa: src@xanth.cs.odu.edu		"If you love something, set it	
	Earth: Scott R. Chilcote		free.	
			If it doesn't return,	
	||| "Power without || Hunt it down and kill it!"	
	||| the presence" ||	
	/	\ --er, praise? || -- Klingon Proverb	
	/	\ tm ...pride? ||	
:_______________________________:'--------------------------------------'
'---'

5534. let the Sun shine. let the Sun shine in!

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 01:43:07 UTC
From: eli@spdcc.COM
Message-ID: <1874@spdcc.COM>
Source record: 250734
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <68544@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
>In article <626@mace.cc.purdue.edu> mtr@mace.cc.purdue.edu (Miek Rowan) writes:
>>After cleaning up Sun's code, dealing with thier equipment et al ...
>>I would not recommend a Sun to my worst enemy. They have had some
>>good ideas, but thats about it.

>*none* of the bugs have your name on them. Do you work for Kirk Smith?

>Anyway, hope you feel better for having said it. Sorry we haven't been
>able to meet your standards.

i'm really glad that Sun doesn't meet this weenoid's standards!

Sun is *very* impressive. both with regards to current
computing industry standards and in historical perspective
with the DEC of the 70s and earlier.

buy their machines and their stock and you won't do wrong!

(i'm not employed by Sun, but i'll take a spare 386i, if
they've got one lying around).

5535. umoria 4.87 for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 03:26:04 UTC
From: saj@chinet.UUCP
Message-ID: <6599@chinet.UUCP>
Source record: 250735
Cross-posted to: rec.games.moria,comp.sys.atari.st

I promise to be a good boy from now on, but I can't resist posting a character with an interesting life story. He has lived all his life on an Atari 1040 ST. He has survived 3 rounds of major bug fixes, and the only bugs he's seen in the last 20+ hours of play have been Killer beetles. The program which constitutes his world is presently being posted in comp.binaries.atari.st. The moderator of comp.sources.atari.st has ordinary diffs between the source posted in comp.sources.games and that compiled with Mark Williams C v 3.0.6 to produce this version (they aren't very big; however ST curses is not included--it's fairly easy to find on BBS-s); whether he posts the diffs is up to him.

I am willing to US Mail executable and complete modified source (plain, arc-ed, or arc-ed and uuencoded: say which) to anyone who maintains a uucp-accessible archive mail-server (like lakesys) or to anyone who maintains appropriate archives on a machine which allows the general public to log in and use the archive (like killer) (Bill Wisner already has the sources, but I have no idea if he intends to put them in the archives on killer). If you meet one of these conditions and want the stuff, email me: I buy disks & postage. If you have a good story why nothing else will work, and you don't meet the above qualifications, email me and maybe we can arrange something on your dime.

Re-emphasizing something I've said before: the ST version of umoria 4.87 is large enough to require at least 1 meg, and it runs under a command line processor.

Name :Willie Age : 19 Strength : 18/32
Race :Human Height : 73 Intelligence : 14
Sex :Male Weight : 192 Wisdom : 18/91
Class :Priest Social Class: 1 Dexterity : 10
Title :Low Lama Constitution : 12
Charisma : 18/34

+ To Hit : 5 Level : 31 Max Hit Points : 232
+ To Damage : 21 Experience :120710 Cur Hit Points : 232
+ To AC : 3 Gold : 65106 Max Mana : 58
Total AC : 44 Cur Mana : 58

(Miscellaneous Abilities)

Fighting : Superb Stealth : Fair Perception : Poor
Throw/Bows : Superb Disarming : Excellent Searching : Poor
Saving Throw: Superb Magic Device: Superb Infra-Vision: 0 feet

Character Background
You are one of several children of a Serf. You are the black sheep

of the family. You have blue eyes, curly brown hair, and a fair complexion.

[Character's Equipment List]

a) You are wielding : a Katana (+6,+12) [+1] (HA) (+2 to STR).
b) Worn on head : an Iron Helm [5,-2].
c) Worn around neck : an Amethyst Amulet of Wisdom (+2).
d) Worn on body : Full Plate Armor [25,+0].
e) Worn on shield arm : a Large Metal Shield [5,+2].
f) Worn on hands : a Set of Gauntlets [2,-2] of Slaying (+1,+1).
g) Right ring finger : an Obsidian Ring of Protection [+4].
h) Left ring finger : a Garnet Ring of Increase Damage (+5).
i) Worn on feet : a Pair of Hard Leather Boots [3,+0].
j) Worn about body : a Cloak [1,+0].
k) Light source is : a Brass Lantern with 13666 turns of light.
l) Secondary weapon : a Pike (+6,+6) [+9] (DF).

[General Inventory List]

a) 2 Holy Book of Prayers [Beginners Handbook].
b) 2 Holy Book of Prayers [Words of Wisdom].
c) 2 Holy Book of Prayers [Chants and Blessings].
d) 2 Holy Book of Prayers [Exorcism and Dispelling].
e) a Violet Mushroom of Restoring.
f) 10 Rations of Food.
g) 3 Flasks of oil.
h) a Dark Green Potion of Restore Mana.
i) 3 Scrolls of Word-of-Recall.
j) a Cast Iron Wand of Frost Bolts.
k) a Lead Wand of Fire Bolts.
l) a Lead Wand of Fire Bolts.
m) a Lead Wand of Fire Bolts.
n) an Orcish Pick (+6) (+0,+0).
o) a Halberd (+6,+6) (SU).

5536. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 03:32:04 UTC
From: m1edb00@fed.FRB.GOV
Message-ID: <272@fed.FRB.GOV>
Source record: 250736
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <406@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>
>Lots and lots of problems, no single one of which renders a Sun totally
>unusable, but altogether adding up to too many headaches. Bad network
>support, flaky network services, etc. etc. etc... For a company whose
>motto is "the network is the computer" it's pretty disgusting how
>poorly their network software runs.
>
What! where are you coming from with this? We're extremely happy
with our Sun network and I have yet to talk to anyone who
shares your views.

What would you recommend instead?

--
Eric Boutilier
UUCP: uunet!fed!m1edb00
(202) 452-2734

5537. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 03:50:32 UTC
From: MAURY@LAUCOSC.BITNET
Message-ID: <8809160349.AA07315@ucbvax.Berkeley.EDU>
Source record: 250737

I've been off the net for a while, so correct me if anything I say in this letter is wildly inaccurate.
In the Wednesday, Sept 14,1988 edition of this newsletter, David Beckemeyer adds his comments to a letter posted some time before that I didn't receive. In this letter, a user from West Germany (apparently) quotes a displayer as saying "What do you expect of a dying computer?".
Mr. Beckemeyer then writes that "Atari has played out their last hand."
Recently I talked to a local developer who had been to a recent trade show in West Germany and reported it to be quite a shock, as he stated that there were Ataris "everywhere", a comment that I here from the local Atari dealership often.
My question is this: What is the REAL sales flow in West Germany and the rest of Europe? Considering that they seem to be a dead issue in the (very) local area, and Mr. Beckemeyer states that this problem is in general, I feel a little bit worried that my investment could suddenly be worth nothing if sales really are dropping off, and continue to do so. I have bad dreams about TI-99's and Plus 4's!
Would some kind user from West Germany who REALLY knows please confirm these statements one way or the other? I'm sure I'm not the only user on this net who is more than a triffle conserned!

Maury Markowitz,
MAURY@LAUCOSC.BITNET

Thanks!

5538. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 04:09:10 UTC
From: pavlov@hscfvax.harvard.edu
Message-ID: <621@hscfvax.harvard.edu>
Source record: 250738
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <406@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> You might start by reading the sun-spots digest - you'll see enough bug
> reports to make your eyes bug out......
> Lots and lots of problems, no single one of which renders a Sun totally
> unusable, but altogether adding up to too many headaches....

I would not base a decision on whether to buy a Sun on this. One should
know/understand that:

1. many reported "bugs" and problems filter out as improper installations,
configurations, etc. This may be a commentary on quality of the docu-
mentation, but there is nothing unusual about Sun's;
2. In my experience, Sun users/owners are more likely to utilize third-party
hardware than users/owners of other vendors' machines. It is almost
inevitable that one will eventually encounter problems relating to this
fact alone;
3. Suns are frequently networked to other vendors' machines through still
other vendors' comm. equipment. Problems arise in interoperability.
Sun users/owners typically find that they can tackle the problems more
easily from the Sun side than from the other vendors' side;
4. The sun-spots digest is much more active than other manufacture-speci-
fic groups, which relates in part to the technical level of people who
up to now have formed one of the primary markets for Sun. I don't see
the percentage of "problem" messages to total messages in that group
to be significantly higher than in other manufacture groups. But there
is certainly much more traffic overall.

For several years, our site utilized a cpu from a vendor with an excellent
reputation for quality and support. This vendor was conscientious enough to
publish a quarterly book, containing the 100's of known bugs, there status
and disposition. A casual glance at this volume would convince someone that
the system was virtually unusable. But even tho it was used for applications
development, we rarely encountered a reported problem.

Sun's systems my suffer from more bugs than usual. I have used a Sun, know
a number of people who own one or more, and have not seen anything that would
validate a claim of severe flakiness.

greg pavlov, fstrf, amherst, ny.

5539. Re: Atari CD players

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 04:14:38 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4860@saturn.ucsc.edu>
Source record: 250739

In article <505@mks.UUCP> wheels@mks.UUCP (Gerry Wheeler) writes:
>Given a WORM drive (I guess one could
>be connected to the SCSI interface) can one write a CD which will play
>on an audio machine?

WORM disks are physically different than CDs, as far as I know. So unless the WORM drives change, which probably won't happen in the very near future, you won't be able to record a standard-format CD. This isn't to say that someone won't come up with a device to play WORM disks as you describe.

>I wouldn't mind archiving some of my old 45's. I
>know they would still sound like an old 45, but at least they wouldn't
>get damaged any further.

With a fairly high sampling rate, you can digitize your 45's on a computer and then store huge datafiles on a WORM for later playback. A Mega 4 has enough memory to provide a couple minutes of playback, I would imagine, more than enough time to load your buffer with the next few minutes. At 200 megabytes per WORM (at least that's what the WORM at work can store), that's a few 45's per disk.

Of course, the ST's filesystem isn't what you want to use (even if you could use it unmodified on a write-once device), since it can't handle more than sixteen megabytes per device. I've got a few ideas about what sort of system you might want to use, but I'll spare you the details unless you want them.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

P.S. Wish me a happy birthday. September 15. My horoscope says that December will be a productive month.

5540. Re: argc and argv with gem

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 05:14:23 UTC
From: leo@philmds.UUCP
Message-ID: <806@philmds.UUCP>
Source record: 250740

In article <3441@boulder.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>How does one go about writing a GEM program that will accept arguments to
>main via argc and argv? I'm using Mark Williams C and when I try to use
>argc and argv with a GEM program the program bombs.

Although I don't use MWC myself, I will make a few remarks:
1) There is no means that I know of to supply parameters to a Gem
program if it is started from the Desktop.
2) If the program is started from a shell, the shell should be a Gem
program, otherwise the program cannot use Gem functions. I'm not very
sure about this one, though.
3) You don't need to do anything different for a Gem program than for
a Tos-Takes-Parameters one.
4) The bus error is perhaps caused by incorrect treatment of the
argc,argv list, e.g. accessing an element argv[i], with i >= argc,
or argv[0], whose contents is undefined (GEMDOS does not pass the
program's name). I even think there are compilers that put a null
pointer (not an empty string pointer) in argv[0], which is in effect
incorrect - argv[argc] should be the first null pointer of the list.

Leo.

5541. pddir

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 05:15:36 UTC
From: SASS2@CALSTATE.BITNET
Message-ID: <8809160806.AA12201@ucbvax.Berkeley.EDU>
Source record: 250741

```
/pddir mail pd:<info-atari>*.* 700
```

5542. ST news software / Sobozon C

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 06:33:32 UTC
From: dal@syntel.UUCP
Message-ID: <081688A7013@syntel.UUCP>
Source record: 250742

It looks like I've finally gotten a program working for posting news directly (with UUMAIL) to a normal uucp node. It is currently set up for my site only (compiled in values rather than a configuration file), but it should be generalizable.

On another subject, I recently got a beta-test copy of the Sobozon C compiler. It looks very nice. As I understand it, this program will be freeware, not shareware, and not using the obnoxious GNU license scheme. Under the GNU terms don't you have to make any programs COMPILED the GNU C and/or LINKED with the GNU library available under the GNU terms? Sorry I got sidetracked, anyway, at least one of the authors is on usenet, so I'll let them, Tony Andrews, Johann Ruegg, or Joe Treat, tell you more about Sobozon C. In a message Tony left on my BBS, he mentioned that there were some compiler benchmarks in this months STart magazine and Sobozon compared quite well against the commercial compilers, rating better than all the compilers listed in two catagories, one of which was I/O. That makes me happy, since they are using extended dLibs for the runtime libraries, and thus the dLibs I/O routines are apparently pretty fast.

--
Dale Schumacher 399 Beacon Ave.
(alias: Dalnefre') St. Paul, MN 55104
...pwcs!stag!syntel!dal United States of America
"It's not reality that's important, but how you perceive things."

5543. Re: Ram Disk greater than 999k

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 06:36:06 UTC
From: dragon@olivej.atc.OLIVETTI.COM
Message-ID: <29148@oliveb.olivetti.com>
Source record: 250743

In article <7902@trwrb.UUCP>, gibson@trwrb.UUCP (Gregory S. Gibson) writes:
> I have a Mega 2. How can I create a Ram Disk greater than 999k?
> Can I use Eternal2 to create a Ram Disk greater than 999k?

Two products I know which let one create large ram disks are:

Shadow (from Antic, reset proof on a Mega)
Hybriswitch (from Hybrid Arts, and I think there is a shareware
version of it floating around, also reset proof on Mega).

Hope that helps a bit!

> Gregory Gibson
> gibson@trwrb.UUCP
> --
> Gregory Gibson
> {...ihnp4,ucbvax}!trwrb!gibson

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

5544. Writing to write protected disks?

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 06:36:51 UTC
From: matt@ethz.UUCP
Message-ID: <614@ethz.UUCP>
Source record: 250744

In a german magazine (ST Magazine, former 68000er) I read about a scandinavian hacker group, which claimed to have written a virus that could format a write protected disk. The writer of the article claimed to have witnessed such evil thing happening.

My question: is such thing possible without tampering with the hardware of the disk drive?

The hacker group said, that they never distributed the beast.

--
Martin Matt (...!cernvax!ethz!matt)

5545. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 07:16:40 UTC
From: hedrick@aramis.rutgers.edu
Message-ID: <Sep.16.03.16.40.1988.10475@aramis.rutgers.edu>
Source record: 250745
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

> You might start by reading the sun-spots digest - you'll see enough bug
> reports to make your eyes bug out.

Well, I've made my share of postings to Sun-Spots, but I surely wouldn't want them misinterpreted as advising people against buying Suns. Reading an unedited list of problems from users is always a frightening experience. The monthly listing of bug reports from DEC for TOPS-20 was far scarier than Sun-Spots. (Presumably the same is true with VMS, but I don't look at those.) Back when I looked at bug reports published by IBM for MVS, it was amazing what sorts of bugs there were even in that very reliable system. (They even had this special mechanism for giving you last-minute information on which of the patches they published shouldn't be installed because they turned out to create more problems than they solved.) About all one can say is that there are lots of users out there trying lots of things and so they run into lots of problems. Many of them are user confusion, but there are also plenty of bugs. Sun-Spots is mostly a sign of a large and active user community doing lots of interesting things.

5546. Re: argc and argv with gem

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 07:22:57 UTC
From: gert@uva.UUCP
Message-ID: <534@uva.UUCP>
Source record: 250746

In article <3441@boulder.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>
>
>
>How does one go about writing a GEM program that will accept arguments to
>main via argc and argv? I'm using Mark Williams C and when I try to use
>argc and argv with a GEM program the program bombs.
>
>Thanks for any help,
>Jim Cochrane

Manually compare the tos and gem runtime startup modules. Sources are
provided with Mark Williams C. You might also try linking directly with tos
startup instead of gem startup. The the only thing you have to remember is
that linking with -VGEM also includes the Gem library. Link with something
like;

ld -s -o output lib/gcrts0.o objectlist -lvdi -laes -lc

That should do it.

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

Opinions (if any) are my own.

5547. Re: This "Dying ST" nonsense

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 08:15:52 UTC
From: c91a-ra@franny.Berkeley.EDU
Message-ID: <5722@pasteur.Berkeley.EDU>
Source record: 250747

I don't have any figures, but looking at out local stores, I'd say the ST is not dying. The STs and Megas are selling, as is software, there is no market growth. In the computer industry, stability looks like slow death. This is exaggerated by the fact that Amiga sales have been picking up for a while (but I suspect they wil slow as well).

As for Beckemeyer, I would agree that his sales are not a good barometer of the ST market. He deals in tools, and business systems--two areas where the ST is pretty much locked out (until there are PC compatible card cages and co processor boards) because there is not the huge customer base. I also suspect that to some degree, BDT products have reached some saturation point. And BDT sells PC baced systems, which obviously are more attractive than ST systems.

John Kawakami

5548. Re: This "Dying ST" nonsense

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 10:14:18 UTC
From: sikorski@gpu.utcs.toronto.edu
Message-ID: <1988Sep16.061418.2417@gpu.utcs.toronto.edu>
Source record: 250748

I was just watching a movie during prime time here in Canada and saw
a commercial for the Atari 520 ST. The ad claimed that the 520 is twice
as powerful as most business macnines and had great graphics and games.
The ad was very well do although they did seem to want to cram a lot
into a 30 second spot. Now why would a company that a lot of people claim
is dying all of a sudden spend lots of money producing spiffy ads, it just
doesn't make sense.

Just thought I would throw my 2 cents worth in.

--
Name: Ted Sikorski (University of Toronto Computing Services)
Path: sikorski@utcs.gpu.toronto.edu
alias: ted@utoronto.bitnet

5549. Re: Strange '-s' flag behavior in the GNU linker ?

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 10:34:39 UTC
From: leo@philmds.UUCP
Message-ID: <807@philmds.UUCP>
Source record: 250749

In article <8809150858.AA16391@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
>
> I have found what is not quite a bug, but a somewhat annoying feature in the
>GNU C linker. It seems that the '-s' flag does exactly the opposite of what I
>think it should do. If you don't specify '-s', the linker appends a symbol
>table to the executable, if you do specify it, no symbol table is produced.

'-s' does not stand for symbol / no symbol, but for strip. This option
is passed to the loader, and means: strip off the symbol table. The
default in Unix is to have a symbol table in your executable (so the
debuggers are not too bad to work with, although -g is preferred if you
want to use dbx).

> This means that to make executables without symbol tables, one cannot use
>GCC, but has to invoke everything manually. Also, all the executables from
>the GNU package themselves have quite big symbol tables. Removing them would
>save several KB, which might help people suffering from storage/memory
>shortages.

I do not quite understand your problem. Put the -s in your makefile, or
add -s to CFLAGS. Now you can invoke make with no special parameters.
As for removing symbol tables, that's a job for strip(1); no doubt there'll
be an ST version soon (if it isn't already there).

> Anyway, thanks to John for his impressive work !

I fully agree.

Leo.

5550. Re: problem with mwc atoi(), version 2.0.1

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 11:36:44 UTC
From: leo@philmds.UUCP
Message-ID: <808@philmds.UUCP>
Source record: 250750

```
In article <12562@ncoast.UUCP> btb@ncoast.UUCP (Brad Banko) writes:
|
|What is wrong with the following code?
[some lines deleted]...
|#include <stdio.h>
|/* #include <math.h> */
|
|#define MAXVAL 32767
|
|main(argc,argv)
| int argc; char *argv[];
|{
| int i, x;
| extern int atoi();
|
| for (i=1; i+1<=argc; ++i) {
| x = rand();
| printf("%d %d %s %d %d %d\n",
| x, i, argv[i], (double) x / MAXVAL, atoi(argv[i]),
| (double) x / MAXVAL * atoi(argv[i]) + 1);
| }
|
| putchar('\n');
|}
|
|The code compiles, but produces bad (atoi()?) results... why? Why are
|the atoi(argv[i]) values bad (negative)?
```

The arguments supplied to printf() are not conforming to the format:
(double) x / MAXVAL is of type double (probably 8 bytes on the stack),
while you try to print it as an integer (%d) (2 bytes in mwc ?). So the
first three arguments print correctly, but the last three are taken
wrongly from the stack, and besides are interpreted wrong (as integer,
but they are double,int, double. Using a cast (int)(double expr.) for the
double expressions should solve your problem.

Leo.

5551. Re: Ram Disk greater than 999k

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 11:49:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500053@iuvax>
Source record: 250651

With eternal2 you can use the spec <drive>fff (or <drive>???, I can't remember which) to get the max size. I have gotten eternal2 to work with the MEGA ROMS as follows:

1. To resize: Hold both the alternate key AND the right shift down.
2. To remove: Hold both the left shift key AND the right shift key down.

I have no idea why one must hold down the right shift key. According to my documentation this should not be necessary. It is not necessary to do so using the earlier versions of TOS.

5552. Re: argc and argv with gem

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 14:52:08 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3578@druhi.ATT.COM>
Source record: 250652

in article <3441@boulder.Colorado.EDU>, cochrane@spot.Colorado.EDU (COCHRANE JIM T) says:
> How does one go about writing a GEM program that will accept arguments to
> main via argc and argv? I'm using Mark Williams C and when I try to use
> argc and argv with a GEM program the program bombs.

Just don't use the GEM switch on your link line. For some
unknown reason Mark Williams uses a different startup routine when you
say you have a GEM program. If you don't use the GEM switch you get the
standard startup routine which lets the program accept command line
arguments when you launch from a command shell.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

5553. Re: This "Dying ST" nonsense

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 14:55:58 UTC
From: rjung@sal1.usc.edu
Message-ID: <1398@nunki.usc.edu>
Source record: 250653

In article <1364@percival.UUCP> actor@percival.UUCP (Clif Swinford) writes:
>I don't know where this "The ST is a dying computer" bull is coming from,
>but it certainly isn't the case around here. Our ST sales are as brisk as
>ever, hampered only by the fact that we can't get enough 1040's to meet the
>demand!

Nice to hear, especially from a dealer. Now let's get Atari to crank up
that distribution/advertising shortfall in the US, eh?

>David Beckemeyer claims that ST sales are now only 20% of BDT's business.
>I submit that that's because, powerful as they are, BDT's products are a
>pain in the gluteus maximus to use.

Good point! I hope BDT doesn't go crazy at me for saying this, but I had
to get an ST word processor over the summer. After looking at everything out
there (especially at WordPerfect for the ST, what with all the "big software
house making ST titles" hoopla), I settled on ... WORDUP!

Maybe this is just a sign that (currently) the majority of the Joe ST-user
public does not _want_ or _need_ all the features of WordPerfect (especially
at the price). Forget piracy, forget "dying ST" theories, people will buy what
they NEED. And if they don't need WordPerfect, well...

>Atari has found their market. The great silent majority. The same folks
>who voted for Reagan, read The Enquirer, and made The Gong Show a hit.
>There's a lot of them out there...

Silent majority, yes (all of us who keep harrassing stuck-up Apple dealers
can relate). Voting for Reagan, no B-). The Gong Show, definetely!

>(Sorry if I sound bitter, I just get tired of working with the brain-dead.)

'sokay, I can relate.

--R.J.
B-)

P.S. And if I haven't already, let me give an unsolicited endorsement to
Neocept's WORDUP. A very good GEM-based word processor, with _lots_ of
potential to do even better (is it true that Neocept is currently doing a
total rewrite of the program?). Fun to use, even if it is GDOS-based (all
that RAM for fonts!), and the multiple fonts and graphics make it just like
those fancy-dang overpriced Macintosh WPs.
(If only this was released two years ago -- YOW!)

Disclaimer: These are my views, and mine alone.
#

Mailing address: Beats me, just reply to this message # ## #
(rjung@sa132.usc.edu?) ## ## ##
#####

5554. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 15:11:28 UTC
From: awm@doc.ic.ac.uk
Message-ID: <433@gould.doc.ic.ac.uk>
Source record: 250654
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <406@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> You might start by reading the sun-spots digest - you'll see enough bug
> reports to make your eyes bug out. Just as the most trivial of problems,
> you might wonder at the coined phrase (sorry, I forget who I'm stealing
> this from) "the connector is the network."

The sun-spots digest is one of the most useful, informative and entertaining
groups that truly reflects the popularity and commitment of Sun's many
satisfied customers.

The comment on the connector is not a Sun specific complaint, it refers to
a long debate on comp.protocols.tcp-ip, regarding the DB15 ethernet drop
cable attachment as used by *all* ethernet vendors ('cos its in the standard).

Read sun-spots, not these flame wars :-) for the full story.

Aled Morris
systems programmer

mail: awm@doc.ic.ac.uk | Department of Computing
uucp: ..!ukc!icdoc!awm | Imperial College
talk: 01-589-5111x5085 | 180 Queens Gate, London SW7 2BZ

Opinions expressed above are all my own. I have no connection with SMI.

5555. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 15:28:34 UTC
From: munson@renoir.Berkeley.EDU
Message-ID: <26115@ucbvax.BERKELEY.EDU>
Source record: 250655
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

I think that this discussion has gone quite astray. Suns and Macs are, for 99.5% of the computing world, oranges and apples.

A Macintosh is designed to be a standalone personal computer that will basically run correctly from the moment it is turned on. It is designed around the assumption that the user is not very sophisticated about computing.

Suns are diskless workstations, which can be given local disks to allow them to run in standalone mode. A Sun can only be used easily when there is a sophisticated system manager available who will work out the kinks in issues like swap space, disk partitions, etc.. If you are such a person or are part of an organization that already has such a person, a Sun may be a good choice. There is lots of free software that runs on Suns and is useful. For much of it, though, you may need to run make, extract shell archives, and run dbx from time to time. However, I don't think you can find a $150 WYSIWIG word processor for the Sun that will print on a $500 dot matrix printer.

In my experience, the only time that Suns and Macs become comparable is when you talk about the bottom of Sun's line (3/50 with a 70meg SCSI disk) and the top of Apple's (Mac II with 80Meg disk, A/UX, 5+Meg of RAM).

Network based Sun systems do appear to be more fragile than Macintosh systems (which do not depend on the network for critical resources, like virtual memory). Some of the fault lies with Sun's decision to trade-off reliability for speed and simplicity in the Network File System. But much of the time, any problems arise from the decisions made by the administrators of the local system to spend $5000 on a new 3/50 instead of another 4 Meg of memory for the file server. A Sun is a good machine if you are a programmer or can afford to hire one. A Mac is a good machine no matter who you are, but is not as good as a Sun for computer science research and some other technical pursuits.

Pardon my little harangue,

Ethan Munson
munson@renoir.Berkeley.EDU
...ucbvax!renoir!munson

"I don't know if they scare the enemy,
but they certainly scare me."

--Wellington, speaking of the moral character
of his troops

5556. (re: CONNECT YOUR OWN HARD DISK + ONE QUESTION)

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 18:23:51 UTC
From: Ric_I_Clayton@cup.portal.com
Message-ID: <9160@cup.portal.com>
Source record: 250656

Remco Bruyne writes:

[stuff deleted]
>The problem is: when I try to format a second hard disk (logical unit
>number = 1 instead of 0, which is the first HD), the disk starts
>formatting but when the last track is done, the formatting process
>starts all over again, so partitioning is not done.
>I *can* format the second disk when I strap it to be LUN=0, but I
>still cannot access the disk as a second hard disk from the desktop.
>
>Question: Is this a software problem or does it have something to
>do with the ATARI host adapter board ?
[closing stuff deleted]

Hmmm... Assuming the entries in ICDFMT.DAT for your controller and
disk drive are correct and you aren't having any cable problems,
I would guess its the Atari Host Adaptor that's causing you grief.
There's a known problem with the PAL chip on Atari's Host Adaptor
that causes it to respond to all LUNs, even if only one drive is
present as LUN=0. Maybe this problem also interferes with operating
more than 1 drive.

There's a couple of possible remedies you could try. First, you can
buy a replacement PAL chip that's supposed to fix the problems with
the Atari Host Adaptor. One such chip is available for about $20 (US)
from:
Berkeley Microsystems
360 Oakland Avenue, Suite 5
Oakland, CA 94611
(415) 465-6956

Second, you could purchase ICD's Host Adaptor board. This will not
only fix the LUN problem. It also gives you a battery-backup clock,
a DMA Daisy-chain port, and greater immunity to cable noise. The latter
allows you to run a 36" DMA cable to the drive. The ICD Host Adaptor
goes for around $135 (US) and is available from:

ICD
1220 Rock Street
Rockford, Il 61101-1437
voice: (815) 968-2228
modem: (815) 968-2229
fax: (815) 968-6888

Here's my Hard Disk Story:

I had an Atari SH204 20Meg Hard Disk. I needed more disk space and
didn't want to spend another $600 for 20megs. (Not to mention the fact
that the SH204 has no Daisy-chain port.) This is what I ended up with:

(From my SH204)
o Seagate ST225 20Meg Hard Disk
o Adaptec 4000 Controller

(From my local Hard Disk Dealer)
o Seagate ST251 42Meg Hard Disk

(From ICD)
o Host Adaptor Board
o 5 1/4 Hard Disk Case (w/HDA Mounting Kit & Cutout)
o Controller-to-Disk Cable Set
o 36" DMA Cable

Using the ICD format software, I'm able to get 22.2 Meg from the ST255
and 44.4 Meg from the ST251, for a total of 66.6 Meg of Hard Disk.
Total cost was about $650 (US), about the price of another SH204.
I've been using this setup for around 4 months without a hitch. I also
feel much more comfortable using the ICD HD software with it's
read-after-write verify. The only problems I had were with the Hard Drive
Case. Some of the drive bracket mounting holes were miss-aligned and had
to be re-drilled, the hardware-kit (screws,etc) didn't have the right
hardware, and space is _real_ tight inside the case. Nothing a drill and
a trip to the hardware store wouldn't solve. Also, saving the leftover
SH204 parts gives me a head-start on my next storage increase. By just
adding an RLL controller, a 96Mb drive, and replacing the PAL chip on the
Atari Host Adaptor board, I'll have more storage than I'll possibly need.
:-) :-)

Hope this helps,

Ric Clayton

****
* The above comments are my own and nobody elses. *
* No criticism is intended or implied. *
****
* "Don't touch that, you never know what it might be connected to." *
* --Buckaroo Bonzai talking to 'New Jersey' during brain surgery-- *
****

5557. RE: Info-Atari16 Digest V88 #401

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 18:52:00 UTC
From: U00292@HASARA5.BITNET
Message-ID: <8809170440.AA03797@ucbvax.Berkeley.EDU>
Source record: 250657

signoff <info-atari>

5558. SHADOW / BDT decline in sales

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 18:57:16 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1601@sbcs.sunysb.edu>
Source record: 250658

I've found 2 instances in which SHADOW always crashes.

i) Use GULAM's rx to receive some files. THen invoke SHADOW at some
point later. Two bombs (i think).

ii) Use UW.prg. Then invoke SHADOW while in UW.prg or at some point
later. Same two bombs.

And doing a warm-boot will not revive SHADOW. It will still crash
until a cold boot is done. Has anyone else been hit by this? I'm using
version 1.01 with a monchrome and a 20Meg Supra.

I've used BDT Micro-Cshell and AnsiTerm. Both are good programs.
However, there're quite a few public domain programs out now which are equally
good (if not better) when compared to SOME of BDT's programs. GULAM and
Uniterm comes to mind. I think this might be one reason why sales for BDT has
declined.
--
if you can dream it, you can do it. CSNET:lean@sbcs.csnet
... go sleep ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

5559. re: Ram disks > 999k

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 19:11:33 UTC
From: hedley@imagen.UUCP
Message-ID: <1828@imagen.UUCP>
Source record: 250659

I got a copy of MegaMatic off of DELPHI and it is great

optional features at config time

* reset surviving ramdisk up to 2Meg in size
* built in screen saver
* Disk verify on/off
* Print spooler (I never used this)
* key sequences for rebooting (warm/cold)

I have used it extensivly to develop a large project for the Megas
and have not had any problems. I usually use a 1.2Meg one on a Mega4.

The program is copyright Lloyd Pulley 1988 TIF Software.
The version I use is 1.15.

Hope this helps

Hedley

{decwrl|sun}!imagen!hedley
--
{decwrl!sun}!imagen!hedley

5560. Re:Media change bug.

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 19:38:34 UTC
From: 42_145@uwovax.uwo.ca
Message-ID: <670@uwovax.uwo.ca>
Source record: 250660

RE:MEDIA CHANGE BUG

5561. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 19:48:46 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <562@hudson.acc.virginia.edu>
Source record: 250661
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

hi. would you all PLEASE quit cross-posting this message stream to groups
that it has nothing to do with -- IBM PC's, Amigas, Atari ST's, etc. there
are people who read these newsgroups through digests, and have no way
to easily skip over all of the off-topic messages.

thanks.
Greg Lindahl internet: gl8f@virginia.edu
U Va Dept. of Astronomy bitnet: gl8f@virginia.bitnet

5562. RE:MEDIA CHANGE BUG.

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 19:58:22 UTC
From: 42_145@uwovax.uwo.ca
Message-ID: <672@uwovax.uwo.ca>
Source record: 250662

The media change bug has to do with the type of disk drive used.I ran
into this problem when upgrading my 520stfm to double-sided drives.I
had problems (media change)with a Panasonic JU-364 ,but not with a
Mitsibishi model MF 353B-88UF.
I'm not certain ,but I think it has something to do with the way the
write protect tab is detected.(optical or mechanical)
Maybe someone else can clairify this a little better for us.

5563. Re: Help with receiving satellite pictures!!!

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 19:58:44 UTC
From: Robert.Lisowski@rubbs1.FIDONET.ORG
Message-ID: <55.2331B9DC@rubbs1.FIDONET.ORG>
Source record: 250663

Hank Brandli of Melbourne, FL (3165 Sharon Dr.---32904) is named in
Popular Mechanics' Science section (oct. p.40).

He will provide (for a $5.00 fee) a parts list, instructions, and
other info on constructing a satellite weather picture station for
a computer (I think it's a PC-compatible, but any good hacker can
adapt it to an ST). Total cost is under 1000 bucks (depending on
how good you are at shopping or how much stuff you have already).

Rob

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

5564. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 21:47:28 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440005@hplsla.HP.COM>
Source record: 250664

As the new owner of an ST2, I'd like to add my two cents about this "dying computer" hoopla.

While shopping around for my computer, many dealers told me whatever they could to discourage me from Atari and get me into an Amiga:

"Atari ST computers are hard to get and we can't keep them in stock. They're backordered and who knows when they'll come in."

"There isn't any profit margin in Atari computers since Atari shut out the discount mail-order activity."

"We don't discount our Atari computers, except for demos, because they're hot sellers and we don't need to."

"Most people are opting for Amigas these days because the Atari is pretty much of a dead end. Look at our software shelves - 90% Amiga and less Atari stuff everyday. No one is buying the Atari stuff."

I ended up buying my Atari from a local music store, from stock, at a discount, and they got me all the software I wanted within a week, again at a discount (music stores don't sell lots of compilers!). The discounts rivaled those mail-order outfits that the other dealers seem to think are out of business.

I can only speculate as to why these dealers are verbalizing these conflicting packs of lies. Somehow they must figure that they can make more money by doing it. Maybe they're overstocked on Amigas? ;-)

Disclaimer: The author has no pecuniary interest in any of the companies mentioned. The opinions expressed herein are solely those of the author.

%/%/%/

5565. Re: Media Change Bug

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 21:59:52 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440006@hplsla.HP.COM>
Source record: 250665

```
| I have the media change bug on my Mega 2. (The escape key does not always
| update the drive A directory when write protection is enabled).
|
| My Mega 2 is still under warranty. I am having trouble getting it repaired.
| Although my dealer was not aware of the problem, he replaced by drive.
| However, I still have the problem.
| Who can my dealer talk to at Atari to get information on the media change
| bug? My dealer claims he talked to Atari without success. . Although my
| dealer is an authorized Atari dealer, he is not a knowledgeable dealer.
|
| What is the fix for the media change bug? I thought replacing the drive
| would fix the media change bug.
|
| Gregory Gibson
| gibson@trwrb.UUCP
```

I've seen this on my ST2 as well. It always goes away when I close the disk
and re-open it. I've only seen it twice but both times I had a RAM disk
open. Both times my floppy was NOT write protected.

```
%%%
```

5566. Re: argc and argv with gem

Newsgroup: comp.sys.atari.st
Date: 1988-09-16 23:30:22 UTC
From: daanjj@neabbs.UUCP
Message-ID: <31968@neabbs.UUCP>
Source record: 250666

Jim,

You probably compiled your program specifying the -VGEM or -VAPP
option to the compiler driver cc. For an unknown reason, the GEM runti
runtime startup sets ARGV to NULL. Just take a look at the source, or
at the manual at page 141 (entry crtsg.o).

Solution: call cc first with option "-c", and then call the linker
yourself specifying both the correct runtime startup crts0.o and the
VDI/AES libraries (-laes -lvdi). This will work!!

Daan Josephus Jitta (daanjj@neabbs)

5567. Re: Boycott Apple Again

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 02:35:23 UTC
From: deraadt@xenlink.UUCP
Message-ID: <180@xenlink.UUCP>
Source record: 250667
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <626@mace.cc.purdue.edu>, mtr@mace.cc.purdue.edu (Miek Rowan) writes:
> > In between IBM's bumbling of just about everything in sight (it's
> > going to be an MCA future, but wait! here's a new AT!), Apple's greed,
> > Atari's sort-of-ok acceptance, and Commodore shooting themselves in the
> > foot, the calf, the knee, etc, with mismarketing the Amiga, I just
> > don't know...I think I'll save up for a Sun ;-)
> After cleaning up Sun's code, dealing with thier equipment et al ...
> I would not recommend a Sun to my worst enemy. They have had some
> good ideas, but thats about it.
Yes, AmigaDOS has less bugs than SunOS 4.0 indeed. And new Sun releases
come out about as quickly as Amiga software releases anyways - and the
most well known bugs don't get fixed.

Sun's right hand seems to have a problem with chopping of it's left hand
as far as I hear - somewhat alongs what C-A did awhile back..
<tdr.

5568. Re: problem with mwc atoi(), version 2.0.1

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 03:13:14 UTC
From: jms@antares.UUCP
Message-ID: <157@antares.UUCP>
Source record: 250668

```
In article <12562@ncoast.UUCP> btb@ncoast.UUCP (Brad Banko) writes:
> printf("%d %d %s %d %d %d\n",
> x, i, argv[i], (double) x / MAXVAL, atoi(argv[i]),
> (double) x / MAXVAL * atoi(argv[i]) + 1);

The way printf picks up arguments is as follows:
%d = Pick up 2 bytes of x (which is an int) = OK
%d = Pick up 2 bytes of i (which is an int) = OK
%s = Pick up a pointer to a string argv[i] = OK
%d = Pick up 2 bytes of the 8 bytes that correspond to the value of the
expressiion "(double) x /MAXVAL".
%d = Pick up the next 2 bytes from the previous double-precision value
%d = Pick up the 4th and 5th bytes of the double-precision value
\n = Start a new line (which ignores the 7th and 8th bytes of the first
double precision result, and ignore the 2 bytes of the atoi value,
and ignore the 8 bytes of the 2nd double-precision floating point value.

The problem is in the use of %d with double. You should be using %f
for double, however you don't need double in this program; use ints and
longs instead.
--
+--------------------------------------------------------------------------+
| TYMNET:JMS@F29 CA:"POPJ P," UUCP:{ames|pyramid}oliveb!tymix!antares!jms |
| INTERNET:JMS%F29.Tymnet@Office-1.ARPA PHONE:Joe Smith @ (408)922-6220 |
+--------------------------------------------------------------------------+
```

5569. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germ

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 03:36:03 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <9184@cup.portal.com>
Source record: 250669

There are a few things which may be missing here. First, last I heard, Atari Corporation are selling ST's of all makes as fast as they can make them - which many businesses would probabaly like to be in.

From a consumer's point of view, the ST is a bargain. It isn't very expensive, and is very sophisticated hardware (It even runs Mac software better than a real Mac - thank you Dave Small!). The programs are priced very competitive (the <$100 word processors blow away most of the things for the Mac and PC I have seen - at least in either price or performance).

The problem is for the *DEVELOPERS*. It isn't that hard to write ST software, and there is a lot of quality PD stuff out. Atari has not been very supportive (I realize that there is a new "push" at Atari, but it has not really materialized for the most part). I don't know how many are working for the European market, put that is apparently where at least half of the ST's are. And here, games seems to be a larger segement of the market than common business programs, much less esoteric utilities.

I don't know what Atari can do about this either - their logo is not one that most purchasers or managers recognize, or if they do, "Isn't that a game machine?" is usually the response. And with the DRAM shortage and such, they couldn't provide them in numbers anyway. I really liked the ad in that desktop publishing magazine, and hope to see more, but it is likely to require more. And part of the problem is to get these larger volume customers who are likely to buy site licenses and a lot more software (at least things other than games).

I would also perhaps appreciate some more recognition on the part of Atari that Software is a part of what sells the machine, and in some cases a large part - and not the software Atari writes. Perhaps Atari should consider aiding some of the developers in Atari's targeted ads by simply mentioning that such software is available from..., which they have done in their MIDI ads. I don't think the ST is dead or dying now, but it has to do something soon since the software supply will dry up otherwise (much as your doctor might tell you to quit smoking or lose weight - you won't die tomorrow, but you won't stay healthy indefinitely while indulging).

5570. TOS--Whats next??

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 04:02:12 UTC
From: wao@aluxz.UUCP
Message-ID: <948@aluxz.UUCP>
Source record: 250670

I've been reading about TOS 1.4 on the net for awhile and it sounds good to me but I would like to ask Alan and Roy a question. This might have been covered already but --- can we expect a multitasking version of TOS in the future?

Bill Oswald known as wao@aluxz

5571. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 07:48:34 UTC
From: dbw@crash.cts.com
Message-ID: <3436@crash.cts.com>
Source record: 250671
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <1170@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes: ...
>. Download time (when you get software FROM THEM) is
>charged at the normal rate ($5/hr). Also, noncommercial GEnie
>subscribers can only call after 5PM local time and on weekends: the rest
>of the day is for GE's commercial customers, who are the primary
>consumers of that whole computer setup.
>
>GEnie has 2400-baud access at a higher hourly rate (I don't know how
>much higher) but, of course, 2400 baud cuts your download time in half.
>I would recommend using 1200 baud for interactive online time; log out
>and call up again at 2400 baud just for downloads.

I have learned from painful experience that on Genie and CIS and other systems that 2400 baud is not necessary twice the speed of 1200 baud. The bits pass thru the modem at 2400 baud, and you are paying a higher rate; however, there are more pauses and longer pauses at 2400 baud. If you take two people downloading under similar conditions and load on the network, but one is downloading at 1200 baud and the other 2400 baud, it may turn out that the 2400 baud person takes less time than the 1200 baud person, but not close to half the time. Under heavy conditions both of them may take the same amount of time. Genie is better than CIS in this regard -- Genie sends the entire file to the local node that the user is downloading from quickly, and the local node handles the download. CIS sends the file in packets across the entire network which slows the download down considerably.

5572. Re: ST news software / Sobozon C

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 14:22:44 UTC
From: saj@chinet.UUCP
Message-ID: <6611@chinet.UUCP>
Source record: 250672

In the referenced article, Dale Schumacher referred to the GNU redistribution conditions. He was close, but a bit off. In the gnu.gcc newsgroup RMS stated that he considers the GNU 'copyleft' (essentially meaning free availability of all source code) to apply to anything that is a 'derivative work' of a Free Software Foundation product. That's a technical legal term there, and right now the best guess is that it means BISON output or anything linked with the GNU libraries, but not anything simply compiled with gcc and the associated tools.

5573. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 14:24:57 UTC
From: roy@phri.UUCP
Message-ID: <3491@phri.UUCP>
Source record: 250673
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

Either drs@bnlux0.UUCP (David R. Stampf) or hyc@math.lsa.umich.edu (Howard Chu), it's not clear which from the attributions, writes:

> Just as the most trivial of problems, you might wonder at the coined phrase
> (sorry, I forget who I'm stealing this from) "the connector is the network."

1) It was "stolen" from me. I guess it's too late to apply for a trademark, right? :-(

2) Stop wondering what it means. It's a dig against Sun for putting such crappy ethernet tranceiver connectors on their machines, and is a direct parody of their "the network is the computer" slogan. You would think that a company which makes products which depend so much on networking (let's face it, a diskless workstations with a disconnected tranceiver cable is just a very large paperweight) would pay more attention to how they plug into that network.

--
Roy Smith, System Administrator
Public Health Research Institute
{allegra,philabs,cmcl2,rutgers}!phri!roy -or- phri!roy@uunet.uu.net
"The connector is the network"

5574. Re: This "Dying ST" nonsense

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 17:41:11 UTC
From: brad@looking.UUCP
Message-ID: <2043@looking.UUCP>
Source record: 250674

While the ad says business, it also notes games, and Atari would be foolish not to advertise with Christmas coming. Unless they could sell all their production, in which case they would be foolish to advertise.

--

Brad Templeton, Looking Glass Software Ltd. -- Waterloo, Ontario 519/884-7473

5575. Re: Free Sun bash

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 17:49:32 UTC
From: mtr@mace.cc.purdue.edu
Message-ID: <657@mace.cc.purdue.edu>
Source record: 250675
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <68544@sun.uucp>, cmcmanis%pepper@Sun.COM (Chuck McManis) writes:
> In article <626@mace.cc.purdue.edu> mtr@mace.cc.purdue.edu (Miek Rowan) writes:
> >After cleaning up Sun's code, dealing with thier equipment et al ...
> >I would not recommend a Sun to my worst enemy. They have had some
> >good ideas, but thats about it.
> >mtr
>
> After checking the Sun bugs database I find that Purdue has called in seven
> (7) bugs, of which 4 were fixed more than two releases ago, 2 are fixed in
> the current release and one is fixed but it isn't in a release yet. Oh and
> *none* of the bugs have your name on them. Do you work for Kirk Smith?

I do not work with Kirk Smith, and these opinions are my own, and I make
no claims about or related to my employer. Take this in a personal
respect as I am sure we will be contacting Sun in an official manner on
these items and some others.

First, I did *not* mention bugs, although I could have, so you checking
a bugs database is kinda dumb. My *real* complaint is the state
that you send your distribution out in. I have hit three major problems:

1) Some sources are missing completely.

2) Some binaries don't match the sources, and we can't recreate the
binary without loosing functionality

3) Some of the sources even had syntax errors in them

Some other points, good and bad:
o The dyamic libraries are neat, although I have seen them before. (but
sun never did claim they invented them).
o The modifications to make can get pretty annoying.
o The system is also one big security headache, although that is true
of any workstation.
0 You guys were a little haphazard in moving some sources and not others.

I have a color Sun 3 in my office and it is just unacceptably slow.
Especially if you want to use X11R2, but it carries on to Sunview
also. It can get so that scrolling is no better than 1200 baud dial
up. HP's color workstation is about 100 times faster, although they
have thier own problems with networking.

Maybe I was a little harsh to say "my worst enemy". Everyone talks
so highly of Suns equipment that I was really disappointed when i
sat down and worked with one. If you are going to buy a Unix box,
shop around. Maybe Sun is *your* best buy. It is all a matter of

context: what are you getting it for?

I hope that future releases continue to improve, and I would much rather deal with Sun than Apple (or even Dec).

Again, I am stating what I think, not nessasarily how Purdue feels.

mtr

5576. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 18:00:17 UTC
From: <>
Message-ID: <6@cs-spool.calgary.UUCP>
Source record: 250676
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <620@bnlux0.bnl.gov>, drs@bnlux0.bnl.gov (David R. Stampf) writes:
> In article <406@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
> >
> >Lots and lots of problems, no single one of which renders a Sun totally
> >unusable, but altogether adding up to too many headaches. Bad network
> >support, flaky network services, etc. etc. etc... For a company whose
> >motto is "the network is the computer" it's pretty disgusting how
> >poorly their network software runs.
> >
>
> I've had a Sun on my desk for 4 years now, and my department has
> about a dozen. Schools by us have Sun's by the 100's. Compared to other
> machines, Sun's software is top notch and we frequently use the sun's to
> monitor our networks. I really think that Howard's opinions are in the
> minority viewpoint. So much so in fact, that it would be interesting to
> find out what he *would* recommend to his worst enemies as an alternative.
>
> < dave stampf

I must agree with Dave. I have been using Sun workstations for about 3 years
now and I think it is the best devellopement system around.
The Sunview window environment is a joy to work in compared to other
windowing systems I have seen. Mex on the Iris is totally brain damaged in
comparison to it. I have nothing bad to say about Sun (the computer or the
company). I really hate it when some people give there 2 cents worth when it
is only worth 1. Alot of people don't give things a chance to improve, if
it does not work first time then they refuse to look at it again.

==
Trevor Paquette - GraphicsLand, U of Calgary[Home of The Great Train Rubbery]
Email:paquette@cpsc.UCalgary.CA ICBM:51 03 N/114 05 W
Luminous beings we are, not this crude matter. *** Don't worry, be happy

5577. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 18:16:21 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <407@stag.math.lsa.umich.edu>
Source record: 250677

In article <1579@tahoe.unr.edu>, mikew@wheeler.wrcr.unr.edu (Mike Whitbeck) writes:
> In fact with the release of SPECTRE 128 I expect to not only
> beat a MAC+ in performance BUT WHILE RUNNING MAC SOFTWARE!!

What's the latest word on SPECTRE 128? How is it for compatability
(Multi-finder, Excel, Hype-Card, Full-Write, etc...) with programs
and sound? What is the projected release date?

> But please, someone bring European hardware/software business
> products over to the US!!!
> ethernet , TeX and many other goodies await if only someone

I would love to see some info on the Atari Ethernet. Does anyone know
anything about it? Also, I have TeX for the ST. Someone just ported it
and sent it to our intermediate archive. FTP to clio.math.lsa.umich.edu
(35.195.16.4) and sign on as id ftp with any password. [If you were
using euterpe, switch to clio, you'll get a better connection] We're
still setting up our real archives on the 3090, but until then grab it
off there. Feel free to send something back to us :-), especially suff
that you ported and want to have distributed. Send sources too, we have
next to unlimited disk space.

Jon Brode -- dyer@math.lsa.umich.edu
Moderator of PC7, President of WAUG

5578. unpacking split postings to sources, etc.

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 20:37:52 UTC
From: btb@ncoast.UUCP
Message-ID: <12573@ncoast.UUCP>
Source record: 250678

i would appreciate learning about any tools which others might have
accumulated for unpacking split file postings to the net.
in particular, programs to run on both the host unix system and also
programs to run on the atari to automatically "shuck off" the mail
headers, etc. automatically.
also, does anybody have a shell archive de-archiver which will run on
the ST? thanks.

--
Brad Banko
Columbus, Ohio
(formerly ...!decvax!cwruecmp!ncoast!btb)
btb%ncoast@mandrill.cwru.edu

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

5579. Re: Free Sun bash

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 20:55:25 UTC
From: madd@bu-cs.BU.EDU
Message-ID: <24947@bu-cs.BU.EDU>
Source record: 250679
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.unix.wizards

(This discussion doesn't really belong here so I've redirected
followups to comp.unix.wizards)

In article <657@mace.cc.purdue.edu> mtr@mace.cc.purdue.edu (Miek Rowan) writes:
|I have a color Sun 3 in my office and it is just unacceptably slow.
|Especially if you want to use X11R2, but it carries on to Sunview
|also. It can get so that scrolling is no better than 1200 baud dial
|up. HP's color workstation is about 100 times faster, although they
|have thier own problems with networking.

Hmm. I use a Sun 2/120 with x11r2 and it's not "unacceptably slow"
for most things. If you put xterm into "jump" mode you get good speed
on the scrolling. Of course you can't read it then but most people
can't follow stuff running out at more than 4800 baud anyway; that's
why "more" is there.

On a Sun 3/50 x11r2 performance is much better, although still slow
for really intensive graphics applications. This is mostly due to the
lack of a good x11 server for the sun. A quote from the documentation
of the Sun server:

"The drivers are completely untuned and have inferior performance."

If someone got on the ball and tuned the server you'd see much better
performance, especially on the color systems (like yours) where the
server is *really* untuned. I maintain that it's good enough to get
work done on, though. If you want real performance I suggest using a
Sun 3/50 (or better a Sun 4/110) as a smart graphics terminal to
something like an Encore. Yanking all the non-graphics stuff off the
Sun and putting it on a scream machine gives very nice performance and
is fairly transparent under x11; even my Sun 2 runs nicely when I
offload the application to a Silicon Graphics 4D.

It's true that Sun's are sometimes plagued with hardware problems, but
my experiences with their support were all favorable. In addition
they understand that not all users are stupid and allow them to do
board swapping and the like, something that I appreciate. I haven't
any experience with their newer machines (we have 2 Roadrunners and a
few Sun 4's coming, but nothing yet) so I can't comment on increasing
or decreasing reliability. So far I've had one mono card blow up on
me, a disk problem, and a couple of mono screens have flipped out, but
Sun dealt with them quickly so I've no complaints. I have no
idea just how long my Sun 2 has been around, but considering that it's
a Sun 2 I'd say that it's been awhile.

As for their software, it's a good and bad thing. I *like* SunOS, at least 3.5. Some of the networking stuff -- like the yp server -- is pretty hairy and not so reliable, but if you don't have a big network you don't need it and it runs very cleanly. NFS setup is simple and very easily maintained. Security is a problem but it ALWAYS is when the user has direct access to the hardware, not one manufacturer can say otherwise. It still takes a little ingenuity to really screw things up, to Sun's credit, and putting a password on single-user boots really blocks up some holes that exist in 3.5.

In summary I don't think you've voiced a valid complaint. There is virtually nothing else that works as well as Sun workstations in their price range. 386 PC's don't have anywhere near the networking support that Sun's do, almost never have good support, and cost nearly as much. Higher-end workstations (eg Silicon Graphics) often address these problems but they're for a more specific audience and cost a lot more.

jim frost
madd@bu-it.bu.edu

5580. Re: Wait a Sec...

Newsgroup: comp.sys.atari.st
Date: 1988-09-17 21:32:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <880917213212.050187@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250680

Mike Whitbeck writes: ><Flame on> >But please, someone bring European hardware/software business >products ofver to the US!!!

The mail order company E. Arthur Brown Company offers European software. I have never seen what they offer, or ordered something from them, so I cannot tell you if they are trustworthy, but I remember someone on the net reccommeding them for mouse/ball controllers.

Their address is: 3404 Pawnee Drive, Alexandria, MN 56308 If you want to place an order over the phone, their number is: 1-800-322-4405 If you want information their number is: (612)762-8847.

I suggest that you write them a letter telling them what you want, and if they have it, I'm sure they'll send you information.

They also carry a line of PD software for the ST and some software for the Amiga.

Remember, I have never ordered from them, so I don't know how reliable they are.

"Exterminate! Exterminate!"--Daleks

```
/~\-*
###--<
/***\ /*****\
```

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

5581. Re: Wait a Sec... (was Re: Atari fa

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 01:07:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500054@iuvax>
Source record: 250681

Thank you WAUG. The TeXer/LaTexer is beautiful.

5582. Re: Publishing Partner Amateur

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 06:12:37 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830008@hpldola.HP.COM>
Source record: 250682

I was looking through one of the Amiga rags he other day and - surprise -
Soft Logik is doing a PP for the Amiga. Isn't that strange?

Dave

5583. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 06:20:26 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <409@stag.math.lsa.umich.edu>
Source record: 250683
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <620@bnlux0.bnl.gov> drs@bnlux0.UUCP (David R. Stampf) writes:
> I wasn't going to respond to this figuring that there would be a
>huge response from Sun users, but since it wasn't posted to the sun newsgroup
>I'll put in my $.02 worth.
>
> I've had a Sun on my desk for 4 years now, and my department has
>about a dozen. Schools by us have Sun's by the 100's. Compared to other
>machines, Sun's software is top notch and we frequently use the sun's to
>monitor our networks. I really think that Howard's opinions are in the
>minority viewpoint. So much so in fact, that it would be interesting to
>find out what he *would* recommend to his worst enemies as an alternative.
>
> < dave stampf

I think we've seen more than enough of this topic, so I'll try to keep this short. First of all, I'm sure many schools have Suns by the 100's. I'm sure they're also often wondering if they'd made a mistake. I've heard many times how Michigan State University fared, with amazing ethernet broadcast storms and meltdowns rendering their campus-wide broadband completely unusable. We all remember the stories of Sun 3/50's ARP requests getting shunted along cross-country by ethernet bridges, yes? In any case, (consider this a challenge if you wish, I know you will not be able to meet it) you cannot put anywhere near 100 Suns on a single network, and get any useful service out of them. The network would simply collapse under too many collisions. I don't believe you will find any place running more than 40 machines on a single network.

Contrast this with, say, an Apollo network. Our engineering school runs over 300 Apollos on a single Apollo token ring, on two campuses spanning over two miles. There's no such thing as a network meltdown there. Diskless nodes don't have to have disk space pre-allocated on servers, and don't eat up bandwidth trying to find their own internet addresses. There's no need for special partitioning of a drive, no particular use for the mount command except for use with NFS. No need to dedicate any piece of disk to swap space - all disk use is dynamically allocated. All disks on a net are always accessible, quickly and transparently. They have a bunch of Suns now too, but they can't compare in performance to the Apollos. Using NFS, all 300+ Apollo disks are accessible thru a single mount point on a Sun. In contrast, it's an amazing hassle to keep fstab's up-to-date to keep all the necessary Sun disks accessible.

It would be nearly impossible to run a bunch of Suns as a well-coordinated network without Sun's Yellow Page service. All well and good, as long as it works, which is, unfortunately, not All the time. A Sun workstation just isn't configured to work in a network - load it up off the distribution tapes and it wants to think it's a standalone mini, like a big Vax or something. Its own

password file, hell, its own copy of /etc. You know how silly it is to have 25 copies of /etc/termcap or /etc/hosts online? I couldn't even keep a full hosts file in the yp database because it was so huge it would timeout during ypxfr updates. When 1 of the 4 ypservers went down, the silly machines were unable to locate any of the 3 other running servers, and the whole network was unusable. YP is supposed to be fault tolerant, and is billed as a dynamically load balanced system, but in practice it is as inflexible and fragile as a piece of thin glass. It was also quite disconcerting, when I went looking for possible ways to improve the code, to note that my sources and binaries were not the same version, even though they had identical SCCS IDs. (Different date stamps, different object files.) And I'm one of the fortunate few to have access to full Sun source code.

Contrast again with an Apollo network - these machines were obviously designed from the start to operate in a distributed computing environment. Sun's network support seems to be more of a hastily added asfterthought in comparison. The password database, for example is dynamically updated among what they call replicated databases. It's the same idea on the surface as yp - a few key nodes playing host to some servers. The implementation is much smoother though. For the password database, or "registry," there is also a locally cached registry, which maintains a selectable history size of local users, so even if the main registry becomes inaccessible due to a network failure, the node can be logged into for use. Apollo's network management software is easily the most sophisticated and mature as any I've seen. And with their filesystem, you won't find your NFS partitions temporarily evaporating, you won't be denied access to files that you own, etc. (This is certainly an odd problem to appear in a "stateless" filesystem, but Sun NFS often gets confused and will deny Joe User access to NFS mounted files that Joe owns. Usually fixed by a couple sync commands, so it's only a minor inconvenience at worst, but nonetheless it's a telling sign.)

So much for keeping it short. I didn't even get to talking about how much faster Apollos are, how much more responsive the Apollo Display Manager is than any Sun windowing system, how much more sophisticated the filesystem is, or a lot of other points. Or Apollo's Network Computing System, with which I can writea huge resource intensive application that will utilize all available CPUs and disks on the network. (250 68020's can solve a lot of problems in one helluvausmall amount of time!) So much for that. I have no vested interest in either Suns or Apollos, I use them both all the time. Obviously I prefer the Apollos, even though I'm maintaining 25 Suns here in Math. It's truly amazing how many people I've encountered have only heard good things about Suns, and never bad. Sure, they have their good points, but there's a lot of bad to be aware of, and, more importantly, there are good alternatives to be aware of.
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

5584. Re: Wait a Sec... (was Re: Atari fa

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 09:54:47 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <410@stag.math.lsa.umich.edu>
Source record: 250684

In article <36500054@iuvax> franco@iuvax.cs.indiana.edu writes:
>
>Thank you WAUG. The TeXer/LaTexer is beautiful.

I think we have a case of mistaken identities here. First thing, Dave Dermott did the port, all thanks and credit go to him for TeX and LaTeX. Second, WAUG is the Washtenaw Atari Users Group, I'm the President, but the group has nothing to do with the net. (If you want to join though... send e-mail :-)

PC7 archive status report: 450 files, 26 megs. We'll be ready to go when I finish indexing it all.

Jon Brode -- dyer@math.lsa.umich.edu
Moderator of PC7, President of WAUG

5585. Re: Fidonet mailer

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 10:48:30 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1835@water.waterloo.edu>
Source record: 250685

In article <590@stag.UUCP> to_stdnet@stag.UUCP writes:
|From: thelake!steve@stag.UUCP (Steve Yelvington)
|
|I ran across the following on a local Fidonet node and thought
|it might be of general interest. -- Steve
|>Subject: New version of GS-Point released
|>The new version of GS-Point, v0.61, has finally been released. For those who
|>don't know, GS-Point is a non-commercial package that allows an Atari ST user
|>to act as a FidoNet point, and receive and send network mail and echomail.

I am interested, and would like to know more.
Has anyone who has tried it yet?
Is it on one the USENET or BITNET file servers?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

5586. Re: Animation Topics

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 14:42:35 UTC
From: peter@sugar.uu.net
Message-ID: <2650@sugar.uu.net>
Source record: 250686

In article <8809100453.AA01878@TIS.COM>, dmb@TIS.COM (David M. Baggett) writes:
> Setscreen((char *) -1L, (char *) new_phys_base, -1);
> Vsync();

I'm not particularly familiar with the ST, but since SetScreen is asynchronous,
the following code (based on Amiga code) should work better:

Generate animation in newscreen;
Vsync(); /* wait for previous SetScreen (of oldscreen) to work */
SetScreen(newscreen);
Go back to generate next screen.

This way you get to do computations while waiting for SetScreen, and there's
always a screen out there waiting to show up.
--
Peter da Silva `-_-' peter@sugar.uu.net
Have you hugged U your wolf today?

5587. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 15:05:32 UTC
From: bobmon@iuvax.cs.indiana.edu
Message-ID: <12834@iuvax.cs.indiana.edu>
Source record: 250687
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

I love the IBM PC newsgroup. Where else could I see an Apple flame
inspire Sun users to flame their own machines as well as Apollos, with
Mac II users taking random potshots from the sidelines?

Lemme tell you about the AT&T 7300 I'm trying to use at school....
--
-- bob,mon (bobmon@iuvax.cs.indiana.edu)
-- "Aristotle was not Belgian..." - Wanda

5588. Change your titles often!

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 15:58:36 UTC
From: Robert.Lisowski@rubbs1.FIDONET.ORG
Message-ID: <56.2334538C@rubbs1.FIDONET.ORG>
Source record: 250688

People ought to change the message titles for their posts more often.
If you are continuing a discussion on the same subject, allow your
titles to evolve with the discussion so everybody can scan the titles
and see what the messages are actually about. It seems I've been
seeing "Another great quote from Mr. Good" and "To fix or not to fix"
appearing above a large percentage of posts here, and those aren't the
only ones that are recycled again and again. I'm not bitching, but I
think we would all be well served if everyone made their titles a bit
more original and unique. After all, a title should reflect closely the subject matter of
an article.

I realize you may want someone to recognize the post as a reply to a
previously posted article, so maybe you could put a number at the
end of the title, or modify the wording. (some use "(was: .....)", but
even THOSE are getting recycled, so there ya go.)

This post comes to you as a result of my having to read alot of
articles that don't interest me---due to poor titles. C'mon, it's
not that difficult to come up with original titles, just condense
what you are posting about down to about half a line.

PLEASE don't flood this area with replies to this message. If you
feel an uncontrollable urge to use your flame thrower, E-mail it to me.

Thank you for your time.

Rob

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

5589. Re: TOS--Whats next??

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 16:20:00 UTC
From: good@atari.UUCP
Message-ID: <1172@atari.UUCP>
Source record: 250689

in article <948@aluxz.UUCP>, wao@aluxz.UUCP (William Oswald) says:
>
> I've been reading about TOS 1.4 on the net for awhile and it sounds
> good to me but I would like to ask Alan and Roy a question. This
> might have been covered already but --- can we expect a multitasking
> version of TOS in the future?
>
> Bill Oswald known as wao@aluxz
Possibly, but not in the near future, from Atari. The TOS 1.4 clean-up
gives us the source baseline for near-future processor-line expansion.
Resources will address that issue first.
Multiuser operating systems in the form of UNIX System V.3.1 (tm's for AT&T)
for 32-bit products, and the already/imminently available OS/9 and Minix
for the 16-bit.
Roy Good/Atari

5590. SH204 RLL Formatting (was: Re: CONNECT YOUR OWN HARD DISK...)

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 17:05:11 UTC
From: marvin@jungfrau.UUCP
Message-ID: <618@jungfrau.UUCP>
Source record: 250690

In article <9160@cup.portal.com> Ric_I_Clayton@cup.portal.com writes:
>
> Here's my Hard Disk Story:
>
> I had an Atari SH204 20Meg Hard Disk. I needed more disk space and
>didn't want to spend another $600 for 20megs. (Not to mention the fact
>that the SH204 has no Daisy-chain port.) This is what I ended up with:
>
> (From my SH204)
> o Seagate ST225 20Meg Hard Disk
> o Adaptec 4000 Controller
>
> (From my local Hard Disk Dealer)
> o Seagate ST251 42Meg Hard Disk
>
> (From ICD)
> o Host Adaptor Board
> o 5 1/4 Hard Disk Case (w/HDA Mounting Kit & Cutout)
> o Controller-to-Disk Cable Set
> o 36" DMA Cable
>
>The only problems I had were with the Hard Drive
>Case. Some of the drive bracket mounting holes were miss-aligned and had
>to be re-drilled, the hardware-kit (screws,etc) didn't have the right
>hardware, and space is _real_ tight inside the case. Nothing a drill and
>a trip to the hardware store wouldn't solve. Also, saving the leftover
>SH204 parts gives me a head-start on my next storage increase. By just
>adding an RLL controller, a 96Mb drive, and replacing the PAL chip on the
^^^^^^^^^^^^^^^^^^^^^^^^ ^^^^^^^^^^^^^^^^^^^^^^
>Atari Host Adaptor board, I'll have more storage than I'll possibly need.
^^^^^^^^^^^^^^^^^^^^^^

This is what I thought, too. I replaced the Adaptec 4000 controller by
the 4070, which is completely compatible with the 4000, except that it
uses RLL encoding scheme instead of MFM. I also bought a second drive, a
Seagate ST157R, which is RLL and has a capacity of 49MB. The old drive
in the SH204 was (still is) an Tandon TM262, which is a 3.5", MFM, 20MB
drive. I checked out with Tandon, if that drive accepts RLL (i.e. if it
has plated media), and they said yes (although it was not certified for it).
Formatting the Tandon drive didn't cause any problems, but, however, it
has quite a lot of read errors. The errors do not appear in specific
sectors, but just randomly anywhere, especially on the cylinders with
low numbers, i.e. on the inner cylinders of the drive. It looks like it
mostly works just perfectly, but sometimes there are these read errors.

It seems that timing margins are so close, that it does not work properly from time to time. A few days ago I got the PAL replacement from BMS. It doesn't help very much, except that read errors are now 'officialy' being recognized.

If anybody is out there, who has similar experience, or who has a solution, please post/mail it...

Tomas

****
Disclaimer: I'm a student at the Swiss Federal Institute of Technology (ETH) in Zuerich, Switzerland, studying Computer Science ('Informatik' as we call it in German).

UUCP: ...!mcvax!ethz!jungfrau!marvin (marvin@ethz.UUCP)
Surface: Tomas Felner, Quellenstrasse 30, 8005 Zuerich, Switzerland

5591. Re: gcc problems

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 17:11:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880918171113.7.JRD@MOA.SCRC.Symbolics.COM>
Source record: 250691

Date: 9 Sep 88 03:34:23 GMT
From: mcvax!cernvax!ethz!forty2!poole@uunet.uu.net (Simon Poole)

In article <JEFF.88Sep2035059@stormy.atmos.washington.edu>
jeff@stormy.atmos.washington.edu (Jeff Bowden) writes:
>I grabbed the gcc executables a few days ago. I found that I had
>insufficient resources to run it (sob :-( ).

Gcc can be run on a 1 MB machine! You will not be able to compile any larger
files from GULAM, but you can revert to compiling from the Desktop if memory
is a problem.

To bootstrap you NEED:
a copy of gulam
a diskeditor

1) patch the executable of gcc-cc1.ttp so that only 300 kB of stack instead
of 500 kB are allocated (you can search for the value 500000, it only
occurs once, somewhere around 364kB).

Yah, that's described in the blurb. In fact, 300000 is still far more
than you need; in my experience, 128K is plenty for most things. The
thing that really eats stack is compiling large hairy functions is -O;
the 500000 value is for compiling the instruction-cracking routing in
GAS. If you can live without -O, 64K or maybe even 32K will be enough.

[That you have to do this is really
a bug, there is NO need for a GEMDOS only program, that doesn't exec
another program to give memory back to GEMDOS, I'm changing my crt0
so that it will take -1L in _stksize to mean: "Don't do a Mshrink"]

Careful; memory that is malloc'ed comes from ABOVE the stack, not below
it, so you really do want to keep the stack at the smallest value that
works for you.

2) Now throw all resident stuff out (accessories etc. just keep GEMBOOT
or folderxxx (you do have a HD?)), start gulam and setup the enviroment
as described by jrd. You should now be able to compile most programs
(you can compile all of flex except parse.c and scan.c for an example).
This is a good time to get the sources and extract the documentation
from them, how else are you going to know about -mshort
-fomit-frame-pointer etc.?

Right. If there's sufficient demand, I'll package up the docs
separately; or someone else with more time could do so... hint hint...

3) If a source file is too large to be compiled from GULAM, you will get
a "no more virtual memory" message or someting like that (probably
already from gcc-cpp).

typically from gcc-cc1, actually...

You can workaround this by running the
compiler from the desktop, the current gcc.ttp will NOT work from the
desktop (reasons follow), so you will have to write a small wrapper
program to do this (I'm fixing gcc.ttp right now.....).

Note:
all gcc stuff assumes:
file-handle
0 = stdin
1 = stdout
2 = stderr
since the GEMDOS default for handle 2 is the serial
port, this isn't much good when you start stuff from
the desktop.

Yah, I've since realized that 2 is the serial port (!). If you fix
std-init, would you post the fixed version? Also, does anyone out there
have a description of what file numbers 'default' to what?

So you need a
Fforce(2,Fdup(1))
At the begining of your program to see any error output
(and due to a bug in stdio to see any output at all).

Trying this shows two bugs in the current runtime library:

- Fforce has a wrong binding in osbind.h,
it uses 3 short (aka 16 bit) arguments!
Write a trap-1www function to do this.
[BTW is anybody working on cleaning up
the library, there is a lot of stuff that
should be done]

No kidding. As I said in the doc, the library is pretty ragged. I'm
working on getting rid of the trap_foo functions, and generating the
traps in line; perhaps it makes sense to post a recompiled library whe
that happens?
[...]

Don't get put off by this description, GNC CC is worth it!

Glad you like it.

5592. Strange '-s' flag behavior in the GNU linker ?

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 17:30:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880918173048.9.JRD@MOA.SCRC.Symbolics.COM>
Source record: 250692

From: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

I have found what is not quite a bug, but a somewhat annoying feature in the GNU C linker. It seems that the '-s' flag does exactly the opposite of what I think it should do. If you don't specify '-s', the linker appends a symbol table to the executable, if you do specify it, no symbol table is produced.

Well, I admit it's somewhat counter-intuitive, but the semantics of -s is unchanged from what it was in the unhacked LD.C. Ie, the default behaviour really is supposed to be to produce a symbol table. After thinking about it, though, it seems reasonable to change it in the ST version, as the ST format symbol tables are never useful.

This means that to make executables without symbol tables, one cannot use GCC, but has to invoke everything manually.

That's not true. GCC passes the -s flag along if it's specified. (At least it's supposed to; did I introduce a bug at the last minute?)

Also, all the executables from
the GNU package themselves have quite big symbol tables. Removing them would save several KB, which might help people suffering from storage/memory shortages.

Indeed. I'm pretty sure I built all the executables with -s (to GCC), so if they've really got symbol tables, perhaps I did leave a bug in there. I'll investigate tonight and post the results.

Anyway, thanks to John for his impressive work !

You're very welcome.

5593. Re: HARD DISK: HELP OFFERED AND WANTED

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 20:28:10 UTC
From: bro@titan.rice.edu
Message-ID: <1893@kalliope.rice.edu>
Source record: 250693

In article <382@bdt.UUCP> bms@bdt.UUCP writes:
>
> ... Atari host adapters do not pass back SCSI/SASI status(error) codes
> properly. This causes hard disk boot software to install "phantom" drives
> on the system. ...
>
>Vance Chin Berkeley Microsystems
> P.O. Box 20119
> Oakland, CA 94620

As a result of this "phantom drive" phenomenon, you can't install ram disks since all the drive letters are spuriously taken. For this reason I wrote a little program that goes in the AUTO folder (after your hard disk driver) that reads a file to determine what YOU want the active drive mask set to. Thus, you set the active drives before running the ram disk program which can then install itself correctly. The only trouble with this scheme is that I have trouble with reset-surviving ram disks, though I am not sure why. Does a warm reset leave the drive bits alone, including the surviving ram disk? If that is the case, all I need to add is a check to see if the program is being run after a cold or a warm reset. The way I currently use it is to set the drive bits every time and use a non-surviving ram disk, so I haven't been motivated to fix it up any more. If there is an interest in the program (which can either be run from desktop, shell, or auto folder, and uses command-line arguments or a file if no arguments are found to LIST current active drives, SET the desired active drives, CLEAR the undesired active drives, print a MESSAGE, and HOLD the resulting printout until a key is pressed) I can post it to the sources and binary lists. If someone can make suggestions on how to deal better with reset-surviving ram disks, I will incorporate those changes first.

Suggestions welcome.
Thanks,
Doug Monk (bro@rice.edu)

5594. Glendale Atari Faire v.3 report(!)

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 20:45:50 UTC
From: rjung@nunki.usc.edu
Message-ID: <1408@nunki.usc.edu>
Source record: 250694
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, it's now Sunday, 9/18/88, and the Glendale Atari Faire v.3 is over.
Here's a report, for those who are interested.
(If you're not interested, I suggest you hit "n" now:)

The Glendale Faire may have been a local event, but there were a few things
that net.people would be interested in:

* SPECTRE 128. It's _here_. NOW. David Small brought 200 copies out to
Glendale, and were they selling! The price is around $180 -- Make your
checks out to "Gadgest By Small". David (a very funny and fun guy) was
accompanied by his wife Sandy, his infant son, and a few friends.
And yes, I did see Hypercard running on an ST with my own eyes. David
also gave a humorous talk on the development of the Spectre, and
denies any plans to do an Amiga emulator for the ST or a Mac emulator on
the Amiga.

* 8-bit GEM. You want to revitalize your 8-bit Atari? Then take your picks:

Obviously, the biggest expectation in the 8-bit community is GOE
(Graphics Operating Enviroment). Yes, it was at the Faire, and yes,
Total Control Systems is selling them. They're not _shipping_ until
October, but you can order it now and get a discount. It looks like a
TOTAL clone of the ST's GEM (You can even hook up an ST mouse and run
GOE through it), and ran solid for the entire show. The author says it
will run 95% of all 8-bit programs. It comes on a ICD "piggyback"
cartridge, and takes up only 8K of RAM. There's supposed to be a library
of GOE routes, so other developers can easily make GOE calls and write
GOE products. Looks really terrific.

From the makers of _Celebrity Cookbook_ comes DIAMOND OS (aka ST jr,
depending on what time of the day you were at the booth). For $30, it's a
graphics interface that offers drop-down menus, windows, and other good
stuff (it doesn't _look_ like GEM, however). Reeve Software is promising
to release DIAMOND Paint, Write, Publish, and Programmer's Kits, for $30
each as well. It looks like it's disk based (I can't be sure),
but that's okay -- it can support up to 16 megabytes(!) of RAM.

* Genlock for the ST was demonstrated, in an open-board "final" version. JRI
says they're only waiting for the FCC, and then they'll ship. It's very
impressive -- An ST Cyberpain animation was being superimposed over a
music video, and the Genlocked result was being shown on both a standard
TV _and_ the SC1224 (how do they do that?). Ready to tackle the Amiga?

* Neocept, makers of FONTZ! and WORDUP (a great word processor -- an
unsolicited endorsement) were present. Nothing major was presented,

although the new version of WordUp, with numerous minor bug fixes, is expected to ship in two weeks. Registered owners will recieve a card in the mail about the upgrade procedure. Neocept also says they'll gladly take user input for improvements for their products -- Just drop them a line.

* Animation buffs like myself will be happy to hear that FILM DIRECTOR is finally being released. Epyx has gotten the rights to this two-year-old cel-based animation program, and it has been SUBSTANTIALLY improved (16 screens for cels, runs in 512K, better user interface, etc.). It should be out in October, and the $50 price tag gets you both FILM DIRECTOR and ART DIRECTOR -- A bargain! Maurice Molyneaux (a fun guy to chat with, a real professional artist) had a lot of input into the final user interface, and it shows. I can't wait.

* Megamax was also showing their soon-to-be-released Laser DB. It's a source level debugger for Laser C, and offers lots of features -- Source-code trace viewing, register value displays, breakpoints, multiple windows. If you liked Laser C, you'll want this.

* Codehead software was also demonstrating G+PLUS (I won't say anything about this, everybody and his cousin knows about it by now) and a new product called MULTIDESK. MDesk allows you to have 16 accessories of your choice in ONE menu slot. Even better, you can clear out and load NEW accessories at any time! You can also change the name MultiDesk registers itself on the menu, so you can have six copies of Multidesk -- each one with 16 different accessories -- for a mind-numbing total of 96 accessories avaliable simultaneously. Future products promised include FatBack ("A unique hard disk backup system") and CodeHead Utilities (A collection of programs and accessories).

* ICD was present and selling their cartridge-based SPARTADOS X. My friend bought a copy ($80, on a piggyback cartridge), and it appears to work just fine. Improvements include 1000+ files per directory, faster disk access, and built-in ARC/ALFCRUNCH support. The manual is still a preliminary copy, however, but ICD promises to send out the finals to registed owners when they become available. They also showed their FA-ST hard drive, available for 8-bit or ST hookup.

* Regent Software was selling copies of REGENT WORD II for the jaw-dropping price of $15 each -- Not $15 off, $15 EACH.

* Broderbund, surprisingly, was present. They were showing their new _Typhoon Thompson_ game for the ST (known on the Apple // as _Airheart_), as well as _Star Wars_ (imported from Europe; Broderbund is distributing). A version of _Karateka_ for the ST is promised, and "maybe" _Print Shop_, but little else. (The dealer was frank in why there was less Atari support -- "Our biggest market is the //gs"). No word on 8-bit support.

* And now, the word from Atari. Conspicuous by their absence, none of the Tramiel family showed up. Instead, we were treated to Sig Hartman, who promised us that "[1989] will be a critical point for Atari in the US

market". He also apologized for the lack of more ST's in America ("We had a limited number of Ataris, and we decided to put them in West Germany -- If we didn't, there would have been a hole for the Amiga or the Macintosh to get in"), and pledged closed attention to the end users, through user groups and public information services. Sig refused to "officially" confirm/deny the existence of the Atari Transputer, the 68020/68030 workstation/machines, or anything else -- except by saying "We're working on 7 or 8 products right now, and I can't say what they are." He did promise that 520/1040 owners will be able to get TOS and blitter upgrades, and that he will personally try to get more companies to produce 8-bit titles.

In a related vein, Federated promised the increased development of "compu-centers" in all their stores, and the possibility of offering in-store servicing for Atari products. They are also supposedly toying with the idea of carrying hardware accessories (boards, wiring, etc.) in the centers.

* Pledged to appear -- but never did -- were Data Pacific and Antic. Dealers who did appear, but didn't produce anything major, included Astra systems, Michtron, Migraph, and Seymour-Radix. Bill Skurski Enterprises was present, peddling copies of his "New User's Guide to the Atari ST" (book and videotape), as well as Best Electronics, Logical Choice for Computing, Mid-Cities Comp/Soft, and Comsoft.

Special thanks to John King Tarpinian, the local user groups, ACENET, and everybody else for makign the whole thing possible.

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@sa132.usc.edu?) ## ## ##
#####

5595. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-18 22:10:38 UTC
From: jwhitnell@cup.portal.com
Message-ID: <9245@cup.portal.com>
Source record: 250695
Cross-posted to: comp.sys.mac,comp.sys.atari.st

dbw@crash.cts.com (David B. Whiteman) writes
|Genie is better than CIS in this regard -- Genie sends the entire file
|to the local node that the user is downloading from quickly, and the local node
|handles the download. CIS sends the file in packets across the entire network
|which slows the download down considerably.

I think this depends alot on what protocol you are using. With Compuserve,
the protocol of choice is CompueServe QuickB. Using QuickB, I've averaged
220 to 230+ cps on a 2400 bps line. Only during the busiest of times (6 to 8
pm here on the west cost) does it ever drop below 220. You can't get a whole
lot faster then that. I don't have number for Genie, but I don't think they
come close to that, even with the new 1K Xmodem.

--
Jerry Whitnell
jwhitnell@cup.portal.com
...!sun!portal!jwhitnell

5596. Spectre 128 info from Glendale Atarifest

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 00:06:51 UTC
From: acm@valhalla.cs.ucla.edu
Message-ID: <16044@shemp.CS.UCLA.EDU>
Source record: 250696

A SPECTRE COMES BACK TO HAUNT APPLE
Gadgets by Small was showing Release 1.0 (?) of Spectre 128 at the "Southern California Atari Computer Faire, Version 3.0". It is now selling.
Dave Small has outdone himself again, coming out with a superior product in an incredibly short amount of time.

What warrants the word 'superior'? In addition to the things you might expect, like being 20% faster than the hardware it emulates, having a larger screen with a mono monitor, being compatible with SC1224 monitors, Translator 1, all Mack System and Finder versions, HFS, and the 128K (not to mention the 64K) ROMS, Dave's Cartridge now refreshes the screen 400% faster and writes to floppies 800% faster than the Sac. In addition, you can use Apple's own SCSI HD's with it if you want. Admittedly not a godsend to most ST owners (who would balk at Apple's prices, for one thing), but most probably useful for current Mack users who already have the HD, either at home or at work.

Where the Spectre really shocked me, though, was when I heard about its HD transfer speed, which, according to Dave's modest figures, is fully 2.5 times faster than the Mack itself. Much to the delight of the crowd at the seminar, and as you could imagine, Dave commented that Apple's ghostbusting lawyers are *furious*. I think the decision to release the Spectre now at this comparatively small Faire (as opposed to say, Comdex in the Fall) was a good way to keep the lawyers from showing up to harass him. Dave is betting that word of mouth and the networks are going to spread the news of this development further and faster than trade publicity anyway.

I almost forgot: yes, it runs hypercard (with a mere meg, even)...and pagemaker, and adobe illustrator, and...well, in Dave's own words, it is "...far more compatible" than the last mack emulator to appear on the market. Of my own first-hand experience with the setup there, its speed and its (larger screen) appearance made it subjectively very reminiscent of the feel of a monochrome Mack II.

There is a downside to everything, hard to find to be sure, but still there. Dave said that version 1.0 has a minor bug in it, but he noted that updates that contain bug fixes will be free (as usual, right?), and that update charges in the future will be smaller than what Data Pacific levied. The initial cost for the Spectre, however, will be more expensive. It is currently listing at $179.95. But my guess is that this compares favorably with Apple's charge to 'enhance' a 512K mack.

One thing that bugged me is that I didn't see anywhere a list of the software that doesn't run (the list of software that DOES run would probably be too obnoxiously big). But surely something must break? According to Dave, he said he actually finished Spectre "last Tuesday," so just maybe they haven't

had the time to compile a long impressive list suitable for printing.

A couple other things: still no support for Mack sound or MIDI. Dave said that he's working on getting the sound to work, but that at present enabling it uses up too much CPU and eventually crashes the machine (funny, I thought that the former was true of the real Mack). As for MIDI, I forgot exactly what reason he gave, but the bottom line is "no go".

Since some of you probably would have asked, here is the address that was given for ordering purposes:

Gadgets by Small, Inc.
40 W. Littleton Blvd. #210-211
Littleton, Colorado 80120

Plinio Barbeito
acm@cs.ucla.edu

UCLA Student Chapter of the ACM UUCP: ...!{...}!ucla-cs!acm
3514, 4801 Boelter Hall ARPA: acm@CS.UCLA.EDU
Los Angeles, CA 90024 VOICE: (213) 825-5879, 825-7597

5597. Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 00:07:59 UTC
From: landay@cory.Berkeley.EDU
Message-ID: <5771@pasteur.Berkeley.EDU>
Source record: 250697

Can someone post some info about this product (Dave Small.) What exactly do you get? No ROMS included, right? Is there anything to do if you own a magic sac besides throwing it out? Do you need to buy translator from DP to read and write disks? Price and availability?

Thanks
James A. Landay

ARPA: landay@cory.berkeley.edu
..!ucbvax!cory!landay

5598. News from Southern California Atari Faire

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 00:14:25 UTC
From: acm@valhalla.cs.ucla.edu
Message-ID: <16045@shemp.CS.UCLA.EDU>
Source record: 250698

Report from the "Southern California Atari Computer Faire, Version 3.0"
(a.k.a. The Glendale Atarifest):

The biggest news at this show was the introduction of Spectre 128.
Check out a separate posting for info on this.

CodeHead Software was showing G+plus, a "totally compatible" GDOS replacement program, that is faster and has the added capability of reloading fonts and device drivers without rebooting. I never got to see it in action, so I couldn't verify the above statements. They were also showing MultiDesk, a program that can load up to 96 desk accessories, at any time without rebooting to load and 'unload' them. It takes up one regular acc slot. In addition, it allows the use of some sort of macro files to load in a predetermined group of up to 16 accs. at once, with few mouse clicks. They are also the authors of TopDown, the program that cuts bootup time by putting auto programs and accs at the top of memory. Their address is P.O. Box 4336, N. Hollywood, CA 91607

JRI was showing a Genlock System for the Mega ST. They had a cute animation program running on top of video from a VCR. They showed the animation program by itself in one ST monitor and the combined output in both a TV and another ST monitor. The genlocking is fully hardware based, so that no supporting software is needed (i.e. choose from whatever paint program or animation package already available), it has a lot of features I won't mention here. They are tentatively pricing the card at $500. They are currently awaiting FCC certification, and are planning similar device(s) for the low-end ST's.

Neocept was showing the WordUp wordprocessor there. As has been noted elsewhere, it was enjoying a good deal of popularity at the show, more so than the WordPerfect booth. Text routing is very sophisticated, very natural to use, and reasonably fast, as are screen updates of a window full of big fonts and pictures. The print quality is really professional, as is the screen output on a monochrome monitor. It wins hands down for ease of use over a lot of other WP type programs. For example, to include a picture along with your text, you practically just have to choose a filename, the text will automatically route around it (the picture appears right where the cursor is). Resizing or removing the picture is as easy as manipulating a miniature GEM window. The latest version has reportedly fixed the bugs in the initial release. Some of the printed pictures could have looked a bit better, though.

Practical Solutions was showing a triophonic/true stereo sound adapter board. Solderless and internal, it will be selling for $50 starting November. This, in combination with Yamaha's new 10-bit pin compatible, functionally compatible version of the sound chip (anybody know where I can get one cheap?) could open up possibilities for much better sound right out of the ST. The extra bits make a big difference. Why, just think, 6 more bits and we have CD

quality B-). Anyway, PS's Videokey composite/RF converter/audio line box goes for $120. They were also showing their mouse, monitor, and drive master boxes, all three of which simply switch safely from one set of lines to another ($40-50). They say they'll sell bulk ST floppy and monitor connectors for less than $6.00 each.

Somebody (I don't know who) was showing midi-gram, what seemed to be a microphone that converted sung notes (i.e. sounds) into midi notes (i.e. binary), for use with any sequencer for recording. Don't know if this is specifically an ST product or simply a MIDI port hookup or what.

Of the few displays only showing games at this show (maybe the only one?), there was Broderbund. Nothing to note.

Antic Software was showing the usual 3D sterotek glasses (forms a crowd, but not really that impressive, folks). I didn't get to see their new CyberSculpt, the latest of Tom Hudson's creations, so don't ask. A lot of people were showing Spectrum 512 and Cyber pics, however -- mainly to show off their monitors or monitor attachments or the speed of their hard drives and such.

Megamax was showing their Laser C compiler, announcing that by Christmas they will have LaserDB, a source debugger, available.

Seymor/Radix was showing an impressive 75,160,216,300,360,600, up to 1000 dpi image scanner. Of course, the output can be used with all major picture formats and DP programs. Their printed output looked very good.

Last but not least Atari was represented at the show. Sig Hartmann was hard to track down, so I asked Cindy Claveran if she had any info on the 68030 UNIX box, but although she was very courteous, she had no comments about any possible release date. Somebody nearby also asked about the transputer. Essentially what she said about that is that all of the prototypes are now in developers' hands. That would explain, at least, why there was no transputer to be seen there. But I didn't see 1280x960 monitors popping up anywhere either. What *did* Atari show, you ask? Pretty much their whole current product line, all the way down to the game machines, running various types of software.

Plinio Barbeito
acm@cs.ucla.edu

UCLA Student Chapter of the ACM UUCP: ...!{...}!ucla-cs!acm
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Los Angeles, CA 90024 VOICE: (213) 825-5879, 825-7597

5599. Damaged moriabin.arc header

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 03:54:12 UTC
From: c60a-1bq@web-1a.berkeley.edu
Message-ID: <14436@agate.BERKELEY.EDU>
Source record: 250699

When I uudecoded moriabin, i found that the header file for MORIABIN.ARC was damaged. Did this happen everyehere, or am I doing something wrong? BTW, our uudecode is pretty primitive, so I had to knit the files together to decode it. I doubt this had any effect on this particular error as it occured on the 2nd file in MORIABIN.ARC

John Kawakami

5600. low cost HARDDISK interface

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 03:59:20 UTC
From: V61@DHDURZ1.BITNET
Message-ID: <8809190537.AA09957@ucbvax.Berkeley.EDU>
Source record: 250700

Sorry for the long pause after my first announcement -- but there was a lot
of work to do and I wanted to collect requests.

Due to the number of requests I decided to post some articles about the Atari
DMA port and my hardware solution, because they may be of general interest.
But the software is too large - I will try to store it (as source and as
executables) at a fileserver.

In this article I want to answer some common requests:

Hardware:
- The layout can only be photocopied , there exists no machine readable
version of it.
- The assembly is very simple - there is no need of an oscilloscope ,
a voltmeter is sufficient. Nearly all hardware errors can be detected
and analysed by the software.
- General remarks to Harddisks: (My experience, my own opinion)
- there is no harm in using harddisks with short seek rates (28ms)
instead of `slow' ones (40ms) (28ms are louder than 40ms). But I
couldn't recognice any increase in access speed - the operating
system and it's access to harddisk is more important. So I suggest
to invest your money in harddisk size and not in speed.
- Someone asked if it would be possible to install a ST157 (3"1/2)
instead of the floppy in a ST1040: answer: no :
- harddisks use other mounting screws
- there won't be enough space to mount the interface with the
OMTI controller (especially if you plan or have added an 68020,
memory expansions or SRAMs instead of (E)PROMs)
- hardisks need a lot of power and the ATARI power supplies are
weak (HD-Requirement: c 2A on 12V at power-up, c1A at 5V --
critical at seek operations)

Software:
- A MINIX driver will be written immediately after I have received the
ST version. Please send me a note when you received it in Germany.
- All programs which use legal GEMDOS and BIOS calls will work with my
driver - only programs that try to access the harddisks directly won't
work (besides HD format and partion utilities only a virus would try
to access the harddisk in this manner)
Until now we haven't detected a single program that doesn't work with
our harddisk (besides the ATARI hardisk driver & formater). Even all
harddisk backup programs like Turtle,... work correctly !
(some programs have troubles with too many partitions, so we allow you
to undefine and redefine single partitions)
- The software was developped for high res. monitors - no restrictions for

the driver, but our HD utilities will not work with low res. colour monitors !!!
- Now all comments and helps are translated to English !
- The software can also be used in connection with the c't-solution (one short source file must be substituted - no multiple DMA port usage)
- The boot software exits as a disk bootable version as well as a ROM bootable version (ROM patch)
- Foreign utilities for GEMDOS speed increase and 40 folder bug solution are necessary:
FATSPEED and GEMBOOT recommended
(Thanks to Ulrich Kuebler & Konrad A. Hahn)

I think the main reason for our solution is in fact the software:
- You can make use of 8 partitions with arbitrary drive IDs (you may use K: and O: and keep C: for a RAM disk)
- You can connect several drives, several interfaces
- You can create, change, delete partitions at any time (the next version will even allow you to move,enlarge and shrink partitions)
- The drive recognition scheme is `intelligent': you are allowed to switch off drives and to reconnect them without rebooting your system
- The driver needs only about 4k of RAM (!)
- The utilities make full use of GEM
- ...

I hope that answers the most important questions. Those of you who had further special questions I will contact within the next days.

Bitnet: V61@DHDURZ1 Ronald Lamprecht
UUCP: ...!unido!DHDURZ1.bitnet!V61 Theoretische Physik
ARPAnet: V61%DHDURZ1.BITNET@CUNYVM.CUNY.EDU (Heidelberg, West Germany)

5601. Sun bashing

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 04:48:14 UTC
From: benoni@ssc-vax.UUCP
Message-ID: <2236@ssc-vax.UUCP>
Source record: 250601

Howard Chu writes :
>Contrast this with, say, an Apollo network. Our engineering school runs over
>300 Apollos on a single Apollo token ring, on two campuses spanning over two
...
I use Apollos and am familiar with them so I found this entire passage
interesting ...

>Contrast again with an Apollo network - these machines were obviously designed
>from the start to operate in a distributed computing environment. Sun's network

Please note a fundamental difference between Sun and Apollo networking schemes.
The Apollo network is a *homogeneous* environment. Sun's are a *heterogeneous*
environment. Try sticking a silicon graphics or sun machine into their token
ring system :-) Oh, yes to make them heterogeneous you use Ethernet and
NFS...and their TCP/IP is less than wonderful ...
...
>the password database, or "registry," there is also a locally cached registry,
>which maintains a selectable history size of local users, so even if the main
>registry becomes inaccessible due to a network failure, the node can be logged
>into for use. Apollo's network management software is easily the most
>sophisticated and mature as any I've seen. And with their filesystem, you
>won't find your NFS partitions temporarily evaporating, you won't be denied
>access to files that you own, etc. (This is certainly an odd problem to
>appear in a "stateless" filesystem, but Sun NFS often gets confused and will
>deny Joe User access to NFS mounted files that Joe owns. Usually fixed by

Howard forgets about the infamous Apollo ACL problems where one day you can come
in and find that the acl cache has been corrupted and the line printer
can suddenly own you files.

>So much for keeping it short. I didn't even get to talking about how much
>faster Apollos are, how much more responsive the Apollo Display Manager is
>than any Sun windowing system, how much more sophisticated the filesystem is,
I work on Suns and Apollos and the DM doesn't strike me as faster...rather
slower overall...especially if you are working with Unix. Also Sun offers
a friendly user interface (SunView) and if you are on a 386i then you also have
an Macintosh-like finder and context sensitive help...Apollo simply doesn't
offer these things with their machine...(you might be able to buy delphi
but it doesn't compare to the hypertext Sun help).

Your DM window may come up slightly faster...but your shell prompt is slower!
Unix on Sun's is not only more robust and reliable but works....which I have
found can't be found to be the case on the Apollo. Apollo's Unix is odd to
say the least...in some cases it depends on it's proprietary Aegis system ...
I work on 9.7 and Apollo is moving to 10.0 but I have heard less then
wonderful things about that. The filesystem's dependency on ACLS can

create lots of problems with people that use Unix....ALSO on SR9.7 and prior there is *NO* process protections... i.e...as a *normal* user I can zap every process (including root processes) on every node of a 300 node ring!!! Nice.

Their are other little things...you buy a Sun and you get a C compiler (you have to buy one for Apollos), a user interface library (on Apollos you have to buy Dialog), Color Suns allow split frame buffers so that you can run a b&w desktop and a 8-bit color desktop - two environments... if you want you could run NeWS or X in one and SunView in another...(I have yet to discover how to do this ... or if you can on the Apollo)..., NeWS runs on the Suns (doesn't on the Apollo), ...

yes I develop on Apollo but I would not recommend them to a friend... the friends I have recommended Suns to are quite happy...(I like to keep my friends). When I had to sink hard $ into a workstation I bought Sun and am happy. I think Howard is definitely in the minority with his complaints about Sun...

My Opinions Are Entirely My Own.

5602. installing LARN

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 04:50:19 UTC
From: David.Hochhauser@rubbs1.FIDONET.ORG
Message-ID: <57.2334A7BA@rubbs1.FIDONET.ORG>
Source record: 250602

HELP!!!!!!!!!!!

I don't know what I'm doing! I just downloaded LARN from the FIDO files. I unARCed the file LARN12S.ARC and got:
-README-
FIXED.BUG
LARN.ARC
LARN.DOC
LARN.FTN
LARN.HLP
LARN.MAZ
LARN.OPT
OLARN.HLP
OREADME
TERMCAP.ARC

Was I supposed to get a file called LARN.TTP? What do I do with LARN.ARC and TERMCAP.ARC. Do I need a special compiler? Would someone familiar with this game please contact me either on this BBS or call me at 201-932-0597. Thanx.
Sincerely
David Hochhauser

--

David Hochhauser - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!David.Hochhauser
ARPA: David.Hochhauser@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!David.Hochhauser

5603. Re: installing LARN

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 05:38:55 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <411@stag.math.lsa.umich.edu>
Source record: 250603

In article <57.2334A7BA@rubbs1.FIDONET.ORG> David.Hochhauser@rubbs1.FIDONET.ORG (David Hochhauser) writes:
>HELP!!!!!!!!!!!
>
>I don't know what I'm doing! I just downloaded LARN from the FIDO files. I unARCed the file LARN12S.ARC and got:
> -README-
> FIXED.BUG
> LARN.ARC
> LARN.DOC
> LARN.FTN
> LARN.HLP
> LARN.MAZ
> LARN.OPT
> OLARN.HLP
> OREADME
> TERMCAP.ARC
>
>Was I supposed to get a file called LARN.TTP? What do I do with LARN.ARC and TERMCAP.ARC. Do I need a special compiler? Would someone familiar with this game please contact me either on this BBS or call me at 201-932-0597. Thanx.

What you downloaded was the complete sources for my port of Larn 12.0 to the ST. There are no executable files in that archive. The subfile LARN.ARC has the actual source code, and TERMCAP.ARC has the source for the termcap library, as well as a description of the ST's built in VT52 emulation.

I wrote this port using Mark Williams C version 2.0. All you need to do to get a working game is unpack the files and type "make," assuming you have that compiler. If not, then you're better off getting hold of the executables. Look for a file named LARN12.ARC (note the absence of the letter 'S' in the name...) and just use that.

A lot of copies of LARN12.ARC were distributed without the termcap description included. I've posted the termcap separately to this group a few times already, so you should be able to find it at an archive site.

Has anyone else run Larn from a BBS? It will work, if you redirect all three I/O descriptors to the serial port. (Actually, it might be best to leave stderr directed to the ST console...) I suppose it's not such a hot idea, after all, since you can't limit the time someone plays for. But since it uses termcap, you can support a wide variety of terminals in the game.
--
/
/_ , ,_. Howard Chu

/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

5604. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 07:11:45 UTC
From: to_stdnet@stag.UUCP
Message-ID: <597@stag.UUCP>
Source record: 250604

From: thelake!steve@stag.UUCP (Steve Yelvington)

dyer@math.lsa.umich.edu (Jon Brode) writes...

> Also, I have TeX for the ST. Someone just ported it
> and sent it to our intermediate archive. FTP to clio.math.lsa.umich.edu
> (35.195.16.4) and sign on as id ftp with any password. [If you were

This is very interesting. I suppose it'll show up at ssyx and lakesys
for us UUCP peons. :-) Which leads me to ask -- what are the system
requirements for this program? What printers does it support?

| thelake!steve@stag.UUCP / ...rosevax!pwcs!stag!thelake!steve

5605. Re: Damaged moriabin.arc header

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 08:04:50 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4890@saturn.ucsc.edu>
Source record: 250605

In article <14436@agate.BERKELEY.EDU> c60a-1bq@web-1a.berkeley.edu () writes:
>When I uudecoded moriabin, i found that the header file for MORIABIN.ARC
>was damaged...it
>occured on the 2nd file in MORIABIN.ARC

There is only one file in MORIABIN.ARC, so you should be safe. Feel free
to request the relevant parts of the posting (06 through 15) from the ssyx
archive server if you have more problems.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

5606. Re: Writing to write protected disks?

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 11:16:12 UTC
From: whitbye@cs.glasgow.ac.uk
Message-ID: <1633@crete.cs.glasgow.ac.uk>
Source record: 250606

Yes it is unfortunately possible to write to write protected disks.
This is a great idea for software protection, which I personally don't
believe in, but you do get the unscrupulous people who are that bad that
they will ruin everybody else's fun by writing pointless viusses which are
no use to absolutely anyonee

ps Borf is here.

5607. ST Moria

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 11:59:54 UTC
From: whitbye@cs.glasgow.ac.uk
Message-ID: <1634@crete.cs.glasgow.ac.uk>
Source record: 250607

Recently I at last managed to pick up a copy of Moria for the ST from
comp.binaries.atari.st but unfortumately I don't seem to be able to
uudecode it properly.
When I uudecode the files it comes up with the error short file
and when I cat the relevant files together it comes up with the error
no last line.
It has taken me so long to get this, and now that I have it I can't use it
Can anybody tell me what I am doing wrong please.
ps Any chance of someone outside Europe replying to this message anyway,
because I am not sure I am getting to anywhere outside Europe let alone
ouside the UK.

pps
Borf is here.

5608. spectra 128

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 12:56:22 UTC
From: nfrech@ALMSA-1.ARPA
Message-ID: <8809191251.AA15678@ucbvax.Berkeley.EDU>
Source record: 250608

Dan,

I just got Dave Small's newsletter and I am fairly excited about this
product. I don't know how to get to Dave on Usenet so I though maybe
you could answer a few questions. He talks about a version 2.0
coming up in the near future; will this be a free upgrade from 1.0 or
will there be a charge? Second, is it absolutely necessary to have
a monochome monitor?

Thanks,

Norm Frech

Norm Frech <nfrech@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-HL, Box 1578, St.Louis, MO 63188-1578
COMMERICAL: (314) 263-5231 AUTOVON: 693-5231

5609. Re: Damaged moriabin.arc header

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 13:01:48 UTC
From: trb@stag.UUCP
Message-ID: <598@stag.UUCP>
Source record: 250609

In article <14436@agate.BERKELEY.EDU> c60a-1bq@web-1a.berkeley.edu () writes:
>When I uudecoded moriabin, i found that the header file for MORIABIN.ARC
>was damaged. Did this happen everyehere, or am I doing something wrong?

It uudecoded fine here, but I've noticed two problems with it so
far...first, it hangs quite often on me (both when I use if from the
desk top and when I run it from gulam). I haven't made it out of the
bartering stages yet (it always hangs when I am moving between the
first screens buildings). No bombs, just nothing happening (except
hearing the keyclicks) as I press keys. The other problem is just one
of implementation. The command line options are lower case only, so
you really can't run moria as a '.ttp' file. The reason being that the
desktop uppercases all your text that you type. The workaround for
this is to simply write a little wrapper program that pexec's the
moria code with the appropriate command tail. This wrapper can also
set the SHELL variable at the the same time.

-Todd Burkey
trb@stag.UUCP

5610. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 15:13:10 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3585@druhi.ATT.COM>
Source record: 250610

in article <407@stag.math.lsa.umich.edu>, dyer@math.lsa.umich.edu (Jon Brode) says:
> What's the latest word on SPECTRE 128? How is it for compatability
> (Multi-finder, Excel, Hype-Card, Full-Write, etc...) with programs
> and sound? What is the projected release date?

The Spectre 128 is a lot more compatible with the Mac than the
Magic Sac was. Multi-Finder runs, though it is something of a memory
hog (ie. a good excuse to have 4 meg) and some programs are not 100%
stable when running under it. (That's also true on the Mac, Dave hasn't
figured out which problems are Mac problems and which are Spectre 128
problems.) Excel runs just fine on the Spectre 128, not surprising
since it ran on the Magic Sac also. HyperCard runs just fine on the
Spectre as long as you have at least a meg of RAM. It's another memory
hog. I don't know about Full-Write, I've never used it and I never
asked Dave if it runs or not. The current version of the Spectre 128
doesn't support sound though it is being worked on. Dave has a test
version that does have sound but he isn't sure that it can be made
stable enough for release.

Gadgets by Small was at the Glendale Atari show this last
weekend (Friday the 16th and Saturday the 17th) with the first production
run. Phone and mail orders will be shipping in the next couple of weeks
when the next production run comes in.

You should really contact Gadgets by Small for information on
availability, I don't know if the next production run is sold out or
not. You can reach Dave at dsmall@well.UUCP. Or you can write/call:

Gadgets by Small, Inc.
40 W. Littleton Blvd. #210-211
Littleton, CO 80120
(303) 791-6098

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

5611. Anyone already downloaded gcc and/or moria????

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 16:18:27 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <20945@watmath.waterloo.edu>
Source record: 250611

G'day. I'm still looking for anyone who has already downloaded GNU CC
and related files. I would like to borrow your disks or have you make
copies for me.

Also has anyone downloaded Moria? Again I would like to copy it off disk.

- Ant

--
achowe@watmsg.waterloo.edu | "Killed by pirates is good."
__ _ | - The Princess Bride (movie)
/ _ _ _ |/ _ _ | _ _ |/ |
__| `<_\<_ |\|= | ` _/<_\<_ |\ | disclaimer...

5612. Re: gulam v1.03

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 16:43:49 UTC
From: mike@ncrcpx.UUCP
Message-ID: <1821752@ncrcpx.UUCP>
Source record: 250612

Last May, Ed Beers asked about using the kb command in gulam to "fix" the delete key. At the time I made a note of the request, but as I did not have gulam, it wasn't important. I did watch for a response, but I never saw it. Now I have gulam and I, too, would like my delete key to do a forward instead of a backward delete.

I am having the same problem that he did. That is "kb -(r,m,or g) 07f 1d" do not work. What is the solution ???

thanks,

mike

5613. Hard disk in 1040ST was Re: low cost HARDDISK interface

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 17:03:08 UTC
From: dragon@olivej.atc.OLIVETTI.COM
Message-ID: <29352@oliveb.olivetti.com>
Source record: 250613

In article <8809190537.AA09957@ucbvax.Berkeley.EDU>, V61@DHDURZ1.BITNET (Ronald Lamprecht) writes:

> - Someone asked if it would be possible to install a ST157 (3"1/2)
> instead of the floppy in a ST1040: answer: no :
> - harddisks use other mounting screws
> - there won't be enough space to mount the interface with the
> OMTI controller (especially if you plan or have added an 68020,
> memory expansions or SRAMs instead of (E)PROMs)
> - hardisks need a lot of power and the ATARI power supplies are
> weak (HD-Requirement: c 2A on 12V at power-up, c1A at 5V --
> critical at seek operations)

I've done this. I had to use an Atari host adaptor board (since it is the smallest), but it is quite possible, and was a hit at our local user group meeting. Might add that it was an ST157N, with imbedded SCSI. It uses the exact same holes that the 3.5" floppy does.

As Ron said, if you plan to add alot of other crud, it's not a good idea, though.

The power supply was beefed by replacing the regulators with higher capacity units, and a fan was installed to keep everything cool. Otherwise, it works great.

The power supply can't be that big of a deal because Supra sells their internal drive kits for the Mega ST, and they run off the Mega internal power supply (which happens to be the same unit in my 520STfm, but different than the one in the 1040ST the hard drive is mounted in. I bet the newer 1040STs have the same power supply).

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

5614. Reorganization @ netlib@lakesys

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 17:32:18 UTC
From: martin@lakesys.UUCP
Message-ID: <1038@lakesys.UUCP>
Source record: 250614

Hello everyone!

Due to the substantial number of files now available via netlib@lakesys, a reorganization of the files will be effective as of 9/23.

All file parts will be in volumes.

Those files which did not reside in a volume previously, will be in volume0.

All GUNU C files will be in volume2.

New files will be now placed in volume3.

The new index will be the only one sent out as of 9/22. It is a good idea to get a new version of the Index to be sure you're requesting file parts that netlib will be able to find :-).

As always, send any contributions, questions or comments to me, martin@lakesys.

Marty Wiedmeyer

--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: uwvax!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

5615. SG-10 Printer:Different character sets

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 18:37:37 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1103@fredonia.UUCP>
Source record: 250615

Yes,I'd like to know if some fellow ST user who has a Star Micronics SG-10 printer has been able to change the character set for the Near Letter Quality (NLQ) mode. I'm not even sure if it's possible. I have some config programs and drivers for the printer,but none to change the char set. Any help? Thanks in advance.

--
/ / |\ | / / | / : Marty Saletta @ Fredonia,NY----------
/ __ /__ | \| /__ / | / : Atari ST,New York Yankees,bloody Who,
\ / \ | | \ \ | \ : Toronto Maple Leafs,Pink Floyd,Fripp,
\/ \ | | \ / | / : ELP,Yes,CZ-1,Mad Max,and hi Lorie!!!

5616. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 18:46:58 UTC
From: sethk@sco.COM
Message-ID: <881@viscous>
Source record: 250616
Cross-posted to: comp.sys.mac,comp.sys.atari.st

chatterchatterchatter<2279@silver.bacs.indiana.edu>chatterchatterstowe@silver.UUCP (holly):

| In article <861@viscous> sethk@sco.COM (Seth I Katz) writes:
|
| [about GEnie...]
|
| >... and although they claim they don't charge for
| >download time, they do (I haven't bothered to fight this one yet- I am simply
| >giving up...).
|
| I have *never* seen GEnie claim to not charge you for download time.
| You are not charged for UPLOAD time.
|
| Holly, SysOp
| GEnie ST RoundTable
| (HS)

Ok, everyone and their uncle has been clever enough to repeat the point that GEnie never claimed that they didn't charge for download time.

I'd like to see someone stand up for that piece of garbage mailer of theirs.

BTW, I don't know how rich you folks are, but I think $5 an hour is not cheap. Do we base our standards on Compu$erve?
-s

5617. Re: Damaged moriabin.arc header

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 20:02:17 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1841@water.waterloo.edu>
Source record: 250617

In article <14436@agate.BERKELEY.EDU> c60a-1bq@web-1a.berkeley.edu
(John Kawakami) writes:
>When I uudecoded moriabin, i found that the header file for MORIABIN.ARC
>was damaged. Did this happen everyehere, or am I doing something wrong?
>BTW, our uudecode is pretty primitive, so I had to knit the files together
>to decode it. I doubt this had any effect on this particular error as it
>occured on the 2nd file in MORIABIN.ARC

I used "uud" and have found no damage yet.
In mine there was only one file.
Here is the result of doing

arc v MORIABIN.ARC

```
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
MORIA 370735 Crunched 42% 217156 5 Sep 88 8:22p 31da
==== ======== ==== ========
Total 1 370735 42% 217156
```

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

5618. Re: Anyone already downloaded gcc and/or moria????

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 20:18:25 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1842@water.waterloo.edu>
Source record: 250618

In article <20945@watmath.waterloo.edu> achowe@watmsg.UUCP (CrackerJack) writes:
>
>G'day. I'm still looking for anyone who has already downloaded GNU CC
>and related files. I would like to borrow your disks or have you make
>copies for me.
>
>Also has anyone downloaded Moria? Again I would like to copy it off disk.

Dear Ant,

I have moria in one piece on a vax, and will have it downloaded to
a PC soon. Bring in a PC formatted disk, single or double,
and you may copy it here.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

5619. CAPS 68030 and C programming group discussions

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 23:12:01 UTC
From: avy@yugas.UUCP
Message-ID: <795@yugas.UUCP>
Source record: 250619
Cross-posted to: ont.events,comp.sys.atari.st

```
C.A.P.S
Computer Application and Programming Seminars

Notice of Meeting

Date: Wednesday, September 21, 1988 - 7:30 PM

Place: York University,
4700 Keele street, North York, Ontario
Petrie Science Building Rm 315.

------------------------------------------------------------------------------
ALL ARE INVITED
------------------------------------------------------------------------------
Speaker: Peter Camilleri
Topic: Lab-30 68030 Update on the Real-time computer designed and built by
P. Camilleri, T. Ivanco and A.Moise with the support of ISTS/STPL;
Also, EtherNET for the Atari/Mega ST and a look at CAD/CAM
development tools used in these projects.
Abstract:

A review of the progress of 68030 system announced last year. It's still a
PCB tiger, but a lot has changed in the interim, and the system is on the
verge of transforming from vapourware to hardware ( or maybe smokeware ).
A more recent development is a project to provide EtherNET networking for
the Atari 520,1040 and Mega class machines. A whole board for just EtherNET?
Well, NO. Optional extras include up to 6 serial ports, a centroncis port,
and an ACSI to SCSI converter. Finally a brief discussion of some of the
development tools that made the above possible. The ORCAD schematic system,
and the PADS PCB routing system.

Speaker: Avygdor Moise
Topic: - Introduction to the C programming environment (beginners) and or
Introduction to bad programming habits in C (advance)
------------------------------------------------------------------------------
--
Avygdor Moise, York University. (C.R.E.S.S.), Petrie Bldg. Rm 340,
4700 Keele St., North York, Ontario, Canada. M3J 1P3
UUCP: ...!yunexus!yugas!avy Tel:1 416 736-5359
```

5620. Re: SHADOW / BDT decline in sales

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 23:38:44 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <672@uhnix2.uh.edu>
Source record: 250620

OK, the bug you are experiencing, we believe, is caused when a program performs an RSCONF call with a value of -1 for the baud rate (often used for break, or setting flow control). To get around this, simply set the baud rate to a valid value after you encounter this problem (or before you access SHADOW).

Version 1.02 will fix this problem, and have other delightful enhancements.

- mike vederman
Double Click Software

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

5621. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-19 23:45:42 UTC
From: NETOPRHM@NCSUVM.BITNET
Message-ID: <472NETOPRHM@NCSUVM>
Source record: 250621

Come back in six months and tell me the ST isn't dying......
You guys have some very unwelcome surprises in store.
--hal

5622. Font editor

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 03:11:24 UTC
From: rob@kaa.eng.ohio-state.edu
Message-ID: <619@accelerator.eng.ohio-state.edu>
Source record: 250622

I got the fonts and editor off binaries, and while the fonts are great (thanks!), the editor doesn't work. When it starts up, it asks for a filename, and then it leaves you with a mouse pointer (hand) and an empty screen. Now what?!

Rob Carriere

5623. Recent Fairs and ST Laptop?

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 04:17:08 UTC
From: close@cacilj.UUCP
Message-ID: <797@cacilj.UUCP>
Source record: 250623

Does anyone know anything about a (rumoured) ST laptop? A local user's newletter mentioned seeing such a thing in Sunnyvale. Is it true, or had the guy had "one too many"?

--

Diane Barlow Close
{uunet, crash, ucsd}!cacilj!close
close@cacilj.cts.com

5624. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 05:38:33 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <412@stag.math.lsa.umich.edu>
Source record: 250624

In article <597@stag.UUCP> to_stdnet@stag.UUCP writes:
>From: thelake!steve@stag.UUCP (Steve Yelvington)
>
> dyer@math.lsa.umich.edu (Jon Brode) writes...
>
>> Also, I have TeX for the ST. Someone just ported it
>> and sent it to our intermediate archive. FTP to clio.math.lsa.umich.edu
>> (35.195.16.4) and sign on as id ftp with any password. [If you were
>
>This is very interesting. I suppose it'll show up at ssyx and lakesys
>for us UUCP peons. :-) Which leads me to ask -- what are the system
>requirements for this program? What printers does it support?

TeX does not support any printers. It generates a special output format
that is device independent, known as the TeX DVI format. You generate
hardcopy from a dvi file by processing that file with a program written
specifically for whatever printer you need to use. There are DVI processors
for Postscript, HP Laserjets, Xerox printers, phototypesetters, you name
it. Even for direct previewing on the ST display. (DVIST, posted to the
binaries group several months ago.)

The TeX files we have archived are the source and executables for the
main TeX program(s) only, as well as a small selection of fonts. A full
TeX distribution would come with a large number of macro packages for
special formatting tasks, a larger number of fonts, the Metafont program
for designing, customizing, and converting fonts, and a small selection
of DVIxxxx programs for generating hardcopy. TeX is distributed freely
from a number of sites, but the only ones I keep track of are ftp sites.
(score.stanford.edu and june.cs.washington.edu being most notable.)

From looking thru the README, it appears this ST version was created with
MegaMax C, based on the original Web sources for TeX, run thru the Web-To-C
translator... From what I recall of this translator, it produces a much
more efficient and powerful TeX than just the straight Web to Pascal
process.

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

5625. mega st2 boardrevisions

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 09:06:00 UTC
From: VDKOOIJ@HDETUD5.BITNET
Message-ID: <8809200935.AA08818@ucbvax.Berkeley.EDU>
Source record: 250625

Hello,

we have mega-problems using the cartridge port on our MEGA ST2 and we think it is a common problem for all MEGA's with a boardrevision higher than revision 4. We use the cartridge/ROM-port to read data from an ADC to digitize satellite WEFAX-pictures from METEOSAT. The soft- and hardware works fine on a MEGA ST2 with a revision-4 board or a 1040STf, but it crashes (with 4 bombs) on any MEGA ST2 with a revision-5 board.

Our dealer (ECD delft) and ATARI Benelux (Netherlands) couldn't help us (yet?), so we would like to ask if there is somebody on this net with enough inside knowledge to help us. We would like to find out if there is a software or hardware difference between the mentioned boardrevisions, and if so what these differences are.

Aad & Jos

@@@

5626. Another TurboDos problem

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 11:43:29 UTC
From: dcw@doc.ic.ac.uk
Message-ID: <438@gould.doc.ic.ac.uk>
Source record: 250626

Recently, there have have been several messages describing some
more problems with TurboDos... I would like to describe another problem:

A friend of mine [without net access] recently bought Metacomco Pascal-2.
This uses the same [GST] linker as does Metacomco Lattice C 3.04.01,
a product which I have bought.

Well, when any Pascal program [even one as simple as "hello world"] is compiled
on an SH204 with TurboDos running, the linker reckons that the .bin file
produced by the compiler is not a valid linker format file..

After much experimentation, we found that rebooting without TurboDos
and recompiling fixed the problem...
this is irritating, however, to say the least... does anyone know why
this should happen?
All I could think of was that Pascal-2 doesn't close the .bin file down
properly??
[Whereas Lattice C does, presumably?]

Can anyone explain what's happening here?

I will happily summarise any replies I get...

Thanks..
Duncan

[If dcw@gould.uucp fails, try dcw@doc.ic.ac.uk]

Duncan White, | Flying is the art of aiming oneself
Dept. Of Computing, | at the ground and missing.
Imperial College, | -- Douglas Adams, So Long and Thanks
London SW7, England | for all the fish.

5627. A Hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 11:45:13 UTC
From: dcw@doc.ic.ac.uk
Message-ID: <439@gould.doc.ic.ac.uk>
Source record: 250627

Hi there everyone,

I have a problem with my hard disk: at the recent Personal Computer [World]
Show in London, I bought the Hisoft FTL Modula-2 compiler for the ST.
[Show price, 90 quid including source level debugger and profiler and make
and resource editor]

I was happily installing this onto my SH204 hard disk, using the Desktop
to copy disk 3 of 4 when the blasted ST collapsed in a heap..
Vertical lines appeared on the screen, and I had to power off..

Sadly, the result is that the \M2\FTL directory I was installing into
is totally corrupted: if I open it with the Desktop the ST crashes again,
complete with vertical lines.
If, instead, I use Gulam and cd into the FTL subdirectory, the machine doesn't
crash, but ls reveals total garbage..

The rest of the disk is fine however.

So, what I want to do is remove the garbaged directory and start again.
What I thought might be possible is the following:

Recursively follow the directory structure, [except \M2\FTL of course]
and follow each cluster used by each file:

Mark in an array which clusters/sectors are used.

Then, when I have finished the traversal, blank the FAT entry for
every cluster/sector which the array marks as unused.

Now the crunch: I don't know enough about the FAT format to do this.
The only information I have is from an MS-DOS book "Tricks of the MS-DOS
Masters" which helpfully says "the format of the FAT is beyond the scope
of this book"... it recommends the "MS-DOS Developer's Guide" which I do not
have.

So, I wonder, would anyone care to tell me the format of the FAT table,
and any other information I might need [partition table, boot sector??]
or better yet, does anyone have source doing something similar to what
I want to do ???

[C preferred, Pascal, Modula-2 and 68k assembler acceptable, 8086 assembler
deplored but ok, if it's all you've got..]

If you care to mail me, I'll gladly post a summary of anything I get..
[post only if you can't find a path to me]

Thanks in advance, everyone...

Duncan.

[If dcw@gould.uucp fails, try dcw@doc.ic.ac.uk]

Duncan White, | Flying is the art of aiming oneself
Dept. Of Computing, | at the ground and missing.
Imperial College, | -- Douglas Adams, So Long and Thanks
London SW7, England | for all the fish.

5628. Memory expansion

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 13:18:35 UTC
From: P.J.M._Verbruggen.ven1RX@XEROX.COM
Message-ID: <880920-061901-3633@Xerox>
Source record: 250628

I would like to add 2+ meg of ram to my ST1040 computer. Some vendors in Germany
are selling boards with/without rams. they normally aks in excess of 300 DM for
boards without rams.
I feel that this is exceeding the value-for -money limit and would like to ask
if someone in this group knows of a better alternative.
Thanks
-Peter-

5629. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 14:56:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880920145654.2.JRD@MOA.SCRC.Symbolics.COM>
Source record: 250629

Date: 19 Sep 88 23:45:42 GMT
From: netoprhm%ncsuvm.BITNET@jade.berkeley.edu (Hal Meeks)

Come back in six months and tell me the ST isn't dying......
You guys have some very unwelcome surprises in store.

If you actually know something, why not just tell us instead of posting
provocative messages?

5630. Re: spectra 128

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 14:59:31 UTC
From: rjung@sal5.usc.edu
Message-ID: <1417@nunki.usc.edu>
Source record: 250630

In article <8809191251.AA15678@ucbvax.Berkeley.EDU> nfrech@ALMSA-1.ARPA ("Norman R. Frech") writes:
>... is it absolutely necessary to have
>a monochome monitor?

You don't need a monochrome monitor for the Spectre 128, but it looks nicer. If you're using a color monitor, then grey shades are used for the screen, and the locations of the pixels are mapped to different shades (since the Mac monitor has more pixels vertically than the ST's medium resolution has). You can also hit a key and get a fully-mapped view of the top/bottom half of the screen.

--R.J.
B-)

P.S. This is the same trick the Magic Sac uses for its color monitor support.

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@sa132.usc.edu?) ## ## ##
#####

5631. Re: Help with recieving satellite pictures!!!

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 16:32:08 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810005@hpnmdla.HP.COM>
Source record: 250631

Try the amateur radio magazine "QST" about two or three years ago. They had an article or two on demodulating and decoding some satellites for display on computers, I can't remember if it was Atari 8 bit or PCs... maybe both. If you really meant 'weather radar' I don't know where to get info (like the weather radar that the Weather Channel displays) but if you want visible light or IR photographs I believe there is still stuff going on at 130-140 MHz and certainly around 1.6 GHz where the GOES satellites transmit.
There is also WEFAX hardware available, again in amateur radio circles, which will dump directly to a printer from data presently transmitted by wire services and others. Try

Advanced Electronic Applications
P. O. Box C-2160
Lynnwood, WA 98036
(206) 775-7373

I built a system for copying ESSA and NIMBUS sattellites in the early 70's but I don't think they are running anymore, though the same modulation techniques are probably in use (NBFM with 2400 HZ subcarrier modulated to provide synch and luminance info, 200? lines/min 800? lines/frame.)

Glenn Elmore -N6GN-

N6GN @ N6IIU-1
glenn@n6gn.norcal.ampr
glenne@hpnmd.hp.com

5632. Re: SG-10 Printer:Different character sets

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 16:50:23 UTC
From: leo@philmds.UUCP
Message-ID: <812@philmds.UUCP>
Source record: 250632

In article <1103@fredonia.UUCP> sale5312@fredonia.UUCP (Marty Saletta) writes:
> Yes,I'd like to know if some fellow ST user who has a Star Micronics
> SG-10 printer has been able to change the character set for the Near
> Letter Quality (NLQ) mode. I'm not even sure if it's possible. I have
> some config programs and drivers for the printer,but none to change the
> char set. Any help? Thanks in advance.

A while ago I posted a NLQPS (Near Letter Quality & Proportional Spacing) program to one of the comp.{binaries,sources}.atari.st newsgroups. It works very well (if I may say so myself 8-) with my old Star Gemini 10X printer, which doesn't have an NLQ mode. It does a double scan of each text line in graphics mode with a very tiny linefeed inbetween (1/144 inch). The PS option can be turned off (e.g. for listings, tables).

An older version had the capability to load the characterset used dynamically from a file. I removed that option, thinking that there would be no interest. If you (and perhaps some other people too) would like that, I can add back that option. In that case there has to be added a font editor too so you can easily define a new NLQ font. Ah, perhaps a two phase project...

Leo.

P.S. To be able to use the NLQPS program, you must have a printer that can do double density graphics, and linefeeds of half a dot distance (1/144 inch), but I think today most printers can do that.

5633. Large Files Available

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 17:39:38 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1844@water.waterloo.edu>
Source record: 250633

In recent days, some large files have arrived at this site, files
which would take a long time to transfer over phone lines.
I have some of these and a few others stored on a PC; if you would
like to copy what you want for yourself, write or call me to
arrange a time. Bring your own floppies.

Name Size Description

1stprint.uue 23597 Print 1st_word files
3dbin.uue 69005 Three dim demo
astro15.uue 134412 Astronomical Calendar, V 1.5
fed.uue 54446 Font editor
gs_p061.uue 68267 Fido GS Point, V 6.1
gulam.uue 149196 The best shell for the ST
moriabin.uue 304167 Moria binary
moriatxt.uue 132012 Moria support
staccato.uue 159066 Music demo
texst.uue 394297 TeX for the ST
uux.uue 77760 Dumas version of uuencode, uudecode
uuencode.bas BASIC version of uuencode

There are no warantees, no support. Any opinions expressed are my own.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

5634. Unix Windows (uw) for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-09-20 19:40:18 UTC
From: jparker@watvlsi.waterloo.edu
Message-ID: <4032@watvlsi.waterloo.edu>
Source record: 250634
Cross-posted to: uw.unix,comp.sys.atari.st

According to the man page for uw, the arc-encoded program and documentation for the ST version of Unix Windows is kept on watmath in

/usr/source/public/commands/uw/st/*

I had a look using 'jqperuse' and found it, but my question is how do I copy it onto my account so that I can download it to my ST...I don't have a watmath account.

Also, I noticed that the date on the man page was 1986, which makes me wonder if this is a recent version of uw. I have tried several times to get uw from fileservers but haven't got any reply...so if someone has a newer version, could they let me know.

Suggestions anyone -- James

5635. Disk Drives (floppy and hard)

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 01:51:00 UTC
From: AMLXX@campus.swarthmore.EDU
Message-ID: <8809210511.AA28763@ucbvax.Berkeley.EDU>
Source record: 250635

I have had a problem with my internal floppy drive in my 1040 ST. The
top head is coming off! I noticed that there was problem when I was
getting some strange data read every once in a while. Anyway, the
small plate that the head is attached to is supposed to be glued on to
the plastic part of the head positioning mechanism. Unfortunately, the
glue isn't holding so well. Right now the top head is close to dangling.
QUESTION :
Is it OK to glue the plate back on? Since one edge of
Is it OK to glue the plate back on? Since one edge of
the plate is still on, I could place it fairly accurately at the original
place. How accurate does it have to be?
QUESTION 2 :
Is it possible to hook up an IBM XT or AT compatible
drive internally or externally to an ST? What's the difference
between and internal drive and an external drive besides the casing
and the price? What differences are there in cable connectors?
I know that the external Floppy Port on the ST takes a round cable and
the internal drive connects to the board via a long flat connector
with many more pins than an external drive connector. What are all the
extra pins for? Are they all used?

MAYBE! : Could a 1.44 meg drive be hooked up via the internal
drive connector?

note : I have had my computer for slightly over 2 years. It would make

Does anybody know how long other 3.5" drives hold up before they have
problems?

Any advice would be appreciated greatly!!

Sincerely,
Alan M. Levi
==========

5636. Re: Font editor

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 03:26:32 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1610@sbcs.sunysb.edu>
Source record: 250636

In article <619@accelerator.eng.ohio-state.edu>, rob@kaa.eng.ohio-state.edu (Rob Carriere) writes:
> I got the fonts and editor off binaries, and while the fonts are great
> (thanks!), the editor doesn't work. When it starts up, it asks for a
> filename, and then it leaves you with a mouse pointer (hand) and an
> empty screen. Now what?!
>
> Rob Carriere

I'm the one who sent the files to Steve. I downloaded the ones
that Steve posted to comp.binaries.atari.st, and they seem to work just
fine.
When you invoke the font editor (on a MONCHROME), it prompts you
for a filename (I've always used *.fed for the font files). Select one
of the font files (6 were posted by Steve) and then you should be in
business. Yes, you'll see a hand pointer. The top 3 lines of the screen
should show the WHOLE character set. On the left side is a box that shows a
magnified version of the character you're currently editing. Some sort of
on-line help should be in the box roughly around the middle of the screen.
If you don't get this, then you file is probably damaged

..Lean
--
if you can dream it, you can do it. CSNET:lean@sbcs.csnet
... go sleep ARPA:lean@sbcs.sunysb.edu
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

5637. Comp.binaries info?

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 06:25:00 UTC
From: glk280@uxf.cso.uiuc.edu
Message-ID: <46300003@uxf.cso.uiuc.edu>
Source record: 250637

Could someone post detailed information on the conversion of a file
from comp.binaries.atari.st to a running program on the ST?

Do I "s" from the menu and upload to my atari?

Do I then cut off after "XXX begins here" and unnarc?

Help...

Gregory Lemperle-Kerr

Escape, Dammit!wq

5638. Thomson 4120/1040ST

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 06:28:00 UTC
From: glk280@uxf.cso.uiuc.edu
Message-ID: <46300004@uxf.cso.uiuc.edu>
Source record: 250638

Oh, does anyone know anything about Thomson 4120 Monitors and connecting to
a 1040ST?

Gregory Lemperle-Kerr

Escape to free the mind.
Visualize to free the soul.
Abstain to free the body.

5639. Line A and Hard Disks

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 09:13:24 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1971@brahma.cs.hw.ac.uk>
Source record: 250639

I was poking around in Neochrome the other day (is that illegal?) and found some more negative Line A offsets.

Screen width -$2B4 # Note: The mouse pointer is clipped by these

Screen height -$2B2

Colours -$29A

Mouse X -$258 # These change even when mouse cursor is disabled

Mouse Y -$25A

Since they are in Neochrome and work with both ROM 1.00 and 1.02 then I assume they are officially supported. Thanks to his involvement with the BIOS Dave Staugas seems to be in a rather privileged position to know all this sort of stuff. Would Atari care to comment on these locations?

Now a different topic. I have a Xebec S1410A SASI controller board connected to a Hitachi DK511 40MB disk drive. When I do a system reset the heads take quite a time (and small steps) to get back to the boot partition C. If I have accessed partion E or F the ST times out and I have to press reset again. There is no problem going from F to C during normal usage only at reset and I know from experimentation that the problem does not involve the ST hardware or host card. Is this just a quirk of the Xebec that I have to live with or does someone know of a solution?


```
_____________________________________________________________________________
/ DISCLAIMER: Unless otherwise stated, the above comments are entirely my own \
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
\_____________________________________________________________________________/
```

5640. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 09:22:34 UTC
From: t68@nikhefh.hep.nl
Message-ID: <539@nikhefh.hep.nl>
Source record: 250640

All this talk about a dying computer is clearly by people who are either
1: unfamiliar with the European scene
2: unfriendly to the ST (have an axe to grind).

In Europe the ST is selling very well. Maybe a part of the American
problem (if it exists) is that a much larger percentage of systems sold
in the US is a color system than in Europe. The color systems are not really
very suitable to work with (in the eyes of all the people that I know who
have an Atari). This leaves the color systems as either a special purpose
system, or a games machine. If the dying approach concerns those applications
I'll not say very much. The monochrome systems that I see in use every day
are very powerful mini computers. In the shops they sell very well.
Maybe the good software never made it to the US. A sign that indicates this
is that even turbo-c for the ST was developed in Germany, not by Borland-US.

This leaves the question: why is the American preference for color so much
greater than in Europe? I posed this question a long time ago, but nobody
could come up with an explanation. Anybody has one?

Jos Vermaseren

5641. Re: Unix Windows (uw) for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 11:16:57 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1845@water.waterloo.edu>
Source record: 250641
Cross-posted to: uw.unix,comp.sys.atari.st

In article <4032@watvlsi.waterloo.edu> jparker@watvlsi.waterloo.edu (James Parker) writes:
> According to the man page for uw, the arc-encoded program and
> documentation for the ST version of Unix Windows is kept on
> watmath in
>
> /usr/source/public/commands/uw/st/*
>
> [...] my question is how do I copy it onto my account ...
> ...I don't have a watmath account.

Try the "rcp" (Remote CoPy) command.

From your home machine, give these commands:

```
rcp watmath.jqpublic:/usr/source/public/commands/uw/st/ReadMe .
rcp watmath.jqpublic:/usr/source/public/commands/uw/st/uw.arc .
```

Lee Dickey

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

5642. Atari ST VT-100 Terminal Emulator Cartridge - problems.

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 12:12:33 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <20997@watmath.waterloo.edu>
Source record: 250642

*** attn: Allan Pratt

re: Atari ST VT-100 Terminal Emulator Cartridge.

Environment: Colour Mega ST 2, with SmartLink 2400 modem.

Last weekend I bought the this VT-100 Emulator from "What's This" here in Kitchener. Yesterday when our phone was reconnected to the rest of the world, I actually started trying to setup the emulator for a session. I had trouble with parity and bit settings.

In my normal communications environment I use the VT-52 emulator accessory with GEM Kermit. I set the RS232 to 7 bits, even parity, strip bit on (1 stop bit). With the accessory I have no trouble getting the modem to respond with OK. If I change parity fine. If I change to 8 bit, no parity, 1 stop nit no problem with the accessory.

Now if I plug the cartridge in and power up again, I find that the only format I can talk to the modem in is 8 bits, no parity (I assume 1 stop bit since there is no parameter in SET-UP B for it). When ever I change to 7 bits, any parity, my modem refuses to echo characters and respond with OK. I tried for an hour to get the modem to talk to the VT-100 emulator using 7 bits. No frigging luck.

Is this a bug with the cartridge program or I'm doing something wrong?

- Ant

--
achowe@watmsg.waterloo.edu | "Killed by pirates is good."
__ _ | - The Princess Bride (movie)
/ _ _ _ |/ _ _ | _ _ |/ |
__| `<_\<_ |\|= | ` _/<_\<_ |\ | disclaimer...

5643. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 12:44:23 UTC
From: perley@mazda.steinmetz
Message-ID: <12196@steinmetz.ge.com>
Source record: 250643
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <620@bnlux0.bnl.gov> drs@bnlux0.UUCP (David R. Stampf) writes:
>In article <406@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>>Lots and lots of problems, no single one of which renders a Sun totally
>>unusable, but altogether adding up to too many headaches. Bad network
>>support, flaky network services, etc. etc. etc... For a company whose
>>motto is "the network is the computer" it's pretty disgusting how
>>poorly their network software runs.

> I really think that Howard's opinions are in the
>minority viewpoint. So much so in fact, that it would be interesting to
>find out what he *would* recommend to his worst enemies as an alternative.

I know I wouldn't reccomend a Sun to my worst enemy. What WOULD I recomend
to my worst enemy? If I told you that here, I would probably make
more enemies.

-don perley

5644. TeX Driver for Atari Laserprinter

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 13:44:56 UTC
From: ABK07@DK0RRZK0.BITNET
Message-ID: <8809211344.AA07895@ucbvax.Berkeley.EDU>
Source record: 250644

Does anyone have the source of a TeX Driver for the Atari Laserprinter?
If yes, please post it to me.
Axel Clauberg
Institut fuer Kernphysik der Uni Koeln
Zuelpicher Str. 77
D 5000 Koeln 41
West - germany
Bitnet: ABK07@DK0RRZK0

5645. Re: Damaged moriabin.arc header

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 14:44:59 UTC
From: saj@chinet.UUCP
Message-ID: <6644@chinet.UUCP>
Source record: 250645

In article <598@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:
> It uudecoded fine here, but I've noticed two problems with it so
> far...first, it hangs quite often on me (both when I use if from the
> desk top and when I run it from gulam). I haven't made it out of the
> bartering stages yet (it always hangs when I am moving between the
> first screens buildings). No bombs, just nothing happening (except
> hearing the keyclicks) as I press keys. The other problem is just one
> of implementation. The command line options are lower case only, so
> you really can't run moria as a '.ttp' file. The reason being that the
> desktop uppercases all your text that you type. The workaround for
> this is to simply write a little wrapper program that pexec's the
> moria code with the appropriate command tail. This wrapper can also
> set the SHELL variable at the the same time.

I've played this version of moria for probably about a hundred hours without a real keyboard lockup. There was a problem when I did a ".<direction>" move while confused, but it cleared itself in a few seconds. The program is so large that I wonder if there might be too much already in your machine's memory when you load it. I generally have a hard disk interface and a clock setter in the auto folder, foldr100, FATSPEED, and the control panel. ST curses is a stack hog, but the program was compiled with LOTS of stack space to allow for that.
The case problem was a really dumb oversight. It should only interfere with the use of the rogue key layout and consulting the highscores file, though. TOS ignores upper and lower case in filenames. If this bothers people enough, maybe someone (maybe me?) could come up with a binary patch. In my experience, there's rarely a sequence of 20 op-codes that can't be shortened enough to squeeze in 2 more.

5646. Re: Publishing Partner Amateur

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 14:56:26 UTC
From: rjung@sal6.usc.edu
Message-ID: <1425@nunki.usc.edu>
Source record: 250646

In article <11830008@hpldola.HP.COM> ritchie@hpldola.HP.COM (Dave Ritchie) writes:
> I was looking through one of the Amiga rags he other day and - surprise -
>Soft Logik is doing a PP for the Amiga. Isn't that strange?

Nope. Quality software eventually gets translated for lesser machines. B-)

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@sa132.usc.edu?) ## ## ##
#####

5647. Re: Unix Windows (uw) for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 15:50:02 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <21005@watmath.waterloo.edu>
Source record: 250648
Cross-posted to: uw.unix,comp.sys.atari.st

```
Here's how you can use ftp to copy source from watmath.
Ftp is more convenient that rcp is some cases.
You can use the "cd" and "ls" commands to browse.

$ ftp watmath
Name: anonymous
Password: anonymous
ftp> binary - required for binary files
ftp> cd /usr/source/public/commands/uw/st
ftp> ls
ReadMe
uw.arc
ftp> get ReadMe - copies ReadMe to your current directory
ftp> get uw.arc
ftp> ^D
```

5648. Formatting floppettes

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 16:22:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880921162236.1.JRD@MOA.SCRC.Symbolics.COM>
Source record: 250649

I've discovered a wierd circumstance. I have some floppettes which, when I format them using Gulam's "format a:" command, get errors. But when I format them with the desktop's format menu, they work! Does this make any sense to anyone?

I have one of the old single-sided external floppette drives, if that matters.

Thanks in advance for any info.

5649. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 16:51:28 UTC
From: ngg@bridge2.3Com.Com
Message-ID: <88@bridge2.3Com.Com>
Source record: 250650
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <881@viscous>, sethk@sco.COM (Seth I Katz) writes:
> chatterchatterchatter<2279@silver.bacs.indiana.edu>chatterchatterstowe@silver.UUCP
(holly):
> |
> Ok, everyone and their uncle has been clever enough to repeat the point that
> GEnie never claimed that they didn't charge for download time.
>
> I'd like to see someone stand up for that piece of garbage mailer of theirs.
>
> BTW, I don't know how rich you folks are, but I think $5 an hour is not
> cheap. Do we base our standards on Compu$erve?
> -s
Yes a variety of comparsions are made to CIS and their $12.50 plus surcharges
in some cases for 1200 baud connections. This does make $5.00 much cheaper.
And Genie provides many of the same services, and some CIS doesn't and of
course vice/versa.

As far as GEnie mail and the BB software, there is room for improvement,
but CIS could use some to, either method has its drawbacks if looked at
very closely. The thing about Genie is you need to take the time to learn
how to use the software effectively, there are a lot of options and it
can be quite powerful if you learn to use them to your advantage...this
means reading the manual, and getting out there and just spend some time
seeing what the commands do, and ask questions if something does not
work like you expected....most of the problems it appears is that users
of Genie that have a hard time using it come from not reading the manual,
or not taking that couple minutes to ask the questions to learn how to use it.

Norm Goodger
3Com
Sysop - MacInfo BBS @415-795-8862

5650. Re: Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 16:52:25 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3595@druhi.ATT.COM>
Source record: 250551

in article <8809191251.AA15678@ucbvax.Berkeley.EDU>, nfrech@ALMSA-1.ARPA ("Norman R. Frech") says:
> I just got Dave Small's newsletter and I am fairly excited about this
> product. I don't know how to get to Dave on Usenet so I though maybe
> you could answer a few questions. He talks about a version 2.0
> coming up in the near future; will this be a free upgrade from 1.0 or
> will there be a charge? Second, is it absolutely necessary to have
> a monochome monitor?

You can reach Dave on the Well, try hplabs!well!dsmall, that
usually works for me.

I don't know if the upgrade to version 2.0 will be free or not.
In general upgrades to fix bugs in the code are free, upgrades that add
new features are a small fee ($10 to $20). The feature and bug fix list
for version 2.0 isn't finished yet so Dave hasn't decided what to do.

The Spectre 128 works with either the monochrome or color
monitors. A monochrome monitor is recommended since it is a *LOT* nicer
looking and easier to use. Color monitors work but they aren't
nearly as nice, the screen is smaller (640x200 instead of 640x400) and
updates to the screen are slower since the Spectre must convert the
"real" screen into the correct format for the ST color screen. If you
really want to use Mac(tm) software I'd recommend getting a monochrome
monitor.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

5651. uniterm & dialup

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 18:03:28 UTC
From: amra@orange.cis.ohio-state.edu
Message-ID: <22215@tut.cis.ohio-state.edu>
Source record: 250552

I am having problems trying to dial the modem from uniterm v20d. I set the number in the dial directory and then press <alt> 1 to dial the number, however although I get 'ATD2923112' on the screen, it doesn't dial up the number. Can anyone help me here?

5652. atari hard disk for sale

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 18:46:07 UTC
From: lerici@super.ORG
Message-ID: <761@super.ORG>
Source record: 250553
Cross-posted to: comp.sys.atari.st,misc.forsale,dc.forsale

FOR SALE: A slightly used Atari hard disk and cable (I have not had
an ST for quite a while) ..

It has software loaded on it.

Also I have a large horde of software I would like to sell

A partial list follows...

The following is a list of miscellaneous atari software/hardware
I currently possess.

Beckemeyer MT C-Shell
MICRO C-SHELL
MICRO RTX
MICRO MAKE
MICRO C-TOOLS
MegaMax C-compiler
Utilities
Atari Developer's system
linker
compiler
rcs
utilities
BASIC

Atari 20 MB ST hardware disk

I will try to put together
some very reasonable prices
upon request.

Peter Brewer
lerici@super.org

--
Peter Brewer |_____________| THE
lerici@super.org |___|____|/ SUPERCOMPUTING
|__ |__ |_/ RESEARCH
|___|__ /_| CENTER

5653. NETNEWS interface

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 19:19:29 UTC
From: ejnihill@sactoh0.UUCP
Message-ID: <428@sactoh0.UUCP>
Source record: 250554

Humble apoligies if this has already been covered for I
do not normally access this fine newsgroup.
Does anyone know of a Public Domain program that will allow
users of an Atari ST to access a USENET site and receive mail,
send mail and NETNEWS? The program should be simple enough for
most to install, and be able to run uucico.
A ideas? I am sure with this wealth of knowledge here on the
net, someone may be able to help. It seems a shame that the
atari BBS are going to IBM's so that they can participate in mail
and a news feed.
Please respond via E-Mail. I do not get normal access to this
group.
This site has sent in their uucp map entry, but it has not yet
been posted to the net. So use the following return mail path:

...pacbell!sactoh0!ejnihill

In advance, Thank-you for your time & help;
Eric

--
##
Sign In Triplicate before # Serving The State Capitol Of
Discarding:_____________ # California: sactoh0
##

5654. Problems with gcc.arc's: Newer version of arc?

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 19:48:00 UTC
From: VCD51661@DS0RUS54.BITNET
Message-ID: <8809211050.AA00106@jade.berkeley.edu>
Source record: 250555

Recently I tried to dearchive the file gcx123.arc, belonging to
the GNU-C compiler postings. I got the following message from my
arc.ttp:
"I don't know how to handle file COPYING in archive GCX123.ARC
I think you need a newer version of ARC."
The same thing happened with all the other archieves belonging to
the GNU-C postings I got. The first thing I tried was downloading
a newer version of arc from LISTSERV at CANADA01 (BITNET, as I am
a BITNET user). The file I ordered and received was
PROG-A16 88-00152, described as "ARC.TTP ... (Repost)". It identi-
fies itself as (stuff deleted):

" System Enhancement Associates
21 New Street, Wayne NJ 07470

ARC - Archive utility, 5.12 - Atari ST

Atari ST version developed by Harvey Johnson "

which is the same as with my old arc. It also did not work, of course.
So what can I do? Is there a newer version of arc available (could
someone mail it to me if so)? Or is something wrong with the file?
Has anybody had the same problems and/or can help?
I would be glad to hear from you, netlanders!

```
/*
* Benno Salzgeber
* Institute for Computer Applications
* University of Stuttgart
* Pfaffenwaldring 57
* D-7000 Stuttgart 80 (FRG)
* VCD51661@DS0RUS54.BITNET
*/
```

5655. Re: Writing to write protected disks?

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 20:50:03 UTC
From: paulm@nikhefk.UUCP
Message-ID: <420@nikhefk.UUCP>
Source record: 250556

In article <1633@crete.cs.glasgow.ac.uk> whitbye@cs.glasgow.ac.uk (Elliot Maxwell Whitby) writes:
#
#Yes it is unfortunately possible to write to write protected disks.
#This is a great idea for software protection, which I personally don't
#believe in, but you do get the unscrupulous people who are that bad that
#they will ruin everybody else's fun by writing pointless viusses which are
#no use to absolutely anyonee
#
#ps Borf is here.

C'mon... be more specific. Show me a program that writes to a writeprotected disk. We did extensive tests on programs that claimed such activity and always came to the conclusion that all of these rumours are bogwosh.

The hardware specs of Atari drives/diskcontroller are pretty much standard and I've never (I mean NEVER) seen a modern diskdrive that wasn't completely capable of recognizing writeprotection.

Gimme more than "Yes it is possible.."
Paul Molenaar

"Just checking the walls"
- Basil Fawlty -
--
Paul Molenaar

"Just checking the walls"
- Basil Fawlty -

5656. Re: argc and argv with gem

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 22:10:43 UTC
From: apratt@atari.UUCP
Message-ID: <1173@atari.UUCP>
Source record: 250557

In article <806@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
> In article <3441@boulder.Colorado.EDU> cochrane@spot.Colorado.EDU
> (COCHRANE JIM T) writes:
> >How does one go about writing a GEM program that will accept arguments to
> >main via argc and argv? I'm using Mark Williams C and when I try to use
> >argc and argv with a GEM program the program bombs.
>
> Although I don't use MWC myself, I will make a few remarks:
> 1) There is no means that I know of to supply parameters to a Gem
> program if it is started from the Desktop.

This is what "Install application" does. This is how to use it to
install (for example) GFABASIC.PRG to run *.GFA:

Select (click on) GFABASIC.PRG.

Choose the menu item "Install Application" from the Options menu.

Fill in the three blanks in the "Document Type" field with GFA.

Now, whenever you double-click a file *.GFA, GFABASIC.PRG will be run
and its command-line argument will be the name of the file you clicked.

Of course, it's up to the program (in this case, GFABASIC.PRG) to deal
with a command-line argument. GFABASIC happens to do nicely; other
programs might not. Microsoft Write, for one, does not.

There are other caveats. The "current directory" will be the directory
the file is in, not the directory the program is in, so finding your
resource file might be tricky. Put all your resource files on the root
of the boot device (Drive C: if you have a hard disk) and AES will
always find them.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5657. Re: Problems with gcc.arc's: Newer version of arc?

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 22:28:47 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <414@stag.math.lsa.umich.edu>
Source record: 250558

In article <8809211050.AA00106@jade.berkeley.edu> VCD51661@DS0RUS54.BITNET writes:
>Recently I tried to dearchive the file gcx123.arc, belonging to
>the GNU-C compiler postings. I got the following message from my
>arc.ttp:
>"I don't know how to handle file COPYING in archive GCX123.ARC
> I think you need a newer version of ARC."
>The same thing happened with all the other archieves belonging to
>the GNU-C postings I got. The first thing I tried was downloading

Correct, it appears that all the GCC related ARC files were compressed
using Squashing instead of Crunching.

>a newer version of arc from LISTSERV at CANADA01 (BITNET, as I am
>a BITNET user). The file I ordered and received was
>PROG-A16 88-00152, described as "ARC.TTP ... (Repost)". It identi-
>fies itself as (stuff deleted):
>
>" System Enhancement Associates
> 21 New Street, Wayne NJ 07470
>
> ARC - Archive utility, 5.12 - Atari ST
>
> Atari ST version developed by Harvey Johnson "

There has been one major new version for the ST since 5.12 - 5.21,
with modifications to support Squashing. (developed by lil' ol' me.... }-)

If the person in charge of the CANAD01 LISTSERV would send me a message,
I'll ship 'em off a copy of the latest ARC. I can also be reached directly
on bitnet as
HYC@UMICHUM

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

5658. Re: Publishing Partner Amateur

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 22:34:39 UTC
From: c60a-1bq@e260-4f.berkeley.edu
Message-ID: <14589@agate.BERKELEY.EDU>
Source record: 250559

In article <11830008@hpldola.HP.COM> ritchie@hpldola.HP.COM (Dave Ritchie) writes:
>
> I was looking through one of the Amiga rags he other day and - surprise -
>Soft Logik is doing a PP for the Amiga. Isn't that strange?
>
> Dave

Yes and no. It's not strange that a company is porting it's (good) product over to another machine. What is strange is that they didn't do this sooner. They would have their foot in the door, as the Amiga has good draw programs, but few solid DTP programs (esp. at PP's price).

John Kawakami

Please send replies to c91a-ra@franny instead of this address (where this originates from).

5659. Re: TeX Driver for Atari Laserprinter

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 22:37:14 UTC
From: c60a-1bq@e260-4f.berkeley.edu
Message-ID: <14590@agate.BERKELEY.EDU>
Source record: 250560

In article <8809211344.AA07895@ucbvax.Berkeley.EDU> ABK07@DK0RRZK0.BITNET writes:
>Does anyone have the source of a TeX Driver for the Atari Laserprinter?
>If yes, please post it to me.
>Axel Clauberg
>Institut fuer Kernphysik der Uni Koeln
>Zuelpicher Str. 77
>D 5000 Koeln 41
>West - germany
>Bitnet: ABK07@DK0RRZK0

Does anyone have a list of servers that maintain TeX things. I also need
to get a TeX driver for my Pana. 1091i (epson compat).

John Kawakami

please reply to c91a-ra@franny.berkeley.edu

5660. moria troubles /// pascal info sought

Newsgroup: comp.sys.atari.st
Date: 1988-09-21 23:17:10 UTC
From: c91a-ra@franny.Berkeley.EDU
Message-ID: <5864@pasteur.Berkeley.EDU>
Source record: 250561

This is a two parter:

I thought i had moria done all right, but no -- it won't run. It loads up, then instantly dies with two bombs, then back to the desktop. It de-arced ok here (where i got moria), but did not work. It de-arced fine at home (on the ST), but did not work. Both times, I ran it from the desktop as .TOS and .TTP (which can't work as .TTP uppercases all text).

So I figure, I'll write a prog to call moria (and maybe add options features later), but that did not work. Back to the docs. Seems I have to set env vars. Well, I was pretty sure that was not the problem, but I whipped out 68000 ST Ref (by Peel), and looked up the AES calls. Why? Because I have Personal Pascal, which does not have a built in AES library. Then set up the AES calls (C-strings etc.) complied and ran the prog. Again, this did not work.

What is going on. Should I go back over my prog caller and make sure the command tail is ok? Should this work under the desktop? In any case, moria does not work for me :-{

Which brings me to my second:AND MORE IMPORTANT QUESTION

I use OSS personal pascal. i have no C compiler.
1) has anyone used Tackle box ST? Is it any good.
2) where can I find info on how to make flawless calls to OS routines from PP. Right now, I'm winging it, mimicking the examples from OSS and using the Peel book (which is very good).
3) should I just get C? Is the level of programming I want to do easier in C?
3a) Does MWC come with the Atari Devpack? (In other words, should i get just MWC, or pay the extra $100+ for developer support?)
4) what is a good assembler? Are there any object-file converters in case the objects are not compatible?
5) in general, what are some of the best tools out there (just kidding, don't answer this one).

TTL CCD MUX RKL A3I MTX MDC FOE TUS KFC JTK MMU CRT VDI PSA DRI GEM CPM MC5 OIV JOH NKA WAK AMI c91 a-r a@f ran ny. Ber kel ey. Edu kaw aka mi@ zen .Be kel ey. EDU WHA TTH EFU CKA REY OUL OOK ING AT, MAN ?HA HAH A.O RIS THE JOK EON ME? ???

5661. disk drives

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 00:19:00 UTC
From: AMLXX@campus.swarthmore.EDU
Message-ID: <8809221144.AA00293@ucbvax.Berkeley.EDU>
Source record: 250562

I solved my hanging head problem. A strip of masking tape is now holding
my disk drive head in place. It runs fine!!

-Alan Levi

5662. Re: moria troubles /// pascal info soug

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 02:20:00 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <36500055@iuvax>
Source record: 250563

I have used tackle box a little and it seems ok. The documentation seems somewhat better than that in the Abacus books or the developer kit, but I have not check things carefully.

5663. Networking, ST's and Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 02:28:09 UTC
From: bw0i+@andrew.cmu.edu
Message-ID: <YXC6Ity00XoBI940VJ@andrew.cmu.edu>
Source record: 250564

Note: I hoped to send this to David Small, but couldn't e-mail to him..

I don't know if it is even possible, but since you are making a new cartridge for the 128k ROMs, will you also be putting in AppleTalk network port in? Perhaps by putting in the Zilog chip onto the cart itself (since the chip can be bought by anyone) you would be able to get networking into the Atari series via AppleTalk. Perhaps making the Zilog chip available to the ST via. cart slot and bypassing the Mac ROMs you could also introduce high speed nets to the ST w/o using the Mac part of the cartridge? .. This way you could put a high speed port on the Spectre 128 cart itself and wouldnt have to use the Atari's hardware ports (as they are supposed to be slow compared to the AppleTalk ports) for networking.

One of the big reasons I'm asking this is because I'm at Carnegie Mellon and we have a computer net. called Andrew (as in Andrew Carnegie, MIT had a similar system called Athena I think) which is a campus wide (even in the dorm rooms) file server system. Just last year, they released a handler for the Macintosh that allows you to access the network via the AppleTalk port. (This project is a joint effort between CMU and IBM and recently Apple (using Mac II's as workstations soon)) Now the project is going to start at the University of Michigan (I think) as well and will be trying to get all kinds of computers (not just IBMs and Macs) onto the fileserver. The Andrew project is aimed towards Universities it seems.

If you could get the Spectre 128 to work with AppleTalk, then you would offer a "cheap" alternative to buying a $2000+ Mac SE and would get the business of students buying STs at colleges with the Andrew System..if the Andrew system goes over well. In addition, you could get the ST to share printers w/ Macs if necessary, send info between the two and so on.. a great aid to the ST line which has no really good networking to speak of. Having AppleTalk networking capabilities certainly won't hurt the product. eh?

Besides, it would be nice to use the laser printers in the clusters from my room.. sigh..

5664. Re: low cost HARDDISK interface

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 03:33:02 UTC
From: jpdres13@usl-pc.usl.edu
Message-ID: <40@usl-pc.usl.edu>
Source record: 250565

```
--------------
I would like to get in touch with you via US-German mail,
could you post your mailing address please?
```

5665. UUENCODE Source request

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 06:10:00 UTC
From: totty@m.cs.uiuc.edu
Message-ID: <7500006@m.cs.uiuc.edu>
Source record: 250566

This might not be the right place for this, but does
anyone know where I can get source code for ST uuencode
and uudecode? This will also be used on an IBM system,
some some degree of portability would be great too...

--- Bri

/ Brian Totty o o
/__ __ o URH 655 Sherman / 909 S. Fifth o
/ / / / Champaign, IL 61820 _/ "We have corn in
/__/ / / totty@a.cs.uiuc.edu Massachusetts too!"

5666. Re: TOS--Whats next??

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 07:12:11 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <747@ncrcce.StPaul.NCR.COM>
Source record: 250567

What changes does the new version of TOS include? Will it be useful
without the blitter?

--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN {backbone}!ncrlnk!ncrcce!rogers

5667. Supra 10 meg floppy?

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 07:18:56 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <748@ncrcce.StPaul.NCR.COM>
Source record: 250568

I'd like to get users' reactions to Supra's 10 megabyte removable cartridge "floppy". The ad says it can also read and write IBM 360k and 1.2 meg diskettes. Have you tried it? Does it work well? Have you tried it as a 5.25 inch drive with PC Ditto?

Thanks
--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN {backbone}!ncrlnk!ncrcce!rogers

5668. ICD Hard Drives?

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 07:22:43 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <749@ncrcce.StPaul.NCR.COM>
Source record: 250569

Has anybody tried ICD's hard disks for the ST? Are they any good? How
do they compare with Supra's offerings?

Thanks.
--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN {backbone}!ncrlnk!ncrcce!rogers

5669. UNITERM 2.0 DOC wanted !

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 09:18:21 UTC
From: remco@tnoibbc.UUCP
Message-ID: <841@tnoibbc.UUCP>
Source record: 250570

Could some kind soul mail me the uniterm 2.0 doc ?
Thanks in advance,

Remco.

NB: wonderful program and nevertheless PD!
--

Remco Bruijne USENET: remco@tnoibbc PHONE: +31 15 606437

5670. Re: A Hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 11:10:49 UTC
From: alderaan@netmbx.UUCP
Message-ID: <1414@netmbx.UUCP>
Source record: 250577

In article <439@gould.doc.ic.ac.uk>, dcw@doc.ic.ac.uk (Duncan C White) writes:
> I was happily installing [M2] onto my SH204 hard disk, using the Desktop
> to copy disk 3 of 4 when the blasted ST collapsed in a heap..
> Vertical lines appeared on the screen, and I had to power off..

Is it possible that the first crash was caused by an undetected floppy
media change (DS to SS) ? Than, if TOS suddenly stood in the forest,
couldn't it be that it did undefined write actions to the HD ?

>
> Sadly, the result is that the \M2\FTL directory I was installing into
> is totally corrupted: if I open it with the Desktop the ST crashes again,
> complete with vertical lines.

Was this your first experience with the TOS folder problem, in add ?

>
> The rest of the disk is fine however.

If you write to this hard disk, it wouldn't be much longer !

>
> So, what I want to do is remove the garbaged directory and start again.

The best you can do, I think, is not to write to this disk any more :-)
But, to keep being serious, wouldn't it be easier to ARC the folders you have
on your HD to floppy disks, format the HD, and reinstall the folders ?
Sure, this also would take at least 2 hours, but what about the time you
have to spend to write such a utility you plan ?

--

alderaan
OP RKOpdp (RSTS/E)
FB Mathematik/Informatik
RKO Berlin

Dieffenbachstrasze 60-61
1000 Berlin 61

5671. Re: Writing to write protected disks?

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 11:19:55 UTC
From: alderaan@netmbx.UUCP
Message-ID: <1415@netmbx.UUCP>
Source record: 250578

In article <1633@crete.cs.glasgow.ac.uk>, whitbye@cs.glasgow.ac.uk (Elliot Maxwell Whitby) writes:
>
> Yes it is unfortunately possible to write to write protected disks.

Huh ?
As I've heard, the write protection signal prohibits the write circuitry
in the floppy drive directly to write anything, so the drive would ignore
any write commands from the controller. Or am I wrong ?

--

alderaan
OP RKOpdp (RSTS/E)
FB Mathematik/Informatik
RKO Berlin

Dieffenbachstrasze 60-61
1000 Berlin 61

5672. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 15:31:40 UTC
From: joshua@uop.edu
Message-ID: <1682@uop.edu>
Source record: 250571
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

Please move the discussion to some other newsgroup (comp.misc maybe?). It currently has nothing to do with IBM PCs.

- -

Edwin J. Bates University of the Pacific
Academic Computer Specialist Stockton, CA (pretty close to Sacramento)
(Jack-Of-All-Trades) (somewhat near San Francisco)

5673. Trouble with new DISCSCAN 1.2

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 16:29:42 UTC
From: kirchner@uklirb.UUCP
Message-ID: <2824@uklirb.UUCP>
Source record: 250572

Hello,
Today I had my unpacking day, so I also got the new DISCSCAN 1.2.
It unpacked, unarced without problems.

Then I tried it and
1. try: wrote into screen memory appr. half a text line high some strange
bits, brougth two bombs and returned to the desktop.
2. try: came up, I played a little with the menues and then wanted to quit.
with Q I got several questions about saving some database or the like,
I answered all with 'no' (since I had nothing to save) and
then I got seven or eight bombs, and the machine hang up.

It seems, this software is not very stable or reliable. I'll wait for
comments on the net before I do another try.

My equipment: 1040st, sm124-Monitor, sh204.
Software: I started DISKSCAN from the Intersect-RAMdisk (old, but reliable
and convenient) drive M:, on my Harddisk I use GEMSOFT to get
enough memory for the folders.

This may just be a warning to everybody to be carefull.

Please do not send me mail personally, send all comments to the net so
everybody gets the information. (Another reason: we get charged DM 1,10
per KB, so we may be ruined by receiving mail)

R. Kirchner

5674. Register saving for BIOS traps?

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 16:39:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880922163903.5.JRD@MOA.SCRC.Symbolics.COM>
Source record: 250573

I think I remember a discussion about this a while ago, but don't remember the outcome.

I believe it's necessary to save (some) registers around BIOS and XBIOS traps. The question for today is: which ones? Is there any rhyme or reason to which registers get trashed inside the trap?

A related question; am I correct in assuming that GEMDOS traps don't require register saving?

Thanks in advance for any info.

5675. Re: TeX Driver for Atari Laserprinter

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 16:51:46 UTC
From: srmaster@phoenix.Princeton.EDU
Message-ID: <3733@phoenix.Princeton.EDU>
Source record: 250574

```
>
>Does anyone have a list of servers that maintain TeX things. I also need
>to get a TeX driver for my Pana. 1091i (epson compat).
>
>John Kawakami
>
>please reply to c91a-ra@franny.berkeley.edu
```

If someone has such a list, could they also send me a copy (or just post it to the net)? Thanks.

5676. Re: spectra 128

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 17:27:52 UTC
From: ins_bjjb@jhunix.HCF.JHU.EDU
Message-ID: <7056@jhunix.HCF.JHU.EDU>
Source record: 250647

In article <1417@nunki.usc.edu> rjung@sal5.usc.edu (Robert Allen Jung) writes:
>In article <8809191251.AA15678@ucbvax.Berkeley.EDU> nfrech@ALMSA-1.ARPA ("Norman R. Frech") writes:
>>... is it absolutely necessary to have a monochrome monitor?
>
>If you're using a color monitor, then grey shades are used for the screen, and
>the locations of the pixels are mapped to different shades (since the Mac
>monitor has more pixels vertically than the ST's medium resolution has). You
>can also hit a key and get a fully-mapped view of the top/bottom half of the
>screen.
>(rjung@sa132.usc.edu?)

Yes, you can use a color monitor with the Magic Sac or Spectre 128.
If a color monitor is all you have, however, you will not be doing yourself
a favor by purchasing one of these emulators. I know this too well from my
own experience.

The half-screen mode is too awkward to use. Manipulation of screen
objects becomes much too difficult. It is particularly disconcerting
to "lose" the mouse pointer on the other half of the screen.

The full-screen mode is also very difficult to deal with. In this mode,
half the resolution is lost, which hinders reading text. "Hinders?" Well,
come to think of it, it's painful to try . . . .

Any advantages of having the two screen modes available at the touch of a
key are negated by the loss of speed due to the remapping of the screen.
That 20% speed advantage over a Mac evaporates as soon as you start up with
a color monitor. The effective speed is probably less than a Mac with the
Sac running on a color monitor.

If you really want to see what I'm talking about, send me $150 and I'll
send you my Sac w/ROMS. 8-) (Actually, I do want to sell it, but you don't
want it if you don't have a monochrome monitor.)

--
Jared J. Brennan <ins_bjjb@jhunix.hcf.jhu.edu>
BITNET: INS_BJJB@JHUNIX ARPA: ins_bjjb%jhunix@hopkins.ARPA
UUCP: allegra!hopkins!jhunix!ins_bjjb "Help me, Spock!"

5677. Nethack 2.3

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 17:32:27 UTC
From: mdharding@trillium.waterloo.edu
Message-ID: <8627@watdragon.waterloo.edu>
Source record: 250575

Does anyone have a copy of Nethack (any version) 2.3 preferred for the Atari ST? IF there is one available could someone please send it to me directly or post a copy of it.

If the source exists could someone please send it that along as well.

5678. RE: ANIMATION QUESTION

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 17:47:54 UTC
From: Robert_L._White.ESXC15@XEROX.COM
Message-ID: <880922-104812-2583@Xerox>
Source record: 250576

Thanks to all who answered my Animation Questions.
Much thanks to David M. Baggett who explained that the blurr I was getting
was in actuality strobing.

However I am now very confused about Leo De Wit's reply Re; the SetScreen
command
>I've got a copy of the book '3D Grafik Programmierung' from Data Becker.
>It suggests that SETSCREEN swaps at vbl time. ***THIS IS NOT TRUE!!!***
>(maybe you got the same impression). SETSCREEN does not wait for vbl
>to set the screen(s); only if you also change the resolution it will wait
>for vbl.

If this where true, wouldnt I sometimes see the screen change in the middle of a
screen draw, and get a noticable flicker on the screen?
I am using SetScreen and not waiting for the vertical blank, yet I do not see
any screen flicker. It sure seems that SetScreen does wait for the next VBL.

Could ATARI shed some lite on this subject PLEASE?
The Question is: Does SETSCREEN wait till the next VBL to change?

Also, David M. Baggett said there was a Animation Demo in the ARCHIVES.
I would love to get this david!
I do not have access to these archives, the only thing I seem to have access to
is a LIST SERVER in CANADA. I am on a XEROX ETHERNET account and am not very
firmiliar with GATE WAYS. Is there some way I can get at the archives?
BTW I do not have any way of using a FTP program eather.
Perhaps some kind soul could mail it to me!

Thanks to all
Robert L. White.

5679. STATUS OF REC.GAMES.MICRO PROPOSAL

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 20:29:42 UTC
From: jennifer@jato.Jpl.Nasa.Gov
Message-ID: <206@jato.Jpl.Nasa.Gov>
Source record: 250579
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple,comp.sys.mac

87 yes votes, 19 no votes. Voting closes this Saturday, September 24.

--
Jennifer Schlickbernd (Lorini) Jet Propulsion Laboratory
jennifer@jato.jpl.nasa.gov or elroy!jato!jennifer@csvax.caltech.edu
CIS: 72466,3413 Voice:(818) 354-8617
"Great leaders are rare, so I'm following myself."

5680. Re: Networking, ST's and Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 20:36:37 UTC
From: c91a-ra@franny.Berkeley.EDU
Message-ID: <5891@pasteur.Berkeley.EDU>
Source record: 250580

Interfacing to Appletalk thru the cart port and Spectre 128 is a good idea,
but doing it through the DMA port would be the ideal method. There could
be an Appletalk connection whether Spectre were running or not.

[spectre->[appletalk->[ST] vs. [spectre->[ST]<-appletalk]
|| ||
some net some net
TTL EXE MUX PRG A3I MTX TTP FOE TUS APP JTK MMU CRT VDI TOS DRI GEM CPM ACC OMV
JOH NKA WAK AMI c91 a-r a@f ran ny. Ber kel ey. Edu kaw aka mi@ zen .Be kel ey.

5681. Color Monitors (was Re:Wait a Sec...)

Newsgroup: comp.sys.atari.st
Date: 1988-09-22 23:35:10 UTC
From: coffey@sdsuelx.uucp
Message-ID: <3163@sdsu.UUCP>
Source record: 250581

Jos Vermaseren asks:
.
.
.

> This leaves the question: why is the American preference for color so much
> greater than in Europe? I posed this question a long time ago, but nobody
> could come up with an explanation. Anybody has one?

I bought an Atari 520 ST when they first came out. I wanted a good, clear monitor, so I got a monochrome monitor, which was much better than what IBM had to offer at the time. I soon discovered, however, that most of the software available in the U.S., especially the PD stuff, was not runnable on my system. After several years, I broke down and bought a color monitor so that I could run some of these programs. When I do my real computer work, I always use the monochrome monitor.

When I joined our local Atari user group, I discovered that most of the early members were former owners of 8-bit atari machines. I think all of them had color monitors and all of them loved computer games. None of the games worked on monochrome at that time. I don't know if that's the reason, but I recently heard that U.S. dealers are having a hard time finding color monitors, so the picture in the U.S. may soon change.

_ _ Pat Coffey
|_) (_ San Diego State University
|

5682. rsrc_gaddr()

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 09:19:45 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <577@hudson.acc.virginia.edu>
Source record: 250582

I would like to change the contents of a string in a dialogue. I know how to find the address of a tree, but not the string. Tree numbers are unique, but item numbers are not unique between trees. My documentation for rsrc_gaddr() only lists two inputs: the item number and the type:

```
rsrc_gaddr( 0, TREE01, &adrs ); /* works as advertised */
rsrc_gaddr( 7, MYITEM, &adrs ); /* cannot be done?! */
```

Can some expert explain the proper way to do this?

Greg Lindahl internet: gl8f@virginia.edu
U Va Dept. of Astronomy bitnet: gl8f@virginia.bitnet

5683. Re: rsrc_gaddr()

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 12:11:49 UTC
From: wayrynd@jacobs.CS.ORST.EDU
Message-ID: <6600@orstcs.CS.ORST.EDU>
Source record: 250583

In article <577@hudson.acc.virginia.edu> gl8f@bessel.acc.Virginia.EDU (Greg Lindahl) writes:
>I would like to change the contents of a string in a dialogue. I know
>how to find the address of a tree, but not the string. Tree numbers
>are unique, but item numbers are not unique between trees. My
>documentation for rsrc_gaddr() only lists two inputs: the item number
>and the type:
>
> rsrc_gaddr(0, TREE01, &adrs); /* works as advertised */
> rsrc_gaddr(7, MYITEM, &adrs); /* cannot be done?! */
>
>Can some expert explain the proper way to do this?
>
>Greg Lindahl internet: gl8f@virginia.edu
>U Va Dept. of Astronomy bitnet: gl8f@virginia.bitnet

To find the address of the string, you have to first find the address of the dialog (I'll pretend you named it DIALOG in the resource construction set), by using the call:
rsrc_gaddr(R_TREE,DIALOG,&dialog);
R_TREE is 0 like you have, and dialog is an OBJECT pointer.

If you wanted to assign the address of the string with name MYITEM to the character pointer named 'string', you could do so with the follwing assignment

string = dialog[MYITEM].ob_spec;

5684. Re: Damaged moriabin.arc header

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 13:48:09 UTC
From: trb@stag.UUCP
Message-ID: <606@stag.UUCP>
Source record: 250584

In article <6644@chinet.UUCP> saj@chinet.UUCP (Stephen Jacobs) writes:
>In article <598@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:
>> far...first, it hangs quite often on me (both when I use if from the
>> desk top and when I run it from gulam). I haven't made it out of the
>> bartering stages yet (it always hangs when I am moving between the
>
>I've played this version of moria for probably about a hundred hours without
>a real keyboard lockup. There was a problem when I did a ".<direction>"

I should have mentioned that I was using the -r option when it hung up
(even from a wrapper program with about 900K free before invoking it
and no accessories, ram disks, spoolers, turbo-dos's, etc running.)
It always seems to hang when I hit the h key (direction movement) as I
am moving between buildings on the first level. I will try the 'vms'
mode tonite and see if that works ok (guess I will have to read the docs
after all :-)).

-Todd Burkey
trb@stag.UUCP

5685. Still need info on mapping gulam keys

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 16:36:25 UTC
From: mike@ncrcpx.UUCP
Message-ID: <1821754@ncrcpx.UUCP>
Source record: 250585

HELP !!!

This is the second time I've asked this question. I got no response the first time. I know someone out there knows the answer.

How do I remap the delete key in gulam? "kb -(m,g, or r) 07f 1d" does not work. This is what the documentation says to use. I really am to used to a forward deleting delete key to give it up.

thanks,

mike

5686. PRINTER RECOMMENDATIONS WANTED

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 17:12:32 UTC
From: jhs@druin.ATT.COM
Message-ID: <308@druin.ATT.COM>
Source record: 250586

I have decided to actually invest in my own printer. The loaner I have from work is OK for draft quality stuff, but getting mulitiple character sets and near letter quality (NLQ) is not possible. My requirements for a printer to work with my 1040ST are fairly modest:

* Near letter quality
(This one *is* a must)

* Multiple character sets
(Must accept Publishing Partner fonts, etc.)

* Graphics capability
(I don't have a sophisticated need, but some is needed)

* Reasonable character speed in draft and NLQ modes

* Reasonable price
(under $300 is good, approaching < $200 is better)

At one point in the past, I had decided on a Panasonic 1091i(?) as having the best bang for the buck, low user hassles, etc. But as I don't really stay current, I don't know what the recommendations/views are now, so I would appreciate anyone's views (from experience). If some kind of survey or summary has been done in the recent past, a copy of that would be great.

E-mail is best so as to not clutter the net, unless, of course, there is enough general interest to make posting worthwhile.

Thanx.

Jeff Shore at {..!ihnp4}!druin!jhs

5687. Re: Object formats (long)

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 17:39:05 UTC
From: leo@philmds.UUCP
Message-ID: <816@philmds.UUCP>
Source record: 250587

Hi folks. Here's the collected responses to my question about object formats. Since there seem to be so many around, I'm thinking about a new solution to allow my disassembler to crunch object files. Nevertheless, this info seems very useful, so here it is for you all to enjoy. Many thanks to those who have spent time in sending me a contribution. As for Edgar Roeder, I hope he will do both John Waldron and me a great pleasure by sending the better linker for the GST-BIN format (posting to one of the newsgroups would be great).

And here we go then (LIFO order) ...

******** From mcvax!stag!ardvar!krs (Kent Schumacher):

```
-------------------------- filefmt.h ------------------------

/* Laser C object file format definitions
*/

#define LMAGIC 0x0107 /* Laser C magic number */

/* Header prepended to each Laser object file.
*/
typedef struct {
long a_magic; /* magic number */
long a_text; /* size of text segment */
long a_data; /* size of initialized data */
long a_bss; /* size of uninitialized data */
long a_syms; /* size of symbol table */
long a_entry; /* entry point */
long a_trsize; /* size of text relocation */
long a_drsize; /* size of data relocation */
}
exec;

/* Format of a relocation datum.
*/
typedef struct {
long r_address; /* address which is relocated */
unsigned long r_info; /* r_symbolnum, r_pcrel, r_length, */
/* r_extern. */
}
reloc_info;

/* NOTE: If r_extern is zero, then r_address is actually and N_TYPE,
and no symbol entry is present for the relocation.
*/
```

```
/* Fields for r_info (above)
*/
#define r_symbolnum(x) ((x>>8) & 0xffffffL)
#define r_pcrel(x) ((x>>7) & 0x1L)
#define r_length(x) ((x>>5) & 0x3L)
#define r_extern(x) ((x>>4) & 0x1L)

/* Symbol table entry
*/
typedef struct {
char *n_name; /* index into string table */
char n_type; /* type flag, i.e. N_TEXT etc */
char n_other; /* unused */
char n_desc; /* currently not used */
long n_value; /* value of this sym */
}
nlist;

/* Values for n_type (above)
*/
#define N_UNDF 0x0 /* undefined */
#define N_ABS 0x2 /* absolute */
#define N_TEXT 0x4 /* text */
#define N_DATA 0x6 /* data */
#define N_BSS 0x8 /* bss */

#define N_EXT 0x01 /* external bit, or'ed in */
#define N_TYPE 0x1e /* mask for all the type bits */

/* Following the relocation information is a long word (32-bit)
which tells the length of the string table which follows.
The length includes the four bytes of the long word (it
includes own size). Strings are zero (0) terminated.
*/

/* GEMDOS executable file format
*/

/* CP/M-68K header
*/
typedef struct {
int c_magic; /* magic number (0x601A) */
long c_text; /* size of text segment */
long c_data; /* size of initialized data */
long c_bss; /* size of uninitialized data */
long c_syms; /* size of symbol table */
long c_entry; /* entry point */
long c_res; /* reserved, always zero */
int c_reloc; /* size of data relocation */
} header;

/* Symbol table entry
*/
```

```
typedef struct {
char name[8]; /* Symbol name */
int type; /* Type (i.e. DEFINED|TEXT_REL)*/
long value; /* Symbol value */
} symbol;

/* CP/M-68K values for symbol types
*/
#define DEFINED 0x8000 /* The symbol is defined */
#define EQUATED 0x4000 /* The symbol is an equate */
#define GLOBAL 0x2000 /* The symbol is global */
#define EQU_REG 0x1000 /* The symbol is a register */
#define EXTERNAL 0x0800 /* The reference is external */
#define DAT_REL 0x0400 /* Data segment reference */
#define TEX_REL 0x0200 /* Text segment reference */
#define BSS_REL 0x0100 /* Bss segment reference */

/* The above values may be OR'd together to indicate
symbol type.

One word (16-bit) of relocation information exists for each
word of TEXT and DATA. The type of relocation is indicated
in bits 0-2 of the word. If the relocation is an external
reference, the remaining bits (15-3) form an index into the
symbol table, thus indicating the name of the external
reference.
*/

/* CP/M-68K relocation word values (bits 0-2)
*/
#define NO_RELOC 0 /* No relocation necessary */
#define DATA_BASED 1 /* Relocate from Data segment */
#define TEXT_BASED 2 /* Relocate from Text segment */
#define BSS_BASED 3 /* Relocate from Bss segment */
#define UNDEF_SYMBOL 4 /* Symbolic reference */
#define LONG_REF 5 /* Next relocation is long */
#define PC_RELATIVE 6 /* Is a PC relative reference */
#define INSTRUCTION 7 /* Is an instruction */

/* The file format output by the linker (GEMDOS) is identical to the
DRI object file format excepting the relocation information. The
GEMDOS loader will only relocate 32-bit references. GEMDOS
relocation information consists of a long (32-bit) word, indicating
the offset into the program of the first long word to be relocated,
followed by a series of relocation bytes (8-bit). These bytes
indicate the distance from the last offset relocated to the current
offset to be relocated. If a relocation byte is equal to 254, the
last offset is incremented, but no relocation is done. A
relocation byte of zero means end-of-relocation-information.
*/

-------------------------------- EOF ----------------------------
```

I haven't really looked at what I've sent you, If you have some
questions I can probably answer them by looking them up in the
Laser C manual. Hope it's some help...

******** From mcvax!cs.tcd.ie!jwaldron (John Waldron)

I am interested in any information on good linkers for the GST
object format. I use Lattice C 3.04 to compile a very large program and
linking it is slow. Also setting the -debug option causes a bus error.
I have a specification of the GST object format. It is in the manual of
an early version of the metacomco assembler. Using this I have written
a program which can list the modules in a library. It can also update a
particular module. However the program has no concept of references to
other modules. this means that the whole object file is input to the link,
instead of being able to use the library command in the linker to input
the modules needed only.

******** From mcvax!STONY-BROOK.SCRC.Symbolics.COM!jrd (John R. Dunning)
[]...
Ummm, unless there's a truly unbelievable coincidence, .o can mean more
than one format. GAS produces the format described in gnu-out.h, in the
gcc stuff. It's for sure different than TOS format, but also called .o.
[]...
I've got some doc somewhere on GNU format; I'll try to dig it up. I
think it's identical to that used on Sun 2's (and 3's?). It's fairly
complicated, especially when you throw in all the symbol info used by
GDB.
[]...
Well, the GNU linker is happy to do random access when linking. It's
pretty fast (tho the first time I ran it I thought my hard disk was
having a seizure; 28ms avg seek time, and LD was running it as fast as
it would go !)

The format of OLB files as used by GNU is something I whipped up (see
ar.h). In general, there's a header for the whole library, and a
per-element header that describes each elt; ie date, size etc. The elts
are just object files.
[]...
Well, if you arrange to disassemble GNU object files, it's trivial to
hack library elements. The GNU stuff comes with a module called
ARSCAN.C that you build into any program that wants to grok library
elements. You tell it which elt you want, and it finds it and sets you
up with a handle that you can then read from just as you would read from
an ordinary file handle.

******** From mcvax!sbsvax!roeder (Edgar Roeder)

In the german magazine ST-Computer (i think 3/88) they have published a better
linker for the GST-BIN format. And of course there they described the exact
format. I have the source on disk and can e-mail or post it.

******** From mcvax!market.alliant.com!rosenkra (Bill Rosenkranz)

here is the format for alcyon .o and archive (ar68) files as best as i can figure it out.

archives (alcyon):
---
each file starts with the magic number 0xFF65. it appears only once (first 2 bytes of file). each file is headed by:

```
struct arfhdr
{
char ar_name[12];
long ar_dum1; /* probably date (always 0x00000000) */
int ar_dum2; /* probably uid (always 0x0000) */
int ar_dum3; /* probably gid (always 0x0000) */
int ar_mode; /* most always 0x0000, not used */
long ar_size;
int ar_dum4; /* always 0x0000 (prob. ARFMAG) */
}
```

the "ar_dumn" entries always seem to be 0x0000 (in every archive i have). they probably contain date (long), uid (0x0000), gid (0x0000), and mode (0x0000) but are never used by ar68 (seemingly). i do have some atari-supplied archive with the mode field non-zero, but it is always rw-rw-rw- (0x01B6) and never really used by ar68.

following the header for each file is the actual .o (or any other file) file.

archives (MWC):
---
each file starts with the magic number 0177535. it appears only once (first 2 bytes of file...i don't know what format it is, probably a binary 16-bit word). each file is headed by:

```
struct arfhdr
{
char ar_name[14];
long ar_date; /* time inserted */
short ar_gid; /* group id */
short ar_uid; /* user id */
short ar_mode; /* mode */
long ar_size;
}
```

immediately following the header for each file is the actual ar_size bytes of the .o (or any other file) file.

object (.o) mods (alcyon):
---
these seem to have the same format as .prg files. the general layout is:

```
header
text
data
symbols
```

```
fixup (relocation) bits

the header struct looks like this:

struct exec
{
int a_magic; /* "magic" number */
long a_text; /* size of text segment */
long a_data; /* size of data segment */
long a_bss; /* size of bss segment */
long a_syms; /* size of symbol table */
long a_resv1; /* (Reserved, always 0) */
long a_beg; /* start of text/prog exec */
int a_relbits; /* rel bits flag (0 if yes) */
/* text segment follows im- */
/* mediately after this */

};

#define SHSIZE 28 /* hdr size */
#define AMAGIC 0x601A /* 2 types, a for contiguous */
#define BMAGIC 0x601B /* b for noncontiguous */

symbols look like this:

struct nlist
{
char n_name[8]; /* symbol name */
int n_type; /* symbol type */
long n_value; /* symbol value */

};

/*
* symbol type values
*/
#define N_TYPE 0xFF00 /* mask for all the type bits */
#define N_DEFINED 0x8000
#define N_EQUATED 0x4000
#define N_GLOBAL 0x2000
#define N_EQREG 0x1000
#define N_EXTERN 0x0800
#define N_DATAREL 0x0400
#define N_TEXTREL 0x0200
#define N_BSSREL 0x0100
#define N_UNDF 0x0000 /* undefined */
#define N_FN 0x0001 /* file name symbol */

relocation bits exist if the header relbits value is 0. if non zero, they
do not exist. one word of reloc info exists for each word in the text segm.
(extern references and addr constants).

each rel word is 16 bits. LS bits (0-2) are:
```

```
00 no rel info, reference is absolute
01 ref relative to base addr of data segment
02 ref relative to base addr of text segment
03 ref relative to base addr of bss
04 references undefined symbol
05 ref upper word of a longword; next rel word holds value
determining whether ref is absolute or dependent on bas add
of text or data deg or the bss
06 16-bit PC-relative ref
07 indicates 1st word of instruction, which does not require
relocation info

remaining bits (3-15) not used unless prog ref to extern. in that case, these
are index into symbol tbl. entries in symbol tbl are sequentially numbered
starting with 0.

here is a small example:

/*------------------------------*/
/* wait_ms */
/*------------------------------*/

#define MSLOOP 125

wait_ms (ms)
int ms;
{

/*
* wait prescribed number of miliseconds (approx).
* inner loop takes about 1 ms on normal ST.
*/

int i;

if (ms <= 0)
return;

for ( ; ms > 0; ms--)
for (i = MSLOOP; i > 0; i--)
;

return;
}

a dump of the .o file is:

file: WAIT_MS.O size: 298

rec# ro filoff hex dump ascii dump
0000 00 (000000): 601A 0000 002C 0000 0000 0000 0000 0000 *`....,..........*
0000 10 (000010): 00B6 0000 0000 0000 0000 0000 4E56 FFFA *............NV..*
0000 20 (000020): 4A6E 0008 6F1E 6016 3D7C 007D FFFE 6004 *Jn..o.`.=|.}..`.*
0000 30 (000030): 536E FFFE 4A6E FFFE 6EF6 536E 0008 4A6E *Sn..Jn..n.Sn..Jn*
0000 40 (000040): 0008 6EE4 4E5E 4E75 5F77 6169 745F 6D73 *..n.N^Nu_wait_ms*
```

```
0000 50 (000050): A200 0000 0000 7E7E 7761 6974 5F6D 8200 *......~~wait_m..*
0000 60 (000060): 0000 0000 7E6D 7300 0000 0000 C000 0000 *....~ms.........*
0000 70 (000070): 0008 7E69 0000 0000 0000 C000 FFFF FFFE *..~i............*
0001 00 (000080): 4C31 0000 0000 0000 8200 0000 0028 4C34 *L1...........(L4*
0001 10 (000090): 0000 0000 0000 8200 0000 0022 4C35 0000 *..........."L5..*
0001 20 (0000A0): 0000 0000 8200 0000 000C 4C38 0000 0000 *..........L8....*
0001 30 (0000B0): 0000 8200 0000 0018 4C39 0000 0000 0000 *........L9......*
0001 40 (0000C0): 8200 0000 0014 4C37 0000 0000 0000 8200 *......L7........*
0001 50 (0000D0): 0000 0014 4C36 0000 0000 0000 8200 0000 *....L6..........*
0001 60 (0000E0): 001E 4C33 0000 0000 0000 8200 0000 001E *..L3............*
0001 70 (0000F0): 4C32 0000 0000 0000 8200 0000 0028 0007 *L2...........(..*
0002 00 (000100): 0000 0007 0000 0007 0007 0007 0000 0000 *................*
0002 10 (000110): 0007 0007 0000 0007 0000 0007 0007 0000 *................*
0002 20 (000120): 0007 0000 0007 0007 0007 *................*
```

object (.o) mods (MWC):
---

these are slightly different but i do not have the format.

******** That's all, folks!

Leo.

5688. Uniterm 2.0D-010 is available in trillium:/tmp/univ20d.arc

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 17:50:47 UTC
From: mberkley@watnext.waterloo.edu
Message-ID: <5969@watcgl.waterloo.edu>
Source record: 250588

```
Uniterm 2.0D is available for rcp from trillium:/tmp/univ20d.arc.

Major changes include:

- fixups and improvement in the Dialer code (eg., you can have
one dialer entry for sytek1200 and another for sytek2400. Uniterm
will set the correct baud rate before dialing).

- vt300 style status line. The 50th line (25th for colour)
of the screen can be made into a host-writable status line so
that if you want to run sysline, you don't have to use
scrolling regions ala vt100.

I've made modifications to my uniterm termcap to use the new status
line feature. If anyone wants a copy, send me mail.

Mike Berkley, University of Waterloo

*****************************************************
* mberkley@watsup.waterloo.ca *
* *
* CSNet: mberkley@watsup.waterloo.edu *
* uucp: {utai,uunet}!watmath!watsup!mberkley *
*****************************************************
```

5689. Re: Line A and Hard Disks

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 18:18:28 UTC
From: apratt@atari.UUCP
Message-ID: <1174@atari.UUCP>
Source record: 250589

In article <1971@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>
>
> I was poking around in Neochrome the other day (is that illegal?) and found
> some more negative Line A offsets.
>
> Screen width -$2B4 # Note: The mouse pointer is clipped by these
>
> Screen height -$2B2
>
> Colours -$29A
>
> Mouse X -$258 # These change even when mouse cursor is disabled
>
> Mouse Y -$25A
>
> Since they are in Neochrome and work with both ROM 1.00 and 1.02 then I assume
> they are officially supported. Thanks to his involvement with the BIOS Dave
> Staugas seems to be in a rather privileged position to know all this sort of
> stuff. Would Atari care to comment on these locations?

Don't be snide. Atari *has* commented on these locations. They are
documented in S.A.L.A.D., the new Line-A document (by Jim Eisenstein and
Mark Jansen). If you are a developer and would like a copy, call or
write Cindy Claveran, of Developer Support. I believe the document is
also in the developer-only areas of some online services, like
CompuServe and GEnie. (If it isn't, I'm sorry -- I'm not sure.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5690. Re: TOS--Whats next??

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 18:25:59 UTC
From: apratt@atari.UUCP
Message-ID: <1175@atari.UUCP>
Source record: 250590

In article <747@ncrcce.StPaul.NCR.COM> rogers@ncrcce.StPaul.NCR.COM writes:
>
> What changes does the new version of TOS include? Will it be useful
> without the blitter?

We have already enumerated the changes here on the net. There are a new features on the Desktop, and performance improvements in GEMDOS. Most notably, the "40-folder limit" has almost gone away, Malloc has been vastly improved, and some disk I/O is much faster. (Ever say "show info" on a 16MB partition? Takes ~10 seconds, doesn't it? Now it takes less than one, and even less if the FAT is already cached.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5691. Re: Register saving for BIOS traps?

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 19:23:47 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <6393@batcomputer.tn.cornell.edu>
Source record: 250591

[]

It is all written in the Abacus "ST Internals" (and other places).
I don't have it in front of me now, but more or less: (X)BIOS
trap routines return their result in D0, and may also mess up
D1, A0 and A1. In some rare case I sort of remember D2 or A2 being
affected. Thus, if you save D1, D2, A0, A1 and A2 before a BIOS
trap, and restore them later, you're quite safe. If you write
an interrupt handler you do the opposite: save D2-D7/A1-A6 at the
start and restore before returning.

- Moshe Braner

1*T800 == 3*68881

5692. RE:Disk Drives (floppy and hard)

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 21:28:15 UTC
From: 42_145@uwovax.uwo.ca
Message-ID: <687@uwovax.uwo.ca>
Source record: 250592

WHEN I CONVERTED FROM SINGLE TO DOUBLE-SIDED DRIVES ON MY
520STFM I USED REGULAR IBM-TYPE DRIVES.
I HAVE TWO 3 1/2" AND ONE 5 1/4"(FOR PC DITTO).I DECIDED TO MOUNT
ALL THE DRIVES EXTERNALLY.THE THREE DRIVES ARE POWERED
BY AN OLD IBM POWER SUPPLY WHICH I OBTAINED WHEN A FRIEND
UPGRADED HIS PC TO A HEAVIER POWER SUPPLY.

AS FAR AS HOOKING UP THE DRIVES,DRIVE ZERO WAS EASY.JUST EXTEND
THE RIBBON CABLE FROM INSIDE AND PLUG IT DIRECTLY ONTO THE NEW
DRIVE.THE PINOUT IS THE SAME.YOU WILL PROBOBLY HAVE TO REMOVE
THE TERMINATING RESISTOR PACK FROM THE DRIVE AND I ALSO FOUND
THAT I HAD TO REMOVE THE TERMINATING RESISTOR FOR THE DRIVE SELECT
LINE WHICH WAS A SINGLE OHM RESISTOR.THIS MAY BE DIFFICULT
TO FIND BUT IF YOU HAVE A TECHNICIATYPE FRIEND HE MAY BE ABLE
TO HELP.IT'S QUITE EASY WITH AN OHMETER ON THE DRIVE SELECT PIN.

FOR DRIVE 1 I MADE A CONVERSION CABLE FROM THAT FUNNY ROUND
CONNECTOR TO A 34 PIN EDGE CONNECTOR.THE PINOUTS ARE AS
FOLLOWS

ATARI--------1--READ DATA--------------30------EDGE CONNECTOR
2--SIDE 0 SELECT-------32
3--LOGIC GROUND-----------ANY ODD NUMBER
4--INDEX PULSE------------8
5--DRIVE 0 SELECT---------10
6DRIVE 1 SELECT---------12
7--LOGIC GROUND-----------ANY ODD NUMBER
8--MOTOR ON---------------16
9--DIRECTION IN-----------18
10-STEP-------------------20
11-WRITE DATA-------------22
12-WRITE GATE-------------24
13-TRACK 0----------------26
14-WRITE PROTECT----------28

I HOPE THIS IS OF SOME HELP TO YOU.

AS FAR AS GLUEING THE HEAD BACK ON YOUR ORIGINAL DRIVE,I
PERSONALLY,WOULD JUNK IT.THE SLIGHTEST BIT OF GLUE
BETWEEN THE HEAD AND THE GIMBAL WOULD MAKE THE HEAD RIDE
AT AN ANGLE TO THE DISK,CAUSING TROUBLE.BUT THEN AGAIN
MAYBE LESS TROUBLE THAN A LOOSE HEAD.YOU WOULD CERTAINLY
NEED TO CHECK THE ALIGNMENT AFTER THIS DELICATE OPERATION.

GOOD LUCK.

5693. Re: Networking, ST's and Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 21:44:26 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3602@druhi.ATT.COM>
Source record: 250593

in article <YXC6Ity00XoBI940VJ@andrew.cmu.edu>, bw0i+@andrew.cmu.edu (Bryan Wu) says:
> Note: I hoped to send this to David Small, but couldn't e-mail to him..

You can reach Dave on the Well. Try hplabs!well!dsmall.

> I don't know if it is even possible, but since you are making a new cartridge
> for the 128k ROMs, will you also be putting in AppleTalk network port in?
> Perhaps by putting in the Zilog chip onto the cart itself (since the chip can
> be bought by anyone) you would be able to get networking into the Atari series
> via AppleTalk.

It isn't very hard to place a Zilog SCC on a cartridge for the
ST. It can even be made to function as an AppleTalk interface. But
there are some large problems with using it, expecially at higher speeds.

The STs cartridge port was designed only to support ROMs. There
is no write line or interrupt lines on the connector. With a little
fiddling it is possible to write data to the port, basicly you use the
address lines as data lines. As far as I know there is no simple way to
get interrupts from the port without hardware modifications.

AppleTalk runs at about 230Kbps which is about 28K bytes per
second. On the Mac the SCC is setup to interrupt the CPU every time a
data byte has arrived and it also interrupts the CPU when it needs
another byte for transmission. So in the worst case the CPU could be
interrupted 56K times per second, assuming you are transmitting and
receiving data at the same time (something that is never true as far as
I know). The majority of the time the link is idle so the CPU is not
being interrupted. So on the Mac when you use AppleTalk you use up a lot
of the CPU servicing the port. Users don't notice this since most of
the time they aren't using AppleTalk, and when they are they aren't
doing anything else (I'm ignoring Multi-Finder for now).

If you have an SCC connected to the STs cartridge port it can
not be interrupt driven, it must be polled by the CPU on a regular
basis so that it can detect incoming data. So you need to setup one of
the hardware timers to interrupt the CPU 28K times per second (actually
it needs to be at least 50% faster than that in order to be sure no
data is lost) so it can check if a data byte has arrived and if it needs
to feed the transmitter another byte. This would occur *ALL* of the
time, whether or not the AppleTalk link is active. This would slow down
the Spectre 128 a lot, maybe even make it unusable.

Unfortunately this means the cartridge port isn't a reasonable
method of connecting a high speed (230Kbps) device to the ST. The only
reasonable alternatives are the DMA port and the parallel port and the

Mega ST expansion port. The DMA and parallel ports have some problems
which may or may not be fixable. The best alternative is the Mega
expansion port, but that won't help most ST owners.

I'm not saying that you can't hook an ST to AppleTalk. I'm just
saying that no one has come up with a reasonable and affordable method.
Yet.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

5694. RE:DI DRIVES (F AND H)

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 22:07:24 UTC
From: 42_145@uwovax.uwo.ca
Message-ID: <690@uwovax.uwo.ca>
Source record: 250594

I use three IBM type drives on my Atari STFM
Two 3 1/2" and one 5 1/4" for PC DITTO.Drive zero plugs
directly into an extended cable from inside my ST,using
a standard 34 pin edge connector.For drive 1 I made
a cable from that funny round connector to a 34 pin
edge connector.(no,all the pins aren't used)
The drives are powered with an old IBM power supply
which I obtained when a friend upgraded his system to
a heaftier power supply.When using these drives you will
have to remove the terminating resistor pack and
probobly also have to remove the terminating resistor
for the drive select li (150 ohm).
The pinouts for the atari connector are as
follows

ATARI-----1--read data-------------30------34 pin conn.
2--side 0 select---------32
3--logic ground----------any odd number
4--index pulse-----------8
5--drive 0 select--------10
6--drive 1 select--------12
7--logic ground----------any odd number
8--motor on--------------16
9--direction in----------18
10--step-----------------20
11--write data------------22
12--write gate------------24
13--track 0---------------26
14--write protect---------28

If you have a technician-type friend he should be able to
help you with this.

As far as gluing the head back on your drive.what have you
got to loose?It's no good like it is and it would be too
expensive to get the heads replaced.Give it a t and just
pray that you don't get it out of alignment.

I,personally,would scrap it. But you might be lucky.

Good luck

RIC

5695. Latest Picture Formats List

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 22:22:26 UTC
From: dmb@TIS.COM
Message-ID: <8809232222.AA27807@TIS.COM>
Source record: 250595

```
Welcome to another episode of "Fun with ST Picture Formats"!
Tiny and Neo Animation have been revised and are now surely
_completely_ correct (famous last words). Thanks to Jim McCabe
and Neil Forsyth for working these out.
The Animatic Film format has been added as well.

------------------------------ >8 ------------------------------

ST Picture Formats
------------------
Compiled by:
Dave Baggett
(arpanet: dmb@TIS.COM)

(Please report errors or additions)

CONTRIBUTORS

Phil Blanchfield David Brooks Neil Forsyth Ken MacLeod
Jim McCabe Darek Mihocka David Mumper George Seto
Joe Smith Greg Wageman Gerry Wheeler

Introductory information
------------------------
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)
```

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats

<NEOChrome>

1 long resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
12 bytes filename (" . ")
1 byte Left color animation limit (starting color number)
1 byte Right color animation limit (ending color number)
1 byte color rotation speed
1 byte color rotation direction
1 word color rotation duration (number of iterations)
18 longs reserved for expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOChrome Animation>

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click the both mouse buttons in the eye of the second R in
the word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of sprite in bytes (always divisible by 8)
1 word height of sprite in scan lines
1 word size of sprite in bytes + 10 (!)
1 word x coordinate of sprite (must be divisible by 16) - 1
1 word y coordinate of sprite - 1
1 word number of frames
1 word animation speed (larger means slower)
1 long reserved; should be zero
----
22 bytes total for header

? words sprite image data (words of screen memory) for each sprite,
in order

<DEGAS>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite (Uncompressed)>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]

32066 bytes total

<DEGAS Elite (Compressed)>

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control bytes
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]

< 32066 bytes total

Control byte meanings:

For a given control byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-127 <= x <= -1 Use the next byte -x + 1 times
-128 No operation (ignore)

Compression Scheme:

Each scan line is compressed separately; i.e., all data for a given
scan line appears before any data for the next scan line. The scan lines
are specified from top to bottom (i.e., 0 is first). For each scan line,
all the data for a given bit plane appears before any data for the next
higher order bit plane.
To clarify: The first data in the file will be the data for the lowest
order bit plane of scan line zero, followed by the data for the next higher
order bit plane of scan line zero, etc., until all bit planes have been
specified for scan line zero. The next data in the file will be the data
for the lowest order bit plane of scan line one, followed by the data for
the next higher order bit plane of scan line one, etc., until all bit planes
have been specified for all scan lines.

<C.O.L.R. Object Editor Mural>

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Tiny>

1 byte resolution (same as NEO, but +3 indicates rotation
information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not screen memory bitmap data; the bitplanes are
separated and presented in columns. All the data for a given bitplane
appears before the data for the next bitplane. The data for each
bitplane appears as a sequence of columns, where a column consists of
one specific word taken from each line. For example, column 1 consists
of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
To illustrate: The first data in the file will be the data for
bitplane 1, which consists of columns 1, 5, 9, etc., in order. The

next data will be the data for bitplane 2, which consists of columns 2,
6, 10, etc., in order.

<Spectrum 512 (Uncompressed)>

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)>

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme. The
data map is stored as a sequence of records. Each record consists of a
header byte followed by one or more data bytes. The meaning of the header
byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included; i.e., stays
the same). The least significant bit of the bit vector refers to
palette entry zero, while the most significant bit refers to palette
entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette

entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the
background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

<Animatic Film>

1 word number of frames
16 words palette
1 word speed (0 - 99; higher value is faster)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse
1 word width of film in pixels
1 word height of film in pixels
1 word version number (major)
1 word version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved (should be all zeros)
----
32 words total for header

? words image data (words of screen memory) for each frame, in order

<MacPaint>

header {
1 long version number (if zero, entire header is ignored)
38 * 2 longs pattern data (anyone know how to use this?)
51 longs reserved
}
< 51200 bytes compressed bitmap data

< 51716 bytes total

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The data is stored as a sequence of records. Each record consists of a
control byte followed by one or more data bytes. The meaning of the
control byte is as follows:

For a given control byte, x:

0 < x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= 0 Use the next byte -x + 1 times

There are 72 bytes per scan line. Each bit represents one pixel; 0 = white,
1 = black.

Version of Fri Sep 23 18:14:40 EDT 1988
------------------------------ >8 --------------------------------

5696. My disk drive

Newsgroup: comp.sys.atari.st
Date: 1988-09-23 23:24:00 UTC
From: AMLXX@campus.swarthmore.EDU
Message-ID: <8809232221.AA06370@ucbvax.Berkeley.EDU>
Source record: 250596

Well, my masking tape operation on my ST internal drive was only temporary.
I'm getting more bombs than I was before. I'm still looking for advice on
the reparation of it.
-Alan M. Levi

5697. Where's Dr. T?

Newsgroup: comp.sys.atari.st
Date: 1988-09-24 01:13:14 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8809240041.AA08784@ucbvax.Berkeley.EDU>
Source record: 250597

The local Atari store normally only carries MIDI Recording Studio (MRS). I asked them what else they could come up with from Dr. T and they checked their master list and found MRS, Keyboard Controlled Synthesizer (KCS), and Fingers. Nothing more.

So I wrote to Dr. T and asked about distributors. Got a brochure back listing a dozen ST programs, but no prices or where to get them from.

So I started calling places listed in the magazines. They had various combinations of MRS, KCS, and Fingers. Even places that listed other titles in their ads said that those three were all they had in stock. For example, ComputAbility lists a bunch of Dr. T titles but when I called they said they were "just picking up the Dr. T line" and only had MRS and KCS in stock.

Finally I gave up and ordered Fingers from ST-Plus. That's $34.95, the man on the phone said. When it got here, the bill was $60.00 (!!!) and the price sticker on the box said $75 (!!!!).

Does anybody know of a reliable source for this stuff? I got started with Dr. T because it looked like there was a lot of room for growth...but if I can't get ahold of it, it isn't much good. Maybe time to check out somebody else's line of MIDI software.

I'd also like to know if anybody has seen any sign of "Keys!" (the one Dr. T has been advertising in all the magazines recently).

Thanks,

Don Rice
FXDDR@ALASKA
(Bitnet)

5698. AutoCad file compatibles

Newsgroup: comp.sys.atari.st
Date: 1988-09-24 01:23:40 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8809240127.AA09657@ucbvax.Berkeley.EDU>
Source record: 250598

And on the subject of unseen new products, what about DynaCADD? They have splashy ads, but is the software any good? I'm interested in finding a decent drafting program that can turn out AutoCad DXF files, because it turns out that various gadgets use them, such as this automatic milling machine they have downstairs. Put in an AutoCad representation of a printed circuit board and it drills all the holes in it automatically.
Anyway, what caught my attention was their trade-in offer...I've got FirstCadd and never use it because it has the look and feel of a typical PC program.
Anyway, any comments about the program or suggestions on alternatives are more than welcome.
Thanks,
Don Rice
FXDDR@ALASKA.bitnet

5699. Re: Where's Dr. T?

Newsgroup: comp.sys.atari.st
Date: 1988-09-24 02:38:38 UTC
From: cochrane@spot.Colorado.EDU
Message-ID: <3671@boulder.Colorado.EDU>
Source record: 250599

In article <8809240041.AA08784@ucbvax.Berkeley.EDU>
<FXDDR%ALASKA.BITNET@Forsythe.Stanford.EDU> writes:
>The local Atari store normally only carries MIDI Recording Studio (MRS). I
>asked them what else they could come up with from Dr. T and they checked
>their master list and found MRS, Keyboard Controlled Synthesizer (KCS), and
>Fingers. Nothing more.
...deleted...
>Does anybody know of a reliable source for this stuff? I got started with
>Dr. T because it looked like there was a lot of room for growth...but if
>I can't get ahold of it, it isn't much good. Maybe time to check out
>somebody else's line of MIDI software.

Have you tried MicrOtyme? They're the most reliable mail order house for the ST that I've been able to find. They seem to know what they're doing, they know what they have and they know whether they have the current version of something; this is not the case with other mail order houses I've ordered ST stuff from. I believe that they have a fairly good selection of MIDI software, so I would think there's a good chance they would have at least some of the programs you're looking for. Their phone #s and address is:

4049 Marshall Road
Dayton, Ohio 45429

1-800-255-5835
513-294-6236

You also might try to find a music store in a large city (probably LA or NY) that sells ST MIDI stuff.

BTW, the only connection I have with MicrOtyme is as a satisfied customer who's tired of mail order houses that don't know what they have, whether it's for mono or color, whether it's the current version, how to read, etc., etc...

5700. Re: argc and argv with gem

Newsgroup: comp.sys.atari.st
Date: 1988-09-24 07:31:58 UTC
From: leo@philmds.UUCP
Message-ID: <818@philmds.UUCP>
Source record: 250600

In article <1173@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>In article <806@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
[ ]...
>> 1) There is no means that I know of to supply parameters to a Gem
>> program if it is started from the Desktop.
>
>This is what "Install application" does. This is how to use it to
>install (for example) GFABASIC.PRG to run *.GFA:
>
> Select (click on) GFABASIC.PRG.
>
> Choose the menu item "Install Application" from the Options menu.
>
> Fill in the three blanks in the "Document Type" field with GFA.
>
>Now, whenever you double-click a file *.GFA, GFABASIC.PRG will be run
>and its command-line argument will be the name of the file you clicked.
[ ]...

Of course, I forgot this one (see however STaccato, where I use it myself).
However, this is only a very limited parameter passing mechanism:
- it only allows for passing one string argument
- this argument has to be a filename.
- if you want to do different things to a file (e.g. edit/print) this
allows for only one "Install Application".

Summary: It is nice where you can use it, but rather restricted.

B.T.W. Talking about command-line arguments, is there any chance we can
have real large ones in the future? The current limit is rather low.
Looking at Pexec this shouldn't be hard to implement, since
a) for the environment this tactic is already followed, i.e. a
separately space is allocated and a pointer to it put in the basepage.
b) When starting a program, a basepage vector is already made to
point to the command-line argument (basepage + 0x80). This vector now
seems to be used as the DTA pointer. The new startup code can make a
copy of this pointer.
c) To keep existing programs happy, the new Pexec should still copy
the first 128 bytes or so of the argument string to the old command line
space (basepage + 0x80).
Is there any chance this could get into a next ROM release, Allan?
TOS 1.5 ?

Leo.

5701. Re: ANIMATION QUESTION

Newsgroup: comp.sys.atari.st
Date: 1988-09-24 09:15:21 UTC
From: leo@philmds.UUCP
Message-ID: <819@philmds.UUCP>
Source record: 250501

In article <880922-104812-2583@Xerox> "Robert_L._White.ESXC15"@XEROX.COM writes:
[ ]...
>However I am now very confused about Leo De Wit's reply Re; the SetScreen
>command

Hope I can un-confuse you (defuse? refuse? 8-).
[ ]...
>> SETSCREEN does not wait for vbl
>>to set the screen(s); only if you also change the resolution it will wait
>>for vbl.
>
>If this where true, wouldnt I sometimes see the screen change in the middle of a
>screen draw, and get a noticable flicker on the screen?

Probably not. I'm not a ST hardware specialist, but changing the
physical screen address (by moving values into some I/O addresses) has
as effect that the start value of the video counter in the SHIFTER gets
changed, not the current value. Not until the next vbl the current
value of the video counter gets refilled with this start value. This
means that the effect of SETSCREEN (changing physical screen location
in this case) only takes place long after SETSCREEN has finished (that
is, if you find one-hundreds of seconds long 8-). All this means
there's absolutely no need for SETSCREEN to wait. And so it doesn't.

There *IS* however a slight problem with this scheme. Consider the
following:
You use two screens, one to paint in (the 'logical' one), one to show
(the 'physical' one). Having created your image in the logical screen,
you swap the screens, using SETSCREEN. But, as stated above, the video
counter is still (until the next vbl) generating addresses for the old
physical screen; so reading is done from the new logical screen. If you
happen to update that part of the screen by using graphic functions
(they all use the logical screen) you may notice some flicker (I have
in some animation program of mine, using SETSCREEN). It all depends on
how fast, where and how you are updating things, and the difference
between the old and the new image. If it is a real problem, you can do
two things:
a) explicitly wait for a vbl; I wouldn't recommend it, since it may
slow things down too much for a real nice animation.
b) use a circular buffer of screens, which you handle in the following
way: set the new logical screen to the next screen of the buffer, the
new physical screen to the old logical screen. The afore mentioned
problem can still appear if you're updating screens so fast that you
need all screens as a logical screen within two vbl's, in which case
you can consider adding another screen to the buffer or doing a) which

will take less time this time. However, I think a circular buffer of
three screens will suffice in most cases.

>I am using SetScreen and not waiting for the vertical blank, yet I do not see
>any screen flicker. It sure seems that SetScreen does wait for the next VBL.
>
>Could ATARI shed some lite on this subject PLEASE?
>The Question is: Does SETSCREEN wait till the next VBL to change?

Maybe this small example program will convince you:

```
----------------- s t a r t s h e r e ------------------
/* scrtest */
#include "osbind.h"

main(argc,argv)
int argc;
char **argv;
{
int i;
long scr;

scr = Logbase();
for (i = atoi(argv[1]); i > 0; --i) {
Setscreen(scr,scr,-1);
}
}
----------------- e n d s h e r e ------------------
```

(b.t.w. you can also set the screen to a real different value, in case you
think this matters. It makes no difference).

Run it once with an argument of 0 (to measure the load time of the program).
Run it now with an argument of 6000; this executes in about 1 second longer
than the first time (medium resolution monitor).
Now if Setscreen waited for a vbl, this would mean there were 6000 vbl per
second, which is way off. An execution time of over a minute would have
been more appropriate.

B.T.W. this is not how I found this out; both looking into the ROM and the
old disk TOS revealed this. So it seems pretty well founded.

Leo.

5702. Re: Writing to write protected disks?

Newsgroup: comp.sys.atari.st
Date: 1988-09-24 14:38:07 UTC
From: angles@cs.glasgow.ac.uk
Message-ID: <1659@crete.cs.glasgow.ac.uk>
Source record: 250502

Unfortunately I am not able to write a program to write to write-
protected disks yet. Even when I do write such a program I will not
divulge this information to anyone on the grounds that I hate virusses,
and if there is a virus that could write to anything then imagine the
consequences.
In truth it is possible to bypass almost all the hardware interrupts
on the ST by disabling them or catching them before the OS catches them.
The only reasonable use I can see for writing to write-protected
disks is in copy protection. But then again copy protection does not stop
piracy, and is only there to enhance the bad feeling between the consumer
and the software house.

ps
Borf Is here

5703. Re: Trouble with new DISCSCAN 1.2

Newsgroup: comp.sys.atari.st
Date: 1988-09-24 16:43:03 UTC
From: trb@stag.UUCP
Message-ID: <609@stag.UUCP>
Source record: 250503

In article <2824@uklirb.UUCP> kirchner@uklirb.UUCP (Reinhard Kirchner) writes:
>
>Hello,
>Today I had my unpacking day, so I also got the new DISCSCAN 1.2.
> [description of bombs...]

Wow..my first bug report for DISKSCAN. It has never bombed for me (at least the released version hasn't).

>Software: I started DISKSCAN from the Intersect-RAMdisk (old, but reliable
> and convenient) drive M:, on my Harddisk I use GEMSOFT to get
> enough memory for the folders.

How much free memory do you have left over after you set up drive M and GEMSOFT starts up? DISKCAN 1.2 is quite a memory hog, since I decided to use static arrays for speed reasons (I just grabbed my structure from HDSCAN.) In any case, it shouldn't bomb, since at the only place I do any malloc's (during floppy scanning), I check to ensure that there is enough free memory. One note of warning. NEODESK (at least the first version that we bought) does something illegal, since neither HDSCAN or DISKSCAN can access the floppy from NEODESK (you will get one of those 'disk damaged' messages) and both of my programs are using normal rwabs calls (and interpreting the floppy FAT as per the specs). If I can find my old copy of the Intersect Ramdisk, I will do some testing. I use Eternal now...I quit using Intersect about two years ago due to some problems with some PPascal software I was writing (not related to this problem, though). Any one else had problems?

-Todd Burkey "A member of STdNET - The ST developers Network"
trb@stag.UUCP => it is free. Contact ftg!dwm@stag.UUP to join <=

5704. Magic Sac Plus forsale with ROMS

Newsgroup: comp.sys.atari.st
Date: 1988-09-24 20:04:47 UTC
From: deich@well.UUCP
Message-ID: <7194@well.UUCP>
Source record: 250504

Keywords: Magic Sac, SF354 drive, SMM804 printer
Magic Sac Plus for sale with 64k ROMS $100.00 make offer
SMM804 printer make offer $100.00
SF354 SS disk drive $90.00
These items are for sale by an acquaitance with no net acssess.
Please give a call to 505/869-3611 if interested.
Shipping is not include, but small items like this very inexpensive to ship.

5705. ST Appletalk, etc...

Newsgroup: comp.sys.atari.st
Date: 1988-09-24 22:44:00 UTC
From: cdj@psueclb.BITNET
Message-ID: <1256@PSUECLB>
Source record: 250505

Hi there...

About the AppleTalk on ST issue, I second the motion of the DMA interface. Trying to *write* data to the cartridge port is the kind of thing that sends developers screaming into the night. I am doing it with my senior EE development lab project, a Computer-Controlled Logic Analyzer. In order to control the thing, you use memory locations (READ ONLY) as 'switches'. If you had to write real data, you would probably have to read from a switch, then write to a dummy location in RAM, having the cartridge system take the next 16 bits on the data lines as ITS data as well. That means two memory accesses for each write, plus the data-line/valid data synchronization nightmare.

You know, I sure with I had the resources to replace the MMU chip with a similar one that *would* allow writes to the cartridge port. As it is now, what's a hacker to do? ;-)

Christopher D. Johnson
Penn State University
Electrical Engineering Undergrad

cdj@psuecl.BITNET

5706. Re: Networking, ST's and Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-09-25 02:19:45 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <9415@cup.portal.com>
Source record: 250506

I think the 128K roms take the 128K address space of the cartridge port,
so you can't add any networking there. The DMA port has possibilities.

But I think it would be interesting if someone came up with a Mega ST
expansion board which had sockets for the Macintosh chips (one place that
had the ROMs had the IWM, and the Zilog chip should be available). So
you could get a much more maclike machine. It might be able to fix the
zerostore bug in hardware too. And of course, if it had the Zilog chip
at the same address, Appletalk should then work. Just dreaming...
but I think it is possible, i.e. enough space in the Mega's memmap.

5707. archives at killer

Newsgroup: comp.sys.atari.st
Date: 1988-09-25 13:12:47 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <21104@watmath.waterloo.edu>
Source record: 250507

Does anyone know who to send archive requests to at killer? I seem
remember that they use netlib software but the account is not called
netlib@killer.

- Ant
--
achowe@watmsg.waterloo.edu | "Killed by pirates is good."
__ _ | - The Princess Bride (movie)
/ _ _ _ |/ _ _ | _ _ |/ |
__| `<_\<_ |\|= | ` _/<_\<_ |\ | disclaimer...

5708. Re: Writing to write protected disks?

Newsgroup: comp.sys.atari.st
Date: 1988-09-25 18:42:30 UTC
From: whitbye@cs.glasgow.ac.uk
Message-ID: <1661@crete.cs.glasgow.ac.uk>
Source record: 250508

At the moment I don't have a program that writes to the write protected
disks, but I wouldn't send such a program across the net anyway, as all
the hackers would get hold of it and write a virus with it.
Imagine having a virus that ignores write protection.
ps
Borf is here

5709. Re: Register saving for BIOS traps?

Newsgroup: comp.sys.atari.st
Date: 1988-09-25 20:20:18 UTC
From: poole@forty2.UUCP
Message-ID: <469@forty2.UUCP>
Source record: 250509

In article <19880922163903.5.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
.....
>I believe it's necessary to save (some) registers around BIOS and XBIOS
>traps. The question for today is: which ones? Is there any rhyme or
>reason to which registers get trashed inside the trap?

D0-D2 and A0-A2, reason: they aren't saved by the trap handler, but
are used by the calls, why Atari decided not to save all regs they use
is a mystery to me (the calls are so slow just because they save nearly
everthing, it seems a shame they didn't do it all).

>A related question; am I correct in assuming that GEMDOS traps don't
>require register saving?

I wouldn't count on that, suposedly D0 and A0 get zapped (I don't have
the official Atari doc's lying around here, but I'll check on Monday).

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

5710. Re: Atari fair at Duesseldorf (West Germany)

Newsgroup: comp.sys.atari.st
Date: 1988-09-25 20:23:36 UTC
From: dsmall@well.UUCP
Message-ID: <7213@well.UUCP>
Source record: 250510

(base note is Dave Beckemeyer's note about the Atari ST being a dying machine).

Dave, Neil Harris would probably agree with you. He just quit Atari. You can bet that if there were a future there, he'd have stayed.

Neil is headed for GEnie network management, I understand. I wish him luck.

I personally feel (and this is just my personal opinion) that this is a good event to mark as "the end of Atari US". Atari has lost far more than just one employee-slave.

Dave Small
Gadgets By Small, Inc.

5711. Re: Writing to write protected disks?

Newsgroup: comp.sys.atari.st
Date: 1988-09-25 22:08:34 UTC
From: paulm@nikhefk.UUCP
Message-ID: <421@nikhefk.UUCP>
Source record: 250511

In article <1659@crete.cs.glasgow.ac.uk> angles@cs.glasgow.ac.uk (Ian Angles) writes:
#
In truth it is possible to bypass almost all the hardware interrupts
#on the ST by disabling them or catching them before the OS catches them.
#
#ps
Borf Is here

I don't want to start a big argument about this but...

Sure, the ST's hardware can (you say it) be bypassed. But how about
the drive's hardware? Drives too, or should I say: primarily, have
hardware that prevents writing to a write-protected disk. It's not
the diskcontroller that does all the work..
Paul Molenaar

"Just checking the walls"
- Basil Fawlty -
--
Paul Molenaar

"Just checking the walls"
- Basil Fawlty -

5712. Re: Memory expansion

Newsgroup: comp.sys.atari.st
Date: 1988-09-25 23:07:23 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Sep25.190723.17209@gpu.utcs.toronto.edu>
Source record: 250512

In article <880920-061901-3633@Xerox> "P.J.M._Verbruggen.ven1RX"@XEROX.COM writes:
>I would like to add 2+ meg of ram to my ST1040 computer. Some vendors in Germany
>are selling boards with/without rams. they normally aks in excess of 300 DM for
>boards without rams.
>I feel that this is exceeding the value-for -money limit and would like to ask
>if someone in this group knows of a better alternative.
>Thanks
>-Peter-

Datafree in Toronto is selling a 2.5 / 4 meg expansion board that plugs in
to 520's and 1040's for about 150.00 canadian.
It is a 4 layer board, noise free and extremely reliable and easy to install.
I've had mine for over a year now with 4 megs in a 520 with no problems.
Call them at (416) 741-9825.
I'm not too sure about their ram pricing (but then who is these days)
/leonard

5713. Kermit - Uniterm Help

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 00:56:35 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <54668JJL101@PSUVM>
Source record: 250513

I am hoping someone can help me here. First of all I am running Uniterm version 2.0B and I know I want to get the latest version, but my problem is this. I am on a system using Kermit-CMS on a VM system, and I cannot get Uniterm's Kermit to download anything from the mainframe. Does anyone have any ideas? Do I have to change any parameters. All help will be appreciated!

J.J.

-=-=-=

5714. Awful new TOS - HELP!

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 10:35:03 UTC
From: markhof@exunido.uucp
Message-ID: <636@laura.UUCP>
Source record: 250514

Hi there!

I got my ATARI 1040 ST in spring 1987 and still everything is fine with it. Now, Several days ago, my sister bought also an ATARI 1040 ST, but unfortunatly it differs from mine. Many programms that run perfectly on my old ST are not executeable on the new ST of my sister. Or, if they are executeable on the new ST of my sister, their behavior is not exactly the same as on my old ST.

First, I thought, the new ST of my sister would be defect. But then I detected that the new ST has a TOS-Version (19.0 from April 87) that differs from the one of my old ST (19.0 from Feb. 86). I guess the newer TOS Version must be the so called blitter-TOS. I heard that some programms for the 1040 ST do not run on the Mega ST, because of its new TOS. But I wonder why ATARI inserts the new TOS Version in the 1040 ST. There is no blitter for the 1040 ST!

Ok, I know that the new TOS is a debugged Version of the older Version. And some Funktions now work more pleasant. For example, if you copy a file from "Disk A" to "Disk B" by using only one Drive, you only have to exchange the disks ONCE. That's nice. But how is it possible to introduce a new TOS Version which is not compatible to the old one! Old software can't be used with the new TOS. But people buy a computer because they expect that can use known programms! For my opinion, a dealer how sells ATARI ST computer with the new TOS has to give a warning to the customer, that this computer has only a reduced useablity!

Now, my sister is disappointed because she got such a ST with reduced useability. I guess, other people have the same problems with the new TOS Version. I'm interested in any comments. Which programms are not executable with the new TOS Version? And why not? Is it possible to get newer Versions of these Programms which are executable with the new TOS? And what can I do to make it possible to run all Programm, that run on the old ST, to run on the new ST?

Thanks for every hint!

Ingolf Markhof.

5715. Re: Register saving for BIOS traps?

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 11:05:19 UTC
From: t68@nikhefh.hep.nl
Message-ID: <540@nikhefh.hep.nl>
Source record: 250515

The BIOS and XBIOS use internally the registers d0-d2 and a0-a2
Gemdos uses d0 and a0 except for the call Super (gemdos $20) which
uses also d1 and a1. The last one is in hardly any book.

The reason of the BIOS and XBIOS register use lies (I believe) in the fact
that the DRI compiler considers d0-d2/a0-a2 as local registers.
It causes some problems with Turbo-C, because it has to save a2 specifically.
(Turbo-C can have 5 a register variables!)
The reason for d1 and a1 beying demolished in a Super call is found in
sloppy writing of the Gemdos traphandler.

Jos Vermaseren

5716. Re: Awful new TOS - HELP!

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 14:38:49 UTC
From: hmm@laura.UUCP
Message-ID: <637@laura.UUCP>
Source record: 250516

Ingolf,
why don't you just list the programs that your sister is having trouble with,
and the exact problems ? It would be much simpler then to locate the
possible bugs.

Hans-Martin
--
Hans-Martin Mosner | Don't tell Borland about Smalltalk - |
hmm@unido.{uucp,bitnet} | they might invent Turbo Smalltalk ! |

Disclaimer: Turbo Smalltalk may already be a trademark of Borland...

5717. PRINTER Recommendations Requested

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 16:02:11 UTC
From: jhs@druin.ATT.COM
Message-ID: <309@druin.ATT.COM>
Source record: 250517

{ Reposted -- I didn't see this on Friday, so I'm not sure if it got to the net; apologies for the revised posting if it did.}

I have decided to invest in my own printer (I have loaner from work that I'm not real happy with. My requirements for a printer to work with my 1040ST are fairly modest:

* Near letter quality (this *is* a must for me)

* Multiple character sets ("standard" character sets)

* Graphics capability (doesn't have to be sophisticated)

* Reasonable character speed in draft and NLQ modes (200/100 cps range respectively?)

* Reasonable price (under $300 is good, < $200 is better)

I had decided last year on a Panasonic 1091i(?), but since I didn't get it then, I would appreciate current recommendations/views based on experience (ideally). If a survey or summary has been done in the recent past, a copy of that would be great.

E-mail reply is best, but if there is general interest, perhaps a posting would be worthwhile. Thanx for the help.

Jeff Shore at {..!ihnp4}!druin!jhs

5718. wowdemo (ERIC.UDO, LCD.PRG) rolling problem

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 16:32:29 UTC
From: lewis@saturn.uucp
Message-ID: <13953@joyce.istc.sri.com>
Source record: 250518

I finally found wowdemo.arc (ERIC.UDO, LCD.PRG). Does anyone remember
how to fix the problem of the display rolling?

thanks,
Mark Lewis

5719. Re: Writing to write protected disks?

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 17:37:01 UTC
From: artw@pnet01.cts.com
Message-ID: <3471@crash.cts.com>
Source record: 250526

With all this discussion about supposedly being able to write to write-protected disks, I just thought I'd get my $.02 in. According to what I've heard from various techs, there's a mechanical thingamabob in the drive that senses the presence of the write protect tab (you can see it if you look inside the drive). It's connected to a switch which shuts off the write current to the heads. So there's just no way for the drive to write to the disk. The system can be fooled into thinking it can but it still won't be able to do so.

...Art

5720. PD C complier

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 17:38:08 UTC
From: pa1132@sdcc15.UUCP
Message-ID: <568@sdcc15.UUCP>
Source record: 250519

I am looking for a PD C complier. What is the current version of Johnson's complier? Where can I get the latest version? Any info is appreciated.

5721. Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 17:40:17 UTC
From: pa1132@sdcc15.UUCP
Message-ID: <569@sdcc15.UUCP>
Source record: 250520

I am just interested in Laser C. In the newest issue of STart an article on C mentions that Laser C has some window management routines. Can anybody with experience on Laser C give more info on this? Any help is appreciated.

5722. PD assembler

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 17:44:38 UTC
From: pa1132@sdcc15.UUCP
Message-ID: <570@sdcc15.UUCP>
Source record: 250521

Hello. I am looking for a PD working assembler. Can someone provide more
information? Any help is appreciated.

5723. Publishing Partner Professiuononal

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 17:46:17 UTC
From: pa1132@sdcc15.UUCP
Message-ID: <571@sdcc15.UUCP>
Source record: 250522

Hello. I am just curious about the status of Publishing Partner Professional from Softlogik. Does anybody have any info? Any help is appreciated.

5724. Spectre and the ROM question...

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 18:07:27 UTC
From: humtech@ucschu.UCSC.EDU
Message-ID: <4941@saturn.ucsc.edu>
Source record: 250523

I heard this question asked once before, but I never saw an answer so I guess I'll just ask it again.

It has been implied that to use the Spectre, you need to have Mac ROMs. Where in the world do you get these? I can't believe Apple is so generous as to sell them to anyone who wants them. Where do you get them, and how expensive are they?

Thanx

Mark Frost
Office of the the Computing Coordinator
Humanities Division
University of California at Santa Cruz
Internet: humtech@ucschu.UCSC.EDU
Bitnet: humtech@ucschu.bitnet

5725. Re: Still need info on mapping gulam keys

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 18:25:56 UTC
From: buschman@infbs
Message-ID: <108@infbssys.infbs>
Source record: 250524

In article <1821754@ncrcpx.UUCP> mike@ncrcpx.Cambridge.NCR.COM (Mike Reiss) writes:
>How do I remap the delete key in gulam? "kb -(m,g, or r) 07f 1d" does
>not work. This is what the documentation says to use. I really am to used
[stuff deleted]
>mike

You can patch the gulam keymap. Change the code for <bs> from 0x08 (^H) to
0x7f and for <del> from 0x7f to 0x04 (^D). Of course, this is only a hack,
not a solution, in the query-replace comand you have to use the <bs> key
instead of the <del> key.
To patch the keymap use either gulamfix, which has been posted in the
comp.src/bin/comp?.atari.st group some month ago, or a diskeditor.
If you use the diskeditor search for the string "1234567890", it should
then find the keytable.
Don't forget to patch all three tables.
I have done this yesterday, and it works (with gulamfix).

Good luck!
Andreas

Andreas Buschmann TU Braunschweig, W.Germany
BITNET/EARN: buschman@dbsinf6 (BITNET is cheaper)
uucp: buschman@infbs.uucp ...{mcvax,uunet} !unido!infbs!buschman
--

Andreas Buschmann TU Braunschweig, W.Germany
BITNET/EARN: buschman@dbsinf6 (BITNET is cheaper)
uucp: buschman@infbs.uucp ...{mcvax,uunet} !unido!infbs!buschman

5726. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 20:42:17 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2340@silver.bacs.indiana.edu>
Source record: 250525
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <881@viscous> sethk@sco.COM (Seth I Katz) writes:

>I'd like to see someone stand up for that piece of garbage mailer of theirs.

You didn't see me doing it, did you? I hate it, too, so I'm not about to stand up for it. The only things I hate more are Vax mail and CI$'s mail.

>BTW, I don't know how rich you folks are, but I think $5 an hour is not
>cheap. Do we base our standards on Compu$erve?

In the world of information services like GEnie and CI$, $5 is not the high end, so in relation, yes, it is "cheap", however, in relation to one's own finances, the difference between $5 and $12.50 an hour may be negligible. Some people can't pay even the $5, and some don't flinch at $7.50 an hour difference.

Holly Stowe
ST RoundTable Sysop
(HS)

#include std.disclaimer

5727. Internet address for cme-durer

Newsgroup: comp.sys.atari.st
Date: 1988-09-26 22:56:21 UTC
From: cdj@psueclb.BITNET
Message-ID: <1258@PSUECLB>
Source record: 250527

Can anyone give me the INTERNET address of cme-durer.arpa? That is, the numerical one (ex: 128.118.5.4)? I ask on this group because they have a version of SPICE I want to try to port to the ST. Thanx..

Chris Johnson
cdj@psuecl.bitnet

5728. UUDecode

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 01:36:45 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <54778JJL101@PSUVM>
Source record: 250528

Any help here would be greatly appreciated. I am sort of in a catch 22.
I need UUdecode, but most of the UUDecodes I have seen on the net are already
uuencoded. I saw one that was in St basic, but I have absolutely no success
in decoding any files with the uue extension with it yes. Is it possible for
someone to send me a Uudecode program that is not in BAS or in UUE format but
either TOS or PRG.
Thanks in advance!
J.J.

-=-
= = =
- J.J. Lehett - "Now that he holds it -
= (JJL101@PSUVM) = He knows this treasure =
- - Above all others: -
- Zeta Psi - Faith so certain -
= = Shall never be shaken =
- P.S.U. - By heaviest sorrow." - Bhagavad-Gita -
= = =
-=-

5729. gulam & labels

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 02:18:05 UTC
From: amra@orange.cis.ohio-state.edu
Message-ID: <22619@tut.cis.ohio-state.edu>
Source record: 250529

A couple of questions about gulam:
1. what is the latest version?
2. how do you define labels in a gulam batch file?

5730. Mailers (was: Genie?)

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 03:12:10 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1853@water.waterloo.edu>
Source record: 250530
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <2340@silver.bacs.indiana.edu> stowe@silver.UUCP (holly) writes:

>You didn't see me doing it, did you? I hate it, too, so I'm not about to
>stand up for it. The only things I hate more are Vax mail and CI$'s mail.

I quite like the mailer on our VAX. We run UNIX 4.? BSD here.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

5731. Beckemeyer/Berkely hard disk interface?

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 04:12:31 UTC
From: john@syssol.UUCP
Message-ID: <301@syssol.UUCP>
Source record: 250531

I am posting this for a friend who does not have net access.
He has a 520 and a hard disk with an st506 interface.

He would like to get the Beckemeyer (sp?) (Berkely Micro Systems ?)
board set for the ST as it is known to operate with the drive he has
(6 track, 640 cyl, write precomp on at track 0). He cannot seem to
find the address for the company anywhere (he is also living about
400 miles from anything remotely describable as civilization).

Could someone send me the address and/or phone of a source of the
board sets so I can pass it on to him?

Are there reasonable substitutes for the above if they have gone
out of business?

I'd appreciate an email reply as I don't usually read this group
although I will keep a lookout here just in case.

Thanks for any help......

john

.....ubc-cs!fornax!syssol!john

5732. Signum, TeX

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 04:42:11 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <3774@phoenix.Princeton.EDU>
Source record: 250532

Below you will find a compilation of the replies I received concerning my inquiry about Signum and TeX a little while ago. Thanks alot to all who replied.

Summary of responses: Signum requires a mono monitor, sounds good, suggest you have a hard disk to use it. Printing quality is fine, printing on epson compatibles is slow. Output file is Signum's own. There are at least two implementations of TeX available in Europe, both pretty complete. Not much news on either Signum or TeX specifically concerning the US.

--Patrick Simon mpsimon@phoenix.princeton.edu
9-27-88

------------responses begin here--

From unido!cosmo!THANSEN@uunet.UU.NET Sat Sep 10 05:23:05 1988

Using Signum for bearly one year I can say that it is an immense help for writing my reports (I'm studying chemistry).

Now let me try to answer your questions:

- Using Signum you need a monochrome monitor
- It will work on a 1040 ST, it does not require a hard drive
- Printing on an Epson compatible is possible.
- Signum2 (this is the update from "Signum") is able to support graphics figures in the text. There is a program on the disc, which allows you to "photograph" the screen and put the graphic into the text. The picture format is copatible to the STAD painting program.

I hope my response was a little help for you. If you have more questions; write a message to me.

Thorsten

Torsten Hansen
Wuppertal
West-Germany FRG

THANSEN@cosmo.uucp

****

From princeton!njin!rutgers!ucsd!nosc!helios.ee.lbl.gov!pasteur!ucbvax!decwrl!sun!pitstop!sundc!seismo!uunet!mcvax!unido!tub!tmpmbx!netmbx!alderaan Mon Sep 12 21:06:42 EDT 1988

In article <3605@phoenix.Princeton.EDU>, mpsimon@phoenix.Princeton.EDU (M. Patrick Simon) writes:
>
> ... stuff deleted ...
>
> Questions about Signum:
>
> 1. Will it support a color monitor? Will it work on a 1040 ST? Does it
> require that I have a hard drive?

No, (in my experience) no color monitor is supported.
The european version of SIGNUM works fine on 1040s.
A hard drive is not required, but you should use one, because SIGNUM makes frequent use of disk (consists of a bunch of utilities).

>
> 2. What file format/printing options? I.e. does it produce DVI output files,
> can I print to an Epson compatible, or to a postscript printer?

Output to EPSON compatible printers (9 dots) is supported, but very slow (about 15 min per page, because each line is printed 6 times). 24 dot printers would be a good guess. There also is an ATARI Laser driver included.
The .SDO file format is only compatible with SIGNUM, but ASCII imports/exports are possible.

>
> 3. Will it support graphics figures in the text?

Yes, and in VERY GOOD QUALITY !!! And you can change the size of graphics images, you can easily duplicate them, without any problems of overlapping !
Also the texts !

>
> 4. Suggested retail price in the USA? (STPlus has it advertised for $250).

Could be true, I think. The german version is DM449, that is, about $230).

>
> 5. Any major or minor limitations encountered by current/previous users?

The print speed. The printing image is very good, but it must be printed 6 times each line for max quality.

--

SIGNUM is a WYSIWYG editor, I mean what I say. Great stuff. Very quick on editing. No fatal bugs detected in the german version (tested a friend's SIGNUM over 3 Months).

--

alderaan
OP RKOpdp (RSTS/E)
FB Mathematik/Informatik
RKO Berlin

Dieffenbachstrasze 60-61
1000 Berlin 61

****

From princeton!njin!rutgers!ucsd!ames!mailrus!uwmcsd1!marque!uunet!mcvax!unido!laura!trill
ian!klute Thu Sep 15 17:02:49 EDT 1988

For those of you who are interested in Signum! and want more
info here is the developer's address:

Application Systems Heidelberg
Postfach 102646
D-6900 Heidelberg
West Germany

Tel. (+6221) 300002

Disclaimer: I have no relations to the above firm except as a
very satisfied customer.

Rainer Klute

+--------------------------+---+
Rainer Klute	klute@trillian.irb.informatik.uni-dortmund.de
University of Dortmund	UUCP: klute@unido.uucp
Dept. of CS	(...uunet!mcvax!unido!klute)
P.O. Box 500500	BITNET: klute@unido.bitnet
D-4600 Dortmund 50	
+--------------------------+---+
| Federal Republic of Germany |
+---+

From unido!cantor.ls2.informatik.uni-dortmund.de!paulf@uunet.UU.NET Thu Sep 15 03:01:26
1988

We use Signum (Signum2 since 4 month) since 2 years.
It does not produce anything like a DVI-file.
You can use it with a 9- , 24-dot printer or a laserprinter.
Drivers for various printers are available.
TeX is available in two implementations for the Atari in Germany.
Both offer everything from PLAIN to LATEX and AMS-TeX and also
METAFONT. Both come with drivers for some 40 printers (dot, laser...).
Compiling speed is 1page/3sec . Printing speed 2pages/min to 1page/min
depending on resolution and number of fonts. Quality of software and
output is very good.

SIGNUM is develloped and distributed by
APPLICATION SYSTEMS HEIDELBERG
Postfach 102646
D-6900 Heidelberg

West Germany

TeX Is implemented and distributed by

TOOLS GmbH
Kessenicher Str. 108
D-5300 Bonn 1

West Germany

If you have further questions, I will be pleased to help you.

paul

Paul Fischer
Abt. Informatik
Universitaet Dortmund
Postfach 500500
D-4600 Dortmund 50
West-Germany

paulf%cantor.ls2@unido.bitnet

****
That's all folks.

5733. spectre 256

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 07:22:09 UTC
From: jeff@lorrie.atmos.washington.edu
Message-ID: <JEFF.88Sep27002209@lorrie.atmos.washington.edu>
Source record: 250533

Does anyone know if there will ever be a spectre 256? (i.e. mac emulator using 256K ROMs)

What do you lose by having 128K ROMs instead of 256K ROMs??

5734. HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 09:45:30 UTC
From: bradon@lifia.imag.fr
Message-ID: <4665@lifia.imag.fr>
Source record: 250534

Newsgroups: comp.sys.atari.st
Subject: HELP NEEDED
Summary:
Expires:
Sender:
Reply-To: bradon@lifia.UUCP ((stagiaires avec yves demazeau))
Followup-To:
Distribution:
Organization: LIFIA-INPG
Keywords:

May be this article has already been posted but there has been some problems with our net
so I repost it.

I am new on this net and I have got some problems to get the files of Softvax
ST archives at Berkeley. If someone could post it either in comp.bin.atari.st
or in comp.sources.atari.st I give therqfter the files which I am interested in :

ACCLOAD.ARC
AIM231.ARC
AIM231IM.ARC
AMIGABA2.ARC
ARC.TTP
ARCSH191.ARC
ASSMBL.ARC
CHKFMT.ARC
CLR3000.ARC
D.ARC
DCFMTCLR.ARC
DCOPY19.ARC
DISKMECH.ARC
DISKTOP.ARC
DLII024.ARC
DSCAN100.ARC
EASELST.ARC
FDI.ARC
GIFSHW2.ARC
MANDLBOX.ARC
MANYBOIN.ARC
MOBZUTIL.ARC
PEARL.ARC
PICSW7.ARC
SECTED.ARC
SEEKTS.ARC
STALKPRO.ARC

STSPEECH.ARC
TEMPLMON.ARC
THIN.ARC
WOWDEMO.ARC

If it takes too much work to do what I want please answer by giving me the command I have to type on my terminal to get thes files from here. So I would be able to get all I want and noone will have to send anything to me.

With gratefull thanks.

FFFFFFFF L AAAAAAA SSSSSSS H H
F L A A S H H
FFFF L AAAAAAA SSSSSSS HHHHHHHH
F L A A S H H
F LLLLLL A A SSSSSSS H H

5735. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 09:49:45 UTC
From: MARKS@HDETUD53.BITNET
Message-ID: <8809270949.AA11152@ucbvax.Berkeley.EDU>
Source record: 250535

Regarding the recent questions as to the level of ST sales in West Germany: I have no idea. However, I was in Munich last week [Oktoberfest time!] and was impressed by the visibility of the line. For one thing, you can't get on board a bus or subway without seeing an ad for the Mega ST. For another, you find the ST among the most prominently displayed machines in almost every department store. I realize that this doesn't mean they are selling, but it does have a psychological effect: the ST feels more alive over there. In constrast to the States [possibly excluding that big one out West], where the hardest part about buying an ST is to figure out who sells them.

Roger
MARKS@HDETUD53.bitnet

5736. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 10:37:00 UTC
From: VDPLAATS@HNYKUN53.BITNET
Message-ID: <8809270937.AA10849@ucbvax.Berkeley.EDU>
Source record: 250536

From: vdplaats@hnykun53 (Ruud van der Plaats)
To : info-atari16@score.stanford.edu
Subj: dying computer sales

Maury Markowitz (maury@laucosc.bitnet) writes:

> Recently I talked to a local developer who had been to a recent trade show
> in West Germany and reported it to be quite a shock, as he stated that there
> were Ataris "everywhere", a comment that I here from the local Atari dealer
> ship often.

There's no doubt about it that the ST line is very succesful in Europe. Just take a look at the number of magazines and clubs dedicated to the ST. ST's are also widespread on technological universities and information science departments.

> My question is this: What is the REAL sales flow in West Germany and the rest
> of Europe?

I don't know the German figures, but the 1987 annual turnover of Atari in the Benelux (Belgium, The Netherlands and Luxemburg) was 37 million Dutch guilders (appr. 18 million dollar). This is an increase of 40 %.

Worldwide profit however went down from 29 million dollar to 11 million dollar. The 29 million dollar profit partly consisted of a tax profit of 11.6 million.

Worldwide turnover in 1987 was 493.1 million dollar. An increase of 91 %.
Of course this includes all the Atari products (XT's, PC's, etc.).

New marketing organizations were founded in Spain, Scandinavia and Australasia.

In the first 6 months of this year (1988) worldwide turnover was 334 million dollar (an increase of 250 % compared to 1987).

I think a lot of computer companies would like to die this way.

greetings,
Ruud van der Plaats
vdplaats@hnykun53.BITNET

..... oh, those Doomsday prophets ! .....

5737. Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 13:32:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880927133244.7.JRD@MOA.SCRC.Symbolics.COM>
Source record: 250537

Date: 19 Sep 88 23:45:42 GMT
From: netoprhm%ncsuvm.BITNET@jade.berkeley.edu (Hal Meeks)

Come back in six months and tell me the ST isn't dying......
You guys have some very unwelcome surprises in store.

If you actually know something, why not just tell us instead of posting
provocative messages?

5738. Register saving for BIOS traps?

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 13:33:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19880927133333.8.JRD@MOA.SCRC.Symbolics.COM>
Source record: 250538

I think I remember a discussion about this a while ago, but don't remember the outcome.

I believe it's necessary to save (some) registers around BIOS and XBIOS traps. The question for today is: which ones? Is there any rhyme or reason to which registers get trashed inside the trap?

A related question; am I correct in assuming that GEMDOS traps don't require register saving?

Thanks in advance for any info.

5739. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 14:00:21 UTC
From: wg@aluxp.UUCP
Message-ID: <989@aluxp.UUCP>
Source record: 250539
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

> >In article <406@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
> >>Lots and lots of problems, no single one of which renders a Sun totally
> >>unusable... (talking about network problems)
>
Try using a Sun workstation telneted to a VMS system... Forget about control-y
or control-c; the Sun network software goes out to lunch. Then try getting
the problem addressed... I've just learned that when I run something I didn't
ask for, or type a file larger than I wanted, the best thing to do is do some-
thing else.

5740. Megaroids Source

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 14:01:50 UTC
From: achowe@watmsg.waterloo.edu
Message-ID: <21153@watmath.waterloo.edu>
Source record: 250540

Is the source for Megaroids still available from the people who wrote
the Megamax C compiler for 25$ (on disk preferably)? I'm curious in
studing the sprite techniques used.

--
achowe@watmsg.waterloo.edu | "Killed by pirates is good."
__ _ | - The Princess Bride (movie)
/ _ _ _ |/ _ _ | _ _ |/ |
__| `<_\<_ |\|= | ` _/<_\<_ |\ | disclaimer...

5741. Re: Writing to write protected disks?

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 14:44:25 UTC
From: whitbye@cs.glasgow.ac.uk
Message-ID: <1667@crete.cs.glasgow.ac.uk>
Source record: 250541

I personally do not believe whether anyone believes me or not, but the drives on the ST do not care what you do. All the drive does is send a signal to the OS telling you that you are trying to do something daft.
Rewrite the OS and you can do whatever you want.
I know that this is the way so please do not waste your time telling me that I am wrong.

ps
Borf is Here

5742. Re: Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 14:57:08 UTC
From: rjung@sal6.usc.edu
Message-ID: <1483@nunki.usc.edu>
Source record: 250542

In article <569@sdcc15.UUCP> pa1132@sdcc15.UUCP () writes:
>I am just interested in Laser C. In the newest issue of STart an
>article on C mentions that Laser C has some window management
>routines. Can anybody with experience on Laser C give more info on
>this? Any help is appreciated.

Laser C's window management routines are some Megamax-specific (non-GEM, non-Unix) functions that help in window manipulation, redraw, and whatnot. For instance, instead of calculating intersecting rectangles (as you must when you redraw a GEM scree that's been updated), Laser C comes with a "calculate-intersection-of-two-rectangles" route.

I'd give more specific details, but I haven't written a mega-big window-based application yet. B-)

--R.J.
B-)

P.S. Laser C i, in my opinion, _the_ best C package for the ST right now.

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

5743. Re: Spectre and the ROM question...

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 15:03:11 UTC
From: rjung@sal6.usc.edu
Message-ID: <1484@nunki.usc.edu>
Source record: 250543

In article <4941@saturn.ucsc.edu> humtech@ucschu.ucsc.edu (Mark Frost) writes:
>It has been implied that to use the Spectre, you need to have Mac ROMs. Where
>in the world do you get these? I can't believe Apple is so generous as to sell
>them to anyone who wants them. Where do you get them, and how expensive are
>they?

You're right, Apple Computers is too bureaucratic to be generous to sell
their 128K ROMs. However, Apple Dealers, being raised on an attitude of
"Make a buck any way you can" (why else are they selling Apples? B-), will
gladly sell you whatever ROMs they have on hand. The 128K ROMs will cost
about $150~$200, I think.

(And if you can't find a dealer nearby, mail-order services will usually
advertise that they have the ROMs as well. I also think Dave Small can help
you get them, but I'm not sure)

--R.J.
B-)

P.S. In response to the other question, there probably won't be a Spectre 256
because (1) the 256K ROMs aren't _that_ much different from the 128K ROMs, and
(2) the 256K ROMs support Mac-color, which Dave small has said he can't (and
won't even try to) hack out.

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

5744. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 15:15:14 UTC
From: drc@claris.UUCP
Message-ID: <5631@claris.UUCP>
Source record: 250544
Cross-posted to: comp.sys.mac,comp.sys.atari.st

If you're talking about the differential at 1200 baud, then I think that GEnie is a definite price-performance winner; however, if you're running at 2400, then CI$ becomes the big win. There are far more 2400 baud CI$ nodes, they are still 12.50/hr, and you can get there at that rate 24 hr/day. GEnie, on the other hand has a paucity of 2400 baud nodes, they cost more per hour, and every one I have been able to find has a $10 or $12/hr "surcharge" added. As a matter of fact, when I lived in Glendale (4 miles from downtown LA), the only 1200 baud number that wasn't a toll call had a surcharge on it. This is all in addition to the limitation on the hours when the system is available.

Additionally, if your main activity is uploading and downloading, then CI$ is a lot less frustrating on throughput (so long as your comm program supports their QuickB protocol). I have never gotten less than 110 bytes/sec at 1200 on CI$ using QuickB and I've never gotten better than 75 bytes/sec on GEnie.

Just my personal opinions, but I think that the old saw "you get what you pay for" has some credibility here.

Dennis Cohen
Claris Corp.

Disclaimer: Any opinions expressed above are _MINE_!

5745. Re: Memory expansion

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 16:15:17 UTC
From: big.t@netmbx.UUCP
Message-ID: <1445@netmbx.UUCP>
Source record: 250545

In article <880920-061901-3633@Xerox> "P.J.M._Verbruggen.ven1RX"@XEROX.COM writes:
>I would like to add 2+ meg of ram to my ST1040 computer. Some vendors in Germany
>are selling boards with/without rams. they normally aks in excess of 300 DM for
>boards without rams.
>I feel that this is exceeding the value-for -money limit and would like to ask
>if someone in this group knows of a better alternative.

Me and some friends had this problem, too. We made our own 2Meg-board, but it
didn't wor. We had many problems with wiring the board to the atari: When we
were ready, the atari seemed to be only a radio, not a computer. Many nights
later we throwed the board into the trashcan and buyed one : It works without
problems. I think, the 300,- DMs are the best and none-stressing way to get
2MB ...

Thomas Lamy, Schoenburgstr. 23, 1000 Berlin 42 (big.t@netmbx.UUCP)

5746. differences between mega-board revisions?

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 16:36:00 UTC
From: VDKOOIJ@HDETUD5.BITNET
Message-ID: <8809271751.AA19168@ucbvax.Berkeley.EDU>
Source record: 250546

```
**************** line eaters *************** ************
&&&&&&&&&&&&&&&&&&&&&&&&&& breakfast $$$$$$$$$$$$$$ $$$$$$$$$$$$$$$$$$$$
-------------------------------------------------------------------------]
```

Hello,

we have mega-problems using the cartridge port on our MEGA ST2 and we think it is a common problem for all MEGA's with a boardrevision higher than revision 4. We use the cartridge/ROM-port to read data from an ADC to digitize satellite WEFAX-pictures from METEOSAT. The soft- and hardware works fine on a MEGA ST2 with a revision-4 board or a 1040STf, but it crashes (with 4 bombs) on any MEGA ST2 with a revision-5 board.

Our dealer (ECD delft) and ATARI Benelux (Netherlands) couldn't help us (yet?), so we would like to ask if there is somebody on this net with enough inside knowledge to help us. We would like to find out if there is a software or hardware difference between the mentioned boardrevisions, and if so what these differences are.

Aad & Jos

```
-------------------------------------------------------------------------
# Aad van der Kooij
### # Stralings Beschermings Dienst (Health Physics Dpt.)
# # # Interfacultair Reactor Instituut (IRI)
# # # Technische Universiteit Delft (TU-Delft)
# # # 015 - 781036
################ EARN/Bitnet : VDKOOIJ@HDETUD5
-------------------------------------------------------------------------
```

5747. Re: Formatting floppettes

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 17:14:15 UTC
From: tpg@linus.UUCP
Message-ID: <40358@linus.UUCP>
Source record: 250547

In article <19880921162236.1.JRD@MOA.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
"I've discovered a wierd circumstance. I have some floppettes which,
when I format them using Gulam's "format a:" command, get errors. But
when I format them with the desktop's format menu, they work! Does this
make any sense to anyone?
I have one of the old single-sided external floppette drives, if that
matters. ..."

I have same problem but with the newer internal drive. I'm using a
1987 version of GULAM.

5748. Odd 6.0 bug

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 17:31:06 UTC
From: imp@crayview.msi.umn.edu
Message-ID: <7965@umn-cs.CS.UMN.EDU>
Source record: 250548
Cross-posted to: comp.sys.mac,comp.sys.atari.st

I just came across yet another bug in System Software 6.0 that I haven't seen mentioned elsewhere:

I toasted one of my hard disks and wanted to reinitialize it with HD SC Setup (this was on a Mac II). Well, HDSCS won't let you init a mounted volume, right? So I dragged it to the trash and proceeded to initialize it with HDSCS. I quit back to the unifinder and was presented with two (!!) icons for that disk: a normal SCSI disk icon and a FLOPPY disk icon. Both icons had the same space available, etc, and copying to one put the object on both.

I duplicated this error with a debugger loaded and took a look at the drive queue and VCB lists. The dual entries were identical (important stuff like driver and volume reference numbers too).

---===---===---===---===--/* Chuck Lukaszewski */--===---===---===---===---
ARPAnet/NSFnet/MRnet: AppleLink: SnailMail: Ma Bell:
imp@crayview.msi.umn.edu UG0138 Minneapolis MN 55418 612/789-0931

5749. Atari ST users groups

Newsgroup: comp.sys.atari.st
Date: 1988-09-27 23:51:46 UTC
From: sauron@csilvax.ucsb.edu
Message-ID: <869@hub.ucsb.edu>
Source record: 250549

Does anyone know of an ST user's group in Santa Barbara (CA) ? If not,
what resources can I access to find out this information.
(Please send e-mail).

sauron@csilvax.ucsb.edu
...!ucbvax!ucsbcsl!csilvax!sauron
csilvax!sauron@hub.ucsb.edu (fast)

5750. Publishing Partner Professional

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 02:17:39 UTC
From: cheung@vu-vlsi.Villanova.EDU
Message-ID: <1927@vu-vlsi.Villanova.EDU>
Source record: 250550

I haven't been reading the net lately. The last time I got on I heard
a lot of angry complaints directed against Soft Logik's release of unfinished
software. Does anyone know if Publishing Partner is finished as advertised?,
or at least fixed up?
I am particularly interested in its structured graphics tools, and
high quality dot matrix output.

Wilson Cheung

5751. Horrible, Horrible bug in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 05:22:24 UTC
From: UD040164@NDSUVM1.BITNET
Message-ID: <1385UD040164@NDSUVM1>
Source record: 250451

I have found a very serious bug in TOS, which can be duplicated, if you dare perform it on your computer.

In the desktop, click once on the Trash Can icon. Select "Get Info" from the File menu. Read the window, notice the reference to permanently deleting _disks_ if you drag them to the trash.

Click on a disk icon and drag it to the trash. Read the offensive message telling you that you can't do that.

Laugh at the inconsistancy.

I would recommend that no one buy Atari computers until this terrible bug is repaired.

Heh-Heh-Heh.

I just got really sick of people whining about bugs in unreleased products :-)

dale

5752. The wait for Pub Part Pro

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 07:18:21 UTC
From: Robert.Lisowski@rubbs1.FIDONET.ORG
Message-ID: <65.2340969E@rubbs1.FIDONET.ORG>
Source record: 250452

I saw a post on GEnie from a spokesperson for S-L that said there might be

GOOD NEWS

THIS week (9/26-30).

Sounds good, but I've learned not to place any bets on THEIR word, if
you know what I mean! B^)

My order is still in effect......let's see, that would make 6 months now.

Rob

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

5753. .IMG files

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 13:35:30 UTC
From: bruce@ektools.UUCP
Message-ID: <1482@ektools.UUCP>
Source record: 250453

Are there any programs available (PD, Shareware, or commercial) which can convert GEM .IMG files to Degas, Neochrome, or Tiny formats?

5754. Postscript and TDP

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 13:56:12 UTC
From: jac423@leah.Albany.Edu
Message-ID: <1060@leah.Albany.Edu>
Source record: 250454

Is there a way to capture postscript output from Timeworks Desktop Publisher into a file? I don't have a lazer printer, but have access to one on campus, and would like to be able to u/l the captured files to our VAX for printing on the lazer.

This probably means re-installing it for a postscript lazer printer (mine is installed for the Epson LX) and then somehow capturing or re-routing the data that would go into the printer port upon printing.

Is this possible? If so, how?

--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@rachel.albany.edu

5755. Re: Spectre and the ROM question...

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 14:16:28 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3615@druhi.ATT.COM>
Source record: 250455

in article <4941@saturn.ucsc.edu>, humtech@ucschu.UCSC.EDU (Mark Frost) says:
> It has been implied that to use the Spectre, you need to have Mac ROMs. Where
> in the world do you get these? I can't believe Apple is so generous as to sell
> them to anyone who wants them. Where do you get them, and how expensive are
> they?

The Spectre 128 requires you to have either the Mac(tm) 64K or
128K ROMs. The 128K ROMs are available from Apple dealers so that you
can upgrade a 64K ROM Mac to the 128K ROMs. (Note: not all dealers
carry the ROM upgrades.) They normally sell for about $90 to $100.

You also might check ads in Computer Shopper. Several companies
sell the 128K ROMs for upgrades.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

5756. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 17:56:13 UTC
From: BALLANCE@VAX.OXFORD.AC.UK
Message-ID: <8809281758.AA16830@ucbvax.Berkeley.EDU>
Source record: 250456

```
help
get atari.1985.1
```

5757. NetHack

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 17:56:41 UTC
From: whitbye@cs.glasgow.ac.uk
Message-ID: <1673@crete.cs.glasgow.ac.uk>
Source record: 250457

If anyone out there has a copy of NetHack for the ST then you couldn't possibly send me a copy or possibly give me some form of address , and I could send out some disks.
By the way who cares if you can write to write-protected disks anyway.
When a program appears to do it and we get hold of it then everyone will believe.

ps
Borf is Here

5758. Re: Genie?

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 19:03:15 UTC
From: victoro@crash.cts.com
Message-ID: <3480@crash.cts.com>
Source record: 250458
Cross-posted to: comp.sys.mac,comp.sys.atari.st

In article <5631@claris.UUCP> drc@claris.UUCP (Dennis Cohen) writes:
>
>If you're talking about the differential at 1200 baud, then I think that GEnie
>is a definite price-performance winner; however, if you're running at 2400,
>then CI$ becomes the big win. There are far more 2400 baud CI$ nodes, they
>are still 12.50/hr, and you can get there at that rate 24 hr/day. GEnie, on
>the other hand has a paucity of 2400 baud nodes, they cost more per hour, and
>every one I have been able to find has a $10 or $12/hr "surcharge" added.

On another service, this argument was said on the service I belong to...

In response to BYTE being MS-DOS, I usually ask the accusser when
he or she last read BYTE. In your case, I would have pointed out that
the August issue had a 96-page special supplement for Mac users. I also
would have pointed out the article on UNIX for the Mac, products for
the Mac galore, reviews of numerous non-MS-DOS products, and three articles
on C.
As for BIX being too expensive during prime time, I mention that Genie
is $34 an hour. As CIS being cheaper, I point out that 1200-baud access
over CIS lines at non peak is $12.50. BIX is $12. At 2400, the other guys
are more expensive as well (BIX is $13.50).
If folks have PC Pursuit, they can call our Boston number.
If folks used BIX when it first went on line, their account is still
avail-
able. They should try the commands now.
I can't imagine anyone truly believing that Genie or CIS is more
spunky. It just aint so.
File transfers are a booger wherever you go on a packet network. BIX
was miserable at first. Now, I think we are as good as anybody.
This is in no way a criticism of you, Jim. I have had these sort of
discussions at shows before. Usually, the complainer is speaking through
his hat. I try not to argue, but I do shot holes, gently, in their
statements.
It's nice to hear that we have some good points. Most of the complaints
you cite *were* true. When we started up, frankly, we had no idea of
what we were doing. At least I didn't. I shouldn't speak for everyone
else. We haven't done any marketing to counteract the rumors and mis-
information out there. This soon will change.

[End of captured text..] Just thought another viewpoint would be
interesting. Me, I'm waiting until I can think of a free way into C$.

--
==========

```
! Victor O'Rear {hplabs!hp-sdd, akgua, sdcsvax, nosc.mil}!crash!victoro |
| ARPA: crash!victoro@nosc.ARPA and home: (619) 588-7423 (Sand Eigo, Ca) |
| |
| "Fools, Idiots! Don't they realize that they are dealing with forces |
| beyond comprehension!" - "Doctor Science" |
================================================================================
```

5759. Re: Memory expansion

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 19:44:58 UTC
From: paul@cacilj.UUCP
Message-ID: <803@cacilj.UUCP>
Source record: 250459

In article <...> lharris@gpu.utcs.UUCP (Leonard Harris) writes:
>Datafree in Toronto is selling a 2.5 / 4 meg expansion board that plugs in

Question: why are all the boards for 2.5 or 4 meg? As I understand it, the ST can have 2 banks of memory. I have a 1040, so that's one bank with one meg. If I add 1 meg on the other bank, that's 2 meg (just like the mega-2). Where, then, do the 2.5 meg boards come in?
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

Good news. Ten weeks from Friday will be a pretty good day.

5760. Re: (re: CONNECT YOUR OWN HARD DISK + ONE QUESTION)

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 20:18:14 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <9536@cup.portal.com>
Source record: 250460

Be aware that my manual for the Xebec X1410 states that you can only have one model of disk drive on it. That is to say, unit 0 and unit 1 must be identical drive types (I think this is because the drive geometry info is only stored *once*). Check your documentation.
- HBM

The above is my own personal opinion. If Digital wants it, they can pay for it.

5761. Animation Revisited

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 23:03:48 UTC
From: dmb@TIS.COM
Message-ID: <8809282303.AA10566@TIS.COM>
Source record: 250461

```
>In article <8809100453.AA01878@TIS.COM>, dmb@TIS.COM (David M. Baggett) writes:
>> Setscreen((char *) -1L, (char *) new_phys_base, -1);
>> Vsync();
>
>I'm not particularly familiar with the ST, but since SetScreen is asynchronous,
>the following code (based on Amiga code) should work better:
>
> Generate animation in newscreen;
> Vsync(); /* wait for previous SetScreen (of oldscreen) to work */
> SetScreen(newscreen);
> Go back to generate next screen.
>
>This way you get to do computations while waiting for SetScreen, and there's
>always a screen out there waiting to show up.
>--
> Peter da Silva `-_-' peter@sugar.uu.net

Actually, this doesn't work so well. The animation will only be
flicker-free when Vsync() comes _after_ the Setscreen call. It's not
obvious why this is, but I've done several tests that show it to
be the case (I recompiled exisiting programs, only changing the placement
of Vsync).
Also, I don't understand the argument that you'll get less idle time
by moving the Vsync(). I was thinking of the page flipping occuring in
a loop; for exmaple:

for (;;) {
/*
* Do stuff
*/

Setscreen(...);
Vsync();

/*
* Do stuff
*/
}

Moving the Vsync shouldn't change how much idle time you get. In the
sections commented "do stuff", you have about 1/60th of a second worth
of processing time. How much time is spent idle depends on how close
you get to filling these sections (if you put too much code in these
sections, you will only hit every other vblank).
```

Dave Baggett
dmb@TIS.COM (arpanet)

5762. Re: PRINTER Recommendations

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 23:05:55 UTC
From: BobR@cup.portal.com
Message-ID: <9539@cup.portal.com>
Source record: 250462

Responding to Jeff Shore's request for printer recommendatons...

The Panasonic 1092i fills all the specifications of the request quite nicely.

It prints at 240 CPS in Draft, 48 CPS in NLQ (a very nice NLQ)
Has downloadable fonts (different from printing with Publishing Partner)
Full graphics capability (which means it'll work with Pub. Partner)
Costs less than $300

The only caveat is thatThe only caveat is that my experience with the Panasoni cartridges has been less than thrilling. None have lasted as long as I'm used to seeing from an Epson MX-80 cartridge, and the price is higher. Also, some of the less expensive cartridges have had a tendency to tear and tangle. I'm still looking for a good, low cost supply of ribbons.

On the other hand, others with Panasonic printers have had no problems...

BobR

5763. Yet More on Animation

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 23:23:32 UTC
From: dmb@TIS.COM
Message-ID: <8809282323.AA10646@TIS.COM>
Source record: 250463

There was some discussion about Setscreen waiting for the vertical
blank before returning. I tried a few things to see how Setscreen
behaves in practice, and I still believe that

Setscreen returns immediately.

If Setscreen waited for the vertical blank when you set the
physical screen base, the following code would take about 1 minute:

```
for (i = 0; i < 3600; i++) {
Setscreen((char *) -1L, Physbase(), -1);
}
```

It doesn't. It takes about 2 seconds. This means that Setscreen does
not wait for the vertical blank to return.
It _is_ true that the physical screen base doesn't actually set until
the vertical blank. This is because Setscreen simply writes a value into
a location in page 4. The _vertical blank routine_ looks at this location
and sets the physical base. We're talking about an interrupt here.
So you do have to Vsync after setting the physcial screen to be sure
you won't get flicker. To illustrate:

C statement executed Status of VBI

```
for (;;) {
/*
* Do stuff Yet to come
*/

Setscreen(...) Yet to come
Vsync(); It happens

/*
* Do stuff Just finished (now
*/ previous Setscreen
has taken effect)
}
```

If you don't explicitly Vsync, some of your Setscreen calls won't
ever take effect (they will be "overwriten" by the next Setscreen
call).
Unless my compiler is different from everyone else's (I'm usnig
Laser C), this is how Setscreen works.

David Baggett
dmb@TIS.COm (arpanet)

5764. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-09-28 23:28:52 UTC
From: FTDDR@ALASKA.BERKELEY.EDU
Message-ID: <8809282300.AA22339@ucbvax.Berkeley.EDU>
Source record: 250464

How rumors start

There's still hope for the machine. TOS 1.4 really makes a difference (and will make more on ROM). You might say that it gives you the machine you thought you were buying in the first place. If Atari had released these fixes two years ago, I suspect traffic in this group would have been reduced by half!

Anyway, I heard that Atari was dying from an independent source. A student here who has been interested in the ST's for some time decided it was time to by one, so he started calling the various advertisers listed in ST magazines. He came to me, dismayed. "All the places I called have stopped carrying Atari computers. One place told me that Atari wasn't selling computers anymore. Did they go out of business?"

I explained that Atari, in their infinite(smal) wisdom was only selling 520STs via mail order these days. I asked if he'd checked with our local Atari dealer. "Yes, but their price is so high that if I have to go that route, I'll just get a Mac through the University discount program instead." In the end, he bought a used ST from another student who had also become convinced that Atari was dying or dead after talking to mail order distributors.

Has Atari given any thought to trying to soothe their mail order distributors? Those guys have the potential for spreading the doom and gloom over a vast geographical area...and it sounds like some of them intend to do just that.

On the upside, word is that the university discount prices of macs are about to take a jump upwards, which will make STs look better. On the downside, IBM, Toshiba, and Zenith are now offering discounts here, and they have some good deals.

I hope Atari doesn't turn this rumor into reality. I still like the ST, despite some of the company it keeps...

Don Rice
FTDDR@ALASKA.bitnet

5765. 24 pin Fonts wanted

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 00:47:29 UTC
From: 051332@UOTTAWA.BITNET
Message-ID: <8809300038.AA20643@ucbvax.Berkeley.EDU>
Source record: 250465

I am looking for PD fonts for a Epson compatible 24 pin
printer (specifically, a NEC P6). Please drop me a note if
you know where such goodies are stashed.
Thank you in advance. /JT

John Turnbull, NetNorth: 051332@uottawa
30 Somerset Ave, BITNET: 051332@uottawa
Dept. of Biology, ARPAnet: 051332%uottawa.bitnet@wiscvm.wisc.edu
Univ. of Ottawa, UUCP: ...!psuvax1!051332%uottawa.BITNET
Ottawa, Ontario, JANET: 051332%uottawa@rl.earn
CANADA, K1N 6N5. ICBM: 45 25' 33'' N 75 39' 05'' W

5766. Re: Networking, ST's and Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 01:02:24 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <6424@batcomputer.tn.cornell.edu>
Source record: 250466

[claims the ST cannot connect to Appletalk through the cartridge port
since it has no capablity to interrupt the CPU...]

I am not trying to defend the *stupid* design of the cartridge port in
the ST (when it could easily have been a full expansion slot), BUT:

A device there that would connect the ST to Appletalk (or any other
network of similar speed) could have some reasonable amount of RAM so
that it could buffer incoming (and outgoing) data. The CPU could
poll it every once in a while, often enough to prevent overflow
of the buffer, and do a quick transfer of the data into the CPU's
RAM if there is anything in the buffer. Outgoing data could be
deposited in the buffer and then sent at the network speed by the
controller on the cartridge. Sort of like pseudo DMA :-)
Of course this method means more hardware on the cartridge, meaning
higher cost. But not THAT much. The pure-software solution used
in the Mac (typical of Apple) has its own disadvantages too, as
the previous poster indicated.

A solution using the DMA port is of course more elegant.

What's new in the field of ST networking through the MIDI ports?

- Moshe Braner

(In 39 years we'll see the promise-LAN, so hang in there :-)

5767. Re: Networking, ST's and Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 02:36:37 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <594@hudson.acc.virginia.edu>
Source record: 250467

In article <6424@batcomputer.tn.cornell.edu> braner@tcgould.tn.cornell.edu (Moshe Braner) writes:
> [stuff deleted]
>
>What's new in the field of ST networking through the MIDI ports?
>

i haven't been writing any networking code, but i have been looking into MIDI networking. you could use a true ring topology, with packets being received and retransmitted around the ring. this would require interrupt driven receiving and sending through the MIDI port. at the moment, the MIDI ACIA chip is configured to do interrupt-driven receiving, and busy-waits for sends. this is sub-optimal.

the 6850, however, can be set to another mode which interrupts on both receipt and sending. the midi and keyboard acias share an interrupt; therefore, you would have to replace the current handler with a new one which checked for more conditions. this would eat a little more CPU than the present routine.

anyone want to write a TCP/IP sort of network? you could do print sharing using a memory buffer, and disk sharing by using a GEMDOS-level driver.

if you wanted to get really fancy, you could also allow the rs232 as a device, to link rings, or over Bitnet or a conferencing system such as Genie. and maybe you can rig the parallel port to send and receive... or... or...

greg

disclaimer: this message does not resemble reality in any way, shape, or form.
Greg Lindahl internet: gl8f@virginia.edu
U Va Dept. of Astronomy bitnet: gl8f@virginia.bitnet

5768. getting started with uudecode

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 05:05:45 UTC
From: sauron@csilvax.ucsb.edu
Message-ID: <874@hub.ucsb.edu>
Source record: 250468

Can someone give me step-by-step directions on how to uudecode a file
from netlib? I got the Basic bootstrap version, but I can't seem to
successfully get an ARCable file from anything.
Thanks. (Please e-mail to me).

sauron@csilvax.ucsb.edu
...!ucbvax!ucsbcsl!csilvax!sauron
csilvax!sauron@hub.ucsb.edu

5769. RE: Help! GFA 3.03 problem

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 08:42:00 UTC
From: GASPARD@HROEUR5.BITNET
Message-ID: <8809300045.AA20755@ucbvax.Berkeley.EDU>
Source record: 250469

There are several bugs found within the new GFA Version 3.0 interpreter,
including the PRINT USING bug.
Most of them are fixed with the 3.03 version currently shipping in europe.
So contact your dealer to get the 3.03 version.

Bert Rozenberg
Dutch ST-Foundation

5770. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 09:39:10 UTC
From: hedrick@athos.rutgers.edu
Message-ID: <Sep.29.05.39.09.1988.21247@athos.rutgers.edu>
Source record: 250470
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

I don't know why we're discussing bugs in Berkeley Telnet on this newsgroup, but the fact that ^C doesn't stop output in telnet is not peculiar to the Sun implementation. Since the same problem is likely to occur with micro implementations, and people are beginning to use PC's of various kinds as virtual terminals over the network, it is probably worth noting at least briefly what is going on. When you open a virtual terminal connection using telnet (the official virtual terminal protocol for TCP/IP), there are typically delays in getting control characters to take effect. The most obvious delays are when you try to pause output using ^S, or stop it completely using ^O, ^C or whatever your OS uses. Most TCP implementations do lots of buffering of data, in order to improve throughput and decrease overhead. When you do something like ^C, the host may immediately stop generating output, but there may be several pages of data already in flight in various pieces of the networking software. In order to stop output more quickly, telnet has something called "sync," which allows the host to clear all that buffered output. It isn't perfect, but with good software on both ends, the runover can be kept down to a few lines. The problem is that a lot of TCP/IP implementations are based on Berkeley code, and Berkeley didn't implement sync in 4.2 BSD. (Most Unix vendors' TCP/IP code until very recently was based on 4.2.) In order for sync to work, both ends must implement it. 4.3 BSD implements it on the server end but not the user end. I think 4.3 Tahoe may have added user end support as well. (Just server end means that if you use a 4.3 system as a host, and your PC or terminal server does sync, things will work. But if you telnet out of the 4.3 system, things won't work, since it isn't in the user telnet.) Depending upon which VMS implementation you used and how old the software is, there's a good chance that your VMS host didn't do sync. There is another program for doing virtual terminal connections, called rlogin. It transfers a bit more information about the status of the terminal. So it allows stopping and starting to work somewhat more quickly. Although this was initially invented by Berkeley for Unix, many other implementations now support rlogin (including both PC and VMS implementations). So if you want output to stop quickly, you might try rlogin. However if you are buying TCP/IP software, I also suggest checking to see whether it implements telnet sync, since telnet is still more widely available than rlogin.

[May I suggest that this is not an appropriate set of newsgroups in which to air everything you've ever tried to do on a Sun and not had work correctly.]

5771. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 12:23:37 UTC
From: drs@bnlux0.bnl.gov
Message-ID: <633@bnlux0.bnl.gov>
Source record: 250471
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <989@aluxp.UUCP> wg@aluxp.UUCP (Bill Gieske) writes:
>> >In article <406@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>> >>Lots and lots of problems, no single one of which renders a Sun totally
>> >>unusable... (talking about network problems)
>>
>Try using a Sun workstation telneted to a VMS system... Forget about control-y
>or control-c; the Sun network software goes out to lunch. Then try getting
>the problem addressed... I've just learned that when I run something I didn't
>ask for, or type a file larger than I wanted, the best thing to do is do some-
>thing else.

Two things Bill, if you want to sun bash, lets move this to the
correct group - this is getting tiresome. Second, if you are going to sun
bash, get the facts right. Sitting in the window just below the one I am
typing in on my Sun is a window to a vms system via telnet. ^C/^Y acts
instantly. You may want to make sure that the problem isn't with VMS or
(Heavens Forbid) something with your vms login.com file. (set control=(t,y)
comes to mind.)

Have a nice day.

< dave

5772. Items for sale!

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 14:54:40 UTC
From: 870646c@aucs.UUCP
Message-ID: <1282@aucs.UUCP>
Source record: 250472

Hi all, I tried to post a message last night, but I am not sure that it got through. Well here it goes again:

I have the following items for sale, prices are in Canadian dollars. Remember that things cost more in Canada, so please do not reply telling me that you can get a certain item for X amount of dollars in the US. All the items listed are in MINT CONDITION and include all orginal packing. All items have been used by me here at school in a non-business manner.

1-SLM804 Laser Printer, < 300 pages have been printed on it, still under warr. Sells for $3000.00 CDN asking $2050.00 CDN.

1-SH204 Hard Disk, 20meg ST225 on board. Sells for $1100.00 CDN asking $750.00 CDN.

1-SM125 Monochrome Monitor, Sells for $300.00 CDN, asking $200.00 CDN.

1-SC1224 Colour Monitor, JVC model(best one made), sells for $650.00 CDN, asking $400.00 CDN.

I will be posting a list of software in the next day or so. Included on the list will be Laser C Ver. 1.1, the COMPLETE Cyber Studio line of software, OSS Personal Pascal, Assempro, MT-C Shell, several games, Degas Elite, etc. If you are interested in any of the above items you can reply to this msg. or call me at 1-(902)-542-9909(this is a pay phone outside of my room here at school), the best times to call are between 7:00pm-11:00 Atlantic time. Once again I must state that all items are as mint as they can be, and that all items have been looked after with the up-most care.

Thanks for your time.
Barry Comer

5773. Bounced messages: groups of 10

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 20:12:28 UTC
From: ravi@MCNC.ORG
Message-ID: <8809292012.AA03194@speedy.mcnc.org>
Source record: 250473

```
From Mailer@Score.Stanford.EDU Sat Sep 24 05:23:12 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA10957; Sat, 24 Sep 88 05:23:12 EDT
Message-Id: <8809240923.AA10957@speedy.mcnc.org>
Date: Sat 24 Sep 88 02:22:22-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 02:22:57
Status: RO

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
------------
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
02:23:04-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA00443; Tue, 20 Sep 88 23:40:33 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 20 Sep 88 14:59:31 GMT
From: nunki.usc.edu!sal5.usc.edu!rjung@oberon.usc.edu (Robert allen Jung)
Organization: University of Southern California, Los Angeles, CA
Subject: Re: spectra 128
Message-Id: <1417@nunki.usc.edu>
References: <8809191251.AA15678@ucbvax.Berkeley.EDU>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

In article <8809191251.AA15678@ucbvax.Berkeley.EDU> nfrech@ALMSA-1.ARPA ("Norman R.
Frech") writes:
>... is it absolutely necessary to have
>a monochome monitor?

You don't need a monochrome monitor for the Spectre 128, but it looks nicer.
If you're using a color monitor, then grey shades are used for the screen, and
the locations of the pixels are mapped to different shades (since the Mac
monitor has more pixels vertically than the ST's medium resolution has). You
can also hit a key and get a fully-mapped view of the top/bottom half of the
screen.

--R.J.
B-)

P.S. This is the same trick the Magic Sac uses for its color monitor support.
```

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@sa132.usc.edu?) ## ## ##
#####

From Mailer@Score.Stanford.EDU Sat Sep 24 11:56:10 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA12659; Sat, 24 Sep 88 11:56:10 EDT
Message-Id: <8809241556.AA12659@speedy.mcnc.org>
Date: Sat 24 Sep 88 08:52:06-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 08:49:52
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
---
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
08:50:00-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA08461; Wed, 21 Sep 88 07:19:08 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 12:44:23 GMT
From: steinmetz!mazda!perley@itsgw.rpi.edu (Donald P Perley)
Organization: General Electric CRD, Schenectady, NY
Subject: Re: Boycott Apple Again -- Now about Suns
Message-Id: <12196@steinmetz.ge.com>
References: <14301@agate.BERKELEY.EDU>, <406@stag.math.lsa.umich.edu>,
<620@bnlux0.bnl.gov>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

In article <620@bnlux0.bnl.gov> drs@bnlux0.UUCP (David R. Stampf) writes:
>In article <406@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>>Lots and lots of problems, no single one of which renders a Sun totally
>>unusable, but altogether adding up to too many headaches. Bad network
>>support, flaky network services, etc. etc. etc... For a company whose
>>motto is "the network is the computer" it's pretty disgusting how
>>poorly their network software runs.

> I really think that Howard's opinions are in the
>minority viewpoint. So much so in fact, that it would be interesting to
>find out what he *would* recommend to his worst enemies as an alternative.

I know I wouldn't reccomend a Sun to my worst enemy. What WOULD I recomend
to my worst enemy? If I told you that here, I would probably make
more enemies.

-don perley

From Mailer@Score.Stanford.EDU Sat Sep 24 13:23:25 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA12898; Sat, 24 Sep 88 13:23:25 EDT
Message-Id: <8809241723.AA12898@speedy.mcnc.org>
Date: Sat 24 Sep 88 10:22:05-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 10:03:54
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
10:03:58-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA09532; Wed, 21 Sep 88 08:27:18 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 20 Sep 88 11:43:29 GMT
From: eagle!icdoc!dcw@ucbvax.Berkeley.EDU (Duncan C White)
Organization: Dept. of Computing, Imperial College, London, UK.
Subject: Another TurboDos problem
Message-Id: <438@gould.doc.ic.ac.uk>
References: <19880907153917.7.JRD@MOA.SCRC.Symbolics.COM>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Recently, there have have been several messages describing some
more problems with TurboDos... I would like to describe another problem:

A friend of mine [without net access] recently bought Metacomco Pascal-2.
This uses the same [GST] linker as does Metacomco Lattice C 3.04.01,
a product which I have bought.

Well, when any Pascal program [even one as simple as "hello world"] is compiled
on an SH204 with TurboDos running, the linker reckons that the .bin file
produced by the compiler is not a valid linker format file..

After much experimentation, we found that rebooting without TurboDos
and recompiling fixed the problem...
this is irritating, however, to say the least... does anyone know why
this should happen?
All I could think of was that Pascal-2 doesn't close the .bin file down
properly??
[Whereas Lattice C does, presumably?]

Can anyone explain what's happening here?

I will happily summarise any replies I get...

Thanks..
Duncan

[If dcw@gould.uucp fails, try dcw@doc.ic.ac.uk]

Duncan White, | Flying is the art of aiming oneself
Dept. Of Computing, | at the ground and missing.
Imperial College, | -- Douglas Adams, So Long and Thanks
London SW7, England | for all the fish.

From Mailer@Score.Stanford.EDU Sat Sep 24 13:23:38 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA12903; Sat, 24 Sep 88 13:23:38 EDT
Message-Id: <8809241723.AA12903@speedy.mcnc.org>
Date: Sat 24 Sep 88 10:22:06-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 10:04:43
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
---
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
10:04:47-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA09794; Wed, 21 Sep 88 08:44:13 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 19 Sep 88 11:16:12 GMT
From: mcvax!ukc!strath-cs!glasgow!whitbye@uunet.uu.net (Elliot Maxwell Whitby)
Organization: Computing Sci, Glasgow Univ, Scotland
Subject: Re: Writing to write protected disks?
Message-Id: <1633@crete.cs.glasgow.ac.uk>
References: <614@ethz.UUCP>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Yes it is unfortunately possible to write to write protected disks.
This is a great idea for software protection, which I personally don't
believe in, but you do get the unscrupulous people who are that bad that
they will ruin everybody else's fun by writing pointless viusses which are
no use to absolutely anyonee

ps Borf is here.

From Mailer@Score.Stanford.EDU Sat Sep 24 13:23:54 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA12908; Sat, 24 Sep 88 13:23:54 EDT
Message-Id: <8809241723.AA12908@speedy.mcnc.org>

Date: Sat 24 Sep 88 10:22:07-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 10:08:50
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
---
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
10:09:08-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA09894; Wed, 21 Sep 88 08:50:06 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 19 Sep 88 11:59:54 GMT
From: mcvax!ukc!strath-cs!glasgow!whitbye@uunet.uu.net (Elliot Maxwell Whitby)
Organization: Computing Sci, Glasgow Univ, Scotland
Subject: ST Moria
Message-Id: <1634@crete.cs.glasgow.ac.uk>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Recently I at last managed to pick up a copy of Moria for the ST from
comp.binaries.atari.st but unfortumately I don't seem to be able to
uudecode it properly.
When I uudecode the files it comes up with the error short file
and when I cat the relevant files together it comes up with the error
no last line.
It has taken me so long to get this, and now that I have it I can't use it
Can anybody tell me what I am doing wrong please.
ps Any chance of someone outside Europe replying to this message anyway,
because I am not sure I am getting to anywhere outside Europe let alone
ouside the UK.

pps
Borf is here.

From Mailer@Score.Stanford.EDU Sat Sep 24 13:24:09 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA12913; Sat, 24 Sep 88 13:24:09 EDT
Message-Id: <8809241724.AA12913@speedy.mcnc.org>
Date: Sat 24 Sep 88 10:22:08-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 10:12:24
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded

---
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
10:12:27-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA09606; Wed, 21 Sep 88 08:32:34 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 20 Sep 88 11:45:13 GMT
From: eagle!icdoc!dcw@ucbvax.Berkeley.EDU (Duncan C White)
Organization: Dept. of Computing, Imperial College, London, UK.
Subject: A Hard disk problem
Message-Id: <439@gould.doc.ic.ac.uk>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Hi there everyone,

I have a problem with my hard disk: at the recent Personal Computer [World]
Show in London, I bought the Hisoft FTL Modula-2 compiler for the ST.
[Show price, 90 quid including source level debugger and profiler and make
and resource editor]

I was happily installing this onto my SH204 hard disk, using the Desktop
to copy disk 3 of 4 when the blasted ST collapsed in a heap..
Vertical lines appeared on the screen, and I had to power off..

Sadly, the result is that the \M2\FTL directory I was installing into
is totally corrupted: if I open it with the Desktop the ST crashes again,
complete with vertical lines.
If, instead, I use Gulam and cd into the FTL subdirectory, the machine doesn't
crash, but ls reveals total garbage..

The rest of the disk is fine however.

So, what I want to do is remove the garbaged directory and start again.
What I thought might be possible is the following:

Recursively follow the directory structure, [except \M2\FTL of course]
and follow each cluster used by each file:

Mark in an array which clusters/sectors are used.

Then, when I have finished the traversal, blank the FAT entry for
every cluster/sector which the array marks as unused.

Now the crunch: I don't know enough about the FAT format to do this.
The only information I have is from an MS-DOS book "Tricks of the MS-DOS
Masters" which helpfully says "the format of the FAT is beyond the scope
of this book"... it recommends the "MS-DOS Developer's Guide" which I do not
have.

So, I wonder, would anyone care to tell me the format of the FAT table,
and any other information I might need [partition table, boot sector??]

or better yet, does anyone have source doing something similar to what
I want to do ???

[C preferred, Pascal, Modula-2 and 68k assembler acceptable, 8086 assembler
deplored but ok, if it's all you've got..]

If you care to mail me, I'll gladly post a summary of anything I get..
[post only if you can't find a path to me]

Thanks in advance, everyone...

Duncan.

[If dcw@gould.uucp fails, try dcw@doc.ic.ac.uk]

Duncan White, | Flying is the art of aiming oneself
Dept. Of Computing, | at the ground and missing.
Imperial College, | -- Douglas Adams, So Long and Thanks
London SW7, England | for all the fish.

From Mailer@Score.Stanford.EDU Sat Sep 24 14:54:18 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA13317; Sat, 24 Sep 88 14:54:18 EDT
Message-Id: <8809241854.AA13317@speedy.mcnc.org>
Date: Sat 24 Sep 88 11:52:03-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 11:35:20
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
---
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
11:35:25-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA10651; Wed, 21 Sep 88 09:35:48 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 20 Sep 88 16:50:23 GMT
From: mcvax!hp4nl!philmds!leo@uunet.uu.net (Leo de Wit)
Organization: Philips I&E DTS Eindhoven
Subject: Re: SG-10 Printer:Different character sets
Message-Id: <812@philmds.UUCP>
References: <1103@fredonia.UUCP>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

In article <1103@fredonia.UUCP> sale5312@fredonia.UUCP (Marty Saletta) writes:
> Yes,I'd like to know if some fellow ST user who has a Star Micronics
> SG-10 printer has been able to change the character set for the Near

> Letter Quality (NLQ) mode. I'm not even sure if it's possible. I have
> some config programs and drivers for the printer,but none to change the
> char set. Any help? Thanks in advance.

A while ago I posted a NLQPS (Near Letter Quality & Proportional
Spacing) program to one of the comp.{binaries,sources}.atari.st
newsgroups. It works very well (if I may say so myself 8-) with my old
Star Gemini 10X printer, which doesn't have an NLQ mode. It does a
double scan of each text line in graphics mode with a very tiny
linefeed inbetween (1/144 inch). The PS option can be turned off (e.g.
for listings, tables).

An older version had the capability to load the characterset used
dynamically from a file. I removed that option, thinking that there
would be no interest. If you (and perhaps some other people too) would
like that, I can add back that option. In that case there has to be
added a font editor too so you can easily define a new NLQ font. Ah,
perhaps a two phase project...

Leo.

P.S. To be able to use the NLQPS program, you must have a printer that
can do double density graphics, and linefeeds of half a dot distance
(1/144 inch), but I think today most printers can do that.

From Mailer@Score.Stanford.EDU Sat Sep 24 15:25:07 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA13408; Sat, 24 Sep 88 15:25:07 EDT
Message-Id: <8809241925.AA13408@speedy.mcnc.org>
Date: Sat 24 Sep 88 12:22:02-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 12:17:30
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
12:17:47-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA11813; Wed, 21 Sep 88 10:46:45 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 14:56:26 GMT
From: nunki.usc.edu!sal6.usc.edu!rjung@oberon.usc.edu (Robert allen Jung)
Organization: University of Southern California, Los Angeles, CA
Subject: Re: Publishing Partner Amateur
Message-Id: <1425@nunki.usc.edu>
References: <2992@dalcs.UUCP>, <11830008@hpldola.HP.COM>

Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

In article <11830008@hpldola.HP.COM> ritchie@hpldola.HP.COM (Dave Ritchie) writes:
> I was looking through one of the Amiga rags he other day and - surprise -
>Soft Logik is doing a PP for the Amiga. Isn't that strange?

Nope. Quality software eventually gets translated for lesser machines. B-)

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@sa132.usc.edu?) ## ## ##
####

From Mailer@Score.Stanford.EDU Sat Sep 24 16:24:20 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA13621; Sat, 24 Sep 88 16:24:20 EDT
Message-Id: <8809242024.AA13621@speedy.mcnc.org>
Date: Sat 24 Sep 88 13:23:43-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 13:12:09
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
---
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
13:12:22-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA12963; Wed, 21 Sep 88 11:58:41 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 18:03:28 GMT
From: orange.cis.ohio-state.edu!amra@tut.cis.ohio-state.edu (Nasir K Amra)
Organization: The Ohio State University Dept of Computer and Information Science
Subject: uniterm & dialup
Message-Id: <22215@tut.cis.ohio-state.edu>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

I am having problems trying to dial the modem from uniterm v20d. I set the number
in the dial directory and then press <alt> 1 to dial the number, however although
I get 'ATD2923112' on the screen, it doesn't dial up the number. Can anyone help
me here?

From Mailer@Score.Stanford.EDU Sat Sep 24 20:53:10 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA14742; Sat, 24 Sep 88 20:53:10 EDT
Message-Id: <8809250053.AA14742@speedy.mcnc.org>
Date: Sat 24 Sep 88 17:51:56-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 17:35:14
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
17:35:19-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA15484; Wed, 21 Sep 88 14:36:35 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 16:51:28 GMT
From: oliveb!3comvax!bridge2!ngg@ames.arc.nasa.gov (Norman Goodger)
Organization: 3Com Corp., Mt. View, CA
Subject: Re: Genie?
Message-Id: <88@bridge2.3Com.Com>
References: <861@viscous>, <2279@silver.bacs.indiana.edu>, <881@viscous>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

In article <881@viscous>, sethk@sco.COM (Seth I Katz) writes:
> chatterchatterchatter<2279@silver.bacs.indiana.edu>chatterchatterstowe@silver.UUCP
(holly):
> |
> Ok, everyone and their uncle has been clever enough to repeat the point that
> GEnie never claimed that they didn't charge for download time.
>
> I'd like to see someone stand up for that piece of garbage mailer of theirs.
>
> BTW, I don't know how rich you folks are, but I think $5 an hour is not
> cheap. Do we base our standards on Compu$erve?
> -s
Yes a variety of comparsions are made to CIS and their $12.50 plus surcharges
in some cases for 1200 baud connections. This does make $5.00 much cheaper.
And Genie provides many of the same services, and some CIS doesn't and of
course vice/versa.

As far as GEnie mail and the BB software, there is room for improvement,
but CIS could use some to, either method has its drawbacks if looked at
very closely. The thing about Genie is you need to take the time to learn

how to use the software effectively, there are a lot of options and it
can be quite powerful if you learn to use them to your advantage...this
means reading the manual, and getting out there and just spend some time
seeing what the commands do, and ask questions if something does not
work like you expected....most of the problems it appears is that users
of Genie that have a hard time using it come from not reading the manual,
or not taking that couple minutes to ask the questions to learn how to use it.

Norm Goodger
3Com
Sysop - MacInfo BBS @415-795-8862

5774. Bounced messages: groups of 10

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 20:12:34 UTC
From: ravi@MCNC.ORG
Message-ID: <8809292012.AA03196@speedy.mcnc.org>
Source record: 250474

```
From Mailer@Score.Stanford.EDU Sat Sep 24 21:23:26 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA14805; Sat, 24 Sep 88 21:23:26 EDT
Message-Id: <8809250123.AA14805@speedy.mcnc.org>
Date: Sat 24 Sep 88 18:21:54-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 17:52:42
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
------------
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
17:52:47-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA16083; Wed, 21 Sep 88 15:21:09 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 20 Sep 88 16:32:08 GMT
From: hp-sde!hpcea!hpnmdla!glenne@hplabs.hp.com (Glenn Elmore)
Organization: HP Network Measurements Div, Santa Rosa, CA
Subject: Re: Help with recieving satellite pictures!!!
Message-Id: <810005@hpnmdla.HP.COM>
References: <880914013141.700922@PCO-MULTICS.HBI.HONEYWELL.COM>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Try the amateur radio magazine "QST" about two or three years ago. They had an article
or two on demodulating and decoding some satellites for display on
computers, I can't remember if it was Atari 8 bit or PCs... maybe both. If you
really meant 'weather radar' I don't know where to get info (like the
weather radar that the Weather Channel displays) but if you want visible light
or IR photographs I believe there is still stuff going on at 130-140 MHz
and certainly around 1.6 GHz where the GOES satellites transmit.
There is also WEFAX hardware available, again in amateur radio circles,
which will dump directly to a printer from data presently transmitted by
wire services and others. Try

Advanced Electronic Applications
P. O. Box C-2160
Lynnwood, WA 98036
(206) 775-7373
```

I built a system for copying ESSA and NIMBUS sattellites in the early 70's
but I don't think they are running anymore, though the same modulation
techniques are probably in use (NBFM with 2400 HZ subcarrier modulated
to provide synch and luminance info, 200? lines/min 800? lines/frame.)

Glenn Elmore -N6GN-

N6GN @ N6IIU-1
glenn@n6gn.norcal.ampr
glenne@hpnmd.hp.com

From Mailer@Score.Stanford.EDU Sat Sep 24 21:23:38 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA14812; Sat, 24 Sep 88 21:23:38 EDT
Message-Id: <8809250123.AA14812@speedy.mcnc.org>
Date: Sat 24 Sep 88 18:21:55-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 18:06:23
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
18:06:27-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA16550; Wed, 21 Sep 88 15:50:25 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 09:22:34 GMT
From: mcvax!nikhefh!t68@uunet.uu.net (Jos Vermaseren)
Organization: Nikhef-H, Amsterdam (the Netherlands).
Subject: Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))
Message-Id: <539@nikhefh.hep.nl>
References: <5618@pasteur.Berkeley.EDU>, <5440005@hplsla.HP.COM>, <472NETOPRHM@NCSUVM>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

All this talk about a dying computer is clearly by people who are either
1: unfamiliar with the European scene
2: unfriendly to the ST (have an axe to grind).

In Europe the ST is selling very well. Maybe a part of the American
problem (if it exists) is that a much larger percentage of systems sold
in the US is a color system than in Europe. The color systems are not really
very suitable to work with (in the eyes of all the people that I know who
have an Atari). This leaves the color systems as either a special purpose
system, or a games machine. If the dying approach concerns those applications
I'll not say very much. The monochrome systems that I see in use every day
are very powerful mini computers. In the shops they sell very well.

Maybe the good software never made it to the US. A sign that indicates this
is that even turbo-c for the ST was developed in Germany, not by Borland-US.

This leaves the question: why is the American preference for color so much
greater than in Europe? I posed this question a long time ago, but nobody
could come up with an explanation. Anybody has one?

Jos Vermaseren

From Mailer@Score.Stanford.EDU Sat Sep 24 21:55:17 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA14880; Sat, 24 Sep 88 21:55:17 EDT
Message-Id: <8809250155.AA14880@speedy.mcnc.org>
Date: Sat 24 Sep 88 18:51:53-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 18:27:37
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
18:27:42-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA17325; Wed, 21 Sep 88 16:41:30 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 22:34:39 GMT
From: agate!e260-4f.berkeley.edu!c60a-1bq@ucbvax.Berkeley.EDU (nunnayourbiznezz)
Organization: University of California, Berkeley
Subject: Re: Publishing Partner Amateur
Message-Id: <14589@agate.BERKELEY.EDU>
References: <2992@dalcs.UUCP>, <11830008@hpldola.HP.COM>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

In article <11830008@hpldola.HP.COM> ritchie@hpldola.HP.COM (Dave Ritchie) writes:
>
> I was looking through one of the Amiga rags he other day and - surprise -
>Soft Logik is doing a PP for the Amiga. Isn't that strange?
>
> Dave

Yes and no. It's not strange that a company is porting it's (good) product
over to another machine. What is strange is that they didn't do this sooner.
They would have their foot in the door, as the Amiga has good draw programs,
but few solid DTP programs (esp. at PP's price).

John Kawakami

Please send replies to c91a-ra@franny instead of this address (where this
originates from).

From Mailer@Score.Stanford.EDU Sat Sep 24 21:55:31 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA14885; Sat, 24 Sep 88 21:55:31 EDT
Message-Id: <8809250155.AA14885@speedy.mcnc.org>
Date: Sat 24 Sep 88 18:51:54-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 18:32:32
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
18:32:34-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA17450; Wed, 21 Sep 88 16:47:55 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 22:37:14 GMT
From: agate!e260-4f.berkeley.edu!c60a-1bq@ucbvax.Berkeley.EDU (nunnayourbiznezz)
Organization: University of California, Berkeley
Subject: Re: TeX Driver for Atari Laserprinter
Message-Id: <14590@agate.BERKELEY.EDU>
References: <8809211344.AA07895@ucbvax.Berkeley.EDU>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

In article <8809211344.AA07895@ucbvax.Berkeley.EDU> ABK07@DK0RRZK0.BITNET writes:
>Does anyone have the source of a TeX Driver for the Atari Laserprinter?
>If yes, please post it to me.
>Axel Clauberg
>Institut fuer Kernphysik der Uni Koeln
>Zuelpicher Str. 77
>D 5000 Koeln 41
>West - germany
>Bitnet: ABK07@DK0RRZK0

Does anyone have a list of servers that maintain TeX things. I also need
to get a TeX driver for my Pana. 1091i (epson compat).

John Kawakami

please reply to c91a-ra@franny.berkeley.edu

From Mailer@Score.Stanford.EDU Sat Sep 24 23:27:03 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)

id AA15237; Sat, 24 Sep 88 23:27:03 EDT
Message-Id: <8809250327.AA15237@speedy.mcnc.org>
Date: Sat 24 Sep 88 20:21:51-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 19:58:12
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
---
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
19:58:13-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA17752; Wed, 21 Sep 88 17:04:12 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 22:28:47 GMT
From: mailrus!um-math!hyc@rutgers.edu (Howard Chu)
Organization: University of Michigan Math Dept., Ann Arbor
Subject: Re: Problems with gcc.arc's: Newer version of arc?
Message-Id: <414@stag.math.lsa.umich.edu>
References: <8809211050.AA00106@jade.berkeley.edu>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

In article <8809211050.AA00106@jade.berkeley.edu> VCD51661@DS0RUS54.BITNET writes:
>Recently I tried to dearchive the file gcx123.arc, belonging to
>the GNU-C compiler postings. I got the following message from my
>arc.ttp:
>"I don't know how to handle file COPYING in archive GCX123.ARC
> I think you need a newer version of ARC."
>The same thing happened with all the other archieves belonging to
>the GNU-C postings I got. The first thing I tried was downloading

Correct, it appears that all the GCC related ARC files were compressed
using Squashing instead of Crunching.

>a newer version of arc from LISTSERV at CANADA01 (BITNET, as I am
>a BITNET user). The file I ordered and received was
>PROG-A16 88-00152, described as "ARC.TTP ... (Repost)". It identi-
>fies itself as (stuff deleted):
>
>" System Enhancement Associates
> 21 New Street, Wayne NJ 07470
>
> ARC - Archive utility, 5.12 - Atari ST
>
> Atari ST version developed by Harvey Johnson "

There has been one major new version for the ST since 5.12 - 5.21,
with modifications to support Squashing. (developed by lil' ol' me.... }-)

If the person in charge of the CANAD01 LISTSERV would send me a message,
I'll ship 'em off a copy of the latest ARC. I can also be reached directly
on bitnet as
HYC@UMICHUM

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

From Mailer@Score.Stanford.EDU Sat Sep 24 23:27:21 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA15242; Sat, 24 Sep 88 23:27:21 EDT
Message-Id: <8809250327.AA15242@speedy.mcnc.org>
Date: Sat 24 Sep 88 20:21:52-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 20:15:25
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
20:15:33-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA18033; Wed, 21 Sep 88 17:21:33 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 19:19:29 GMT
From: pacbell!sactoh0!ejnihill@ames.arc.nasa.gov (Eric J. Nihill)
Organization: Sacramento Public Access UNIX, Ca. USA
Subject: NETNEWS interface
Message-Id: <428@sactoh0.UUCP>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Humble apoligies if this has already been covered for I
do not normally access this fine newsgroup.
Does anyone know of a Public Domain program that will allow
users of an Atari ST to access a USENET site and receive mail,
send mail and NETNEWS? The program should be simple enough for
most to install, and be able to run uucico.
A ideas? I am sure with this wealth of knowledge here on the
net, someone may be able to help. It seems a shame that the
atari BBS are going to IBM's so that they can participate in mail

and a news feed.
Please respond via E-Mail. I do not get normal access to this
group.
This site has sent in their uucp map entry, but it has not yet
been posted to the net. So use the following return mail path:

...pacbell!sactoh0!ejnihill

In advance, Thank-you for your time & help;
Eric

--
##
Sign In Triplicate before # Serving The State Capitol Of
Discarding:_____________ # California: sactoh0
##

From Mailer@Score.Stanford.EDU Sat Sep 24 23:56:42 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA15306; Sat, 24 Sep 88 23:56:42 EDT
Message-Id: <8809250356.AA15306@speedy.mcnc.org>
Date: Sat 24 Sep 88 20:51:49-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 20:26:30
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
20:26:34-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA18377; Wed, 21 Sep 88 17:45:30 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 23:17:10 GMT
From: agate!helios.ee.lbl.gov!pasteur!franny.Berkeley.EDU!c91a-ra@ucbvax.Berkeley.EDU
(reader.john.kawakami)
Organization: University of California, Berkeley
Subject: moria troubles /// pascal info sought
Message-Id: <5864@pasteur.Berkeley.EDU>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

This is a two parter:

I thought i had moria done all right, but no -- it won't run. It loads up,
then instantly dies with two bombs, then back to the desktop. It de-arced
ok here (where i got moria), but did not work. It de-arced fine at home

(on the ST), but did not work. Both times, I ran it from the desktop as .TOS and .TTP (which can't work as .TTP uppercases all text).

So I figure, I'll write a prog to call moria (and maybe add options features later), but that did not work. Back to the docs. Seems I have to set env vars. Well, I was pretty sure that was not the problem, but I whipped out 68000 ST Ref (by Peel), and looked up the AES calls. Why? Because I have Personal Pascal, which does not have a built in AES library. Then set up the AES calls (C-strings etc.) complied and ran the prog. Again, this did not work.

What is going on. Should I go back over my prog caller and make sure the command tail is ok? Should this work under the desktop? In any case, moria does not work for me :-{

Which brings me to my second:AND MORE IMPORTANT QUESTION

I use OSS personal pascal. i have no C compiler.
1) has anyone used Tackle box ST? Is it any good.
2) where can I find info on how to make flawless calls to OS routines from PP. Right now, I'm winging it, mimicking the examples from OSS and using the Peel book (which is very good).
3) should I just get C? Is the level of programming I want to do easier in C?
3a) Does MWC come with the Atari Devpack? (In other words, should i get just MWC, or pay the extra $100+ for developer support?)
4) what is a good assembler? Are there any object-file converters in case the objects are not compatible?
5) in general, what are some of the best tools out there (just kidding, don't answer this one).

TTL CCD MUX RKL A3I MTX MDC FOE TUS KFC JTK MMU CRT VDI PSA DRI GEM CPM MC5 OIV JOH NKA WAK AMI c91 a-r a@f ran ny. Ber kel ey. Edu kaw aka mi@ zen .Be kel ey. EDU WHA TTH EFU CKA REY OUL OOK ING AT, MAN ?HA HAH A.O RIS THE JOK EON ME? ???

From Mailer@Score.Stanford.EDU Sat Sep 24 23:56:58 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88) id AA15311; Sat, 24 Sep 88 23:56:58 EDT
Message-Id: <8809250356.AA15311@speedy.mcnc.org>
Date: Sat 24 Sep 88 20:51:50-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 20:45:46
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88 20:45:50-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)

id AA19875; Wed, 21 Sep 88 19:23:27 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 20:50:03 GMT
From: mcvax!hp4nl!nikhefk!paulm@uunet.uu.net (Paul Molenaar)
Organization: Personal Computer Magazine, Holland Host: NIKHEFK
Subject: Re: Writing to write protected disks?
Message-Id: <420@nikhefk.UUCP>
References: <614@ethz.UUCP>, <1633@crete.cs.glasgow.ac.uk>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

In article <1633@crete.cs.glasgow.ac.uk> whitbye@cs.glasgow.ac.uk (Elliot Maxwell Whitby)
writes:
#
#Yes it is unfortunately possible to write to write protected disks.
#This is a great idea for software protection, which I personally don't
#believe in, but you do get the unscrupulous people who are that bad that
#they will ruin everybody else's fun by writing pointless viusses which are
#no use to absolutely anyonee
#
#ps Borf is here.

C'mon... be more specific. Show me a program that writes to a writeprotected
disk. We did extensive tests on programs that claimed such activity and
always came to the conclusion that all of these rumours are bogwosh.

The hardware specs of Atari drives/diskcontroller are pretty much standard
and I've never (I mean NEVER) seen a modern diskdrive that wasn't
completely capable of recognizing writeprotection.

Gimme more than "Yes it is possible.."
Paul Molenaar

"Just checking the walls"
- Basil Fawlty -
--
Paul Molenaar

"Just checking the walls"
- Basil Fawlty -

From Mailer@Score.Stanford.EDU Sun Sep 25 02:22:18 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA16546; Sun, 25 Sep 88 02:22:18 EDT
Message-Id: <8809250622.AA16546@speedy.mcnc.org>
Date: Sat 24 Sep 88 23:21:46-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 22:54:48

Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
---
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
22:54:53-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA21142; Wed, 21 Sep 88 20:41:20 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 18:46:07 GMT
From: super!lerici@uunet.uu.net (Peter W. Brewer)
Organization: Supercomputing Res. Cntr., Lanham, Maryland
Subject: atari hard disk for sale
Message-Id: <761@super.ORG>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

FOR SALE: A slightly used Atari hard disk and cable (I have not had
an ST for quite a while) ..

It has software loaded on it.

Also I have a large horde of software I would like to sell

A partial list follows...

The following is a list of miscellaneous atari software/hardware
I currently possess.

Beckemeyer MT C-Shell
MICRO C-SHELL
MICRO RTX
MICRO MAKE
MICRO C-TOOLS
MegaMax C-compiler
Utilities
Atari Developer's system
linker
compiler
rcs
utilities
BASIC

Atari 20 MB ST hardware disk

I will try to put together
some very reasonable prices
upon request.

Peter Brewer
lerici@super.org

--
Peter Brewer |_____________| THE
lerici@super.org |___|____|/ SUPERCOMPUTING
|__ |__ |_/ RESEARCH
|___|__ /_| CENTER

From Mailer@Score.Stanford.EDU Sun Sep 25 02:22:33 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA16551; Sun, 25 Sep 88 02:22:33 EDT
Message-Id: <8809250622.AA16551@speedy.mcnc.org>
Date: Sat 24 Sep 88 23:21:46-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 21-Sep-88 23:19:10
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
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Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Wed 21 Sep 88
23:19:13-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA22445; Wed, 21 Sep 88 22:03:05 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 02:20:00 GMT
From: pwp@iuvax.cs.indiana.edu
Organization: Indiana University CSCI, Bloomington
Subject: Re: moria troubles /// pascal info soug
Message-Id: <36500055@iuvax>
References: <5864@pasteur.Berkeley.EDU>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

I have used tackle box a little and it seems ok. The documentation seems
somewhat better than that in the Abacus books or the developer kit, but
I have not check things carefully.

5775. Bounced messages: groups of 10

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 20:12:43 UTC
From: ravi@MCNC.ORG
Message-ID: <8809292012.AA03198@speedy.mcnc.org>
Source record: 250475

```
From Mailer@Score.Stanford.EDU Sun Sep 25 04:53:52 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA17134; Sun, 25 Sep 88 04:53:52 EDT
Message-Id: <8809250853.AA17134@speedy.mcnc.org>
Date: Sun 25 Sep 88 01:51:41-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 01:32:48
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
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Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
01:33:03-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA23294; Wed, 21 Sep 88 23:03:24 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 02:28:09 GMT
From: bw0i+@andrew.cmu.edu (Bryan Wu)
Organization: Carnegie Mellon
Subject: Networking, ST's and Spectre 128
Message-Id: <YXC6Ity00XoBI940VJ@andrew.cmu.edu>
References: <8809101819.AA23376@duttnph.patroon.nl>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Note: I hoped to send this to David Small, but couldn't e-mail to him..

I don't know if it is even possible, but since you are making a new cartridge
for the 128k ROMs, will you also be putting in AppleTalk network port in?
Perhaps by putting in the Zilog chip onto the cart itself (since the chip can
be bought by anyone) you would be able to get networking into the Atari series
via AppleTalk. Perhaps making the Zilog chip available to the ST via. cart
slot and bypassing the Mac ROMs you could also introduce high speed nets to the
ST w/o using the Mac part of the cartridge? .. This way you could put a high
speed port on the Spectre 128 cart itself and wouldnt have to use the Atari's
hardware ports (as they are supposed to be slow compared to the AppleTalk
ports) for networking.

One of the big reasons I'm asking this is because I'm at Carnegie Mellon and we
have a computer net. called Andrew (as in Andrew Carnegie, MIT had a similar
system called Athena I think) which is a campus wide (even in the dorm rooms)
```

file server system. Just last year, they released a handler for the Macintosh that allows you to access the network via the AppleTalk port. (This project is a joint effort between CMU and IBM and recently Apple (using Mac II's as workstations soon)) Now the project is going to start at the University of Michigan (I think) as well and will be trying to get all kinds of computers (not just IBMs and Macs) onto the fileserver. The Andrew project is aimed towards Universities it seems.

If you could get the Spectre 128 to work with AppleTalk, then you would offer a "cheap" alternative to buying a $2000+ Mac SE and would get the business of students buying STs at colleges with the Andrew System..if the Andrew system goes over well. In addition, you could get the ST to share printers w/ Macs if necessary, send info between the two and so on.. a great aid to the ST line which has no really good networking to speak of. Having AppleTalk networking capabilities certainly won't hurt the product. eh?

Besides, it would be nice to use the laser printers in the clusters from my room.. sigh..

From Mailer@Score.Stanford.EDU Sun Sep 25 05:22:29 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA17216; Sun, 25 Sep 88 05:22:29 EDT
Message-Id: <8809250922.AA17216@speedy.mcnc.org>
Date: Sun 25 Sep 88 02:21:50-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari8-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 02:01:47
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI8.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
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Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
02:01:51-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA23491; Wed, 21 Sep 88 23:20:08 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari8-programs@score.stanford.edu (info-atari8@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 20 Sep 88 20:36:16 GMT
From: att!holin!oaa@ucbvax.Berkeley.EDU (Owen Alexander)
Organization: AT&T EUO, Holmdel, NJ
Subject: Turbo CPU board for 8-bit
Message-Id: <115@holin.ATT.COM>
Sender: info-atari8-request@score.stanford.edu
To: info-atari8@score.stanford.edu

Just saw this on a BBS (Network Express 512-662-9765) and thought
it might be of interest.

Date: September 09, 1988

From: DataQue Software
P.O. Box 134
Ontario, OH 44862

To: All Atari 8-bit Developers, Users and Supportive Organizations

Re: Turbo Power without getting Burned!

***** PRESS RELEASE *****

There have been many mentions in the almost decade since the original Atari 400/800 Personal Computers hit the dealers shelves about there being a future upgrade to meet the user's needs, and new and more challenging applications. Finally that upgrade is available.....
The Turbo-816 by DataQue, for the Atari 400/800/XL/XE.

DataQue Software is pleased to announce a powerful new upgrade which was co-designed by Ron Shue, and Chuck Steinman. This upgrade will be available in two forms. There will be a replacement CPU board for the original 400/800 Computer system, and a plug in module for the XL/XE series. In either case, there usually is no need for any modifications to the existing hardware. The only exception to this is with XL/XE systems which have their CPU soldered in place, which will require the removal of the existing CPU, and the addition of a standard 40 pin I.C. socket is suggested. Also included is the Turbo-OS, by DataQue for use with the Turbo-816 CPU boards.

The Turbo-816 will not only increase the potential speed of the computer, but also break the 64k memory barrier of the existing systems. Not with the awkward paged memory, but with a fully linear decoded address space of up to 16 megabytes. Benchmarks have put the Turbo-816 into a performance range ABOVE many of the 'other" PCs/!! Special memory boards will be available to take advantage of the new extended addressing range. These will be mounted internal to the computer cabinet, and in most cases require no hardware modifications.

And here is the amazing feature..... While adding all this power and all this expanded addressing, the Turbo-816 for the Atari 8-bit computer systems will maintain compatibility with most currently available commercial and user written software. Using the Turbo-816 even those older programs will enjoy a speed increase!

The Turbo-OS is a replacement operating system for use with the Turbo-CPU which will release the 16-bit processor to its full power. Increased speed will be the most obvious change, but hidden in its code, will be an advanced new floating point library that will speed even the original Atari BASIC to new levels of performance. Again, on most systems it will be just a matter of replacing the existing ROM(s) with the Turbo-OS.

The future holds many more products for the Turbo-816 systems including:

1) a real-time multi-tasking operating system kernal
2) a new assembler-editor-debugger package which supports
the new assembly level instructions and addressing modes
3) a new BASIC which will speed past the fastest of the
current BASICs for the 8-bit machines
4) a new K&R compatible C development package
5) a new Turbo-GOS operating system (graphical based)
6) a developers development kit for new applications

The NEW Atari Turbo-816 should be available by November of 1988
For more information contact your local Atari Dealer or, write:

DataQue Software
Dept. T-800
P.O. Box 134
Ontario, OH 44862

From Mailer@Score.Stanford.EDU Sun Sep 25 07:26:12 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA17651; Sun, 25 Sep 88 07:26:12 EDT
Message-Id: <8809251126.AA17651@speedy.mcnc.org>
Date: Sun 25 Sep 88 04:21:37-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 04:07:56
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
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Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
04:07:59-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA25936; Thu, 22 Sep 88 01:45:28 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 14:44:59 GMT
From: mcdchg!chinet!saj@gatech.edu (Stephen Jacobs)
Organization: Chinet - Chicago Public Access UNIX
Subject: Re: Damaged moriabin.arc header
Message-Id: <6644@chinet.UUCP>
References: <14436@agate.BERKELEY.EDU>, <598@stag.UUCP>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

In article <598@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:
> It uudecoded fine here, but I've noticed two problems with it so
> far...first, it hangs quite often on me (both when I use if from the
> desk top and when I run it from gulam). I haven't made it out of the

> bartering stages yet (it always hangs when I am moving between the
> first screens buildings). No bombs, just nothing happening (except
> hearing the keyclicks) as I press keys. The other problem is just one
> of implementation. The command line options are lower case only, so
> you really can't run moria as a '.ttp' file. The reason being that the
> desktop uppercases all your text that you type. The workaround for
> this is to simply write a little wrapper program that pexec's the
> moria code with the appropriate command tail. This wrapper can also
> set the SHELL variable at the the same time.

I've played this version of moria for probably about a hundred hours without
a real keyboard lockup. There was a problem when I did a ".<direction>"
move while confused, but it cleared itself in a few seconds. The program is
so large that I wonder if there might be too much already in your machine's
memory when you load it. I generally have a hard disk interface and a clock
setter in the auto folder, foldr100, FATSPEED, and the control panel. ST
curses is a stack hog, but the program was compiled with LOTS of stack space
to allow for that.
The case problem was a really dumb oversight. It should only interfere
with the use of the rogue key layout and consulting the highscores file,
though. TOS ignores upper and lower case in filenames. If this bothers
people enough, maybe someone (maybe me?) could come up with a binary patch.
In my experience, there's rarely a sequence of 20 op-codes that can't be
shortened enough to squeeze in 2 more.

From Mailer@Score.Stanford.EDU Sun Sep 25 11:22:01 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA18289; Sun, 25 Sep 88 11:22:01 EDT
Message-Id: <8809251522.AA18289@speedy.mcnc.org>
Date: Sun 25 Sep 88 08:21:30-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 07:54:19
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
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Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
07:54:24-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA02598; Thu, 22 Sep 88 06:35:00 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 07:12:11 GMT
From: ece-csc!ncrcae!ncrlnk!ncrcce!rogers@ncsuvx.ncsu.edu (Bob Rogers)
Organization: NCR Comten, Inc.
Subject: Re: TOS--Whats next??
Message-Id: <747@ncrcce.StPaul.NCR.COM>

References: <948@aluxz.UUCP>, <1172@atari.UUCP>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

What changes does the new version of TOS include? Will it be useful
without the blitter?

--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN {backbone}!ncrlnk!ncrcce!rogers

From Mailer@Score.Stanford.EDU Sun Sep 25 11:22:14 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA18294; Sun, 25 Sep 88 11:22:14 EDT
Message-Id: <8809251522.AA18294@speedy.mcnc.org>
Date: Sun 25 Sep 88 08:21:31-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 08:05:55
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
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Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
08:05:59-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA02915; Thu, 22 Sep 88 06:50:14 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 07:18:56 GMT
From: ece-csc!ncrcae!ncrlnk!ncrcce!rogers@ncsuvx.ncsu.edu (Bob Rogers)
Organization: NCR Comten, Inc.
Subject: Supra 10 meg floppy?
Message-Id: <748@ncrcce.StPaul.NCR.COM>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

I'd like to get users' reactions to Supra's 10 megabyte removable
cartridge "floppy". The ad says it can also read and write IBM 360k
and 1.2 meg diskettes. Have you tried it? Does it work well? Have you
tried it as a 5.25 inch drive with PC Ditto?

Thanks
--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN {backbone}!ncrlnk!ncrcce!rogers

From Mailer@Score.Stanford.EDU Sun Sep 25 11:22:28 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA18299; Sun, 25 Sep 88 11:22:28 EDT
Message-Id: <8809251522.AA18299@speedy.mcnc.org>
Date: Sun 25 Sep 88 08:21:32-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 08:13:32
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
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Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
08:13:34-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA03013; Thu, 22 Sep 88 06:55:27 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 07:22:43 GMT
From: ece-csc!ncrcae!ncrlnk!ncrcce!rogers@ncsuvx.ncsu.edu (Bob Rogers)
Organization: NCR Comten, Inc.
Subject: ICD Hard Drives?
Message-Id: <749@ncrcce.StPaul.NCR.COM>
References: <748@ncrcce.StPaul.NCR.COM>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Has anybody tried ICD's hard disks for the ST? Are they any good? How
do they compare with Supra's offerings?

Thanks.
--

Bob Rogers rogers@StPaul.NCR.COM
NCR Comten, St. Paul, MN {backbone}!ncrlnk!ncrcce!rogers

From Mailer@Score.Stanford.EDU Sun Sep 25 11:53:21 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA18439; Sun, 25 Sep 88 11:53:21 EDT
Message-Id: <8809251553.AA18439@speedy.mcnc.org>
Date: Sun 25 Sep 88 08:51:29-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari8-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 08:26:51
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI8.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
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Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88

08:26:56-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA03087; Thu, 22 Sep 88 06:59:23 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari8-programs@score.stanford.edu (info-atari8@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 12:20:18 GMT
From: killer!jolnet!rich@eddie.mit.edu (Rich Andrews)
Organization: Jolnet, public access Unix, Orland Park (Joliet) IL
Subject: Re: dreaded 1200XL
Message-Id: <845@jolnet.ORPK.IL.US>
References: <8809220240.AA20135@ucbvax.Berkeley.EDU>
Sender: info-atari8-request@score.stanford.edu
To: info-atari8@score.stanford.edu

In article <8809220240.AA20135@ucbvax.Berkeley.EDU> BIW109@URIMVS.BITNET writes:
>
>Subject: re: interfacing problem help
>
> I think the CS2 line you describe is the same as the CCNTL line.
>I got most of my information from Mapping the Atari (revised edition).
>I am using an xl (the dreaded 1200xl, to be exact).

> Ray Courtois
>biw109@urivms

In my opinion the 1200XL was one of the best 8 bit machines that atari produced.
It is more compatable to the 800/400 OS than the 800XL and the 130XE. It
seems that the 1200 got a bad rap when it was introduced.

rich andrews
--
Any opinions expressed are my own. Now, for a limited time, they can be yours
too, for the incredible price of only $19.95. Simply send $19.95 (in Alterian
dollars) to ...killer!jolnet!rich or rich@jolnet.orpk.il.us.

From Mailer@Score.Stanford.EDU Sun Sep 25 13:54:51 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA18839; Sun, 25 Sep 88 13:54:51 EDT
Message-Id: <8809251754.AA18839@speedy.mcnc.org>
Date: Sun 25 Sep 88 10:51:27-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 10:45:40
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
10:45:47-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)

id AA05533; Thu, 22 Sep 88 09:16:08 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 03:33:02 GMT
From: tness7!killer!pollux!dalsqnt!usl!usl-pc!jpdres13@bellcore.com (John Joubert)
Organization: Univ. of Southwestern La., Lafayette
Subject: Re: low cost HARDDISK interface
Message-Id: <40@usl-pc.usl.edu>
References: <8809190537.AA09957@ucbvax.Berkeley.EDU>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

I would like to get in touch with you via US-German mail,
could you post your mailing address please?

From Mailer@Score.Stanford.EDU Sun Sep 25 17:24:33 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA19477; Sun, 25 Sep 88 17:24:33 EDT
Message-Id: <8809252124.AA19477@speedy.mcnc.org>
Date: Sun 25 Sep 88 14:21:20-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 14:10:09
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
---
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
14:11:38-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA05750; Thu, 22 Sep 88 09:29:51 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 09:13:24 GMT
From: mcvax!ukc!etive!hwcs!neil@uunet.uu.net (Neil Forsyth)
Organization: Computer Science, Heriot-Watt U., Scotland
Subject: Line A and Hard Disks
Message-Id: <1971@brahma.cs.hw.ac.uk>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

I was poking around in Neochrome the other day (is that illegal?) and found
some more negative Line A offsets.

Screen width -$2B4 # Note: The mouse pointer is clipped by these

Screen height -$2B2

Colours -$29A

Mouse X -$258 # These change even when mouse cursor is disabled

Mouse Y -$25A

Since they are in Neochrome and work with both ROM 1.00 and 1.02 then I assume they are officially supported. Thanks to his involvement with the BIOS Dave Staugas seems to be in a rather privileged position to know all this sort of stuff. Would Atari care to comment on these locations?

Now a different topic. I have a Xebec S1410A SASI controller board connected to a Hitachi DK511 40MB disk drive. When I do a system reset the heads take quite a time (and small steps) to get back to the boot partition C. If I have accessed partion E or F the ST times out and I have to press reset again. There is no problem going from F to C during normal usage only at reset and I know from experimentation that the problem does not involve the ST hardware or host card. Is this just a quirk of the Xebec that I have to live with or does someone know of a solution?

____
/ DISCLAIMER: Unless otherwise stated, the above comments are entirely my own \
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
____/

From Mailer@Score.Stanford.EDU Sun Sep 25 17:56:38 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA19676; Sun, 25 Sep 88 17:56:38 EDT
Message-Id: <8809252156.AA19676@speedy.mcnc.org>
Date: Sun 25 Sep 88 14:51:25-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 14:33:41
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88 14:33:52-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA08573; Thu, 22 Sep 88 12:40:58 PDT

Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 16:51:46 GMT
From: phoenix!srmaster@princeton.edu (Stephen Reis Master)
Organization: Princeton University, NJ
Subject: Re: TeX Driver for Atari Laserprinter
Message-Id: <3733@phoenix.Princeton.EDU>
References: <8809211344.AA07895@ucbvax.Berkeley.EDU>, <14590@agate.BERKELEY.EDU>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

>
>Does anyone have a list of servers that maintain TeX things. I also need
>to get a TeX driver for my Pana. 1091i (epson compat).
>
>John Kawakami
>
>please reply to c91a-ra@franny.berkeley.edu

If someone has such a list, could they also send me a copy (or just post
it to the net)? Thanks.

5776. Bounced messages: groups of 10

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 20:12:50 UTC
From: ravi@MCNC.ORG
Message-ID: <8809292012.AA03200@speedy.mcnc.org>
Source record: 250476

```
From Mailer@Score.Stanford.EDU Sun Sep 25 18:52:52 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA19801; Sun, 25 Sep 88 18:52:52 EDT
Message-Id: <8809252252.AA19801@speedy.mcnc.org>
Date: Sun 25 Sep 88 15:51:19-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 15:37:31
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
------------
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
15:37:34-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA09651; Thu, 22 Sep 88 13:44:44 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 16:52:25 GMT
From: att!mtuxo!mtgzz!drutx!druhi!dlm@ucbvax.Berkeley.EDU (Dan Moore)
Organization: AT&T, Denver, CO
Subject: Re: Spectre 128
Message-Id: <3595@druhi.ATT.COM>
References: <8809191251.AA15678@ucbvax.Berkeley.EDU>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

in article <8809191251.AA15678@ucbvax.Berkeley.EDU>, nfrech@ALMSA-1.ARPA ("Norman R.
Frech") says:
> I just got Dave Small's newsletter and I am fairly excited about this
> product. I don't know how to get to Dave on Usenet so I though maybe
> you could answer a few questions. He talks about a version 2.0
> coming up in the near future; will this be a free upgrade from 1.0 or
> will there be a charge? Second, is it absolutely necessary to have
> a monochome monitor?

You can reach Dave on the Well, try hplabs!well!dsmall, that
usually works for me.

I don't know if the upgrade to version 2.0 will be free or not.
In general upgrades to fix bugs in the code are free, upgrades that add
new features are a small fee ($10 to $20). The feature and bug fix list
for version 2.0 isn't finished yet so Dave hasn't decided what to do.
```

The Spectre 128 works with either the monochrome or color
monitors. A monochrome monitor is recommended since it is a *LOT* nicer
looking and easier to use. Color monitors work but they aren't
nearly as nice, the screen is smaller (640x200 instead of 640x400) and
updates to the screen are slower since the Spectre must convert the
"real" screen into the correct format for the ST color screen. If you
really want to use Mac(tm) software I'd recommend getting a monochrome
monitor.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

From Mailer@Score.Stanford.EDU Sun Sep 25 22:25:41 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA20433; Sun, 25 Sep 88 22:25:41 EDT
Message-Id: <8809260225.AA20433@speedy.mcnc.org>
Date: Sun 25 Sep 88 19:21:15-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 18:54:33
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
---
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
18:54:40-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA11841; Thu, 22 Sep 88 16:11:45 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 20:29:42 GMT
From: jato!jennifer@elroy.jpl.nasa.gov (Jennifer Schlickbernd)
Organization: Jet Propulsion Laboratory, Pasadena, CA
Subject: STATUS OF REC.GAMES.MICRO PROPOSAL
Message-Id: <206@jato.Jpl.Nasa.Gov>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

87 yes votes, 19 no votes. Voting closes this Saturday, September 24.

--
Jennifer Schlickbernd (Lorini) Jet Propulsion Laboratory
jennifer@jato.jpl.nasa.gov or elroy!jato!jennifer@csvax.caltech.edu
CIS: 72466,3413 Voice:(818) 354-8617
"Great leaders are rare, so I'm following myself."

From Mailer@Score.Stanford.EDU Sun Sep 25 22:25:57 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA20439; Sun, 25 Sep 88 22:25:57 EDT
Message-Id: <8809260225.AA20439@speedy.mcnc.org>
Date: Sun 25 Sep 88 19:21:16-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 19:00:44
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
19:00:48-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA09809; Thu, 22 Sep 88 13:53:56 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 09:18:21 GMT
From: mcvax!tnoibbc!remco@uunet.uu.net (Remco Bruyne)
Subject: UNITERM 2.0 DOC wanted !
Message-Id: <841@tnoibbc.UUCP>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Could some kind soul mail me the uniterm 2.0 doc ?
Thanks in advance,

Remco.

NB: wonderful program and nevertheless PD!
--

Remco Bruijne USENET: remco@tnoibbc PHONE: +31 15 606437

From Mailer@Score.Stanford.EDU Sun Sep 25 22:26:09 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA20444; Sun, 25 Sep 88 22:26:09 EDT
Message-Id: <8809260226.AA20444@speedy.mcnc.org>
Date: Sun 25 Sep 88 19:21:17-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 19:04:16
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88

19:04:19-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA09953; Thu, 22 Sep 88 14:03:14 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 20:28:10 GMT
From: pasteur!franny.Berkeley.EDU!c91a-ra@ucbvax.Berkeley.EDU (reader.john.kawakami)
Organization: University of California, Berkeley
Subject: Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))
Message-Id: <5890@pasteur.Berkeley.EDU>
References: <5440005@hplsla.HP.COM>, <472NETOPRHM@NCSUVM>, <539@nikhefh.hep.nl>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

TTL EXE MUX PRG A3I MTX TTP FOE TUS APP JTK MMU CRT VDI TOS DRI GEM CPM ACC OMV
JOH NKA WAK AMI c91 a-r a@f ran ny. Ber kel ey. Edu kaw aka mi@ zen .Be kel ey.

From Mailer@Score.Stanford.EDU Sun Sep 25 22:55:42 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA20637; Sun, 25 Sep 88 22:55:42 EDT
Message-Id: <8809260255.AA20637@speedy.mcnc.org>
Date: Sun 25 Sep 88 19:51:12-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 19:27:58
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
19:28:02-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA13411; Thu, 22 Sep 88 17:55:53 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 15:31:40 GMT
From: amdahl!pacbell!cogent!uop!joshua@ames.arc.nasa.gov (Ed Bates: Joshua is my son's
name.)
Organization: University of the Pacific, Stockton, CA
Subject: Re: Boycott Apple Again -- Now about Suns
Message-Id: <1682@uop.edu>
References: <358@island.uu.net>, <626@mace.cc.purdue.edu>, <12196@steinmetz.ge.com>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Please move the discussion to some other newsgroup (comp.misc maybe?). It
currently has nothing to do with IBM PCs.

- -
Edwin J. Bates University of the Pacific
Academic Computer Specialist Stockton, CA (pretty close to Sacramento)
(Jack-Of-All-Trades) (somewhat near San Francisco)

From Mailer@Score.Stanford.EDU Sun Sep 25 23:23:05 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA20698; Sun, 25 Sep 88 23:23:05 EDT
Message-Id: <8809260323.AA20698@speedy.mcnc.org>
Date: Sun 25 Sep 88 20:21:12-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 19:58:57
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
19:59:02-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA10136; Thu, 22 Sep 88 14:13:41 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 20:36:37 GMT
From: pasteur!franny.Berkeley.EDU!c91a-ra@ucbvax.Berkeley.EDU (reader.john.kawakami)
Organization: University of California, Berkeley
Subject: Re: Networking, ST's and Spectre 128
Message-Id: <5891@pasteur.Berkeley.EDU>
References: <8809101819.AA23376@duttnph.patroon.nl>, <YXC6Ity00XoBI940VJ@andrew.cmu.edu>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Interfacing to Appletalk thru the cart port and Spectre 128 is a good idea,
but doing it through the DMA port would be the ideal method. There could
be an Appletalk connection whether Spectre were running or not.

[spectre->[appletalk->[ST] vs. [spectre->[ST]<-appletalk]
|| ||
some net some net
TTL EXE MUX PRG A3I MTX TTP FOE TUS APP JTK MMU CRT VDI TOS DRI GEM CPM ACC OMV
JOH NKA WAK AMI c91 a-r a@f ran ny. Ber kel ey. Edu kaw aka mi@ zen .Be kel ey.

From Mailer@Score.Stanford.EDU Sun Sep 25 23:23:18 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA20703; Sun, 25 Sep 88 23:23:18 EDT
Message-Id: <8809260323.AA20703@speedy.mcnc.org>
Date: Sun 25 Sep 88 20:21:13-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU

Subject: Message of 22-Sep-88 20:15:59
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
---
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
20:16:05-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA13643; Thu, 22 Sep 88 18:10:54 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 22 Sep 88 06:10:00 GMT
From: a.cs.uiuc.edu!m.cs.uiuc.edu!totty@uxc.cso.uiuc.edu
Subject: UUENCODE Source request
Message-Id: <7500006@m.cs.uiuc.edu>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

This might not be the right place for this, but does
anyone know where I can get source code for ST uuencode
and uudecode? This will also be used on an IBM system,
some some degree of portability would be great too...

--- Bri

/ Brian Totty o o
/__ __ o URH 655 Sherman / 909 S. Fifth o
/ / / / Champaign, IL 61820 _/ "We have corn in
/__/ / / totty@a.cs.uiuc.edu Massachusetts too!"

From Mailer@Score.Stanford.EDU Sun Sep 25 23:23:32 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA20708; Sun, 25 Sep 88 23:23:32 EDT
Message-Id: <8809260323.AA20708@speedy.mcnc.org>
Date: Sun 25 Sep 88 20:21:14-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 20:17:56
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
---
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
20:18:00-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA13733; Thu, 22 Sep 88 18:16:35 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)

(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 06:28:00 GMT
From: uxg.cso.uiuc.edu!uxf.cso.uiuc.edu!glk280@uxc.cso.uiuc.edu
Subject: Thomson 4120/1040ST
Message-Id: <46300004@uxf.cso.uiuc.edu>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Oh, does anyone know anything about Thomson 4120 Monitors and connecting to
a 1040ST?

Gregory Lemperle-Kerr

Escape to free the mind.
Visualize to free the soul.
Abstain to free the body.

From Mailer@Score.Stanford.EDU Sun Sep 25 23:23:44 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA20713; Sun, 25 Sep 88 23:23:44 EDT
Message-Id: <8809260323.AA20713@speedy.mcnc.org>
Date: Sun 25 Sep 88 20:21:15-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 20:18:55
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
20:18:58-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA13722; Thu, 22 Sep 88 18:15:49 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 06:25:00 GMT
From: uxg.cso.uiuc.edu!uxf.cso.uiuc.edu!glk280@uxc.cso.uiuc.edu
Subject: Comp.binaries info?
Message-Id: <46300003@uxf.cso.uiuc.edu>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

Could someone post detailed information on the conversion of a file
from comp.binaries.atari.st to a running program on the ST?

Do I "s" from the menu and upload to my atari?

Do I then cut off after "XXX begins here" and unnarc?

Help...

Gregory Lemperle-Kerr

Escape, Dammit!wq

From Mailer@Score.Stanford.EDU Sun Sep 25 23:53:07 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA20771; Sun, 25 Sep 88 23:53:07 EDT
Message-Id: <8809260353.AA20771@speedy.mcnc.org>
Date: Sun 25 Sep 88 20:51:11-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: info-atari16-request@Score.Stanford.EDU
Subject: Message of 22-Sep-88 20:39:57
Status: R

Message undeliverable and dequeued after 3 days:
*PS:<info-atari>ATARI16.INCOMING@Score.Stanford.EDU.#Internet: Disk quota exceeded
----
Received: from ucbvax.Berkeley.EDU by SCORE.STANFORD.EDU with TCP; Thu 22 Sep 88
20:40:02-PDT
Received: by ucbvax.Berkeley.EDU (5.59/1.31)
id AA14247; Thu, 22 Sep 88 18:44:39 PDT
Received: from USENET by ucbvax.Berkeley.EDU with netnews
for atari16-programs@score.stanford.edu (info-atari16@score.stanford.edu)
(contact usenet@ucbvax.Berkeley.EDU if you have questions)
Date: 21 Sep 88 12:12:33 GMT
From: att!chinet!mcdchg!clyde!watmath!watmsg!achowe@ucbvax.Berkeley.EDU (CrackerJack)
Organization: U. of Waterloo, Ontario
Subject: Atari ST VT-100 Terminal Emulator Cartridge - problems.
Message-Id: <20997@watmath.waterloo.edu>
Sender: info-atari16-request@score.stanford.edu
To: info-atari16@score.stanford.edu

*** attn: Allan Pratt

re: Atari ST VT-100 Terminal Emulator Cartridge.

Environment: Colour Mega ST 2, with SmartLink 2400 modem.

Last weekend I bought the this VT-100 Emulator from "What's This" here
in Kitchener. Yesterday when our phone was reconnected to the rest of
the world, I actually started trying to setup the emulator for a
session. I had trouble with parity and bit settings.

In my normal communications environment I use the VT-52 emulator
accessory with GEM Kermit. I set the RS232 to 7 bits, even parity,
strip bit on (1 stop bit). With the accessory I have no trouble
getting the modem to respond with OK. If I change parity fine. If
I change to 8 bit, no parity, 1 stop nit no problem with the accessory.

Now if I plug the cartridge in and power up again, I find that the only
format I can talk to the modem in is 8 bits, no parity (I assume

1 stop bit since there is no parameter in SET-UP B for it). When ever I change to 7 bits, any parity, my modem refuses to echo characters and respond with OK. I tried for an hour to get the modem to talk to the VT-100 emulator using 7 bits. No frigging luck.

Is this a bug with the cartridge program or I'm doing something wrong?

- Ant

--
achowe@watmsg.waterloo.edu | "Killed by pirates is good."
__ _ | - The Princess Bride (movie)
/ _ _ _ |/ _ _ | _ _ |/ |
__| `<_\<_ |\|= | ` _/<_\<_ |\ | disclaimer...

5777. Bounced messages: groups of 10

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 20:14:28 UTC
From: ravi@MCNC.ORG
Message-ID: <8809292014.AA03246@speedy.mcnc.org>
Source record: 250477

```
From Mailer@Score.Stanford.EDU Tue Sep 27 04:07:59 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA02472; Tue, 27 Sep 88 04:07:59 EDT
Message-Id: <8809270807.AA02472@speedy.mcnc.org>
Date: Tue 27 Sep 88 01:02:46-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: Info-Atari8-Request@Score.Stanford.EDU
Subject: Message of 26-Sep-88 20:23:21
Status: R

Message failed for the following:
dwp@Score.Stanford.EDU.#Internet: Can't forward - unknown host "mitre-b-chubby.arpa"
------------
Date: Mon 26 Sep 88 20:23:19 PDT
Subject: Info-Atari8 Digest V88 #91
From: Info-Atari8 Digest <Info-Atari8@Score.Stanford.EDU>
Sender: Info-Atari8-request@Score.Stanford.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List: ;
Reply-to: Info-Atari8@Score.Stanford.edu

Info-Atari8 Digest Monday, September 26, 1988 Volume 88 : Issue 91

This weeks Editor: Bill Westfield

Today's Topics:

Latest ZMAG

------------------------------------------------------------------------

Date: 24 Sep 88 17:02:29 GMT
From: gdtltr@vax1.acs.udel.edu (Gary D Duzan)
Subject: Latest ZMAG
To: info-atari8@score.stanford.edu

This issue was too large to fit in a single note, so it will be split
across two. As always, tell me how you like it so I can know whether to
keep posting them.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

----------------------- CUT HERE -------------------------
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-------| Syndicate ZMagazine Issue #123 September 14, 1988 |-----
| HOT Atari News and Reviews |

-----------------| American Publishing Enterprises, Inc |----------------
-----------------| Post Office Box 74 |----------------
-----------------| Middlesex, New Jersey 08846-0074 |----------------

PUBLISHER GENERAL MANAGER ZMag EDITOR ASSISTANT EDITOR
Ron Kovacs R. F. Mariano John Deegan Carlos Hernandez
==========
Available on: * CompuServe * GEnie * Delphi * The Source * F-Net *
==========
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|*| Atari Users Convention News |*| CP/M BBS Command Help
|*| CompuServe Rate Update |*| Gov. BBS Systems (Update)
|*| PCP Update |*| GEnie Confrence Highlights

%%%

or citi-bank method). Student discounts are on the way according to a spokesman that represents the dealer network head.

1. First off with color, can you say SPECTRUM??? (512 colors on screen at once). Can you say QUANTUM PAINTBOX??? (4096 colors on screen at once) Can you say DIGISPEC??? (24,386 colors on screen at once), Quantum even allows 32 colors in medium rez. All the above work on mmu's manufactured after early 1985, with no modifications to make inside, simply load and go! As for memory, I have personally seen an 8 meg ST in action, if at all possible, I will get the schematics on how to do it! Although the ST can do it, Atari still seems to be selling ST's under the 4 meg logo and the 16 colors logo. Both Digispec and Spectrum 512 can be obtained through Trio Engineering, or from The Catalog in Antic magazine. Quantum Paintbox is available from Eidersoft U.S.A Gray scaling is employed in many desktop publishing programs, it is also used by image scanners too.

2. Memory expansion without soldering is very easy. I wouldn't call two socket connections a 'TRICK' as you put it. Your statements about the mega is very valid though, I have still yet to see an expansion for their memory.

3. I am running a 520ST unmodified right now, after loading the raster fonts in, I have 398K free. Memory is not too much of a problem here. GDOS is great, it's about time it's available for the ST.

4. Good idea, bumper stickers are sort of like 'word of mouth' advertising. Atari would spend less money on stickers than they would on t.v. commercials.

5. I read an article about a dealer convention, student discounts were at issue, the general concensus showed everyone favored it, if this goes through, students will get approximately a 30% discount and will be eligible for the credit plan.

And a reply to the editors note, I have read an article about a prototype card box that connects to a 520 or 1040 DMA port and it acts exactly like the mega-st internal card slot expander.

@@@
COUNTER POINT TO REBUTTLE
SWANSON'S SOAPBOX (huh?)
@@@
by Rod Swanson

Jim, Sorry that you take life so dang seriously. Swanson's Soapbox was written with the Atari user in mind, not anyone else. It is meant for information and amusment. Computer slamming IS HEALTHY if done with a sense of humor and if it is restricted to OUR OWN AUDIENCE. I did not upload this to the AMIGA section trying to cause trouble. Sorry you do not see this the way I do. If you would have paid attention to the article you would have noticed that the Amiga points were by someone who once sold both machines, not I.

As for the JET review, I did not say anything that remotely suggests that WE SHOULD PIRATE the program. Please re-read the article more thoroughly again, without reading things into it that you imagine. Please focus your attention on the last 6 sentences!!. Again, sorry for offending a fellow 'ATARI' (?) user.
STya later - Rod.

PS. I will no longer pursue this subject so do not reply unless it is to yourself. No since in turning this thing into an argument.

=
Special Offer !!!
=

Special Offer From The SOURCE to readers of ST REPORT/ZMAGAZINE!

Until December 31, 1988, The Source is making a special offer to readers of ST REPORT/ZMAGAZINE who want to signup for an account with *no*membership*fee*! And with this offer, you receive a $60 credit applied to your first year of usage. To take advantage of this offer, you'll need your credit card, call 1-800-336-3366 (in Virginia 1-703-821-6666). Tell the operator who answers you would like to signup under offer #7BL0U60.

In addition, you may purchase The Source Manual for $12.95 (+$3.50 postage and handling). To signup for your account AND order the manual, tell the operator you'd like to signup under offer #7BM0U60.

++++++++++++++++++++++++++++++++++++++
FIRST CANADIAN ATARI USER CONVENTION
++++++++++++++++++++++++++++++++++++++

NOVEMBER 6, 1988

This is CANADA'S first and only Atari user convention this year. This convention is being put on and sponsored by "THE TORONTO ATARI FEDERATION" user group. This group has over 500 members both in the TORONTO ONTARIO CANADA area and across the country as well as having associate members from around the world. We have a 40 meg 24hr bulletin board 416-235-0318 that has everything anyone would require when using ATARI SYSTEMS. If anyone wants more info re our computer show leave a message on the board and we will be in touch. If this is not convenient contact the people listed below.

This unique computer show is dedicated exclusively to ATARI COMPUTER SYSTEMS. This exciting new event promises to be jam packed with information, demonstrations, lectures and hands on work shops. One of the main exhibitors will be Atari Canada, showing off all the latest software as well as its new and innovative products. That's not all, there will be lots of retailers selling their wares as Special Low Convention prices, hardware and software manufacturers displaying their latest products, user groups talking to the crowds about Atari products and selling their PD software disks, lectures by knowledgeable speakers, seminars by prominent developers and even hands-on workshops where the registered participants

can actually work on projects under the guidance of an expert. There will be something for everyone. From multi-player adventure games on the 8-bit to business applications for the Atari clones. So, if you are an Atari owner, or plan to be one or just looking for information, this is the place you will want to be.

THE FIRST CANADIAN ATARI USERS CONVENTION is being held at THE SKYLINE TRIUMPH HOTEL located just off highway 401 on Keele Street. NOVEMBER 6TH, 1988 from 10:00am to 6:00pm. (Special hotel rates available) Phone: 1-800-268-1332.

For more information contact:

PRESS: (Mike Searl) 416/245-5543
EXHIBITORS: (Jim Jorritsma)...416/242-3413
PUBLIC INFO LINE.....416/425-5357
TAF ONLINE BBS (24hr).....416/235-0318

or call Jim Clark, President, Toronto Atari Federation 416/928-1143

For more information send all inquiries to:

"TORONTO ATARI FEDERATION"
5334 Yonge Street
1527 WILLOWDALE
ONTARIO CANADA M2N 6M2
ATTENTION "COMPUTER SHOW"

$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
CP/M BBS Help Commands
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
Ctsy Holly Park BBS (201) 757-1491

To get help type:

DIR ? - to get a directory listing
FOR ? - to find out what the files do
FIND - to find out where the files are
KMD - to learn how to upload & download
LDIR - to get a directory listing of the INSIDE of a LBR
TYPE - to list files to read them online
UNARC - to get a directory listing of the INSIDE of an ARC

- -

Some COMMANDS to get you started in CP/M:

TYPE A-TWIT-.IS $N
MAP
KMD S RCPMBGNR.DOC
NEW

If you have a 40 column screen,
DIR $4ADVNL

If you have an 80 column screen,
DIR $8ADVNL

- -

This system is presently running under ZCPR2.

To change drives, type:

A0>B: you are on drive A, user 0 & want to go to drive B
B0> you are now on drive B,

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CompuServe PRIME/DAYTIME HOURS EXTENDED
==========

Effective Sunday, Oct. 2, CompuServe's prime/daytime will be defined as 8 a.m. to 7 p.m. CompuServe's basic connect-time rates, which are the same as prime/standard and standard/evening rates, are unchanged.

The one-hour lengthening of prime/daytime to 7 p.m. is to allow CompuServe's definition of daytime access to be consistent with that of its supplemental communications networks.

The CompuServe network surcharge will continue as one rate for all time periods. For more information about CompuServe Information Service rates and network surcharges, type GO RATES at any prompt.

NETWORK SURCHARGE ANNOUNCEMENT

Due to increased network costs, CompuServe will adjust network surcharges effective Tuesday, Sept. 6. The CompuServe network surcharge will change from 25 cents to 30 cents per hour. CompuServe basic connect-time rates will remain the same.

Members accessing CompuServe from overseas through Computer Sciences Corporation Infonet will incur a $50 per hour surcharge at all times. The TYMNET and Telenet prime/daytime surcharge will increase from $10 to $12 per hour, though the standard/evening access surcharge will remain the same. Members now using TYMNET or Telenet are encouraged to check the online phones list (GO PHONES) for a CompuServe network number in their area.

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Government Bulletin Boards (Update)
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This is an update to the listing which appeared in ZMagazine last year.

T H E E C O N O M I C B U L L E T I N B O A R D
==========
COMPUTER BULLETIN BOARDS IN THE DEPARTMENT OF COMMERCE

The Economic Bulletin Board
==========
Operating agency

Office of Business Analysis
Office of the Under Secretary for Economic Affairs
U. S. Department of Commerce

Contents
Current economic news from DoC Economic Affairs(EA) agencies including press releases, economic indicators, official DoC summaries of economic news, information on how to obtain data tapes, and summaries of reports and studies produced by EA agencies. Also included are press releases issued by the Bureau of Labor Statistics.

Open to the public without charge. No preregistration required. Operated 24 hours a day, except when being serviced.

Telephone (202) 377-3870 or (202) 377-0433

Full duplex, no parity, 8 bit words, 1 stop bit, or Full duplex, even parity, 7 bit words, 1 stop bit 300 or 1200 baud. After connect, enter 1 or 2 returns to start

State Data Center Bulletin Board
==========
Operating agency

State and Regional Programs Staff
Data User Services Division
Bureau of the Census

Contents
News about new Census Bureau programs, Census publications, reference material for State Data Center personnel. For use of the Census Bureau staff and all State Data Center Components, including affiliates. Preregistration required - call information contact below.

Operated 24 hours a day, except when being serviced. Full duplex, no parity, 8 bit words, 1 stop bit, or Full duplex, even parity, 7 bit words, 1 stop bit 300 or 1200 baud. After connect, enter 1 or 2 returns to start

Information Contact:
John Rowe or Larry Carbaugh
Bureau of the Census
(301) 763-1580

Population Estimates Bulletin Board
==========
Operating agency

Federal-State Cooperative for Population Estimates Population Division
Bureau of the Census

Contents
Information and news about population and demographic projections. For use by members of the Federal-State Cooperative for Population Estimates and members of the Federal-State Cooperative for Population Projections. No

preregistration required.

Usual hours of operation 5:00 PM to 6:30 AM Monday-Thursday, 24 hour operation from 5:00 PM Thursday to 6:30 AM Monday. No preregistration required. Full duplex, no parity, 8 bit words, 1 stop bit. 300 baud. Telephone (301) 763-5225, After connected, enter "RUN" to start.

CMIC Electronic Bulletin Board
==========
Operating agency

Census Microcomputer Information Center, Office of the Director
Bureau of the Census

Contents
Microcomputer news, software and hardware reviews, public domain software, training programs for Census and Commerce personnel. General microcomputer users; primarily internal Census Bureau personnel. No preregistration required. Operated 24 hours a day, except when being serviced. Phone (301) 763-4576.

Full duplex, no parity, 8 bit words, 1 stop bit, or Full duplex, even parity, 7 bit words, 1 stop bit 300 or 1200 baud. After connect, enter 1 or 2 returns to start

Microcomputer Electronic Information Exchange (MEIE)
==========
Operating agency

The Institute for Computer Sciences and Technology (ICST)
The National Bureau of Standards
Department of Commerce

Contents
Information on the acquisition, management, and use of small computers. Other files containing sources of information on topics such as: conferences, Federal publications and activities, user groups, other bulletin boards, etc. General microcomputer users. No preregistration required.

Operated 24 hours a day, except when being serviced. Telephone: (301) 948-5718. Full duplex, no parity, 8 bit words, 1 stop bit, or Full duplex, even parity, 7 bit words, 1 stop bit 300 or 1200 baud. After connect, enter 1 or 2 returns to start. If you do not receive a carrier after two rings, you should hang up and call again.

Climate Assessment Bulletin Board
==========
Operating agency

Climate Analysis Center
National Weather Service
Department of Commerce

Contents
Historical climate information - daily, weekly, and monthly, heating degree days, weekly climate bulletins. Users generally are Analysts using historical meteorological data.

Operated 24 hours a day. Preregistration required. Call information contact below. Full duplex, no parity, 8 bit words, 1 stop bit.

Information Contact
Vernon Patterson
Climate Analysis Center
Telephone: (301) 763-8071

East Coast Marine Users Bulletin Board
==========
Operating agency

National Weather Service
U.S. Department of Commerce

Contents
Marine weather and nautical information for coastal waterways. Information includes data for bays and sounds, coastal waters, and offshore waters; tropical storm advisories; tidal information, and important weather, nautical, and fishing news. Data are primarily about the middle Atlantic region.

Users are Commercial fishermen and other users of coastal waters. The bulletin board is open to the public and free of charge. Users must preregister by calling information contact below. Information about similar bulletin boards for other regions may also be obtained by calling the information contact.

Operated 24 hours a day. Telephone (301) 454-8700. Full duplex, 8 bit words, 1 stop bit. 300 baud.

Information Contact
Ross Laporte
National Weather Service
(301) 899-3296

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PCP Coverage Areas
&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&&

City: ATLANTA GA Area code: (404)

ACWORTH 974 975
ALPHARETTA 442 475 664 751 772
ATLANTA 221-223 225 230 231 233 237-244 247 249 250 252 255-257 261
262 264 266 280 281 284 286 288 289 292 294 296 297 299 320 321 325 329
330-332 341 344 346 347 349-352 355 360-366 370-373 377 378 383 420 521
522-530 533 550 558 559 566 572 573 577 581 584 586 588 589 622 624 626
627 633 634 636 639 651 653 656 658 659 661 669 676 681 688 691 696 697
699 726-728 741 744 752 753 755 756 758 761-768 792 794 799 827 833 837

841-843 847 848 851 853 870-877 880 881 885 888 890 892 894 897-899 936
982 999
AUSTELL 739 941 944 948
BUFORD 932 945
CHAMBLEE 390-396 399 451 452 454 455 457 458 488 551 668 671 698 986
CONYERS 388 483 922 929
DALLAS 443 445
DOUGLASVL 489 920 942 949
DULUTH 476 497 623
FAIRBURN 774 964 969
FAYETTEVILLE 460 461 487 631
HAMPTON 946
JONESBORO 389 471 473 477 478 961 968 991 994 996 997
LAWRENCEVILLE 822 962 963 972 978 979 985 995
LITHONIA 482
LOGANVILLE 466
MARIETTA 421-429 494 565 578 971 973 977
MCDONOUGH 954 957
NORCROSS 242 246 263 368 441 446-449 662
PALMETTO 463
PANOLA 593 981 987
POWDERSPGS 439 943
ROSWELL 552 587 594 641 642 992 993 998
SMYRNA 333 431-436 438 835 852 859 933 951-953 955 956 980 984 988
STOCKBDG 474
STONE MT 469 498 879
TUCKER 279 381 491 493 496 564 621 921 923 925 934 938 939
WOODSTOCK 591 924 926 928

City: BOSTON MA Area code: (617)

ARLINGTON 483 488 641 643 646 648
BELMONT 484 489 855
BOSTON 223 227 236 247 262 266 267 292 330 338 348 350 353 357 367
375 421 423 424 426 434 437 439 450 451 482 523 536 542 556 565 570-579
589 637 638 654 720 722-728 733 737 742 743 781 931 936 951 954-956 973
BRIGHTON 254 560 782 783 787 789
BROOKLINE 232 277 566 730-732 734 735 738 739
CAMBRIDGE 225 253 258 354 491 492 494-499 547 550 576 577 621 661 864
868 873 876
CHARLESTN 241 242
CHELSEA 884 889
DORCHESTER 265 282 287 288 436 825 929
EASTBOSTON 561 567 569
EVERETT 381 387 389
HYDE PARK 333 361 364
JAMAICA PL 323 325 327 469 522 524 983
MALDEN 321 322 324 382 397 979
MEDFORD 391 395 396
MELROSE 662 665
MILTON 296 298 696 698

NEWTON 243 244 332 527 552 558 964 965 969
QUINCY 328 471 472 479 770 773 786 847 984
REVERE 284 286 289
ROXBURY 427 442 445 541
SAUGUS 231 233
SO BOSTON 268 269 463
SOMERVILLE 623 625 628 629 666 776
WATERTOWN 923 924 926 972
WINTHROP 539 846

Area code: (617)

BRAINTREE 380 843 848 849
DEDHAM 320 326 329 392 461
HINGHAM 740 749
HULL 925
LEXINGTON 271 274-276 280 377 860-863 981
LYNN 581 592-596 598 599
NEEDHAM 444 449 455
READING 942 944
STONEHAM 279 438
WAKEFIELD 245 246
WALTHAM 290 466 538 622 633 642 647 684 736 890 891-895 899 930 974
WELLESLEY 235 237 239 431 446
WEYMOUTH 331 335 337 340
WINCHESTER 721 729
WOBURN 932 933 935 938

City: CHICAGO IL Area code: (312)

CHIC NEWCS 380 399 693
CHICAGO 204 207 222 225-227 235-237 241-243 245 247 248 252 254 261
263 265-269 271 275-281 285 287 288 292 294 302 306 321 322 324 326 327
329 332 334 337 341 342 346-348 353 363 368 372 373 376 378 379 384 407
410 413 417 419 421 427 431 434 435 436 440 443 444 454 461 463 467 471
472 476 477 478 486 489 493 507 509 514 521-523 525 527 528 533 536 538
539 542 548 549 558-561 565 567 580 583 588 591 592 606 609 621 622 624
626 630 633 637 638 641-645 648-650 661 663-667 670 684 701 702 704 707
712 715 716 718 722 726-728 732 733 737 738 744 745 750-753 760 762 765
769 770 772 776 778 781 782 784 786 787 791 793 796 797 802-808 814 817
819 822 826 828 829 836 842 845 847 853-856 861 871 875 876 878 880 883
886 889 890 899 902 903 906 907 908 915 917 918 921-930 935 936 938 939
942-944 947 951 955 975 977 984 987-989 993 996 997
CICERO 494
BELLWOOD 449 544 547
BERWYN 484 749 788 795
BROOKFIELD 387 485
CHICAGO 202 221 224 229 233 238 239 262 264 273 274 282-284 286 338
374 375 445 465 468 483 487 488 508 545 568 569 581 582 585 586 589 602
625 631 651 660 685 721 723 725 731 734-736 743 761-764 767 768 774-777
779 783 785 792 794 821 838 846 867 873 874 881 928 933 962 973 978 992

994 995
CICERO 652 656 780 863
EVANSTON 328 475 491 492 570 864 866 869
FOREST 209 366 771
FRANKLINPK 451 455 671 678
LA GRANGE 352 354 482 550 579
MAYWOOD 343-345 409 450 531 562 681 865
OAK LAWN 422-425 430 499 598 599 636 857
OAK PARK 383 386 524 848
PALOS PARK 974
PARK RIDGE 318 518 692 696 698 823 825
RIVERGROVE 452 453 456 457
RIVERSIDE 442 447
SKOKIE 470 647 673-679 965-967 982
SUMMIT 458 496 563 594
WESTERNSPG 246
WILLOWSPGS 839
WILMETTE 251 256
ALGONQUIN 658
ARLNGTNHTS 253 255 259 392 394 398 506 577 590 632 870
AURORA 801 820 844 851 859 892 896-898
BARRINGTON 304 381 382
BARTLETT 213 289 830 837
BATAVIA 406 840 879
BEECHER 946
BENSENVL 350 595 766 860
BLUEISLAND 371 385 388 389 396 535 597 687
CALUMET CY 730 862 868 891
CARY 516 639
CHIC OHARE 694
CHICAGO 601 646 686
CHICAGOHTS 481 503 709 720 747 748 754-758
CRETE 672
DEERFIELD 405 940 945 948
DESPLAINES 296-390 391 635 699 803 824 827
DOWNERSGRV 515 719 810 852 910 960 963 964 968 969 971 985
DUNDEE 426 428 551
ELGIN 695 697 741 742 888 931
ELK GROVE 228 364 437 439 593 640 806 952 956 981
ELMHURST 279 530 543 617 628 832-834 941
GENEVA 208 232
GLEN ELLYN 469 790 858
GLENCOE 835
GLENVIEW 657 724 729 998
GRAYS LAKE 223
HALF DAY 634 913
HARVEY 210 331 333 335 339 596
HIGHLANDPK 432 433 831 926
HINSDALE 218 323 325 571-575 654 655 789 850 887 920 954 986 990
HOMEWOOD 206 798 799 957

ITASCA 250 773
LAKEFOREST 234 295 615
LAKEZURICH 438 540
LANSING 418 474 895
LEMONT 257 739 759 972
LIBERTYVL 362 367 680 816
LOMBARD 495 620 627 629 691 916 932 953
MOKENA 479
MONEE 534
MUNDELEIN 566 949
NAPERVILLE 355 357 369 416 420 505 717 961 983
NORTHBROOK 205 272 291 402 480 498 502 564
OAK FOR SO 560
ORLAND 301 349 403 460
PALATINE 303 358 359 397 576 705 934 991
PALOS PARK 361 448
PEOTONE 258
RIVERDALE 841 849
ROSELLE 240 307 310 315 316 330 351 401 490 504 519 529 603 613 659
706 843 882 884 885 893 894 905 980
ST CHARLES 377 584
SUMMIT 914
THORNTON 877
TINLEYPARK 429 532 614
W CHICAGO 231 293
WARRENVL 393
WAUCONDA 526
WAUKEGAN 244 249 336 360 473 578 623 662 688 689 937
WHEATON 260 462 510 653 665 668 682 690 979
WHEELING 215 459 520 537 541
WINNETKA 441 446 501
ZION 746 872

Area code: (815)

ELWOOD 423 424
FRANKFORT 469
JOLIET 722 723-729 740 741 744 773 774
LOCKPORT 834 838 886
MANHATTAN 478
NEW LENOX 485
PLAINFIELD 436 439

City: CLEVELAND OH Area code: (216)

CLEVELAND 221 226 228 229 231 241 249 251 252 261 265-268 271 281 283
289 291 295 321 331 333 341 344 348 351 356 361-363 368 371 381-383 389
391 397 398 421 429-433 441 443-445 451 459 469 471 476 479 481 486 491
521-523 529 531 541 561 566 574 575 578 579 586 589 621-623 631 634 641
651 661 664 671 676 681 687 692 694 696 721 731 732 741 749 751 752 761
771 781 789 791 795 822 844 851 861 881 883 921 931 932 941 961 987 991

INDEPENDNC 447 524 642
MONTROSE 475 581 587 662 663
TERRACE 292 464 591 765 766 831
AURORA 562 995
BAINBRIDGE 543
BEDFORD 232 439
BEREA 234 243 826
BRECKSVL 526 838
BRUNSWICK 225 273
CHAGRINFLS 247 248 349
CHESTERLD 729
COLMBIASTA 236
GATESMILLS 423
HILLCREST 442 446 449 461 473 646
HINCKLEY 278
NOROYALTON 237 582
NORTHFIELD 467 468 656
OLMSTEDFLS 235
RICHFIELD 659
RUSSELL 338
STRONGSVL 238 572
TRINITY 734 777 779 835 871 892
TWINSBURG 425 487
VICTORY 842-845 884-886 888
WICKLIFFE 585 943 944
WILLOUGHBY 942 946 951 953

City: COLTON CA Area code: (714)

COLTON 370 422 431 824 825 876 877
FONTANA 350 355 356 822 823 829
REDLANDS 335 790-799
RIALTO 820 873-875
RIVERSIDE 275 351 354 358-360 369 602 681-689 710 780-787 788
S BERNDINO 381-384 387 880-889

City: DALLAS TX Area code: (214)

ADDISON 233 239 385-387 392 404 450 458 490 591 661 701 702 770 788
851 934 960 980 991
CARROLLTON 242 245 306 307 323 394 416 418 446 466 492
CEDAR HILL 291 299
DALLAS 220 290 302 309 319 320 321 324 327 328 330 331 333 337 339
340 341 343 348-353 357 358 360 361 363 368 369 371-376 381 388 391 398
421 426 428 464 503 520 521 522 526 528 553 559 565 573 590 630 631 634
637 638 649 651 653 655 658 670 688 689 691 692 696 698 706 720 739-742
744-750 754 760 761 767 781 787 809 812 819-821 823 824 826 827 828 841
844 855 871 879 880 890 891 902 904 905 920 922 939 941-944 946 948 951
953 954 956 969 977-979 987 999
DANIELDALE 224 228
De SOTO 217 223 230

DLS FW AIR 453 456 574
DUNCANVL 296 298 709 780
FARMRSBRCH 241 243 247 401 402 406 484 506 556 620 830 869 888
GARLAND 240 271 272 276 278 303 414 487 494 495 530 840 864
GRAND PRAR 229 260-264 266 269 384 397 504 533 558 601-603 606 609 616
641 642 647 660 676 799 808 850 909 913 933 949 957 988 992 993
HUTCHINS 225
IRVING 251-259 313 399 413 438 445 497 513 514 518 541 550 554 570
579 580 594 607 621 650 659 717 721 751 790 791 929 986
LANCASTER 218 227
LAWSON 222
LEWISVILLE 219 221 315-318 393 420 434 436 462 471 539 724
MESQUITE 216 285 288 289
N MESQUITE 270 279 613 681 686
PLANO 403 422-424 516 517 519 575 578 596 604 605 608 612 618 867
881 964 985
RENNER 248 250 380 733 931
RICHARDSON 231 234 235 238 301 437 470 480 644 669 680 690 699 705 783
907 952 995-997
ROWLETT 412 475
RYLIE 286 557
SEAGOVILLE 287
SUNNYVALE 203 226
WYLIE 442

Area code: (817)

ARLINGTON 261 265 273 356 366 425 432 449 461 467 469 543 588 640 667
671 679 695 784 792 856
EULESS 267 268 355 540 963 967
FORT WORTH 429 589 654 884 930
GRAPEVINE 329 481
KELLER 379
KENNEDALE 572
MANSFIELD 477
NORICHLDHL 498 577
ROANOKE 430 961 962

City: DENVER CO Area code: (303)

ARVADA 420-431 467 650 877 880 940
AURORA 340-344 360 361 363 364 366 367 371 373 551
BOULDER 440-444 447 449 492 494 497 499 530 581 786 924 938 939 966
BRIGHTON 654 659
BROOMFIELD 252 255 450-452 457 460 465 466 469 538
CASTLEROCK 660 681 688
COALCRKCYN 642
DENVER 270 281 291-299 320-322 329 331 333 355 370 375 377 388 393
394 398 399 433 455 458 477 480 534 556 571-573 575 592 595 620 623 624
628 629 631 639 691 692 698 722 733 744 753 756-760 777 778 780 782 820
821 825 826 830 831 832 837 839 844 851 860 861 863 866 869 871 888 892

893 894 896 899 922 934-937 964 965
DENVER NE 286-289
DENVER SW 969 980 985-989
DENVERSULL 337 368 369 671 680 690 693-696 699 720 745 750-752 755 766
ENGLEWOOD 761 762 781 788 789 891
EVERGREEN 670 674
GOLDEN 271 273 277-279
LAF LSVLE 665 666 673
LAKEWOOD 230-239
LITTLETON 220 266 290 470 649 694 721 730 740 741 770-773 779 790-799
850 855 889 890 930 933 971-973 977-979
LOOKOUT MT 526
MORRISON 697
PARKER 840 841

City: DETROIT MI Area code: (313)

DETROIT 222-226 237 245 252 255 256 259 267 270-278 291 292 295 297
298 321-323 328 331 336 337 341-343 345 361 365 366 368 369-372 381-383
386 388 389 390 393 396 436 440-442 444 446 491 493 494 496 499 521 526
527 531-538 554 556 560-568 571 577 579 581 582 584 592-594 596 599 690
745 770 821-824 829 831-846 849 861-876 881-886 891-899 921-928 931-935
937 943 945 956 961-966 972 974 976 983 993

City: GLENDALE CA Area code: (818)

BURBANK 565 566 569 840-843 845-848 953-955 972
GLENDALE 240-244 246 247 409 500 502 507 545 546 956
LA CRSCNTA 248 249 542 957
NO HOLLYWD 503 505 506 508 509 753 760-766 769 777 980 982 985
PASADENA 304 354 356 393 397-400 403 405 406 440 441 449 568 577 578
584 790-799 952
SUNLDTUJNG 352 353 951
SALHAMBRA 280-289 300 302 307-309 457 458 529 570-573 576 805
SIERRAMADR 351 355
SUN VALLEY 504 767 768
VAN NUYS 370 374-379 501 528 780-789 818 901-909 981 983 984 986-990
994 995 997

City: HARTFORD CT Area code: (203)

BERLIN 828 829
BLOOMFIELD 242 243 286 726
CANTON 693
E HARTFORD 282 289 291 528 565 568 569
FARMINGTON 673-679
GLASTONBY 633 657 659
GRANBY 653
HARTFORD 240 241 244 246 247 249 252 273 275 277-280 293 520 522 524
525 527 545 547-549 560 566 660 722 724 725 727 728 841 930 936 951-954
MANCHESTER 643 645-649
NEWBRITAIN 223-225 229 826 827

NEWINGTON 665-667
ROCKVILLE 871 872 875
S WINDSOR 644
SIMSBURY 651 658
SUFFIELD 668
W HARTFORD 232 233 236 521 523 561
WETHERSFLD 257 258 529 563 721
WINDSOR 285 298 683 688
WINDSORLKS 623 627 654

City: HOUSTON TX Area code: (713)

AIRLINE 445 447 448 591 820 847 878 931 999
ALDINE 442 449 590 985-987
ALIEF 495 498 530 561 568 575 879 933 983
ALVIN 331 388
APOLLO 280 282 283 480 483 486 488
ARCOLA 431
ATASCOCITA 852
BACLIFF 339
BAMMEL 440 444 537 580 583 586 893
BARKER 492 578 579
BAYTOWN 420-422 424 425 427 428
BEACH CITY 383
BLUE RIDGE 436-438 835
BUFFALO 293 493 496 497 531 556 558 584 589 596 870
CHANNELVW 452 457
CROSBY 328
CYPRESS 373
DEER PARK 476 478 479 884 930 994
DICKINSON 337
E HOUSTON 458 459
ELLINGTON 481 484 487 922 929 998
FRIENDSWD 482 996
GRENSPOINT 775 872-876
HIGHLANDS 426
HMBL SOHML 441 446 540 548
HOUSTON 220-229 235 236 237 241 247 257 266 270-272 284 285 295 390
432-434 439 450-453 455 460-462 464 465 467 468 472-475 477 520-529 535
541 546 549 551 552 571 599 620-623 626 627 629-631 633 635 636 639-641
643-645 649-684 686 688 690-699 720-723 726 728 729 731-734 738 739 741
744 747-751 754 757 759 762 763 771 772 774 776-799 824-827 831 833 834
836 840-842 844 845 850 853 861-866 868 869 871 877 880-883 888 891 895
920 921 923 924 926 928 932 939 940 941 943 944 946 947 951-954 956 957
960 961 963-969 971-975 977 978 981 984 988 991 993 995
HUFFMAN 324
JERSEY VLG 466 896 937
KATY 347 371 391 392 395
KEMAH 326 334
KINGWOOD 358-360
LA PORTE 470 471

LANGHAMCRK 463 550 855 859
LEAGUECITY 332 338
LIVERPOOL 393
LK HOUSTON 454
MANVEL 489
NASSAU BAY 333 335
PEARLAND 485 997
PINEHURST 356
PORTER 354 577
RCHMNDRSBG 341 342
SATSUMA 469 890 894 897 955
SEABROOK 474
SHELDON 456
SMITHRS LK 343
SPRING 350 353 363 364 367
STAFFORD 261 499
SUGAR LAND 240 242 263 269 274 277 278 490 491 494 563 565 980
TOMBALL 320 351 370 374 376
VLY LODGE 346
WESTFIELD 230 443 821

City: KANSAS CITY MO Area code: (816)

EINDEPNDNC 795 796
GLADSTONE 436 452-455 459 468
INDEPENDNC 252 254 257 373 461 478 833 836
KANSAS CITY 221 223 231 234 241 242 245 247 274-276 283 333 346 361 363
374 391 395 421 426 435 444 471 472 474 483 497 523 531 556 561 572 576
591 654 698 753 756 757 759 821 822 842 844 861 871 881 921-924 926 931
932 968 995 997
LIBERTY 781 792
NASHUA 734
PARKVILLE 587 741
RAYTOWN 353 356 358 737
SO KAN CITY 761 763 765 767 941-943 966
TIFFNYSPGS 891
BELTON 322 331 348
BLUE SPGS 224 228 229
FERRELVIEW 243 464 466
GREENWOOD 537
LEESSUMMIT 251 524 525
LKLOTAWANA 578
SMITHVILLE 532

Area code: (913)

BETHEL 299 334 788
KANSAS CITY 236 262 281 287 321 342 362 371 375 384 432 573 574 576 588
596 621 661 676 677 722 787 831
MELROSE 268 339 341 345 381 383 451 469 491 492 541 631 642 648 649
888 894 962 967

BASEHOR 724
BONNER SPG 422 441 721
OLATHE 764 780 782 791 829
STANLEY 681 897

City: LOSANGELES CA Area code: (213)

LOS ANGELES 200 221-239 245 248 250-269 272 283 290-296 298-300 303 321
340-342 345 347 351 362 380-389 413 418 460-469 480-489 520 525 526 560
561-569 580-583 585-589 600 612-614 617 620-629 636 650-656 658 660-669
678 680-689 700 713 714 716-718 723 729-760 765 770-779 819 849 850-852
856 857 870-879 891 894 895 912 930-939 955 960 964 965 967-969 971 972
974 975 977 979
MONTEBELLO 720-722 724-728 888
BEVERLY HILLS 201 203 205 270-282 284 285 289 550-553 556 557 652 657 659
785 854 855 858 859
COMPTON 220 408 531 537 601-605 608 609 630-635 637-639 761 762
CULVER CITY 202 204 280 558 559 836-840
DOWNEY 803 806 861 862 869 904 922 923 927 928 940
GARDENA 213 217 323-327 329 512 515 516 527 532 538 712 715 719 780
HAWTHORNE 219 297 331 332 336 535 536 643 644 675 676 679 812-814 970
973 978
INGLEWOOD 215 216 330 337 338 410 412 417 419 568 641 642 645 646 649
670-674 677
MAR VISTA 301 305 306 313 390 391 397 398 578 821 822 823 827
PICORIVERA 692 695 699 801 908 942 948 949
WLOSANGELS 206-209 312 442-446 470-479 820 824-826

City: MIAMI FL Area code: (305)

HOMESTEAD 224 230 245-248 257 258
MIAMI 221 223 226 227 250 261-264 266 270 271 274 279 284 285 324
325 326 342 347 350 353 358 361 362 364 371-377 379 381 382 385-387 397
399 441-449 460 470 477 520 526 529 530-532 534-536 538 541 543 544 545
547-560 573 576 577 579 590-596 598 599 633-635 637 638 642 643 649 661
662 663 665-667 670 672-674 681 685 687 688 691 693 696 751 754 756-759
762 769 789 794 795 821-823 825 835 836 854 856 858 861 864-866 868 871
873 874 882 883 884 885 887 888 891 893 895 899 939 953 993 995
NORTH DADE 343 354 542 620 621 623-625 651-654 770 787 829 931 932 935
937 940 944 945 947-949 952 956
PERRINE 232 233 235 238 251-253 255 378

City: MILWAUKEE WI Area code: (414)

BIG BEND 662
CALEDONIA 835
CEDARBURG 375 377
HARTLAND 367
HENOMNEFLS 251-253 255
MILWAUKEE 221-229 254 256-259 263-265 271-278 281 282 287 289 291 321
327 332 342 344 345 347 351-355 357-359 362 372 374 382-384 399 421-423
425 438 442 444 445 447 449 453 456 461-464 466 471 475 476 481-483 527

529 535 541 543 545 546 562 575 643 645 647 649 671 672 678 744 747 761
762 764 765 768 769 771 774 778 781-786 791 792 796 797 799 844 871 873
874 931 933 935-937 955 961-964
MUSKEGO 679
PEWAUKEE 691
SUSSEX 246
THIENSVL 241-243
WAUKESHA 521 524 542 544 547-549

City: MINNEAPOLS MN Area code: (612)

ANOKA 421 422 427 753
APPLE VALLEY 431 432
CHASKA 448
ELK RIVER 441
FARMINGTON 460 463
FOREST LAKE 464
HAMEL 478
HANOVER 498
HASTINGS 437 438
ISANTI 444
JORDAN 492
LAKEVILLE 469
MAPLE PLAIN 479
MINNEAPOLS 330-344 347-349 370-379 499 520-522 526 527 529 533-537 540
541 542 544-546 553 557 559-561 566 569 571 572 574 588 591 593 621-627
639 720-729 754 755 757 780-782 784 786 788 789 822-825 827-831 835 851
853 854 858 861 863 865-872 874 879 881 884 885 887 888 890 893-897 920
921 922 924-927 929 931-939 941 942 944 976 977
MOUND 472
NEW MARKET 461
OSSEO 420 424 425 493
PRIOR LAKE 440 447
ROCKFORD 477
ROGERS 428
ROSEMOUNT 423
S BURNSVLL 435 892
SCAND MARN 433
SHAKOPEE 445 496
SODERVILLE 434
ST MICHAEL 497
ST PAUL 220-224 227-229 290-293 296-298 450-452 454-459 481-490 620
631 633 635 636 638 641-649 681 687 688 690 696 698 699 731 733 735-739

End of Info-Atari8 Digest
****

From Mailer@Score.Stanford.EDU Tue Sep 27 04:08:49 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA02477; Tue, 27 Sep 88 04:08:49 EDT
Message-Id: <8809270808.AA02477@speedy.mcnc.org>
Date: Tue 27 Sep 88 01:02:54-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: Info-Atari16-Request@Score.Stanford.EDU
Subject: PS:<MAIL.BATCH-QUEUE>[--QUEUED-MAIL--].RETRANSMIT.60
Status: R

No such host as "SANDIEGO.MT.DDN.MIL.#Internet",
bad queue file follows:

=DELIVERY-OPTIONS:MAIL
=NOTIFY: 1-Oct-88 20:08
=DEQUEUE: 29-Sep-88 20:01
_Score.Stanford.EDU.#Internet
Info-Atari16-Request
aerospace.aero.org
grant
ALMSA-1.ARPA.#Internet
nfrech
foehner
[128.59.40.130].#Internet
chung
decwrl.dec.com.#Internet
heiden%kbomfg.DEC
escd!karl
DOCKMASTER.ARPA.#Internet
JArnold
uunet.UU.NET.#Internet
mutec!docbobo
lasso!atari16
[128.238.2.2].#Internet
RUBIN
MSR.EPM.ORNL.GOV.#Internet
jcm
gateway.mitre.org
bmorgart
MITRE-BEDFORD.ARPA.#Internet
jhs
SANDIEGO.MT.DDN.MIL.#Internet
jensen
hallock
NOTE.NSF.GOV.#Internet
jmurray
ubvmsa.cc.Buffalo.EDU.#Internet
V069HPMS

Date: Mon 26 Sep 88 20:01:30 PDT
Subject: Info-Atari16 Digest V88 #403
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>

Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Monday, September 26, 1988 Volume 88 : Issue 403

This weeks Editor: Bill Westfield

Today's Topics:

Re: Atari fair at Duesseldorf (West Germany)
Genie vs. CompuServe
more on CD stuff
problem with mwc atoi(), version 2.0.1
Multi tasking Shell suggestions??
Re: Genie?
Re: argc and argv with gem
Don't Bash (was Re: Boycott Apple Again -- Now about Suns)
Game Machine

Date: 14 Sep 88 13:52:12 GMT
From: nic.MR.NET!eta!pwcs!stag!trb@csd1.milw.wisc.edu (Todd Burkey)
Subject: Re: Atari fair at Duesseldorf (West Germany)
To: info-atari16@score.stanford.edu

WARNING! My responses have only good things to say about the ST, so
you Atari Haters (either the machine or the company) out there may
wish to hit the 'n' key now...

In article <379@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>I've been hearing this "dying computer" attitude from dealers, distributors,
>and even some magazine publishers (always the last to go) for several months,
>but I've been reluctant to say anything because I feared it would be construed
>as nothing more than an attempted stab at Atari. It isn't. It truly
>appears that Atari has played out their last hand.

And it could simply be that 1) May-September is a horrible selling
time for computers and software anyway, 2) a lot of people are playing
a wait-and-see game on things like the 68030 machine (or a drop in
price in RAM which may drop the price of the Mega...), and 3) there is
so much GOOD PD/Shareware software for the ST that it may really
appear to be a dying computer from the point of view of a software
developer trying to make a living off of the computer.

>I think the consumer who paid hard-earned money in hopes of obtaining
>a useful computer system is the big loser here, especially those that
>have invested lots of hardware, money, and time on the ST.

Fooey. I've wasted more money on IBM PC's and Mac's than I ever could
on my ST (or Amiga for that matter). A lot of us, early on, put $3000 plus

into an IBM PC that within years was worth less than $800. I also bought a Mac that became worthless at an even more alarming rate as Apple nickle and dimed me with their upgrades (128K->512K->??? actually cost more than the original Mac ($1900). The IBM PC lost its appeal with its 64K limitations and the increasingly buggy software that started coming out from companies like Borland, Microsoft, etc (it almost seemed to be becoming a fad as to who could rush out their product first and still get away with supplying the user with the most bugs). And the Mac was just too slow and messy to develop code on (and still be able to remember how to write code on Unix systems).

From the home user point of view, I still think the ST is best, since it is cheap, has great games :-), has better quality PD software in most areas than the IBM PC or the MAC, can integrate better with 'other' disk formats (and OS's) that the users may be using at work, and is very easy for the novice user to 'learn' to program on (via fast but simple languages like GFA Basic.) Note I haven't said anything 'nasty' about the Amiga...I like the Amiga, but it was always just a little behind (about 6 months to a year) the ST in the areas I was interested in (languages, ports of PD packages, certain games, etc). Plus when I got rid of the Amiga, I still had to deal with having to have three OS's within reach depending upon which game or application I wanted to run...which I hear isn't a problem any more.

>It seems to me that this should be a lot more troubesome to all of us
>than whether or not they have fixed the Malloc bug.

I agree, specially since I have never really seen how the 'Malloc' bug has really prevented me from doing anything on the ST as a developer. I have never lost any sleep over it or even seen the problem when using MWC. I actually have wasted more time in the other mundane bugs (like having to put character eater loops into my code to handle users that like to hold a scroll key down...else bconin bombed).

-Todd Burkey "a member of STdNET - The ST developers' Network"
trb@stag.UUCP -> to join, mail to ftg!dwm@stag.UUCP <-

Date: 15 Sep 88 09:32 EDT
From: brantly.henr@Xerox.COM
Subject: Genie vs. CompuServe
In-reply-to: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>'s message of
To: Info-Atari16@Score.Stanford.edu

This is strictly my own opinion.....

I've been using CompuServe for approximately 2 years, and have been, for the most part, quite satisfied with the services provided. I have however experienced some difficulty in communicating at 1200 baud (occassional trash characters).

The current rates for CompuServe are $6 per hour @ 300 baud, $12 per hour @ 1200 baud. (Because of my 1200 baud problems I've been doing almost all of my stuff at 300 SLOW, SLOW baud.)

Several months ago I saw an advertisement for Genie and decided to give it a try. Rates (non-prime time; that's the only time I use it anyway) are $5 per hour for both 300 & 1200 baud. The initial sign-up fee is $29.95 (but you get 2 free hours worth $10).

Impressions of Genie from an ole CompuServe user:

(1)

Wow! The ST roundtable is great! I expected less, but there appears to be not only more stuff, but there appears to be newer stuff than CompuServe!

(2)

The Genie menus make the CompuServe (new) menu structure look pretty sick. To me, it's MUCH easier to get around on Genie than Compuserve.

(3)

In the ST roundtable on Genie, when you go the ST libraries, you can search ALL libraries at once! [ever had the problem where you wanted to find a file, but didn't know where to look?]

(4)

I can talk to Genie @ 1200 baud error free! Don't ask me why, but I can now talk at 1200 baud error free for $5 per hour, vs $12 per hour on CompuServe with trash.

Genie is owned/operated? by General Electric. When I signed up they gave me a personal phone call to verify my order. They had a "free" genie intro manual to me in 3 days! They had a large "free" users manual to me in a week!

Genie doesn't seem to have, as of yet, a large amount of business "stuff" like CompuServe, but I don't ever use it anyway. They do have Shopping (alot of the same businesses as CompuServe), Computer roundtables, airline reservations, etc..... (a LOT of stuff I haven't looked into yet, I'm having too much fun on the ST roundtable).

A clarification here, a Genie "RoundTable" is the equivalent of a CompuServe "Forum".

Anyway, Genie has won me over, I would definately recommend that individuals give it a test flight to see for themselves.

I am in no way associated with CompuServe or Genie, I don't have time for another job!

Dennis.....

Brantly.Henr@Xerox.Com
Rochester, NY

Date: Thu 15 Sep 1988 08:52 CDT
From: <UUCJEFF%ECNCDC.BITNET@Forsythe.Stanford.EDU>
Subject: more on CD stuff
To: <Info-Atari16@SCORE.STANFORD.EDU>

In the current issue of Computer Music Journal, there is mention of audio amplifiers with digital input so you can use there 4 times oversampling DACs. This intrigues me. What is the format for this digital interface. Could one possibly send digital information through the DMA port and use the ST as a sampler?

Jeff Beer, UUCJEFF@ECNCDC.BITNET

Date: 15 Sep 88 01:56:52 GMT
From: cwjcc!hal!ncoast!btb@tut.cis.ohio-state.edu (Brad Banko)
Subject: problem with mwc atoi(), version 2.0.1
To: info-atari16@score.stanford.edu

What is wrong with the following code? I am trying to make a little random number generator which will generate a list of random numbers from 1..Ni in response to a list of integers on the command line, that is (I want):

```
> rint 1500 10 30
to give: 738 4 15
```

(So I can generate random English dictionary references so that I can learn new vocabulary words to study for the GRE... to get into a good grad school, to get a great job some day, etc., etc.)

```
#include <stdio.h>
/* #include <math.h> */

#define MAXVAL 32767

main(argc,argv)
int argc; char *argv[];
{
int i, x;
extern int atoi();

for (i=1; i+1<=argc; ++i) {
x = rand();
printf("%d %d %s %d %d %d\n",
x, i, argv[i], (double) x / MAXVAL, atoi(argv[i]),
(double) x / MAXVAL * atoi(argv[i]) + 1);
}

putchar('\n');
}
```

The code compiles, but produces bad (atoi()?) results... why? Why are
the atoi(argv[i]) values bad (negative)?

```
> cc rint.c
> rint 1500 1400 1300 (produces:)
6937 1 1500 16216 -13903 -27805
27004 2 1400 16466 -1627 -3253
223 3 1300 15583 446 892
```

Thanks for your help.

Brad Banko
Columbus, Ohio
(formerly ...!decvax!cwruecmp!ncoast!btb)
btb%ncoast@mandrill.cwru.edu

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961
--
Brad Banko
Columbus, Ohio
(formerly ...!decvax!cwruecmp!ncoast!btb)
btb%ncoast@mandrill.cwru.edu

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

Date: 13 Sep 88 22:43:58 GMT
From: voder!pyramid!prls!philabs!phri!cooper!john@ucbvax.Berkeley.EDU (John Barkaus)
Subject: Multi tasking Shell suggestions??
To: info-atari16@score.stanford.edu

Hi,

I have heard about a few different multi tasking programs that
are available for the ST. The ones I have heard of are:
MT C Shell, Gulam, OS-9 and maybe Minix.
Could anyone give me info about any or all of these programs/operating
systems? I would like to know advantages, disadvantages, manufacturers
and prices.

If there is sufficient interest I will post what I find out.

Thanks in advance.

John

John M. Barkaus at the Cooper Union, NY, NY.
INTERNET: john%cooper.cooper.edu@NYU.EDU
UUCP: cmcl2!cooper!john

Date: 13 Sep 88 16:16:56 GMT
From: bnlux0!drs@sbcs.sunysb.edu (David R. Stampf)
Subject: Re: Genie?
To: info-atari16@score.stanford.edu

In article <861@viscous> sethk@sco.COM (Seth I Katz) writes:
>chatterchatterchatter<4788@saturn.ucsc.edu>chatterchatterhumtech@ucschu.ucsc.edu (Mark Frost):
>|
>| I've seen many netters refer to GEnie. I've heard of it, but am not
>| familiar with it (I get the impression it's like CompuServe - which I
>| have also never used). It sounds as if Genie would be useful to have
>| access to.
>| Ok, here's the big question - how do I get access to it? Who do I
>| contact? Is it expensive?
>
>
>The software uploaded by users is really great. This is the reason to
>join GEnie, for me.
>
>It seems to cost a lot- they take it directly from my account. You are
>charged by the minute, and although they claim they don't charge for
>download time, they do (I haven't bothered to fight this one yet- I am simply
>giving up...).

Actually, they do charge for download time (Genie -> You) but they
don't charge for upload time - you are not penalized for donating software.

I haven't used the mail since most of the people I want to talk to
are on this network, but I have downloaded a fair amount of software and
much of it is good. There are also some machine specific discussions that
are pretty good. Best of all, is that there isn't an extra charge for
1200 baud (but there is one for 2400 baud), and there isn't a minimum charge.
When you decide to drop out for a month or so, you don't have to pay anyway.

Compuserve's connect charge is at least $12.50/hr for connect time
at 1200 baud - more than double what Genie costs. (Off hours that is). From
what I've heard, the software is about the same, Atari seems to be stronger
on Genie, but Mac is stronger on Compuserve, and all of the other services -
well I don't bother using them.

Contact each and compare -

< dave

Date: 15-SEP-1988 15:07:01.78
From: MAURY%LAUCOSC.BITNET@Forsythe.Stanford.EDU
To: <INFO-ATARI16@SCORE.STANFORD.EDU>

I've been off the net for a while, so correct me if anything I say in
this letter is wildly inaccurate.
In the Wednesday, Sept 14,1988 edition of this newsletter, David

Beckemeyer adds his comments to a letter posted some time before that
I didn't receive. In this letter, a user from West Germany (apparently) quotes
a displayer as saying "What do you expect of a dying computer?".
Mr. Beckemeyer then writes that "Atari has played out their last hand."
Recently I talked to a local developer who had been to a recent trade show
in West Germany and reported it to be quite a shock, as he stated that there
were Ataris "everywhere", a comment that I here from the local Atari dealership
often.
My question is this: What is the REAL sales flow in West Germany and the rest
of Europe? Considering that they seem to be a dead issue in the (very) local
area, and Mr. Beckemeyer states that this problem is in general, I feel a
little bit worried that my investment could suddenly be worth nothing if sales
really are dropping off, and continue to do so. I have bad dreams about
TI-99's and Plus 4's!
Would some kind user from West Germany who REALLY knows please confirm these
statements one way or the other? I'm sure I'm not the only user on this net
who is more than a triffle conserned!

Maury Markowitz,
MAURY@LAUCOSC.BITNET

Thanks!

Date: 15 Sep 88 17:42:38 GMT
From: agate!pasteur!cory.Berkeley.EDU!soohoo@ucbvax.Berkeley.EDU (Ken Soohoo)
Subject: Re: argc and argv with gem
To: info-atari16@score.stanford.edu

In article <3441@boulder.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>
>
>
>How does one go about writing a GEM program that will accept arguments to
>main via argc and argv? I'm using Mark Williams C and when I try to use
>argc and argv with a GEM program the program bombs.
>
>Thanks for any help,
>Jim Cochrane

As far as I know, with MWC 3.0 (2.1.7 also), the method for using argc
and argv from a GEM type program is to NOT use the -VGEM flag,
instead, use the -laes -lvdi options as the last part of your cc command:

cc -o myprog.prg main.o mod1.o mod2.o -laes -lvdi

As far as _I_ can tell, argv[0] is undefined, and is NOT standard K&R
from the desktop, but from the MSH shell it's OK (supposed to be the
name of the program being executed).

--Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
Atari 400/800/600xl/800xl/1200/130xe/65xe, 1040ST hacker

Sometime Berkeley Student, othertimes...
My opinions are my OWN, not necessarily Atari's

Date: 15 Sep 88 14:14:19 GMT
From: thorin!clocs!davis@mcnc.org (Mark Davis)
Subject: Don't Bash (was Re: Boycott Apple Again -- Now about Suns)
To: info-atari16@score.stanford.edu

Sorry for the gross cross posting, but I have no idea in which group
the germain posting originated. Note Followup-to.

In an article (Somebody) writes:
> ... [some Sun Bashing]

Come on Guys. You will bash anything. But let's not bash the good
guys without reason.

Yes, there are some problems reported about Sun, but name another
company that come even close in competing. (I can name a couple I
would like to see compete, but Sun is now a BIG company.)

Yes Sun's software is buggy. But not very. SunOS is administered by
one fulltime person at our site of almost 100 Suns. This is compared
to the three required to maintain 6 BSD 4.2 Vax systems three years ago.
If you want to talk about buggy, let's discuss OS 360, any release less
than 15. I seem to think MS/DOS 2.0 was bad, also, but I didn't have
intimate experience.

Would you rather buy from DEC (which had the goal of lowering the price
per MIPS to $40,000 in 1988 {10 times the SUN goal}). Basically Sun
has maintained about a 2 to 1 price performance advantage over the big
competition and continued to introduce new and improved products (like
NFS (which everyone liked) and NeWs (which wasn't so great) and SunOS
4.* which is so major a change that we won't appreciate it for years).
A recent posting in SunSpots indicated that Suns price/performance for
software maintenance was also about twice as good as DEC's.

So far Sun hasn't sued anybody. (How many companies has Apple forced
to cripple their product or sued out of the business? I have lost
count.)

Yes, you can critize some of the things that Sun does, but bashing
(implying that it is a bad company and you should not consider buying
their products) should be reserved for companies with questionable
business ethics (like suing the competition our of business because
they have a better product).

By the way, I have offered several examples concerning Apple. I do
not mean to imply that Apple is the only company conducting business
in a manner that I consider unethical.

I have also referred to DEC. This is a company that conducts business
in an ethical manner(In the main. You can find questionable examples
for any company, even Sun :-).). They are just behind the technology
curve, so their products are somewhat less desireable to me.

Thanks - Mark (davis@cs.unc.edu or decvax!mcnc!davis)
Disclaimer - I am not nor have ever been an employee of Sun
Microsystems, Incorporated. I use and recommend their products, but I use
and recommend a lot of other vendors products, too

Date: 15 Sep 88 17:44:37 GMT
From: lakesys!jamesd@csd1.milw.wisc.edu (James Dicke)
Subject: Game Machine
To: info-atari16@score.stanford.edu

I am looking for an excellent gaming machine. (Before you get all puffy, I know
darn well that the ST and amiga are much more powerful than just a game
machine- but I have other computers that I use for work & such...) Anyways, I
am cross-posting thing to comp.sys.atari.st & comp.sys.amiga cause I can't
decide which machine I should get for home * GAMING * use. I don't care to
hear all the other aspects (most I already know) but I want to hear which has
the best games, the best graphics (in game out), etc...

I would like to here prices of people willing to sell their low-end machines
to upgrade, etc. Send me a few for-sale ads.

Thank you

____
| | The City of Aldimar Adventure System (414) 527-4779 |
%| jamesd@lakesys.UUCP | Not a BBS but an ongoing adventure game! AD&D FRP! |
%|---------------------+---|
%| "Once a knight, always a knight... Once a king is once too often!" - K.A.|
%|____|

%%%

```
No such host as "SANDIEGO.MT.DDN.MIL.#Internet",
bad queue file follows:
-------
=DELIVERY-OPTIONS:MAIL
=NOTIFY: 1-Oct-88 20:08
=DEQUEUE: 29-Sep-88 20:21
_Score.Stanford.EDU.#Internet
Info-Atari16-Request
aerospace.aero.org
grant
ALMSA-1.ARPA.#Internet
nfrech
foehner
CUNYVM.CUNY.EDU
INFO-A16%MARIST.BITNET
[128.59.40.130].#Internet
chung
DCA-EMS.ARPA.#Internet
goertzel
DOCKMASTER.ARPA.#Internet
JArnold
uunet.UU.NET.#Internet
mutec!docbobo
lasso!atari16
graf.poly.edu
RUBIN
A.ISI.EDU.#Internet
ISI-INFO-ATARI
E.ISI.EDU.#Internet
sac.hqscd-ojt
gateway.mitre.org
bmorgart
MITRE-BEDFORD.ARPA.#Internet
jhs
SANDIEGO.MT.DDN.MIL.#Internet
jensen
hallock
CSS.NRL.NAVY.MIL.#Internet
info-atari
NOTE.NSF.GOV.#Internet
jmurray
OPTIMIS-PENT.ARPA.#Internet
theriault
RADC-MULTICS.ARPA.#Internet
Atari16
ubvmsa.cc.Buffalo.EDU.#Internet
V069HPMS
cvl.umd.edu.#Internet
gyuri
WPAFB-FDL.ARPA.#Internet
JOSLINPR
```

Date: Mon 26 Sep 88 20:21:22 PDT
Subject: Info-Atari16 Digest V88 #404
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Monday, September 26, 1988 Volume 88 : Issue 404

This weeks Editor: Bill Westfield

Today's Topics:

Re: Deskjet drivers
Free Sun bash
Cyber Paint 2.0 Cyber Paint 2.0
Reading the clock of the BMS 1000 host adaptor
let the Sun shine. let the Sun shine in!
pddir
Re: Help with receiving satellite pictures!!!
Re: New Vesion of AstroCal
Re: Atari CD players
Re: Boycott Apple Again
This "Dying ST" nonsense
Re: This "Dying ST" nonsense
Re: Media Change Bug

DATE: 09/15/88 16:24:44 EST
TO: info-atari16@score.stanford.edu
FROM: #FJMORA%WMMVS.BITNET@CUNYVM.CUNY.EDU
SUBJECT: Re: Deskjet drivers

Some Deskjet drivers are already on the market or in PD.
For example, Migraph (phone (206)838-4677) sells a very good GDOS
driver along with their Easy-Draw package. Maybe it is available
separately. They give 3 screen dump utilities with this package,
one for color monitor and 2 for monochrome (one for horizontal
printing, one for vertical). Once installed, these utilities allow
you to print the screen to the Deskjet with Alt+Help.

For printing from word processors, you can download drivers for the
most popular programs (i.e. face it, the one you use is an extinct
species! :-)) from GEnie.

BTW, somebody wanted to know hoe to join GEnie. Here I repeat the ad
I found in my FLASH package:
1. Set up your modem for half-duplex, 300 or 1200 bauds
2. Dial (toll free) 1-800-638-8369. Upon connection, enter HHH
3. At the U#= prompt, enter XJM11837,FLASH and press return
4. Follow the prompts, with your credit card or checking account number handy.

Uploads are free, connexion is $5.00 an hour in non-prime time, plus
phone bill (you have better to be in a city where there is a GEnie access
line, or else it will be expansive).

Disclaimer: I have no share in any of the companies above-mentionned,
I am just a satisfy consummer. And I wrote the 1st Word Plus driver
in the GEnie Atari library, so anybody should be able to do it.

Regards,

Frederic Mora BITNET:
The College of William and Mary #fjmora%wmmvs.bitnet
Dept. of Computer Science
Williamsburg, VA. 23185
USA

****
* *
* "Was uns nicht toetet, macht uns staerker." *
* Friedrich Nietzsche *
* What does not kill us makes us stronger *
* *
****

- Come, come, little line eater, I won't harm you (evil grin)...
- Come, come, little line eater, I won't harm you (evil grin)...
- Come, come, little line eater, I won't harm you (evil grin)...

Date: 15 Sep 88 17:59:14 GMT
From: pepper!cmcmanis@sun.com (Chuck McManis)
Subject: Free Sun bash
To: info-atari16@score.stanford.edu

In article <626@mace.cc.purdue.edu> mtr@mace.cc.purdue.edu (Miek Rowan) writes:
>After cleaning up Sun's code, dealing with thier equipment et al ...
>I would not recommend a Sun to my worst enemy. They have had some
>good ideas, but thats about it.
>mtr

After checking the Sun bugs database I find that Purdue has called in seven
(7) bugs, of which 4 were fixed more than two releases ago, 2 are fixed in
the current release and one is fixed but it isn't in a release yet. Oh and
none of the bugs have your name on them. Do you work for Kirk Smith?

Anyway, the point is twofold :
a) We have bugs and we know it. Sending them to bugs@sun.com (sun!bugs)
and most times to Sun-spots will get them brought to our attention
and fixed.
b) Where was the content of this posting? What exactly was it that
got you so irritated?

Anyway, hope you feel better for having said it. Sorry we haven't been
able to meet your standards. We will continue to try. And of course we

need your help to point out those things that you feel are problems, as sometimes we don't see them that way and thus don't change them.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

Date: Thu, 15 Sep 88 15:36 MST
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Subject: Cyber Paint 2.0 Cyber Paint 2.0
Reply-To: Friesen%PCO@BCO-MULTICS.HBI.HONEYWELL.COM
To: <@BCO-MULTICS.HBI.HONEYWELL.COM:info-atari16@SCORE.STANFORD.EDU>

I sent away (a while ago) for my upgrade to Cyber Paint 2.0. I recived it fairly soon after, however, I did not recive the new documentation. I waited a while, and decided they forgot to send it, so I wrote them a letter. A few days later I recived the documentation. Now, a while after I recieved another copy of Cyber Paint 2.0 (hence the subject, I recieved two copies of Cyber Paint 2.0). I don't know what they are doing. The new copies don't seem to be any different except for the style of disk labels they used. The all have the same files, and seem to have the same version of Cyber Paint. Well all I can say is that they were very good in sending the manual soon after I wrote them the letter. I cannot figure why they would send me another copy of Cyber Paint, so long after I recived the manual. I made it perfectly clear that I had the software, just that I did not have the documentation.

Oh well...

"Exterminate! Exterminate!"--Daleks

/~\-* ....
###--< ....
/***\ I'm trying to fool the line eater /*****\ he always messes up my asci drawings

Aric Friesen

Addresses: ..... Genie: A.FRIESEN
..... ARPA:
Friesen%PCO@BCO-MULTICS.ARPA .....

Date: 15 Sep 88 06:57:43 GMT
From: mcvax!hp4nl!philmds!prle!cstw01!meulenbr@uunet.uu.net (Frans Meulenbroeks)
Subject: Reading the clock of the BMS 1000 host adaptor
To: info-atari16@score.stanford.edu

Hi!

I own a BMS 1000 host adaptor which connects my hard disk to my ST.
This adaptor has an onboard real time clock.

BMS supplies a program for the auto folder to initialise the system
clocks. Quite conventient.

However, since I boot a different operating system every once in a
while, I'l like to write a program with the same functionality for that
system.

Has anybody any idea how to read out the BMS clock? (or perhaps a piece of
code to do so ??).

Many thanks

--
Frans Meulenbroeks
Centre for Software Technology
...!mcvax!philmds!prle!cst!meulenbr or ...!uunet!prlb2!cst!meulenbr
or perhaps meulenbr@cst.prl.philips.nl

Date: 16 Sep 88 01:43:07 GMT
From: spdcc!eli@bloom-beacon.mit.edu (Steve Elias)
Subject: let the Sun shine. let the Sun shine in!
To: info-atari16@score.stanford.edu

In article <68544@sun.uucp> cmcmanis@sun.UUCP (Chuck McManis) writes:
>In article <626@mace.cc.purdue.edu> mtr@mace.cc.purdue.edu (Miek Rowan) writes:
>>After cleaning up Sun's code, dealing with thier equipment et al ...
>>I would not recommend a Sun to my worst enemy. They have had some
>>good ideas, but thats about it.

>*none* of the bugs have your name on them. Do you work for Kirk Smith?

>Anyway, hope you feel better for having said it. Sorry we haven't been
>able to meet your standards.

i'm really glad that Sun doesn't meet this weenoid's standards!

Sun is *very* impressive. both with regards to current
computing industry standards and in historical perspective
with the DEC of the 70s and earlier.

buy their machines and their stock and you won't do wrong!

(i'm not employed by Sun, but i'll take a spare 386i, if
they've got one lying around).

Date: Thu, 15 Sep 88 22:15:36 PDT
From: SASS2%CALSTATE.BITNET@Forsythe.Stanford.EDU (Eric Sassaman)
Subject: pddir
To: info-atari16@su-score.stanford.edu

/pddir mail pd:<info-atari>*.* 700

Date: 14 Sep 88 13:06:39 GMT
From: clyde!watmath!water!ljdickey@bellcore.com (Lee Dickey)
Subject: Re: Help with receiving satellite pictures!!!
To: info-atari16@score.stanford.edu

In article <880914013141.700922@PCO-MULTICS.HBI.HONEYWELL.COM>
Friesen%PCO@BCO-MULTICS.HBI.HONEYWELL.COM writes:

> .... Any help is greatly appreciated.

Write to magore@watdcsu with your questions. He has done it.
One of these addresses might work:
magore@watdcsu.bitnet
magore@watdcsu.waterloo.edu
magore@watdcsu.UWaterloo.CA
...!uunet!watmath!watdcsu!magore

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

Date: 14 Sep 88 12:45:23 GMT
From: clyde!watmath!water!ljdickey@bellcore.com (Lee Dickey)
Subject: Re: New Vesion of AstroCal
To: info-atari16@score.stanford.edu

In article <3553@druhi.ATT.COM> terrell@druhi.UUCP (TerrellE) writes:
>If there is sufficient interest, I'll post the lastest version (1.5) of my
>AstroCal program.
>
>New Features:
>
>1. Much (~5 times) Faster Calendar Generation
>2. Planet Rise/Set Report
>3. Planet Perihelion and Aphelion Report
>4. Date of Easter Report
>5. Bug Fixes

I enjoyed this program. It sent me right away to the library to
find a map detailed enough to give me my coordinates to one one
hundredth of a degree.

Sure, I would be interested!

Thanks, Eric.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

Date: 14 Sep 88 15:11:44 GMT
From: clyde!watmath!mks!wheels@bellcore.com (Gerry Wheeler)
Subject: Re: Atari CD players
To: info-atari16@score.stanford.edu

In article <8809130729.AA23890@ucbvax.Berkeley.EDU>, UUCJEFF@ECNCDC.BITNET writes:
> I understand the Atari CD players are going to be both audio and data.
> Will it be possible to read the information off Audio CDs as data?

What about the other way 'round? Given a WORM drive (I guess one could
be connected to the SCSI interface) can one write a CD which will play
on an audio machine? I wouldn't mind archiving some of my old 45's. I
know they would still sound like an old 45, but at least they wouldn't
get damaged any further.
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

Date: 15 Sep 88 02:53:40 GMT
From: imagen!atari!portal!cup.portal.com!kize@ucbvax.Berkeley.EDU
Subject: Re: Boycott Apple Again
To: info-atari16@score.stanford.edu

The clue to the cause of these price increases is in the percent
increase of the memory expansion. In the past year, the cost of memory
devices has more than trippled. Anything and everything that uses
dynamic RAMs is more expensive and will continue to be until the prices
go down. Since all of the Apple Macs have a minimum of 1 Meg of memory
(the Mac II has more), price increases are inevitable. I just priced a
memory board for the IBM PC and the price had went up $100 since I
checked a month ago. So, if you're buying ANYTHING that has RAM, it's
gonna cost ya some major bucks, with no end to the shortage in sight.
In fact, the prices are still going up.
:^(:^(

__ Brian_Kaisner_____________________________________
|_) ARPAnet: kize@cup.portal.com CIS: [72310,615]
|_) |/ UUCP: ...sun!cup.portal.com!kize "Don't panic!"
|\ Analog: (213) 578-4448 [work] -Douglas Adams

Date: 14 Sep 88 17:25:10 GMT
From: tektronix!percival!actor@ucbvax.Berkeley.EDU (Clif Swinford)
Subject: This "Dying ST" nonsense
To: info-atari16@score.stanford.edu

I don't know where this "The ST is a dying computer" bull is coming from, but it certainly isn't the case around here. Our ST sales are as brisk as ever, hampered only by the fact that we can't get enough 1040's to meet the demand!

David Beckemeyer claims that ST sales are now only 20% of BDT's business. I submit that that's because, powerful as they are, BDT's products are a pain in the gluteus maximus to use. I mean, we're talking about a machine with a windows-mouse-icons interface here. Most ST buyers are looking for programs that DON'T require a command-line interface or a lot of manual-reading to use. Yeah, I know that's not the case with a lot of the ST users on the net, but we AREN'T typical ST users. I sell the things; I see who buys them. And I have to teach these people things you'd think your average cocker spaniel would intuitively grasp, day in and day out.

Atari has found their market. The great silent majority. The same folks who voted for Reagan, read The Enquirer, and made The Gong Show a hit. There's a lot of them out there...

(Sorry if I sound bitter, I just get tired of working with the brain-dead.)

--
Clif Swinford
"This is not a dress rehearsal. It's a f***ing audition!"
..!tektronix!reed!percival!actor fnord

Date: 15 Sep 88 03:50:07 GMT
From: tektronix!percival!qiclab!ohsu-hcx!gp@ucbvax.Berkeley.EDU (glen plam)
Subject: Re: This "Dying ST" nonsense
To: info-atari16@score.stanford.edu

In article <1364@percival.UUCP> actor@percival.UUCP (Clif Swinford) writes:
>I don't know where this "The ST is a dying computer" bull is coming from,

I think it's coming from Apple and places like that. I'm sure that they would like the world to believe that the ST is dying and or died. I don't see that at all.

>David Beckemeyer claims that ST sales are now only 20% of BDT's business.
>I submit that that's because, powerful as they are, BDT's products are a
>pain in the gluteus maximus to use.
I agree. David has written a good set of programs but I think he is ahead of the ST group. The other point is so what. I have look at his stuff and I don't think it meets my needs. DBT products do not have a lock on the ST world so they do not represent the state of Atari.

>Atari has found their market. The great silent majority. The same folks
>who voted for Reagan, read The Enquirer, and made The Gong Show a hit.

Now this makes me mad. I read the Oregonian, watch the Love Connection
and voted for Mickey Mouse. (I think he won)

--
If at first you don't succeed, try, try again. *
Then quit. There's no use being a damn fool *
about it. * Glen Plam

Date: 15 Sep 88 23:24:55 GMT
From: spar!snjsn1!bilbo!greg@decwrl.dec.com (Greg Wageman)
Subject: Re: Media Change Bug
To: info-atari16@score.stanford.edu

In article <7896@trwrb.UUCP> gibson@trwrb.UUCP (Gregory S. Gibson) writes:
>I have the media change bug on my Mega 2. (The escape key does not always
>update the drive A directory when write protection is enabled).
>
>My Mega 2 is still under warranty. I am having trouble getting it repaired.
>Although my dealer was not aware of the problem, he replaced by drive.
>However, I still have the problem.
>Who can my dealer talk to at Atari to get information on the media change
>bug? My dealer claims he talked to Atari without success. . Although my
>dealer is an authorized Atari dealer, he is not a knowledgeable dealer.
>
>What is the fix for the media change bug? I thought replacing the drive
>would fix the media change bug.

Replacing the drive would fix the problem if you had one. The
behavior you describe is the *normal* behavior for a stock ST. The
media change bug exists when a write-ENABLED floppy disc is removed,
and another disc inserted, and the machine does not detect the change.

The glitch on the write protect line, which TOS polls during VBI,
(Vertical Blanking Interrupt) isn't long enough to be detected with
write-protected discs. However, it isn't a serious problem since you
can't write to the disks and therefore won't clobber them.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

Opinions expressed herein are solely the responsibility of the author.

End of Info-Atari16 Digest
****

From Mailer@Score.Stanford.EDU Tue Sep 27 04:09:48 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA02490; Tue, 27 Sep 88 04:09:48 EDT
Message-Id: <8809270809.AA02490@speedy.mcnc.org>
Date: Tue 27 Sep 88 01:02:58-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: Info-Atari16-Request@Score.Stanford.EDU
Subject: PS:<MAIL.BATCH-QUEUE>[--QUEUED-MAIL--].RETRANSMIT.62
Status: R

No such host as "SANDIEGO.MT.DDN.MIL.#Internet",
bad queue file follows:

=DELIVERY-OPTIONS:MAIL
=NOTIFY: 1-Oct-88 20:08
=DEQUEUE: 29-Sep-88 20:22
_Score.Stanford.EDU.#Internet
Info-Atari16-Request
aerospace.aero.org
grant
ALMSA-1.ARPA.#Internet
nfrech
foehner
CUNYVM.CUNY.EDU
INFO-A16%MARIST.BITNET
[128.59.40.130].#Internet
chung
DCA-EMS.ARPA.#Internet
goertzel
DOCKMASTER.ARPA.#Internet
JArnold
ESDVAX.ARPA.#Internet
scotttb
uunet.UU.NET.#Internet
mutec!docbobo
lasso!atari16
graf.poly.edu
RUBIN
MSR.EPM.ORNL.GOV.#Internet
jcm
RED.IPSA.DND.CA.#Internet
info-atari16
A.ISI.EDU.#Internet
ISI-INFO-ATARI
E.ISI.EDU.#Internet
sac.hqscd-ojt
gateway.mitre.org
bmorgart
MITRE-BEDFORD.ARPA.#Internet
jhs
SANDIEGO.MT.DDN.MIL.#Internet

jensen
hallock
CSS.NRL.NAVY.MIL.#Internet
info-atari
NOTE.NSF.GOV.#Internet
jmurray
OPTIMIS-PENT.ARPA.#Internet
theriault
RADC-MULTICS.ARPA.#Internet
Atari16
ubvmsa.cc.Buffalo.EDU.#Internet
V069HPMS
cvl.umd.edu.#Internet
gyuri
WPAFB-FDL.ARPA.#Internet
JOSLINPR

Date: Mon 26 Sep 88 20:22:00 PDT
Subject: Info-Atari16 Digest V88 #405
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Monday, September 26, 1988 Volume 88 : Issue 405

This weeks Editor: Bill Westfield

Today's Topics:

IBM Disk Interchange Problems
Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))
Ram Disk greater than 999k
Re: Ram Disk greater than 999k
Re: Boycott Apple Again
Re: Memory Allocator - who wants it?
Re: Boycott Apple Again -- Now about Suns
Re: Atari CD players
Re: HARD DISK: HELP OFFERED AND WANTED
RE: Info-Atari16 Digest V88 #401

Date: 14 Sep 88 23:07:53 GMT
From: att!icus!dasys1!schuster@ucbvax.Berkeley.EDU (Michael Schuster)
Subject: IBM Disk Interchange Problems
To: info-atari16@score.stanford.edu

Anyone want to take a stab at this perplexing hardware problem?

HARDWARE:
-520ST with 1MB upgrade.
-A: drive - original double-sided SF314 (Epson mechanism).
-B: drive - TEAC FD55BV 40-track 5.25" (IB Drive)
-Compaq 386 clone with 720K/1.44M 3.5" drive
-Both Atari disk drives run at 300 rpm (+/- 0.5) and seem to be in good alignment as evidenced by easy interchangeability of disks with other Atari users, even with extended disk formats. The PC drive has no trouble with inerchange of even 1.44 MB disks with other AT users.

SOFTWARE:
-pc-ditto configured for 3.5" A: drive and 5.25" B: drive; name your DOS.
-TOS, 4/22/87 version, with verified pokes applied to change drive B: step rate to 6 ms (I've tried it with 12, too).

SYMPTOMS:
-5.25" B: drive works fine for minutes to an hour or so, depending on degree of activity. Suddenly it refuses to read or write reliably; DOS reports "drive not ready"; TOS reports "the data on drive B: may be damaged". Has happened during disk copy operations, so I can verify it's affected both inner and outer disk tracks on the first sign of trouble.
-3.5" A: drive works _perfectly_ in Atari mode. However, if the Atari writes to an PC-formatted disk past track 65 or so, a PC then has trouble reading the disk past that point. The Atari has _no trouble_ reading all 80 tracks of a disk formatted on the PC, but once it writes to that disk past track ~65, the PC can no longer read it.

WHAT I'VE TRIED:
-Swapped cables: Oh, come on. You have to ask?
-Clean the heads: Yes, and inspected them with a mirror to be sure.
-Tried the IB drive on someone else's Atari: Cannot reproduce the 5.25" problem, even after hours of testing.
-Tried the IB drive mechanism on my PC: Yep, it works 100%
-Tried the Epson 3.5" mechanism on my PC: Yep, that works too.
-Tried a different 3.5" drive on the Atari: Well, my original B: drive is another SF314. Same problem, same starting track #.
-Looked for thermal problems: Nothing gets especially hot. Yet, the time-related start of this 5.25" stuff sure makes me THINK something is overheating.

WHAT I SUSPECT:
I know the Atari disk controller setup is a total kludge, what with unbuffered select lines coming off a SOUND CHIP and all. It sure sounds to me like it's a wee bit flaky but I have no way to test it. I've also hear things about write precompensation on diskette drives too, and wonder if the track 65 stuff might have something to do with that. Any of you disk drive mavens care to lend a hand? Thanks!
--
l\ /l' _ Mike Schuster {sun!hoptoad,cmcl2!phri}!dasys1!schuster
l \/ lll/(_ Big Electric Cat schuster@dasys1.UUCP
l lll\(_ New York, NY USA DELPHI,GEnie:MSCHUSTER CIS:70346,1745

Date: 15 Sep 88 17:26:16 GMT
From: spar!snjsn1!bilbo!greg@decwrl.dec.com (Greg Wageman)
Subject: Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))
To: info-atari16@score.stanford.edu

In article <5636@pasteur.Berkeley.EDU> seitz@cory.Berkeley.EDU.UUCP (Matthew Eric Seitz) writes:
>
> As more and more time goes by without the push, more people begin to
>doubt the future of the ST. This means new products aren't developed which
>makes more people doubt the future of the ST, etc. It's that little
>has changed which is the problem.
>
> This is damning with faint praise. Not only does Atari need to stop
>making announcements too far in advance, they also need to release new products,
>especially those they have been talking about for so long.

It's really ironic. At the last major computer show, Atari, following its new no-vaporware policy, did *not* display the non-product ABAQ, nor the rumored 68030/*nix box. This was immediately interpreted as a product cancellation by many. In fact, it represents a verifiable commitment on the part of Atari to *not* show unavailable products.

Sometimes, you just can't win, no matter what you do.
>
> Unfortunately Neil Harris was also hinting about something new on the
>horizon. I would love to see all the good things Roy's talking about, I hope
>I will see them, most of the time I think I will see them. But until I can walk
>into a store and buy them, they're just talk.

There's good news. For the first time that I can remember, I have seen a television commercial for the Atari 1040ST! It was shown in the San Francisco area, I think at 6:30 last Saturday, I can't recall the station. The advert compared the cost/byte of the 1040 versus the Macintosh and the IBM PC, and displayed the slogan "Business is War".

I saw a second commercial later in the week for the 7800 video game. It seems that Atari has decided that there *is* a market worth persuing in the U.S.

Furthermore, Atari is becoming a strong presence at Desktop Publishing conferences, with the lowest-priced entry-level system.

> A company's support is important to user's and developer's (and
>developer support is important to users). A company's support gives user's
>the confidence to buy the machine. This, along with company support, encourages
>developer support of the machine. Develper support give's the user even more
>confidence to buy the machine, which encourages more developer support. Either
>way, a good cycle or a bad cycle begins with the manufacturer.

Yes, but part of that developer support includes not obsoleting a company's current products by making changes to the O.S. which break

existing software. Atari has demonstrated their understanding of that fact, even in the face of the pressure seen here and elsewhere to do otherwise. That is *true* developer support.

Atari has placed the value of end-users with an investment in software over the wishes of a few of us knowledgable about the internals of the system. The perception of the outside community, that Atari improved the operating system without breaking existing code, will be worth far more in the long run than a few insiders knowing that they did it "right", but broke dozens of products.

> What's so terrible about this? Isn't it usual to expect a company
>to help the customer, whether he be a user or a developer. I'm sure David
>is aware that negative comments may affect sales. However, in the long run,
>being honest about a company's problems as well as it's strengths makes your
>opinion worth hearing. Ignoring the problems won't make them go away.
>Support has to work both ways.

Atari Corp. is ready, willing, and able to help the customer with a legitimate problem with their hardware. They cannot be held responsible for defects in software they didn't write. They also can't help customers who don't tell them there is a problem. We see a lot of that on the net: someone has a hardware problem, and immediately gripes to the net, before he has even contacted Atari about a fix. How is that fair to Atari?

I have yet to see *anyone* complain that they went to Atari for help, and came away unsatisfied.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

Opinions expressed herein are solely the responsibility of the author.

Date: 14 Sep 88 16:29:03 GMT
From: trwrb!gibson@ucbvax.Berkeley.EDU (Gregory S. Gibson)
Subject: Ram Disk greater than 999k
To: info-atari16@score.stanford.edu

I have a Mega 2. How can I create a Ram Disk greater than 999k?
Can I use Eternal2 to create a Ram Disk greater than 999k?

Gregory Gibson
gibson@trwrb.UUCP
--
Gregory Gibson
{...ihnp4,ucbvax}!trwrb!gibson

Date: 16 Sep 88 06:36:06 GMT
From: oliveb!dragon%olivej.atc.OLIVETTI.COM@ames.arc.nasa.gov (Give me a quarter or I'll touch you)
Subject: Re: Ram Disk greater than 999k
To: info-atari16@score.stanford.edu

In article <7902@trwrb.UUCP>, gibson@trwrb.UUCP (Gregory S. Gibson) writes:
> I have a Mega 2. How can I create a Ram Disk greater than 999k?
> Can I use Eternal2 to create a Ram Disk greater than 999k?

Two products I know which let one create large ram disks are:

Shadow (from Antic, reset proof on a Mega)
Hybriswitch (from Hybrid Arts, and I think there is a shareware
version of it floating around, also reset proof on Mega).

Hope that helps a bit!

> Gregory Gibson
> gibson@trwrb.UUCP
> --
> Gregory Gibson
> {...ihnp4,ucbvax}!trwrb!gibson

--Dean

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
Olivetti Advanced Technology Center _____ _____ __|__ _____
20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

Date: 15 Sep 88 22:01:17 GMT
From: oliveb!3comvax!bridge2!ngg@ames.arc.nasa.gov (Norman Goodger)
Subject: Re: Boycott Apple Again
To: info-atari16@score.stanford.edu

In article <358@island.uu.net>, daniel@island.uu.net (Dan Smith) writes:
> A while back, when Apple decided to sue Microsoft and HP, I made
> a posting with the subject "Boycott Apple". Now they've done something
> that's very likely to upset a lot of people again...
>
>
> In between IBM's bumbling of just about everything in sight (it's
> going to be an MCA future, but wait! here's a new AT!), Apple's greed,
> Atari's sort-of-ok acceptance, and Commodore shooting themselves in the
> foot, the calf, the knee, etc, with mismarketing the Amiga, I just
> don't know...I think I'll save up for a Sun ;-)
DanSmith IslandGraphics 4000CivicCenterDr SanRafael MarinCo CA 94903 4154911000

Go ahead, save those dollars and buy a SUN, they just raised their prices
too. So getting a SUN station, will cost you another $1000 or more too.
(BTW what software you going to use on this SUN thats reasonably priced)

I think this is funny, everyone has known for a long time that prices in
the Electronics industry have been going up, how long do you think that
Companies are going to continue to absorb these costs before doing just
what Apple, SUN, and many other companies just did "raise prices".

Norm Goodger
3Com
Sysop - MacInfo BBS @415-795-8862

Date: 14 Sep 88 17:37:56 GMT
From: unisoft!gethen!bdt!david@ucbvax.Berkeley.EDU (David Beckemeyer)
Subject: Re: Memory Allocator - who wants it?
To: info-atari16@score.stanford.edu

I wrote a malloc (with an lmalloc too) a long, long time ago and
posted it to Compuserve (I think it's still there). I used it for
several years. If there is interest I'll post it to comp.sources.atari.st.

Or if individuals want it, I'll e-mail it to them.

--
David Beckemeyer | E-mail: david@bdt.UUCP
Beckemeyer Development Tools | {ames,clyde,decwrl}!pacbell!hoptoad!bdt!david
478 Santa Clara Ave. | ucbvax!ucsfcgl!hoptoad!bdt!david
Oakland, CA 94610 | uunet!lll-winken!gethen!bdt!david

Date: 16 Sep 88 04:09:10 GMT
From: hscfvax!pavlov@husc6.harvard.edu (G.Pavlov)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

In article <406@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> You might start by reading the sun-spots digest - you'll see enough bug
> reports to make your eyes bug out......
> Lots and lots of problems, no single one of which renders a Sun totally
> unusable, but altogether adding up to too many headaches....

I would not base a decision on whether to buy a Sun on this. One should
know/understand that:

1. many reported "bugs" and problems filter out as improper installations,
configurations, etc. This may be a commentary on quality of the docu-
mentation, but there is nothing unusual about Sun's;
2. In my experience, Sun users/owners are more likely to utilize third-party
hardware than users/owners of other vendors' machines. It is almost
inevitable that one will eventually encounter problems relating to this
fact alone;

3. Suns are frequently networked to other vendors' machines through still
other vendors' comm. equipment. Problems arise in interoperability.
Sun users/owners typically find that they can tackle the problems more
easily from the Sun side than from the other vendors' side;
4. The sun-spots digest is much more active than other manufacture-speci-
fic groups, which relates in part to the technical level of people who
up to now have formed one of the primary markets for Sun. I don't see
the percentage of "problem" messages to total messages in that group
to be significantly higher than in other manufacture groups. But there
is certainly much more traffic overall.

For several years, our site utilized a cpu from a vendor with an excellent
reputation for quality and support. This vendor was conscientious enough to
publish a quarterly book, containing the 100's of known bugs, there status
and disposition. A casual glance at this volume would convince someone that
the system was virtually unusable. But even tho it was used for applications
development, we rarely encountered a reported problem.

Sun's systems my suffer from more bugs than usual. I have used a Sun, know
a number of people who own one or more, and have not seen anything that would
validate a claim of severe flakiness.

greg pavlov, fstrf, amherst, ny.

Date: 16 Sep 88 04:14:38 GMT
From: ssyx!koreth@ucbvax.Berkeley.EDU (Steven Grimm)
Subject: Re: Atari CD players
To: info-atari16@score.stanford.edu

In article <505@mks.UUCP> wheels@mks.UUCP (Gerry Wheeler) writes:
>Given a WORM drive (I guess one could
>be connected to the SCSI interface) can one write a CD which will play
>on an audio machine?

WORM disks are physically different than CDs, as far as I know. So unless
the WORM drives change, which probably won't happen in the very near future,
you won't be able to record a standard-format CD. This isn't to say that
someone won't come up with a device to play WORM disks as you describe.

>I wouldn't mind archiving some of my old 45's. I
>know they would still sound like an old 45, but at least they wouldn't
>get damaged any further.

With a fairly high sampling rate, you can digitize your 45's on a computer
and then store huge datafiles on a WORM for later playback. A Mega 4 has
enough memory to provide a couple minutes of playback, I would imagine,
more than enough time to load your buffer with the next few minutes. At
200 megabytes per WORM (at least that's what the WORM at work can store),
that's a few 45's per disk.

Of course, the ST's filesystem isn't what you want to use (even if you could use it unmodified on a write-once device), since it can't handle more than sixteen megabytes per device. I've got a few ideas about what sort of system you might want to use, but I'll spare you the details unless you want them.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

P.S. Wish me a happy birthday. September 15. My horoscope says that December will be a productive month.

Date: 14 Sep 88 15:40:24 GMT
From: unisoft!gethen!bdt!bms@ucbvax.Berkeley.EDU (Chris Rhodin)
Subject: Re: HARD DISK: HELP OFFERED AND WANTED
To: info-atari16@score.stanford.edu

The problem that you are having might be caused by the Xebec 1410 controller. The 1410 only handles two drives with the same parameters, i.e. heads, cylinders, seek rate, and etc.. This is not the case with the Adaptec ACB-4000 controller which will handle two different hard drives. Also I might add the Adaptec is faster with its 1:1 interleave than the Xebec's 1:3. The Atari host adapter could also be your problem. Atari host adapters do not pass back SCSI/SASI status(error) codes properly. This causes hard disk boot software to install "phantom" drives on the system. To get around this problem ICD's software only installs one hard drive on Atari host adpaters. I hope this helps you and other people on the net.

We have received numerous Usenet letters to us in the last months, but do to one thing or another I seem to get most of my mail sent back. If you need some information from us please send us a postcard. Do to our move (yeah!!) we have a P.O. box for correspondence.

Vance Chin Berkeley Microsystems
P.O. Box 20119
Oakland, CA 94620

Date: Fri, 16 Sep 88 19:52 MET
From: "geert" <U00292%HASARA5.BITNET@Forsythe.Stanford.EDU>
To: Info-Atari16@SCORE.STANFORD.EDU
X-VMS-To: INM%"Info-Atari16@SCORE.STANFORD.EDU",
Subject: RE: Info-Atari16 Digest V88 #401

signoff <info-atari>

End of Info-Atari16 Digest
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From Mailer@Score.Stanford.EDU Tue Sep 27 04:10:17 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA02498; Tue, 27 Sep 88 04:10:17 EDT
Message-Id: <8809270810.AA02498@speedy.mcnc.org>
Date: Tue 27 Sep 88 01:03:01-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: Info-Atari16-Request@Score.Stanford.EDU
Subject: PS:<MAIL.BATCH-QUEUE>[--QUEUED-MAIL--].RETRANSMIT.63
Status: R

No such host as "SANDIEGO.MT.DDN.MIL.#Internet",
bad queue file follows:
-------
=DELIVERY-OPTIONS:MAIL
=NOTIFY: 1-Oct-88 20:08
=DEQUEUE: 29-Sep-88 20:22
_Score.Stanford.EDU.#Internet
Info-Atari16-Request
aerospace.aero.org
grant
ALMSA-1.ARPA.#Internet
nfrech
foehner
CUNYVM.CUNY.EDU
INFO-A16%MARIST.BITNET
[128.59.40.130].#Internet
chung
DCA-EMS.ARPA.#Internet
goertzel
DOCKMASTER.ARPA.#Internet
JArnold
ESDVAX.ARPA.#Internet
scotttb
uunet.UU.NET.#Internet
mutec!docbobo
lasso!atari16
graf.poly.edu
RUBIN
RED.IPSA.DND.CA.#Internet
info-atari16
A.ISI.EDU.#Internet
ISI-INFO-ATARI
E.ISI.EDU.#Internet
sac.hqscd-ojt
gateway.mitre.org
bmorgart
MITRE-BEDFORD.ARPA.#Internet
jhs
SANDIEGO.MT.DDN.MIL.#Internet
jensen
```

hallock
CSS.NRL.NAVY.MIL.#Internet
info-atari
NOTE.NSF.GOV.#Internet
jmurray
OPTIMIS-PENT.ARPA.#Internet
theriault
RADC-MULTICS.ARPA.#Internet
Atari16
ubvmsa.cc.Buffalo.EDU.#Internet
V069HPMS
WPAFB-FDL.ARPA.#Internet
JOSLINPR

Date: Mon 26 Sep 88 20:22:32 PDT
Subject: Info-Atari16 Digest V88 #406
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Monday, September 26, 1988 Volume 88 : Issue 406

This weeks Editor: Bill Westfield

Today's Topics:

Re: Boycott Apple Again -- Now about Suns
Re: OSS (was Re: Personal Pascal Registration problem)
AstroCal Printing Problems
Re: Boycott Apple Again
Re: Ram Disk greater than 999k
Re: Genie?
Fidonet mailer
Re: Media Change Bug
umoria 4.87 for Atari ST
Re: This "Dying ST" nonsense
Re: This "Dying ST" nonsense

Date: 16 Sep 88 03:32:04 GMT
From: fed!m1edb00@uunet.uu.net (Eric D. Boutilier)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

In article <406@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>
>Lots and lots of problems, no single one of which renders a Sun totally
>unusable, but altogether adding up to too many headaches. Bad network
>support, flaky network services, etc. etc. etc... For a company whose

>motto is "the network is the computer" it's pretty disgusting how
>poorly their network software runs.
>
What! where are you coming from with this? We're extremely happy
with our Sun network and I have yet to talk to anyone who
shares your views.

What would you recommend instead?

--
Eric Boutilier
UUCP: uunet!fed!m1edb00
(202) 452-2734

Date: 16 Sep 88 01:37:04 GMT
From: xanth!src@mcnc.org (Scott R. Chilcote)
Subject: Re: OSS (was Re: Personal Pascal Registration problem)
To: info-atari16@score.stanford.edu

Not long ago the programmer who wrote the Personal Pascal compiler
left a message that he had not received a royalty payment from OSS in 17(?)
months, and that the new version he had completed would not reach the U.S.

Did anyone happen to save a copy of that posting? It has scrolled off
the end of our spooler, and my own copy is gone. I am the registered owner of
two copies of this program, and I'd like to append a copy of the posting in
question to a letter I am writing to ICD.

It's a royal pain to be on the wrong end of shabby business practices!

Scott R. Chilcote
src@xanth.UUCP
src@xanth.cs.odu.edu

--

____
|.-------------------------------..--------------------------------------.|
	Usenet: src@xanth.UUCP			
	Arpa: src@xanth.cs.odu.edu		"If you love something, set it	
	Earth: Scott R. Chilcote		free.	
			If it doesn't return,	
	||| "Power without || Hunt it down and kill it!"	
	||| the presence" ||	
	/	\ --er, praise? || -- Klingon Proverb	
	/	\ tm ...pride? ||	

Date: 15 Sep 88 13:21:21 GMT
From: att!mtuxo!mtgzz!drutx!druhi!terrell@ucbvax.Berkeley.EDU (Eric Terrell)

Subject: AstroCal Printing Problems
To: info-atari16@score.stanford.edu

I have received a couple of letters from people having difficulty getting
AstroCal to print to a printer...

For the calendar and all of the reports, when you get the dialog box
asking you for the date of the calendar or report, there is a button marked
PRINTER. If you select this button with the mouse the output should go
to the printer. This is the case with the first version of the program
that I posted and the new version also.

If this doesn't work, please let me know.

Eric Terrell

Date: 15 Sep 88 22:20:52 GMT
From: linus!philabs!micomvax!ray@husc6.harvard.edu (Ray Dunn)
Subject: Re: Boycott Apple Again
To: info-atari16@score.stanford.edu

In article <358@island.uu.net> daniel@island.uu.net (Dan Smith) writes:
>
> [complains of Apples increased prices]
>
> I thought this was an industry where prices kept going down, and
> features kept going up. On top of that, Apple is supposed to release
> a new Mac on Monday. How much is *that* going to be?

Have you tried to buy any RAM chips recently Dan?

--
Ray Dunn. | UUCP: ..!philabs!micomvax!ray
Philips Electronics Ltd. | TEL : (514) 744-8200 Ext: 2347
600 Dr Frederik Philips Blvd | FAX : (514) 744-6455
St Laurent. Quebec. H4M 2S9 | TLX : 05-824090

Date: 16 Sep 88 11:49:00 GMT
From: franco@iuvax.cs.indiana.edu
Subject: Re: Ram Disk greater than 999k
To: info-atari16@score.stanford.edu

With eternal2 you can use the spec <drive>fff (or <drive>???, I can't
remember which) to get the max size. I have gotten eternal2 to work with
the MEGA ROMS as follows:

1. To resize: Hold both the alternate key AND the right shift down.
2. To remove: Hold both the left shift key AND the right shift key down.

I have no idea why one must hold down the right shift key. According to
my documentation this should not be necessary. It is not necessary to

do so using the earlier versions of TOS.

Date: 15 Sep 88 22:41:42 GMT
From: silver!stowe@iuvax.cs.indiana.edu (holly)
Subject: Re: Genie?
To: info-atari16@score.stanford.edu

In article <861@viscous> sethk@sco.COM (Seth I Katz) writes:

[about GEnie...]

>... and although they claim they don't charge for
>download time, they do (I haven't bothered to fight this one yet- I am simply
>giving up...).

I have *never* seen GEnie claim to not charge you for download time.
You are not charged for UPLOAD time.

Holly, SysOp
GEnie ST RoundTable
(HS)

Date: 16 Sep 88 01:32:27 GMT
From: nic.MR.NET!shamash!nis!ems!pwcs!stag!daemon@csd1.milw.wisc.edu
Subject: Fidonet mailer
To: info-atari16@score.stanford.edu

From: thelake!steve@stag.UUCP (Steve Yelvington)

I ran across the following on a local Fidonet node and thought
it might be of general interest. -- Steve

From: Fidgit Greylock
To: All Msg #214, 13-Sep-88 12:53am
Subject: New version of GS-Point released

The new version of GS-Point, v0.61, has finally been released. For those who
don't know, GS-Point is a non-commercial package that allows an Atari ST user
to act as a FidoNet point, and receive and send network mail and echomail.

New features in v0.61 include:

o A completely redesigned user interface. The new full-screen
interface is much more intuitive and easy to use than the old
one.

o GS-Point now knows about zones and can correctly handle messages
coming from and going to other zones.

o Password-protected netmail sessions are now supported for both
WaZOO and "LoTek" sessions.

o GS-Point can now be invoked in a "poll-only" mode from a batch
file or scheduler.

o GEM-based text editors can now be used to edit messages, as well
as TOS-based editors.

GS-Point v0.61 is available for file request and for first time download on
FidoNet node 1:321/112 (BBS phone (413) 253-5518) as GSP-061.ARC or as the
magic filename GSPOINT. File requests are accepted at all times except
between 4am and 6am EDT.

--- Msg V3.1
* Origin: Node_Hog - Greylock Software (413) 253-5518 (1:321/112)

| thelake!steve@stag.UUCP / ...rosevax!pwcs!stag!thelake!steve
| "A member of STdNet -- to join, send mail to ftg!dwm@stag.UUCP"

Date: 16 Sep 88 00:26:56 GMT
From: imagen!atari!apratt@ucbvax.Berkeley.EDU (Allan Pratt)
Subject: Re: Media Change Bug
To: info-atari16@score.stanford.edu

In article <7896@trwrb.UUCP> gibson@trwrb.UUCP (Gregory S. Gibson) writes:
> I have the media change bug on my Mega 2. (The escape key does not always
> update the drive A directory when write protection is enabled).

From what you describe, you don't have the bug.

To diagnose this bug, you put a write-enabled disk in the drive and open
a window on it. Then you wait for the access light to go out. Now take
the disk out and put it back in, then hit escape. If the drive doesn't
spin, you have the bug.

For TOS 1.4, diagnosis won't be so easy, because hitting ESC on the
desktop ALWAYS causes the disk to spin -- it causes media change on the
drive, to take care of the possibility that you changed the disk while
it was out of the drive.

In the case of write-protected floppies, it is normal for the ESC key to
cause a quick response if the drive was accessed within the last second
and a half: this is a "grace" period so we aren't checking the serial
number on every single access.

==
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

----

Date: 16 Sep 88 03:26:04 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: umoria 4.87 for Atari ST
To: info-atari16@score.stanford.edu

I promise to be a good boy from now on, but I can't resist posting a character with an interesting life story. He has lived all his life on an Atari 1040 ST. He has survived 3 rounds of major bug fixes, and the only bugs he's seen in the last 20+ hours of play have been Killer beetles. The program which constitutes his world is presently being posted in comp.binaries.atari.st. The moderator of comp.sources.atari.st has ordinary diffs between the source posted in comp.sources.games and that compiled with Mark Williams C v 3.0.6 to produce this version (they aren't very big; however ST curses is not included--it's fairly easy to find on BBS-s); whether he posts the diffs is up to him.

I am willing to US Mail executable and complete modified source (plain, arc-ed, or arc-ed and uuencoded: say which) to anyone who maintains a uucp-accessible archive mail-server (like lakesys) or to anyone who maintains appropriate archives on a machine which allows the general public to log in and use the archive (like killer) (Bill Wisner already has the sources, but I have no idea if he intends to put them in the archives on killer). If you meet one of these conditions and want the stuff, email me: I buy disks & postage. If you have a good story why nothing else will work, and you don't meet the above qualifications, email me and maybe we can arrange something on your dime.

Re-emphasizing something I've said before: the ST version of umoria 4.87 is large enough to require at least 1 meg, and it runs under a command line processor.

Name :Willie Age : 19 Strength : 18/32
Race :Human Height : 73 Intelligence : 14
Sex :Male Weight : 192 Wisdom : 18/91
Class :Priest Social Class: 1 Dexterity : 10
Title :Low Lama Constitution : 12
Charisma : 18/34

+ To Hit : 5 Level : 31 Max Hit Points : 232
+ To Damage : 21 Experience :120710 Cur Hit Points : 232
+ To AC : 3 Gold : 65106 Max Mana : 58
Total AC : 44 Cur Mana : 58

(Miscellaneous Abilities)

Fighting : Superb Stealth : Fair Perception : Poor
Throw/Bows : Superb Disarming : Excellent Searching : Poor
Saving Throw: Superb Magic Device: Superb Infra-Vision: 0 feet

Character Background
You are one of several children of a Serf. You are the black sheep of the family. You have blue eyes, curly brown hair, and a fair complexion.

[Character's Equipment List]

a) You are wielding : a Katana (+6,+12) [+1] (HA) (+2 to STR).
b) Worn on head : an Iron Helm [5,-2].
c) Worn around neck : an Amethyst Amulet of Wisdom (+2).
d) Worn on body : Full Plate Armor [25,+0].
e) Worn on shield arm : a Large Metal Shield [5,+2].
f) Worn on hands : a Set of Gauntlets [2,-2] of Slaying (+1,+1).
g) Right ring finger : an Obsidian Ring of Protection [+4].
h) Left ring finger : a Garnet Ring of Increase Damage (+5).
i) Worn on feet : a Pair of Hard Leather Boots [3,+0].
j) Worn about body : a Cloak [1,+0].
k) Light source is : a Brass Lantern with 13666 turns of light.
l) Secondary weapon : a Pike (+6,+6) [+9] (DF).

[General Inventory List]

a) 2 Holy Book of Prayers [Beginners Handbook].
b) 2 Holy Book of Prayers [Words of Wisdom].
c) 2 Holy Book of Prayers [Chants and Blessings].
d) 2 Holy Book of Prayers [Exorcism and Dispelling].
e) a Violet Mushroom of Restoring.
f) 10 Rations of Food.
g) 3 Flasks of oil.
h) a Dark Green Potion of Restore Mana.
i) 3 Scrolls of Word-of-Recall.
j) a Cast Iron Wand of Frost Bolts.
k) a Lead Wand of Fire Bolts.
l) a Lead Wand of Fire Bolts.
m) a Lead Wand of Fire Bolts.
n) an Orcish Pick (+6) (+0,+0).
o) a Halberd (+6,+6) (SU).

Date: 16 Sep 88 08:15:52 GMT
From: agate!pasteur!franny.Berkeley.EDU!c91a-ra@ucbvax.Berkeley.EDU (reader.john.kawakami)
Subject: Re: This "Dying ST" nonsense
To: info-atari16@score.stanford.edu

I don't have any figures, but looking at out local stores, I'd say the ST
is not dying. The STs and Megas are selling, as is software, there is
no market growth. In the computer industry, stability looks like slow death.
This is exaggerated by the fact that Amiga sales have been picking up for
a while (but I suspect they wil slow as well).

As for Beckemeyer, I would agree that his sales are not a good barometer of
the ST market. He deals in tools, and business systems--two areas where the
ST is pretty much locked out (until there are PC compatible card cages and
co processor boards) because there is not the huge customer base. I also
suspect that to some degree, BDT products have reached some saturation point.
And BDT sells PC baced systems, which obviously are more attractive than ST
systems.

John Kawakami

Date: 16 Sep 88 14:55:58 GMT
From: nunki.usc.edu!sal1.usc.edu!rjung@oberon.usc.edu (Robert allen Jung)
Subject: Re: This "Dying ST" nonsense
To: info-atari16@score.stanford.edu

In article <1364@percival.UUCP> actor@percival.UUCP (Clif Swinford) writes:
>I don't know where this "The ST is a dying computer" bull is coming from,
>but it certainly isn't the case around here. Our ST sales are as brisk as
>ever, hampered only by the fact that we can't get enough 1040's to meet the
>demand!

Nice to hear, especially from a dealer. Now let's get Atari to crank up
that distribution/advertising shortfall in the US, eh?

>David Beckemeyer claims that ST sales are now only 20% of BDT's business.
>I submit that that's because, powerful as they are, BDT's products are a
>pain in the gluteus maximus to use.

Good point! I hope BDT doesn't go crazy at me for saying this, but I had
to get an ST word processor over the summer. After looking at everything out
there (especially at WordPerfect for the ST, what with all the "big software
house making ST titles" hoopla), I settled on ... WORDUP!

Maybe this is just a sign that (currently) the majority of the Joe ST-user
public does not _want_ or _need_ all the features of WordPerfect (especially
at the price). Forget piracy, forget "dying ST" theories, people will buy what
they NEED. And if they don't need WordPerfect, well...

>Atari has found their market. The great silent majority. The same folks
>who voted for Reagan, read The Enquirer, and made The Gong Show a hit.
>There's a lot of them out there...

Silent majority, yes (all of us who keep harrassing stuck-up Apple dealers
can relate). Voting for Reagan, no B-). The Gong Show, definetely!

>(Sorry if I sound bitter, I just get tired of working with the brain-dead.)

'sokay, I can relate.

--R.J.
B-)

P.S. And if I haven't already, let me give an unsolicited endorsement to
Neocept's WORDUP. A very good GEM-based word processor, with _lots_ of
potential to do even better (is it true that Neocept is currently doing a
total rewrite of the program?). Fun to use, even if it is GDOS-based (all
that RAM for fonts!), and the multiple fonts and graphics make it just like
those fancy-dang overpriced Macintosh WPs.
(If only this was released two years ago -- YOW!)

Disclaimer: These are my views, and mine alone.
#

Mailing address: Beats me, just reply to this message # ## #
(rjung@sa132.usc.edu?) ## ## ##

End of Info-Atari16 Digest
****

From Mailer@Score.Stanford.EDU Tue Sep 27 23:53:17 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA09954; Tue, 27 Sep 88 23:53:17 EDT
Message-Id: <8809280353.AA09954@speedy.mcnc.org>
Date: Tue 27 Sep 88 20:51:48-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: Info-Atari16-Request@Score.Stanford.EDU
Subject: Message of 27-Sep-88 18:50:41
Status: R

Message failed for the following:
GALANTER@Score.Stanford.EDU.#Internet: Can't forward - unknown host "nuacc.acns.nwu.edu"

Date: Tue 27 Sep 88 18:50:18 PDT
Subject: Info-Atari16 Digest V88 #407
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Tuesday, September 27, 1988 Volume 88 : Issue 407

This weeks Editor: Bill Westfield

Today's Topics:

Re: Boycott Apple Again -- Now about Suns
Re: argc and argv with gem
Re: argc and argv with gem
Re: Boycott Apple Again -- Now about Suns
Re: Boycott Apple Again -- Now about Suns
Re: Apple Talk and Ethernet
Re: Strange '-s' flag behavior in the GNU linker ?
Re: problem with mwc atoi(), version 2.0.1
re: Ram disks > 999k
Re: Help with receiving satellite pictures!!!
Re: problem with mwc atoi(), version 2.0.1
Re: ST news software / Sobozon C

Date: 16 Sep 88 15:28:34 GMT
From: renoir.Berkeley.EDU!munson@ucbvax.Berkeley.EDU (Ethan V. Munson)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

I think that this discussion has gone quite astray. Suns and Macs are, for 99.5% of the computing world, oranges and apples.

A Macintosh is designed to be a standalone personal computer that will basically run correctly from the moment it is turned on. It is designed around the assumption that the user is not very sophisticated about computing.

Suns are diskless workstations, which can be given local disks to allow them to run in standalone mode. A Sun can only be used easily when there is a sophisticated system manager available who will work out the kinks in issues like swap space, disk partitions, etc.. If you are such a person or are part of an organization that already has such a person, a Sun may be a good choice. There is lots of free software that runs on Suns and is useful. For much of it, though, you may need to run make, extract shell archives, and run dbx from time to time. However, I don't think you can find a $150 WYSIWIG word processor for the Sun that will print on a $500 dot matrix printer.

In my experience, the only time that Suns and Macs become comparable is when you talk about the bottom of Sun's line (3/50 with a 70meg SCSI disk) and the top of Apple's (Mac II with 80Meg disk, A/UX, 5+Meg of RAM).

Network based Sun systems do appear to be more fragile than Macintosh systems (which do not depend on the network for critical resources, like virtual memory). Some of the fault lies with Sun's decision to trade-off reliability for speed and simplicity in the Network File System. But much of the time, any problems arise from the decisions made by the administrators of the local system to spend $5000 on a new 3/50 instead of another 4 Meg of memory for the file server. A Sun is a good machine if you are a programmer or can afford to hire one. A Mac is a good machine no matter who you are, but is not as good as a Sun for computer science research and some other technical pursuits.

Pardon my little harangue,

Ethan Munson
munson@renoir.Berkeley.EDU
...ucbvax!renoir!munson

"I don't know if they scare the enemy,
but they certainly scare me."

--Wellington, speaking of the moral character
of his troops

Date: 16 Sep 88 05:14:23 GMT
From: mcvax!hp4nl!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: argc and argv with gem
To: info-atari16@score.stanford.edu

In article <3441@boulder.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>How does one go about writing a GEM program that will accept arguments to
>main via argc and argv? I'm using Mark Williams C and when I try to use
>argc and argv with a GEM program the program bombs.

Although I don't use MWC myself, I will make a few remarks:
1) There is no means that I know of to supply parameters to a Gem
program if it is started from the Desktop.
2) If the program is started from a shell, the shell should be a Gem
program, otherwise the program cannot use Gem functions. I'm not very
sure about this one, though.
3) You don't need to do anything different for a Gem program than for
a Tos-Takes-Parameters one.
4) The bus error is perhaps caused by incorrect treatment of the
argc,argv list, e.g. accessing an element argv[i], with i >= argc,
or argv[0], whose contents is undefined (GEMDOS does not pass the
program's name). I even think there are compilers that put a null
pointer (not an empty string pointer) in argv[0], which is in effect
incorrect - argv[argc] should be the first null pointer of the list.

Leo.

Date: 16 Sep 88 07:22:57 GMT
From: mcvax!hp4nl!uva!gert@uunet.uu.net (Gert Poletiek)
Subject: Re: argc and argv with gem
To: info-atari16@score.stanford.edu

In article <3441@boulder.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>
>
>
>How does one go about writing a GEM program that will accept arguments to
>main via argc and argv? I'm using Mark Williams C and when I try to use
>argc and argv with a GEM program the program bombs.
>
>Thanks for any help,
>Jim Cochrane

Manually compare the tos and gem runtime startup modules. Sources are
provided with Mark Williams C. You might also try linking directly with tos
startup instead of gem startup. The the only thing you have to remember is
that linking with -VGEM also includes the Gem library. Link with something
like;

ld -s -o output lib/gcrts0.o objectlist -lvdi -laes -lc

That should do it.

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

Opinions (if any) are my own.

Date: 16 Sep 88 19:48:46 GMT
From: haven!uvaarpa!hudson!bessel.acc.Virginia.EDU!gl8f@ames.arc.nasa.gov (Greg Lindahl)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

hi. would you all PLEASE quit cross-posting this message stream to groups
that it has nothing to do with -- IBM PC's, Amigas, Atari ST's, etc. there
are people who read these newsgroups through digests, and have no way
to easily skip over all of the off-topic messages.

thanks.
Greg Lindahl internet: gl8f@virginia.edu
U Va Dept. of Astronomy bitnet: gl8f@virginia.bitnet

Date: 16 Sep 88 07:16:40 GMT
From: aramis.rutgers.edu!hedrick@rutgers.edu (Charles Hedrick)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

> You might start by reading the sun-spots digest - you'll see enough bug
> reports to make your eyes bug out.

Well, I've made my share of postings to Sun-Spots, but I surely
wouldn't want them misinterpreted as advising people against buying
Suns. Reading an unedited list of problems from users is always a
frightening experience. The monthly listing of bug reports from DEC
for TOPS-20 was far scarier than Sun-Spots. (Presumably the same is
true with VMS, but I don't look at those.) Back when I looked at bug
reports published by IBM for MVS, it was amazing what sorts of bugs
there were even in that very reliable system. (They even had this
special mechanism for giving you last-minute information on which of
the patches they published shouldn't be installed because they turned
out to create more problems than they solved.) About all one can say
is that there are lots of users out there trying lots of things and so
they run into lots of problems. Many of them are user confusion, but
there are also plenty of bugs. Sun-Spots is mostly a sign of a large
and active user community doing lots of interesting things.

Date: 15 Sep 88 21:54:55 GMT
From: stride!tahoe!wheeler!mikew@gr.utah.edu (Mike Whitbeck)
Subject: Re: Apple Talk and Ethernet

To: info-atari16@score.stanford.edu

! There are a couple (at least) of products out that allow you to
!connect an AppleTalk Network to Ethernet. If you did have an AppleTalk
!compatible port on the ST you could then hook it to Ethernet. Of course
!..... If you want Ethernet it is probably going to be
!cheaper to design something to run off the DMA bus instead of going
!through an AppleTalk to DMA converter.
!
! Dan Moore

*Someone asked about ethernet for the atari ST. We (our group at Delft
*University) are currently inquiring about the German product. It is
*supposed to be used at the University of Aachen. I hope to hear from
*it next week. When I hear something, I will post it.

*Hans Buurman

So close yet so far...

BMB Canada made and sold (2?) "ST-network to-PC" dma boxes
called imaginet but the product is no longer available (I just
called 9/15/88).

There seems to be a German ethernet card but how do you get it?

MAYBE SOMEONE AT ATARI CAN SHED SOME LIGHT ON OBTAINING
NETWORKING FOR THE ST?????

maybe this is the kind of product for the entrepeneur (like
MagicSac?)
speaking of which ....
if you had a Spectre 128 AND a DMA-2-SCSI board could you then
run a MAC ethernet or appletalk?

____
Mike Whitbeck	
Desert Research Inst.	mikew@wheeler.wrc.unr.edu
POB 60220	
RENO, NV 89506	702-673-7348
_____________________	_____________________

There is no expedient to which man will not go to avoid the
real labor of thought. Edison.

____
|Mike Whitbeck | |
|Desert Research Inst. | mikew@wheeler.wrc.unr.edu |

Date: 16 Sep 88 10:34:39 GMT
From: mcvax!hp4nl!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: Strange '-s' flag behavior in the GNU linker ?

To: info-atari16@score.stanford.edu

In article <8809150858.AA16391@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
>
> I have found what is not quite a bug, but a somewhat annoying feature in the
>GNU C linker. It seems that the '-s' flag does exactly the opposite of what I
>think it should do. If you don't specify '-s', the linker appends a symbol
>table to the executable, if you do specify it, no symbol table is produced.

'-s' does not stand for symbol / no symbol, but for strip. This option
is passed to the loader, and means: strip off the symbol table. The
default in Unix is to have a symbol table in your executable (so the
debuggers are not too bad to work with, although -g is preferred if you
want to use dbx).

> This means that to make executables without symbol tables, one cannot use
>GCC, but has to invoke everything manually. Also, all the executables from
>the GNU package themselves have quite big symbol tables. Removing them would
>save several KB, which might help people suffering from storage/memory
>shortages.

I do not quite understand your problem. Put the -s in your makefile, or
add -s to CFLAGS. Now you can invoke make with no special parameters.
As for removing symbol tables, that's a job for strip(1); no doubt there'll
be an ST version soon (if it isn't already there).

> Anyway, thanks to John for his impressive work !

I fully agree.

Leo.

Date: 16 Sep 88 11:36:44 GMT
From: mcvax!hp4nl!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: problem with mwc atoi(), version 2.0.1
To: info-atari16@score.stanford.edu

In article <12562@ncoast.UUCP> btb@ncoast.UUCP (Brad Banko) writes:
|
|What is wrong with the following code?
[some lines deleted]...
|#include <stdio.h>
|/* #include <math.h> */
|
|#define MAXVAL 32767
|
|main(argc,argv)
| int argc; char *argv[];
|{
| int i, x;
| extern int atoi();

```
|
| for (i=1; i+1<=argc; ++i) {
| x = rand();
| printf("%d %d %s %d %d %d\n",
| x, i, argv[i], (double) x / MAXVAL, atoi(argv[i]),
| (double) x / MAXVAL * atoi(argv[i]) + 1);
| }
|
| putchar('\n');
|}
|
|The code compiles, but produces bad (atoi()?) results... why? Why are
|the atoi(argv[i]) values bad (negative)?
```

The arguments supplied to printf() are not conforming to the format:
(double) x / MAXVAL is of type double (probably 8 bytes on the stack),
while you try to print it as an integer (%d) (2 bytes in mwc ?). So the
first three arguments print correctly, but the last three are taken
wrongly from the stack, and besides are interpreted wrong (as integer,
but they are double,int, double. Using a cast (int)(double expr.) for the
double expressions should solve your problem.

Leo.

Date: 16 Sep 88 19:11:33 GMT
From: imagen!hedley@ucbvax.Berkeley.EDU (Hedley Rainnie)
Subject: re: Ram disks > 999k
To: info-atari16@score.stanford.edu

I got a copy of MegaMatic off of DELPHI and it is great

optional features at config time

* reset surviving ramdisk up to 2Meg in size
* built in screen saver
* Disk verify on/off
* Print spooler (I never used this)
* key sequences for rebooting (warm/cold)

I have used it extensivly to develop a large project for the Megas
and have not had any problems. I usually use a 1.2Meg one on a Mega4.

The program is copyright Lloyd Pulley 1988 TIF Software.
The version I use is 1.15.

Hope this helps

Hedley

{decwrl|sun}!imagen!hedley
--
{decwrl!sun}!imagen!hedley

Date: 16 Sep 88 19:58:44 GMT
From: rubbs1!Robert.Lisowski@rutgers.edu (Robert Lisowski)
Subject: Re: Help with receiving satellite pictures!!!
To: info-atari16@score.stanford.edu

Hank Brandli of Melbourne, FL (3165 Sharon Dr.---32904) is named in
Popular Mechanics' Science section (oct. p.40).

He will provide (for a $5.00 fee) a parts list, instructions, and
other info on constructing a satellite weather picture station for
a computer (I think it's a PC-compatible, but any good hacker can
adapt it to an ST). Total cost is under 1000 bucks (depending on
how good you are at shopping or how much stuff you have already).

Rob

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

Date: 17 Sep 88 03:13:14 GMT
From: oliveb!tymix!antares!jms@ames.arc.nasa.gov (joe smith)
Subject: Re: problem with mwc atoi(), version 2.0.1
To: info-atari16@score.stanford.edu

In article <12562@ncoast.UUCP> btb@ncoast.UUCP (Brad Banko) writes:
> printf("%d %d %s %d %d %d\n",
> x, i, argv[i], (double) x / MAXVAL, atoi(argv[i]),
> (double) x / MAXVAL * atoi(argv[i]) + 1);

The way printf picks up arguments is as follows:
%d = Pick up 2 bytes of x (which is an int) = OK
%d = Pick up 2 bytes of i (which is an int) = OK
%s = Pick up a pointer to a string argv[i] = OK
%d = Pick up 2 bytes of the 8 bytes that correspond to the value of the
expressiion "(double) x /MAXVAL".
%d = Pick up the next 2 bytes from the previous double-precision value
%d = Pick up the 4th and 5th bytes of the double-precision value
\n = Start a new line (which ignores the 7th and 8th bytes of the first
double precision result, and ignore the 2 bytes of the atoi value,
and ignore the 8 bytes of the 2nd double-precision floating point value.

The problem is in the use of %d with double. You should be using %f
for double, however you don't need double in this program; use ints and
longs instead.
--
+---+
| TYMNET:JMS@F29 CA:"POPJ P," UUCP:{ames|pyramid}oliveb!tymix!antares!jms |

| INTERNET:JMS%F29.Tymnet@Office-1.ARPA PHONE:Joe Smith @ (408)922-6220 |

Date: 17 Sep 88 14:22:44 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: ST news software / Sobozon C
To: info-atari16@score.stanford.edu

In the referenced article, Dale Schumacher referred to the GNU redistribution
conditions. He was close, but a bit off. In the gnu.gcc newsgroup RMS stated
that he considers the GNU 'copyleft' (essentially meaning free availability
of all source code) to apply to anything that is a 'derivative work' of
a Free Software Foundation product. That's a technical legal term there, and
right now the best guess is that it means BISON output or anything linked
with the GNU libraries, but not anything simply compiled with gcc and
the associated tools.

End of Info-Atari16 Digest
****

From Mailer@Score.Stanford.EDU Tue Sep 27 23:53:53 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA09971; Tue, 27 Sep 88 23:53:53 EDT
Message-Id: <8809280353.AA09971@speedy.mcnc.org>
Date: Tue 27 Sep 88 20:52:57-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: Info-Atari16-Request@Score.Stanford.EDU
Subject: PS:<MAIL.BATCH-QUEUE>[--QUEUED-MAIL--].RETRANSMIT.66
Status: R

No such host as "SANDIEGO.MT.DDN.MIL.#Internet",
bad queue file follows:

=DELIVERY-OPTIONS:MAIL
=NOTIFY: 2-Oct-88 19:46
=DEQUEUE: 30-Sep-88 18:50
_Score.Stanford.EDU.#Internet
Info-Atari16-Request
aerospace.aero.org
grant
cunyvm.cuny.edu.#Internet
INFO-A16%MARIST.BITNET
[128.59.40.130].#Internet
chung
ESDVAX.ARPA.#Internet
scotttb
uunet.UU.NET.#Internet

mutec!docbobo
lasso!atari16
[128.238.2.2].#Internet
RUBIN
MSR.EPM.ORNL.GOV.#Internet
jcm
SANDIEGO.MT.DDN.MIL.#Internet
jensen
hallock
NRL-ACOUSTICS.ARPA.#Internet
MENTON
corsaro
NOTE.NSF.GOV.#Internet
jmurray
SIMTEL20.ARMY.MIL.#Internet
bboard-info-atari16
ubvmsa.cc.Buffalo.EDU.#Internet
V069HPMS
cvl.umd.edu.#Internet
gyuri

Date: Tue 27 Sep 88 18:50:18 PDT
Subject: Info-Atari16 Digest V88 #407
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Tuesday, September 27, 1988 Volume 88 : Issue 407

This weeks Editor: Bill Westfield

Today's Topics:

Re: Boycott Apple Again -- Now about Suns
Re: argc and argv with gem
Re: argc and argv with gem
Re: Boycott Apple Again -- Now about Suns
Re: Boycott Apple Again -- Now about Suns
Re: Apple Talk and Ethernet
Re: Strange '-s' flag behavior in the GNU linker ?
Re: problem with mwc atoi(), version 2.0.1
re: Ram disks > 999k
Re: Help with receiving satellite pictures!!!
Re: problem with mwc atoi(), version 2.0.1
Re: ST news software / Sobozon C

Date: 16 Sep 88 15:28:34 GMT
From: renoir.Berkeley.EDU!munson@ucbvax.Berkeley.EDU (Ethan V. Munson)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

I think that this discussion has gone quite astray. Suns and Macs are, for 99.5% of the computing world, oranges and apples.

A Macintosh is designed to be a standalone personal computer that will basically run correctly from the moment it is turned on. It is designed around the assumption that the user is not very sophisticated about computing.

Suns are diskless workstations, which can be given local disks to allow them to run in standalone mode. A Sun can only be used easily when there is a sophisticated system manager available who will work out the kinks in issues like swap space, disk partitions, etc.. If you are such a person or are part of an organization that already has such a person, a Sun may be a good choice. There is lots of free software that runs on Suns and is useful. For much of it, though, you may need to run make, extract shell archives, and run dbx from time to time. However, I don't think you can find a $150 WYSIWIG word processor for the Sun that will print on a $500 dot matrix printer.

In my experience, the only time that Suns and Macs become comparable is when you talk about the bottom of Sun's line (3/50 with a 70meg SCSI disk) and the top of Apple's (Mac II with 80Meg disk, A/UX, 5+Meg of RAM).

Network based Sun systems do appear to be more fragile than Macintosh systems (which do not depend on the network for critical resources, like virtual memory). Some of the fault lies with Sun's decision to trade-off reliability for speed and simplicity in the Network File System. But much of the time, any problems arise from the decisions made by the administrators of the local system to spend $5000 on a new 3/50 instead of another 4 Meg of memory for the file server. A Sun is a good machine if you are a programmer or can afford to hire one. A Mac is a good machine no matter who you are, but is not as good as a Sun for computer science research and some other technical pursuits.

Pardon my little harangue,

Ethan Munson
munson@renoir.Berkeley.EDU
...ucbvax!renoir!munson

"I don't know if they scare the enemy,
but they certainly scare me."

--Wellington, speaking of the moral character
of his troops

Date: 16 Sep 88 05:14:23 GMT
From: mcvax!hp4nl!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: argc and argv with gem
To: info-atari16@score.stanford.edu

In article <3441@boulder.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>How does one go about writing a GEM program that will accept arguments to
>main via argc and argv? I'm using Mark Williams C and when I try to use
>argc and argv with a GEM program the program bombs.

Although I don't use MWC myself, I will make a few remarks:
1) There is no means that I know of to supply parameters to a Gem
program if it is started from the Desktop.
2) If the program is started from a shell, the shell should be a Gem
program, otherwise the program cannot use Gem functions. I'm not very
sure about this one, though.
3) You don't need to do anything different for a Gem program than for
a Tos-Takes-Parameters one.
4) The bus error is perhaps caused by incorrect treatment of the
argc,argv list, e.g. accessing an element argv[i], with i >= argc,
or argv[0], whose contents is undefined (GEMDOS does not pass the
program's name). I even think there are compilers that put a null
pointer (not an empty string pointer) in argv[0], which is in effect
incorrect - argv[argc] should be the first null pointer of the list.

Leo.

Date: 16 Sep 88 07:22:57 GMT
From: mcvax!hp4nl!uva!gert@uunet.uu.net (Gert Poletiek)
Subject: Re: argc and argv with gem
To: info-atari16@score.stanford.edu

In article <3441@boulder.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>
>
>
>How does one go about writing a GEM program that will accept arguments to
>main via argc and argv? I'm using Mark Williams C and when I try to use
>argc and argv with a GEM program the program bombs.
>
>Thanks for any help,
>Jim Cochrane

Manually compare the tos and gem runtime startup modules. Sources are
provided with Mark Williams C. You might also try linking directly with tos
startup instead of gem startup. The the only thing you have to remember is
that linking with -VGEM also includes the Gem library. Link with something
like;

ld -s -o output lib/gcrts0.o objectlist -lvdi -laes -lc

That should do it.

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

Opinions (if any) are my own.

Date: 16 Sep 88 19:48:46 GMT
From: haven!uvaarpa!hudson!bessel.acc.Virginia.EDU!gl8f@ames.arc.nasa.gov (Greg Lindahl)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

hi. would you all PLEASE quit cross-posting this message stream to groups
that it has nothing to do with -- IBM PC's, Amigas, Atari ST's, etc. there
are people who read these newsgroups through digests, and have no way
to easily skip over all of the off-topic messages.

thanks.
Greg Lindahl internet: gl8f@virginia.edu
U Va Dept. of Astronomy bitnet: gl8f@virginia.bitnet

Date: 16 Sep 88 07:16:40 GMT
From: aramis.rutgers.edu!hedrick@rutgers.edu (Charles Hedrick)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

> You might start by reading the sun-spots digest - you'll see enough bug
> reports to make your eyes bug out.

Well, I've made my share of postings to Sun-Spots, but I surely
wouldn't want them misinterpreted as advising people against buying
Suns. Reading an unedited list of problems from users is always a
frightening experience. The monthly listing of bug reports from DEC
for TOPS-20 was far scarier than Sun-Spots. (Presumably the same is
true with VMS, but I don't look at those.) Back when I looked at bug
reports published by IBM for MVS, it was amazing what sorts of bugs
there were even in that very reliable system. (They even had this
special mechanism for giving you last-minute information on which of
the patches they published shouldn't be installed because they turned
out to create more problems than they solved.) About all one can say
is that there are lots of users out there trying lots of things and so
they run into lots of problems. Many of them are user confusion, but
there are also plenty of bugs. Sun-Spots is mostly a sign of a large
and active user community doing lots of interesting things.

Date: 15 Sep 88 21:54:55 GMT
From: stride!tahoe!wheeler!mikew@gr.utah.edu (Mike Whitbeck)
Subject: Re: Apple Talk and Ethernet

To: info-atari16@score.stanford.edu

! There are a couple (at least) of products out that allow you to
!connect an AppleTalk Network to Ethernet. If you did have an AppleTalk
!compatible port on the ST you could then hook it to Ethernet. Of course
!..... If you want Ethernet it is probably going to be
!cheaper to design something to run off the DMA bus instead of going
!through an AppleTalk to DMA converter.
!
! Dan Moore

*Someone asked about ethernet for the atari ST. We (our group at Delft
*University) are currently inquiring about the German product. It is
*supposed to be used at the University of Aachen. I hope to hear from
*it next week. When I hear something, I will post it.

*Hans Buurman

So close yet so far...

BMB Canada made and sold (2?) "ST-network to-PC" dma boxes
called imaginet but the product is no longer available (I just
called 9/15/88).

There seems to be a German ethernet card but how do you get it?

MAYBE SOMEONE AT ATARI CAN SHED SOME LIGHT ON OBTAINING
NETWORKING FOR THE ST?????

maybe this is the kind of product for the entrepeneur (like
MagicSac?)
speaking of which ....
if you had a Spectre 128 AND a DMA-2-SCSI board could you then
run a MAC ethernet or appletalk?

____
Mike Whitbeck	
Desert Research Inst.	mikew@wheeler.wrc.unr.edu
POB 60220	
RENO, NV 89506	702-673-7348
_____________________	_____________________

There is no expedient to which man will not go to avoid the
real labor of thought. Edison.

____
|Mike Whitbeck | |
|Desert Research Inst. | mikew@wheeler.wrc.unr.edu |

Date: 16 Sep 88 10:34:39 GMT
From: mcvax!hp4nl!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: Strange '-s' flag behavior in the GNU linker ?

To: info-atari16@score.stanford.edu

In article <8809150858.AA16391@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
>
> I have found what is not quite a bug, but a somewhat annoying feature in the
>GNU C linker. It seems that the '-s' flag does exactly the opposite of what I
>think it should do. If you don't specify '-s', the linker appends a symbol
>table to the executable, if you do specify it, no symbol table is produced.

'-s' does not stand for symbol / no symbol, but for strip. This option
is passed to the loader, and means: strip off the symbol table. The
default in Unix is to have a symbol table in your executable (so the
debuggers are not too bad to work with, although -g is preferred if you
want to use dbx).

> This means that to make executables without symbol tables, one cannot use
>GCC, but has to invoke everything manually. Also, all the executables from
>the GNU package themselves have quite big symbol tables. Removing them would
>save several KB, which might help people suffering from storage/memory
>shortages.

I do not quite understand your problem. Put the -s in your makefile, or
add -s to CFLAGS. Now you can invoke make with no special parameters.
As for removing symbol tables, that's a job for strip(1); no doubt there'll
be an ST version soon (if it isn't already there).

> Anyway, thanks to John for his impressive work !

I fully agree.

Leo.

Date: 16 Sep 88 11:36:44 GMT
From: mcvax!hp4nl!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: problem with mwc atoi(), version 2.0.1
To: info-atari16@score.stanford.edu

In article <12562@ncoast.UUCP> btb@ncoast.UUCP (Brad Banko) writes:
|
|What is wrong with the following code?
[some lines deleted]...
|#include <stdio.h>
|/* #include <math.h> */
|
|#define MAXVAL 32767
|
|main(argc,argv)
| int argc; char *argv[];
|{
| int i, x;
| extern int atoi();

```
|
| for (i=1; i+1<=argc; ++i) {
| x = rand();
| printf("%d %d %s %d %d %d\n",
| x, i, argv[i], (double) x / MAXVAL, atoi(argv[i]),
| (double) x / MAXVAL * atoi(argv[i]) + 1);
| }
|
| putchar('\n');
|}
|
|The code compiles, but produces bad (atoi()?) results... why? Why are
|the atoi(argv[i]) values bad (negative)?
```

The arguments supplied to printf() are not conforming to the format:
(double) x / MAXVAL is of type double (probably 8 bytes on the stack),
while you try to print it as an integer (%d) (2 bytes in mwc ?). So the
first three arguments print correctly, but the last three are taken
wrongly from the stack, and besides are interpreted wrong (as integer,
but they are double,int, double. Using a cast (int)(double expr.) for the
double expressions should solve your problem.

Leo.

Date: 16 Sep 88 19:11:33 GMT
From: imagen!hedley@ucbvax.Berkeley.EDU (Hedley Rainnie)
Subject: re: Ram disks > 999k
To: info-atari16@score.stanford.edu

I got a copy of MegaMatic off of DELPHI and it is great

optional features at config time

* reset surviving ramdisk up to 2Meg in size
* built in screen saver
* Disk verify on/off
* Print spooler (I never used this)
* key sequences for rebooting (warm/cold)

I have used it extensivly to develop a large project for the Megas
and have not had any problems. I usually use a 1.2Meg one on a Mega4.

The program is copyright Lloyd Pulley 1988 TIF Software.
The version I use is 1.15.

Hope this helps

Hedley

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--
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To: info-atari16@score.stanford.edu

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He will provide (for a $5.00 fee) a parts list, instructions, and
other info on constructing a satellite weather picture station for
a computer (I think it's a PC-compatible, but any good hacker can
adapt it to an ST). Total cost is under 1000 bucks (depending on
how good you are at shopping or how much stuff you have already).

Rob

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

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The way printf picks up arguments is as follows:
%d = Pick up 2 bytes of x (which is an int) = OK
%d = Pick up 2 bytes of i (which is an int) = OK
%s = Pick up a pointer to a string argv[i] = OK
%d = Pick up 2 bytes of the 8 bytes that correspond to the value of the
expressiion "(double) x /MAXVAL".
%d = Pick up the next 2 bytes from the previous double-precision value
%d = Pick up the 4th and 5th bytes of the double-precision value
\n = Start a new line (which ignores the 7th and 8th bytes of the first
double precision result, and ignore the 2 bytes of the atoi value,
and ignore the 8 bytes of the 2nd double-precision floating point value.

The problem is in the use of %d with double. You should be using %f
for double, however you don't need double in this program; use ints and
longs instead.
--
+---+
| TYMNET:JMS@F29 CA:"POPJ P," UUCP:{ames|pyramid}oliveb!tymix!antares!jms |

| INTERNET:JMS%F29.Tymnet@Office-1.ARPA PHONE:Joe Smith @ (408)922-6220 |

Date: 17 Sep 88 14:22:44 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
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End of Info-Atari16 Digest
****

From Mailer@Score.Stanford.EDU Wed Sep 28 07:23:22 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA13021; Wed, 28 Sep 88 07:23:22 EDT
Message-Id: <8809281123.AA13021@speedy.mcnc.org>
Date: Wed 28 Sep 88 04:17:44-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: Info-Atari8-Request@Score.Stanford.EDU
Subject: Message of 27-Sep-88 23:00:00
Status: R

Message failed for the following:
dwp@Score.Stanford.EDU.#Internet: Can't forward - unknown host "mitre-b-chubby.arpa"

Date: Tue 27 Sep 88 22:59:56 PDT
Subject: Info-Atari8 Digest V88 #92
From: Info-Atari8 Digest <Info-Atari8@Score.Stanford.EDU>
Sender: Info-Atari8-request@Score.Stanford.EDU
Errors-to: Info-Atari8-request@Score.Stanford.EDU
Maint-Path: Info-Atari8-request@Score.Stanford.EDU
To: Info-Atari8 Distribution List: ;
Reply-to: Info-Atari8@Score.Stanford.edu

Info-Atari8 Digest Tuesday, September 27, 1988 Volume 88 : Issue 92

This weeks Editor: Bill Westfield

Today's Topics:

A more recent ZMAG

Date: 24 Sep 88 21:09:17 GMT
From: gdtltr@vax1.acs.udel.edu (Gary D Duzan)
Subject: A more recent ZMAG
To: info-atari8@score.stanford.edu

FNet delays kept me from getting the previous ZMAG until 2 days ago.
Here is the most recent issue.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

=
Syndicate ZMagazine Issue #124 September 21, 1988
| HOT Atari News and Reviews |

-----------------| American Publishing Enterprises, Inc |----------------
-----------------| Post Office Box 74 |----------------
-----------------| Middlesex, New Jersey 08846-0074 |----------------

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==
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Stairway To Heaven
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Bounty Atari ST BBS
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ZMAG WEST
Shadow Haven Information Service
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H009-916

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= Publishers Desk by Ron Kovacs

= ZMAG Weekly News Roundup

= New Book on Computer Viruses

= Line Noise Revisited Ctsy CIS Atari

= Circuit Maker Review

= SAM TRAMIEL in Conference

= 8 Bit Owners Update

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PUBLISHER'S DESK
by Ron Kovacs
~~~~~~~~~~~~~~~~~~~~

Originally planned for preview in this space was an article written by the Editors of Michigan Atari Magazine. I have cancelled this segment while I research and produce our official position on the matter. Stay tuned to these pages in the next few weeks for an indepth look at MAM.

Starting October 2, 1988, ZMAGAZINE will release issues on Sunday evenings. We will also debut a new section devoted to User Group Updates and news. Stay tuned for more details on this next week.

SCHEDULED RELEASES FOR OCTOBER

Issue #125 October 2, 1988
Issue #126 October 9, 1988
Issue #127 October 16, 1988
Issue #128 October 23, 1988
Issue #129 October 30, 1988

Due for release in October....Update of the official ZMAG/ST-REPORT BBS listing. If your BBS has not appeared, or you think you might be missing, Please send a post card with your BBS information and a phone number so we can contact you and give you your official ZMAG Registration number. The ZMAG 1988 Reader Survey is near completion. I need your address to send you the survey!! Please send that post card off today!! The survey is presently 8 pages long.

Enjoy your vacation John Deegan!

****
ZMAG NEWS ROUND-UP 9/14-9/21
Compiled by the Staff of ZMagazine
****

(Comments detailed in the following article are NOT those of ZMagazine or it's editors. Readers opposed to any comments here are welcome to submit a reply by 9-30-88. Any opposing commentary on this article will NOT be accepted for publication.)

PRESS RELEASE 9/15/88
~~~~~~~~~~~~~~~~~~~~

In an article called Atari News and Comment in the September Michigan Atari Magazine (MAM), editor Bill Rayl again blasted a non-participating local Michigan Atari users group for policies not in tune to MAM's liking.

MAGIC, the eastern Michigan Atari users group who has stead fastly refused advances to join the MAM consortium, was sharply condemned for charging "50 cents to $1 admission" to attend a special meeting hosting Atari execs. "I was strongly misquoted by Mr. Rayl," says Sourcerer's Apprentice Editor Mike Lechkun. "I went out of my way to call Bill Rayl long distance to share and report this bit of local Atari news. I was shocked to see it turned into a negative slam against us (MAGIC)."

"I told his wife (and MAM co-editor) Pattie that MAGIC was asking for a donation to help defray costs of starting up another Atari fest effort [as well as to pay for the increase in space needed for the meeting]. It seems to me," commented Mike, "that MAM is allowed to rake in money for it's own ventures, but others trying to serve the Atari community are, in their words, 'tasteless'."

Mike concluded that he'd "be more than happy to make a donation in the Rayls' name if they couldn't cough up a couple of bucks!" It was MAM, over a year ago, who slammed then-non-participating club MACE when they proposed charging non-members to attend the monthly meetings. MACE was (and is) losing money rapidly by providing services to non-members who were sponging off the group. Because of the article, MACE was embarrassed into changing their newly adopted policy.

The members of MAGIC have always felt that a user group's newsletter helps to define and add personality and individuality to the club. The newsletter is the club's identity to the outside world. It is a shame that MAM feels that their viewpoint is the only valid one in Michigan, and that any other club's views are "considered extremely bad taste."

Quote from MAM, 9/88

Atari News and Comment

"In a move that can only be considered extremely bad taste, MAGIC is planning to charge 50 cents or $1 admission to attend this meeting [with Atari's execs]! The meeting takes place on their normally scheduled meeting night, and MAGIC's meetings are generally open to all. But, in this case, MAGIC proposes to charge admission from the very people they are going to need assistance from if another show will occur. MAGIC can't pull off an AtariFest on their own, but if any other clubs want to get involved at this first meeting, they'll have to pay to do so? Hopefully, MAGIC will change the tune before October..."

ATARI KILLS DETROIT VISIT

ATARI CORP.'s proposed visit to Detroit user group MAGIC has been cancelled. Sam Tramiel said that such a visit would "excite group members", but with no product to deliver and because we are right before Comdex, there's really nothing that could be said. ATARI has promised full support for a Detroit AtariFest, which the MAGIC group is still

considering. Sig Hartmann commented that the November Comdex show would be "an opener to a revitalized U.S. market presence", and indicated a proposed resurgance after the first of the year. But as to not discourage those who would attend a large scale meeting from afar, Atari will not make a local apperance until the show.

** NEWS BULLETIN **

Attention all persons that have a program being called "Master Cruncher" or any alterations of that. It seems that a group of pirates have edited out the Copyright notice and have claimed the program as there own. This Utility is not Public Domain nor a Pirate utility, it is a Commercial program that was going to be sold in The Federal Republic of Germany. There were plans to market it in the USA, but due to the massive spreading of the utility, there is no hope of making any kind of profit nor will there be any other such utilities produced due to these problems, it is not cost effective to try and track down who did this terrible thing, so you can just thank who ever the persons involed for screwing up the future of such useful utilities you might have had. Please notify all sysops or board operators that this file should be deleted from file sections and not posted again.

I was really surprised to hear that it was posted on 2 major commercial networks, I would have thought they would have questioned this utility because of no documentation or origin of source. I would have thought the sysops would be a little more responsible to there amiga comunity and check things that are questionable out first.

A final note, the version that seems to have made it's way all over the United States is still a beta version and has a Serious! bug in it, I do not accept any responsiblity for any damage caused by the faulty program. "it is not my fault everyone pirated it" I strongly suggest you uncrunch everything crunched with it or things might begin to happen you wish didn't. You have been warned of the problem. Please spread this file as fast as my program was spread to warn people against the possible destruction of all there data.

Bit Soft Programing (BSP)
Hans Mayor
Post Fach 1123
8623 Staffelstein
West Germany

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NEW BOOK ON COMPUTER VIRUSES
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Compute!'s COMPUTER VIRUSES

Author: Ralph Roberts
Price: $14.95
ISBN: 0-87455-178-1
On Sale: November, 1988

Publisher: Compute! Books, a Capital Cities/ABC Company

Why are the big computer companies keeping quiet about the problem of computer viruses?

``Over one percent, or about a quarter of a million IBM PC's and compatibles are already infected,'' says Larry DiMartin, president of Computer Integrity Corporation, the makers of the commercial viral protection program, Vaccinate.

Finally there's a book that shows why software and hardware manufacturers --in some cases selfishly and intentionally--have their heads in the sand. Finally there's a book that helps you protect your system from computer viruses. A book that answers the questions the industry has been ducking.

Like a biological virus, a computer virus can replicate itself and be spread (through the use of ``Trojan horse'' programs) from system to system. Trade a floppy disk with a friend and you may unwittingly be destroying all the data in your system, whether it's a single person computer or a large, networked system of 20,000 terminals. It's not even enough to have good backup--a timed release virus can also be in the backup disks or tape, destroying data time after frustrating time.

The destructive rampages of these small hidden programs from sick minds are not limited to ``high risk'' users who download indiscriminately from ``pirate'' electronic bulletin boards. AP and UPI reports in recent months have reported that such major institutions as NASA, Lehigh University, Miami (Ohio) University, ARCO Oil, Hebrew University in Israel, and others have had computer virus attacks.

Whether you are a single computer owner or a manager of a large area network, Compute!'s COMPUTER VIRUSES offers relief from the fear and the very real danger of a viral infection in your system.

Topics Covered:

* How your system can become infected (risky practices and how to practice ``safe computing,'' and minimize exposure.
* The history of viruses, including some infamous infections such as the ``Brain'' virus, the ``Sunnyvale Slug,'' the ``Scores,'' and the Macintosh ``Peace'' virus.
* How viruses work and what they can do to your system.
* The kind of programs that can hide viruses.
* How to detect a virus or viruses in your system and erase them.
* Protection from virus infection.
* Reviews and tips on viral protection systems, both commercial and public domain.
* Sections with specific protection information for IBM and compatibles, Macintosh, Apple, Amiga, Atari, and other systems.

Contents:

Your Computer May Be Sick!
History and Famous Viruses
How Viruses Work
Practicing Safe Computing
How The Experts Deal With Viruses

Corporate Initiatives for Data Security
(by Pamela Kane, President of Panda Systems)

The Case of the ``Gerbil'' Virus
(by Raymond M. Glath, President of RG Software Systems)

IBM and Compatibles
Macintosh
Apple
Amiga
Atari
The Only Good Virus is a Dead Virus.

For Additional Information:
Ralph Edwards
P.O. Box 8549
Asheville, NC 28814
(704) 254-3972

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LINE NOISE REVISITED
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Ctsy CompuServe Atari SIG

#: 47388 S2/CompuServe & BBSs 27-Dec-86 22:10:29
Sb: #Interlink
Fm: Jeff Rigby/Intersect Sof 74615,323
To: Dave Groves 76703,4223

I have never had the pleasure of taking apart a Courier 2400 but most
modems use the same input transformer (FCC Regulations).

Below is a schematic drawing of the Input transformer circuit:

```
----) || (------
Input from ( || ) output to
phone line ) || ( modem
----( || )-----
||
|| (------> 600 ohm Inpedance matching
|| ) < resistor
|| (------>
```

Transformer

You change the 600 ohm (blue black brown) resistor, to a lower value by
tacking a resistor in parallel. Try values from 1000 ohms to 600 minimum.
This is a quick and dirty method, it works by making the transformer less
efficient and therby reducing the sensitivity of the circuit. The resistor

is there to cause the input transformer to match the phone line (600 ohms) impedance. When you have an impedance match you have maximum transfer of energy. Choose the highest value resistor that gives the fewest errors.

Jeff Rigby c/o SOTA Computers
3949 Sawyer Rd.
Sarasota, Fl. 33583
813-922-6244

********** UPDATE **********

17-Sep-88 09:21:43
Sb: #110696-2400 baud problem
Fm: INTERSECT Software 76004,1577
To: SYSOP*Dave Groves 76703,4223

The resister will reduce the sensitivity of the modem to incoming noise. If the problem is only periodic and does not get worse after warmup then this is the method to use. If it does get noisy after warmup then open the modem and look for an 8 pin chip with X2444 on it. It's an XR chip that sometimes causes the line noise problem at 2400 baud.

Since 2400 baud does push the Florida phone lines to the limit, neither method may work for you.

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CIRCUIT MAKER by Bill Pike (PAC)
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My field of endeavour, that which I do when not using a computer, involves a lot of logic circuit design. Well anyhow I was going thru the local software store and happened to see a program on the shelf that immediately caught my eye. The name of the program is CircuitMaker and it was written by Ozzie Boeshans. The cost is $69.95, why not make it a even $70?. The program is published by ILLIAD Software.

For those who havn't used this type of program in the past, this includes until now me, this is the cats meow. No more breadboarding of circuits. No more burning out chips. No more tangles of wire, piles of parts, and general mess laying all over the place. Also, for those who are married, no spouse telling you to clean up your mess.

Version 1.2 of the program allows you to design various logic circuits on screen and TEST AND DEBUG THE CIRCUITS ON SCREEN. The program then will print the circuit on your Epson compatible printer. You can also go back to the last saved version of the circuit if you have made a mistake. The next version, 2.0, is said to allow you to specify and make a library of your own favorite IC's. Didn't I say that the program comes with 1 library of various logic gates and IC's? Well if I didn't, it does.

Here is what is in the library: All of the various types of gates including, a inverter, 2-4 input AND & NAND, 2 input ORs, 2 input NORs, and 2 input exclusive ORs, LED's, seven segment displays including the BCD

to 7-Segment decoder, switches, two types of quad latches, 7474, 74138, 74151, 74168, 74169, 74109, and 74194 IC's.

There is a snap-to-grid feature so everything looks neat. The various logic devices can be rotated in 90 degree increments, you can label either vertically or horizontally. When you are wiring the circuit the curser is accompanied, once you move out of the device area, by a set of full screen cross-hairs that show you where the wire will end up both vertically and horizontally if you extend it the full screen. This allows you to be much neater in the layout of wiring. There is also a dot placed where wires join so that you are sure of the connection. You can also move devices around or delete them if you decide that the location is bad. You are working in a window of the design, the window is approximately 15% of the working area. You can wire outside of the screen area.

I find that you should make a printout of just the device placement so you are able to easily find the devices not on screen when you start to wire. A zoom command would have been nice.

There are programmable pulse generators for signal inputs, each generator is independently programmable as to waveform and start time as well as well as when it starts. The speed is variable in common. There is a four input oscilloscope that can be used to check any four points in the circuit simultaneously.. You are able to either use a continous run or set for 5 or 10 cycles. The various wires show you the logic level on that wire by either being solid black (logic 1), dark dotted (logic 0), or light dotted (not active) as the test is running. If you are using a color monitor the colors of the lines change to indicate the same conditions. You are able to move around the screen during the run so you can see the functioning of the entire circuit.

There is a tutorial on fundamental logic circuit design included in the small 50+ page manual. The tutorial doesn't go into much depth and those who are unfamiliar with logic design should pick up a book on the subject as well as a TTL Device handbook so you can figure out just what the various chips are and what they require to work. The program doesn't go into microprocessor logic and if it did it should/would probably cost about 10 times as much, if not more.

This program is designed for the average designer and builder not for someone who does this for a living, he/she would probably have the $700 to $7000 version of this type of program and a main frame to run it on. This is a MUST HAVE program for anyone who designs logic circuits including those in college level logic design courses. It is also a must have for anyone who just does logic design at home for their computer interfaces or anything else, this is most logical (sorry about that it slipped out). So dig into your pocket and BUY THIS ONE.

********** SAM TRAMIEL IN CONFERENCE **********

The Atari Forums on CompuServe will be sponsoring a world-wide electronic teleconference with Sam Tramiel, President and Chief Operating Officer of

Atari Corporation, on Monday, September 26 at 9:00 PM EDT. Your participation in this conference is welcomed and encouraged!

The Sam Tramiel Conference is going to be held in CompuServe's Electronic Convention Center(tm). The Electronic Convention Center(tm) was designed specifically for special conferences of this nature and can have as many as 300 people participating simultaniously without causing the slightest speed decrease. In addition, the Electronic Convention Center(tm) offers the capability of holding a more structured conference, making it possible for you to ask your questions and be answered by Mr. Tramiel without any interruptions. Top performance is absolutely guaranteed! Lastly, the Electronic Convention Center(tm) offers additional conveniences (discussed later in this text) that will make your participation in this conference amazingly easy. If you've participated in other national conferences of this type before and have been underwhelmed at the way it was conducted and the performance of the service during 'heavy' usage, this conference is your opportunity to experience the communication power of a professional -quality global information network.

ACCESSING THE CONVENTION CENTER

As mentioned above, the Sam Tramiel conference will be held in CompuServe's Electronic Convention Center(tm) -- NOT the conference area of the Atari 16-Bit Forum. To access the Convention Center, type GO CONVENTION at any CompuServe command prompt.

When you type GO CONVENTION, CompuServe will display the following menu:

Electronic Convention Center(tm)

INFORMATION/RESERVATIONS
1 Instructions
2 List Conferences/Make Reservations
3 Review/Cancel Reservations
4 Conference Etiquette

Enter choice !

Choice 1 allows you to view the complete instruction guide for using the Convention Center. Choice 2 and Choice 3 allow you to list upcoming special conferences and any advance "reservations" (NOT NECESSARY FOR THIS CONFERENCE!) you might have made. Lastly, choice 4 provides some information on the etiquette followed by participants in an electronic conference.

On Monday, September 26, at 8:30 PM EDT (a half hour before the Sam Tramiel conference is scheduled to begin), the Convention Center menu will appear as shown above with the addition of menu choice 5 which will allow you to enter the Sam Tramiel conference. An example of how the Convention Center menu will appear from 8:30 through the end of the conference on September 26 appears below:

Electronic Convention Center(tm)

INFORMATION/RESERVATIONS
1 Instructions
2 List Conferences/Make Reservations
3 Review/Cancel Reservations
4 Conference Etiquette

JOIN CONFERENCE IN PROGRESS
5 Atari Sam Tramiel Conference

Enter choice !

All you will need to do is select choice 5 in order to join the conference. Once you select choice 5, CompuServe will prompt you to enter your name:

What is your name? John Doe

Enter your name and press a <CR> as shown in the above example.

If you enter the conference area before 9:00 PM EDT, you can chat briefly with other early arrivers until the moderated conference begins.

ASKING A QUESTION

Once the moderated conference begins, only the moderator and guest speaker will be allowed to openly communicate at all times. Other participants must signal that they would like to ask a question or make a comment by using the /QUESTION (or /QUE) command. Once you issue the /QUE command, CompuServe will add your name (in order) to the queue. When it is your turn to speak, CompuServe will beep your terminal and display a message explaining that it is your turn and you may now ask your question. If you attempt to openly communicate before it is your turn to speak, the Convention Center will send you a reminder that in order to ask a question or make a comment, you must enter the /QUE command and wait for your turn.

If you issue the /QUE command and change your mind about asking a question, you can enter the /UNQUE command to remove your place from the queue.

USING THE BUFFER

The Electronic Conference Center(tm) makes it possible for you to compose or upload your question or statement into a buffer area, followed by giving you the option of editing the text using standard CompuServe EDIT commands (explained in detail in EDIT.TXT, available in LIBRARY 1 of the Atari 16-Bit Forum). Then, you can send your pre-composed buffer when it is your turn to speak in the conference. Here are the commands you will need to know in order to use the buffer feature of the Convention Center:

/BUFFER EDIT - Brings you into "edit" mode where you can compose, ASCII-upload, or edit your text.

/BUFFER SEND - Send buffer to all participants.

OTHER COMMANDS YOU SHOULD KNOW ABOUT

The following list of commands are available to you in the Convention Center:

/BUFFER EDIT Edit text buffer
/BUFFER SEND Send text buffer
/BULLETIN Display short bulletin
/COMMANDS Show list of commands
/DAY Show date and time
/DISPLAY Change message display
/ECHO Show input as it is typed
/EXIT Exit the conference
/NOECHO Do not show input
/HELP Command help text
/NAME Change your name
/NOSEND Refuse private "send" messages
/OFF Log-off
/SEND Send a private message
/STATUS User/guest count
/WHO Show last speaker
/USERS List users
/LOOK Question status (how many people are in the queue)
/QUESTION Question request
/UNQUEUE Cancel a question

If you have any questions, please feel free to post a message to the Sysops of the Atari Forums. Otherwise, hope you found this introduction file useful and we're looking forward to seeing you at the big conference!

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8 BIT OWNERS UPDATE
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There have been many mentions in the almost decade since the original Atari 400/800 Personal Computers hit the dealers shelves about there being a future upgrade to meet the user's needs, and new and more challenging applications. Finally that upgrade is available..... The Turbo-816 by DataQue, for the Atari 400/800/XL/XE.

DataQue Software is pleased to announce a powerful new upgrade which was co-designed by Ron Shue, and Chuck Steinman. This upgrade will be available in two forms. There will be a replacement CPU board for the original 400/800 Computer system, and a plug in module for the XL/XE series. In either case, there usually is no need for any modifications to the existing hardware. The only exception to this is with XL/XE systems which have their CPU soldered in place, which will require the removal of the existing CPU, and the addition of a standard 40 pin I.C. socket is suggested. Also included is the Turbo-OS, by DataQue for use with the Turbo-816 CPU boards.

The Turbo-816 will not only increase the potential speed of the computer, but also break the 64k memory barrier of the existing systems. Not with the awkward paged memory, but with a fully linear decoded address space of up to 16 megabytes. Benchmarks have put the Turbo-816 into a performance

range ABOVE many of the 'other" PCs/!! Special memory boards will be available to take advantage of the new extended addressing range. These will be mounted internal to the computer cabinet, and in most cases require no hardware modifications.

And here is the amazing feature..... While adding all this power and all this expanded addressing, the Turbo-816 for the Atari 8-bit computer systems will maintain compatibility with most currently available commercial and user written software. Using the Turbo-816 even those older programs will enjoy a speed increase!

The Turbo-OS is a replacement operating system for use with the Turbo-816 which will release the 16-bit processor to its full power. Increased speed will be the most obvious change, but hidden in its code, will be an advanced new floating point library that will speed even the original Atari BASIC to new levels of performance. Again, on most systems it will be just a matter of replacing the existing ROM(s) with the Turbo-OS.

The future holds many more products for the Turbo-816 systems including:

1) a real-time multi-tasking operating system kernal
2) a new assembler-editor-debugger package which supports the new assembly level instructions and addressing modes
3) a new BASIC which will speed past the fastest of the current BASICs for the 8-bit machines
4) a new K&R compatible C development package
5) a new Turbo-GOS operating system (graphical based)
6) a developers development kit for new applications

The NEW Atari Turbo-816 should be available by November of 1988 For more information contact your local Atari Dealer or, write:

DataQue Software
Dept. T-816
P.O. Box 134
Ontario, OH 44862

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ZMagazine Issue #124 September 21, 1988 (c)1988 APEInc, SPC, Kovacs

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End of Info-Atari8 Digest
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From Mailer@Score.Stanford.EDU Wed Sep 28 07:24:05 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA13039; Wed, 28 Sep 88 07:24:05 EDT
Message-Id: <8809281124.AA13039@speedy.mcnc.org>
Date: Wed 28 Sep 88 04:17:49-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>

To: Info-Atari16-Request@Score.Stanford.EDU
Subject: PS:<MAIL.BATCH-QUEUE>[--QUEUED-MAIL--].RETRANSMIT.67
Status: R

No such host as "SANDIEGO.MT.DDN.MIL.#Internet",
bad queue file follows:

=DELIVERY-OPTIONS:MAIL
=NOTIFY: 2-Oct-88 22:55
=DEQUEUE: 30-Sep-88 22:20
_Score.Stanford.EDU.#Internet
Info-Atari16-Request
aerospace.aero.org
grant
CUNYVM.CUNY.EDU
INFO-A16%MARIST.BITNET
[128.59.40.130].#Internet
chung
DCA-EMS.ARPA.#Internet
goertzel
uunet.UU.NET.#Internet
mutec!docbobo
lasso!atari16
graf.poly.edu
RUBIN
MSR.EPM.ORNL.GOV.#Internet
jcm
A.ISI.EDU.#Internet
ISI-INFO-ATARI
SANDIEGO.MT.DDN.MIL.#Internet
jensen
hallock
NOTE.NSF.GOV.#Internet
jmurray
[128.205.2.4].#Internet
V069HPMS
relay.ubc.ca.#Internet
info-atari16
EE.UCLA.EDU.#Internet
willing

Date: Tue 27 Sep 88 22:20:43 PDT
Subject: Info-Atari16 Digest V88 #408
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Tuesday, September 27, 1988 Volume 88 : Issue 408

This weeks Editor: Bill Westfield

Today's Topics:

Re: Boycott Apple Again -- Now about Suns
Re: argc and argv with gem
Re: argc and argv with gem
Re: Boycott Apple Again -- Now about Suns
Re: Boycott Apple Again -- Now about Suns
Re: Apple Talk and Ethernet
Re: Strange '-s' flag behavior in the GNU linker ?
Re: problem with mwc atoi(), version 2.0.1
re: Ram disks > 999k
Re: Help with receiving satellite pictures!!!
Re: problem with mwc atoi(), version 2.0.1
Re: ST news software / Sobozon C

Date: 16 Sep 88 15:28:34 GMT
From: renoir.Berkeley.EDU!munson@ucbvax.Berkeley.EDU (Ethan V. Munson)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

I think that this discussion has gone quite astray. Suns and Macs are, for 99.5% of the computing world, oranges and apples.

A Macintosh is designed to be a standalone personal computer that will basically run correctly from the moment it is turned on. It is designed around the assumption that the user is not very sophisticated about computing.

Suns are diskless workstations, which can be given local disks to allow them to run in standalone mode. A Sun can only be used easily when there is a sophisticated system manager available who will work out the kinks in issues like swap space, disk partitions, etc.. If you are such a person or are part of an organization that already has such a person, a Sun may be a good choice. There is lots of free software that runs on Suns and is useful. For much of it, though, you may need to run make, extract shell archives, and run dbx from time to time. However, I don't think you can find a $150 WYSIWIG word processor for the Sun that will print on a $500 dot matrix printer.

In my experience, the only time that Suns and Macs become comparable is when you talk about the bottom of Sun's line (3/50 with a 70meg SCSI disk) and the top of Apple's (Mac II with 80Meg disk, A/UX, 5+Meg of RAM).

Network based Sun systems do appear to be more fragile than Macintosh systems (which do not depend on the network for critical resources, like virtual memory). Some of the fault lies with Sun's decision to trade-off reliability for speed and simplicity in the Network File System. But much of the time, any problems arise from the decisions made by the administrators of the local system to spend $5000 on a new

3/50 instead of another 4 Meg of memory for the file server. A Sun is a
good machine if you are a programmer or can afford to hire one. A Mac
is a good machine no matter who you are, but is not as good as a Sun for
computer science research and some other technical pursuits.

Pardon my little harangue,

Ethan Munson
munson@renoir.Berkeley.EDU
...ucbvax!renoir!munson

"I don't know if they scare the enemy,
but they certainly scare me."

--Wellington, speaking of the moral character
of his troops

Date: 16 Sep 88 05:14:23 GMT
From: mcvax!hp4nl!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: argc and argv with gem
To: info-atari16@score.stanford.edu

In article <3441@boulder.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>How does one go about writing a GEM program that will accept arguments to
>main via argc and argv? I'm using Mark Williams C and when I try to use
>argc and argv with a GEM program the program bombs.

Although I don't use MWC myself, I will make a few remarks:
1) There is no means that I know of to supply parameters to a Gem
program if it is started from the Desktop.
2) If the program is started from a shell, the shell should be a Gem
program, otherwise the program cannot use Gem functions. I'm not very
sure about this one, though.
3) You don't need to do anything different for a Gem program than for
a Tos-Takes-Parameters one.
4) The bus error is perhaps caused by incorrect treatment of the
argc,argv list, e.g. accessing an element argv[i], with i >= argc,
or argv[0], whose contents is undefined (GEMDOS does not pass the
program's name). I even think there are compilers that put a null
pointer (not an empty string pointer) in argv[0], which is in effect
incorrect - argv[argc] should be the first null pointer of the list.

Leo.

Date: 16 Sep 88 07:22:57 GMT
From: mcvax!hp4nl!uva!gert@uunet.uu.net (Gert Poletiek)
Subject: Re: argc and argv with gem
To: info-atari16@score.stanford.edu

In article <3441@boulder.Colorado.EDU> cochrane@spot.Colorado.EDU (COCHRANE JIM T) writes:
>
>
>
>How does one go about writing a GEM program that will accept arguments to
>main via argc and argv? I'm using Mark Williams C and when I try to use
>argc and argv with a GEM program the program bombs.
>
>Thanks for any help,
>Jim Cochrane

Manually compare the tos and gem runtime startup modules. Sources are
provided with Mark Williams C. You might also try linking directly with tos
startup instead of gem startup. The the only thing you have to remember is
that linking with -VGEM also includes the Gem library. Link with something
like;

ld -s -o output lib/gcrts0.o objectlist -lvdi -laes -lc

That should do it.

Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
UUCP: {decvax,cernvax,unido,seismo}!mcvax!uva!gert
bitnet: uva!gert@mcvax.bitnet, U00025@hasara5.bitnet

Opinions (if any) are my own.

Date: 16 Sep 88 19:48:46 GMT
From: haven!uvaarpa!hudson!bessel.acc.Virginia.EDU!gl8f@ames.arc.nasa.gov (Greg Lindahl)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

hi. would you all PLEASE quit cross-posting this message stream to groups
that it has nothing to do with -- IBM PC's, Amigas, Atari ST's, etc. there
are people who read these newsgroups through digests, and have no way
to easily skip over all of the off-topic messages.

thanks.
Greg Lindahl internet: gl8f@virginia.edu
U Va Dept. of Astronomy bitnet: gl8f@virginia.bitnet

Date: 16 Sep 88 07:16:40 GMT
From: aramis.rutgers.edu!hedrick@rutgers.edu (Charles Hedrick)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

> You might start by reading the sun-spots digest - you'll see enough bug
> reports to make your eyes bug out.

Well, I've made my share of postings to Sun-Spots, but I surely
wouldn't want them misinterpreted as advising people against buying
Suns. Reading an unedited list of problems from users is always a
frightening experience. The monthly listing of bug reports from DEC
for TOPS-20 was far scarier than Sun-Spots. (Presumably the same is
true with VMS, but I don't look at those.) Back when I looked at bug
reports published by IBM for MVS, it was amazing what sorts of bugs
there were even in that very reliable system. (They even had this
special mechanism for giving you last-minute information on which of
the patches they published shouldn't be installed because they turned
out to create more problems than they solved.) About all one can say
is that there are lots of users out there trying lots of things and so
they run into lots of problems. Many of them are user confusion, but
there are also plenty of bugs. Sun-Spots is mostly a sign of a large
and active user community doing lots of interesting things.

Date: 15 Sep 88 21:54:55 GMT
From: stride!tahoe!wheeler!mikew@gr.utah.edu (Mike Whitbeck)
Subject: Re: Apple Talk and Ethernet
To: info-atari16@score.stanford.edu

! There are a couple (at least) of products out that allow you to
!connect an AppleTalk Network to Ethernet. If you did have an AppleTalk
!compatible port on the ST you could then hook it to Ethernet. Of course
!..... If you want Ethernet it is probably going to be
!cheaper to design something to run off the DMA bus instead of going
!through an AppleTalk to DMA converter.
!
! Dan Moore

*Someone asked about ethernet for the atari ST. We (our group at Delft
*University) are currently inquiring about the German product. It is
*supposed to be used at the University of Aachen. I hope to hear from
*it next week. When I hear something, I will post it.

*Hans Buurman

So close yet so far...

BMB Canada made and sold (2?) "ST-network to-PC" dma boxes
called imaginet but the product is no longer available (I just
called 9/15/88).

There seems to be a German ethernet card but how do you get it?

MAYBE SOMEONE AT ATARI CAN SHED SOME LIGHT ON OBTAINING
NETWORKING FOR THE ST?????

maybe this is the kind of product for the entrepeneur (like
MagicSac?)
speaking of which ....
if you had a Spectre 128 AND a DMA-2-SCSI board could you then

run a MAC ethernet or appletalk?

____
Mike Whitbeck	
Desert Research Inst.	mikew@wheeler.wrc.unr.edu
POB 60220	
RENO, NV 89506	702-673-7348
_____________________	_____________________________

There is no expedient to which man will not go to avoid the
real labor of thought. Edison.

____
|Mike Whitbeck | |
|Desert Research Inst. | mikew@wheeler.wrc.unr.edu |

Date: 16 Sep 88 10:34:39 GMT
From: mcvax!hp4nl!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: Strange '-s' flag behavior in the GNU linker ?
To: info-atari16@score.stanford.edu

In article <8809150858.AA16391@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
>
> I have found what is not quite a bug, but a somewhat annoying feature in the
>GNU C linker. It seems that the '-s' flag does exactly the opposite of what I
>think it should do. If you don't specify '-s', the linker appends a symbol
>table to the executable, if you do specify it, no symbol table is produced.

'-s' does not stand for symbol / no symbol, but for strip. This option
is passed to the loader, and means: strip off the symbol table. The
default in Unix is to have a symbol table in your executable (so the
debuggers are not too bad to work with, although -g is preferred if you
want to use dbx).

> This means that to make executables without symbol tables, one cannot use
>GCC, but has to invoke everything manually. Also, all the executables from
>the GNU package themselves have quite big symbol tables. Removing them would
>save several KB, which might help people suffering from storage/memory
>shortages.

I do not quite understand your problem. Put the -s in your makefile, or
add -s to CFLAGS. Now you can invoke make with no special parameters.
As for removing symbol tables, that's a job for strip(1); no doubt there'll
be an ST version soon (if it isn't already there).

> Anyway, thanks to John for his impressive work !

I fully agree.

Leo.

Date: 16 Sep 88 11:36:44 GMT
From: mcvax!hp4nl!philmds!leo@uunet.uu.net (Leo de Wit)
Subject: Re: problem with mwc atoi(), version 2.0.1
To: info-atari16@score.stanford.edu

In article <12562@ncoast.UUCP> btb@ncoast.UUCP (Brad Banko) writes:
|
|What is wrong with the following code?
[some lines deleted]...
|#include <stdio.h>
|/* #include <math.h> */
|
|#define MAXVAL 32767
|
|main(argc,argv)
| int argc; char *argv[];
|{
| int i, x;
| extern int atoi();
|
| for (i=1; i+1<=argc; ++i) {
| x = rand();
| printf("%d %d %s %d %d %d\n",
| x, i, argv[i], (double) x / MAXVAL, atoi(argv[i]),
| (double) x / MAXVAL * atoi(argv[i]) + 1);
| }
|
| putchar('\n');
|}
|
|The code compiles, but produces bad (atoi()?) results... why? Why are
|the atoi(argv[i]) values bad (negative)?

The arguments supplied to printf() are not conforming to the format:
(double) x / MAXVAL is of type double (probably 8 bytes on the stack),
while you try to print it as an integer (%d) (2 bytes in mwc ?). So the
first three arguments print correctly, but the last three are taken
wrongly from the stack, and besides are interpreted wrong (as integer,
but they are double,int, double. Using a cast (int)(double expr.) for the
double expressions should solve your problem.

Leo.

Date: 16 Sep 88 19:11:33 GMT
From: imagen!hedley@ucbvax.Berkeley.EDU (Hedley Rainnie)
Subject: re: Ram disks > 999k
To: info-atari16@score.stanford.edu

I got a copy of MegaMatic off of DELPHI and it is great

optional features at config time

* reset surviving ramdisk up to 2Meg in size
* built in screen saver
* Disk verify on/off
* Print spooler (I never used this)
* key sequences for rebooting (warm/cold)

I have used it extensivly to develop a large project for the Megas
and have not had any problems. I usually use a 1.2Meg one on a Mega4.

The program is copyright Lloyd Pulley 1988 TIF Software.
The version I use is 1.15.

Hope this helps

Hedley

{decwrl|sun}!imagen!hedley
--
{decwrl!sun}!imagen!hedley

Date: 16 Sep 88 19:58:44 GMT
From: rubbs1!Robert.Lisowski@rutgers.edu (Robert Lisowski)
Subject: Re: Help with receiving satellite pictures!!!
To: info-atari16@score.stanford.edu

Hank Brandli of Melbourne, FL (3165 Sharon Dr.---32904) is named in
Popular Mechanics' Science section (oct. p.40).

He will provide (for a $5.00 fee) a parts list, instructions, and
other info on constructing a satellite weather picture station for
a computer (I think it's a PC-compatible, but any good hacker can
adapt it to an ST). Total cost is under 1000 bucks (depending on
how good you are at shopping or how much stuff you have already).

Rob

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

Date: 17 Sep 88 03:13:14 GMT
From: oliveb!tymix!antares!jms@ames.arc.nasa.gov (joe smith)
Subject: Re: problem with mwc atoi(), version 2.0.1
To: info-atari16@score.stanford.edu

In article <12562@ncoast.UUCP> btb@ncoast.UUCP (Brad Banko) writes:
> printf("%d %d %s %d %d %d\n",
> x, i, argv[i], (double) x / MAXVAL, atoi(argv[i]),
> (double) x / MAXVAL * atoi(argv[i]) + 1);

The way printf picks up arguments is as follows:
%d = Pick up 2 bytes of x (which is an int) = OK
%d = Pick up 2 bytes of i (which is an int) = OK
%s = Pick up a pointer to a string argv[i] = OK
%d = Pick up 2 bytes of the 8 bytes that correspond to the value of the
expressiion "(double) x /MAXVAL".
%d = Pick up the next 2 bytes from the previous double-precision value
%d = Pick up the 4th and 5th bytes of the double-precision value
\n = Start a new line (which ignores the 7th and 8th bytes of the first
double precision result, and ignore the 2 bytes of the atoi value,
and ignore the 8 bytes of the 2nd double-precision floating point value.

The problem is in the use of %d with double. You should be using %f
for double, however you don't need double in this program; use ints and
longs instead.
--
+---+
| TYMNET:JMS@F29 CA:"POPJ P," UUCP:{ames|pyramid}oliveb!tymix!antares!jms |
| INTERNET:JMS%F29.Tymnet@Office-1.ARPA PHONE:Joe Smith @ (408)922-6220 |

Date: 17 Sep 88 14:22:44 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: ST news software / Sobozon C
To: info-atari16@score.stanford.edu

In the referenced article, Dale Schumacher referred to the GNU redistribution
conditions. He was close, but a bit off. In the gnu.gcc newsgroup RMS stated
that he considers the GNU 'copyleft' (essentially meaning free availability
of all source code) to apply to anything that is a 'derivative work' of
a Free Software Foundation product. That's a technical legal term there, and
right now the best guess is that it means BISON output or anything linked
with the GNU libraries, but not anything simply compiled with gcc and
the associated tools.

End of Info-Atari16 Digest
****

From Mailer@Score.Stanford.EDU Wed Sep 28 07:24:37 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA13044; Wed, 28 Sep 88 07:24:37 EDT
Message-Id: <8809281124.AA13044@speedy.mcnc.org>
Date: Wed 28 Sep 88 04:17:50-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: Info-Atari16-Request@Score.Stanford.EDU
Subject: PS:<MAIL.BATCH-QUEUE>[--QUEUED-MAIL--].RETRANSMIT.68
Status: R

No such host as "SANDIEGO.MT.DDN.MIL.#Internet",
bad queue file follows:

=DELIVERY-OPTIONS:MAIL
=NOTIFY: 2-Oct-88 22:55
=DEQUEUE: 30-Sep-88 22:36
_Score.Stanford.EDU.#Internet
Info-Atari16-Request
aerospace.aero.org
grant
CUNYVM.CUNY.EDU
INFO-A16%MARIST.BITNET
[128.59.40.130].#Internet
chung
DCA-EMS.ARPA.#Internet
goertzel
uunet.UU.NET.#Internet
mutec!docbobo
lasso!atari16
graf.poly.edu
RUBIN
MSR.EPM.ORNL.GOV.#Internet
jcm
A.ISI.EDU.#Internet
ISI-INFO-ATARI
SANDIEGO.MT.DDN.MIL.#Internet
jensen
hallock
CSS.NRL.NAVY.MIL.#Internet
info-atari
NOTE.NSF.GOV.#Internet
jmurray
[128.205.2.4].#Internet
V069HPMS
EE.UCLA.EDU.#Internet
willing
Louie.UDel.EDU.#Internet
dist-info-atari16
cvl.umd.edu.#Internet
gyuri

Date: Tue 27 Sep 88 22:36:07 PDT
Subject: Info-Atari16 Digest V88 #409
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Tuesday, September 27, 1988 Volume 88 : Issue 409

This weeks Editor: Bill Westfield

Today's Topics:

Re: Boycott Apple Again -- Now about Suns
Writing to write protected disks?
Re: argc and argv with gem
Re: Boycott Apple Again -- Now about Suns
Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germ
(re: CONNECT YOUR OWN HARD DISK + ONE QUESTION)
Re: argc and argv with gem
Re: Genie?
Re: This "Dying ST" nonsense
Re:Media change bug.
RE:MEDIA CHANGE BUG.
Re: Boycott Apple Again -- Now about Suns

Date: 17 Sep 88 14:24:57 GMT
From: phri!roy@nyu.edu (Roy Smith)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

Either drs@bnlux0.UUCP (David R. Stampf) or hyc@math.lsa.umich.edu (Howard Chu), it's not clear which from the attributions, writes:

> Just as the most trivial of problems, you might wonder at the coined phrase
> (sorry, I forget who I'm stealing this from) "the connector is the network."

1) It was "stolen" from me. I guess it's too late to apply for a trademark, right? :-(

2) Stop wondering what it means. It's a dig against Sun for putting such crappy ethernet tranceiver connectors on their machines, and is a direct parody of their "the network is the computer" slogan. You would think that a company which makes products which depend so much on networking (let's face it, a diskless workstations with a disconnected tranceiver cable is just a very large paperweight) would pay more attention to how they plug into that network.
--
Roy Smith, System Administrator
Public Health Research Institute
{allegra,philabs,cmcl2,rutgers}!phri!roy -or- phri!roy@uunet.uu.net
"The connector is the network"

Date: 16 Sep 88 06:36:51 GMT
From: mcvax!cernvax!ethz!matt@uunet.uu.net (Martin Matt)
Subject: Writing to write protected disks?
To: info-atari16@score.stanford.edu

In a german magazine (ST Magazine, former 68000er) I read about a scandinavian hacker group, which claimed to have written a virus that could format a

write protected disk. The writer of the article claimed to have witnessed such
evil thing happening.

My question: is such thing possible without tampering with the hardware of the
disk drive?

The hacker group said, that they never distributed the beast.

--
Martin Matt (...!cernvax!ethz!matt)

Date: 16 Sep 88 23:30:22 GMT
From: mcvax!hp4nl!telmail!neabbs!daanjj@uunet.uu.net (DAAN JITTA)
Subject: Re: argc and argv with gem
To: info-atari16@score.stanford.edu

Jim,

You probably compiled your program specifying the -VGEM or -VAPP
option to the compiler driver cc. For an unknown reason, the GEM runti
runtime startup sets ARGV to NULL. Just take a look at the source, or
at the manual at page 141 (entry crtsg.o).

Solution: call cc first with option "-c", and then call the linker
yourself specifying both the correct runtime startup crts0.o and the
VDI/AES libraries (-laes -lvdi). This will work!!

Daan Josephus Jitta (daanjj@neabbs)

Date: 16 Sep 88 15:11:28 GMT
From: eagle!icdoc!awm@ucbvax.Berkeley.EDU (Aled Morris)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

In article <406@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> You might start by reading the sun-spots digest - you'll see enough bug
> reports to make your eyes bug out. Just as the most trivial of problems,
> you might wonder at the coined phrase (sorry, I forget who I'm stealing
> this from) "the connector is the network."

The sun-spots digest is one of the most useful, informative and entertaining
groups that truly reflects the popularity and commitment of Sun's many
satisfied customers.

The comment on the connector is not a Sun specific complaint, it refers to
a long debate on comp.protocols.tcp-ip, regarding the DB15 ethernet drop
cable attachment as used by *all* ethernet vendors ('cos its in the standard).

Read sun-spots, not these flame wars :-) for the full story.

Aled Morris
systems programmer

mail: awm@doc.ic.ac.uk | Department of Computing
uucp: ..!ukc!icdoc!awm | Imperial College
talk: 01-589-5111x5085 | 180 Queens Gate, London SW7 2BZ

Opinions expressed above are all my own. I have no connection with SMI.

Date: 17 Sep 88 03:36:03 GMT
From: portal!cup.portal.com!Thomas_E_Zerucha@uunet.uu.net
Subject: Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germ
To: info-atari16@score.stanford.edu

There are a few things which may be missing here. First, last I heard, Atari Corporation are selling ST's of all makes as fast as they can make them - which many businesses would probabaly like to be in.

From a consumer's point of view, the ST is a bargain. It isn't very expensive, and is very sophisticated hardware (It even runs Mac software better than a real Mac - thank you Dave Small!). The programs are priced very competitive (the <$100 word processors blow away most of the things for the Mac and PC I have seen - at least in either price or performance).

The problem is for the *DEVELOPERS*. It isn't that hard to write ST software, and there is a lot of quality PD stuff out. Atari has not been very supportive (I realize that there is a new "push" at Atari, but it has not really materialized for the most part). I don't know how many are working for the European market, put that is apparently where at least half of the ST's are. And here, games seems to be a larger segement of the market than common business programs, much less esoteric utilities.

I don't know what Atari can do about this either - their logo is not one that most purchasers or managers recognize, or if they do, "Isn't that a game machine?" is usually the response. And with the DRAM shortage and such, they couldn't provide them in numbers anyway. I really liked the ad in that desktop publishing magazine, and hope to see more, but it is likely to require more. And part of the problem is to get these larger volume customers who are likely to buy site licenses and a lot more software (at least things other than games).

I would also perhaps appreciate some more recognition on the part of Atari that Software is a part of what sells the machine, and in some cases a large part - and not the software Atari writes. Perhaps Atari should consider aiding some of the developers in Atari's targeted ads by simply mentioning that such software is available from..., which they have done in their MIDI ads. I don't think the ST is dead or dying now, but it has to do something soon since the software supply will dry up otherwise (much as your doctor might tell you to quit smoking or lose weight - you won't die tomorrow, but you won't stay healthy indefinitely while indulging).

Date: 16 Sep 88 18:23:51 GMT
From: portal!cup.portal.com!Ric_I_Clayton@uunet.uu.net
Subject: (re: CONNECT YOUR OWN HARD DISK + ONE QUESTION)
To: info-atari16@score.stanford.edu

Remco Bruyne writes:

[stuff deleted]
>The problem is: when I try to format a second hard disk (logical unit
>number = 1 instead of 0, which is the first HD), the disk starts
>formatting but when the last track is done, the formatting process
>starts all over again, so partitioning is not done.
>I *can* format the second disk when I strap it to be LUN=0, but I
>still cannot access the disk as a second hard disk from the desktop.
>
>Question: Is this a software problem or does it have something to
>do with the ATARI host adapter board ?
[closing stuff deleted]

Hmmm... Assuming the entries in ICDFMT.DAT for your controller and
disk drive are correct and you aren't having any cable problems,
I would guess its the Atari Host Adaptor that's causing you grief.
There's a known problem with the PAL chip on Atari's Host Adaptor
that causes it to respond to all LUNs, even if only one drive is
present as LUN=0. Maybe this problem also interferes with operating
more than 1 drive.

There's a couple of possible remedies you could try. First, you can
buy a replacement PAL chip that's supposed to fix the problems with
the Atari Host Adaptor. One such chip is available for about $20 (US)
from:
Berkeley Microsystems
360 Oakland Avenue, Suite 5
Oakland, CA 94611
(415) 465-6956

Second, you could purchase ICD's Host Adaptor board. This will not
only fix the LUN problem. It also gives you a battery-backup clock,
a DMA Daisy-chain port, and greater immunity to cable noise. The latter
allows you to run a 36" DMA cable to the drive. The ICD Host Adaptor
goes for around $135 (US) and is available from:

ICD
1220 Rock Street
Rockford, Il 61101-1437
voice: (815) 968-2228
modem: (815) 968-2229
fax: (815) 968-6888

Here's my Hard Disk Story:

I had an Atari SH204 20Meg Hard Disk. I needed more disk space and
didn't want to spend another $600 for 20megs. (Not to mention the fact
that the SH204 has no Daisy-chain port.) This is what I ended up with:

(From my SH204)
o Seagate ST225 20Meg Hard Disk
o Adaptec 4000 Controller

(From my local Hard Disk Dealer)
o Seagate ST251 42Meg Hard Disk

(From ICD)
o Host Adaptor Board
o 5 1/4 Hard Disk Case (w/HDA Mounting Kit & Cutout)
o Controller-to-Disk Cable Set
o 36" DMA Cable

Using the ICD format software, I'm able to get 22.2 Meg from the ST255
and 44.4 Meg from the ST251, for a total of 66.6 Meg of Hard Disk.
Total cost was about $650 (US), about the price of another SH204.
I've been using this setup for around 4 months without a hitch. I also
feel much more comfortable using the ICD HD software with it's
read-after-write verify. The only problems I had were with the Hard Drive
Case. Some of the drive bracket mounting holes were miss-aligned and had
to be re-drilled, the hardware-kit (screws,etc) didn't have the right
hardware, and space is _real_ tight inside the case. Nothing a drill and
a trip to the hardware store wouldn't solve. Also, saving the leftover
SH204 parts gives me a head-start on my next storage increase. By just
adding an RLL controller, a 96Mb drive, and replacing the PAL chip on the
Atari Host Adaptor board, I'll have more storage than I'll possibly need.
:-) :-)

Hope this helps,

Ric Clayton

****
* The above comments are my own and nobody elses. *
* No criticism is intended or implied. *
****
* "Don't touch that, you never know what it might be connected to." *
* --Buckaroo Bonzai talking to 'New Jersey' during brain surgery-- *

Date: 16 Sep 88 14:52:08 GMT
From: att!mtuxo!mtgzy!mtgzz!drutx!druhi!dlm@ucbvax.Berkeley.EDU (Dan Moore)
Subject: Re: argc and argv with gem
To: info-atari16@score.stanford.edu

in article <3441@boulder.Colorado.EDU>, cochrane@spot.Colorado.EDU (COCHRANE JIM T) says:
> How does one go about writing a GEM program that will accept arguments to
> main via argc and argv? I'm using Mark Williams C and when I try to use
> argc and argv with a GEM program the program bombs.

Just don't use the GEM switch on your link line. For some
unknown reason Mark Williams uses a different startup routine when you
say you have a GEM program. If you don't use the GEM switch you get the

standard startup routine which lets the program accept command line
arguments when you launch from a command shell.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

Date: 17 Sep 88 07:48:34 GMT
From: ucsdhub!jack!crash!dbw@ucsd.edu (David B. Whiteman)
Subject: Re: Genie?
To: info-atari16@score.stanford.edu

In article <1170@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes: ...
>. Download time (when you get software FROM THEM) is
>charged at the normal rate ($5/hr). Also, noncommercial GEnie
>subscribers can only call after 5PM local time and on weekends: the rest
>of the day is for GE's commercial customers, who are the primary
>consumers of that whole computer setup.
>
>GEnie has 2400-baud access at a higher hourly rate (I don't know how
>much higher) but, of course, 2400 baud cuts your download time in half.
>I would recommend using 1200 baud for interactive online time; log out
>and call up again at 2400 baud just for downloads.

I have learned from painful experience that on Genie and CIS and other systems
that 2400 baud is not necessary twice the speed of 1200 baud. The bits pass
thru the modem at 2400 baud, and you are paying a higher rate; however, there
are more pauses and longer pauses at 2400 baud. If you take two people
downloading under similar conditions and load on the network, but one is
downloading at 1200 baud and the other 2400 baud, it may turn out that the
2400 baud person takes less time than the 1200 baud person, but not close to
half the time. Under heavy conditions both of them may take the same amount of
time. Genie is better than CIS in this regard -- Genie sends the entire file
to the local node that the user is downloading from quickly, and the local node
handles the download. CIS sends the file in packets across the entire network
which slows the download down considerably.

Date: 16 Sep 88 10:14:18 GMT
From: attcan!utgpu!sikorski@uunet.uu.net (TED SIKORSKI)
Subject: Re: This "Dying ST" nonsense
To: info-atari16@score.stanford.edu

I was just watching a movie during prime time here in Canada and saw
a commercial for the Atari 520 ST. The ad claimed that the 520 is twice
as powerful as most business macnines and had great graphics and games.
The ad was very well do although they did seem to want to cram a lot
into a 30 second spot. Now why would a company that a lot of people claim
is dying all of a sudden spend lots of money producing spiffy ads, it just

doesn't make sense.

Just thought I would throw my 2 cents worth in.

--
Name: Ted Sikorski (University of Toronto Computing Services)
Path: sikorski@utcs.gpu.toronto.edu
alias: ted@utoronto.bitnet

Date: 16 Sep 88 19:38:34 GMT
From: att!chinet!mcdchg!clyde!watmath!julian!uwovax!42_145@ucbvax.Berkeley.EDU (RIC WHEELER)
Subject: Re:Media change bug.
To: info-atari16@score.stanford.edu

RE:MEDIA CHANGE BUG

Date: 16 Sep 88 19:58:22 GMT
From: att!chinet!mcdchg!clyde!watmath!julian!uwovax!42_145@ucbvax.Berkeley.EDU (RIC WHEELER)
Subject: RE:MEDIA CHANGE BUG.
To: info-atari16@score.stanford.edu

The media change bug has to do with the type of disk drive used.I ran
into this problem when upgrading my 520stfm to double-sided drives.I
had problems (media change)with a Panasonic JU-364 ,but not with a
Mitsibishi model MF 353B-88UF.
I'm not certain ,but I think it has something to do with the way the
write protect tab is detected.(optical or mechanical)
Maybe someone else can clairify this a little better for us.

Date: 15 Sep 88 13:51:46 GMT
From: bnlux0!drs@sbcs.sunysb.edu (David R. Stampf)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

In article <406@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>You might start by reading the sun-spots digest - you'll see enough bug
>reports to make your eyes bug out. Just as the most trivial of problems,
>you might wonder at the coined phrase (sorry, I forget who I'm stealing
>this from) "the connector is the network."
>
>Lots and lots of problems, no single one of which renders a Sun totally
>unusable, but altogether adding up to too many headaches. Bad network
>support, flaky network services, etc. etc. etc... For a company whose
>motto is "the network is the computer" it's pretty disgusting how
>poorly their network software runs.
>

I wasn't going to respond to this figuring that there would be a
huge response from Sun users, but since it wasn't posted to the sun newsgroup
I'll put in my $.02 worth.

I've had a Sun on my desk for 4 years now, and my department has
about a dozen. Schools by us have Sun's by the 100's. Compared to other
machines, Sun's software is top notch and we frequently use the sun's to
monitor our networks. I really think that Howard's opinions are in the
minority viewpoint. So much so in fact, that it would be interesting to
find out what he *would* recommend to his worst enemies as an alternative.

< dave stampf

End of Info-Atari16 Digest
****

5778. Bounced messages: groups of 10

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 20:14:48 UTC
From: ravi@MCNC.ORG
Message-ID: <8809292014.AA03250@speedy.mcnc.org>
Source record: 250478

```
From Mailer@Score.Stanford.EDU Wed Sep 28 07:25:10 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA13052; Wed, 28 Sep 88 07:25:10 EDT
Message-Id: <8809281125.AA13052@speedy.mcnc.org>
Date: Wed 28 Sep 88 04:17:51-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: Info-Atari16-Request@Score.Stanford.EDU
Subject: PS:<MAIL.BATCH-QUEUE>[--QUEUED-MAIL--].RETRANSMIT.69
Status: R

No such host as "SANDIEGO.MT.DDN.MIL.#Internet",
bad queue file follows:
-------
=DELIVERY-OPTIONS:MAIL
=NOTIFY: 2-Oct-88 22:55
=DEQUEUE: 30-Sep-88 22:56
_Score.Stanford.EDU.#Internet
Info-Atari16-Request
aerospace.aero.org
grant
CUNYVM.CUNY.EDU
INFO-A16%MARIST.BITNET
[128.59.40.130].#Internet
chung
DCA-EMS.ARPA.#Internet
goertzel
uunet.UU.NET.#Internet
mutec!docbobo
lasso!atari16
graf.poly.edu
RUBIN
MSR.EPM.ORNL.GOV.#Internet
jcm
SANDIEGO.MT.DDN.MIL.#Internet
jensen
hallock
NOTE.NSF.GOV.#Internet
jmurray
[128.205.2.4].#Internet
V069HPMS
EE.UCLA.EDU.#Internet
willing
Louie.UDel.EDU.#Internet
dist-info-atari16
```

Date: Tue 27 Sep 88 22:56:47 PDT
Subject: Info-Atari16 Digest V88 #410
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Tuesday, September 27, 1988 Volume 88 : Issue 410

This weeks Editor: Bill Westfield

Today's Topics:

Re: Free Sun bash
Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))
Re: Media Change Bug
Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))
ST news software / Sobozon C
Re: Wait a Sec...
Re: Free Sun bash
Re: Boycott Apple Again
TOS--Whats next??
Re: Wait a Sec... (was Re: Atari fa
unpacking split postings to sources, etc.

Date: 17 Sep 88 17:49:32 GMT
From: mace.cc.purdue.edu!mtr@j.cc.purdue.edu (Miek Rowan)
Subject: Re: Free Sun bash
To: info-atari16@score.stanford.edu

In article <68544@sun.uucp>, cmcmanis%pepper@Sun.COM (Chuck McManis) writes:
> In article <626@mace.cc.purdue.edu> mtr@mace.cc.purdue.edu (Miek Rowan) writes:
> >After cleaning up Sun's code, dealing with thier equipment et al ...
> >I would not recommend a Sun to my worst enemy. They have had some
> >good ideas, but thats about it.
> >mtr
>
> After checking the Sun bugs database I find that Purdue has called in seven
> (7) bugs, of which 4 were fixed more than two releases ago, 2 are fixed in
> the current release and one is fixed but it isn't in a release yet. Oh and
> *none* of the bugs have your name on them. Do you work for Kirk Smith?

I do not work with Kirk Smith, and these opinions are my own, and I make
no claims about or related to my employer. Take this in a personal
respect as I am sure we will be contacting Sun in an official manner on
these items and some others.

First, I did *not* mention bugs, although I could have, so you checking
a bugs database is kinda dumb. My *real* complaint is the state
that you send your distribution out in. I have hit three major problems:

1) Some sources are missing completely.

2) Some binaries don't match the sources, and we can't recreate the
binary without loosing functionality

3) Some of the sources even had syntax errors in them

Some other points, good and bad:
o The dyamic libraries are neat, although I have seen them before. (but
sun never did claim they invented them).
o The modifications to make can get pretty annoying.
o The system is also one big security headache, although that is true
of any workstation.
0 You guys were a little haphazard in moving some sources and not others.

I have a color Sun 3 in my office and it is just unacceptably slow.
Especially if you want to use X11R2, but it carries on to Sunview
also. It can get so that scrolling is no better than 1200 baud dial
up. HP's color workstation is about 100 times faster, although they
have thier own problems with networking.

Maybe I was a little harsh to say "my worst enemy". Everyone talks
so highly of Suns equipment that I was really disappointed when i
sat down and worked with one. If you are going to buy a Unix box,
shop around. Maybe Sun is *your* best buy. It is all a matter of
context: what are you getting it for?

I hope that future releases continue to improve, and I would much
rather deal with Sun than Apple (or even Dec).

Again, I am stating what I think, not nessasarily how Purdue feels.

mtr

Date: 17 Sep 88 18:16:21 GMT
From: mailrus!um-math!dyer@csd1.milw.wisc.edu (Jon Brode)
Subject: Re: Wait a Sec... (was Re: Atari fair at Duesseldorf (West Germany))
To: info-atari16@score.stanford.edu

In article <1579@tahoe.unr.edu>, mikew@wheeler.wrcr.unr.edu (Mike Whitbeck) writes:
> In fact with the release of SPECTRE 128 I expect to not only
> beat a MAC+ in performance BUT WHILE RUNNING MAC SOFTWARE!!

What's the latest word on SPECTRE 128? How is it for compatability
(Multi-finder, Excel, Hype-Card, Full-Write, etc...) with programs
and sound? What is the projected release date?

> But please, someone bring European hardware/software business
> products over to the US!!!
> ethernet , TeX and many other goodies await if only someone

I would love to see some info on the Atari Ethernet. Does anyone know
anything about it? Also, I have TeX for the ST. Someone just ported it
and sent it to our intermediate archive. FTP to clio.math.lsa.umich.edu

(35.195.16.4) and sign on as id ftp with any password. [If you were
using euterpe, switch to clio, you'll get a better connection] We're
still setting up our real archives on the 3090, but until then grab it
off there. Feel free to send something back to us :-), especially suff
that you ported and want to have distributed. Send sources too, we have
next to unlimited disk space.

Jon Brode -- dyer@math.lsa.umich.edu
Moderator of PC7, President of WAUG

Date: 16 Sep 88 21:59:52 GMT
From: hp-pcd!hplsla!andyc@hplabs.hp.com (Andy Cassino)
Subject: Re: Media Change Bug
To: info-atari16@score.stanford.edu

| I have the media change bug on my Mega 2. (The escape key does not always
| update the drive A directory when write protection is enabled).
|
| My Mega 2 is still under warranty. I am having trouble getting it repaired.
| Although my dealer was not aware of the problem, he replaced by drive.
| However, I still have the problem.
| Who can my dealer talk to at Atari to get information on the media change
| bug? My dealer claims he talked to Atari without success. . Although my
| dealer is an authorized Atari dealer, he is not a knowledgeable dealer.
|
| What is the fix for the media change bug? I thought replacing the drive
| would fix the media change bug.
|
| Gregory Gibson
| gibson@trwrb.UUCP

I've seen this on my ST2 as well. It always goes away when I close the disk
and re-open it. I've only seen it twice but both times I had a RAM disk
open. Both times my floppy was NOT write protected.

%%%

As the new owner of an ST2, I'd like to add my two cents about this "dying computer" hoopla.

While shopping around for my computer, many dealers told me whatever they could to discourage me from Atari and get me into an Amiga:

"Atari ST computers are hard to get and we can't keep them in stock. They're backordered and who knows when they'll come in."

"There isn't any profit margin in Atari computers since Atari shut out the discount mail-order activity."

"We don't discount our Atari computers, except for demos, because they're hot sellers and we don't need to."

"Most people are opting for Amigas these days because the Atari is pretty much of a dead end. Look at our software shelves - 90% Amiga and less Atari stuff everyday. No one is buying the Atari stuff."

I ended up buying my Atari from a local music store, from stock, at a discount, and they got me all the software I wanted within a week, again at a discount (music stores don't sell lots of compilers!). The discounts rivaled those mail-order outfits that the other dealers seem to think are out of business.

I can only speculate as to why these dealers are verbalizing these conflicting packs of lies. Somehow they must figure that they can make more money by doing it. Maybe they're overstocked on Amigas? ;-)

Disclaimer: The author has no pecuniary interest in any of the companies mentioned. The opinions expressed herein are solely those of the author.

%%%

scheme. Under the GNU terms don't you have to make any programs COMPILED the GNU C and/or LINKED with the GNU library available under the GNU terms? Sorry I got sidetracked, anyway, at least one of the authors is on usenet, so I'll let them, Tony Andrews, Johann Ruegg, or Joe Treat, tell you more about Sobozon C. In a message Tony left on my BBS, he mentioned that there were some compiler benchmarks in this months STart magazine and Sobozon compared quite well against the commercial compilers, rating better than all the compilers listed in two catagories, one of which was I/O. That makes me happy, since they are using extended dLibs for the runtime libraries, and thus the dLibs I/O routines are apparently pretty fast.

--
Dale Schumacher 399 Beacon Ave.
(alias: Dalnefre') St. Paul, MN 55104
...pwcs!stag!syntel!dal United States of America
"It's not reality that's important, but how you perceive things."

Date: Sat, 17 Sep 88 14:32 MST
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Subject: Re: Wait a Sec...
Reply-To: Friesen%PCO@BCO-MULTICS.HBI.HONEYWELL.COM
To: <@BCO-MULTICS.HBI.HONEYWELL.COM:info-atari16@SCORE.STANFORD.EDU>

Mike Whitbeck writes: ><Flame on> >But please, someone bring European hardware/software business >products ofver to the US!!!

The mail order company E. Arthur Brown Company offers European software. I have never seen what they offer, or ordered something from them, so I cannot tell you if they are trustworthy, but I remember someone on the net reccommeding them for mouse/ball controllers.

Their address is: 3404 Pawnee Drive, Alexandria, MN 56308 If you want to place an order over the phone, their number is: 1-800-322-4405 If you want information their number is: (612)762-8847.

I suggest that you write them a letter telling them what you want, and if they have it, I'm sure they'll send you information.

They also carry a line of PD software for the ST and some software for the Amiga.

Remember, I have never ordered from them, so I don't know how reliable they are.

"Exterminate! Exterminate!"--Daleks

```
/~\-*
###--<
/***\ /*****\
```

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

Date: 17 Sep 88 20:55:25 GMT
From: madd@bu-cs.bu.edu (Jim Frost)
Subject: Re: Free Sun bash
To: info-atari16@score.stanford.edu

(This discussion doesn't really belong here so I've redirected
followups to comp.unix.wizards)

In article <657@mace.cc.purdue.edu> mtr@mace.cc.purdue.edu (Miek Rowan) writes:
|I have a color Sun 3 in my office and it is just unacceptably slow.
|Especially if you want to use X11R2, but it carries on to Sunview
|also. It can get so that scrolling is no better than 1200 baud dial
|up. HP's color workstation is about 100 times faster, although they
|have thier own problems with networking.

Hmm. I use a Sun 2/120 with x11r2 and it's not "unacceptably slow"
for most things. If you put xterm into "jump" mode you get good speed
on the scrolling. Of course you can't read it then but most people
can't follow stuff running out at more than 4800 baud anyway; that's
why "more" is there.

On a Sun 3/50 x11r2 performance is much better, although still slow
for really intensive graphics applications. This is mostly due to the
lack of a good x11 server for the sun. A quote from the documentation
of the Sun server:

"The drivers are completely untuned and have inferior performance."

If someone got on the ball and tuned the server you'd see much better
performance, especially on the color systems (like yours) where the
server is *really* untuned. I maintain that it's good enough to get
work done on, though. If you want real performance I suggest using a
Sun 3/50 (or better a Sun 4/110) as a smart graphics terminal to
something like an Encore. Yanking all the non-graphics stuff off the
Sun and putting it on a scream machine gives very nice performance and
is fairly transparent under x11; even my Sun 2 runs nicely when I
offload the application to a Silicon Graphics 4D.

It's true that Sun's are sometimes plagued with hardware problems, but
my experiences with their support were all favorable. In addition
they understand that not all users are stupid and allow them to do
board swapping and the like, something that I appreciate. I haven't
any experience with their newer machines (we have 2 Roadrunners and a
few Sun 4's coming, but nothing yet) so I can't comment on increasing
or decreasing reliability. So far I've had one mono card blow up on
me, a disk problem, and a couple of mono screens have flipped out, but
Sun dealt with them quickly so I've no complaints. I have no
idea just how long my Sun 2 has been around, but considering that it's
a Sun 2 I'd say that it's been awhile.

As for their software, it's a good and bad thing. I *like* SunOS, at least 3.5. Some of the networking stuff -- like the yp server -- is pretty hairy and not so reliable, but if you don't have a big network you don't need it and it runs very cleanly. NFS setup is simple and very easily maintained. Security is a problem but it ALWAYS is when the user has direct access to the hardware, not one manufacturer can say otherwise. It still takes a little ingenuity to really screw things up, to Sun's credit, and putting a password on single-user boots really blocks up some holes that exist in 3.5.

In summary I don't think you've voiced a valid complaint. There is virtually nothing else that works as well as Sun workstations in their price range. 386 PC's don't have anywhere near the networking support that Sun's do, almost never have good support, and cost nearly as much. Higher-end workstations (eg Silicon Graphics) often address these problems but they're for a more specific audience and cost a lot more.

jim frost
madd@bu-it.bu.edu

Date: 17 Sep 88 02:35:23 GMT
From: att!alberta!calgary!xenlink!deraadt@ucbvax.Berkeley.EDU (Theo A. DeRaadt)
Subject: Re: Boycott Apple Again
To: info-atari16@score.stanford.edu

In article <626@mace.cc.purdue.edu>, mtr@mace.cc.purdue.edu (Miek Rowan) writes:
> > In between IBM's bumbling of just about everything in sight (it's
> > going to be an MCA future, but wait! here's a new AT!), Apple's greed,
> > Atari's sort-of-ok acceptance, and Commodore shooting themselves in the
> > foot, the calf, the knee, etc, with mismarketing the Amiga, I just
> > don't know...I think I'll save up for a Sun ;-)
> After cleaning up Sun's code, dealing with thier equipment et al ...
> I would not recommend a Sun to my worst enemy. They have had some
> good ideas, but thats about it.
Yes, AmigaDOS has less bugs than SunOS 4.0 indeed. And new Sun releases come out about as quickly as Amiga software releases anyways - and the most well known bugs don't get fixed.

Sun's right hand seems to have a problem with chopping of it's left hand as far as I hear - somewhat alongs what C-A did awhile back..
<tdr.

Date: 17 Sep 88 04:02:12 GMT
From: ulysses!mhuxo!mhuxt!aluxz!wao@ucbvax.Berkeley.EDU (William Oswald)
Subject: TOS--Whats next??
To: info-atari16@score.stanford.edu

I've been reading about TOS 1.4 on the net for awhile and it sounds good to me but I would like to ask Alan and Roy a question. This

might have been covered already but --- can we expect a multitasking
version of TOS in the future?

Bill Oswald known as wao@aluxz

Date: 18 Sep 88 01:07:00 GMT
From: franco@iuvax.cs.indiana.edu
Subject: Re: Wait a Sec... (was Re: Atari fa
To: info-atari16@score.stanford.edu

Thank you WAUG. The TeXer/LaTexer is beautiful.

Date: 17 Sep 88 20:37:52 GMT
From: cwjcc!hal!ncoast!btb@gatech.edu (Brad Banko)
Subject: unpacking split postings to sources, etc.
To: info-atari16@score.stanford.edu

i would appreciate learning about any tools which others might have
accumulated for unpacking split file postings to the net.
in particular, programs to run on both the host unix system and also
programs to run on the atari to automatically "shuck off" the mail
headers, etc. automatically.
also, does anybody have a shell archive de-archiver which will run on
the ST? thanks.

--
Brad Banko
Columbus, Ohio
(formerly ...!decvax!cwruecmp!ncoast!btb)
btb%ncoast@mandrill.cwru.edu

"The only thing we have to fear on this planet is man."
-- Carl Jung, 1875-1961

End of Info-Atari16 Digest
****

From Mailer@Score.Stanford.EDU Wed Sep 28 07:25:42 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA13057; Wed, 28 Sep 88 07:25:42 EDT
Message-Id: <8809281125.AA13057@speedy.mcnc.org>
Date: Wed 28 Sep 88 04:17:54-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: Info-Atari16-Request@Score.Stanford.EDU
Subject: PS:<MAIL.BATCH-QUEUE>[--QUEUED-MAIL--].RETRANSMIT.70

Status: R

No such host as "SANDIEGO.MT.DDN.MIL.#Internet",
bad queue file follows:

=DELIVERY-OPTIONS:MAIL
=NOTIFY: 2-Oct-88 22:55
=DEQUEUE: 30-Sep-88 22:58
_Score.Stanford.EDU.#Internet
Info-Atari16-Request
aerospace.aero.org
grant
CUNYVM.CUNY.EDU
INFO-A16%MARIST.BITNET
[128.59.40.130].#Internet
chung
DCA-EMS.ARPA.#Internet
goertzel
uunet.UU.NET.#Internet
mutec!docbobo
lasso!atari16
graf.poly.edu
RUBIN
MSR.EPM.ORNL.GOV.#Internet
jcm
SANDIEGO.MT.DDN.MIL.#Internet
jensen
hallock
NOTE.NSF.GOV.#Internet
jmurray
[128.205.2.4].#Internet
V069HPMS
EE.UCLA.EDU.#Internet
willing
Louie.UDel.EDU.#Internet
dist-info-atari16

Date: Tue 27 Sep 88 22:58:13 PDT
Subject: Info-Atari16 Digest V88 #411
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Tuesday, September 27, 1988 Volume 88 : Issue 411

This weeks Editor: Bill Westfield

Today's Topics:

Re: This "Dying ST" nonsense
Strange '-s' flag behavior in the GNU linker ?
Re: Animation Topics
Re: gcc problems
Re: Boycott Apple Again -- Now about Suns
Re: Wait a Sec... (was Re: Atari fa
SHADOW / BDT decline in sales
Re: Boycott Apple Again -- Now about Suns
Re: Fidonet mailer
Change your titles often!

Date: 17 Sep 88 17:41:11 GMT
From: clyde!watmath!looking!brad@bellcore.com (Brad Templeton)
Subject: Re: This "Dying ST" nonsense
To: info-atari16@score.stanford.edu

While the ad says business, it also notes games, and Atari would be foolish
not to advertise with Christmas coming. Unless they could sell all their
production, in which case they would be foolish to advertise.
--
Brad Templeton, Looking Glass Software Ltd. -- Waterloo, Ontario 519/884-7473

Date: Sun, 18 Sep 88 13:30 EDT
From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
Subject: Strange '-s' flag behavior in the GNU linker ?
To: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU, info-atari16@SCORE.STANFORD.EDU
In-Reply-To: The message from VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

From: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

I have found what is not quite a bug, but a somewhat annoying feature in the
GNU C linker. It seems that the '-s' flag does exactly the opposite of what I
think it should do. If you don't specify '-s', the linker appends a symbol
table to the executable, if you do specify it, no symbol table is produced.

Well, I admit it's somewhat counter-intuitive, but the semantics of -s
is unchanged from what it was in the unhacked LD.C. Ie, the default
behaviour really is supposed to be to produce a symbol table. After
thinking about it, though, it seems reasonable to change it in the ST
version, as the ST format symbol tables are never useful.

This means that to make executables without symbol tables, one cannot use
GCC, but has to invoke everything manually.

That's not true. GCC passes the -s flag along if it's specified. (At
least it's supposed to; did I introduce a bug at the last minute?)

Also, all the executables from
the GNU package themselves have quite big symbol tables. Removing them would
save several KB, which might help people suffering from storage/memory
shortages.

Indeed. I'm pretty sure I built all the executables with -s (to GCC),
so if they've really got symbol tables, perhaps I did leave a bug in
there. I'll investigate tonight and post the results.

Anyway, thanks to John for his impressive work !

You're very welcome.

Date: 18 Sep 88 14:42:35 GMT
From: tness7!tness1!sugar!peter@bellcore.com (Peter da Silva)
Subject: Re: Animation Topics
To: info-atari16@score.stanford.edu

In article <8809100453.AA01878@TIS.COM>, dmb@TIS.COM (David M. Baggett) writes:
> Setscreen((char *) -1L, (char *) new_phys_base, -1);
> Vsync();

I'm not particularly familiar with the ST, but since SetScreen is asynchronous,
the following code (based on Amiga code) should work better:

Generate animation in newscreen;
Vsync(); /* wait for previous SetScreen (of oldscreen) to work */
SetScreen(newscreen);
Go back to generate next screen.

This way you get to do computations while waiting for SetScreen, and there's
always a screen out there waiting to show up.
--
Peter da Silva `-_-' peter@sugar.uu.net
Have you hugged U your wolf today?

Date: Sun, 18 Sep 88 13:11 EDT
From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
Subject: Re: gcc problems
To: mcvax!cernvax!ethz!forty2!poole@uunet.uu.net, info-atari16@SCORE.STANFORD.EDU
In-Reply-To: The message of 8 Sep 88 23:34 EDT from Simon Poole
<mcvax!cernvax!ethz!forty2!poole@uunet.uu.net>

Date: 9 Sep 88 03:34:23 GMT
From: mcvax!cernvax!ethz!forty2!poole@uunet.uu.net (Simon Poole)

In article <JEFF.88Sep2035059@stormy.atmos.washington.edu>
jeff@stormy.atmos.washington.edu (Jeff Bowden) writes:
>I grabbed the gcc executables a few days ago. I found that I had
>insufficient resources to run it (sob :-( ).

Gcc can be run on a 1 MB machine! You will not be able to compile any larger
files from GULAM, but you can revert to compiling from the Desktop if memory
is a problem.

To bootstrap you NEED:
a copy of gulam

a diskeditor

1) patch the executable of gcc-cc1.ttp so that only 300 kB of stack instead
of 500 kB are allocated (you can search for the value 500000, it only
occurs once, somewhere around 364kB).

Yah, that's described in the blurb. In fact, 300000 is still far more
than you need; in my experience, 128K is plenty for most things. The
thing that really eats stack is compiling large hairy functions is -O;
the 500000 value is for compiling the instruction-cracking routing in
GAS. If you can live without -O, 64K or maybe even 32K will be enough.

[That you have to do this is really
a bug, there is NO need for a GEMDOS only program, that doesn't exec
another program to give memory back to GEMDOS, I'm changing my crt0
so that it will take -1L in _stksize to mean: "Don't do a Mshrink"]

Careful; memory that is malloc'ed comes from ABOVE the stack, not below
it, so you really do want to keep the stack at the smallest value that
works for you.

2) Now throw all resident stuff out (accessories etc. just keep GEMBOOT
or folderxxx (you do have a HD?)), start gulam and setup the enviroment
as described by jrd. You should now be able to compile most programs
(you can compile all of flex except parse.c and scan.c for an example).
This is a good time to get the sources and extract the documentation
from them, how else are you going to know about -mshort
-fomit-frame-pointer etc.?

Right. If there's sufficient demand, I'll package up the docs
separately; or someone else with more time could do so... hint hint...

3) If a source file is too large to be compiled from GULAM, you will get
a "no more virtual memory" message or someting like that (probably
already from gcc-cpp).

typically from gcc-cc1, actually...

You can workaround this by running the
compiler from the desktop, the current gcc.ttp will NOT work from the
desktop (reasons follow), so you will have to write a small wrapper
program to do this (I'm fixing gcc.ttp right now.....).

Note:
all gcc stuff assumes:
file-handle
0 = stdin
1 = stdout
2 = stderr
since the GEMDOS default for handle 2 is the serial
port, this isn't much good when you start stuff from
the desktop.

Yah, I've since realized that 2 is the serial port (!). If you fix
std-init, would you post the fixed version? Also, does anyone out there
have a description of what file numbers 'default' to what?

So you need a
Fforce(2,Fdup(1))
At the begining of your program to see any error output
(and due to a bug in stdio to see any output at all).

Trying this shows two bugs in the current runtime library:

- Fforce has a wrong binding in osbind.h,
it uses 3 short (aka 16 bit) arguments!
Write a trap-1www function to do this.
[BTW is anybody working on cleaning up
the library, there is a lot of stuff that
should be done]

No kidding. As I said in the doc, the library is pretty ragged. I'm
working on getting rid of the trap_foo functions, and generating the
traps in line; perhaps it makes sense to post a recompiled library whe
that happens?
[...]

Don't get put off by this description, GNC CC is worth it!

Glad you like it.

Date: 18 Sep 88 15:05:32 GMT
From: bobmon@iuvax.cs.indiana.edu (RAMontante)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

I love the IBM PC newsgroup. Where else could I see an Apple flame
inspire Sun users to flame their own machines as well as Apollos, with
Mac II users taking random potshots from the sidelines?

Lemme tell you about the AT&T 7300 I'm trying to use at school....
--
-- bob,mon (bobmon@iuvax.cs.indiana.edu)
-- "Aristotle was not Belgian..." - Wanda

Date: 18 Sep 88 09:54:47 GMT
From: mailrus!um-math!dyer@tut.cis.ohio-state.edu (Jon Brode)
Subject: Re: Wait a Sec... (was Re: Atari fa
To: info-atari16@score.stanford.edu

In article <36500054@iuvax> franco@iuvax.cs.indiana.edu writes:
>
>Thank you WAUG. The TeXer/LaTexer is beautiful.

I think we have a case of mistaken identities here. First thing, Dave Dermott did the port, all thanks and credit go to him for TeX and LaTeX. Second, WAUG is the Washtenaw Atari Users Group, I'm the President, but the group has nothing to do with the net. (If you want to join though... send e-mail :-)

PC7 archive status report: 450 files, 26 megs. We'll be ready to go when I finish indexing it all.

Jon Brode -- dyer@math.lsa.umich.edu
Moderator of PC7, President of WAUG

Date: 16 Sep 88 18:57:16 GMT
From: lean@sbcs.sunysb.edu (Lean L. Loh)
Subject: SHADOW / BDT decline in sales
To: info-atari16@score.stanford.edu

I've found 2 instances in which SHADOW always crashes.

i) Use GULAM's rx to receive some files. THen invoke SHADOW at some point later. Two bombs (i think).

ii) Use UW.prg. Then invoke SHADOW while in UW.prg or at some point later. Same two bombs.

And doing a warm-boot will not revive SHADOW. It will still crash until a cold boot is done. Has anyone else been hit by this? I'm using version 1.01 with a monchrome and a 20Meg Supra.

I've used BDT Micro-Cshell and AnsiTerm. Both are good programs. However, there're quite a few public domain programs out now which are equally good (if not better) when compared to SOME of BDT's programs. GULAM and Uniterm comes to mind. I think this might be one reason why sales for BDT has declined.
--
if you can dream it, you can do it. CSNET:lean@sbcs.csnet
... go sleep ARPA:lean%suny-sb.csnet@csnet-relay.arpa
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

Date: 18 Sep 88 06:20:26 GMT
From: mailrus!um-math!hyc@rutgers.edu (Howard Chu)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

In article <620@bnlux0.bnl.gov> drs@bnlux0.UUCP (David R. Stampf) writes:
> I wasn't going to respond to this figuring that there would be a
>huge response from Sun users, but since it wasn't posted to the sun newsgroup
>I'll put in my $.02 worth.
>

> I've had a Sun on my desk for 4 years now, and my department has
>about a dozen. Schools by us have Sun's by the 100's. Compared to other
>machines, Sun's software is top notch and we frequently use the sun's to
>monitor our networks. I really think that Howard's opinions are in the
>minority viewpoint. So much so in fact, that it would be interesting to
>find out what he *would* recommend to his worst enemies as an alternative.
>
> < dave stampf

I think we've seen more than enough of this topic, so I'll try to keep this short. First of all, I'm sure many schools have Suns by the 100's. I'm sure they're also often wondering if they'd made a mistake. I've heard many times how Michigan State University fared, with amazing ethernet broadcast storms and meltdowns rendering their campus-wide broadband completely unusable. We all remember the stories of Sun 3/50's ARP requests getting shunted along cross-country by ethernet bridges, yes? In any case, (consider this a challenge if you wish, I know you will not be able to meet it) you cannot put anywhere near 100 Suns on a single network, and get any useful service out of them. The network would simply collapse under too many collisions. I don't believe you will find any place running more than 40 machines on a single network.

Contrast this with, say, an Apollo network. Our engineering school runs over 300 Apollos on a single Apollo token ring, on two campuses spanning over two miles. There's no such thing as a network meltdown there. Diskless nodes don't have to have disk space pre-allocated on servers, and don't eat up bandwidth trying to find their own internet addresses. There's no need for special partitioning of a drive, no particular use for the mount command except for use with NFS. No need to dedicate any piece of disk to swap space - all disk use is dynamically allocated. All disks on a net are always accessible, quickly and transparently. They have a bunch of Suns now too, but they can't compare in performance to the Apollos. Using NFS, all 300+ Apollo disks are accessible thru a single mount point on a Sun. In contrast, it's an amazing hassle to keep fstab's up-to-date to keep all the necessary Sun disks accessible.

It would be nearly impossible to run a bunch of Suns as a well-coordinated network without Sun's Yellow Page service. All well and good, as long as it works, which is, unfortunately, not All the time. A Sun workstation just isn't configured to work in a network - load it up off the distribution tapes and it wants to think it's a standalone mini, like a big Vax or something. Its own password file, hell, its own copy of /etc. You know how silly it is to have 25 copies of /etc/termcap or /etc/hosts online? I couldn't even keep a full hosts file in the yp database because it was so huge it would timeout during ypxfr updates. When 1 of the 4 ypservers went down, the silly machines were unable to locate any of the 3 other running servers, and the whole network was unusable. YP is supposed to be fault tolerant, and is billed as a dynamically load balanced system, but in practice it is as inflexible and fragile as a piece of thin glass. It was also quite disconcerting, when I went looking for possible ways to improve the code, to note that my sources and binaries were not the same version, even though they had identical SCCS IDs. (Different date stamps, different object files.) And I'm one of the fortunate few to have access to full Sun source code.

Contrast again with an Apollo network - these machines were obviously designed from the start to operate in a distributed computing environment. Sun's network support seems to be more of a hastily added asfterthought in comparison. The password database, for example is dynamically updated among what they call replicated databases. It's the same idea on the surface as yp - a few key nodes playing host to some servers. The implementation is much smoother though. For the password database, or "registry," there is also a locally cached registry, which maintains a selectable history size of local users, so even if the main registry becomes inaccessible due to a network failure, the node can be logged into for use. Apollo's network management software is easily the most sophisticated and mature as any I've seen. And with their filesystem, you won't find your NFS partitions temporarily evaporating, you won't be denied access to files that you own, etc. (This is certainly an odd problem to appear in a "stateless" filesystem, but Sun NFS often gets confused and will deny Joe User access to NFS mounted files that Joe owns. Usually fixed by a couple sync commands, so it's only a minor inconvenience at worst, but nonetheless it's a telling sign.)

So much for keeping it short. I didn't even get to talking about how much faster Apollos are, how much more responsive the Apollo Display Manager is than any Sun windowing system, how much more sophisticated the filesystem is, or a lot of other points. Or Apollo's Network Computing System, with which I can writea huge resource intensive application that will utilize all available CPUs and disks on the network. (250 68020's can solve a lot of problems in one helluvausmall amount of time!) So much for that. I have no vested interest in either Suns or Apollos, I use them both all the time. Obviously I prefer the Apollos, even though I'm maintaining 25 Suns here in Math. It's truly amazing how many people I've encountered have only heard good things about Suns, and never bad. Sure, they have their good points, but there's a lot of bad to be aware of, and, more importantly, there are good alternatives to be aware of.
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

Date: 18 Sep 88 10:48:30 GMT
From: clyde!watmath!water!ljdickey@bellcore.com (Lee Dickey)
Subject: Re: Fidonet mailer
To: info-atari16@score.stanford.edu

In article <590@stag.UUCP> to_stdnet@stag.UUCP writes:
|From: thelake!steve@stag.UUCP (Steve Yelvington)
|
|I ran across the following on a local Fidonet node and thought
|it might be of general interest. -- Steve
|>Subject: New version of GS-Point released
|>The new version of GS-Point, v0.61, has finally been released. For those who
|>don't know, GS-Point is a non-commercial package that allows an Atari ST user

|>to act as a FidoNet point, and receive and send network mail and echomail.

I am interested, and would like to know more.
Has anyone who has tried it yet?
Is it on one the USENET or BITNET file servers?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

Date: 18 Sep 88 15:58:36 GMT
From: rubbs1!Robert.Lisowski@rutgers.edu (Robert Lisowski)
Subject: Change your titles often!
To: info-atari16@score.stanford.edu

People ought to change the message titles for their posts more often.
If you are continuing a discussion on the same subject, allow your
titles to evolve with the discussion so everybody can scan the titles
and see what the messages are actually about. It seems I've been
seeing "Another great quote from Mr. Good" and "To fix or not to fix"
appearing above a large percentage of posts here, and those aren't the
only ones that are recycled again and again. I'm not bitching, but I
think we would all be well served if everyone made their titles a bit
more original and unique. After all, a title should reflect closely the subject matter of
an article.

I realize you may want someone to recognize the post as a reply to a
previously posted article, so maybe you could put a number at the
end of the title, or modify the wording. (some use "(was: .....)", but
even THOSE are getting recycled, so there ya go.)

This post comes to you as a result of my having to read alot of
articles that don't interest me---due to poor titles. C'mon, it's
not that difficult to come up with original titles, just condense
what you are posting about down to about half a line.

PLEASE don't flood this area with replies to this message. If you
feel an uncontrollable urge to use your flame thrower, E-mail it to me.

Thank you for your time.

Rob

--

Robert Lisowski - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!Robert.Lisowski
ARPA: Robert.Lisowski@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!Robert.Lisowski

End of Info-Atari16 Digest
****

From Mailer@Score.Stanford.EDU Wed Sep 28 07:26:16 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA13062; Wed, 28 Sep 88 07:26:16 EDT
Message-Id: <8809281126.AA13062@speedy.mcnc.org>
Date: Wed 28 Sep 88 04:17:55-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: Info-Atari16-Request@Score.Stanford.EDU
Subject: PS:<MAIL.BATCH-QUEUE>[--QUEUED-MAIL--].RETRANSMIT.71
Status: R

No such host as "SANDIEGO.MT.DDN.MIL.#Internet",
bad queue file follows:

=DELIVERY-OPTIONS:MAIL
=NOTIFY: 2-Oct-88 22:55
=DEQUEUE: 30-Sep-88 23:18
_Score.Stanford.EDU.#Internet
Info-Atari16-Request
aerospace.aero.org
grant
CUNYVM.CUNY.EDU
INFO-A16%MARIST.BITNET
[128.59.40.130].#Internet
chung
DCA-EMS.ARPA.#Internet
goertzel
uunet.UU.NET.#Internet
mutec!docbobo
lasso!atari16
graf.poly.edu
RUBIN
MSR.EPM.ORNL.GOV.#Internet
jcm
HUACHUCA-EM.ARPA.#Internet
Mrhyner%sed.huachuca-em.arpa
SANDIEGO.MT.DDN.MIL.#Internet
jensen
hallock
CSS.NRL.NAVY.MIL.#Internet
info-atari
NRL-ACOUSTICS.ARPA.#Internet
MENTON
corsaro
NOTE.NSF.GOV.#Internet

jmurray
[128.205.2.4].#Internet
V069HPMS
ICS.UCI.EDU.#Internet
uci-info-atari16
EE.UCLA.EDU.#Internet
willing
Louie.UDel.EDU.#Internet
dist-info-atari16
cvl.umd.edu.#Internet
gyuri

Date: Tue 27 Sep 88 23:18:34 PDT
Subject: Info-Atari16 Digest V88 #412
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Tuesday, September 27, 1988 Volume 88 : Issue 412

This weeks Editor: Bill Westfield

Today's Topics:

Re: HARD DISK: HELP OFFERED AND WANTED
Glendale Atari Faire v.3 report(!)
Spectre 128
Spectre 128 info from Glendale Atarifest
News from Southern California Atari Faire

Date: 18 Sep 88 20:28:10 GMT
From: titan!bro@rice.edu (Douglas Monk)
Subject: Re: HARD DISK: HELP OFFERED AND WANTED
To: info-atari16@score.stanford.edu

In article <382@bdt.UUCP> bms@bdt.UUCP writes:
>
> ... Atari host adapters do not pass back SCSI/SASI status(error) codes
> properly. This causes hard disk boot software to install "phantom" drives
> on the system. ...
>
>Vance Chin Berkeley Microsystems
> P.O. Box 20119
> Oakland, CA 94620

As a result of this "phantom drive" phenomenon, you can't install ram
disks since all the drive letters are spuriously taken. For this reason
I wrote a little program that goes in the AUTO folder (after your hard

disk driver) that reads a file to determine what YOU want the active drive mask set to. Thus, you set the active drives before running the ram disk program which can then install itself correctly. The only trouble with this scheme is that I have trouble with reset-surviving ram disks, though I am not sure why. Does a warm reset leave the drive bits alone, including the surviving ram disk? If that is the case, all I need to add is a check to see if the program is being run after a cold or a warm reset. The way I currently use it is to set the drive bits every time and use a non-surviving ram disk, so I haven't been motivated to fix it up any more. If there is an interest in the program (which can either be run from desktop, shell, or auto folder, and uses command-line arguments or a file if no arguments are found to LIST current active drives, SET the desired active drives, CLEAR the undesired active drives, print a MESSAGE, and HOLD the resulting printout until a key is pressed) I can post it to the sources and binary lists. If someone can make suggestions on how to deal better with reset-surviving ram disks, I will incorporate those changes first.

Suggestions welcome.
Thanks,
Doug Monk (bro@rice.edu)

Date: 18 Sep 88 20:45:50 GMT
From: nunki.usc.edu!rjung@oberon.usc.edu (Robert allen Jung)
Subject: Glendale Atari Faire v.3 report(!)
To: info-atari16@score.stanford.edu

Well, it's now Sunday, 9/18/88, and the Glendale Atari Faire v.3 is over.
Here's a report, for those who are interested.
(If you're not interested, I suggest you hit "n" now:)

The Glendale Faire may have been a local event, but there were a few things that net.people would be interested in:

* SPECTRE 128. It's _here_. NOW. David Small brought 200 copies out to Glendale, and were they selling! The price is around $180 -- Make your checks out to "Gadgest By Small". David (a very funny and fun guy) was accompanied by his wife Sandy, his infant son, and a few friends.
And yes, I did see Hypercard running on an ST with my own eyes. David also gave a humorous talk on the development of the Spectre, and denies any plans to do an Amiga emulator for the ST or a Mac emulator on the Amiga.

* 8-bit GEM. You want to revitalize your 8-bit Atari? Then take your picks:

Obviously, the biggest expectation in the 8-bit community is GOE (Graphics Operating Enviroment). Yes, it was at the Faire, and yes, Total Control Systems is selling them. They're not _shipping_ until October, but you can order it now and get a discount. It looks like a TOTAL clone of the ST's GEM (You can even hook up an ST mouse and run GOE through it), and ran solid for the entire show. The author says it will run 95% of all 8-bit programs. It comes on a ICD "piggyback"

cartridge, and takes up only 8K of RAM. There's supposed to be a library of GOE routes, so other developers can easily make GOE calls and write GOE products. Looks really terrific.

From the makers of _Celebrity Cookbook_ comes DIAMOND OS (aka ST jr, depending on what time of the day you were at the booth). For $30, it's a graphics interface that offers drop-down menus, windows, and other good stuff (it doesn't _look_ like GEM, however). Reeve Software is promising to release DIAMOND Paint, Write, Publish, and Programmer's Kits, for $30 each as well. It looks like it's disk based (I can't be sure), but that's okay -- it can support up to 16 megabytes(!) of RAM.

* Genlock for the ST was demonstrated, in an open-board "final" version. JRI says they're only waiting for the FCC, and then they'll ship. It's very impressive -- An ST Cyberpain animation was being superimposed over a music video, and the Genlocked result was being shown on both a standard TV _and_ the SC1224 (how do they do that?). Ready to tackle the Amiga?

* Neocept, makers of FONTZ! and WORDUP (a great word processor -- an unsolicited endorsement) were present. Nothing major was presented, although the new version of WordUp, with numerous minor bug fixes, is expected to ship in two weeks. Registered owners will recieve a card in the mail about the upgrade procedure. Neocept also says they'll gladly take user input for improvements for their products -- Just drop them a line.

* Animation buffs like myself will be happy to hear that FILM DIRECTOR is finally being released. Epyx has gotten the rights to this two-year-old cel-based animation program, and it has been SUBSTANTIALLY improved (16 screens for cels, runs in 512K, better user interface, etc.). It should be out in October, and the $50 price tag gets you both FILM DIRECTOR and ART DIRECTOR -- A bargain! Maurice Molyneaux (a fun guy to chat with, a real professional artist) had a lot of input into the final user interface, and it shows. I can't wait.

* Megamax was also showing their soon-to-be-released Laser DB. It's a source level debugger for Laser C, and offers lots of features -- Source-code trace viewing, register value displays, breakpoints, multiple windows. If you liked Laser C, you'll want this.

* Codehead software was also demonstrating G+PLUS (I won't say anything about this, everybody and his cousin knows about it by now) and a new product called MULTIDESK. MDesk allows you to have 16 accessories of your choice in ONE menu slot. Even better, you can clear out and load NEW accessories at any time! You can also change the name MultiDesk registers itself on the menu, so you can have six copies of Multidesk -- each one with 16 different accessories -- for a mind-numbing total of 96 accessories avaliable simultaneously. Future products promised include FatBack ("A unique hard disk backup system") and CodeHead Utilities (A collection of programs and accessories).

* ICD was present and selling their cartridge-based SPARTADOS X. My friend bought a copy ($80, on a piggyback cartridge), and it appears to work just fine. Improvements include 1000+ files per directory, faster disk access, and built-in ARC/ALFCRUNCH support. The manual is still a preliminary copy, however, but ICD promises to send out the finals to registed owners when they become available. They also showed their FA-ST hard drive, available for 8-bit or ST hookup.

* Regent Software was selling copies of REGENT WORD II for the jaw-dropping price of $15 each -- Not $15 off, $15 EACH.

* Broderbund, surprisingly, was present. They were showing their new _Typhoon Thompson_ game for the ST (known on the Apple // as _Airheart_), as well as _Star Wars_ (imported from Europe; Broderbund is distributing). A version of _Karateka_ for the ST is promised, and "maybe" _Print Shop_, but little else. (The dealer was frank in why there was less Atari support -- "Our biggest market is the //gs"). No word on 8-bit support.

* And now, the word from Atari. Conspicuous by their absence, none of the Tramiel family showed up. Instead, we were treated to Sig Hartman, who promised us that "[1989] will be a critical point for Atari in the US market". He also apologized for the lack of more ST's in America ("We had a limited number of Ataris, and we decided to put them in West Germany -- If we didn't, there would have been a hole for the Amiga or the Macintosh to get in"), and pledged closed attention to the end users, through user groups and public information services. Sig refused to "officially" confirm/deny the existence of the Atari Transputer, the 68020/68030 workstation/machines, or anything else -- except by saying "We're working on 7 or 8 products right now, and I can't say what they are." He did promise that 520/1040 owners will be able to get TOS and blitter upgrades, and that he will personally try to get more companies to produce 8-bit titles.

In a related vein, Federated promised the increased development of "compu-centers" in all their stores, and the possibility of offering in-store servicing for Atari products. They are also supposedly toying with the idea of carrying hardware accessories (boards, wiring, etc.) in the centers.

* Pledged to appear -- but never did -- were Data Pacific and Antic. Dealers who did appear, but didn't produce anything major, included Astra systems, Michtron, Migraph, and Seymour-Radix. Bill Skurski Enterprises was present, peddling copies of his "New User's Guide to the Atari ST" (book and videotape), as well as Best Electronics, Logical Choice for Computing, Mid-Cities Comp/Soft, and Comsoft.

Special thanks to John King Tarpinian, the local user groups, ACENET, and everybody else for makign the whole thing possible.

--R.J.
B-)

Disclaimer: These are my views, and mine alone.

#
Mailing address: Beats me, just reply to this message # ## #
(rjung@sa132.usc.edu?) ## ## ##

Date: 19 Sep 88 00:07:59 GMT
From: pasteur!cory.Berkeley.EDU!landay@ucbvax.Berkeley.EDU (James A. Landay)
Subject: Spectre 128
To: info-atari16@score.stanford.edu

Can someone post some info about this product (Dave Small.) What
exactly do you get? No ROMS included, right? Is there anything
to do if you own a magic sac besides throwing it out? Do you
need to buy translator from DP to read and write disks? Price and
availability?

Thanks
James A. Landay

ARPA: landay@cory.berkeley.edu
..!ucbvax!cory!landay

Date: 19 Sep 88 00:06:51 GMT
From: (Association for Computing Machinery)
Subject: Spectre 128 info from Glendale Atarifest
To: info-atari16@score.stanford.edu

A SPECTRE COMES BACK TO HAUNT APPLE
Gadgets by Small was showing Release 1.0 (?) of Spectre 128 at the "Southern
California Atari Computer Faire, Version 3.0". It is now selling.
Dave Small has outdone himself again, coming out with a superior product in
an incredibly short amount of time.

What warrants the word 'superior'? In addition to the things you might
expect, like being 20% faster than the hardware it emulates, having a
larger screen with a mono monitor, being compatible with SC1224 monitors,
Translator 1, all Mack System and Finder versions, HFS, and the 128K (not to
mention the 64K) ROMS, Dave's Cartridge now refreshes the screen 400% faster
and writes to floppies 800% faster than the Sac. In addition, you can use
Apple's own SCSI HD's with it if you want. Admittedly not a godsend to most
ST owners (who would balk at Apple's prices, for one thing), but most
probably useful for current Mack users who already have the HD, either at
home or at work.

Where the Spectre really shocked me, though, was when I heard about its HD
transfer speed, which, according to Dave's modest figures, is fully 2.5 times
faster than the Mack itself. Much to the delight of the crowd at the seminar,
and as you could imagine, Dave commented that Apple's ghostbusting lawyers are
furious. I think the decision to release the Spectre now at this
comparatively small Faire (as opposed to say, Comdex in the Fall) was a good

way to keep the lawyers from showing up to harass him. Dave is betting that word of mouth and the networks are going to spread the news of this development further and faster than trade publicity anyway.

I almost forgot: yes, it runs hypercard (with a mere meg, even)...and pagemaker, and adobe illustrator, and...well, in Dave's own words, it is "...far more compatible" than the last mack emulator to appear on the market. Of my own first-hand experience with the setup there, its speed and its (larger screen) appearance made it subjectively very reminiscent of the feel of a monochrome Mack II.

There is a downside to everything, hard to find to be sure, but still there. Dave said that version 1.0 has a minor bug in it, but he noted that updates that contain bug fixes will be free (as usual, right?), and that update charges in the future will be smaller than what Data Pacific levied. The initial cost for the Spectre, however, will be more expensive. It is currently listing at $179.95. But my guess is that this compares favorably with Apple's charge to 'enhance' a 512K mack.

One thing that bugged me is that I didn't see anywhere a list of the software that doesn't run (the list of software that DOES run would probably be too obnoxiously big). But surely something must break? According to Dave, he said he actually finished Spectre "last Tuesday," so just maybe they haven't had the time to compile a long impressive list suitable for printing.

A couple other things: still no support for Mack sound or MIDI. Dave said that he's working on getting the sound to work, but that at present enabling it uses up too much CPU and eventually crashes the machine (funny, I thought that the former was true of the real Mack). As for MIDI, I forgot exactly what reason he gave, but the bottom line is "no go".

Since some of you probably would have asked, here is the address that was given for ordering purposes:

Gadgets by Small, Inc.
40 W. Littleton Blvd. #210-211
Littleton, Colorado 80120

Plinio Barbeito
acm@cs.ucla.edu

UCLA Student Chapter of the ACM UUCP: ...!{...}!ucla-cs!acm
3514, 4801 Boelter Hall ARPA: acm@CS.UCLA.EDU
Los Angeles, CA 90024 VOICE: (213) 825-5879, 825-7597

Date: 19 Sep 88 00:14:25 GMT
From: acm@CS.UCLA.EDU (Association for Computing Machinery)
Subject: News from Southern California Atari Faire
To: info-atari16@score.stanford.edu

Report from the "Southern California Atari Computer Faire, Version 3.0"
(a.k.a. The Glendale Atarifest):

The biggest news at this show was the introduction of Spectre 128.
Check out a separate posting for info on this.

CodeHead Software was showing G+plus, a "totally compatible" GDOS replacement program, that is faster and has the added capability of reloading fonts and device drivers without rebooting. I never got to see it in action, so I couldn't verify the above statements. They were also showing MultiDesk, a program that can load up to 96 desk accessories, at any time without rebooting to load and 'unload' them. It takes up one regular acc slot. In addition, it allows the use of some sort of macro files to load in a predetermined group of up to 16 accs. at once, with few mouse clicks. They are also the authors of TopDown, the program that cuts bootup time by putting auto programs and accs at the top of memory. Their address is P.O. Box 4336, N. Hollywood, CA 91607

JRI was showing a Genlock System for the Mega ST. They had a cute animation program running on top of video from a VCR. They showed the animation program by itself in one ST monitor and the combined output in both a TV and another ST monitor. The genlocking is fully hardware based, so that no supporting software is needed (i.e. choose from whatever paint program or animation package already available), it has a lot of features I won't mention here. They are tentatively pricing the card at $500. They are currently awaiting FCC certification, and are planning similar device(s) for the low-end ST's.

Neocept was showing the WordUp wordprocessor there. As has been noted elsewhere, it was enjoying a good deal of popularity at the show, more so than the WordPerfect booth. Text routing is very sophisticated, very natural to use, and reasonably fast, as are screen updates of a window full of big fonts and pictures. The print quality is really professional, as is the screen output on a monochrome monitor. It wins hands down for ease of use over a lot of other WP type programs. For example, to include a picture along with your text, you practically just have to choose a filename, the text will automatically route around it (the picture appears right where the cursor is). Resizing or removing the picture is as easy as manipulating a miniature GEM window. The latest version has reportedly fixed the bugs in the initial release. Some of the printed pictures could have looked a bit better, though.

Practical Solutions was showing a triophonic/true stereo sound adapter board. Solderless and internal, it will be selling for $50 starting November. This, in combination with Yamaha's new 10-bit pin compatible, functionally compatible version of the sound chip (anybody know where I can get one cheap?) could open up possibilities for much better sound right out of the ST. The extra bits make a big difference. Why, just think, 6 more bits and we have CD quality B-). Anyway, PS's Videokey composite/RF converter/audio line box goes for $120. They were also showing their mouse, monitor, and drive master boxes, all three of which simply switch safely from one set of lines to another ($40-50). They say they'll sell bulk ST floppy and monitor connectors for less than $6.00 each.

Somebody (I don't know who) was showing midi-gram, what seemed to be a microphone that converted sung notes (i.e. sounds) into midi notes (i.e. binary), for use with any sequencer for recording. Don't know if this is specifically an ST product or simply a MIDI port hookup or what.

Of the few displays only showing games at this show (maybe the only one?), there was Broderbund. Nothing to note.

Antic Software was showing the usual 3D sterotek glasses (forms a crowd, but not really that impressive, folks). I didn't get to see their new CyberSculpt, the latest of Tom Hudson's creations, so don't ask. A lot of people were showing Spectrum 512 and Cyber pics, however -- mainly to show off their monitors or monitor attachments or the speed of their hard drives and such.

Megamax was showing their Laser C compiler, announcing that by Christmas they will have LaserDB, a source debugger, available.

Seymor/Radix was showing an impressive 75,160,216,300,360,600, up to 1000 dpi image scanner. Of course, the output can be used with all major picture formats and DP programs. Their printed output looked very good.

Last but not least Atari was represented at the show. Sig Hartmann was hard to track down, so I asked Cindy Claveran if she had any info on the 68030 UNIX box, but although she was very courteous, she had no comments about any possible release date. Somebody nearby also asked about the transputer. Essentially what she said about that is that all of the prototypes are now in developers' hands. That would explain, at least, why there was no transputer to be seen there. But I didn't see 1280x960 monitors popping up anywhere either. What *did* Atari show, you ask? Pretty much their whole current product line, all the way down to the game machines, running various types of software.

Plinio Barbeito
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Los Angeles, CA 90024 VOICE: (213) 825-5879, 825-7597

End of Info-Atari16 Digest
****

From Mailer@Score.Stanford.EDU Wed Sep 28 07:26:48 1988
Received: from Score.Stanford.EDU by speedy.mcnc.org (5.59/MCNC/5-16-88)
id AA13068; Wed, 28 Sep 88 07:26:48 EDT
Message-Id: <8809281126.AA13068@speedy.mcnc.org>
Date: Wed 28 Sep 88 04:17:56-PDT
From: The Mailer Daemon <Mailer@Score.Stanford.EDU>
To: Info-Atari16-Request@Score.Stanford.EDU
Subject: PS:<MAIL.BATCH-QUEUE>[--QUEUED-MAIL--].RETRANSMIT.72
Status: R

No such host as "SANDIEGO.MT.DDN.MIL.#Internet",
bad queue file follows:

=DELIVERY-OPTIONS:MAIL
=NOTIFY: 2-Oct-88 22:55
=DEQUEUE: 30-Sep-88 23:19
_Score.Stanford.EDU.#Internet
Info-Atari16-Request
aerospace.aero.org
grant
CUNYVM.CUNY.EDU
INFO-A16%MARIST.BITNET
[128.59.40.130].#Internet
chung
DCA-EMS.ARPA.#Internet
goertzel
uunet.UU.NET.#Internet
mutec!docbobo
lasso!atari16
graf.poly.edu
RUBIN
MSR.EPM.ORNL.GOV.#Internet
jcm
HUACHUCA-EM.ARPA.#Internet
Mrhyner%sed.huachuca-em.arpa
SANDIEGO.MT.DDN.MIL.#Internet
jensen
hallock
NOTE.NSF.GOV.#Internet
jmurray
[128.205.2.4].#Internet
V069HPMS
ICS.UCI.EDU.#Internet
uci-info-atari16
EE.UCLA.EDU.#Internet
willing
Louie.UDel.EDU.#Internet
dist-info-atari16

Date: Tue 27 Sep 88 23:19:09 PDT
Subject: Info-Atari16 Digest V88 #413
From: Info-Atari16 Digest <Info-Atari16@Score.Stanford.EDU>
Sender: Info-Atari16-request@Score.Stanford.EDU
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@Score.Stanford.edu

Info-Atari16 Digest Tuesday, September 27, 1988 Volume 88 : Issue 413

This weeks Editor: Bill Westfield

Today's Topics:

Damaged moriabin.arc header
installing LARN
low cost HARDDISK interface
Re: installing LARN
spectra 128
SH204 RLL Formatting (was: Re: CONNECT YOUR OWN HARD DISK...)
Re: Boycott Apple Again -- Now about Suns
Re: Damaged moriabin.arc header
ibm compatibility
Hard disk in 1040ST was Re: low cost HARDDISK interface

Date: 19 Sep 88 03:54:12 GMT
From: agate!web-1a.berkeley.edu!c60a-1bq@ucbvax.Berkeley.EDU
Subject: Damaged moriabin.arc header
To: info-atari16@score.stanford.edu

When I uudecoded moriabin, i found that the header file for MORIABIN.ARC
was damaged. Did this happen everyehere, or am I doing something wrong?
BTW, our uudecode is pretty primitive, so I had to knit the files together
to decode it. I doubt this had any effect on this particular error as it
occured on the 2nd file in MORIABIN.ARC

John Kawakami

Date: 19 Sep 88 04:50:19 GMT
From: rubbs1!David.Hochhauser@rutgers.edu (David Hochhauser)
Subject: installing LARN
To: info-atari16@score.stanford.edu

HELP!!!!!!!!!!!

I don't know what I'm doing! I just downloaded LARN from the FIDO files. I unARCed the file
LARN12S.ARC and got:
-README-
FIXED.BUG
LARN.ARC
LARN.DOC
LARN.FTN
LARN.HLP
LARN.MAZ
LARN.OPT
OLARN.HLP
OREADME
TERMCAP.ARC

Was I supposed to get a file called LARN.TTP? What do I do with LARN.ARC and TERMCAP.ARC.
Do I need a special compiler? Would someone familiar with this game please contact me
either on this BBS or call me at 201-932-0597. Thanx.
Sincerely
David Hochhauser

--

David Hochhauser - via FidoNet node 1:107/330
UUCP: ...!rutgers!rubbs1!David.Hochhauser
ARPA: David.Hochhauser@rubbs1.FIDONET.ORG
\...!rutgers!rubbs1!David.Hochhauser

Date: Mon, 19 Sep 88 03:59:20 GMT
From: Ronald Lamprecht <V61%DHDURZ1.BITNET@Forsythe.Stanford.EDU>
Subject: low cost HARDDISK interface
To: INFO-Atari16@Score.Stanford.EDU

Sorry for the long pause after my first announcement -- but there was a lot
of work to do and I wanted to collect requests.

Due to the number of requests I decided to post some articles about the Atari
DMA port and my hardware solution, because they may be of general interest.
But the software is too large - I will try to store it (as source and as
executables) at a fileserver.

In this article I want to answer some common requests:

Hardware:
- The layout can only be photocopied , there exists no machine readable
version of it.
- The assembly is very simple - there is no need of an oscilloscope ,
a voltmeter is sufficient. Nearly all hardware errors can be detected
and analysed by the software.
- General remarks to Harddisks: (My experience, my own opinion)
- there is no harm in using harddisks with short seek rates (28ms)
instead of `slow' ones (40ms) (28ms are louder than 40ms). But I
couldn't recognice any increase in access speed - the operating
system and it's access to harddisk is more important. So I suggest
to invest your money in harddisk size and not in speed.
- Someone asked if it would be possible to install a ST157 (3"1/2)
instead of the floppy in a ST1040: answer: no :
- harddisks use other mounting screws
- there won't be enough space to mount the interface with the
OMTI controller (especially if you plan or have added an 68020,
memory expansions or SRAMs instead of (E)PROMs)
- hardisks need a lot of power and the ATARI power supplies are
weak (HD-Requirement: c 2A on 12V at power-up, c1A at 5V --
critical at seek operations)

Software:
- A MINIX driver will be written immediately after I have received the
ST version. Please send me a note when you received it in Germany.
- All programs which use legal GEMDOS and BIOS calls will work with my
driver - only programs that try to access the harddisks directly won't
work (besides HD format and partion utilities only a virus would try
to access the harddisk in this manner)
Until now we haven't detected a single program that doesn't work with

our harddisk (besides the ATARI hardisk driver & formater). Even all
harddisk backup programs like Turtle,... work correctly !
(some programs have troubles with too many partitions, so we allow you
to undefine and redefine single partitions)
- The software was developped for high res. monitors - no restrictions for
the driver, but our HD utilities will not work with low res. colour
monitors !!!
- Now all comments and helps are translated to English !
- The software can also be used in connection with the c't-solution (one
short source file must be substituted - no multiple DMA port usage)
- The boot software exits as a disk bootable version as well as a ROM
bootable version (ROM patch)
- Foreign utilities for GEMDOS speed increase and 40 folder bug solution
are necessary:
FATSPEED and GEMBOOT recommended
(Thanks to Ulrich Kuebler & Konrad A. Hahn)

I think the main reason for our solution is in fact the software:
- You can make use of 8 partitions with arbitrary drive IDs (you may use
K: and O: and keep C: for a RAM disk)
- You can connect several drives, several interfaces
- You can create, change, delete partitions at any time (the next version
will even allow you to move,enlarge and shrink partitions)
- The drive recognition scheme is `intelligent': you are allowed to
switch off drives and to reconnect them without rebooting your system
- The driver needs only about 4k of RAM (!)
- The utilities make full use of GEM
- ...

I hope that answers the most important questions. Those of you who had
further special questions I will contact within the next days.

Bitnet: V61@DHDURZ1 Ronald Lamprecht
UUCP: ...!unido!DHDURZ1.bitnet!V61 Theoretische Physik
ARPAnet: V61%DHDURZ1.BITNET@CUNYVM.CUNY.EDU (Heidelberg, West Germany)

Date: 19 Sep 88 05:38:55 GMT
From: mailrus!um-math!hyc@ames.arc.nasa.gov (Howard Chu)
Subject: Re: installing LARN
To: info-atari16@score.stanford.edu

In article <57.2334A7BA@rubbs1.FIDONET.ORG> David.Hochhauser@rubbs1.FIDONET.ORG (David
Hochhauser) writes:
>HELP!!!!!!!!!!!
>
>I don't know what I'm doing! I just downloaded LARN from the FIDO files. I unARCed the
file LARN12S.ARC and got:
> -README-
> FIXED.BUG
> LARN.ARC

> LARN.DOC
> LARN.FTN
> LARN.HLP
> LARN.MAZ
> LARN.OPT
> OLARN.HLP
> OREADME
> TERMCAP.ARC
>
>Was I supposed to get a file called LARN.TTP? What do I do with LARN.ARC and TERMCAP.ARC. Do I need a special compiler? Would someone familiar with this game please contact me either on this BBS or call me at 201-932-0597. Thanx.

What you downloaded was the complete sources for my port of Larn 12.0 to the ST. There are no executable files in that archive. The subfile LARN.ARC has the actual source code, and TERMCAP.ARC has the source for the termcap library, as well as a description of the ST's built in VT52 emulation.

I wrote this port using Mark Williams C version 2.0. All you need to do to get a working game is unpack the files and type "make," assuming you have that compiler. If not, then you're better off getting hold of the executables. Look for a file named LARN12.ARC (note the absence of the letter 'S' in the name...) and just use that.

A lot of copies of LARN12.ARC were distributed without the termcap description included. I've posted the termcap separately to this group a few times already, so you should be able to find it at an archive site.

Has anyone else run Larn from a BBS? It will work, if you redirect all three I/O descriptors to the serial port. (Actually, it might be best to leave stderr directed to the ST console...) I suppose it's not such a hot idea, after all, since you can't limit the time someone plays for. But since it uses termcap, you can support a wide variety of terminals in the game.
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

Date: Mon, 19 Sep 88 7:56:22 CDT
From: "Norman R. Frech" <nfrech@ALMSA-1.ARPA>
To: dlm%ruhi!ATT.COM.BITNET@CUNYVM.CUNY.EDU
Subject: spectra 128

Dan,

I just got Dave Small's newsletter and I am fairly excited about this product. I don't know how to get to Dave on Usenet so I though maybe you could answer a few questions. He talks about a version 2.0 coming up in the near future; will this be a free upgrade from 1.0 or

will there be a charge? Second, is it absolutely necessary to have
a monochome monitor?

Thanks,

Norm Frech

Norm Frech <nfrech@almsa-1.arpa>
USAMC ALMSA, ATTN: AMXAL-HL, Box 1578, St.Louis, MO 63188-1578
COMMERICAL: (314) 263-5231 AUTOVON: 693-5231

Date: 18 Sep 88 17:05:11 GMT
From: mcvax!cernvax!ethz!jungfrau!marvin@uunet.uu.net (Rico und Jan)
Subject: SH204 RLL Formatting (was: Re: CONNECT YOUR OWN HARD DISK...)
To: info-atari16@score.stanford.edu

In article <9160@cup.portal.com> Ric_I_Clayton@cup.portal.com writes:
>
> Here's my Hard Disk Story:
>
> I had an Atari SH204 20Meg Hard Disk. I needed more disk space and
>didn't want to spend another $600 for 20megs. (Not to mention the fact
>that the SH204 has no Daisy-chain port.) This is what I ended up with:
>
> (From my SH204)
> o Seagate ST225 20Meg Hard Disk
> o Adaptec 4000 Controller
>
> (From my local Hard Disk Dealer)
> o Seagate ST251 42Meg Hard Disk
>
> (From ICD)
> o Host Adaptor Board
> o 5 1/4 Hard Disk Case (w/HDA Mounting Kit & Cutout)
> o Controller-to-Disk Cable Set
> o 36" DMA Cable
>
>The only problems I had were with the Hard Drive
>Case. Some of the drive bracket mounting holes were miss-aligned and had
>to be re-drilled, the hardware-kit (screws,etc) didn't have the right
>hardware, and space is _real_ tight inside the case. Nothing a drill and
>a trip to the hardware store wouldn't solve. Also, saving the leftover
>SH204 parts gives me a head-start on my next storage increase. By just
>adding an RLL controller, a 96Mb drive, and replacing the PAL chip on the
^^^^^^^^^^^^^^^^^^^^^^^^ ^^^^^^^^^^^^^^^^^^^^^^^^
>Atari Host Adaptor board, I'll have more storage than I'll possibly need.
^^^^^^^^^^^^^^^^^^^^^^^^

This is what I thought, too. I replaced the Adaptec 4000 controller by
the 4070, which is completely compatible with the 4000, except that it
uses RLL encoding scheme instead of MFM. I also bought a second drive, a
Seagate ST157R, which is RLL and has a capacity of 49MB. The old drive
in the SH204 was (still is) an Tandon TM262, which is a 3.5", MFM, 20MB
drive. I checked out with Tandon, if that drive accepts RLL (i.e. if it
has plated media), and they said yes (although it was not certified for it).
Formatting the Tandon drive didn't cause any problems, but, however, it
has quite a lot of read errors. The errors do not appear in specific
sectors, but just randomly anywhere, especially on the cylinders with
low numbers, i.e. on the inner cylinders of the drive. It looks like it
mostly works just perfectly, but sometimes there are these read errors.
It seems that timing margins are so close, that it does not work
properly from time to time. A few days ago I got the PAL replacement
from BMS. It doesn't help very much, except that read errors are now
'officialy' being recognized.

If anybody is out there, who has similar experience, or who has a
solution, please post/mail it...

Tomas

****
Disclaimer: I'm a student at the Swiss Federal Institute of Technology
(ETH) in Zuerich, Switzerland, studying Computer Science
('Informatik' as we call it in German).

UUCP: ...!mcvax!ethz!jungfrau!marvin (marvin@ethz.UUCP)
Surface: Tomas Felner, Quellenstrasse 30, 8005 Zuerich, Switzerland

---

Date: 17 Sep 88 18:00:17 GMT
From: att!alberta!calgary!!paquette@ucbvax.Berkeley.EDU (Trevor Paquette)
Subject: Re: Boycott Apple Again -- Now about Suns
To: info-atari16@score.stanford.edu

In article <620@bnlux0.bnl.gov>, drs@bnlux0.bnl.gov (David R. Stampf) writes:
> In article <406@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
> >
> >Lots and lots of problems, no single one of which renders a Sun totally
> >unusable, but altogether adding up to too many headaches. Bad network
> >support, flaky network services, etc. etc. etc... For a company whose
> >motto is "the network is the computer" it's pretty disgusting how
> >poorly their network software runs.
> >
>
> I've had a Sun on my desk for 4 years now, and my department has
> about a dozen. Schools by us have Sun's by the 100's. Compared to other
> machines, Sun's software is top notch and we frequently use the sun's to
> monitor our networks. I really think that Howard's opinions are in the
> minority viewpoint. So much so in fact, that it would be interesting to
> find out what he *would* recommend to his worst enemies as an alternative.

>
> < dave stampf

I must agree with Dave. I have been using Sun workstations for about 3 years
now and I think it is the best devellopement system around.
The Sunview window environment is a joy to work in compared to other
windowing systems I have seen. Mex on the Iris is totally brain damaged in
comparison to it. I have nothing bad to say about Sun (the computer or the
company). I really hate it when some people give there 2 cents worth when it
is only worth 1. Alot of people don't give things a chance to improve, if
it does not work first time then they refuse to look at it again.

==========
Trevor Paquette - GraphicsLand, U of Calgary[Home of The Great Train Rubbery]
Email:paquette@cpsc.UCalgary.CA ICBM:51 03 N/114 05 W
Luminous beings we are, not this crude matter. *** Don't worry, be happy

---

Date: 19 Sep 88 08:04:50 GMT
From: ssyx!koreth@ucbvax.Berkeley.EDU (Steven Grimm)
Subject: Re: Damaged moriabin.arc header
To: info-atari16@score.stanford.edu

In article <14436@agate.BERKELEY.EDU> c60a-1bq@web-1a.berkeley.edu () writes:
>When I uudecoded moriabin, i found that the header file for MORIABIN.ARC
>was damaged...it
>occured on the 2nd file in MORIABIN.ARC

There is only one file in MORIABIN.ARC, so you should be safe. Feel free
to request the relevant parts of the posting (06 through 15) from the ssyx
archive server if you have more problems.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

Date: 19 Sep 88 16:32:34 GMT
From: hubcap!trev@gatech.edu (Trevor Bauknight)
Subject: ibm compatibility
To: info-atari16@score.stanford.edu

im planning to upgrade very soon from my current televideo 803 cp/m
machine to one of the 68000 beasts...i have and have access to a great
deal of scientific and engineering software to run on an ibm pc
compatible machine but i detest the idea of *owning* an ibm
compatible, though inferior system...
could someone, an expert in the respective camps, e-mail information
concerning tthe ibm compatible nature of the atari st, themac, and
the amiga...i can get a mac at a reduced price through the university

and would like to have a hard disk system, a meg of memory, probably
color (but that is not entirely necessary), and ibm compatibility.
i need to know the cost of an ibm compatible system, or at least the
cost of the attachments needed to make it ibm compatible.
i appreciate it...thanks in advance...

--
trev @ hubcap.clemson.edu Trevor Bauknight
Box 2507, University Station
Clemson, SC 29632

Date: 19 Sep 88 17:03:08 GMT
From: oliveb!dragon%olivej.atc.OLIVETTI.COM@ames.arc.nasa.gov (Give me a quarter or I'll
touch you)
Subject: Hard disk in 1040ST was Re: low cost HARDDISK interface
To: info-atari16@score.stanford.edu

In article <8809190537.AA09957@ucbvax.Berkeley.EDU>, V61@DHDURZ1.BITNET (Ronald Lamprecht)
writes:

> - Someone asked if it would be possible to install a ST157 (3"1/2)
> instead of the floppy in a ST1040: answer: no :
> - harddisks use other mounting screws
> - there won't be enough space to mount the interface with the
> OMTI controller (especially if you plan or have added an 68020,
> memory expansions or SRAMs instead of (E)PROMs)
> - hardisks need a lot of power and the ATARI power supplies are
> weak (HD-Requirement: c 2A on 12V at power-up, c1A at 5V --
> critical at seek operations)

I've done this. I had to use an Atari host adaptor board (since it is the
smallest), but it is quite possible, and was a hit at our local user group
meeting. Might add that it was an ST157N, with imbedded SCSI. It uses the
exact same holes that the 3.5" floppy does.

As Ron said, if you plan to add alot of other crud, it's not a good idea,
though.

The power supply was beefed by replacing the regulators with higher
capacity units, and a fan was installed to keep everything cool.
Otherwise, it works great.

The power supply can't be that big of a deal because Supra sells their
internal drive kits for the Mega ST, and they run off the Mega internal
power supply (which happens to be the same unit in my 520STfm, but
different than the one in the 1040ST the hard drive is mounted in. I bet
the newer 1040STs have the same power supply).

Dean Brunette {ucbvax,etc.}!hplabs!oliveb!olivej!dragon
Olivetti Advanced Technology Center _____ _____ __|__ _____

20300 Stevens Creek Blvd. | | _____| | |
Cupertino, CA 95014 |_____| |_____| |__ |_____

'Dancing, screaming, itching, squealing, fevered feeling hot Hot HOT!'

End of Info-Atari16 Digest
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5779. Trying to do the impossible

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 21:15:07 UTC
From: dmb@TIS.COM
Message-ID: <8809292115.AA23868@TIS.COM>
Source record: 250479

From the Western Digital WD1770/1772 Floppy Disk Controller/Formatter Manual:

Page 5 (p.1398, Atari Developers Documentation):

"...Writing is inhibited when the Write Protect input is a logic low,
in which case any Write command is immediately terminated, an
interrupt is generated and the Write Protect status bit is set."

This means that the write protection is checked AND enforced by the
disk controller _hardware_. The software has no choice in the matter.
Unless Western Digital is _lying_, you can't write to a write protected
disk no matter how hard you try.

Dave Baggett
dmb@TIS.COM (arpanet)

Unless we see a program that contradicts the manual, can we consider the
case closed? Unsupported arguments are _heresay_...

Someone mentioned that NeoDesk dodges the write protection. Anyone
want to testify to this?!?!? Will the author of NeoDesk confirm/deny?

5780. Re: Writing to write protected disks?

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 22:04:17 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <4960@saturn.ucsc.edu>
Source record: 250480

In article <1667@crete.cs.glasgow.ac.uk> whitbye@cs.glasgow.ac.uk (Elliot Maxwell Whitby) writes:
> Rewrite the OS and you can do whatever you want.
>I know that this is the way so please do not waste your time telling me that I
>am wrong.

I wouldn't dream of doing that, but I will suggest that you take your drive in to an authorized service center for repair. I don't doubt that you can indeed write to write-protected disks, but that is indicative of a broken disk drive, not a design flaw.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

5781. Re: Writing to write protected disks?

Newsgroup: comp.sys.atari.st
Date: 1988-09-29 22:17:27 UTC
From: walkerb@tramp.Colorado.EDU
Message-ID: <3773@boulder.Colorado.EDU>
Source record: 250481

In article <1659@crete.cs.glasgow.ac.uk> angles@cs.glasgow.ac.uk (Ian Angles) writes:
[...]
> In truth it is possible to bypass almost all the hardware interrupts
>on the ST by disabling them or catching them before the OS catches them.

I beg to differ. Write protection is usually a hardwired protection on the disk drive. The OS and programs can, however, neglect to pay attention to this fact and try anyways.

As an example, early versions of Twister (a skewed track formatter) have been known to "format" write-protected disks. That is, they went through the motions but the information on the disk remained intact.

5782. Re: problem with mwc atoi(), version 2.0.1

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 02:43:22 UTC
From: Gribnif@UMass.BITNET
Message-ID: <88092922342756E.BGJC@Mars.UCC.UMass.EDU>
Source record: 250482

I believe the problem with the following:

```
> printf("%d %d %s %d %d %d\n",
> x, i, argv[i], (double) x / MAXVAL, atoi(argv[i]),
> (double) x / MAXVAL * atoi(argv[i]) + 1);
```

is not in the atoi() function, but in an incorrect printf() format spec. Since the two calculations involving "x" are typed to "(double)", the format spec must be "%f", "%e", or "%g" for these two numbers. Otherwise what happens is that printf() reads an incorrect value off the stack.

In order to use floating-point printf() routines under MWC, you must also compile with the -f (or -VFLOAT) option.

Dan Wilga

Gribnif@UMASS.Bitnet

5783. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 05:57:52 UTC
From: <>
Message-ID: <8809300557.AA25547@ucbvax.Berkeley.EDU>
Source record: 250483

Mail-to: DK0RRZK0(AB084), Format: MAIL
Received: by DEARN (Mailer X1.25) id 1933; Thu, 29 Sep 88 16:22:39 MEZ
Date: Thu, 29 Sep 1988 17:43:14 CET
Original-Date: Thu, 29 Sep 88 22:59:07 SST
Reply-To: INFO-ATARI16@SCORE.STANFORD.EDU
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
From: AB084@DK0RRZK0.BITNET
Originally-From: Victor Pang 65-250-4755 <ART30088@NUSVM>
To: INFO-ATARI16@SCORE.STANFORD.EDU
Originally-To: MICHAEL EIBL <AB084@DK0RRZK0>

I am a member of our local university Centre of Musical Activities' Electronics Music Laboratory (EML). Currently, we are working on a project on the Atari ST computers to sequence compositions made by our members. We have in mind a Audio and Video presentation of our works in Electronic/Computer Music. Recently, we got a software Trip-A-Tron from LlamaSoft - U.K. - written by Jeff Minter. It can use MIDI to control this 'light-synthesizer'. It has great potential but we are overwhelmed by the capabilities of the software. Does anyone have any experience with this particular software? Any help will be much appreciated.

Victor Pang.
(BITNET: ART30088@NUSVM - National University of Singapore)

5784. Re: Postscript and TDP

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 09:18:38 UTC
From: decouty@irisa.UUCP
Message-ID: <687@irisa.UUCP>
Source record: 250484

In article <1060@leah.Albany.Edu> jac423@leah.Albany.Edu (Julius A Cisek) writes:
>
>Is there a way to capture postscript output from Timeworks Desktop
>Publisher into a file? I don't have a lazer printer, but have access to

I don't think so. I have looked, with a protocol analyser, how Timeworks
manages a Postscript printer. First, Timeworks asks the printer for its
comm parameters in order to know which kind of flow contol is used.
If the options value of this parameter is not 0 (which is the default value
for a Laserwriter) Timeworks assumes RTS/CTS. If the printer does not answer,
TW asks you for a new printer.sys.
Is there anybody who has used TW with a parallel interface PS printer, such
as QMS PS810?
>
>This probably means re-installing it for a postscript lazer printer
>(mine is installed for the Epson LX) and then somehow capturing or
>re-routing the data that would go into the printer port upon printing.
>
>Is this possible? If so, how?
>
At least, you must install TW for a PS printer because fonts names and kerning
info are NOT the same!

What is the last version of Timeworks? What about ZapfDingbats and Symbol fonts?

Here in France, the distributor of Timeworks is .... Atari France!
All ads for 1040/Mega ST line are about the theme: you can't find a better
choice for laser wordprocessing than the ST (the WP package includes, for the
1040st a french wordplus clone, written by D. Laurent (et al.), the author
of Turbodos. VERY quick - and Timeworks for Mega ad)

The wp software, called LE REDACTEUR (The writer) has been developped
for a french newspaper, LIBERATION, hence speed and some features for this
type of business: text analysis, index, word occurences...

LIBERATION has bought around 100 ST, and now another newspaper, OUEST-FRANCE
(800 000 ex/day) used Atari! Good references for an advertisement!

See you later

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+---+
IRISA - INRIA	EMAIL : decouty@irisa.fr
Campus de Beaulieu	UUCP : {eunet,mcvax,inria!}irisa!decouty
F-35042 Rennes Cedex	decouty@irisa.UUCP
FRANCE	BITNET: decouty@FRCICB71

```
+--------------------------+---+--------------------+-------------------------+
| PHONE : +33 99 36 20 00 | TELEX : 950473 UNIRISA | FAX : +33 99 38 38 32 |
+--------------------------+------------------------+-------------------------+
```

5785. GCC Problem

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 12:41:27 UTC
From: paone@topaz.rutgers.edu
Message-ID: <Sep.30.08.41.26.1988.449@topaz.rutgers.edu>
Source record: 250485

Help...

I downloaded the gcc arc files about a week ago. I think I followed the directions exactly, but I keep getting two bombs. I am running it from gulam as suggested and I have 1 meg of memory.

Another thing is the stack size. Someone posted a change of 500000 to 300000. Is that a decimal value? The hex is 7A120, but changing that didn't help either.

Any suggestions?

!rutgers.edu!topaz!paone
--
Phil Paone
paone@topaz.rutgers.edu
ihnp4!moss!oac!ppaone

"Admiral...There be whales here"

5786. Sorry for the bounced messages

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 13:27:15 UTC
From: ravi@mcnc.org
Message-ID: <3565@alvin.mcnc.org>
Source record: 250486

Folks,

Sorry for posting boatloads of bounced messages.. (I used the wrong shell script). I realise what happened, PLEASE don't point it out any further 8^)

-ravi

5787. Re: Horrible, Horrible bug in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 15:27:19 UTC
From: whitbye@cs.glasgow.ac.uk
Message-ID: <1682@crete.cs.glasgow.ac.uk>
Source record: 250487

You are an Idiot.....

5788. Re: How rumors start

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 16:18:12 UTC
From: greg@bilbo
Message-ID: <486@snjsn1.SJ.ATE.SLB.COM>
Source record: 250488

In article <8809282300.AA22339@ucbvax.Berkeley.EDU> <FTDDR@ALASKA.BITNET> writes:
>How rumors start

> [Heart-wrenching tale of student unable to find an Atari, deleted]

>Has Atari given any thought to trying to soothe their mail order distributors?
>Those guys have the potential for spreading the doom and gloom over a vast
>geographical area...and it sounds like some of them intend to do just that.

I really feel sorry for Atari, sometimes. No matter *what* they do,
they catch flames. Many moons ago it was noted that when you bought a
computer via discount mail-order, you got what you paid for (a
computer), and that was it. No support, no hands-on demos, no contact
with other users. On the other hand, when you buy from a dealer, that
dealer can demo software for you, repair the machine in-house
(usually), give you pointers and help, and you can meet other users in
their store. For all of this, you pay a higher price than mail-order.

You can see the latest whizz-bang frob, watch somebody get blown away
by the latest hot new flight-simulator dungeon arcade adventure game,
or find out if the latest word processor program will really print Old
High German in genuine gothic lettering. With mail-order, you pays
your money and you takes yer chances.

Atari wisely, in my opinion, decided that if they were going to ever
establish the ST as a "serious" computer (on par with the Mac and the
IBM PC), they had to give dealers an incentive to carry and *support*
their machines. What was the dealers' main gripe? "We're being
undersold by mailorder!" Solution? Stop selling STs to
mail-order-only suppliers. It was a logical, carefully considered
business decision.

Think about it. A company does not arbitrarily cut off sales outlets
for its products. It has an obligation to its stockholders to try to
make a profit. They are trying hard to make a distintion between
Atari game machines, sold by mail order and in department stores
everywhere, and the ST line, now sold only by "qualified computer
dealers". Atari needs now to get the word out that the ST is
"Available at your local Atari Computer Dealer". It is the right
move. I only hope it was made at the right time.

>On the upside, word is that the university discount prices of macs are about
>to take a jump upwards, which will make STs look better. On the downside,
>IBM, Toshiba, and Zenith are now offering discounts here, and they have some
>good deals.

I don't know what the discount looks like on a Mac, but given what it takes to make the Mac a usable computer (it *requires* a second drive), I couldn't touch one for less than $2000, and that's monochrome-only. I have only $1500 invested in my ST hardware, with both color and mono, and two double-sided floppy drives. I could add a hard disc for about $700, but I feel no need to; the ST is usable with two double-sided floppies. I couldn't touch a PC for less than $4000, nor would I want to.

No, price isn't really the issue here; marketing and image is the issue. If Atari is going to make inroads into the business mainstream, they are going to have to grow out of their games/ hobbyist/hacker machine image. Unfortunately when they do this, they will leave some of us behind.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

Opinions expressed herein are solely the responsibility of the author.

5789. Re: Boycott Apple Again -- Now about Suns

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 17:25:41 UTC
From: landman%hanami@Sun.COM
Message-ID: <71069@sun.uucp>
Source record: 250489
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <989@aluxp.UUCP> wg@aluxp.UUCP (Bill Gieske) writes:
>Try using a Sun workstation telneted to a VMS system... Forget about control-y
>or control-c; the Sun network software goes out to lunch. Then try getting
>the problem addressed... I've just learned that when I run something I didn't
>ask for, or type a file larger than I wanted, the best thing to do is do some-
>thing else.

^Y (control-Y) is the delayed suspend character. You can change this to
anything you want on most UNIX systems (including Sun) by doing (e.g.):

% stty dsusp ^A

to change it to ^A (control-A). I do this all the time so I can run up-left
in certain screen-oriented programs :-) without popping out to the shell.
Once you have set dsusp to something else, ^Y is just an ordinary character.

There, wasn't that easy?

Howard A. Landman
landman@hanami.sun.com
UUCP: sun!hanami!landman

5790. Software for sale!

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 17:26:21 UTC
From: 870646c@aucs.UUCP
Message-ID: <1285@aucs.UUCP>
Source record: 250490

I have the following ST software for sale, here is a quick list of what I have and the asking prices, most prices are firm, and all software consists of the latest updates, etc.

All prices are in Canadian dollars!(US price should be about 80% of listed price, ie .8*59.00=47.20)

Title New Price Sale Price
Languages:
Assempro Assembler 90 59
Laser C Ver 1.1 225 150
Personal Pascal 110 65
MTC-Shell 159 100
Tacle Box+1st 2 newletters 120 80

Utilities:
Flash Ver 1.6 49 30
GIST Sound Editor 40 26
COLR Object Editor 25 15

Cyber Studio:
Cyber Studio 109 75
Cyber Control Ver 1.1 79 55
3D dev. disk 39 25
Cyber Paint Ver 2.0 110 73
Future Design Disk 39 25
3D Fonts,tips,hints 39 25
Cartoon Design Disk 39 25
Architectural Design Disk 39 25
Spectrum 512 100 66
Degas Elite 100 66
Aegis Animator Ver 1.1(latest) 105 69
Timeworks Publisher 156 103

Games:
Superbike Challenge 35 23
Goldrunner 49 25
Jupiter Probe 49 20
Sundog 49 20
Plutos 45 25
Road Runner 45 25
Flight Simulator II 79 50
Scenery Disk 7 39 25
Scenery Disk 11 39 25
Arcade Action Pack(Arcadia) 69 40

Misc:
Design Book from Computer Spectrum 20 10
7 Antic Cyber Demo Disks-contains
contest winning demoes, and CAD
objects. price is for each. 12(US) 10(CDN)

Books:
Abacus:
Disk Drives In & Out 39 25
3D Graphics 30 20
Graphics & Sound 30 20
Trick & Tips 28 19
Machine Lang 25 15
GFA Basic Referance Book 29 15

If you are interested in any of the above send me your name,
address,zip, etc. and a money order for the proper amount made out
to me, no checks please:
Barry Comer
P.O. Box 208
Crowell Tower
Acadia University
Wolfville, Nova Scotia
Canada, BOP 1XO
1-(902)-542-9909

Thanks for your time
Barry

5791. Re: Yet More on Animation

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 18:36:31 UTC
From: leo@philmds.UUCP
Message-ID: <825@philmds.UUCP>
Source record: 250491

In article <8809282323.AA10646@TIS.COM> dmb@TIS.COM (David M. Baggett) writes:
>
> There was some discussion about Setscreen waiting for the vertical
>blank before returning. I tried a few things to see how Setscreen
>behaves in practice, and I still believe that
>
> Setscreen returns immediately.
>
> If Setscreen waited for the vertical blank when you set the
>physical screen base, the following code would take about 1 minute:
>
> for (i = 0; i < 3600; i++) {
> Setscreen((char *) -1L, Physbase(), -1);
> }
>
>It doesn't. It takes about 2 seconds. This means that Setscreen does
>_not_ wait for the vertical blank to return.

This is correct. I did the same test. Well, I did put in onto the net also.

> It _is_ true that the physical screen base doesn't actually set until
>the vertical blank. This is because Setscreen simply writes a value into
>a location in page 4. The _vertical blank routine_ looks at this location
>and sets the physical base. We're talking about an interrupt here.

No. This is not correct. The physical screen base *IS* altered
immediately; the reason this has no effect until the next vertical
blank is that the video counter that generates addresses pointing into
the screen memory is still happily incrementing and will be reset to
the new screen start location only when it is about to rebuild the next
screen, i.e. at vbl time. This is hardware stuff, and has nothing to
do with the code that the vbl routine consists of; you can try it for
yourself by setting the vbl semaphore ($452): decrement the vbl
semaphore making it negative; now the code inside the routine won't get
executed, but still the screen start address is updated! Note: you must
not disable the vbl itself by setting the status word, as this will
effectively disable the interrupt and hence the refill of the video
counter.

I think you're mixing up some locations in page 4.

$44e _v_bas_ad (logical screen base)
$45e screenpt

The first one is the logical base that is used by all routines that want
to produce output to the screen. Having logical and physical screen

different means you can prepare a picture in the first, while showing
the old picture in the other.

The second one, screenpt, is used in the vbl routine as follows: if
screenpt is not zero, both the physical and logical screen base will be
reset to this value. Note the physical screen base has no associated
RAM location; it is set by filling in two I/O addresses, which
correspond to the shifter's counting base register.

Screenpt is *NOT* set by SETSCREEN! SETSCREEN sets either physical,
logical base or resolution or any combination of the three. Only if the
resolution is being set, SETSCREEN waits for a vbl.
Screenpt could be used for animation, were it not that setting both
logical and physical screen starts make it less usefull for that.

> So you do have to Vsync after setting the physcial screen to be sure
>you won't get flicker. To illustrate:
>
[example omitted]...

Not quite true. In fact this can slow down fast animations considerably.
If you generate new frames at a rate lower than the vbl frequency it's OK,
but if you generate at a higher rate this means you'll have to wait each
time for the vbl. You could argue you still can't display at a higher rate
than the vbl, which of course is true, but not waiting for the vbl means
in effect once and a while skipping a frame (as you indicated).
The flicker does not result from not using Vsync but from writing in a
screen memory that's being displayed. I posted this before, but some extra
explanation won't harm:

Most people use two screens when animating. This is ok if you synchronize
by using Vsync(), but it leads to trouble when you don't. For clarity I
introduce the notion of actual screen memory, which is the memory currently
being addressed by the shifter. Having screen memories A and B:

```
Actual A A A B
Physical A B B B
Logical B A A A
^ ^ ^
| | |
time axis ---> SETSCREEN write log vbl etc.
```

If the logical screen gets updated between a SETSCREEN and a vbl it
also affects the actual screen (they're both A), so there's trouble.
The solution is to use (at least one) extra screens, traversing them
cyclic and having the physical screen walk 'one behind', viz.:

```
Actual A A A B B
Physical A B B B C
Logical B C C C A
^ ^ ^ ^
| | | |
time axis ---> SETSCREEN write log vbl SETSCREEN etc.
```

It can be shown that having two SETSCREEN's within a vbl period still can lead to flicker; the solution is to use more screens, or to await the vbl if you already had two - the wait time now being much less than in the original case. Trial and error are good judges in these cases, along with your criteria for what looks nice on the screen and how much screen memory you have to waste.

> Unless my compiler is different from everyone else's (I'm usnig
>Laser C), this is how Setscreen works.

Well, close.

> David Baggett
> dmb@TIS.COm (arpanet)

Leo.

5792. Re: GCC Problem

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 20:09:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500056@iuvax>
Source record: 250492

The 7A120 should be changed to 20000 (about 130k) and gulam cannot be used because it is too big. However, Bammi wiped up a "minimal shell" that takes only 20-30k which does fine with the compiler. I can post it if there is demand.

5793. Info needed on German Ethernet card for MEGAs

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 20:11:51 UTC
From: fst@mcgp1.UUCP
Message-ID: <1592@mcgp1.UUCP>
Source record: 250493

Could some one please send us the address, or information on, the
German company which produces the Ethernet card for the MEGAs,
and/or information on this product. Does anyone know if they are
on the net? Please send information by [e]mail or phone.

Computer Tools Int'l Inc.
14900 Interurban Ave. Suite 105
Seattle, Wa 98188
(206)243-7060

Many thanks.

--
Fariborz ``Skip'' Tavakkolian
UUCP ...!uw-beaver!tikal!mcgp1!fst

UNIX is a registered trademark of AT&T

5794. Re: Networking, ST's and Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 20:57:57 UTC
From: bammi@dsrgsun.ces.CWRU.edu
Message-ID: <103@cwjcc.CWRU.Edu>
Source record: 250494

In article <3602@druhi.ATT.COM>, dlm@druhi (Dan Moore) writes:
>
> If you have an SCC connected to the STs cartridge port it can
>not be interrupt driven, it must be polled by the CPU on a regular
>basis so that it can detect incoming data. So you need to setup one of
>the hardware timers to interrupt the CPU 28K times per second (actually
>it needs to be at least 50% faster than that in order to be sure no
>data is lost) so it can check if a data byte has arrived and if it needs
>to feed the transmitter another byte. This would occur *ALL* of the
>time, whether or not the AppleTalk link is active. This would slow down
>the Spectre 128 a lot, maybe even make it unusable.
>

Well thats true if you take the Apple `lets do everything in
software' approach. The other alternative is to use buffers from/to
which the CPU can transfer data as needed. In fact, it is conceivable
that all the packetiztion etc be done by a simple processor, and then
shipped thru the cart. port., a packet worth at a time, or at some
appr. granularity.
--
usenet: {decvax,sun}!cwjcc!bammi jwahar r. bammi
csnet: bammi@dsrgsun.ces.CWRU.edu
arpa: bammi@dsrgsun.ces.CWRU.edu
compuServe: 71515,155

5795. RE:BERKELEY INTERFACE

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 20:59:20 UTC
From: 42_145@uwovax.uwo.ca
Message-ID: <711@uwovax.uwo.ca>
Source record: 250495

```
BERKELEY MICROSYSTEMS
PH 415-465-6956
360 OAKLAND AVENUE,SUITE 5
OAKLAND,CALIFORNIA 94811
```

5796. Re: Publishing Partner Amateur

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 22:38:52 UTC
From: richard@pande.UUCP
Message-ID: <119@pande.UUCP>
Source record: 250496

In article <1425@nunki.usc.edu> rjung@sal6.usc.edu (Robert allen Jung) writes:
>> I was looking through one of the Amiga rags he other day and - surprise -
>>Soft Logik is doing a PP for the Amiga. Isn't that strange?
>
> Nope. Quality software eventually gets translated for lesser machines. B-)

Nope. If you talk to the author you will discover that PP was written
for the ST first because ``If we could make it work on that pig, we
could make it work on anything.''

I'm only in this for the mummy.
richard@gryphon.CTS.COM {well connected site}!gryphon!richard

5797. Re: Color Monitors (was Re:Wait a Sec...)

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 22:45:56 UTC
From: richard@pande.UUCP
Message-ID: <120@pande.UUCP>
Source record: 250497

>Jos Vermaseren asks:
>> This leaves the question: why is the American preference for color so much
>> greater than in Europe? I posed this question a long time ago, but nobody
>> could come up with an explanation. Anybody has one?

Americans, in general, have more disposible income than the rest of
the world.

I'm sure the European preference for colour is just as great, but
the *relative* cost is higher. Same for other toys like CD players.

I'm only in this for the mummy.
richard@gryphon.CTS.COM {well connected site}!gryphon!richard

5798. ST Report Vol. II No. 54

Newsgroup: comp.sys.atari.st
Date: 1988-09-30 23:52:06 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1972@udccvax1.acs.udel.EDU>
Source record: 250498

```
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=========================================================================
COMP-U-SERVE ~ GENIE ~ DELPHI ~ THE SOURCE
=========================================================================

From the Editor's Desk,

In more ways than one we can agree that in the Atari Community strange
things are happening and that Atari is trying to make it seem normal. It
gets to such a point that I, speaking very frankly, wonder where it will
all lead us. We have now lost one of the people who has been a part of
the Atari scene for quite some time. Neil Harris, (I don't want this to
sound like a eulogy), has, at times, caused all of us to raise an eyebrow
or two but believe me,....

"you ain't seen nuthin' yet!"
```

As an individual who has a certain amount of responsibility to the folks who work diligently in different parts of the country for ST REPORT, it is safe to say that if one of them were to hand in a resignation with a terminating date we WOULD honor that date. I have always found that the abrupt method and abuse of power by company execs usually offends more folks who are observers of these sort of things than you could imagine. The entire Atari Userbase is, in fact, observers in this matter.......

I know that when you see a high official in any company say, "Ah,...your two week notice eh? Well, you have two hours to clear out your desk and get gone!" This will irk even the calmest of individuals. From all outward signs Neil tried to do the very best he could for Atari. For that reason and perhaps that reason alone the parting of company for both entities should have been more amicable. It is easy to say now .. "You got your rewards for all the days you worked damn near around the clock for those guys..." The sad truth is, most of us have said the same thing to ourselves at one time or another!

We all have read humorous stories and heard dark tales about how the head honchos at Atari like to stalk the halls "upstairs" puffing out their chests in temper tantrums and such, well, it's situations like these when you see folks like Neil Harris get the "out the door" treatment to an otherwise calm, normal 2 week notice of resignation that you begin to believe the stories and rumors are TRUE!

ST REPORT feels Atari owes the ENTIRE USERBASE an explaination.

- You can't tell us Neil had a "45 day contract".

- You can't tell us he was abusive to the people he dealt with.

- You CAN tell us exactly why NEIL HARRIS is no longer with you.

- Why, in the last 18 months has the turnover INCREASED.

The Revolving Door at Atari has indeed become a NATIONAL JOKE! (Disgrace). In fact, Atari's entire attitude toward the U.S. Marketplace is sad and quite confused. The situation demands an information release detailing:

"THE US GOALS AND IMPROVEMENTS BY ATARI U.S."

This is a very much needed prescription. (a word to the wise)

We have "heard" that Neil has very strong personal reasons for wanting to be on the east coast of the nation and had asked for a "leave of absence" only to find that the "Federated" assignment was far too critical to be without Neil's attention and therefore... the resulting resignation. (Federated is getting VERY costly)

A final thought..to you Neil, we have thoroghly enjoyed your comments, even though at times it seemed otherwise, you have displayed a unique way to "keep the juices flowing". Good Luck to you at GEnie and above all else we at ST REPORT do include your Mom in our prayers and hope everyone will.

Rex..........

****

NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE

FOR A LIMITED TIME ONLY

COMPUSERVE WILL PRESENT $15.00 WORTH OF COMPLIMENTARY ONLINE TIME

to the Readers

ST REPORT ONLINE ELECTRONIC MAGAZINE

NEW USERS SIGN UP TODAY!

Call any of the St Report Official BBS numbers
(Listed at the top of ST REPORT)
or
Leave E-mail to St Report, Ron Kovacs or Rex Reade

Be sure to include your full mailing address so your
Compuserve kit can be immediately mailed to you!

Expires 09-30-88

NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE

****

SPECIAL SUPRA MODEM OFFER!!!
==========

CompuServe's Atari Forums have made very special arrangements with
Paramount Products Inc. to offer the members of our forums the chance to
upgrade your system to 2400 baud service at a very special price.

For a limited time, CompuServe subscribers may purchase the

SUPRA CORP. 2400 baud Hayes-compatible modem
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These are brand new, not reconditioned units, with the full SUPRA CORP.
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Connection is thru the standard RS-232 interface. (Just plug it into the
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To take advantage of this special offer, Phone the 800 number
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Albany, Oregon 97321

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UPS Blue label: add $8.00
C.O.D.: add $2.25

MasterCard or VISA accepted Orders will be shipped the next business day

If you've been accessing CompuServe at 1200 baud, this is a great way to lower your total online bill since CIS does *NOT* charge a premium for 2400 baud access. (You can get the same amount of information or download the same amount of programs in approximately 1/2 the time as 1200 baud users!) This modem will PAY FOR ITSELF in just a few sessions.

THE PRESIDENTIAL CONFERENCE
==========

ATARI TOP EXECS TO ATTEND PUBLIC FORUM

The Atari Forums on CompuServe will be sponsoring a world-wide electronic Teleconference with Sam Tramiel, President and Chief Operating Officer, Sig Hartmann, Executive Vice President and Software President of Atari Corporation and Neil Harris at the keyboards on Monday, September 26 at 9:00pm EDT. Your participation in this conference is welcomed and encouraged!

Due to recent events the presence of Neil Harris as an intermediate for Sam Tramiel is doubtful, but we are fully confident that Sam Tramiel, in keeping with the Atari Tradition, will, by all means possible, be present for this landmark conference along with other (TBA) Atari Execs.

Heroes of the Lance
==========

Loaned from I.B. Computers

by Nabil Pike(PAC)

Ok! Tired of the same old games? Haven't seen any really good adventures out lately? Want something new? Then Heroes of the Lance is the game for you. Based on one of the many plots in the bestselling Dragonlance Chronicles, this game takes you the player into the world of Krynn, where mortals have forsaken the gods and the dark goddess Takhisis plots to take over the land with her hordes of evil dragons. You control the eight companions (you're not heroes unitl you succeed in your quest) and venture into the shattered ruins of Xak Tsaroth to recover the Golden Disks of Mishkal and restore belief in the old gods.

You have eight characters in your party, but only one may be active at any one time. Tanis, the half-elven fighter. Caramon Majere, warrior and brother to Raistlin. Raistlin, mage and brother to Caramon. Sturm

Brigthblade, the aspiring Knight of Solamnia. Goldmoon, the chieftain's daugther, who ran away with Riverwind. Riverwind, the outcast member of a tribe of plainsmen, who fled from his tribe with Goldmoon. Tasslehoff Burrfoot, the member of a race of short thieves. And last but not least Flint Fireforge, the continually grumpy but good natured dwarven fighter.

With these eight adventurers you must venture into the depths of the ruined city in hopes of recovering the Disks of Mishkal and restoring belief in the old gods.

The game is based on the Advanced Dungeons and Dragons Role Playing System, but it is designed so that the computer takes care of all the mechanics, "behind the scenes." To allow you play the game without the extra work of continually stopping to roll dice, subtract hit points, ect. Each character is given full stats and Raistlin and Goldmoon have the ability to cast spells.

Maneuvering is done with the joystick as is combat. Pushing the joystick in the various directions gives you the option of walking or running either left or right. You may also enter into or out of doorways by pressing up or down on the joystick. Pressing the fire button does one of two things, if you are standing still when you press the button you enter into either close or ranged combat mode, remaining there until you release the button. If you are running when you press the button it allows you to jump, which is neccesary in overcoming certain obstacles.

Combat is of two types either ranged combat, involving the use of a missle weapon like a bow, or close combat which uses the character's sword, staff, ect.. Combat is entered into by pressing down on and holding the fire button. When you enter this mode the word "combat" will appear in red letters in the lower left hand corner of the screen. Combat gives you the option of shooting/hitting(depending on whether you are in close or ranged combat) either high, center, or low. Along with these options you can also dodge by pulling down on the joystick, this makes the active player duck until you release the stick again.

Any other actions are done from the main menu which you get to by pressing the space bar. On this menu you can change the active character(the one that shows on the screen), cast mage or cleric spells, take, use, give, or drop items, plus the option of saving the game.

Now that you know a little about the game you're ready to go. But don't be too eager because after you fight your way past dragonmen, mercenaries, trolls, wraiths, spiders, spectres, and young black dragons you must attack and defeat Khisanth the ancient black dragon who guards the disks. To aid you on your way, you will find various scrolls and potions in the ruins. Remember, success doesn't come easy, if you don't succeed the first time, play again! After all, the fate of Krynn is now your sole responsibility.

ST REPORT CONFIDENTIAL
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Sunnyvale, California Sept. 23, 1988 (c) APEInc. ST REPORT (RReade)
---------- Neil Harris, known to the majority of users in
the Atari Community has resigned from His position
at ATARI CORP.

Rockville, Maryland Neil Harris, formerly of Atari, will assume new
---------- responsibilities in the employ of GEnie
Information Services.

Sunnyvale, California Jim Eisenburg, one of two who created the artwork
---------- for the desktop we enjoy using is no longer with
Atari.

Houston, Texas The story from here is the folks at the C of C are
---------- rather "tired" of waltzing Matilda, and are about
to drop the entire issue like a HOT ROCK!

Las Vegas, Nevada Insiders say the "cheap" accomodations are booked
---------- for the Comdex Dates. There are plenty of medium
to expensive rooms available though.

Miami, Florida Seems there are real problems in the SE US for
---------- Atari. Florida, long known for it's large Atari
userbase is starving for HONEST LEGIT DEALERS.
The few good ones left are on the verge of dumping
Atari because they can't get a REP to call on them
or get product.

GOLDEN GOUGE AWARD
==================

Jacksonville, Florida

A rather enterprising Atari Dealer has taken the term, FREE ENTERPRISE, a
stretched step further. Seems this dealer offers the Early Atari RGB
Color Monitor for 499.00 (used)!

He accepts trade-ins against the new stylish (mega) monitor and then
resells the old used monitor for almost $500.00!

This same guy gets 2.00 per page to run off docs on "his" SLM804.

A PERFECT EXAMPLE OF REAL ETHICS!

ED. NOTE....the Golden Gouge Award is a new feature of ST REPORT, if you
have a dealer in your area that is exploiting the fact that Atari dealers
have little or no competition, or, is just plain ripping people off..let
us know by nominating that dealer for the Golden Gouge Award.

TRUE ATARIAN AWARD
==========

Orlando, Florida

Our very FIRST nominee and Winner of the coveted ST REPORT True Atarian award goes to:

McDONALD'S COMPUTER CENTER
4921 East Colonial Drive
Orlando, Florida 32803-4309

Bob McDonald, by his efforts has nurtured and guided the Atari Userbase in his area in many ways..one of which is allowing the user groups to meet at his dealership after business hours. That means long days and short rest periods for him.

Your ongoing efforts to display the true characteristics of good business practices and the example you set by your own actions are a tribute to Atari and are excellent guidelines for all to follow.

ED. NOTE... You may nominate a dealer for the "TRUE ATARIAN AWARD" which, as the name denotes, goes to the real good guys, those dealers you are proud of, who take care of the userbase, who respond to the needs of the community and are ethical and upstanding in every way. Nominate your favorite dealer today...if he deserves it.

#: 111449 S7/ST News/Reviews
24-Sep-88 15:06:53
Sb: Farewell
Fm: Neil 70007,1135
To: All

Since the word is already spreading, let me make it official:

I tendered my resignation to Atari on Friday. As is customary, they made it official at the end of that day.

Within the next 2 weeks I will be joining GEnie in the DC area. I am very much looking forward to the position and to moving my family back to the East Coast.

Thanks to everyone for making my 4+ years with Atari Corp. interesting.

--->Neil

INSIGHT into the ST'S FUTURE
==========

Part II-Hardware

by Micheal Arthur

One developer who has already had a great effect on the ST market is Dave Small, bringing Macintosh compatibility with the Magic Sac. For reasons too lengthy to discuss here, he left Data Pacific, the maker of the Magic Sac, starting his own company, Gadgets by Small Inc.

The Magic Sac WAS good, but it only used the 64K Mac ROMs, not being able to run some old Macintosh programs, and not beign able to run most of the new ones, such as Hypercard or Multifinder.

To remedy this, he has made another Mac Emulator, called Spectre 128, that uses the 128K Mac ROMs. This means it can run virtually ALL Macintosh software (except MIDI programs), including Hypercard. Using 128K ROMs also results in screen operations being four times faster than with 64K ROMs, and that the serial (modem) drivers WORK, so most to all Macintosh modem programs (like Red Ryder) work with Spectre.

Besides the benefits brought with the 128K ROMs, Spectre 128 also has an INCREDIBLE increase in Disk I/O, having floppy disk operations up to three times faster than the Magic Sac, and hard disk operations up to TEN times faster than before.

Alas, in its first release it does NOT fully support Multifinder, however, Version 2.00 will support Macintosh sound, the Atari Laser Printer, and will FULLY support Multifinder. This will mean many things to the ST market, as it will now fully emulate the Macintosh, and with a price that will definitely be preferable.

Especially to Mac Users, who, as a result, will see the ST as a Mac Clone, buying it mostly to use a cheap Mac to do work at home, or to have an extra Mac for the office, in addition to the "real" ones there.

This will cause a LARGE, sophisticated group of computer users to become ST users, as familiarity with the ST will breed enthusiasm for it, instead of contempt, bringing Macintosh developers to the ST market, and more software, in the process.

Special Note: As this is a small company (no pun intended), they cannot advertise that well, but WILL provide good support. You owe it to yourself to find out about Spectre, from Gadgets by Small, Inc.

Megabyte Inc.

One company, that in the coming months, will come to be a household name in the ST world, and which will definitely have an effect on the future of the ST.

Megabyte Inc. will be releasing a product shortly called Turbo ST, that will use a 16 MHZ 68000 to speed the ST to 16 MHZ, with a switch to go from 8 MHZ to 16 MHZ instantly, even within an application, so as to be able to use that speed when you want. This will make the ST even faster than Amigas with 16 MHZ 68020's, which only go at 14.32 MHZ. It will require a motherboard modification, though.

A major modification. This board uses 18+ chips to perform its job, and installing it in an ST will take 2 HOURS for an experienced technician, making it more like a quadruple bypass operation than anything else. It DOES fit completely into an ST, having sort of an odd shape as a result.

There will have to be a piece cut out of your ST, though. In the back, where the 8 MHZ/16 MHZ switch will go.

This is the ONLY ST Accelerator board that is coming out any time soon, costing about $250.00, including the 16 MHZ 68000. It is also guaranteed.

This will certainly have a great effect on the ST market, and although a certain few doubted it could be done, Turbo ST will be coming out within a few weeks.

But it's the *OTHER* product that Kenneth George (maker of Turbo ST) is developing that will REALLY be interesting.

Ever since the beginning of the ST, one of its worst handicaps was that there were no expansion slots in any model, hampering attempts to expand its capabilities. The Mega ST solved this problem in part, by having one expansion slot, but anyone who has ever used an IBM knows that even four slots aren't usually enough, so only having one decreased its value.

The Amiga 2000 has 8 expansion slots, resulting in that there is a growing market for Amiga expansion cards, causing some people to think that the Amiga is a more viable option than the ST.

But now, that is ALL going to change.

Megabyte Inc. is planning to come out with an Expansion Slot Box called the ST Expander), that will give 520/1040/Mega ST's eight Expansion Slots, for around 200 dollars. It will be out in December.

This will also require a motherboard modification, but this will be MUCH less drastic than the Turbo ST's, and will be SIMPLE if you have the Turbo ST, as there will be a socket built into it so you can just plug in the ST Expander, but even if you don't have Turbo ST, your dealer can make the necessary modifications with little trouble.

The ST Expander also solves one other thing that the Amiga has over ST's.

As we all know, the Mega ST's have more built in memory than ANY other computer. But that memory could not be expanded beyond 4 Megabytes. This has been because the "MMU" chip inside the ST only lets it address that much memory.

Although the 68000 itself can address 16 Megabytes of memory, and ALL models of the Amiga support 9 Megabytes of memory with the 68000 chip, and 16 Megabytes of memory when a 68020 chip is used.

Noticing this, Megabyte Inc. decided to put an improved version of the MMU chip inside the ST Expander at NO additional cost that supports the ENTIRE memory addressing range of the 68000, 16 Megabytes of memory, when you buy one. Compared to the Mac II, which only supports 8 Megs with a 68020.

Two of the slots in the ST Expander will be dedicated RAM slots,to support memory expansion cards. These will be easy to obtain, as ST users will be able to get them from one of the many companies that will be making expansion cards for the ST.

CREATING an entirely NEW market for the ST, and having MANY implications. Some products that will probably come out at first are:

1) A LAN System that would be compatible with IBM, SUN, and DEC Networks.
2) A GLUT of Memory Expansion Cards for the ST.
3) A 1280*960 Monochrome Monitor with an expansion card to make it work.
4) An Expansion Card with the 68881 chip for a floating point coprocessor.

And MANY more developments, including......

A "Bridgeboard" for the ST, having the 286 or 386 chip....

This product has the potential of causing an upsurge in ST hardware AND software development. It also will make Megabyte Inc one of the biggest companies in the ST market, and possibly in the microcomputer market, as it (and Turbo ST) might help make the ST a standard among microcomputers, and definitely help MANY ST's to sell, making their products have even greater demand.

In fact, I would say THAT after the next 10 months, 1 out of every 10 new ST's sold by dealers will either contain Turbo ST, ST Expander, or BOTH, and that within a YEAR, 1 out of every 10-15 STs currently out in the US will have at least one of these products.

These predictions might seem incredibly bold, but it might turn out that they will have been very conservative, and that Megabyte Inc. will have a quicker effect on the ST market than ever thought of. And most ST hardware made next year will probably be designed for the ST Expander.

ST XFORMER Interface Announcement
==========

by Darek Mihocka

Always wished there was an easier way to transfer files from your 8 bit floppies to the ST? Are null modem cables just not your style?

Finally! Move all your Atariwriter and other word processing files to the ST. Graphics screens and icons. Database files and spreadsheets.

It's ready! About a month ago I first announced the development of an interface to allow STs to communicate with 8 bit disk drives, like the 810, 1050, and XF551 drives. I will start shipping them on Oct. 3.

The interface consists of a cable that connects between the ST and the disk drive, and allows for two way disk and file transfers, with the proper software. This software is in several forms, for different users.

Because the cable does not necessarily require that it be used with the ST XFORMER emulator, it is going to be sold separately from any software.

To be fair to current registered users of the ST XFORMER Atari 8 bit emulator, they will have first crack at the cables. To qualify, you must have already registered your copy of Xformer 2.1 ($20). (I have your names on file, so don't cheat!) The cable will then cost you $20 US (or $25 Canadian). In conjunction with the release of the cable, a new version of the ST XFORMER will be made available on Oct. 1, and as usual, will be made available on Compuserve, Genie, and Delphi. XFORMER 2.2 will have all of the features of version 2.1x with the added capability of using the cable to boot the Atari emulator directly from an 8 bit drive. (Even from copy protected disks, although not all of them)

The few users who have just registered recently for version 2.1 are being kept on file until October and will receive version 2.2, since other enhancements have been added to the program.

This leaves tens of thousand of ST and 8 bit users who do not qualify. For you folks, the cable is $25 US (or $30 Canadian), and of course, you will have access to ST XFORMER by modem or by registering. Registration for the XFORMER is $20, but since I am eager to get more users, you can get the cable, XFORMER 2.2 and the printed manual for $40 US (or $45 Canadian).

For those people who want the cable to transfer files, but are not interested in the emulator, I have a utility for you! The XFORMER Quick Transfer Utility allows you to grab files of entire disks and transfer them quickly. Those of you who saw the several megabytes of 8 bit ANALOG files that I recently uploaded to Compuserve and Genie may be interested to know that each floppy disk took under two minutes to transfer to the ST (the same time it takes to read the disk into a sector copier on an 8 bit). Imagine how quickly you can transfer your entire 8 bit library to the ST (where, one day, you will decide to run it on the emulator).

The current limitation is that the disks must be in DOS 2.0 format to allow the files to be extracted, although if you plan to use the emulator, the disks can be formatted by most DOSes, and even be boot disks.

I am still working on several other major utilities, including one that allows most other ST programs to read and write directly from the 8 bit disk drives, and more. When it is ready, I will let everyone know.

Also in the works is a 520ST version of the emulator that supports the interface (an enhanced ST XFORMER JUNIOR).

To order, send a MONEY ORDER or (no personal checks from the US!!! because Canadian banks are not too swift at processing them) to me:

Darek Mihocka
310-D Bluevale St. N.
Waterloo, Ontario N2J 4G3
CANADA

Thank the almost 100 registered users of ST XFORMER who motivated me (and demanded!) that this interface be created.

Pricing is as follows.

Registered users:

US $ Canadian $
ST XFORMER Interface Cable 20 25
ST XFORMER 2.2 update
(with Quick Transfer Utility) 10 10

(note, users who just registered in the last couple of weeks will get the update free in October)

Non-registered users:

US $ Canadian $
ST XFORMER Interface Cable 25 30
Quick Transfer Utility 10 12
ST XFORMER 2.2 registration 20 20 (shareware)
All 3 of the above 40 45

Please add $3 per order for my postage and shipping costs.

I would like to get users groups involved in this. I have visited about half a dozen local user groups and found a lot of interest in the emulator and interface. The problem was that many of the users, both 8 bit and ST, do not have access to Compuserve or Genie, or even a modem, and so, were unaware of the existense of the emulator. Therefore, I would like to give discounts to large orders placed through user groups, because it helps me. Call me by voice for details.

Oops, did I mention the BBS yet? As mentioned last month, I am going to put up a support BBS shortly. I am writing it from scratch, but it is coming along. It will provide additional support for all Atari users, by providing information about the emulator and interface, and files for downloading,

ST XFORMER BBS / voice support (519)-747-0386

BBS: 12am-6am EST (sometime soon)
voice: other times

During other hours, I will answer by voice and provide support for the products.

Thanks again for your support.

CIRCUIT MAKER
==========

by Bill Pike (PAC)

review copy loaned
by IB Computers

My field of endeavour, that which I do when not using a computer, involves a lot of logic circuit design. Well anyhow I was going thru the local software store and happened to see a program on the shelf that immediately caught my eye. The name of the program is CircuitMaker and it was written by Ozzie Boeshans. The cost is $69.95, why not make it a even $70?. The program is published by ILLIAD Software.

For those who havn't used this type of program in the past, this includes until now me, this is the cats meow. No more breadboarding of circuits. No more burning out chips. No more tangles of wire, piles of parts, and general mess laying all over the place. Also, for those who are married, no spouse telling you to clean up your mess.

Version 1.2 of the program allows you to design various logic circuits on screen and TEST AND DEBUG THE CIRCUITS ON SCREEN. The program then will print the circuit on your Epson compatible printer. You can also go back to the last saved version of the circuit if you have made a mistake. The next version, 2.0, is said to allow you to specify and make a library of your own favorite IC's. Didn't I say that the program comes with 1 library of various logic gates and IC's? Well if I didn't, it does.

Here is what is in the library: All of the various types of gates including, a inverter, 2-4 input AND & NAND, 2 input ORs, 2 input NORs, and 2 input exclusive ORs, LED's, seven segment displays including the BCD to 7-Segment decoder, switches, two types of quad latches, 7474, 74138, 74151, 74168, 74169, 74109, and 74194 IC's.

There is a snap-to-grid feature so everything looks neat. The various logic devices can be rotated in 90 degree increments, you can label either vertically or horizontally. When you are wiring the circuit the curser is accompanied, once you move out of the device area, by a set of full screen cross-hairs that show you where the wire will end up both vertically and horizontally if you extend it the full screen. This allows you to be much neater in the layout of wiring. There is also a dot placed where wires join so that you are sure of the connection. You can also move devices around or delete them if you decide that the location is bad. You are working in a window of the design, the window is approximately 15% of the working area. You can wire outside of the screen area. I find that you should make a printout of just the device placement so you are able to easily find the devices not on screen when you start to wire. A zoom command would have been nice.

There are programmable pulse generators for signal inputs, each generator is independently programmable as to waveform and start time as well as well as when it starts. The speed is variable in

common. There is a four input oscilloscope that can be used to check any four points in the circuit simultaneously.. You are able to either use a continous run or set for 5 or 10 cycles. The various wires show you the logic level on that wire by either being solid black (logic 1), dark dotted (logic 0), or light dotted (not active) as the test is running. If you are using a color monitor the colors of the lines change to indicate the same conditions. You are able to move around the screen during the run so you can see the functioning of the entire circuit.

There is a tutorial on fundamental logic circuit design included in the small 50+ page manual. The tutorial doesn't go into much depth and those who are unfamiliar with logic design should pick up a book on the subject as well as a TTL Device handbook so you can figure out just what the various chips are and what they require to work. The program doesn't go into microprocessor logic and if it did it should/would probably cost about 10 times as much, if not more.

This program is designed for the average designer and builder not for someone who does this for a living, he/she would probably have the $700 to $7000 version of this type of program and a main frame to run it on. This is a MUST HAVE program for anyone who designs logic circuits including those in college level logic design courses. It is also a must have for anyone who just does logic design at home for their computer interfaces or anything else, this is most logical (sorry about that it slipped out). So dig into your pocket and BUY THIS ONE.

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Professional GEM by Tim Oren
Column #5 - Resource Tree Structures

This is the fifth issue of ST PROFESSIONAL GEM, concluding our trek through GEM dialogs and resources with a look at the internal structure of object trees. Also, I'll answer a number of questions of general interest which have been received via the ANTIC ONLINE FEEDBACK. As always, there is a download file associated with this column: GEMCL5.C, which you will find in DL3 of the new Atari 16-bit SIG (type GO PCS-58 or GO ATARI16).

Even if you have no immediate use for this issue's code, be sure to take the download anyway; some of the routines will be used in later articles.

In the last installment, we established that resources trees are pointed to by the tree index, and that they are composed of objects which contain pointers onward to other structures. However, we passed

over the issue of linkage among the objects within a tree. It is now time to go back and cure this omission.

The technical term for the linkage scheme of an object tree is a "right-threaded binary tree". If you already know what this is, you can skim over the next few paragraphs. If you happen to have access to a copy of the book "FUNDAMENTAL ALGORITHMS", which is part of the series THE ART OF COMPUTER PROGRAMMING by Donald E. Knuth, you might want to read his excellent discussion of binary trees beginning on page 332.

For the following discussion, you should have a listing of the C image of a resource tree in front of you. For those who do not have the listing from the last column, I have included a fragment at the beginning of the download. Before we begin, I should warn you of one peculiarity of "computer trees": They grow upside-down! That is, when they are diagrammed or described, their root is at the top, and the "leaves" grow downward. You will see this both in the listing, and in the way the following discussion talks about moving through trees.

Each GEM object tree begins at its ROOT object, numbered zero, which is the object pointed at by the tree index. There are three link fields at the beginning of each object. They are called OB_NEXT, OB_HEAD, and OB_TAIL, which is the order in which they appear.

Each of the links is shown as an index relative to the root of the current tree. This means that the link '0' would refer to the root of the tree, while '2' would indicate the object two lines below it. The special link -1 is called NIL, and means that there is no link in the given direction.

Each object, or node, in a tree may have "offspring" or nodes which are nested below it. If it does, then its OB_HEAD will point to its first (or "leftmost") "child", while the OB_TAIL will point to the last ("rightmost") of its offspring. The OB_NEXT pointer links the children together, with the OB_NEXT of the first pointing to the second, and so on, until the OB_NEXT of the last finally points back to its parent, the object at which we started.

Remember that each of these children may in turn have offspring of their own, so that the original "parent" may have a large and complex collection of "descendents".

Let's look at the first tree in the download to see an example of this structure. The very first object is the ROOT. Note that its OB_NEXT is NIL, meaning that there are no more objects in the tree: the ROOT is both the beginning and the end of the tree. In this case, the OB_HEAD is 1 and the OB_TAIL is 3, showing that there are at least two different children.

Following OB_HEAD down to the next line, we can trace through the OB_NEXT links (2, 3, 0) as they lead through a total of three children and back to the ROOT. You will notice that the first two children

have NIL for the OB_HEAD and OB_TAILs, indicating that they have no further offspring.

However, node three, the last child of the ROOT, does have the value 4 for both its OB_HEAD and OB_TAIL. By this we can tell that it has one, and only one, offspring. Sure enough, when we look at node four, we see that its OB_NEXT leads immediately back to node three. Additionally, it has no further offspring because its OB_HEAD and OB_TAIL are NIL.

You will find that object trees are always written out by the Resource Construction Set in "pre-order". (Again, see Knuth if you have a copy.) This means that the ROOT is always written first, then its offspring left to right. This rule is applied recursively, that is, we go down to the next level and write out each of these nodes, then THEIR children left to right, and so on.

For a further example, look at the next tree in rs_object in the download. You will see that the ROOT has an OB_HEAD of 1 and an OB_TAIL of 6, but that it actually has only three offspring (nodes 1, 2 and 6). We see that node 2 itself had children, and applying the rule given above, they were written out before continuing with the next child of the ROOT.

Why was this seemingly complex structure chosen for GEM? The reason has do with the tasks of drawing objects in their proper locations on the screen, and determining which object was "hit" when a mouse click is detected.

To find out how this works, we must look at four more fields found in each object: OB_X, OB_Y, OB_WIDTH, and OB_HEIGHT. These fields are the last four on each line in the sample trees.

Each object in a tree "owns" a rectangle on the screen. These fields define that rectangle. When a resource is stored "outside" the program the fields are in character units, so that an object with OB_WIDTH of 10 and OB_HEIGHT of 2 (for instance) would define a screen area 10 characters wide and 2 high.

When the resource is read into memory with an rsrc_load call, GEM multiplies the appropriate character dimension in pixels into each of these fields. In this way portability is achieved: the same resource file works for any of the ST's three resolutions. Knowing how rsrc_load works, your code should treat these fields as pixel coordinates.

(I have committed one oversimplification above. If an object is not created on a character boundary in the RCS, then the external storage method described will not work. In this case, the lower byte of each rectangle field is used to store the nearest character position, while the upper byte stores the pixel remainder to be added after the character size is multiplied in.)

Non-character-boundary objects may only be created in the "FREE" tree mode of the Resource Construction Set (also called "PANEL" in RCS 2.0). You should use them only in programs which will run in a single ST screen mode, because pixel coordinates are not portable between resolutions.)

The first real secret of object rectangles is that each OB_X and OB_Y is specified RELATIVE to the X and Y coordinate of its parent object within the tree. This is the first property we have seen that is actually "inherited" from level to level within the tree.

The second secret is more subtle: Every object's rectangle must be entirely contained within the rectangle of its parent. This principle goes by the names "bounding rectangles" or "visual hierarchy". We'll see in a moment how useful it is when detecting mouse/object collisions.

HOW GEM DOES IT

Knowing these secrets, and the linkage structure of object trees, we can deduce how a number of the GEM operations must work. For instance, consider objc_offset, which returns the actual screen X and Y of an object. We can see now that simply loading the OB_X and OB_Y fields of the object does not suffice: they only give the offset relative to the parent object. So, objc_offset must BEGIN with these values, and then work its way back up to the ROOT of the tree, adding in the offsets found at each level.

This can be done by following the OB_NEXT links from the chosen object. Whenever OB_NEXT points to an object whose OB_TAIL points right back to the same location, then the new node is another level, or "parent" in the tree, and objc_offset adds its OB_X and OB_Y into the running totals. When OB_NEXT becomes NIL, then the ROOT has been reached and the totals are the values to return. (By the way, remember that the OB_X and OB_Y of the ROOT are undefined until form_center has been called for the tree. They are shown as zeroes in the sample trees.)

We can also figure out objc_draw. It works its way DOWN the tree, drawing each object as it comes to it. It, too, must keep a running X and Y variable, adding in object offsets as it descends tree levels (using OB_HEAD), and subtracting them again as it returns from each level. Since the larger objects are nearer the ROOT, we can now see why they are drawn first, with smaller objects drawn later or "on top of" them.

(If you write an application which needs to move portions of a dialog or screen with respect to each other, you can take advantage of inheritance of screen position in objc_draw. Simply by changing the OB_X and/or OB_Y of an object, you can move it and its entire sub-tree to a new location in the dialog. For instance, changing the coordinates of the parent box of a set of radio buttons will cause all of the buttons to move along with it.)

Objc_draw also gives us an example of the uses of visual hierarchy. Recall that a clipping rectangle is specified when calling objc_draw. At each level of the tree we know that all objects below are contained in the screen rectangle of the current object. If the current rectangle falls completely outside the specified clipping rectangle, we know immediately that we need not draw the object, or any of its descendents! This ability to ignore an entire subtree is called "trivial rejection".

Now it's rather easy to figure out objc_find. It starts out by setting its "object found" variable to NIL. It begins a "walk" through the entire object tree, following OB_HEAD and OB_NEXT links, and keeping a current X and Y, just like objc_draw.

At each node visited, it simply checks to see if the "mouse" X,Y specified in the call are inside the current object's rectangle. If they are, that object becomes the found object, and the tree walk continues with the object's offspring, and then siblings. Notice how this checking of offspring makes sure that a smaller object nested within, i.e., below, a larger object is found correctly.

If the mouse X,Y position is not within the object being checked, then by visual hierarchy it cannot be within any of its offspring, either. Trivial rejection wins again, and the entire sub-tree is skipped! Objc_find moves on to the OB_NEXT of the rejected object.

THOUGHT EXPERIMENTS

Thinking about the objc_find algorithm reveals some information about its performance, and a few tricks we may use in improving the appearance of dialogs and other object trees.

First consider the problem of a dialog which contains many objects. If we lay them all out "side-by-side", then they will all be immediate offspring of the ROOT object. In this situation, the trivial rejection method will gain nothing. The time objc_find takes to complete will vary linearly with the total number of objects. This is called an "Order N" process.

Suppose that instead we broke up the dialog into two areas with invisible boxes, then broke up each of these areas in a like fashion, and so on until we got down to the size of the individual selectable objects. The number of bottom level objects in this scheme is a power of two equal to the depth of the tree. Trivial rejection is used to its fullest in this case. It is called an "Order Log N" process, and is much more efficient for large numbers of objects.

In practice, the speed of the ST will allow you to ignore this distinction for most dialogs and other trees. But if you get into a situation when speed is critical in searching a large tree, remember that nesting objects can improve performance dramatically.

If you have been following closely, you may have also noticed a hole in the visual hierarchy rule. It says that all of a node's

children must lie within its rectangle, but it does NOT guarantee that the children's rectangles will be disjoint, that is, not overlap one another. This peculiarity is the basis of several useful tricks.

First, remember that objc_find always tries to scan the entire tree. That is, it doesn't quit when it finds the first object on the given coordinates. As mentioned above, this normally guarantees that nested objects will be found. Consider, however, what happens when the mouse coordinates are on a point where two or more objects AT THE SAME LEVEL overlap: they will replace one another as the "found object" until objc_find returns with the one which is "last", that is, rightmost in the tree.

This quirk can be used to advantage in a number of cases. Suppose that you have in a dialog an image and a string which you would like to be selected together when either is clicked. Nesting within a common parent achieves nothing in this case. Instead, knowing that form_do must use objc_find, you could use our trick.

You have to know that the Resource Construction Set normally adds objects in a tree left to right, in the order in which you inserted them. You proceed to build the dialog in the following order: insert the image first, the string next, then carefully add an invisible box which is not nested within either, and size it to cover them both. Set the SELECTABLE attribute for the box, and the dialog manager will find it, and invert the whole area, when either the image or string is clicked.

By the way, remember that the SORT option in the RCS will change the order of an object's offspring. If you are going to try this trick, don't use SORT! It will undo all of your careful work.

A TREEWALKER OF OUR OWN

Since the GEM system gets so much mileage out of walking object trees, it seems reasonable that the same method should be useful in application programs. In the download you will find map_tree(). As many LISP veterans might guess from the name, this code will traverse all or part of an object tree, applying a function to each node. It also allows the function to return a true/false value specifying whether the sub-tree below a particular node should be ignored. Let's examine map_tree() in more detail as a final review of object tree structure.

First, look at the parameters. "tree" is the long address of the object tree of interest, as retrieved by rsrc_gaddr. "this" is the node at which to begin the traverse, and "last" is the node at which to terminate.

In most cases, the beginning node will be ROOT, and the final value will be NIL. This will result in the entire tree being traversed. You may use other values, but be sure that you CAN get to "last" from "this" by following tree links! Although map_tree() includes a safety

check to prevent "running off" the tree, you could get some very strange results from incorrect parameters.

The declaration for the final parameter, "routine", makes use of C construct which may be new to some. It is a pointer to a subroutine which returns a WORD as a result.

Map_tree() begins by initializing a temporary variable, tmp1, which is used to store the number of the last node visited. Since no node will follow itself, setting tmp1 to the starting node is safe.

The main loop of the routine simply repeats visiting a new node until the last value is reached, or the safety check for end of tree is satisfied.

At any node visited, we can be in one of two conditions. Either we are at a node which is "new", that is, not previously visited, or else we are returning to a parent node which has already been processed. We can detect the latter condition by comparing the last node visited (tmp1) with the OB_TAIL pointer of the current node. If the node is "old", it is not processed a second time, we simply update tmp1 and continue.

If the node is new, we call "routine" to process it, sending the tree address and object number as parameters. If a FALSE is returned, we will ignore any subtree below this node. On a TRUE return, we load up the OB_HEAD pointer and follow it if a subtree exists. (If you don't care about rejecting subtrees, simply remove the if condition.) Finally, if the new node had no subtree, or was rejected by "routine", we follow along its OB_NEXT link to the next node.

A simple application of our new tool shows its power. From a previous column you may recall the tedium of deselecting every button inside a dialog after it was completed. Using map_tree(), you can deselect EVERY OBJECT in the tree by using map_tree(tree, ROOT, NIL, desel_obj); You must use a slightly modified version of desel_obj() (included in the download) which always returns TRUE. Be sure to define or declare desel_obj() in your code BEFORE making the map_tree call!

In future columns, I will return to map_tree() and show how it can be used for advanced techniques such as animated dialogs. In the meantime, experiment and enjoy!

>>>>>>>>>>>>>>>>>>>>>>>>> Sample object trees <<<<<<<<<<<<<<<<<<<<<<<<

```
OBJECT rs_object[] = {
-1, 1, 3, G_BOX, NONE, OUTLINED, 0x21100L, 0,0, 18,12, /* Tree # 1 */
2, -1, -1, G_STRING, NONE, NORMAL, 0x0L, 3,1, 12,1,
3, -1, -1, G_BUTTON, 0x7, NORMAL, 0x1L, 5,9, 8,1,
0, 4, 4, G_BOX, NONE, NORMAL, 0xFF1172L, 3,3, 12,5,
3, -1, -1, G_IMAGE, LASTOB, NORMAL, 0x0L, 3,1, 6,3,
-1, 1, 6, G_BOX, NONE, OUTLINED, 0x21100L, 0,0, 23,12, /* Tree # 2 */
```

```
2, -1, -1, G_TEXT, NONE, NORMAL, 0x0L, 0,1, 23,1,
6, 3, 5, G_IBOX, NONE, NORMAL, 0x1100L, 6,3, 11,5,
4, -1, -1, G_BUTTON, 0x11, NORMAL, 0x5L, 0,0, 11,1,
5, -1, -1, G_BUTTON, 0x11, NORMAL, 0x6L, 0,2, 11,1,
2, -1, -1, G_BOXCHAR, 0x11, NORMAL, 0x43FF1400L, 0,4, 11,1,
0, -1, -1, G_BOXTEXT, 0x27, NORMAL, 0x1L, 5,9, 13,1,
-1, 1, 3, G_BOX, NONE, OUTLINED, 0x21100L, 0,0, 32,11, /* Tree # 3 */
2, -1, -1, G_ICON, NONE, NORMAL, 0x0L, 4,1, 6,4,
3, -1, -1, G_FTEXT, EDITABLE, NORMAL, 0x2L, 12,2, 14,1,
0, 4, 4, G_FBOXTEXT, 0xE, NORMAL, 0x3L, 3,5, 25,4,
3, -1, -1, G_ICON, LASTOB, NORMAL, 0x1L, 1,0, 6,4};

>>>>>>>>>>>>>>>>>>>>>>>> Object tree walk utility <<<<<<<<<<<<<<<<<<<<<<<<

VOID
map_tree(tree, this, last, routine)
LONG tree;
WORD this, last;
WORD (*routine)();
{
WORD tmp1;

tmp1 = this; /* Initialize to impossible value: */
/* TAIL won't point to self! */
/* Look until final node, or off */
/* the end of tree */
while (this != last && this != NIL)
/* Did we 'pop' into this node */
/* for the second time? */
if (LWGET(OB_TAIL(this)) != tmp1)
{
tmp1 = this; /* This is a new node */
this = NIL;
/* Apply operation, testing */
/* for rejection of sub-tree */
if ((*routine)(tree, tmp1))
this = LWGET(OB_HEAD(tmp1));
/* Subtree path not taken, */
/* so traverse right */
if (this == NIL)
this = LWGET(OB_NEXT(tmp1));
}
else /* Revisiting parent: */
/* No operation, move right */
{
tmp1 = this;
this = LWGET(OB_NEXT(tmp1));
}
}

>>>>>>>>>>>>>>>>>> Sample routine to use with map_tree() <<<<<<<<<<<<<<<<
```

```
VOID
undo_obj(tree, which, bit) /* clear specified bit in object state */
LONG tree;
WORD which, bit;
{
WORD state;

state = LWGET(OB_STATE(which));
LWSET(OB_STATE(which), state & ~bit);
}

VOID
desel_obj(tree, which) /* turn off selected bit of spcfd object*/
LONG tree;
WORD which;
{
undo_obj(tree, which, SELECTED);
return (TRUE);
}

>>>>>>>>>>>>>>>>>>>>>>>> Sample .ICN Files <<<<<<<<<<<<<<<<<<<<<<<<<<<<

>>>>>>>>>> Save everything between >>>>>> lines as CLOCK.ICN <<<<<<<<<<<<<<
/* GEM Icon Definition: */
#define ICON_W 0x0030
#define ICON_H 0x0018
#define DATASIZE 0x0048
UWORD clock[DATASIZE] =
{ 0x0000, 0x0000, 0x0000, 0x0000,
0x3FFC, 0x0000, 0x000F, 0xC003,
0xF000, 0x0078, 0x0180, 0x1E00,
0x0180, 0x0180, 0x0180, 0x0603,
0x0180, 0xC060, 0x1C00, 0x0006,
0x0038, 0x3000, 0x018C, 0x000C,
0x60C0, 0x0198, 0x0306, 0x6000,
0x01B0, 0x0006, 0x4000, 0x01E0,
0x0002, 0xC000, 0x01C0, 0x0003,
0xCFC0, 0x0180, 0x03F3, 0xC000,
0x0000, 0x0003, 0x4000, 0x0000,
0x0002, 0x6000, 0x0000, 0x0006,
0x60C0, 0x0000, 0x0306, 0x3000,
0x0000, 0x000C, 0x1C00, 0x0000,
0x0038, 0x0603, 0x0180, 0xC060,
0x0180, 0x0180, 0x0180, 0x0078,
0x0180, 0x1E00, 0x000F, 0xC003,
0xF000, 0x0000, 0x3FFC, 0x0000
};
>>>>>>>>>>>>>>>>>>>>>>>>>>>> End of CLOCK.ICN <<<<<<<<<<<<<<<<<<<<<<<<<<

>>>>>>>>> Save everything between >>>>>>>>> lines as CLOCKM.ICN <<<<<<<<<<
/* GEM Icon Definition: */
#define ICON_W 0x0030
#define ICON_H 0x0018
```

```
#define DATASIZE 0x0048
UWORD clockm[DATASIZE] =
{ 0x0000, 0x0000, 0x0000, 0x0000,
0x7FFE, 0x0000, 0x001F, 0xFFFF,
0xFC00, 0x00FF, 0xFFFF, 0xFF00,
0x03FF, 0xFFFF, 0xFFC0, 0x0FFF,
0xFFFF, 0xFFF0, 0x3FFF, 0xFFFF,
0xFFFC, 0x7FFF, 0xFFFF, 0xFFFE,
0xFFFF, 0xFFFF, 0xFFFF, 0xFFFF,
0xFFFF, 0xFFFF, 0xFFFF, 0xFFFF,
0xFFFF, 0xFFFF, 0xFFFF, 0xFFFF,
0xFFFF, 0xFFFF, 0xFFFF, 0xFFFF,
0xFFFF, 0xFFFF, 0xFFFF, 0xFFFF,
0xFFFF, 0xFFFF, 0xFFFF, 0xFFFF,
0xFFFF, 0xFFFF, 0xFFFF, 0x7FFF,
0xFFFF, 0xFFFE, 0x3FFF, 0xFFFF,
0xFFFC, 0x0FFF, 0xFFFF, 0xFFF0,
0x03FF, 0xFFFF, 0xFFC0, 0x00FF,
0xFFFF, 0xFF00, 0x001F, 0xFFFF,
0xF800, 0x0000, 0x7FFE, 0x0000
};
>>>>>>>>>>>>>>>>>>>>>>>> End of CLOCKM.ICN <<<<<<<<<<<<<<<<<<<<<<<<<<<<
```

The BEAT Goes On
================

by T."Rex" Reade

Who are Alan Pratt, Roy Good and Shiraz Shivji? What do they all have in common and how do they effect us?

We have all seen these names in print at one time or another but have we ever really known who or what these guys do?

Alan Pratt works for Atari .
---------- He programs for them and is largely responsible for working on Tos.

Roy Good (who just loves Unix) works for Atari.
-------- He is the "main man" in software programming, "The Boss".

Shiraz Shivji (The Father of The ST)
------------- works for Atari and is a hardware WIZARD. Shiraz relies on Roy Good for the software goodies for the ST.

I made a different lead in to give you an opportunity to have an idea about why there is another bruhaha brewing at Atari.....

We all know the 68000 chip is really not designed for multi tasking and on this matter we should all agree...but by this time we have all heard about the "new" cousins to the 68000 chip.

68020 - 68030 - 68050

Did you know that TOS was rewritten for the 68030? Did you also know the 68030 was designed especially for multi-tasking. The facts are.... from a VERY reliable source, that Roy Good, has seen to it that this "new version" of TOS does not support multi-tasking either! How incredibly lame can they get. We know he simply loves Unix and would be overjoyed if TOS died a slow and horrible death by attrition.

Consider this ....there are many folks who enjoy using TOS and want to continue using TOS. These people are PAYING customers and deserve to have ALL the features TOS is capable of delivering. THAT INCLUDES MULTI-TASKING and contemporary accessing of ALL peripherals. 16mb per partition is from the ICE AGE!

Perhaps the next candidate for the revolving door is already headed that way.....to have Mr. Shivji rely upon Roy Good for sound software advice and then see that the new TOS for the 68030 has NO MULTI-TASKING is, without a doubt, another point blank foot shot! It would appear that Mr. Good (yes, the guy who has been making all the fancy releases about TOS 1.4), has dropped the ball on this one.

Rex......

THIS WEEK'S QUOTABLE QUOTE
==========

In any collection of data, the figures that are obviously correct and beyond all need of verification... contain all the errors!

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5799. COBOL-compiler

Newsgroup: comp.sys.atari.st
Date: 1988-10-01 03:07:12 UTC
From: chris@neabbs.UUCP
Message-ID: <38466@neabbs.UUCP>
Source record: 250499

Hello world!

I've been looking for a COBOL-compiler (stop laughing) for quite a
while
now, but it seems no software-company is interested in making
such a compiler.
Has anyone heard of such a compiler on the market? (Has anyone heard
of COBOL at all in this newsgroup?)
I'm very interested, because there are several sources of usefull
programs lying around here.

Chris
(an aging programmer who still understands the ancient COBOL-language)

UUCP: ...!mcvax!telmail!neabbs!chris
FIDO: 2:280/1 Chris Wetemans

5800. Re: Kermit - Uniterm Help

Newsgroup: comp.sys.atari.st
Date: 1988-10-01 05:42:34 UTC
From: jtang@orion.cf.uci.edu
Message-ID: <1045@orion.cf.uci.edu>
Source record: 250500

I have been thinking about getting an Atari 1040ST, so I want to ask a few questions. Any reply is appreciated.

1. What is Meag St anyway? What's the price range?
2. What's the difference between Atari 1040St and Mega St?
3. Which one is a better buy, and why?
4. I have hear about the accelerator cpu (a new and faster cpu), can anyone tell me more about it? I also need the price tag too.
5. What about the Mac Plus cartridge? How compatiable is it (in %)? any comment on it? What's the price?

THNAKS!!!!! in advance for any comment.

james

5801. Re: Memory expansion

Newsgroup: comp.sys.atari.st
Date: 1988-10-01 09:28:19 UTC
From: hmm@laura.UUCP
Message-ID: <644@laura.UUCP>
Source record: 250351

In article <803@cacilj.UUCP> paul@cacilj.UUCP (Paul Close) writes:
>Question: why are all the boards for 2.5 or 4 meg? As I understand it, the
>ST can have 2 banks of memory. I have a 1040, so that's one bank with one
>meg. If I add 1 meg on the other bank, that's 2 meg (just like the mega-2).
>Where, then, do the 2.5 meg boards come in?

Due to the sizes of memory chips (256K*1, 1024K*1) and the number of memory
chips required for one bank (16), one bank has either 0.5 or 2 Megabyte.
So the 1040 has 2 banks of 0.5 each, the Mega 2 has just 1 bank of 2 meg.
The options for upgrading a 1040 are therefore:
1. rip out one bank, make it 2 meg, get 2.5 meg total
2. rip out both banks, make them both 2 meg, get 4 meg total

Hans-Martin
--
Hans-Martin Mosner | Don't tell Borland about Smalltalk - |
hmm@unido.{uucp,bitnet} | they might invent Turbo Smalltalk ! |

Disclaimer: Turbo Smalltalk may already be a trademark of Borland...

5802. Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-10-02 03:08:47 UTC
From: dnelson@umbio.MIAMI.EDU
Message-ID: <692@umbio.MIAMI.EDU>
Source record: 250352

Consider me out of it for the past five years, but.....

Can you run the new Spectre 128 on an old 520 ST or STFM?

Also, are there new roms to solve the compatibility differences
between the Mega and ST???

Rip Van Winkle

--
Dru Nelson UUCP: (gould || uunet)!umbio!dnelson
Miami, Florida MCI: dnelson
Internet: dnelson%umbio@umigw.miami.edu

5803. Re: Horrible, Horrible bug in TOS

Newsgroup: comp.sys.atari.st
Date: 1988-10-02 04:51:42 UTC
From: UD040164@NDSUVM1.BITNET
Message-ID: <1411UD040164@NDSUVM1>
Source record: 250353

In article <1682@crete.cs.glasgow.ac.uk>, whitbye@cs.glasgow.ac.uk (Elliot Maxwell Whitby) says:
>
>You are an Idiot.....

And you are apparently a humorless person...

#! rnews

5804. Re: COBOL-compiler

Newsgroup: comp.sys.atari.st
Date: 1988-10-02 14:39:26 UTC
From: saj@chinet.UUCP
Message-ID: <6709@chinet.UUCP>
Source record: 250354

In article <38466@neabbs.UUCP>, chris@neabbs.UUCP (CHRIS WETEMANS) writes:
> Hello world!
>
> I've been looking for a COBOL-compiler (stop laughing) for quite a
> while
> now, but it seems no software-company is interested in making
> such a compiler.
> Has anyone heard of such a compiler on the market? (Has anyone heard
> of COBOL at all in this newsgroup?)

If you care THAT much about it, you should be able to use an IBM PC compiler (Utah COBOL, frequently advertised in thick magazines, comes to mind) with PC-ditto. Of course, what you'd get out would be PC programs which would still have to be run under PC-ditto. This leads to the idea that you might want to find out if the p-system (UCSD Pascal, that stuff: I forget the name of the company that handles it now---something cute like Peachtree) includes a COBOL compiler.
Anyhow, if you get a compiler from COBOL to pseudo-assembler that runs under PC-ditto, that leaves you to implement the pseudo-machine on the ST. You might even enjoy doing it. You might even be able to sell it.

5805. RE: test

Newsgroup: comp.sys.atari.st
Date: 1988-10-02 19:10:16 UTC
From: AEE05@DK0RRZK0.BITNET
Message-ID: <8810021910.AA20795@ucbvax.Berkeley.EDU>
Source record: 250355

Dear User out there in Networld,

got some problems? Let me know if and how I may help you.

Gtnx,
Udo Keller

5806. Hard disk back-up: any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1988-10-02 20:35:30 UTC
From: wsflinn@violet.waterloo.edu
Message-ID: <8831@watdragon.waterloo.edu>
Source record: 250356

I have reached the point where I have enough stuff on my SH204 that the ad hoc backup methods I have been using are now totally inadequate. I seem to recall some faint mumbles about something called TURTLE, which gives a lot of bang for the buck, mainly because it is free. Does anyone have any suggestions as to where I might get this program, or if something else might be a better idea?

You probably know better than me, but I suppose email responses to wsflinn@violet would be a good idea. Thanks in advance for your help.
Scott Flinn

5807. Where do you go from GFA Basic?

Newsgroup: comp.sys.atari.st
Date: 1988-10-02 23:53:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <881002235307.544734@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250357

Hi all

Ever since I purchased my ST (over a year ago), I've been programming with GFA Basic. It's a really good language, easy to program, fast, etc. However, I feel that I'm outgrowing it. I often program video games, and GFA Basic just dosn't seem to have the power or the speed to make a fast action arcade game. I will see how much speed increase you get with the new version, but I don't think it will do it. What I would like in a language is:

1. Fairly easy graphic support for games

2. Fast execution of graphics (this is where GFA Basic falls short)

3. Very powerful use of GEM, I/O, and graphics

I'm not sure what language is best for this. I know that the assembly language is the fastest, but I really don't want to learn it. I am learning Pascal, and am planning in a year or two on learning C. I'd rather stick with one of these two. Can anyone reccomend a package for me?

Thanks in advance.

"Exterminate! Exterminate!"--Daleks

```
/~\-*
###--<
/***\

/*****\
```

Aric Friesen

Addresses:

Genie: A.FRIESEN

ARPA: Friesen%PCO@BCO-MULTICS.ARPA

5808. Genlocking!!! Info. Pleeeeeeez!

Newsgroup: comp.sys.atari.st
Date: 1988-10-02 23:55:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <881002235512.575839@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250358

I've been waiting for genlocking! It is one of the main reasons that I bought the ST, I knew that they would come out with it. I was hoping by last summer, but Christmas will do.

Would some kind soul send me information on the features of the device that was demenstrated at the Glendale Atari Show, or even better, give me the address of the company so I could write to them myself.

Thanks in advance.

If I get enough info. I'll sumerize to the net.

"Exterminate! Exterminate!"--Daleks

```
/~\-*
###--<
/***\

/*****\
```

Aric Friesen

Addresses:

Genie: A.FRIESEN

ARPA: Friesen%PCO@BCO-MULTICS.ARPA

5809. 9600 color CAD animation package!?!?!

Newsgroup: comp.sys.atari.st
Date: 1988-10-02 23:56:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <881002235649.240064@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250359

According to a newsletter I just got from Mitchron/Microdeal (the makers of GFA Basic), they have just released a CAD package similar to CAD 3-D by Antic. It has some interesting features, such as ray tracing, a language similar to cyber control for moving objects, but most imprtantly, it can display 9600 colors!!!

If anyone has any info on this package, I would greatly appreciate it. I was planning on going out and buying Cyber Control, Cyber Sculpt, and Cyber Texture in a few weeks, but before I invest any more money into Cyber Studio, I would like to find out about this new package.

If I get anything interesting, I'll summerize to the net.

"Exterminate! Exterminate!"--Daleks

```
/~\-*
###--<
/***\

/*****\
```

Aric Friesen

Addresses:

Genie: A.FRIESEN

ARPA: Friesen%PCO@BCO-MULTICS.ARPA

5810. ST Report disclaimer

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 03:25:37 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1977@udccvax1.acs.udel.EDU>
Source record: 250360
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I should have made it clear from the beginning; I am at all affiliated with ApeInc and I have no part in the production of either ZMAG or the ST Report. The folks at ApeInc have made these publications available to the public as long as they retain their original form and copyright notice. I am simply making them available on USENET as soon as I get them off FNet. I just wanted to make sure credit was not given where it was not due.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

5811. Atari systems - help!

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 04:42:08 UTC
From: jlemon@cory.Berkeley.EDU
Message-ID: <6119@pasteur.Berkeley.EDU>
Source record: 250361

I am soon going to be scrapping my XT clone and getting a ST. However, I'm not too sure of what setup is best, and could use some of the net's expert advice. What hardware/software setup would you recommend, or are happily using right now? IE: 1040/Mega? Mono/Color? Etc.. I intend to use this system as a tool for school and programming, ie. games are a distant second. Please E-MAIL me your suggestions.

--Jonathan

PS. I am aware that this is probably the (e**n)th time that this has been asked, so hopefully someone has an archive file containing the answers to these questions. If not, I'll build one from the responses I get.

5812. Re: Memory expansion

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 10:02:21 UTC
From: alfred@dutesta.UUCP
Message-ID: <1208@dutesta.UUCP>
Source record: 250362

The 1040ST has indeed 2 banks of memory. Each bank has 512K DRAM in it.
To expand your memory de-activate one bank (512K) and then you can add 2M.
This gives you 2.5 Mb of memory. If you de-activate the other half as well, and
put 2Mb back in it then you have 4Mb of memory!!. That's easy, isn't it. The
only problem is that 1Mb chip are a bit expensive here.
Each bank used in the 1040ST can, if my memory banks are operating at the moment (monday
morning), have 128K, 512K or 2Mb of RAM. This is probably restricted by
the MMU.
herman.

--

```
_____________________________________________________________________________
/ \
| Herman Adriani & Alfred Kayser: Computer fans especially from 24 pm to 7 am |
\_____________________________________________________________________________/
```

5813. ccprint improvements

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 11:54:57 UTC
From: mike@ncrcpx.UUCP
Message-ID: <1821755@ncrcpx.UUCP>
Source record: 250363

Some time ago I got a program called ccprint from the atari binaries group. It appears to be a very nice program. I do have one small problem with it. I have an Epsom FX-85 printer and when I use ccprint, there is no form feed between the pages. This would be one really nice program if it would. Am I doing something wrong ? Yes, I selected the skip perforations option.

Is there any chance of getting the source for this program? I wouldlike to play around with it myself.

thanks for your time,

mike

5814. VT52 Emulation ..

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 12:57:32 UTC
From: Hugh_Messenger.EuroPARC@Xerox.COM
Message-ID: <881003-055901-3134@Xerox>
Source record: 250364

Hi,

I've only just subscribed to Info-Atari16, so no flames if this is an old, old question ..

I'm having hassle with the VT52 emulator DA. I use a Dowty Quattro modem, talking at 2400, 7 bits, one stop bit, even parity, flow control on, full duplex. As I am currently only using it to read my email from home, I'm not using any comms packages, just the emulator. It is running on a Mega ST4.

It all works just fine for a while, then the Atari seems to to chuck out a massively long string of nuls (^@'s), interspersed with everything I have typed so far in the session. Once it finishes outputting everything I have typed (including my password in legible format!) it carries on working just fine, for a few minutes, then .... you guessed it ...
^@1itscambsitshippo********yyy12,45,67nnn^@^@^@^@
[etc etc etc].

I am fairly sure that the Atari is responsible for the spurious crap, as the TX light on the modem is lit while the above is happening.

Another slight annoyance is that when I log in to any Un*x systems (most often a Sun 3/140 running SunOs 3.4), the terminal type is not recognised and defaults to DM2500. set term=vt52 works OK, but surely the emulation should answer Un*x's request for terminal identification? Or is SunOs getting it wrong, after all, we all know what terrible machines Suns are :-)

Any suggestions, answers, hints, gratuitous insults etc gratefully received.

-- Hugh

ARPA: Hippo.EuroPARC@Xerox.COM
UUCP: Who knows? Something with !'s in it.

5815. SLM804's, ASSIGN.SYS, etc

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 13:36:18 UTC
From: Hugh_Messenger.EuroPARC@Xerox.COM
Message-ID: <881003-063651-3167@Xerox>
Source record: 250365

I'm busy trying to sort things out having just taken delivery of a Triangle 40Mb hard disk and an SLM804 laser printer. My main problem seems to be with ASSIGN.SYS files. At the moment, if I want to run (say) Timeworks DTP after having run Easydraw, I have to fart about renaming the various assign.sys files on the root directory of drive C and then reboot. Hardly satisfactory.

I have tried combining the two assign.sys files, but whichever way I try it one of the applications barfs and complains about not being able to find its font files. My general approach is to put *all* font files and drivers into one directory, set the path correctly in the 'master' assign.sys, then for each device make a list of all fonts specified in the various assign.sys files of the applications I need. The problem with Timeworks DTP and Easydraw appears to be that they have different names for the same device number .. ? As I have no documentation whatsoever on GEM, I'm kind of blundering about in the dark. Speaking of which, can anyone recommend any GEM documentation?

If anyone out there has an SLM804 and has managed to sort out some sort of working assign.sys, I'd be very glad to hear from them.

Oh, while I'm here, another question. Is there such a thing as a Postscript driver/emulator for the SLM804, ie. something that will let me print Postscript files as if the SLM804 was a Postscript printer? OK, so considering who I work for I should be asking for an Interpress driver, but ..

-- Hugh

ARPA: Hippo.EuroPARC@Xerox.COM

5816. Re: PRINTER Recommendations--Thanx!

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 14:12:48 UTC
From: jhs@druin.ATT.COM
Message-ID: <312@druin.ATT.COM>
Source record: 250366

> Responding to Jeff Shore's request for printer recommendatons...

Just a quickie to the e-mail and net respondents on my
request for printer recs. 'Preciate the info. Looks like
the Panasonic 1092i (or a good used 1091i) is it for me.

Thanx2all. -- Jeff

5817. Writing desk accessories

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 15:07:33 UTC
From: RUBIN@graf.poly.EDU
Message-ID: <8810050939.AA18723@ucbvax.Berkeley.EDU>
Source record: 250367

I am interested in turning some simple C programs into desk accessories.
I am using Lattice C (I know, bad choice). Can someone point me towards
a reference that could tell me how I can go about creating desk accessories?

Thanks...

David Rubin | INTERNET: RUBIN@graf.poly.edu
Polytechnic University | BITNET: RUBIN@POLYGRAF
Brooklyn, NY |

5818. Atari ST system for sale.

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 16:33:04 UTC
From: jac423@leah.Albany.Edu
Message-ID: <1068@leah.Albany.Edu>
Source record: 250368
Cross-posted to: comp.sys.atari.st,misc.forsale,rec.music.synth

Atari ST system for sale. Over $1,600 (current prices) worth of software
and hardware for $800.

Atari 520ST computer (512K) (great graphix, MIDI interface, mouse based
operating system (Mac-like), centronics IBM style printer port, RS232C
serial port, Motorolla 68000 CPU, expandable to 4 megs, catridge port)

Atari SC1224 color monitor (supports the 512 color low (320 x 200) and
medium (640 x 200) resolution modes)

Two Atari SF354 disk drives (3 1/4", 400K each, SS/DD)

Atari SMM804 Dot-Matrix printer

ST Basic and Logo plus all documentation for computer

Hippo Sound Digitizer (sampler, hardware cartridge and editor software)

Megamax C (program development package (one of the best for the ST))

Music Studio, Thunder, etc.

plus games like: Dungeon Master, Sundog, The Bard's Tale, and more.

If you're interested, send mail (use r) or call me at (518) 455-6019.
--
What about technology, computers, .------------------. J.A.Cisek
nuclear fusion? I'm terrified of |Spectral Fantasies| jac423@leah.albany.edu
radiation, I hate the television. `------------------' jac423@rachel.albany.edu

5819. GEM programming

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 16:48:23 UTC
From: pa1132@sdcc15.UUCP
Message-ID: <586@sdcc15.UUCP>
Source record: 250369

Here is some questions about GEM:

1. Why is the number of windows limited to 8? Why did DRI design this way? With a miminum of 512k memory for the ST, memory shouldn't be a problem. Even on the earliest 128k Mac, there is no limit on number of windows you can have on the screen. Is there any way to modify the AES so we can get rid of the memory limitation?

2. How to get the menus to appear on other parts of the screen instead of the top line of the screen? I have seen some desk accs to have menu bar under their window title bar. How is that done?

3. How to get bottons, editable (spelling?) text fields and other objects, that used to appear in dialog boxes, to appear in a window?
4. How to modify the appearance of windows? For example, in PageMaker for the Mac, icons are added to the border of windows to show the current page. Is that kind of trick possible under GEM?

PageMaker is a trademark.

5820. Re: ST Report Vol. II No. 54

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 19:55:15 UTC
From: rwa@auvax.UUCP
Message-ID: <735@auvax.UUCP>
Source record: 250370

In article <1972@udccvax1.acs.udel.EDU>, gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:

> ST REPORT WEEKLY ONLINE MAGAZINE
> Monday, SEPT. 26, 1988
> Vol II No. 54

and so on for quite a large chunk.... I appreciate the info, but I don't think that the advertisements are in line with Usenet policy on commercial use; or to say it a little differently, I'm a little irked to think that ST Report Magazine is getting free distribution and so on using phone lines maintained by my (public, educational) institution.

So could you edit out the advertising please? I post to the net only because there's no chance e-mail will work, this isn't meant as a public put down or anything.

--
Ross Alexander, Sr Systems Programmer,
Athabasca University, Athabasca Alberta Canada.
"Snappy sig line down for preventative maintainence,
call operations desk for estimated re-boot time."

5821. Re: Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 21:56:53 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3633@druhi.ATT.COM>
Source record: 250371

in article <692@umbio.MIAMI.EDU>, dnelson@umbio.MIAMI.EDU (Dru Nelson) says:
> Consider me out of it for the past five years, but.....
>
> Can you run the new Spectre 128 on an old 520 ST or STFM?

The Spectre 128 runs on any ST (old, new, Mega, non-Mega). The only thing that changes is the amount of RAM available to the Mac. On a 520 ST you can only emulate a 128 or 256K Mac, which is a fairly limited system. If you really want to run Mac software you need at least a 1 Meg ST (upgraded 520, 1040, whatever), that gives you enough RAM to run almost all Mac programs including HyperCard. I don't know of any Mac programs, other than one compiler, that won't run in the 832K the Spectre gives you on a 1 Meg ST.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

5822. Timeworks WordWriter 2.0 thesaurus crashes

Newsgroup: comp.sys.atari.st
Date: 1988-10-03 22:55:16 UTC
From: bane@arisia.Xerox.COM
Message-ID: <430@arisia.Xerox.COM>
Source record: 250372

I've run into a strange bug in the latest update of Timeworks WordWriter (2.0).
It seems that searching the thesaurus for any word beginning with 'w' causes
the program to crash with two or three bombs and dump you back to the desktop
if the word is in the thesaurus. Anybody else seen this one?

It's a decent program other than this, considering the price. Now, if they'd
only answer their 800 number or their mail...
--
Rene P.S. Bane
ReneBane.pa@xerox.ARPA
...!parcvax!bane.UUCP

5823. MWC 3.0 For Sale

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 01:08:55 UTC
From: schwarz-marc@CS.Yale.EDU
Message-ID: <39454@yale-celray.yale.UUCP>
Source record: 250373
Cross-posted to: yale.forum,ne.forsale,comp.sys.atari.st,misc.forsale

I no longer have access to an Atari ST, and so am selling my
Mark Williams C 3.0 and Mark Williams CSD source debugger.
MWC 3.0 comes with 5 factory masters and manual; CSD comes
with one factory master and a manual. Price is US $75.00
for both (ie, the set), plus shipping.

Contact through e-mail; US-mail @ Box 6959 Yale Station,
New Haven, CT 06520; or by phone (serious inqueries only)
(203)436-2591.

Marc Schwarz

schwarz-marc@cs.yale.edu
schwarz-marc@yalecs.bitnet

5824. TeX distribution from clio (35.195.16.4)

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 01:37:27 UTC
From: schell@iris.ucdavis.edu
Message-ID: <3143@ucdavis.ucdavis.edu>
Source record: 250374

HI, y'all. I just downloaded the ST version of TEX from the ftp server at clio (35.195.16.4). After getting lplain.tex, hyphen.tex, lfonts.tex, and latex.tex (plus about 47 .tfm files) from my local un*x machine, I ran the INITEX.TTP program to produce LPLAIN.FMT. Everything goes fine until it hits the end of all the input files at which time it prints '*' prompt on my screen and waits for me to type something. I've tried '\bye', '\end', '\dump', all to no avail. It either doesn't understand my command or complains of stack overflow.

Question: what do I type in response to the final prompt?

Another ?: has anyone successfully built an LPLAIN.FMT this way on a 1Meg 1040ST ?

Help me, please.

Thanks.

Stephan V. Schell
schell@iris.ucdavis.edu
ucbvax!ucdavis!iris!schell

5825. Atari's hush hush policy dosn't stop Antic

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 01:46:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <881004014601.247831@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250375

I was very disgusted about the October issue of Antic. For one thing, they gave a review of the game Obliterator, and it was obvious that they hadn't played it, they had only read the instruction book. But even mor annoying was an article on page 27. It is supposed to be a stock analasis of Atari by some analyst named Isgur. Basically what the article says is the types of things Atari has stopped saying. He says Atari by this fall Atari will release a 68030 based machine as well as a laptop with a built in hard drive. He says that in January Atari will introduce their first 68000 game machine. He says the Atari transputers should be on sale before the end of the year. I do think this sounds interesting, but I just cannot believe any of it. This all sounds like the kind of thing Atari stopped doing. I guess stock analysts are going to fill the void of rumor hungry people!

"Exterminate! Exterminate!"--Daleks

```
/~\-*
###--<
/***\ /*****\
```

Aric Friesen

Addresses: Genie: A.FRIESEN ARPA: Friesen%PCO@BCO-MULTICS.ARPA

5826. How accurate is that show info. thing?

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 01:47:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <881004014748.973404@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250376

I am in the process of programming an all resolution painting program in GFA Basic, and I decided to put in a routine to show you how much free disk space you have on a disk. I ran the procedure and it said that I had 0K available, but only 622367 of the 720000+Bytes were used. I used the show info. option on the desktop and got the same results. What does this mean? Can it be corrected?

Thanks in advance

"Exterminate! Exterminate!"--Daleks

```
/~\-*
###--<
/***\
/*****\
```

Aric Friesen

Addresses:

Genie: A.FRIESEN

ARPA: Friesen%PCO@BCO-MULTICS.ARPA

5827. WOW!! What a game!

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 01:50:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <881004015009.520485@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250377

I just logged on Genie, and noticed a new PD game in the ST library that sounded good. It was the file ROCM.ARC. I unarced it to find that Thomas Stoker (the programmer) definatly deserves a compliment! This is about the best game I've seen on the ST (PD or pay). It has great graphics, good story, and is hard but not immpossable (I improve everytime I play). This is one shareware program that I am definitly going to send in my $5 for!

PS I'm not being mean, but don't ask me to send this to you, because I the mainframe I bounce my 'stuff' off of dosn't support binary transfers.

Aric Friesen

Addresses:

Genie: A.FRIESEN

ARPA: Friesen%PCO@BCO-MULTICS.ARPA

5828. RE: Writing to write protected disks

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 01:55:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <881004015530.736833@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250378

Everyone wants a program that will do it, well here it is:

********** * * * PINBALL FACTORY * * BY: * * MITCHRON *
****

It uses a wierd forrmat (it always makes weird noises on my floppy) for copy protection. If you try to save a pinball game you have made to the original disk whether it is write protected or not, it won't save the whole thing, but part of it will be saved. The only way you (or at least I) can save a game, is if you save it to another disk.

Aric Friesen

Addresses:

Genie: A.FRIESEN

ARPA: Friesen%PCO@BCO-MULTICS.ARPA

5829. Where's the message?

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 01:57:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <881004015706.271647@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250379

How come I never see the messages that I post, but other people do, because I get replies to them. Also, it seems that I miss other messages, because I'll see a relply to a message that I never saw the original to. I really don't pay attention to the volume number, so I may be missing whole volumes.

Any help is appreciated

Aric Friesen

Addresses:

Genie: A.FRIESEN

ARPA: Friesen%PCO@BCO-MULTICS.ARPA

5830. Re: ST Report Vol. II No. 54

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 03:08:30 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1986@udccvax1.acs.udel.EDU>
Source record: 250380

In article <735@auvax.UUCP> rwa@auvax.UUCP (Ross Alexander) writes:
>
> [...] I appreciate the info,
>but I don't think that the advertisements are in line with Usenet
>policy on commercial use; or to say it a little differently, I'm a
>little irked to think that ST Report Magazine is getting free
>distribution and so on using phone lines maintained by my (public,
>educational) institution.
>
>So could you edit out the advertising please? I post to the net only
>because there's no chance e-mail will work, this isn't meant as a
>public put down or anything.
>
ST Report and ZMAG are copyrighted publications, not true public domain.
However, the folks at ApeInc allow it to be distributed freely, provided
that it is distributed in its original form. Therefore, you may edit out
the ads if you wish, but it is illegal to distribute it after editing it.
I hope that ApeInc keeps the ads to a minimum, but I really have no say in
the matter. If there is excesive complaint about the ads, I can stop posting
them. It is up to you.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

5831. Re: GEM programming

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 03:16:38 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <604@hudson.acc.virginia.edu>
Source record: 250381

In article <586@sdcc15.UUCP> pa1132@sdcc15.UUCP () writes:
>
>Here is some questions about GEM:

I suspect that someone more experienced will answer, but here's what
I know on the topic (not much!)

>
> [stuff deleted]
> Is there any way to modify the AES so we can get rid of the memory
> limitation?
>

Atari might be able to do that, but who knows. Haven't heard them say
the limit was raised in TOS 1.4. If you have too many windows things
get very cluttered anyway. This isn't a Sun with space for 4 or 5 big
windows on the screen at once.

> 2. How to get the menus to appear on other parts of the screen
> instead of the top line of the screen? I have seen some desk accs
> to have menu bar under their window title bar. How is that done?
>

You'd have to write your own menu handling routines. The standard ones
are easy to use, but limited.

> 3. How to get bottons, editable (spelling?) text fields and other
> objects, that used to appear in dialog boxes, to appear in a window?

You can write your own dialog handler and integrate it with code to
handle it being in a window (redrawing it, moving, sizing, etc.) Tim
Oren's ProGEM columns provide an alternate dialog handler which would
make a good start. This is also the only way to provide non-modal
dialogs, which are nice in a lot of situations.

> 4. How to modify the appearance of windows? For example, in
> PageMaker for the Mac, icons are added to the border of windows to
> show the current page. Is that kind of trick possible under GEM?

Laser C does this but I'm not sure how. I assume that they simply open
a window and draw the border elements themselves. When the mouse is in
the window, they essentially operate the window and border elements
like a big dialogue and internally generate messages for arrows being
clicked on, etc.

You could try to trick GEM by, for example, drawing the page number inside
of the vertical slider box each time you reposition it. However, you'd

have to be very careful to make sure that GEM never erases it without
it being redrawn.

>
> PageMaker is a trademark.

yawn.

Greg Lindahl internet: gl8f@virginia.edu
U Va Dept. of Astronomy bitnet: gl8f@virginia.bitnet

5832. Re: GEM programming

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 04:02:26 UTC
From: wolf@pyr.gatech.EDU
Message-ID: <6496@pyr.gatech.EDU>
Source record: 250382

I'm not going to venture a guess on DRI's motives for the window-limitations, but I suspect that it was probably easier to code :-) Does anybody know whether the REAL GEM (the one that is still supported by DRI -- not Atari's version) has this limitation?

About putting buttons, editable strings, etc. in Windows (instead of Dialog boxes): When I wrote a calculator program, I created a Dialog box with all these objects. In my program, I created a window with dimensions set to the width and height of that dialog box. Then I displayed the dialog box inside the window (and redrew it whenever a redraw-event happened.) The toughtest part was getting the dialog box to appear in places OTHER than the center, since that is where these boxes appear by default.
This was done by accessing the dialog-boxes data-structure (and I think that was a kludge.)

Hope this helps a bit.....BTW, I think this method (of accessing the object's data-structure directly) might also work for menus -- but I could (and probably am) wrong.

5833. Re: TeX distribution from clio (35.195.16.4)

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 04:19:33 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <605@hudson.acc.virginia.edu>
Source record: 250383

i had no problems building TeX on a 1 meg 520. the correct command is
\dump, i think. you probably aren't allowed to type anything else before
that or it will become confused.

greg

Greg Lindahl internet: gl8f@virginia.edu
U Va Dept. of Astronomy bitnet: gl8f@virginia.bitnet

5834. digestive problems

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 07:29:21 UTC
From: P.J.M._Verbruggen.ven1RX@XEROX.COM
Message-ID: <881004-002919-2478@Xerox>
Source record: 250384

Here is a thought for the people who are having digestive problems

consuming all those digest . Would it be nice if we had a program

that:

would display all subjects on the screen

allow for selection of each piece of mail

allow for adding this mail to files covering the topic/subject

deleting the mail from both the digest

deleting the processed digest(s)

all also applicable to the topic/subject files

I would like to create a program like that assuming that

it does not exists already (life is too short). Any constructive

ideas are welcome!

-Peter-

5835. Re: Color Monitors (was Re:Wait a Sec...)

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 13:19:05 UTC
From: t68@nikhefh.hep.nl
Message-ID: <541@nikhefh.hep.nl>
Source record: 250385

In article <120@pande.UUCP>, richard@pande.UUCP (richard) writes:
> >> This leaves the question: why is the American preference for color so much
> >> greater than in Europe? I posed this question a long time ago, but nobody
> >> could come up with an explanation. Anybody has one?
>
> Americans, in general, have more disposible income than the rest of
> the world.
>
> I'm sure the European preference for colour is just as great, but
> the *relative* cost is higher. Same for other toys like CD players.
>

If it were that simple I wouldn't have asked. For your information:
CD players were available in Europe before they could be bought in the US.

The best theory I have heard thusfar is:
Americans want to have something they can show off with, even when it means
that their everyday comfort is less. Europeans place everyday comfort higher
on their list.
It still doesn't sound convincing.

Jos Vermaseren

5836. Posting binaries...

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 14:57:37 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <685@uhnix2.uh.edu>
Source record: 250386

Who do I need to send binaries to for posting in comp.binaries? Or do I
just do a postnews in that group?

Thanks in advance.

- mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

5837. Help with Space Quest][

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 15:29:37 UTC
From: oscar@jpl-devvax.JPL.NASA.GOV
Message-ID: <2986@jpl-devvax.JPL.NASA.GOV>
Source record: 250387

This may seem to be a simple question, but it sure stumps me.

I have gotten on the planet, gotten the whistle, got the berries and freed the little creature. Now what??? I can't seem to get out of this area.

I have heard of a deep area in the swamp but the creature there keeps pulling me under. Any assistance would be of value.

Thanks in advance.

--
Oscar "Fred" DeMartino - J.P.L. (818) 354-1295 J PPP L
4800 Oak Grove Drive, Pas, CA. 91109 MS: 301-260A J P P L
MAYBE: oscar@jpl-devvax.jpl.nasa.gov J PPP L
ARPA: jpl-devvax!oscar@cit-vax JJJJJ P LLLLL

5838. New sale listing !

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 15:40:06 UTC
From: 870646c@aucs.UUCP
Message-ID: <1291@aucs.UUCP>
Source record: 250388

I have updated my software price list, some prices have been rounded off and
others have been deleted due to sale.

"ALL PRICES ARE IN CANADIAN DOLLARS!"

US price should be about 80% of listed price, (ie .8*59.00=47.20).

Title New Price Sale Price
Languages:
Assempro Assembler 90 55
Laser C Ver 1.1 225 150
MTC-Shell 159 80
Tacle Box+1st 2 newletters 120 80

Utilities:
Flash Ver 1.6 49 25
COLR Object Editor 25 10

Games:
Superbike Challenge 35 20
Jupiter Probe 49 20
Sundog 49 20
Road Runner 45 20

Misc:
Design Book from Computer Spectrum 20 10

Abacus books:
Disk Drives In & Out 39 20
Graphics & Sound 30 15
Trick & Tips 28 15
Machine Lang 25 15
GFA Basic Referance Book 29 10

Hardware follows:

1-SLM804 Laser Printer < 300 pages printed to date, $3000.00 CDN new.
asking $2000.00 CDN.

1-SH204 20 meg hard disk, $1100.00 CDN new, asking $750.00 CDN.

1-SC1224 Colour monitor, $650.00 CDN new, asking $400.00 CDN.

If you are interested in any of the above items reply to this message
or call my at the number below between 7:00pm and 10:00PM atlantic time to
arrange conditions for sale. You pay shipping!

Barry Comer
P.O. Box 208
Crowell Tower
Acadia University
Wolfville, Nova Scotia
Canada, BOP 1XO
1-(902)-542-9909

Thanks for your time
Barry

5839. MWC 3.0 Sold

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 16:21:47 UTC
From: schwarz-marc@CS.Yale.EDU
Message-ID: <39504@yale-celray.yale.UUCP>
Source record: 250389
Cross-posted to: yale.forum,ne.forsale,comp.sys.atari.st,misc.forsale

MWC 3.0 and CSD have both been sold to a party in Tacoma, WA.
Thanks to all who responded.

Marc Schwarz

schwarz-marc@cs.yale.edu
schwarz-marc@yalecs.bitnet

5840. Atari 1040ST (color) system for sale.

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 17:06:25 UTC
From: rosenkra@Alliant.COM
Message-ID: <2431@alliant.Alliant.COM>
Source record: 250390
Cross-posted to: comp.sys.atari.st,misc.forsale,rec.music.synth

```
----
For Sale:

Brand new (pilfer-proof seals unbroken) Atari 1040 STF and
SC1224 color monitor. Price: $925 (includes 2 day UPS Blue
Label shipping costs, contiguous US only). This is developer's
price (what I paid for it).

Act NOW and I'll also throw in a box (10+ disks) of PD software
including GNU C (for ST), Gulam, Uniterm, MicroEMACS 3.9n, many
un*x-like utilities for free ($18 + ??? download time value).

Contact:

Bill Rosenkranz
508/486-1408 (before 10-13-88)
508/747-3397 (anytime)

If I'm not there, please leave a message with a phone
number. I'll get back to you...
```

5841. ST Report Volume II No. 55 (part 1/2)

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 19:14:41 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1995@udccvax1.acs.udel.EDU>
Source record: 250391

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ST REPORT WEEKLY ONLINE MAGAZINE
Monday, OCT. 03, 1988
Vol II No. 55
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PUBLISHER GENERAL MANAGER
Ron Kovacs R.F.Mariano

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=========================================================================
COMP-U-SERVE ~ GENIE ~ DELPHI ~ THE SOURCE
=========================================================================

From the Editor's Desk,

Having had the time to ponder the course of current events I find
many reasons to rejoice in the changes coming about in the Atari Corp.
and it's methods of dealing with the US Userbase.....In fact, I HOPE that
they will soon have the Federated, or whatever name they care to use,
stores all over the country and eliminate the goniffs they have now for
dealers.

Granted, not all the dealers are bad guys but, at this point in time
with all the doomsayers in full bloom the average "I got my life savings
tied up here" dealers are going to react unfavorably and thus "score" for
```

every buck they can. This type of situation warrants Atari to get the national chain into full swing ASAP. To the doomsayers I say...you folks are pure bad news unto yourselves and are doing more harm to the Atari Userbase than any good you can possibly imagine. The time is at hand to stand by the machine and company we have embraced, changes are being made.

We were extremely vocal in gaining the attention of Atari and we did so. Now, with Atari being responsive to our input, we stand ready to accept the changes we have clamored for. We dont expect total alignment with the userbase suggestions. We do however, expect some similarities. After all, we ARE the ones paying the bills (collectively) and should be heard and responded to..and we have been. Atari is on a course of corrective measures that can only lead to true and lasting success.

Having heard that certain members of the Harris types of online folks from Atari had a "mini" conference a day or so ago with one of the doomsayers amazed me. It would seem rather foolish to add fuel to the fires of those that say, "THE ST IS DEAD" ! To insinuate that Atari will have little or NOTHING to show at Comdex is truly a hypocrisy of the word loyalty to one's employer! In addition, it is just plain vile to perpetrate such acts while ONLINE representing ATARI!! That particular department needs further adjustments.

Long Live Atari,

Rex.....

****
NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE

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to the Readers

ST REPORT ONLINE ELECTRONIC MAGAZINE

NEW USERS SIGN UP TODAY!

Call any of the St Report Official BBS numbers
(Listed at the top of ST REPORT)
or
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Expires 10-30-88

NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE
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If you've been accessing CompuServe at 1200 baud, this is a great way
to lower your total online bill since CIS does *NOT* charge a premium for
2400 baud access. (You can get the same amount of information or download
the same amount of programs in approximately 1/2 the time as 1200 baud
users!) This modem will PAY FOR ITSELF in just a few sessions.

THE SKY IS FALLING!
==========

****

NOTE:

This is Dave Small's response to the announcement by Neil Harris
that he has resigned from Atari. For those who don't know Dave he is the
developer of the Magic Sac and Spectre 128: devices that emulate the
Macintosh computer on the Atari ST.

****

This is really stunning.

If you think this is just another "Atari employee splits" note, consider:

1) Neil was the spearhead of Atari online. Here, Genie, Usenet, Delphi, you would find Neil. The support other than Neil has been fragmented to be charitable. (Due credit goes to Julius, though). Given the power of the online networks for marketing, and Atari's upper management completely missing that, this is big trouble.

2) Unless I am much mistaken, I'll guess Neil had Atari stock options. What does it tell you that he's leaving? I don't know how Atari stock could drop more (it's down to 6), but there's always a way. Maybe they can "unsplit" stock to get it back to 12, *grin*. This means Atari is in big trouble.

3) Neil is the *only* effective public speaker Atari had. Atari did manage to waste much of it by forcing him to go say things that weren't so, or were only a little bit true. Neil gave innumerable talks and presentations to user groups at shows across the country. Just who is going to replace him? You don't find people like that easily, or sometimes, at all -- look at the number of corporations who have *no one* like that. This means Atari is in big trouble.

4) This happened right before the "big" CO here online with Sam. Big trouble.

5) This happened right before Comdex. Big, big, big trouble. Neil was one of the few people in an autocratic, 1950's-style management office that had any feel at all for reality. Now, what are we going to get? A repackaged ST game machine with a laser tag pistol? A VCS / ST? You can bet that when it appears (if) at Comdex, there will be ghostly vapor surrounding it, the signal of a product not to appear for another year. Big, big trouble.

6) Atari has no grasp of the current US marketing situation; you can't stop support the instant the customer walks out the door with their ST and you cash their check. Atari tries to do that, of course. I remember well Alex Leavens getting canned for daring to support people who hadn't bought the developer's kit (among other peccadillios). "Business is war", when the people you are warring on are your *customers*, is dumb. We are in a service economy now; people expect *service*.

No? Atari top management held up release of the auto hard disk booter for a LONG time, claiming it would "cause a lot of tech support calls". The author, one Landon Dyer, is now at Apple, disgusted with Atari. He *wrote* most of the ST's BIOS; losing a lore-master like that is always very painful for a company.

7) Neil Harris has been with Jack T. a *long* time. What does it tell you that he's bailing out now? Do you think he would if he saw any hope of things changing? Do you think he'd go through the shock of job loss, moving, new company, etc, if he saw any chance at all? *Neil is not stupid*. Atari made him say stupid things, and folks like ST-Report interpret that to mean Neil is stupid. Wrongo.

8) John Skruch -- whose word I trusted, a rarity at Atari -- is gone. Sandi Austin, who did those user group shows (remember?) is gone. Richard Frick, who was *instrumental* in getting the Magic Sac going, only to watch Atari's top management cold-shoulder it (Quote: "Why would anyone want to run Mac software when they have TOS?"), is gone. They've all left Atari recently.

9) Just who is going to get Atari publicity from folks like Jerry Pournelle anymore? Neil sold a lot of Ataris that way, and made the Tramiel people a lot of money.

10) Is it possible that Neil feels he's getting out before his reputation is ruined by an Atari crash? Already it's been damaged by things he had to say (Atari corporate policy).

11) The Comdex timing is especially significant. If Neil saw a future at Atari, it would be new products announced at Comdex. I have heard from other sources that Atari's top level management is now backing off from introducing ANYTHING new or interesting at Comdex -- wouldn't want to distract people from the ST, folks. Quote: "Atari's domestic market is Europe. The US is Atari's international market". Unquote. This makes Comdex look like a splash to me -- much like the May one, in the Abandoned Booth.

12) It says a LOT to me about working conditions at Atari that even Neil,
who is pretty tough and good at political infighting, is leaving. If you've never seen a 1950's style autocracy, well, check it out. It is hard to stand (look at the number of people Atari has gone through at top management), clearly. Other companies don't tax their personnel like this; they realize that this is not the 1950's anymore, people are scarce and hard to find, and need to be *part of the company*, not just some slave-employee. Many other reports of working conditions at Atari make it sound like hell to work at.

13) If Neil doesn't think there's going to be profit in his stock options, you ought to be thinking about it too. (Again, this is a guess). It is possible that Atari is folding up; the collapse will just take awhile to reach the public.

14) Most ST developers are seriously considering jumping ship; a lot already have. Even Tom Hudson, arguably the best, is gone. Given how little Atari supports its developers (something Neil fought for) and gives online support (ditto), and that it could care less about selling into the US, it seems a waste of time to develop for the ST for the US market, when there's markets like Amiga, IBM, and Mac to develop for -- who have good documentation, people who aren't propeller-hat-heads online, and so on.

15) I think this marks the end of Atari US. The Spectre 128 is almost certainly my last ST product.

Dave Small
Gadgets by Small, Inc.

Fm: Neil 70007,1135
To: David and Sandy Small 76606,666 (X)

I refuse to allow my departure to be used as evidence for such a gloomy scenario for Atari, even by someone I like as much as you, Dave.

Yes, I passed on some stock. But not nearly enough to qualify me for the "golden handcuffs" club that binds some of the vp level and above.

To address a couple of minor points, John Skruch is most certainly not gone. He seems to be doing very well -- with the success of Atari video games, members of that division are being treated decently.

And as for Alex Leavens -- it was *my* call, period. He spent a fair amount of time online, which was good. But he did not spend enough time on the rest of his job with the tech support group, and that was why I brought him in. It was painful to have to let him go, but that's the price you pay when you're in management.

Yes, I share some of the concerns you expressed. Mainly I am concerned for my coworkers at Atari who are underappreciated and underutilized.

There is also some concern over product directions, but it ain't over until it's over, and that isn't quite yet.

Finally, for the record, I take with me a fair amount of Atari stock, which I have no immediate plans to sell.

--->Neil

THE BEAT GOES ON
==========

by T."Rex" Reade

AN APOLOGY FROM REX!

Having been given a line of seemingly credible information from a very credible source within Atari, I now apologize to all concerned for the information contained in the ST Report 54 article "The Beat Goes On". There absolutely WILL be multi-tasking in the 68030 series of ST machines. I doubt I will receive any further erroneous info from this person as they are no longer with Atari.

It is very difficult to disagree with a people you know and respect, but..

To credit ST Report with having caused the demise of certain Atari employees is wild. Actually, to those who would say these things, we say thanks ....but NO THANKS for such flattery.

We are flattered to see that one of the so-called leaders of the Atari community feels we wield such power. I find it equally amazing to

see this particular item attempt to portray the idea that it is composed of FACTS... it is NOT!...frankly speaking, this item by Dave Small is ...

HIS OPINION and HIS OPINION ONLY!

We all know the joke about opinions.....right? , <<<Big Grin>>>

All the crepe hanging going on is about to turn my stomach! Atari is NOT going anywhere but on the sales and service improvement path. To pointedly say, (as if armed with facts and figures), that the days of Atari are "numbered" is a slanderous misrepresentation. A "better" way of expressing this is..the days are "numbered" for certain detrimental individuals in Atari's Employ.

To the respected members of the Atari Community I plead with you.. "TAKE DOWN THE PURPLE AND BLACK FLAGS there is no death of anything that we must take notice of. Besides, there really are those of us who wish to continue to support Atari and it's future. We may be critical towards Atari at times but let me tell you this; We will support Atari until such time that either they or us are no longer a viable enterprise.

Speaking of Atari needing to get the rest of it's "outspoken" employees in line.....how about Mike Dendo, the new Vice President in charge of Computer Sales, going to Michigan, telling the good folks there that Atari had three soft quarters this year and that they needed the fourth to be a huge success to "bail out"!!??? What is this guy? He certainly is NOT an accomplished salesman let alone a VICE PRESIDENT! Maybe he works for the other competition! This bird needs to hit the revolving door! Also, the online folks need to concern themselves ONLY with what they are there for, (representing Atari) stay out of politics, personalities and endorsements of "other" related products for the ST that are not manufactured by Atari. There is NO need to resurrect certain practices Neil took with him.

In addition;

ALEX LEAVENS...was encouraged to leave because of his spending too much time "online" and not enough time at his assigned duties.

John Skrutch has NEVER left Atari, in fact, his division is having a very good year.....
Furthermore, anyone who attended the SPRING COMDEX will recall the fact that Neil Harris, *** ex-ATARI SPOKESMAN *** spent the best part of the time there online playing Games!!!! AND....when he was away from the cpu, he left FLASH booted and the system online (he has a system wide free flag) so no other person would attempt to use the computer. I saw this as did a host of others. In my humble opinion, the handwriting was already on the wall.....Neil didn't really care anymore at that time and his departure from Atari would soon be forthcoming. I am NOT putting Neil down, I AM saying he did the right thing in making a career change before his depressed attitude caused him severe personal problems.

In conclusion, because of the recent shakeups at Atari, I am lead to
believe that the bosses and most of all, Sam Tramiel, are bent on making
the U.S. Marketplace Atari's best success story. If such is not the case,
then it would be wise to say ...."they had better go underground" because
a lot of "not so wealthy" people tied up some "big" bucks in the Atari
Dream.....Personally, I feel all is well in Sunnyvale, and we still
haven't seen the end of the major changes in staff or in policy. Besides,
Mega 4s and Laser printers make terrible hats!

Rex.......

HARD DISK FACTS AND FIGURES
==========

The Straight Info!

To begin, 99% of all hard disks are made to conform to IBM standards. With
this thought in mind we shall proceed.....

The most readily available and in my opinion, the most reliable hard disk
is from Seagate......next in line is the Miniscribe. There are
others but you must make sure they conform to the IBM standard.

IBM STANDARD: ST-506/ST-412

Most commonly found hard drives do not have controllers built in. These
are the most reliable and economical drives to use.

WHAT IS THE CONTROLLER???
==========
This goodie is the custodian of your hard disk! It directs all I/O
functions to the hard disk and it points to and accesses each cylinder.
It "controls" everything.

FACTS FOR REFERENCE

ST 412 DRIVES WITH MFM ENCODING 5.0 MEGABITS/SEC.

DATA ST 125 ST138 ST225 ST251 ST251-1

SIZE f'm'd 21 32 21 42 42
HEADS 4 6 4 6 6
CYL's 615 615 615 820 820
STEP RATE uS 3-200 3-200 5-200 3-200 3-200
AC'S TIME mSEC 28 28 65 40 28
WRITE PRE'C N/A N/A 300/614 N/A N/A
POWER watts 10 10 14.8 11 12

ST4038 ST4051 ST4053 ST4096

SIZE f'm'd 31 42 44 80

```
# HEADS 5 5 5 9
CYL'S 733 977 1024 1024
STEP RATE uS 10-70 10-70 3-70 3-70
AC'S TIME mSEC 40 40 28 28
WRITE PRE'C 300-732 N/A N/A N/A
POWER watts 25.5 25.5 23 25.5
-------------------------------------------------------------------------
ST 412 INTERFACE DRIVES WITH RLL ENCODING 7.5 MEGABITS/SEC
-------------------------------------------------------------------------
DATA ST138R ST157R ST238R ST251R ST277R ST4141R
-------------------------------------------------------------------------
SIZE f'm't 32 49 31 43 65 122
# HEADS 4 6 4 4 6 9
CYL'S 615 615 615 820 820 1024
STEP RATE uS 3-200 3-200 5-200 3-200 3-200 3-70
AC'S TIME mSEC 28 28 65 40 40 28
WRITE PRE'C N/A N/A N/A N/A N/A N/A
POWER watts 10 10 14.8 11 11 25.5
-------------------------------------------------------------------------
SCSI INTERFACE (EMBEDDED CONTROLLER) HARD DISKS
-------------------------------------------------------------------------
DATA ST138N ST157N ST225N ST251N ST227N
-------------------------------------------------------------------------
SIZE f'm't 32 48 21 43 64
SECTORS 63,139 95,015 41,170 84,254 126,790
ACCESS TIME 28 28 65 40 40
POWER watts 12 12 16.8 13 13
-------------------------------------------------------------------------
Be Advised, as of 01/01/88, Seagate began using the new I'ntl light code,
the front light on the drive is GREEN ONLY if it is made after Jan.01 1988.
If you purchase one and the light on the front is red, it's either old
inventory, used or rebuilt. I do not advise the use of the "N" type H/D,
they're limited in their flexibility of use by the embedded controller and
are more expensive. Seagate may cost more, but they are the workhorses of
the industry. The Seagate Hard Disk is extremely RELIABLE. Seagate units
40mb, and above, have auto-park.

All of the above are:FCC,TUV/UL/CSA [CERTIFIED]

The list of other types of drives is large, some are, Disctron, Lapine,
Microscience, Micro-memories, Miniscribe, Priam, Rodime, Shugart, Tandon
and Tulin. The formatted size of these range anywhere from 5-???Mb.

I purposely avoided Brand Names of packaged drives because in most
cases they use Adaptek and Seagate or Miniscribe...I have found that
Atari and Supra have gone to the 3.5 hard disk. I will cover those next
time. As far as Atari is concerned, they would have saved a fortune in
R&D if they had used the standard assembly, as the method they used is so
typical of Atari, "they walked all 'round the barn to walk in the front
door", why did they have to change the 'prom, it made the SH204 a problem
maker, why the dip switches?,,do they really think the Atari user cant
```

handle Terminal resistor packs and jumpers??? Bad Move! Some of the companies have gone to Miniscribe, (the coffee grinder) to cut production costs, they will go back to SEAGATE as soon as they realize the RMA numbers are eating their lunch!

Remember that all these drives (except for a few) come without a controller, you really want it without a controller..it's less expensive and works out much better for you in the long run.....you will see!

The actual chain of connection for a hard drive is:

1-hard disk
2-controller
3-interface..and the DMA port.

MFM- This is a format style most commonly found in use although recently, RLL has been becoming far more popular as it is a condensed compact format thus allowing more data to be stored on an equivalent size hard disk. The major difference is the media itself in the hard disk is PLATED to insure accuracy and longevity. Think of it like plain recording tape and Cr02 Chromium Dioxide tape. The recording media in the "R" drives (Seagate) is of a high quality and plated.

In most cases, the Interface, (Host Adapter) determines what type of system the hard disk will comply with. It also (usually) has a clock/ calendar built in.

In reality you can take a hard drive system made for an 8bit XL/XE and change the interface to one for an ST and it will now work on the ST (after a format).

The two most widely used controllers, and I might add, ARE REALLY THE BEST, are made by Adaptek they are designed with the user in mind and provide for expansion for the future.

ADAPTEK 4000 SERIES CONTROLLERS

ACB-4000A ACB-4070
--- ---
Interface SCSI dr type ST506/412 ST506/412 [RLL-Certified]

While Adaptek does offer other controllers, the 4000 series seem to be the most reliable. Note: the 4070 does require sheilding when mounted close to the drive.

These hard disk systems are special in one way, they have embedded controllers.
IOMEGA

ALPHA 10H BETA XXX interface
SCSI dr type Cart 10mb Cart xxmb

RODIME

RO650 RO652 interface
SCSI dr type 10mb 20mb

SEAGATE

ST225N interface SCSI dr type 20mb

*** NOTE Iomega, Rodime, and the 1 Seagate, see listing above, listed are the
embedded controller type. These are slowly fading from popularity.

WESTERN DIGITAL

WD1002-SHD interface SASI dr type ST506/412

XEBEC

1410 1410A interface
SASI dr type ST506/412 ST506/412

* These devices are SASI and are slowly fading into the sunset......

ADAPTEK CONTROLLERS
===================
ACB4000A / ACB4070 are highly recomended and of excellent design. These
controllers will handle most any application.

HARD DISK INTERFACE
===================
There are three types available for the ST: ICD, Supra, and Berkley

THE ICD ST HOST ADAPTER INTERFACE
=================================
The Host Adapter is designed for the 16 bit ST hard drive system or for
most anything you care to couple to it...ie, tape backup and hard disk
and laser printer etc..

The host adapter interface is also equipped with an setable clock
made non-volatile thru the use of a lithium battery.

SUPRA

All of Supra's interfaces are quite good, and as flexible and have the
same features as ICD in fact, at this time we reccomend the use of the
Supra system as it has more recent updates. Also, Supra provides
additional chaining thru scsi ports.

The configurations for the hard disk systems are variable, for example,
if you wished to use the stand alone system with a different computer you
would be able to do so simply by changing the interface.

Expandable means you can add another drive at a later date in the
existing cabinet without major circuitry changes. The proper cabinets are
those made for the IBM twin half height disk drives. They take up less of
a footprint than the SH204 and have a 70watt switching power supply and

blower included in the cost. Also included in the price is a blank panel for the empty drive space if you are using only 1 half height drive to start with. The cabinet fits like a glove not like an old garbage bag..

All Information provided by:

ABCO COMPUTER ELECTRONICS INC.
P.O. Box 6672
Jacksonville, Florida 32236-6672

904-783-3319

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-TANGERINE DREAM-
==========

REVIEW SEPT 24 1988 CONCERT, BERKELEY CA.

For those of you out there who do not know who or what Tangerine Dream are, here is a short explanation.

Tangerine Dream are a 3 piece sythesizer group from Germany. They have been around making music since the late 60s/early 70s. I have been listening to them since around 1975. They are probably the pioneers of modern electronic music. They have put out at least 20 albums and many soundtracks. The band has gone through lineup changes a few times and of the original three only one remains, Edgar Froose. They have retained much of their original style although they have evolved as any group worth their artistic talent should. As electronics itself has evolved in music so comes the use of computers in electronic music. Tangerine Dream

has adopted the Atari ST into their world to control much of what they do. The computers (they use 11, 5 in concert) control sound patches and rhythms and do a lot of musical housekeeping.

Tangerine Dream performed live at the Berkeley Community Theatre, Saturday September 24th. It was one of three tour stops in California. They have criss-crossed their way from Canada through the States and will finish up in Vancover BC this week. The tour promoted their latest album 'Optical Race'. It states on the back side of the album cover 'This album has been produced on the ATARI ST using Steinberg/Jones Software'. Even though I have been following them for many years, this was the first concert of theirs I had ever seen. Atari Computers sponsored the tour and you could tell the moment that you walked into the theatre. We were greeted with a big banner with Tangerine Dream and Atari logos plastered all over it, a treat for an Atari freak like myself. The stage setup consisted of three stations with many synths and a couple of ST's (Megas I think) at each one. What a sight for these Atari lovin eyes, especially with thousands of Tangerine Dream fans all around. Enuf' of this, on to the performance.

Andy Summers (ex-Police guitarist) opened up the show for them with a very short set (thank heaven), just a rhythm machine and a guitar. It was not exciting. When Tangerine Dream began their set they were greeted with cheers that told you were in the company of some very excited and loyal fans. I had not known they had such a following. The music was very well projected with the complexity and synchronization that one rarely has the pleasure of witnessing. About half of the material was from the 'Optical Race' album. The other must have been new, at least to me. The rhythm tracks, synth drum sounds and lead keyboard work was simply amazing. I found myself chuckling with the enjoyment that I was in, sometimes wondering if I was listening to a giant CD player. That is how clear and precise it all was. The music was more mainstream, rhythmically 'rolling' and more intricate than their past works I am accustomed to. Their previous stuff was more spacy and eerie with a more heavy,synthetic sound. They had a great light show that seemed to be controlled by one of the sythesizers. Lights flashing,moving and pulsating creating something visual out of the audio. A few times we were shown the individual qualities of the group with piano solos and Edgar Froose's electric guitar work. They were called out for two encores which they played two or three more numbers each. It was a evening that I enjoyed very much. I hope some of you also share my feelings about the concert and were able to attend one of the many tour stops. Some diehard Tangerine Dream fans are undoubtedly feeling that they are maybe going commercial with their new sound. Well, Yes I guess they are. But it is a healthy step forward to reach a wider audience than they have had and they sure sound GREAT. Don't get scared off, they are not nearly as commercial as

say Windham Hill, and I consider myself THE diehard Tangerine Dream fan. I wish I could explain to you better what Tangerine Dream are all about. The only way to know is to experience them yourself. If you are a seasoned fan of electronic music buy anything and everything by them. If you are new to the field or are more mainstream (normal?) in your musical tastes then start with 'Optical Race' and go backwards from their. If you share my interest in Tangerine Dream drop me a line.

If anyone can tell me where I may find the video that they were selling at the concert please let me know.

Rod Swanson
2131 Strauss Ct
Fairfield Ca. 94533

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Professional GEM by Tim Oren
Column #6 - Raster Operations

This installment of ST PRO GEM, is devoted to explaining the raster, or "bit-blit" portion of the Atari ST's VDI functions.

Please note that this is NOT an attempt to show how to write directly to the video memory, although you will be able to deduce a great deal from the discussion.

DEFINING TERMS

To understand VDI raster operations, you need to understand the jargon used to describe them. (Many programmers will be tempted to skip this section and go directly to the code. Please don't do it this time: Learning the jargon is the larger half of understanding the raster operations!)

In VDI terms a raster area is simply a chunk of contiguous words of memory, defining a bit image. This chunk is called a "form". A form may reside in the ST's video map area or it may be in the data area of your application. Forms are roughly analogous to "blits" or "sprites" on other systems. (Note, however, that there is no sprite hardware on the ST.)

Unlike other systems, there is NO predefined organization of the raster form. Instead, you determine the internal layout of the form with an auxiliary data structure called the MFDB, or Memory Form Definition Block. Before going into the details of the MFDB, we need to look at the various format options. Their distinguishing features are monochrome vs. color, standard vs. device-specific and even-word vs. fringed.

MONOCHROME VS. COLOR

Although these terms are standard, it might be better to say "single-color vs. multi-color". What we are actually defining is the number of bits which correspond to each dot, or pixel, on the screen. In the ST, there are three possible answers. The high-resolution mode has one bit per pixel, because there is only one "color": white.

In the medium resolution color mode, there are four possible colors for each pixel. Therefore, it takes two bits to represent each dot on the screen. (The actual colors which appear are determined by the settings of the ST's pallette registers.)

In the low resolution color mode, sixteen colors are generated, requiring four bits per pixel. Notice that as the number of bits per pixel has been doubled for each mode, so the number of pixels on the screen has been halved: 640 by 400 for monochrome, 640 by 200 for medium-res, and 320 by 200 by low-res. In this way the ST always uses the same amount of video RAM: 32K.

Now we have determined how many bits are needed for each pixel, but not how they are laid out within the form. To find this out, we have to see whether the form is device-dependent or not.

STANDARD VS. DEVICE-SPECIFIC FORMAT

The standard raster form format is a constant layout which is the same for all GEM systems. A device-specific form is one which is stored in the internal format of a particular GEM system. Just as the ST has three different screen modes, so it has three different device-specific form formats. We will look at standard form first, then the ST-specific forms.

First, it's reasonable to ask why a standard format is used. Its main function is to establish a portability method between various GEM systems. For instance, an icon created in standard format on an IBM PC GEM setup can be moved to the ST, or a GEM Paint picture from an AT&T 6300 could be loaded into the ST version of Paint.

The standard format has some uses even if you only work with the ST, because it gives a method of moving your application's icons and images amongst the three different screen modes. To be sure, there are limits to this. Since there are different numbers of pixels in the different modes, an icon built in the high-resolution mode will appear twice as large in low-res mode, and would appear oblong in medium-res. (You can see this effect in the ST Desktop's icons.) Also, colors defined in the lower resolutions will be useless in monochrome.

The standard monochrome format uses a one-bit to represent black, and uses a zero for white. It is assumed that the form begins at the upper left of the raster area, and is written a word at a time left to right on each row, with the rows being output top to bottom. Within each word, the most significant bit is the left-most on the screen.

The standard color form uses a storage method called "color planes". The high-order bits for all of the pixels are stored just as for monochrome, followed by the next-lowest bit in another contiguous block, and so on until all of the necessary color bits have been stored.

For example, on a 16-color system, there would be four different planes. The color of the upper-leftmost bit in the form would be determined by concatenating the high-order bit in the first word of each plane of the form.

The system dependent form for the ST's monochrome mode is very simple: it is identical to the standard form! This occurs because the ST uses a "reverse-video" setup in monochrome mode, with the background set to white.

The video organization of the ST's color modes is more complicated. It uses an "interleaved plane" system to store the bits which make up a pixel. In the low-resolution mode, every four words define the values of 16 pixels. The high-order bits of the four words are merged to form the left-most pixel, followed by the next lower bit of each word, and so on. This method is called interleaving because the usually separate color planes described above have been shuffled together in memory.

The organization of the ST's medium-resolution mode is similar to low-res, except the only two words are taken at a time. These are merged to create the two bits needed to address four colors.

You should note that the actual color produced by a particular pixel value is NOT fixed. The ST uses a color remapping system called a palette. The pixel value in memory is used to address a hardware register in the palette which contains the actual RGB levels to be sent to the display. Programs may set the palette registers with BIOS calls, or the user may alter its settings with the Control Panel desk accessory. Generally, palette zero (background) is left as white, and the highest numbered palette is black.

EVEN-WORD VS. FRINGES

A form always begins on a word boundary, and is always stored with an integral number of words per row. However, it is possible to use only a portion of the final word. This partial word is called a "fringe". If, for instance, you had a form 40 pixels wide, it would be stored with four words per row: three whole words, and one word with the eight pixel fringe in its upper byte.

MFDBs

Now we can intelligently define the elements of the MFDB. Its exact C structure definition will be found in the download. The fd_nplanes entry determines the color scheme: a value of one is monochrome, more than one denotes a color form. If fd_stand is zero, then the form is device-specific, otherwise it is in standard format.

The fd_w and fd_h fields contain the pixel width and height of the form respectively. Fd_wdwidth is the width of a row in words. If fd_w is not exactly equal to sixteen times fd_wdwidth, then the form has a fringe.

Finally, fd_addr is the 32-bit memory address of the form itself. Zero is a special value for fd_addr. It denotes that this MFDB is for the video memory itself. In this case, the VDI substitutes the actual address of the screen, and it ignores ALL of the other parameters. They are replaced with the size of the whole screen and number of planes in the current mode, and the form is (of course) in device-specific format.

This implies that any MFDB which points at the screen can only address the entire screen. This is not a problem, however, since the the VDI raster calls allow you to select a rectangular region within the form. (A note to advanced programmers: If this situation is annoying, you can retrieve the address of the ST's video area from low memory, add an appropriate offset, and substitute it into the MFDB yourself to address a portion of the screen.)

LET'S OPERATE

Now we can look at the VDI raster operations themselves. There are actually three: transform form, copy raster opaque, and copy raster transparent. Both copy raster functions can perform a variety of logic operatoins during the copy.

TRANSFORM FORM

The purpose of this operation is to change the format of a form: from standard to device-specific, or vice-versa. The calling sequence is:

```
vr_trnfm(vdi_handle,source,dest);
```

where source and dest are each pointers to MFDBs. They ARE allowed to be the same. Transform form checks the fd_stand flag in the source MFDB, toggles it and writes it into the destination MFDB after rewriting the form itself. Note that transform form CANNOT change the number of color planes in a form: fd_nplanes must be identical in the two MFDBs.

If you are writing an application to run on the ST only, you will probably be able to avoid transform form entirely. Images and icons are stored within resources as standard forms, but since they are monochrome, they will work "as is" with the ST.

If you may want to move your program or picture files to another GEM system, then you will need transform form. Screen images can be transformed to standard format and stored to disk. Another system with the same number of color planes could the read the files, and transform the image to ITS internal format with transform form.

A GEM application which will be moved to other systems needs to contain code to transform the images and icons within its resource, since standard and device-specific formats will not always coincide.

If you are in this situation, you will find several utilities in the download which you can use to transform G_ICON and G_IMAGE objects. There is also a routine which may be used with map_tree() from the last column in order to transform all of the images and icons in a resource tree at once.

COPY RASTER OPAQUE

This operation copies all or part of the source form into the destination form. Both the source and destination forms must be in device-specific form. Copy raster opaque is for moving information between "like" forms, that is, it can copy from monochrome to monochrome, or between color forms with the same number of planes. The calling format is:

```
vro_cpyfm(vdi_handle, mode, pxy, source, dest);
```

5842. ST Report Volume II No. 55 (part 2/2)

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 19:16:01 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <1996@udccvax1.acs.udel.EDU>
Source record: 250392

As above, the source and dest parameters are pointers to MFDBs (which in turn point to the actual forms). The two MFDBs may point to memory areas which overlap. In this case, the VDI will perform the move in a non-destructive order. Mode determines how the pixel values in the source and destination areas will be combined. I will discuss it separately later on.

The pxy parameter is a pointer to an eight-word integer array. This array defines the area within each form which will be affected. Pxy[0] and pxy[1] contain, respectively, the X and Y coordinates of the upper left corner of the source rectangle. These are given as positive pixel displacements from the upper left of the form. Pxy[2] and pxy[3] contain the X and Y displacements for the lower right of the source rectangle.

Pxy[4] through pxy[7] contain the destination rectangle in the same format. Normally, the destination and source should be the same size. If not, the size given for the source rules, and the whole are is transferred beginning at the upper left given for the destination.

This all sounds complex, but is quite simple in many cases. Consider an example where you want to move a 32 by 32 pixel area from one part of the display to another. You would need to allocate only one MFDB, with a zero in the fd_addr field. The VDI will take care of counting color planes and so on. The upper left raster coordinates of the source and destination rectangles go into pxy[0], pxy[1] and pxy[4], pxy[5] respectively. You add 32 to each of these values and insert the results in the corresponding lower right entries, then make the copy call using the same MFDB for both source and destination. The VDI takes care of any overlaps.

COPY RASTER TRANSPARENT

This operation is used for copying from a monochrome form to a color form. It is called transparent because it "writes through" to all of the color planes. Again, the forms need to be in device-specific form. The calling format is:

vrt_cpyfm(vdi_handle, mode, pxy, source, dest, color);

All of the parameters are the same as copy opaque, except that color has been added. Color is a pointer to a two word integer array. Color[0] contains the color index which will be used when a one appears in the source form, and color[1] contains the index for use when a zero occurs.

Incidentally, copy transparent is used by the AES to draw G_ICONs and G_IMAGEs onto the screen. This explains why you do not need to convert them to color forms yourself.

(A note for advanced VDI programmers: The pxy parameter in both copy opaque and transparent may be given in normalized device coordinates (NDC) if the workstation associated with vdi_handle was opened for NDC work.)

THE MODE PARAMETER

The mode variable used in both of the copy functions is an integer with a value between zero and fifteen. It is used to select how the copy function will merge the pixel values of the source and destination forms. The complete table of functions is given in the download. Since a number of these are of obscure or questionable usefulness, I will only discuss the most commonly used modes.

REPLACE MODE

A mode of 3 results in a straight-forward copy: every destination pixel is replaced with the corresponding source form value.

ERASE MODE

A mode value of 4 will erase every destination pixel which corresponds to a one in the source form. (This mode corresponds to the "eraser" in a Paint program.) A mode value of 1 will erase every destination pixel which DOES NOT correspond to a one in the source.

XOR MODE

A mode value of 6 will cause the destination pixel to be toggled if the corresponding source bit is a one. This operation is invertable, that is, executing it again will reverse the effects. For this reason it is often used for "software sprites" which must be shown and then removed from the screens. There are some problems with this in color operations, though - see below.

TRANSPARENT MODE

Don't confuse this term with the copy transparent function itself. In this case it simply means that ONLY those destination pixels corresponding with ones in the source form will be modified by the operation. If a copy transparent is being performed, the value of color[0] is substituted for each one bit in the source form. A mode value of 7 selects transparent mode.

REVERSE TRANSPARENT MODE

This is like transparent mode except that only those destination pixels corresponding to source ZEROS are modified. In a copy transparent, the value of color[1] is substituted for each zero bit. Mode 13 selects reverse transparent.

THE PROBLEM OF COLOR

I have discussed the various modes as if they deal with one and zero pixel values only. This is exactly true when both forms are monochrome, but is more complex when one or both are color forms.

When both forms are color, indicating that a copy opaque is being performed, then the color planes are combined bit-by-bit using the rule for that mode. That is, for each corresponding source and destination pixel, the VDI extracts the top order bits and processes them, then operates on the next lower bit, and so on, stuffing each bit back into the destination form as the copy progresses. For example, an XOR operation on pixels valued 7 and 10 would result in a pixel value of 13.

In the case of a copy transparent, the situation is more complex. The source form consists of one plane, and the destination form has two or more. In order to match these up, the color[] array is used. Whenever a one pixel is found, the value of color[0] is extracted and used in the bit-by-bit merge process described in the last paragraph. When a zero is found, the value of color[1] is merged into the destination form.

As you can probably see, a raster copy using a mode which combines the source and destination can be quite complex when color planes are used! The situation is compounded on the ST, since the actual color values may be remapped by the palette at any time. In many cases, just using black and white in color[] may achieve the effects you desire. If need to use full color, experimentation is the best guide to what looks good on the screen and what is garish or illegible.

OPTIMIZING RASTER OPERATIONS

Because the VDI raster functions are extremely generalized, they are also slower than hand-coded screen drivers which you might write for your own special cases. If you want to speed up your application's raster operations without writing assembly language drivers, the following hints will help you increase the VDI's performance.

AVOID MERGED COPIES

These are copy modes, such as XOR, which require that words be read from the destination form. This extra memory access increases the running time by up to fifty percent.

MOVE TO CORRESPONDING PIXELS

The bit position within a word of the destination rectangle should correspond with the bit position of the source rectangle's left edge. For instance, if the source's left edge is one pixel in, then the destination's edge could be at one, seventeen, thirty-three, and so. Copies which do not obey this rule force the VDI to shift each word of the form as it is moved.

AVOID FRINGES

Put the left edge of the source and destination rectangles on an even word boundary, and make their widths even multiples of sixteen. The VDI then does not have to load and modify partial words within the destination forms.

USE ANOTHER METHOD

Sometimes a raster operation is not the fastest way to accomplish your task. For instance, filling a rectangle with zeros or ones may be accomplished by using raster copy modes zero and fifteen, but it is faster to use the VDI v_bar function instead. Likewise, inverting an area on the screen may be done more quickly with v_bar by using BLACK in XOR mode. Unfortunately, v_bar cannot affect memory which is not in the video map, so these alternatives do not always work.

FEEDBACK RESULTS

The results of the poll on keeping or dropping the use of portability macros are in. By a slim margin, you have voted to keep them. The vote was close enough that in future columns I will try to include ST-only versions of routines which make heavy use of the macros. C purists and dedicated Atarians may then use the alternate code.

THE NEXT QUESTION

This time I'd like to ask you to drop by the Feedback Section and tell me whether the technical level of the columns has been:

A) Too hard! Who do you think we are, anyway?
B) Too easy! Don't underestimate Atarians.
C) About right, on the average.

If you have the time, it would also help to know a little about your background, for instance, whether you are a professional programmer, how long you have been computing, if you owned an 8-bit Atari, and so on.

COMING UP SOON

The next column will deal with GEM menus: How they are constructed, how to decipher menu messages, and how to change menu entries at run-time. The following issue will contain more feedback response, and a discussion on designing user interfaces for GEM programs.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> MFDB Structure <<<<<<<<<<<<<<<<<<<<<<<<<<<<

```
/* Memory Form Definition Block */
typedef struct fdbstr
{
long fd_addr; /* Form address */
int fd_w; /* Form width in pixels */
int fd_h; /* Form height in pixels */
int fd_wdwidth; /* Form width in memory words */
int fd_stand; /* Standard form flag */
```

```
int fd_nplanes; /* Number of color planes */
int fd_r1; /* Dummy locations: */
int fd_r2; /* reserved for future use */
int fd_r3;
} MFDB;

>>>>>>>>>>>>>>>>>>>>>> Resource Transform Utilities <<<<<<<<<<<<<<<<<<<<<<

/*------------------------------*/
/* vdi_fix */
/*------------------------------*/
VOID
vdi_fix(pfd, theaddr, wb, h) /* This routine loads the MFDB */
MFDB *pfd; /* Input values are the MFDB's */
LONG theaddr; /* address, the form's address, */
WORD wb, h; /* the form's width in bytes, */
{ /* and the height in pixels */
pfd->fww = wb >> 1;
pfd->fwp = wb << 3;
pfd->fh = h;
pfd->np = 1; /* Monochrome assumed */
pfd->mp = theaddr;
}

/*------------------------------*/
/* vdi_trans */
/*------------------------------*/
WORD
vdi_trans(saddr, swb, daddr, dwb, h) /* Transform the standard form */
LONG saddr; /* pointed at by saddr and */
UWORD swb; /* store in the form at daddr */
LONG daddr; /* Byte widths and pixel height */
UWORD dwb; /* are given */
UWORD h;
{
MFDB src, dst; /* These are on-the-fly MFDBs */

vdi_fix(&src, saddr, swb, h); /* Load the source MFDB */
src.ff = TRUE; /* Set it's std form flag */

vdi_fix(&dst, daddr, dwb, h); /* Load the destination MFDB */
dst.ff = FALSE; /* Clear the std flag */
vr_trnfm(vdi_handle, &src, &dst ); /* Call the VDI */
}

/*------------------------------*/
/* trans_bitblk */
/*------------------------------*/
VOID
trans_bitblk(obspec) /* Transform the image belonging */
LONG obspec; /* to the bitblk pointed to by */
{ /* obspec. This routine may also */
```

```
LONG taddr; /* be used with free images */
WORD wb, hl;

if ( (taddr = LLGET(BI_PDATA(obspec))) == -1L)
return; /* Get and validate image address */
wb = LWGET(BI_WB(obspec)); /* Extract image dimensions */
hl = LWGET(BI_HL(obspec));
vdi_trans(taddr, wb, taddr, wb, hl); /* Perform a transform */
} /* in place */

/*------------------------------*/
/* trans_obj */
/*------------------------------*/
VOID
trans_obj(tree, obj) /* Examine the input object. If */
LONG tree; /* it is an icon or image, trans- */
WORD obj; /* form the associated raster */
{ /* forms in place. */
WORD type, wb, hl; /* This routine may be used with */
LONG taddr, obspec; /* map_tree() to transform an */
/* entire resource tree */

type = LLOBT(LWGET(OB_TYPE(obj))); /* Load object type */
if ( (obspec = LLGET(OB_SPEC(obj))) == -1L) /* Load and check */
return (TRUE); /* ob_spec pointer */
switch (type) {
case G_IMAGE:
trans_bitblk(obspec); /* Transform image */
return (TRUE);
case G_ICON: /* Load icon size */
hl = LWGET(IB_HICON(obspec));
wb = (LWGET(IB_WICON(obspec)) + 7) >> 3;
/* Transform data */
if ( (taddr = LLGET(IB_PDATA(obspec))) != -1L)
vdi_trans(taddr, wb, taddr, wb, hl);
/* Transform mask */
if ( (taddr = LLGET(IB_PMASK(obspec))) != -1L)
vdi_trans(taddr, wb, taddr, wb, hl);
return (TRUE);
default:
return (TRUE);
}
}

>>>>>>>>>>>>>>>> Macro definitions for the code above <<<<<<<<<<<<<<<<

#define BI_PDATA(x) (x)
#define BI_WB(x) (x + 4)
#define BI_HL(x) (x + 6)
#define OB_TYPE(x) (tree + (x) * sizeof(OBJECT) + 6)
#define OB_SPEC(x) (tree + (x) * sizeof(OBJECT) + 12)
#define IB_PMASK(x) (x)
```

```
#define IB_PDATA(x) (x + 4)
#define IB_WICON(x) (x + 22)
#define IB_HICON(x) (x + 24)

>>>>>>>>>>>>>>>>>>>>>>>> VDI Copy Mode Table <<<<<<<<<<<<<<<<<<<<<<<<<<<

Symbols: N = new destination pixel value (0 or 1)
D = old destination pixel value (0 or 1)
S = source pixel value (0 or 1)
~ = Boolean not (inversion)
& = Boolean and
| = Boolean or
^ = Boolean xor (exclusive-or)

Mode Number Action
----------- ------
0 N = 0 (USE V_BAR INSTEAD)
1 N = S & D
2 N = S & ~D
3 N = S (REPLACE)
4 N = ~S & D (ERASE)
5 N = D (USELESS)
6 N = S ^ D (XOR)
7 N = S | D (TRANSPARENT)
8 N = ~ (S | D)
9 N = ~ (S ^ D)
10 N = ~D (USE V_BAR INSTEAD)
11 N = S | ~D
12 N = ~S
13 N = ~S | D (REVERSE TRANSPARENT)
14 N = ~ (S & D)
15 N = 1 (USE V_BAR INSTEAD)

------------------------------------------------------------------------

ST REPORT CONFIDENTIAL
======================

Sunnyvale CA Sam Tramiel will press for continued upswing in
------------ activity at Atari by personally overseeing all PR
releases for accuracy.

New York NY Atari will be showing a number of new products at the
----------- Comdex show this fall. The rumor mill has it just the
opposite ....why?

Washington DC The show was a success but why the NO SHOWS?? Migraph
------------- Astra, Alpha etc....

Rockville MD GEnie Online Services has awarded Gadgets by Small
------------ it's own Roundtable. Congratulations Dave! It will
open in a few days.
```

Toronto CA Seems a Beta Copy of Calamus got loose and is now in
---------- the US even with a translation of the RSC file! From
what we have seen, the "other DTP packages" had better
watch out, this one is ULTRA SUPERB.

Orem UT Word Perfect Corp. has announced through Jeff Fowler,
------- that Version 4.1 will be the FINAL release of the ST
VERSION. Hmmm, here we go again! ARRRRG!

Sunnyvale CA Watch for all the ST units to be shipped with "mega"
------------ type cases and keyboards.

Long Island NY Magic Shadow Archiver will process a "boot" disk so it
-------------- can be arced and sent over the modem, unarced and
processed and be as good as the original. Look for
this program it is shareware!

INSIGHT into the ST'S FUTURE
==========
Part III - Software
---

by Micheal Arthur

Of course, NO computer has a future without innovative software.

PC-Ditto is an example of how innovative ST software can be, and has also had a great effect on the ST market. Right now, it is about 80 percent as fast as an 8086 chip, only in SOFTWARE.

Avant Garde is upgrading PC-DITTO, though, so it will be JUST as fast as the 8086 chip. Meaning that it, a $90 product, will be just as good as the Amiga Bridgeboard, a $590 product.

But Commodore is making a new Bridgeboard, having the 286 chip inside, and although it will probably not support OS/2, it WILL support other 286 specific programs, like Windows/286,(A new version of Windows custom made for the 286 chip, intended to replace Windows 2.0)and will be MUCH faster, at 10-12 MHZ. Although PC-Ditto will run at a similar speed with Turbo ST, it won't have much room for improvement after the update in December.

So Avant Garde might take either of two paths:

1) Make a 286 version of PC-Ditto, which could only effectively run with Turbo ST. Although this would be logical, as well as pretty good, as it would upgrade PC-Ditto's capabilities, it would require MUCH more work, and might not be of much advantage to a lot of ST users.

2) Make a Hardware/Software combination, with most of the emulator itself in software, but having the parts that would hamper the software's performance, or could be done better in hardware in an expansion card that would go in the ST Expander.

This would be more versatile than software, as it would make support of OS/2 possible, shorten the time that the emulator would take to be made and could be subject to further improvement, including built-in graphics chips letting PC-Ditto support the EGA standard with an ST Color Monitor.

Avant Garde could also take a third route, deciding to make other products for the ST (Although they have said that they are a "one trick pony") or making an expansion card so PC-DITTO can use the ST's extra (above 703K) memory as LIM/EMS memory.

Omnicard

NOT Hypercard, Omnicard. A company called BerrysBit A.S.C is planning to come with a "Hypercard-like" application, called Omnicard, at around November. This program will have an Iconic User Interface, which is now lacking in similar programs such as Zoomracks.

From their announcement on GEnie:

"A completely integrated software package is also available from the new desktop, including a word-processor, paint program, database, telecommmunications, mini-desktop (particularly of interest to the power user with a lot of folders), and an exceptionally easy to use program "Authoring Environment" akin to Hypercard itself."

"This Authoring Environment allows the novice to begin programming in the most effective way, without him even realizing it! A card metaphor is used throughout, to heighten the Stack (We call them decks) image. If you can organize a speech, you can write a program. Buttons, icons, graphics and text replace hundreds of lines of code, that to most look like Greek!"

"Optimized on a Mega 2 or above, this will be THE program for the Atari ST."

In this respect, they are partly right, as Omnicard would give the ST many benefits that Hypercard has brought to the Macintosh, like a simple, but powerful programming language using the latest concepts in how computers work.

While it will not be THE program for the ST, it will have a great impact, at least on how OTHER computer users view the ST.

Desktop Publishing

Desktop Publishing (or DTP) products for the ST will begin to rival their IBM and Mac counterparts, as shown by the upcoming Publishing Partner Professional, and Calamus (by ISD, the makers of VIP Professional). The ST will also become a very good choice for it, as the 1280*960 monitor w/card being made in Europe makes it to the US, maybe also being sold by ISD.

While the Mega ST and SLM 804 will also help the ST to further penetrate this market, the ST will never become remotely as successful in the DTP market as they have,and will continue to be in the MIDI market, as IBM and

Mac products will continue to bring more performance than ST programs, causing it to only be considered in a small degree

Spreadsheets

Spreadsheets are the most widely used applications for computers today, and it is not coincidence that most computers setting a standard have had their first big break with a spreadsheet having features above and beyond what had been previously seen. (Lotus 123 and Excel, for examples)

Even though some GOOD spreadsheets are coming out for the ST, and one in particular, LDW Power, will be better than Lotus 123 Revision Two, I don't think the ST has much chance in this area, as Lotus is making a Revision THREE of 123, and products like Wingz for the Macintosh,which OUTDO Excel, will be light years ahead of the ST, which won't have anything even half as good as Excel for a while.

As ST users can just get a Spectre 128, this won't really matter if you need to use its features NOW, but that doesn't count when people consider a computer based on its own merits and applications. In fact, this might just be a "chicken and egg" problem, as ST spreadsheets as good as Excel won't come out as quickly unless more businesses buy ST's, and more businesses WON'T buy ST's if it doesn't have a spreadsheet powerful enough for them.

Advertising, and Public Opinion about Atari

Contrary to opinions of a few, MOST people will NOT consider the ST based on the rational, "Is it a good computer, with good applications out for it at a decent price?", but will most likely express strong reservations towards the ST.

NOT because they have anything against it, but simply because of the belief out there that an Atari is not really a computer. While this is an OBVIOUS fact to almost ALL ST Enthusiasts, it seems that some people at Atari do not seem to realize that the general consensus of opinion is that the name Atari stands for "Good Game Machines". Thanks to the Atari 2600, and the Arcade Machines that Atari Games (the only part of Atari still owned by Warner Brothers) is noted for.

And usually, the ONLY way to completely cure a bad PR problem is to do the ONE thing that Atari has not said they will do, the MAIN thing that Apple did to make the Macintosh popular among IBM users, who never before saw a need for anything other than DOS, the MAIN thing that caused the C-64 to become the second best selling microcomputer of ALL TIME, and one of the things that Commodore has said they WILL do for the Amiga.

ADVERTISE.

And NOT just in ST Magazines, where the readership ALREADY owns Ataris.

I am NOT suggesting that Atari start a major advertising campaign when they are obviously not ready to meet the demand that it would bring, but I DO suggest this:

That Atari start advertising,at least on a small scale,with a few good ads on TV for the ST, or with a few good business-related ads in computer magazines such as Byte.

When the Atari Factory starts up next year, and Atari WILL be able to meet the demand that advertising will bring for the ST's, then Atari will probably start a major advertising campaign.

Their main focuses should (and probably will) be:

1) In TV advertisements, to educate the American public about the ST's capabilities, and to FIX the perception that Atari is just a Game Machine company.

2) To start advertising in business-related publications, emphasizing the ST's raw power with the good products now out for it, while showing the option of using Mac software.

IBM applications won't be emphasized so much, as PC-Ditto is only as fast as an IBM PC.

3) To support large-scale advertisements of ST software products.

4) In the Educational Market, advertising HEAVILY to both Universities directly,trying to displace the trend of using Macs and IBMs there, and to publications that deal with this market, with ads showing its superiority to the Apple II series.

To better aid this, though, Atari MUST support ST software developers in making products for this segment of the market, as well as supporting a network of educational dealers, who would already have been full-service ST dealers, but who would have a staff specifically targeted for the needs of this market. Commodore has already begun to do this with the Amiga.

IF Atari is smart, they will also give GOOD Educational Discounts and Specials to Schools for the ST, maybe having a 520 or 1040 ST with Color Monitor and a package of several good pieces of educational software, for a price of under 1000 dollars, directly competing with the Apple IIgs.

Also, Atari's problems with "Atari Bashers" will definitely decrease SOON, maybe even STAYING at a tolerable level if Atari makes sure that the Atari Factory is open before December. Also, Atari will be MUCH more open to suggestions in the future.

The Atari Factory

Of course, ANY plans that Atari makes must be dependent on the ability to manufacture these products, as experienced business executives know that you cannot successfully come out with a product that will be VERY popular unless you have a decent manufacturing base to meet the demand.

Seeing this, Atari plans to make a manufacturing plant in the US, to be in Houston, Texas. This plant will primarily attend to the demands of the US ST market, and will probably preclude any advertisements by Atari.

IF Atari is smart, they will seriously consider making their OWN RAM chips for the ST in THIS factory. Not only would making their own RAM chips be less expensive than buying them, in ANY RAM market, but the import fees of things made in Europe and Japan are generally more than the price of importing things from the US there.

However,they haven't yet gotten the facilities, and it will probably not be producing ST's or ST peripherals with it until the beginning of next year.

This would be a disaster, meaning that there would be little to no advertising for the Atari ST during most of the Christmas season. Also meaning that the momentum generated by the new ST computers/peripherals would be a fraction of what it could be.

And Commodore plans to advertise HEAVILY for the Amiga, both coming out with new Amiga products (like the 286 Bridgeboard) and advertising to sell Amiga 500's in the home and educational markets.

Miscellaneous ST Info

Here are the addresses and phone numbers for info on some of the products previously mentioned:

OmniCard

BeerysBit ASC,Inc;
8174 Century Circle East #8
Indianapolis, In 46260
(317)872-8622

Spectre 128

Gadgets By Small, Inc.
40 W. Littleton Blvd., #210-211
Littleton, Colorado 80120
(303)791-6098

Turbo ST, ST Expander

Megabyte Inc.
109 W. Bay Area
Webster, Tx 77598
(800)255-5786

(A little sidenote on this; Megabyte Inc.'s 800 Number is VERY GOOD, superlative in fact, having people who KNOW a LOT about their products, and who are VERY courteous. THIS should be the model for ALL companies, ST or otherwise, to follow, as even the LONG DISTANCE numbers of some companies tend to bring less than preferable service.)

GEM Multi-Tasking

30-Sep-88 20:50:31
Sb: #111893-#Farewell
Fm: JOHN RULEY 76227,117
To: Neil Harris 73256,3275 (X)

I just got the word that I can let the cat out of the bag NOW:

I spent last weekend at DRI in Monterey. GEM multitasks. Read that again: GEM MULTITASKS!
No compromises - and a *nice* interface, with multiple "virtual

consoles", each of which can hold several windows. Desk accs are gone - but, then again, they really aren't. The DESK menu still has 6 positions for application names, which can be used to launch any GEM app as if it was an accessory.

This is all running RIGHT NOW - I saw it work. And here are two biggies: I saw it running on a Hercules monochrome system (720x348 BW graphics) and it was updating as fast as the graphics would allow WITH FOUR WINDOWS OPEN, and you can run DOS programs in it! It traps the screen I/O and displays inside a window - I saw WORDSTAR running on screen concurrently with GEM output.

Folks - it's a whole new ballgame!

John.

---

a short but sad note...

WORD PERFECT & ATARI
==========

a few words from:

Jeff WILSON, Word Perfect Corp

....Once again, the situation has changed, probably for the last time for a while. I will still be working on the ST, but at this point primarily to support and enhance the existing version of WordPerfect. New major versions of WordPerfect and other products have been placed on hold for primarily one reason: WordPerfect Corporation has watched the presence of Atari Corporation in the US marketplace significantly diminish over the last year.

Atari has reduced the number of dealers supporting them, and been allowing only a minimal number of ST's into the US marketplace, has failed to support dealers, developers, or Atari owners, and has, quite frankly, lost WordPerfect Corporation's faith. WPCorp will not commit itself to several years worth of R&D for a market in this condition.

The hold will probably remain in effect until Atari market conditions change significantly. This is not an official statement, but I will not misrepresent the current state of affairs.

As a die-hard Atari fanatic, it disappoints me terribly to have come down to this. However, from a business standpoint, I understand and agree with the decision. I hope that WordPerfect Corporation will be able to complete and release the many exciting projects that have been underway since the release of WordPerfect 4.1 for the Atari, but this will only happen on the condition stated above. We will continue to fully support 4.1 for the Atari, in fact, you will probably see enhancements that would not have come about any other way.

Jeff R. Wilson

THIS WEEK'S QUOTABLE QUOTE
==========

READE'S LAW

There are two sides to every argument, unless I am
personally involved, in which case there is only one..MINE!

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5843. 96TPI (80 cylinder) 5.25" floppy on a ST - what problems does this entail?

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 19:37:00 UTC
From: HELLER@cs.umass.EDU
Message-ID: <8810041939.AA19135@crash.cs.umass.edu>
Source record: 250393

I have a 1040ST with its built-in 3.5" DSDD floppy and a home-brew/Supra 40Meg hard disk. I am thinking of adding a second floppy of the 5.25" flavor. I am *not* doing this for PC-Ditto or to access MS-DOS stuff. My "other" machine is a Stride 440 which has 96TPI floppies. I run OSK on the ST most of the time and am now in the process of porting OSK to the Stride and want to be able to format and create boot floppies for the Stride. Other than fun & games with connectors, are there other things I need to fuss with?

Robert Heller
ARPANet: Heller@CS.UMass.EDU
BITNET: Heller@UMass.BITNET
BIX: Heller
GEnie: RHeller
FidoNet: 1:322/410.0 (Locks Hill BBS, Wendell, MA)
CompuServe 71450,3432
Local PV VAXen: COINS::HELLER
UCC Cyber/DG: Heller@CS

5844. Re: Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 21:41:55 UTC
From: leif%sosumi@Sun.COM
Message-ID: <71578@sun.uucp>
Source record: 250394

These questions were never answered, unless I missed it:

Does Spectre work with the DP Translator?
Is there any other way of reading Mac floppies with Spectre?

--
Leif Samuelsson leif@sun.com
Sun Microsystems, Inc

5845. Re: GEM programming

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 21:52:49 UTC
From: pa1132@sdcc15.UUCP
Message-ID: <596@sdcc15.UUCP>
Source record: 250395

Just a question about Laser C: Do they use standard windows, or they also create some pusedo-GEM windows? If so, are those pusedo-GEM windows also used by the programs created in Laser C? From the review I see on magazines for Laser C, their windows indeed look different. Also, does Laser C's labrary contain routines to support scrolling within windows?

Just aN after-thought: Since GEM is so slow, so dumb, anything which replaceS GEM's component is desirable.

5846. GEM and TOS

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 22:07:13 UTC
From: pa1132@sdcc15.UUCP
Message-ID: <597@sdcc15.UUCP>
Source record: 250396

Is there any way to limit the text output of TOS to a section of the screen instead of the whole screen so that printing, scroLling, etc just happens inside that section? If this can be done, we can put a TOS text window inside a GEM window and by calling TOS routines instead of VDI scrolling of text can be much faster. Of course, this may mean that we have to limit the boundary of windows to be on the multiple of 8 pixels.

5847. Umoria lockup

Newsgroup: comp.sys.atari.st
Date: 1988-10-04 23:05:57 UTC
From: BobR@cup.portal.com
Message-ID: <9732@cup.portal.com>
Source record: 250397

Several people had reported problems with the version of Umoria which had been posted to the net.

I'm wondering how widespread the problem may, or if these are isolated instances where the file may have been damaged in spite of the error checking of ARC...

I've had the same problem of the game locking up within the first 5-10 moves on the town level, about 75% of the time. The cursor stops flashing, and the system is completely dead, requiring a total re-boot and re-load of the game. As annoying as that is, the problem is compounded by the fact that Moria erases your "saved" game file, which means you have to make a .BAKup of the save file every time you play, in case the machine dies *after* deletin the file..! This is on a 1Meg machine with *nothing* else in memory..

If this is just an isolated case, I may try redownloading the files and trying again...

BobR

5848. gulam problems - please help

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 10:53:41 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <646@laura.UUCP>
Source record: 250398

I have some problems with parameter transmission to gulam shell scripts. First, after reading $* *once* (e. g. echo "$*") it appears to be *empty*. So if you want to use it several times you have to copy it to some more "resistant" gulam variable (e. g. set param "$*").

Ok, I can live with that. But now comes the real problem: I want to give some options beginning with a minus sign '-' to a gulam script like

script -a -b <files>

What happens is that only a crippled parameter string is transferred to the script: *no* minus-options and not all <files>. If the minus-options are omitted everything works just fine. Try the following script:

```
set param "$*"
echo "$param"
echo "$*"
foreach i { $param }
echo $i
endfor
```

I have already tried things like
script '-a' '-b' file1 file2
script '-a -b file1 file2'
but nothing works. Any ideas?

Thanks in advance
Rainer Klute


```
+--------------------------+-----------------------------------------------+
| | Domain: klute@irb.informatik.uni-dortmund.de |
| Rainer Klute | UUCP: klute@unido.uucp |
| University of Dortmund | Bang: ...uunet!mcvax!unido!klute |
| IRB | Bitnet: klute@unido.bitnet |
| P.O. Box 500500 | CSNET/ARPA: klute%unido@uunet.uu.net |
| D-4600 Dortmund 50 | Tel.: +49 231 7554663 (@work) |
| | +49 231 128414 (@home) |
+--------------------------+-----------------------------------------------+
| Federal Republic of Germany |
+-----------------------------------------------------------------------------+
```

5849. Implementing A Cursor

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 13:08:00 UTC
From: RCURRIE%BNR.CA@FORSYTHE.STANFORD.EDU
Message-ID: <8810051419.AA24607@ucbvax.Berkeley.EDU>
Source record: 250399

I am writing a text editor application, using the VDI text routines. The editor works, however I would like to implement a cursor which can be manipulated both by the cursor keys and mouse. Can anyone recommend the best approach to this?

Thanks, Ron Currie

5850. aerco memory board for sale

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 13:09:48 UTC
From: singer@XN.LL.MIT.EDU
Message-ID: <1120@xn.LL.MIT.EDU>
Source record: 250400

I have an Aerco memory 4meg (un populated) memory board for the 520ST for sale. It is unused as I've deceided that my old ST is too flakey to spend that much on ram for.

First $130 takes it...

Matt Singer @ 508-877-0257

5851. Espon FX-286 Printer Codes -- HELP !#$@%&*&

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 15:09:52 UTC
From: achowe@lily.waterloo.edu
Message-ID: <30@orchid.lily.waterloo.edu>
Source record: 250401

I have a problem. I bought a second hand Epson FX-286 printer about a month ago except there was no printer manual. Now the dealer who handled the private sale managed to get me a manual for an FX-286e. The only problem is that all the features in the 286e are not in the 286 (the older model). Epson Canada apparently didn't not have any old copies.

Could someone please tell me where I could get a copy of the correct manual, or tell me the ALL the codes I have available to me. I know some but not the ones related to graphics. I don't even know if this model was capable of graphics. HELP.

Thanx
- Ant

--
achowe@orchid.waterloo.edu | "Killed by pirates is good."
__ _ | - The Princess Bride (movie)
/ _ _ _ |/ _ _ | _ _ |/ |
__| `<_\<_ |\|= | ` _/<_\<_ |\ | disclaimer...

5852. Re: How accurate is that show info. thing?

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 15:28:16 UTC
From: rjung@sal4.usc.edu
Message-ID: <1545@nunki.usc.edu>
Source record: 250402

In article <881004014748.973404@PCO-MULTICS.HBI.HONEYWELL.COM>
Friesen%PCO@BCO-MULTICS.HBI.HONEYWELL.COM writes:
>I am in the process of programming an all resolution painting program in
>GFA Basic, and I decided to put in a routine to show you how much free
>disk space you have on a disk. I ran the procedure and it said that I
>had 0K available, but only 622367 of the 720000+Bytes were used. I used
>the show info. option on the desktop and got the same results. What
>does this mean? Can it be corrected?

"Do not be alarmed. There is nothing wrong with your Desktop."

What's going on is that ALL of the sectors on your disk are full, and that
622,367 bytes of that is being used for data. The rest of it is used for
"overhead", such as disk directories (and folders), FAT records (to keep
track of how a file is linked), and unused sectors. (In short, each sector
is allocated for 512 bytes. If you created a file that was only 10 bytes long,
you would have 502 bytes "wasted" because the sector is not completely full)

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

5853. Re: Where's the message?

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 16:26:45 UTC
From: greg@bilbo
Message-ID: <494@snjsn1.SJ.ATE.SLB.COM>
Source record: 250403

In article <881004015706.271647@PCO-MULTICS.HBI.HONEYWELL.COM>
Friesen%PCO@BCO-MULTICS.HBI.HONEYWELL.COM writes:
>
>How come I never see the messages that I post, but other people do,
>because I get replies to them. Also, it seems that I miss other
>messages, because I'll see a relply to a message that I never saw the
>original to. I really don't pay attention to the volume number, so I
>may be missing whole volumes.

That depends on what news software you are using. With our
implementation of "rn" here at Schlumberger, I *do* see the messages I
post, but not in the same session in which I post them. Also, much of
the news software in the United States has a "Distribution: " field,
which can restrict the propagation of articles. I suspect that many
of the articles you miss are not marked for "world" distribution.
(Correct me if I'm wrong; I assumed that you are not located in the
U.S.)

Cheers,

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

Opinions expressed herein are solely the responsibility of the author.

5854. Re: Publishing Partner Amateur

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 16:38:33 UTC
From: rupp@cod.NOSC.MIL
Message-ID: <1242@cod.NOSC.MIL>
Source record: 250404

In article <119@pande.UUCP> richard@gryphon.CTS.COM () writes:
>In article <1425@nunki.usc.edu> rjung@sal6.usc.edu (Robert allen Jung) writes:
>>> I was looking through one of the Amiga rags he other day and - surprise -
>>>Soft Logik is doing a PP for the Amiga. Isn't that strange?
>>
>> Nope. Quality software eventually gets translated for lesser machines. B-)
>
>Nope. If you talk to the author you will discover that PP was written
>for the ST first because ``If we could make it work on that pig, we
>could make it work on anything.''
>
> I'm only in this for the mummy.
>richard@gryphon.CTS.COM {well connected site}!gryphon!richard

This is the kind of statement which, on the face of it, appears very,
very difficult to take seriously. If the author of PP really thinks
the ST is a dog (er, sorry, I mean a pig), it would be stupid wasting
time trying to develop software for it just to prove it can be done.

This is a little like the story I read years ago about the track coach
who had his runners run with weights on during practice on the theory that
running without them in the real meet would help them run faster.
In the actual track meet, his runners did poorly; the strategy of runninng with
weights proved to have no relevance to running faster without them. By
the same token, if you want to develop programs on system A, spending
time working on system B (or system ST :-) would make little sense.

The only reason a serious programmer (i.e., one who is a professional)
would have to develop a massive program on a specific system would be to
sell that program to users of the system and make money. You don't
spend months and months working with no hope of return on effort unless
you are a dilettante.

I suspect that if PP's author really did say this, and we only have
unsubstantiated heresay evidence to that effect, it was meant as a joke.
Which brings me to my final comment; why can't we have more informative
disucssions of programs such as PP instead of the foolish remark which
prompted this response?

Well, I was just asking!

Bill

------- who represents only himself in his Usenet postings ----------

5855. Re: ST Report Vol. II No. 54

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 16:41:50 UTC
From: greg@bilbo
Message-ID: <495@snjsn1.SJ.ATE.SLB.COM>
Source record: 250405

In article <1986@udccvax1.acs.udel.EDU> gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
>In article <735@auvax.UUCP> rwa@auvax.UUCP (Ross Alexander) writes:

>>So could you edit out the advertising please? I post to the net only
>>because there's no chance e-mail will work, this isn't meant as a
>>public put down or anything.

> ST Report and ZMAG are copyrighted publications, not true public domain.
>However, the folks at ApeInc allow it to be distributed freely, provided
>that it is distributed in its original form. Therefore, you may edit out
>the ads if you wish, but it is illegal to distribute it after editing it.
>I hope that ApeInc keeps the ads to a minimum, but I really have no say in
>the matter. If there is excesive complaint about the ads, I can stop posting
>them. It is up to you.

Personally, I feel that if "ApeInc" wants to distribute their magazine
on the USENET, then *they* should trim the ads, and do so themselves.
By propagating their newsletter, you are giving them more credence
than they deserve. I have read several "issues" now, and it is clear
that they are expressing lots of personal opinion, with very little
(if any) independent investigation or research to corroborate. Much
of the factual information they publish is available elsewhere, in
places such as the Atari Forums on Compuserve, the Atari Roundtables
on GEnie, in printed magazines such as STart, STLog, etc.

So, bottom line, if it's a question of ads or no ZMAG, I won't miss
it.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

Opinions expressed herein are solely the responsibility of the author.

5856. Re: How accurate is that show info. thing?

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 17:02:13 UTC
From: javoskamp@watmum.waterloo.edu
Message-ID: <6164@watcgl.waterloo.edu>
Source record: 250406

In article <881004014748.973404@PCO-MULTICS.HBI.HONEYWELL.COM>
Friesen%PCO@BCO-MULTICS.HBI.HONEYWELL.COM writes:
>
>I am in the process of programming an all resolution painting program in
>GFA Basic, and I decided to put in a routine to show you how much free
>disk space you have on a disk. I ran the procedure and it said that I
>had 0K available, but only 622367 of the 720000+Bytes were used. I used
>the show info. option on the desktop and got the same results. What
>does this mean? Can it be corrected?

Here's what actually goes on as far as disk free space is concerned:
Free space is defined as the number of bytes available in free sectors
on the disk. Used space is defined as the total number of bytes used
in all files on the disk. The thing is that space on the disk is
allocated in multiples of 1k (2 sectors). Therefore while in your case
622367 bytes are being used the other 90K+ bytes are being "lost" in
chunks of between 1 and 1023 bytes per file. (This is a case of what is
known as internal fragmentation; the same thing can happen with memory
allocation (except for the Malloc bug which doesn't let you go on that
long (TOS 1.4 will let you see this in action (from what I've heard a
lot of work has gone into it)))).

This can be confusing since it means that even though there are 0 bytes
free on a disk you can still write up to 1023 bytes PER FILE by
appending the data, and there's nothing you can do about it.

If you think it's fun on a floppy, try a 10Mbyte hard disk partition with 3000+
small files. It looks like about 1.5Mbytes is missing!

Hope this helped.

Jeff
--
"I've lost my stutter!! How much wood could a wood chuck chunk if..."
Ken in "A Fish called Wanda"
bang path: ...{!uunet}!watmath!watmum!javoskamp
domain : javoskamp@watmum.uwaterloo.ca or javoskamp@watmum.waterloo.cdn

5857. Blitter problem

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 17:36:47 UTC
From: root@yale.UUCP
Message-ID: <39610@yale-celray.yale.UUCP>
Source record: 250407

I just got a Mega-4 and am having a problem with the blitter chip. With the blitter turned off, everything is fine. With it on, partial "shadows" of the window border get left behind when I drag a window across the screen with the mouse. These are little vertical lines of random height running up from where the bottom of the window was as it was being moved. It looks as if the CPU is not synchronizing itself properly with the blitter chip, perhaps aborting a blit in the middle. The problem occurs with both TOS 1.2 (the Mega ROM) and the new Developer's version of TOS 1.4.

Has anybody seen this problem before? Do I have a bad blitter chip, or is the problem systemic with all Mega's?

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

5858. Re: ST Report Volume II No. 55 (part 2/2)

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 17:44:09 UTC
From: caromero@phoenix.Princeton.EDU
Message-ID: <3848@phoenix.Princeton.EDU>
Source record: 250408

In article <1996@udccvax1.acs.udel.EDU> gdtltr@vax1.acs.udel.EDU (Gary D Duzan) writes:
< excerpting from ST REPORT >
> GEM Multi-Tasking

>Fm: JOHN RULEY 76227,117
>To: Neil Harris 73256,3275 (X)

>I just got the word that I can let the cat out of the bag NOW:

>I spent last weekend at DRI in Monterey. GEM multitasks. Read that
>again: GEM MULTITASKS!
>No compromises - and a *nice* interface, with multiple "virtual
>consoles", each of which can hold several windows. Desk accs are gone -
>but, then again, they really aren't. The DESK menu still has 6 positions
>for application names, which can be used to launch any GEM app as if it
>was an accessory.

>This is all running RIGHT NOW - I saw it work. And here are two biggies:
>I saw it running on a Hercules monochrome system (720x348 BW graphics) and...

Uhh... what machine did you say this was running on?

I had the impression that Hercules mono was for IBM PC's... 1/2 :-)
also, I had the impression that GEM for the Atari was no longer
supported by DRI, or some such, and that the Atari's underlying OS
won't do multitasking no matter what...

>Folks - it's a whole new ballgame!

Sure, for IBM people...
>John.

Is there any sign that any of this great news will apply to the Atari
community?

-Antonio Romero romero@confidence.princeton.edu

5859. Re: SLM804's, ASSIGN.SYS, etc

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 17:49:35 UTC
From: davidli@sim2.labmed.umn.edu
Message-ID: <8056@umn-cs.CS.UMN.EDU>
Source record: 250409

In article <881003-063651-3167@Xerox>, "Hugh_Messenger.EuroPARC"@Xerox.COM writes...

>... My main problem seems to be
>with ASSIGN.SYS files. At the moment, if I want to run (say) Timeworks DTP
>after having run Easydraw, I have to fart about renaming the various
>assign.sys files on the root directory of drive C and then reboot. Hardly
>satisfactory.

One solution you might wish to look into is a program called G+Plus, which replaces the Atari GDOS with a functional equivalent. The nice thing about G+Plus is that you can have individual ASSIGN.SYS files for individual programs (ie. WORDUP.SYS, DGELITE.SYS, etc.) which you call up from a desk accessory.

I've been using the package for about a week, and it hasn't interfered with any of the many programs I've run, and I haven't seen the system slowdown which I've associated with the GDOS program itself.

You can get more information through GEnie, or write to the folks at CodeHead Software (Box 4336, N. Hollywood, CA 91607) for more information.

-- Dave Meile

5860. Allocating long-lived memory blocks

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 18:31:16 UTC
From: root@yale.UUCP
Message-ID: <39617@yale-celray.yale.UUCP>
Source record: 250410

The following problem came up while writing a resizable ramdisk. What I wanted was a ramdisk which could be installed, resized, and deinstalled without causing a reboot of the system and without losing memory blocks. The idea was to break it into two parts: a small memory-resident driver program and an ordinary transient program RD to interact with the user and allocate/deallocate memory for the ramdisk.

The problem is, how can RD allocate a memory block that outlives the invocation of RD, for GEMDOS automatically frees all memory allocated by a process when it terminates. I have found two hacks which both seem to work, but both violate official Atari specs for safe programming:

1. After allocating the block, search GEMDOS's memory allocation chain to find the descriptor of the just-allocated block, and change its owner field to that of the oldest process in the process list. That way, the block is not recognized as being owned by RD and is not freed when RD terminates.

2. Change Gemdos's current process pointer to point to the oldest process in the process list, Malloc the memory block, and then restore the current process pointer. Again, the memory block ends up looking like it belongs to some other process and hence is not freed when RD exits.

In both cases, the memory can be subsequently freed by a reverse of the above, namely, force the block's owner to agree with the current process pointer and then call Mfree.

The first method requires the undocumented location of the head of the memory allocation chain and also relies on internal Gemdos data structures. The second method uses a location that has been newly documented in TOS 1.4, but it involves writing to that location, which is not supported.

Question: Is there a supported way of accomplishing this?

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |

| UUCP: <fischer-michael@yale.UUCP> |
==

5861. Re: GEM programming

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 18:41:07 UTC
From: apratt@atari.UUCP
Message-ID: <1179@atari.UUCP>
Source record: 250411

What you are forgetting about GEM is that the window stuff is provided for your convenience: you don't HAVE to call or enable them; you can just write your own.

For example, create a window with no title bar, no close box, no full box, no size box, no sliders and no arrows. Wow! A rectangle! But this is a rectangle which gets redraw messages and other window handling. Now, you put your OWN stuff into the window: your own scroll bars (with page numbers if you like), your own title bar (with extra gadgets if you like), etc. All these things can be objects, and AES will help you manage them and tell when the mouse is clicked on them.

AES provides the primitives for doing these things, IN ADDITION TO the high-level management routines, which you can use if you're satisfied with them. If you aren't, go out and make some of your own.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5862. Re:HELP WITH SPACE QUEST][

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 19:02:44 UTC
From: 42_145@uwovax.uwo.ca
Message-ID: <755@uwovax.uwo.ca>
Source record: 250412

Before crossing the swamp,try rubbing the berries on yourself.I
know it sounds kinky,but it works.

5863. Re: How accurate is that show info. thing?

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 19:17:06 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <5005@saturn.ucsc.edu>
Source record: 250413

(the author wonders how a disk can be full if all the file sizes total less
than the amount of space on the disk...)

Remember that disks are split up into 1K blocks, and that those blocks are
the minimum unit of disk space that can be allocated. When you create a
1-byte file, you lose 1024 bytes of free space on the disk (or 2048, if you
are writing to a folder that needs to get bigger to hold the new file entry).
Thus, 360 1-byte files would fill up a single-sided disk, though show info
(and the "bytes used" field in desktop windows) would only show 360 bytes
being used.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

5864. Sources/binaries groups

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 19:24:53 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <5006@saturn.ucsc.edu>
Source record: 250414

I apologize for the lack of programs showing up on comp.sources.atari.st and comp.binaries.atari.st; I have not had time to test everything that's been submitted lately. There are several neat programs in the queue, including NetHack and a starchart program; expect to see them in the next couple of days now that my schedule is settling down. I thank the authors of those programs for their patience.

These are my opinions, and in no way reflect those of UCSC, which are wrong.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ssyx.ucsc.edu uunet!ucbvax!ucscc!ssyx!koreth

5865. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 20:45:32 UTC
From: #JMKLAS@WMMVS.BITNET
Message-ID: <8810052116.AA02833@ucbvax.Berkeley.EDU>
Source record: 250415

Couple of quick questions:

1) why is the most recent posting to listserv@canada01.bitnet dated back
in april?

2) ditto (more or less) for listserv@finhutc.bitnet?

3) has anyone used kermit.ttp successfully in conjunction with ST-Talk
Professional 2.0 (not 2.0D), as per instructions in the manual?

Thanks in advance,
<John>

#JMKLAS@WMMVS.bitnet (the # HAS to be there!)

(please send responses directly to me; thanks!)

5866. OOps... (netlib index)

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 20:56:41 UTC
From: martin@lakesys.UUCP
Message-ID: <1083@lakesys.UUCP>
Source record: 250416

Due to my clumsy fingers, the label for volume3 was eliminated in the indexes which have gone out in the past two weeks. Enclosed is the contents of volume3, with volume label. Sorry for any inconvenience.

Marty Wiedmeyer
martin@lakesys.UUCP

==========

--- volume3 ---

1stprint.uaa 880916 Print 1ST Word files from the Desktop
3dbin/part.uaa 880925 3-D graphics demo
3dbin/part.uab 880925 3-D graphics demo
arcgsh/part.uaa 880915 GEM shell for uuen/decoding and un/arcing
arcgsh/part.uab 880915 GEM shell for uuen/decoding and un/arcing
astrocal/part.uaa 880915 Astrological Calendar PRG v1.5
astrocal/part.uab 880915 Astrological Calendar PRG v1.5
astrocal/part.uac 880915 Astrological Calendar PRG v1.5
cribbage/part.uaa 880915 Game of Cribbage
cribbage/part.uab 880915 Game of Cribbage
dcclk33.uaa 880929 Double Click's GEM Clock v 3.3
dcopy302/part.uaa 880925 Shareware disk & text utility, DOCs, too.
dcopy302/part.uab 880925 Shareware disk & text utility, DOCs, too.
moriatxt/part.uaa 880915 Documentation for the ST version of moria
moriatxt/part.uab 880915 Documentation for the ST version of moria
moriatxt/part.uac 880915 Documentation for the ST version of moria
moriatxt/part.uad 880915 Documentation for the ST version of moria
spell/part.uaa 880916 Spell checking PRG
spell/part.uab 880916 Spell checking PRG
sprbt41/part.uaa 881005 Super Boot V 4.1 change boot files easily
sprbt41/part.uab 881005 Super Boot V 4.1 change boot files easily
sprbt41/part.uac 881005 Super Boot V 4.1 change boot files easily
staccato/part.uaa 880915 GEM-based music player and game
staccato/part.uab 880915 GEM-based music player and game
staccato/part.uac 880915 GEM-based music player and game
staccato/part.uad 880915 GEM-based music player and game

TCP/IP ST and Support Files

tcp_bin/part.uaa 880917 Binaries for TCP/IP ST
tcp_bin/part.uab 880917 Binaries for TCP/IP ST
tcp_bin/part.uac 880917 Binaries for TCP/IP ST
tcp_bin/part.uad 880917 Binaries for TCP/IP ST
tcp_bin/part.uae 880917 Binaries for TCP/IP ST
tcp_bin/part.uaf 880917 Binaries for TCP/IP ST

tcp_doc/part.uaa 880917 DOCs for TCP/IP ST
tcp_doc/part.uab 880917 DOCs for TCP/IP ST
tcp_doc/part.uac 880917 DOCs for TCP/IP ST
tcp_doc/part.uad 880917 DOCs for TCP/IP ST
tcp_doc/part.uae 880917 DOCs for TCP/IP ST
tcp_doc/part.uaf 880917 DOCs for TCP/IP ST
tcp_doc/part.uag 880917 DOCs for TCP/IP ST
tcp_ip_c/part.uaa 880917 C Source for TCP/IP ST
tcp_ip_c/part.uab 880917 C Source for TCP/IP ST
tcp_ip_c/part.uac 880917 C Source for TCP/IP ST
tcp_ip_c/part.uad 880917 C Source for TCP/IP ST
tcp_ip_c/part.uae 880917 C Source for TCP/IP ST
tcp_ip_c/part.uaf 880917 C Source for TCP/IP ST
tcp_ip_c/part.uag 880917 C Source for TCP/IP ST
tcp_ip_c/part.uah 880917 C Source for TCP/IP ST
tcp_ip_c/part.uai 880917 C Source for TCP/IP ST

vol1_6.uaa 880915 Change the name of disks & more v1.6

==========

NOTE!!!

Please be considerate of the other users of netlib as well as those sites who are kind enough to process email! Limit yourself to no more than five file parts per request per day.

Some sites have been protesting about handling the large volume of mail which is created by long requests. Without their cooperation, our file server could not exist in its present form. Also, long requests also tie up our limited resources here on lakesys while processing the email. (lakesys is not a mainframe, it sits on top of a desk :-)

Help netlib@lakesys to continue serving the ST community with UUCP access and cooperate with us. Thanks....

==========

To request files, send a message to netlib@lakesys.UUCP consisting of:

send volume1/filename/part.uaa from archives.atari
send volume1/filename/part.uab from archives.atari
send volume1/filename/part.uac from archives.atari
etc.

Be sure to include the volume name in your request (the example is volume1).

Note there is no space between the word "volume" and the number of the volume.

Subject for the message is not necessary.

Use the form above to assure that the parts will arrive as separate messages. The parts are no larger than 50k each.

This index can be obtained by sending:

send index from archives.atari

to netlib@lakesys.UUCP

A path which has proven to be successful for some users is:

lakesys!netlib@csd1.milw.wisc.edu

Any comments, problems or suggestions, please mail to martin@lakesys.UUCP.
--
| Marty Wiedmeyer |
| Lake Systems, Milwaukee, WI |
| UUCP: uwvax!uwmcsd1!lakesys!martin |
| Disclaimer: I take the heat for my own (mis)statements..... |

5867. Re: 9600 color CAD animation package!?!?!

Newsgroup: comp.sys.atari.st
Date: 1988-10-05 21:18:05 UTC
From: alderaan@netmbx.UUCP
Message-ID: <1472@netmbx.UUCP>
Source record: 250417

In article <881002235649.240064@PCO-MULTICS.HBI.HONEYWELL.COM>,
Friesen@PCO-MULTICS.HBI.HONEYWELL.COM writes:
> According to a newsletter I just got from Mitchron/Microdeal (the makers
> of GFA Basic) [...]

Hey, please don't forget the programmers in Europe !
GfA Basic is written by Frank Ostrowski of GfA Systemtechnik in Duesseldorf/
Germany !!
Nice stuff, isn't it ?

By the way, Frank, if you read this, please, do something about the bugs in
parameter returning of procedures. It isn't funny to read 'Falscher Pointer'
any time ! (Only way to get rid of it : POKING (special greeting from C64 :-( )

--

alderaan
OP RKOpdp (RSTS/E)
FB Mathematik/Informatik
RKO Berlin

Dieffenbachstrasze 60-61
1000 Berlin 61

5868. Re: Magic Sac Mac Cartrage

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 02:42:58 UTC
From: polsen@luna.UUCP
Message-ID: <197@luna.UUCP>
Source record: 250418

I have two Magic Sac Plus cartrages and one Professional kit
for sale. These all have 64k roms installed.
The professional kit includes 1 Magic Sac, 1 printer driver, and
the Translator Box for reading Mac disks.
All are New! (and tested with the roms)

I just need $100 for Magic Sacs and $300 for the Professional Kit.
A hard drive on your system is highly recommended if you are considering
running the Magic Sac.

I personally still use a Magic Sac and can't afford to switch to
that more expensive new product which uses the 128k roms.
The Magic Sac still has it's place regardless of what some
people say just because a new version comes along.
The Translator works with that 128k cartrage by the way.

I was in the business of selling these items but I no longer have time.

Paul 213-973-5154 evenings
213-606-1190 10am-6:30pm P.S.T.

5869. Re: Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 02:50:54 UTC
From: polsen@luna.UUCP
Message-ID: <198@luna.UUCP>
Source record: 250419

```
Magic Sac with roms $100
Professional Kit $300

Paul 213-973-5154 evenings
213-606-1190 10am-6:30pm P.S.T.
```

5870. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 04:40:18 UTC
From: TMC0@LEHIGH.BITNET
Message-ID: <8810060439.AA09474@ucbvax.Berkeley.EDU>
Source record: 250420

```
please subscribe tom colbert to info-atari16
```

5871. Re: RE: Writing to write protected disks

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 04:57:26 UTC
From: BobR@cup.portal.com
Message-ID: <9783@cup.portal.com>
Source record: 250422

In reply to Aric Freisen's comments that MichTron's "Pinball Factory" uses a weird format and writes to the disk, write protected or not...

In order to save time when mass-producing their disks, MichTron generally does NOT format the entire disk, but only formats the actual tracks that the program and files will be using. Thus customers have had difficulty backing up some disks by using the "Drag the disk drive Icon" method of copying an entire disk. In these cases, the disks may possibly be backed up by copying them file-by-file (assuming the disk is not otherwise copy-protected).

I can't say for certain, but what *might* have happened when Aric tried to save a pinball game he'd created, to the master disk is... with the write protect off, a partial file could have been written on whatever spare sectors were left over from the partial formatting. This partial file may have still shown up when trying to write to the disk when subsequently write-protected.. it's possible that the Pinball Factory does not report an attempt to write to a protected disk as an error (many MichTron games do not), but simply returned to the menu, leaving the partial file from before...

(Naturally this last is all speculation on my part, as I'm not about to try writing to my original Pinball Factory disk to check it out..! :)

BobR (Give me time, I'll eventually come up with a fancy signature..!)

5872. AES messages WM_TOPPED and WM_NEWTOP

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 05:05:08 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <608@hudson.acc.virginia.edu>
Source record: 250423

What is the difference between the AES messages WM_TOPPED and WM_NEWTOP?
The sample application treats them the same, while the documentation would
lead you to believe that they are quite different.

-- greg

Greg Lindahl internet: gl8f@virginia.edu
U Va Dept. of Astronomy bitnet: gl8f@virginia.bitnet

5873. Re: Color Monitors (was Re:Wait a Sec...)

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 08:24:06 UTC
From: jbe@pcsbst.UUCP
Message-ID: <655@pcsbst.UUCP>
Source record: 250424

In article <120@pande.UUCP> richard@gryphon.CTS.COM (Ricardo Autobahn) writes:
>Americans, in general, have more disposible income than the rest of
>the world.
>
>I'm sure the European preference for colour is just as great, but
>the *relative* cost is higher. Same for other toys like CD players.

I'm not sure how much *disposable income* you have, but here the
general consensus seems to be - you use a color monitor to *play*
and a monochrome to *work*. Ever tried text-processing on your
color monitor?

Name : John-Brown Evans Company : PCS GmbH, Munich W-Germany.
UUCP : ..uunet!unido!pcsbst!jbe; jbe!sws4@pcsbst.UUCP

----- Language without meaning would be meaningless -----

5874. MIDI Interrupts

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 08:48:13 UTC
From: SCHWIETZ@DBNUOR1.BITNET
Message-ID: <8810060809.AA13023@ucbvax.Berkeley.EDU>
Source record: 250425

Perhaps somebody has an answer to the following:

XBIOS function Kbdvbase() returns a pointer to a structure where - among others - three pointers (*kb_midisys)(), (*kb_vmiderr)() and (*kb_midivec)() are stored. As far as I know from several books on the ATARI ST, kb_midisys() is called, when an interrupt has occured (in one of the ACIAs), kb_vmiderr() is the MIDI error handler and kb_midivec() is responsible for receiving a byte from the MIDI port. But I couldn't find any further description of what the routines should do EXACTLY and when/how they are called. Therefore, I've disassembled the relevant XBIOS code in order to determine the precise entry/exit conditions for these routines, but with respect to old and future TOS versions I wonder whether I should rely on the information obtained in this way ...

Is there some sort of "official", detailed and reliable documentation of these (and possibly other) routines and TOS pecularities? Is the documentation, if any, available to "normal" users? Where? In W-Germany?

Any help would be appreciated.

-Edgar

PS: Please don't refer to "The complete, hmm ... almost complete TOS-Listing" compiled by S.T. Expert, author of the well-known books "GEM-Programming with XYZ-BASIC Version 2.10.1.13c" and "Inside the 74LS04". Or will this really be the "ultima ratio"?

5875. Re: Color Monitors (was Re:Wait a Sec...)

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 09:35:28 UTC
From: me@pcsbst.UUCP
Message-ID: <656@pcsbst.UUCP>
Source record: 250426

In article <120@pande.UUCP> richard@gryphon.CTS.COM (Ricardo Autobahn) writes:
>>Jos Vermaseren asks:
>>> This leaves the question: why is the American preference for color so much
>>> greater than in Europe? I posed this question a long time ago, but nobody
>>> could come up with an explanation. Anybody has one?
>
>Americans, in general, have more disposible income than the rest of
>the world.
>
>I'm sure the European preference for colour is just as great, but
>the *relative* cost is higher. Same for other toys like CD players.
>

No, this is not the reason. Maybe, the Americans have more money than the
average European (although I have some doubts on this, especially with
Germany). But the price difference is not high enough (100$ -200$ from
monochrome to color monitor, less if you use a TV) to cause such a difference
between sold color and monochrome systems.
I guess the reason is that Americans use the ST often as a game machine
while Europeans do real work with it (text processing, programming and so on).
For this kind of work the monochrome monitor is an absolute need.
You get a system that has a better screen, higher speed and better user inter-
face than any 'industry standard' PC you can buy for double the money.
Especially students like the ST much for their work.
Isn't the rumour true, that the Americans didn't discover the ST as a
real PC, isn't it true that we have more Sts here in Europe than you in
America?
I for myself never thought of buying a ST without color monitor not because
of the price (I connect him to my Color TV with a scart cable for playing
games) but because of the superb screen.

PS. Apologies for my bad english.

Michael Elbel UUCP: ...!unido!pcsbst!me

Opinions might be my own,
but how shall I know what I think until I read what I write?

5876. Trying to get access to the built-in fonts

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 12:34:09 UTC
From: romwa@gpu.utcs.toronto.edu
Message-ID: <1988Oct6.083409.27275@gpu.utcs.toronto.edu>
Source record: 250427

I am just now beginning to get my hands into GEM
programming, and I have a simple question regarding text size.
Programs such as UNITERM and WordPerfect allow you to get 43
lines of text on the screen. 1st WordPlus even displays a 6x6
font for superscripts (I think). These all look to be built in
fonts. So the question is how do I access these fonts to use
them?

advTHANKSvance

Pavneet Arora
...!utgpu!rom!pavneet

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 585-5626

5877. Re: Atari's hush hush policy dosn't stop Antic

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 13:49:41 UTC
From: saj@chinet.UUCP
Message-ID: <6740@chinet.UUCP>
Source record: 250428

Aric Friesen posted an article bemoaning Antic's recent publication of a summary of Lee Isgur's recent stock analysis opinion of Atari Corp., filled with the kind of crystal ball announcements we used to get direct from Atari spokespeople. For what it's worth, a lot of magazines fill space by quoting securities analysts, Lee Isgur is highly regarded among both producers and consumers of stock analysis, and possibility is the analyst's stock in trade. It was the analysts who made the Wankel engine exciting a few years ago. As regular as Atari's possible products used to be, drug companies hint at possible
e
future drugs more regularly, with similar follow-through, and the analysts report it, and value vapor at so many cents on the dollar.
It's hard not to repeat Phillipe Kahn's comments: the ANALists (pronounced with a long a) PENILEize the computer industry. And his complaint that he saw nothing wrong with Lotus releasing their new version of 123 later than originally planned, but it bothered him that they seemed to be advertising lateness as a *feature*, and that the analysts believed it.

5878. Re: GEM programming

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 15:00:18 UTC
From: rjung@sal4.usc.edu
Message-ID: <1557@nunki.usc.edu>
Source record: 250429

In article <596@sdcc15.UUCP> pa1132@sdcc15.UUCP () writes:
>Just a question about Laser C: Do they use standard windows, or
>they also create some pusedo-GEM windows? If so, are those
>pusedo-GEM windows also used by the programs created in Laser C?
>From the review I see on magazines for Laser C, their windows indeed
>look different. Also, does Laser C's labrary contain routines to
>support scrolling within windows?

Laser C's GEM-based shell does, indeed, use their own windowing routes
(at least it looks that way to me). Similarly, they use their own file
selector, and other custom dialogues.

HOWEVER, this applies to the shell only. The programs YOU create will use
standard GEM windows and GEM dialogues -- Unless you expend the extra energy
to write your own window handler routes.

As for scrolling, that's another thing for the programmer to sweat over
(What do you want, it's _only_ a compiler B-)

--R.J.
B-)

P.S. I've no affiliations with Megamax (or anybody else) except as a satisfied
customer (bring on LaserDB!).

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

5879. Re: Allocating long-lived memory blocks

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 15:07:28 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <686@uhnix2.uh.edu>
Source record: 250430

You basically have the right idea as described in the second algorithm, ie. change the _run variable pointer to point to the basepage of the oldest process which should be the desktop. This however is a problem if allocated within a program. We have just implemented this for SHADOW, and have it working very well, with some helpful advice from ATARI.

The _run pointer MUST point to a valid basepage, not the desktop's, which we found to cause trouble. Of course, the location of _run is not documented for pre-Mega ROMs, so you will have to hack out the location and hardwire it.

- mike
Double Click Software

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

5880. Re: Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 15:11:31 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3637@druhi.ATT.COM>
Source record: 250431

in article <71578@sun.uucp>, leif%sosumi@Sun.COM (Leif Samuelsson) says:
> Does Spectre work with the DP Translator?

The Spectre 128 does work with the Translator.

> Is there any other way of reading Mac floppies with Spectre?

Not yet. Remember, many things come out better the second time
you do them. (NOTE: Gadgets by Small has not yet made any really
official comments on this.)

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

5881. Re: GEM programming

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 15:25:42 UTC
From: markhof@exunido.uucp
Message-ID: <647@laura.UUCP>
Source record: 250432

In article <586@sdcc15.UUCP> you write:
>
>Here is some questions about GEM:
>
> 1. Why is the number of windows limited to 8? Why did DRI design
> this way? With a miminum of 512k memory for the ST, memory
> shouldn't be a problem. Even on the earliest 128k Mac, there is
> no limit on number of windows you can have on the screen. Is
> there any way to modify the AES so we can get rid of the memory
> limitation?

My information is, that the Microsoft Company who developed GEM got some
trouble with Apple because of the violation of copyrights. As you know,
GEM is very similar to the Mac's user interface and Apple did not want
to see such a plagiate. I don't know the details, but the result was that
Microsoft was not allowed to produce an own user interface that is to
much Mac-like. Therefore, GEM got the eight-window restriction.
I don't know if there is an easy way - such as just to change a constant
value somewhere in the GEM-System - to modify GEM so you can get more
windows. But because of the fact, that I've never seen such a modifyed GEM,
I don't think that this is possible.
Of course, it's not a must to use GEM windows. Basicly, a window is just
some rectangular area on the screen. GEM provides only a little bit of
support for manipulating windows. The main think it does is to remark
existing windows and to send messages to your application if you click
somewhere in a window. So, the main parts of window actions are to be solved
by you application. Of course you can ignore the little bit of help GEM gives
for windows an write window routines by your own. This can be done without
the 8-window-restriction, of course...

> 2. How to get the menus to appear on other parts of the screen
> instead of the top line of the screen? I have seen some desk accs
> to have menu bar under their window title bar. How is that done?

GEM menus are just as they are. If you want something else, you have
to write your own procedures. You know the location of the active window,
and you know the mouse coursor postion on the screen.By comparing this
informations, you can detect if the mouse is in a position where you want
to have a menue. So, just paint one onto the screen. Highligt the selected
items when the mouse is pointing to them by redrawing the proper part of
the menue. Finally, dicard the menu by replacing it with the thinks you
saw in its position before the menue was created...

> 3. How to get bottons, editable (spelling?) text fields and other
> objects, that used to appear in dialog boxes, to appear in a window?

I guess this is possible. But have to know the GEM's Object Library very good. Menus, Boxes, Icons are stored in certain data structures which are described in the GEM's AES Guide. Every object has an position on the screen. This can be manipulated...

> 4. How to modify the appearance of windows? For example, in
> PageMaker for the Mac, icons are added to the border of windows to
> show the current page. Is that kind of trick possible under GEM?

Yes, it is. Some GEM Programms also use such icons. For examle look, look at GEM-Draw. But again, there are no standard procedures for this task and it has to be handeled by your own procedures.

Ingolf Markhof
(markhof@exunido.UUCP)

5882. Re: ST Report Volume II No. 55 (part 2/2)

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 16:06:29 UTC
From: to_stdnet@stag.UUCP
Message-ID: <611@stag.UUCP>
Source record: 250433

From: thelake!steve@stag.UUCP (Steve Yelvington)

> >I spent last weekend at DRI in Monterey. GEM multitasks. Read that
> >again: GEM MULTITASKS!
> >No compromises - and a *nice* interface, with multiple "virtual
> >consoles", each of which can hold several windows. Desk accs are gone -
> >but, then again, they really aren't. The DESK menu still has 6 positions
> >for application names, which can be used to launch any GEM app as if it
> >was an accessory.
>
> >This is all running RIGHT NOW - I saw it work. And here are two biggies:
> >I saw it running on a Hercules monochrome system (720x348 BW graphics) and...
>
> Uhh... what machine did you say this was running on?
>
> I had the impression that Hercules mono was for IBM PC's... 1/2 :-)
> also, I had the impression that GEM for the Atari was no longer
> supported by DRI, or some such, and that the Atari's underlying OS
> won't do multitasking no matter what...
>

Well, obviously it's running on an IBM-type PC.

Digital Research has had multitasking for years; you can go down to Egghead or Software Etc. and buy Concurrent DOS or Concurrent DOS/386 right off the shelf.

GEM is a package of mostly graphic services that runs on top of a host operating system. The significance of this report is that DRI has (finally!!) gotten around to getting GEM up and running on top of the multitasking OS.

InfoWorld reported two weeks ago that DRI has submitted GEM to the so-called Open Software Foundation as a proposed standard graphic interface to Unix. It would be an extended GEM with X/Windows support. (It has a lot of competition in this race.)

Now, about multitasking on the Atari:

* Of course it's possible, with rewrites of the operating system. Beckemeyer has had a multitasking extension to TOS for quite some time.

* Rumors say that Atari already has a multitasking TOS. A few weeks ago, Roy Good responded very carefully to a question about it; his answer boiled down to "not now." He did not say "not ever." You'll note that ST-Report flamed Roy pretty severely for allegedly stifling multitasking TOS in favor of Unix on the soon-to-be-released 680?0 box. (ET, TT or whatever).

(Aside: Six positions on the Desk menu? DRI hasn't learned much.)

| thelake!steve@stag.UUCP / ...rosevax!pwcs!stag!thelake!steve

5883. Re: GEM programming

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 16:37:33 UTC
From: to_stdnet@stag.UUCP
Message-ID: <612@stag.UUCP>
Source record: 250434

From: emh@omni.UUCP (Eric Hopper)

I don't think that you need to access a dialog's data structure
directly to get it to appear someplace else other than the center of the
screen.

Ah, yes. Here it is in the Laser C manual. To make a dialog box at
a given position you would have to use this function, or something simlar:

```
int make_dialog(dialog, your_x, your_y)
OBJECT *dialog;
{
int x, y, w, h, itemhit;

form_center(dialog, &x, &y, &w, &h);
x = your_x;
y = your_y;
form_dial(FMD_START, 0, 0, 0, 0, x, y, w, h);
objc_draw(dialog, 0, 10, x, y, w, h);
itemhit = form_do(dialog, 0);
form_dial(FMD_FINISH, 0, 0, 0, 0, x, y, w, h);
return(itemhit);
}
```

Of course this doesn't deal with the problem of drawing it within a
window, and handling the box yourself. That would involve all sorts of
complicated calls to objc, and graf routines that I don't have time to
research right now.

Eric Hopper (Omnifarious)
emh@stag!omni.UUCP

5884. Re: Umoria lockup

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 16:49:25 UTC
From: ins_bjjb@jhunix.HCF.JHU.EDU
Message-ID: <7168@jhunix.HCF.JHU.EDU>
Source record: 250421

In article <9732@cup.portal.com> BobR@cup.portal.com writes:
>Several people had reported problems with the version of Umoria which had
>been posted to the net.
>
>I'm wondering how widespread the problem may, or if these are isolated
>instances where the file may have been damaged in spite of the error checking
>of ARC...
>
>[description of his problem deleted because it hasn't happened to me]
>
>If this is just an isolated case, I may try redownloading the files and trying
>again...
>
>BobR

Well, I don't know if it's an isolated case or not, but I've not had that problem. Everything (well, almost everything; bug report below) works fine with my copy. I do suggest you try to get another copy. If you have more problems, send me mail and I'll give you my address so you can send me an SASE w/disk.

The problem you have MAY be because you're running it from the desktop. I've tried starting it up from the desktop, which works, but I've never gone any further than that, because I don't know the VMS commands. I've run Moria from Gulam, the Do-It! shell, and NeoDesk without problems.

Bugs:

Wand of Wonder will send out every one of these at once:
Clone monster
Teleport Away
(Cloud effects)
These occur in the order above, and only take one charge. You don't know how annoying this can be.

Shop contents change when a saved game is restored (may be a feature, but I doubt it).

The shell escape function doesn't exactly do a shell escape. You can't return to the shell you called Moria from. You can, however, call a paging program, a disk formatter, ANOTHER shell, or whatever.

Scroll of Teleport Level causes a lockup.

Mages can reenter shops immediately after they've been thrown out (this is supposedly a feature; with high charisma, you should be able to do this sort of thing, but with mages charisma doesn't seem to matter).

Potions of Restore Life Levels don't seem to give you back all of the
lost experience. This may be a feature (but PC-Moria 4.83 doesn't
do this!).

--
Jared J. Brennan
BITNET: INS_BJJB@JHUNIX ARPA: ins_bjjb%jhunix@hopkins.ARPA
UUCP: allegra!hopkins!jhunix!ins_bjjb "Help me, Spock!"

5885. Re: VT52 Emulation ..

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 16:50:55 UTC
From: greg@bilbo
Message-ID: <497@snjsn1.SJ.ATE.SLB.COM>
Source record: 250435

In article <881003-055901-3134@Xerox> "Hugh_Messenger.EuroPARC"@Xerox.COM writes:
>Hi,

Hello.

>I'm having hassle with the VT52 emulator DA.

My immediate impulse is to tell you to get a better program, such as
the shareware "Uniterm" program.

>It all works just fine for a while, then the Atari seems to to chuck out a
>massively long string of nuls (^@'s), interspersed with everything I have
>typed so far in the session. Once it finishes outputting everything I have
>typed (including my password in legible format!) it carries on working just
>fine, for a few minutes, then .... you guessed it ...
>^@1itscambsitshippo********yyy12,45,67nnn^@^@^@^@

Sounds to me like a ring buffer is being overrun, causing pointers to
cross and point into memory where they shouldn't. It's a bug, you
can't fix it except by dropping the baud rate to 1200 or less.

>Another slight annoyance is that when I log in to any Un*x systems (most
>often a Sun 3/140 running SunOs 3.4), the terminal type is not recognised
>and defaults to DM2500. set term=vt52 works OK, but surely the emulation
>should answer Un*x's request for terminal identification? Or is SunOs
>getting it wrong, after all, we all know what terrible machines Suns are

[smiley at end of the above deleted. Just so's you know.]

No Un*x that I know of queries for terminal type, since most dumb
terminals wouldn't respond anyway. The terminal type on SunOs 3.4 can
be set in several ways. In the file "/etc/ttytype", there is a list
of terminal ports, and the associated terminal type (taken from an
entry in the "/etc/termcap" file). For example, you might see a line
that says, "vt100 ttya". This would determine the default terminal
type for that port.

You can override this in your ".login" file using the "stty" command,
with a few lines like:

```
set t=(`tset -S -m 'dialup:?vt52' -m 'unknown:?vt52' -m 'network:?vt52'`)
setenv TERM $t[1]
setenv TERMCAP "$t[2]"
unset t
```

This does several things. First, if the default terminal type (from
/etc/ttytype) is "dialup", "unknown", or "network" (this is
undocumented, but what you get when you do "rlogin" over ethernet),

the terminal type is set to "vt52". It also causes the shell variable "t" to be set to contain two strings; one is the terminal type (in this case "vt52", and the second is the /etc/termcap entry data for that terminal. Then it sets the environment variables TERM and TERMCAP to the appropriate strings, and un-sets "t". This will make programs that use termcap capabilites start up much quicker, since they get the TERMCAP string from the environment, instead of from the /etc/termcap file, which can be huge.

Hope this helps.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

Opinions expressed herein are solely the responsibility of the author.

5886. Re: ST Report Vol. II No. 54

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 17:14:20 UTC
From: jafischer@dahlia.waterloo.edu
Message-ID: <8913@watdragon.waterloo.edu>
Source record: 250436

I for one enjoy seeing ST Report here. Yes, it's basically a collection of opinions and rumours, but that's all we get on Usenet in the normal course of events, so what's the big deal? Personally, I enjoy Dave Small's opinions (even if he is one heck of a major league Atari Basher). I've been reading Small since his days at "Creative Computing". And in the last issue, it was interesting to see Neil Harris' rebuttal immediately following Dave's strong comments.

If, for legal reasons or whatever, people strongly object to the advertisements, then perhaps this isn't the place for it. If so, however, I'd appreciate someone taking the trouble to send each issue to netlib@lakesys, or some other *uucp-accessible* site.
--
-Jonathan Fischer

5887. Re: Blitter problem

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 17:43:00 UTC
From: jgj@hcx2.SSD.HARRIS.COM
Message-ID: <46700013@hcx2>
Source record: 250437

> With the blitter turned off, everything is fine. With it on, partial
>"shadows" of the window border get left behind when I drag a window
>across the screen with the mouse. These are little vertical lines of

By any chance, are you running one of those clock accessories that put the time in the upper right hand corner? I observed the same thing, but only when that clock accessory is installed. I suspect it involves a reentrency problem with the routines. The accessory performs (I assume) a-line operations from interupt level and the code that handles the hardware blitter gets confused when it gets to many pending requests. Atari, can you say "semaphore"? Realize that this is a guess. Since the fastest speed up I have ever clocked the blitter to have was about 5%, Just turn the blitter off and forget it was ever there.

==
Jeffrey Glen Jackson | Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.harris.com | bust you up tonight."
| Jesus said, "Go ahead, make my day."
| -- Carman, "The Champion"

5888. Re: GEM and TOS

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 19:31:35 UTC
From: apratt@atari.UUCP
Message-ID: <1182@atari.UUCP>
Source record: 250438

If you carefully read SALAD, analyze the Line-A variables (especially the ones at negative offsets from the line-A variable base pointer, which were previously undocumented), and experiment some, you will find that you CAN do this. The code is parameterized enough that this kind of thing is possible. You will still have to take care of clipping and redrawing... Read carefully and experiment, and especially experiment with accessories like the control panel active on the screen, to see if you got redraws working correctly.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5889. Re: How accurate is that show info. thing?

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 19:41:38 UTC
From: apratt@atari.UUCP
Message-ID: <1183@atari.UUCP>
Source record: 250439

It's worse than you think: if you create a file and write 10 bytes to it, 1014 bytes are being "wasted" -- files are allocated in "clusters" of 1K each. This is called "internal fragmentation" and is the kind of overhead you have to deal with. The alternative is to allocate files in bytes, which yields zero internal fragmentation but is REALLY SLOW and yields LOTS of external fragmentation. External fragmentation is the space used to keep track of the data: directories (including the root directory) and FATs.

Show Info on the desktop adds up the number of data bytes used in each file; that's the "bytes used" field. Then it uses the OS Dfree call to determine bytes available. You will notice that the bytes available is always an even multiple of 1K. The difference between (bytes used + bytes available) and (bytes available on an empty disk) is the internal fragmentation plus subdirectory space. (Root directory and FAT space is not counted in the "bytes available" field for an empty disk).

The Dfree call returns several numbers: the number of clusters on the disk to begin with, the number of clusters currently available, the number of disk sectors per cluster, and the size of a disk sector in bytes.

Note that a freshly-formatted disk will show two clusters already used. This is a bug in GEMDOS. It can be fixed, but we decided not to, because it creates problems with new versus old ROMs.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5890. Re: Allocating long-lived memory blocks

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 19:49:02 UTC
From: apratt@atari.UUCP
Message-ID: <1184@atari.UUCP>
Source record: 250440

No, there is no supported way to accomplish what you ask. However,
the two methods you describe should work.

Please note that, while the current-process variable was documented for
TOS 1.4, it does exist in TOS 1.2 -- that's Mega ROMs. But it does not
exist, documented or not, in TOS 1.0, so don't assume it was there and
we didn't document it.

As you say, writing to this variable is not supported. However, if I
had to choose, that's the route I would take. I'm not promising,
just advising.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

5891. Re: ST Report Vol. II No. 54

Newsgroup: comp.sys.atari.st
Date: 1988-10-06 20:53:20 UTC
From: dillon@CORY.BERKELEY.EDU
Message-ID: <8810062053.AA04887@cory.Berkeley.EDU>
Source record: 250441

```
:>that it is distributed in its original form. Therefore, you may edit out
:>the ads if you wish, but it is illegal to distribute it after editing it.
:>I hope that ApeInc keeps the ads to a minimum, but I really have no say in
:>the matter. If there is excesive complaint about the ads, I can stop posting
:>them. It is up to you.
:
:Personally, I feel that if "ApeInc" wants to distribute their magazine
:on the USENET, then *they* should trim the ads, and do so themselves.
:By propagating their newsletter, you are giving them more credence

Worse, they *REPEAT* adds. While this may be acceptable in a
commercial publication that they pay to mail, it is doubly unacceptable on
the USENET! I suggest people email them personaly.

-Matt
```

5892. Re: Color Monitors (was Re:Wait a Sec...)

Newsgroup: comp.sys.atari.st
Date: 1988-10-07 00:15:24 UTC
From: poole@forty2.UUCP
Message-ID: <484@forty2.UUCP>
Source record: 250442

In article <120@pande.UUCP> richard@gryphon.CTS.COM (Ricardo Autobahn) writes:
...
>
>Americans, in general, have more disposible income than the rest of
>the world.
>

Ugh, this is nearly as bad as Dan Quale claiming "America is the envy
of the rest of the world", in particular with reference to Europe your
claim is much to broad to do justice to the diversity of political and
social systems (and incomes) that exist in Europe.

>I'm sure the European preference for colour is just as great, but
>the *relative* cost is higher. Same for other toys like CD players.

I don't think this is true, for most people the problem is that they
only want to have/can afford ONE monitor, not the difference in price
(about 20% more for a 1040ST and 10% for a Mega 2). Since the ST does
not have such a `games machine` image here, people tend to buy the B&W
monitor, mainly because it's much easier on your eyes (and there is
quite a lot of stuff here that only runs on a B&W system).

Matter of fact I've always wondered why people in the US put up with
such things as Mac screens, 50 line displays on the ST, the gastly
default Apollo workstation font, low resolution colour monitors etc.,
perhaps there's a US-optician Mafia? :-)

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

5893. Re: 4M & 2.5M

Newsgroup: comp.sys.atari.st
Date: 1988-10-07 03:07:48 UTC
From: 440488@UOTTAWA.BITNET
Message-ID: <8810070933.AA09450@ucbvax.Berkeley.EDU>
Source record: 250443

In article paul@cacilj.CTS.COM (Paul Close)write:
In article <...> lharris@gpu.utcs.UUCP (Leonard Harris) writes:
>>Datafree in Toronto is selling a 2.5 / 4 meg expansion board that plugs in

>Question: why are all the boards for 2.5 or 4 meg? As I understand it, the
>ST can have 2 banks of memory. I have a 1040, so that's one bank with one
>meg. If I add 1 meg on the other bank, that's 2 meg (just like the mega-2).
>Where, then, do the 2.5 meg boards come in?
>--
>Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

A Mega 2 does not have another 1 meg bank. It uses 16 1Mbit chips which
is 2 megabytes of ram.
Each bank has 16 places for ram chips. Chips can be 64K, 256K or 1M bit
A 1040 has 32 256K chips...adding this board in allows you to use either
256K or 1M bit chips in only one of the banks while the other take only
1M bit chip.....so a bank with 256K chip and another bank with 1 M chips
gives 2.5M

Doc'
440488@UOTTAWA.BITNET Disclaimer: Responsible....when sober.

- You know when your famous public personality when.....
theres a Spitting Image of you.

5894. Fortran to C translation

Newsgroup: comp.sys.atari.st
Date: 1988-10-07 03:54:30 UTC
From: jparker@watvlsi.waterloo.edu
Message-ID: <4054@watvlsi.waterloo.edu>
Source record: 250444

Does anyone know of a way or does any such thing exist as a
translation program or method for changing Fortran source code
to C source.

I have written a fair amount of Fortran code on the UNIX machine
at work but I have no f77 compiler for my ST...

Does anyone have any ideas or suggestions??

Thanx, James

5895. Re: Trying to get access to the built-in fonts

Newsgroup: comp.sys.atari.st
Date: 1988-10-07 04:24:44 UTC
From: jtang@orion.cf.uci.edu
Message-ID: <1066@orion.cf.uci.edu>
Source record: 250445

Hi ya all.... I am planing to buy an Atari ST rank computer, and want to
ask a few questions, any comment would be appreciated!

What's the average price for (each) the Atari 520, 1040, Mega 2 (2 megs one),
DSDD disk drive, color monitor, monitor/tv (for 1040 or Mega 2)?

Also, what's average price for the package deal?

520/DSDD drive/Atari Color monitor $????
1040/DSDD drive/ATari Color monitor $????
and Mega 2/DSDD drive/Atari Color monitor $????

thanks in advance!!!

james

5896. software, hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1988-10-07 07:17:36 UTC
From: cochrane@spot.Colorado.EDU
Message-ID: <3918@boulder.Colorado.EDU>
Source record: 250446

A friend of mine has sold his ST and wants to sell the ST software programs that he still has. He also has a couple of pieces of hardware to sell. He is willing to take best (reasonable) offer for these. Here is the list:

SOFTWARE Sale Price

Balance of Power (color system) $25
Flight Simulator (color) 25
High Roller (color) 25
Time Bandit (color) 20
Sundog (color) 20
Flash* 12
Degas* 15

142

I believe he intends to give a discount if you purchase all of the packages listed above (Talk to him about the amount.). All software has been rarely used and includes all manuals and original boxes.

*These items include the original registration card (which he never got around to sending in).

HARDWARE Sale Price

Packard Bell 300/1200 baud modem $100
Citizen MSP 20 printer with parallel
and serial ports 250
Macintosh 64K ROM chips for
Magic Sac & 10 disks of
MAC PD programs 40

The modem and printer were also rarely used and are both in excellent condition.

BOOKS

Compute's 1st Book of Atari ST $7
Compute's St Artist 7
ABACUS Gem Programmer's Reference 8
Graphics & Sound 8
Tricks & Tips 8

38

A discount is also available on purchase of all the books listed above.

MAGAZINES WITH DISKS

Start 5 vols $20
Compute ST 8 vols. 25
ST Log 3 vols. 10

55

His name is Samten Nagarajan. He can be reached at:
home 303-442-8129
work 303-770-5004

3850 Paseo del Prado #9
Boulder, CO 80301

5897. RE: Blitter Problems

Newsgroup: comp.sys.atari.st
Date: 1988-10-07 09:12:51 UTC
From: XBR3D815@DDATHD21.BITNET
Message-ID: <8810070955.AA09884@ucbvax.Berkeley.EDU>
Source record: 250447

> root@yale-bulldog.arpa (Celray Stalk) writes:

> I just got a Mega-4 and am having a problem with the blitter chip.
> With the blitter turned off, everything is fine. With it on, partial
> "shadows" of the window border get left behind when I drag a window
> across the screen with the mouse. These are little vertical lines of
> random height running up from where the bottom of the window was as it
> was being moved. It looks as if the CPU is not synchronizing itself
> properly with the blitter chip, perhaps aborting a blit in the middle.
> The problem occurs with both TOS 1.2 (the Mega ROM) and the new
> Developer's version of TOS 1.4.
>
> Has anybody seen this problem before? Do I have a bad blitter chip, or
> is the problem systemic with all Mega's?

Yes, i had the same problem. Dragging a window very fast from left to right
and back left a lot of vetical lines on the screen. I think it has something
to do with the accessories you have installed. When i used ALARMCLK and some
ramdisk, the problem occured. Now i have a different configuration and i have
never seen these symptoms again.
I have a Mega ST4 & SH205 and now with the following Programs in exact this
order in the AUTO-folder:
ETERNL3
TURBODOS
FOLDERxxx
IDLE12
Acessories:
Mouse Speed (Speed up the Mouse)
Extras (new File Selector Box)
ROCP
MemFile! (1.4)
I hope this will be of some help.

Werner XBR3D815 @ DDATHD21.BITNET

5898. Re: ST Report Vol. II No. 54

Newsgroup: comp.sys.atari.st
Date: 1988-10-07 11:48:55 UTC
From: trb@stag.UUCP
Message-ID: <614@stag.UUCP>
Source record: 250448

In article <495@snjsn1.SJ.ATE.SLB.COM> greg%sentry@spar.slb.com (Greg Wageman) writes:
>
>Personally, I feel that if "ApeInc" wants to distribute their magazine
>on the USENET, then *they* should trim the ads, and do so themselves.
>By propagating their newsletter, you are giving them more credence
>than they deserve. I have read several "issues" now, and it is clear
>that they are expressing lots of personal opinion, with very little
>(if any) independent investigation or research to corroborate. Much

I agree...plus the tone of their 'publication' has seemed very
anti-Atari, despite the constant pleading for people to quit abusing
Atari. Expressing opinions on the net is OK, even to couch it in the
form of a newsletter is OK, but the ads and some of the articles which
are little more than ads, don't seem appropriate on USENET. It might
be easier for someone to just summarize the ApeInc info to the Net.
Everything I have read so far could be summarized in one screen of
text...

-Todd Burkey
trb@stag.UUCP

5899. backup over rs323

Newsgroup: comp.sys.atari.st
Date: 1988-10-07 14:53:11 UTC
From: tnphhbu@dutrun.UUCP
Message-ID: <509@dutrun.UUCP>
Source record: 250449

Somebody must have tried this before. I have a 1040 with 20 Mb HD.
It is connected over the RS323 to a larger SUN system, at 9600 baud.
I think with 9600 baud I can make a backup at night. (9600 baud, say
500 chars/second, so 30k/minute, 2M/hour). Now how do I do it ?

I can make an account on the SUN that has only kermit (or whatever)
instead of a shell, so it would be safe. If I had a script on the
atari that would pass all files to kermit, plus some directory
information, and another script to restore things....

Any good ideas ?

Thanks in advance,

Hans Buurman (hans@duttnph.uucp, tnphhbu@dutrun.uucp,
Delft University of Technology (mcvax!dutrun!duttnph!hans, etc.)
the Netherlands

5900. Re: Umoria lockup

Newsgroup: comp.sys.atari.st
Date: 1988-10-07 14:57:58 UTC
From: saj@chinet.UUCP
Message-ID: <6746@chinet.UUCP>
Source record: 250450

In article <7168@jhunix.HCF.JHU.EDU>, ins_bjjb@jhunix.HCF.JHU.EDU (Jared J Brennan) writes:
(in response to a report of a umoria lockup)

> Well, I don't know if it's an isolated case or not, but I've not had that
> problem. Everything (well, almost everything; bug report below) works fine
> with my copy. I do suggest you try to get another copy. If you have more
> problems, send me mail and I'll give you my address so you can send me an
> SASE w/disk.
>
> The problem you have MAY be because you're running it from the desktop.
> I've tried starting it up from the desktop, which works, but I've never gone any
> further than that, because I don't know the VMS commands. I've run Moria from
> Gulam, the Do-It! shell, and NeoDesk without problems.
>
> Bugs:
>
> Wand of Wonder will send out every one of these at once:
> Clone monster
> Teleport Away
> (Cloud effects)
> These occur in the order above, and only take one charge. You don't
> know how annoying this can be.
>
> Shop contents change when a saved game is restored (may be a feature, but
> I doubt it).
>
> The shell escape function doesn't exactly do a shell escape. You can't
> return to the shell you called Moria from. You can, however, call a
> paging program, a disk formatter, ANOTHER shell, or whatever.
>
> Scroll of Teleport Level causes a lockup.
>
> Mages can reenter shops immediately after they've been thrown out (this
> is supposedly a feature; with high charisma, you should be able to do
> this sort of thing, but with mages charisma doesn't seem to matter).
>
> Potions of Restore Life Levels don't seem to give you back all of the
> lost experience. This may be a feature (but PC-Moria 4.83 doesn't
> do this!).

Some of these are bugs and some of them are features. My excuse for the bugs is that they're in things I never use; I'll try to do something helpful.

Shop contents are supposed to change when a saved game is restored; this is a very popular FEATURE. The use is that if you need a restore this-or-that potion and they're out of stock, you can save and restore. Shop contents should change more in proportion to the number of days between when the system thinks the game was saved and when it thinks it is now (This suggests a possible source of trouble: if the game thinks now is before the save time, because the system clock wasn't set...I haven't checked this, but I will).

The shell escape behavior is simply due to my ignorance. I had an example of how to execute a program and return to the parent; I followed it. I did try some fancier things, but they didn't work. I'd LOVE to get examples (email please, I'm going to be away for a while, and postings may expire) of how to do better things.

The behavior of restore life levels potions is in response to the famous 'grape jelly trick', of draining nearly all your experience, then restoring it to maximize the benefit of any stats which have been raised. It is definitely a feature, and is new to 4.87.

Today I have US mailed a disk of arced, uue -500 moria sources to martin@lakesys, along with a slightly fixed version of moria (the executable) and the ST curses package, which is fairly widely available, but not on the lakesys list. I have no idea what will happen as a result. The fixes are that upper case option letters are accepted, and that messages are displayed while a character is resting. As I said, slight.

If you run an archive which can be consulted either through a mailserver (like netlib@lakesys) or by allowing essentially unrestricted public access (like killer), and if you want any source or executable of umoria for the ST from me, I will gladly US mail it at my expense. Anyone else (including those who run ftp-only archives) can get the same service by sending me a DSDD disk, a mailer and postage. I am intentionally not publishing my mailing address, because I like to chat first. Please email me at chinet. chinet is chinet.chi.il.us (I think), and is known to many systems including killer, ulysses, ddsw1 and nucsrl.

I have been asked for a version of ST moria which will run in a door on a bbs. I'm trying, but success is not guaranteed. If anyone gets one to work, please let me know.

Thanks to CrackerJack, who sent me a picture postcard as per the request in the moria distribution. The first.

5901. clock cartridge

Newsgroup: comp.sys.atari.st
Date: 1988-10-12 14:39:21 UTC
From: scarlett@watdcsu.waterloo.edu
Message-ID: <5142@watdcsu.waterloo.edu>
Source record: 250301

I am looking for a clock cartridge for my 520 (for time stamping, etc)

I need something cheap yet satisfying :)
Any suggestions re:makes and models?

As I do not read this group regularly, please use email.

Many thanks

--
Forgive me Father, for I have sinned B. Scarlett
Father it was either me or him, U. of Waterloo
Father could we turn back the clock, Waterloo, Canada
I never meant to drop the concrete block.

5902. Timer interrupts

Newsgroup: comp.sys.atari.st
Date: 1988-10-12 14:54:16 UTC
From: jpd@aiva.ed.ac.uk
Message-ID: <617@aiva.ed.ac.uk>
Source record: 250302

Does anyone have any example srcs of MFP timer interrupts. I want to be able to use a Un*x-style alarm function and would be grateful for any information.

Whilst Ive still got my begging-bowl in hand - does anyone have any detailed information on the Line A functions/variables....I have Abacus "Internals" but it is incomplete and in many places, wrong.

I have heard say of the SALAD document but as far as I can make out, it is just for developers.

Thanks 10^6

--Andie.


```
-------------------------------------------------------------------------------
|Andie Ness | ARPA: andie%ed.eusip@nss.cs.ucl.ac.uk |
|Speech Input Project, | UUCP: ...!uunet!mcvax!ukc!eusip!andie |
|University of Edinburgh, | JANET: andie@uk.ac.ed.eusip |
|80, South Bridge, |-----------------------------------------|
|Edinburgh EH1, | "To be or not to be what was the question ?" |
|Scotland. | "If music be the food of love eat Tunes" |
|(Phone: +31 225 8883 x279.) | |
-------------------------------------------------------------------------------
```

5903. Re: Digitizer for the Spectrum 512???

Newsgroup: comp.sys.atari.st
Date: 1988-10-12 14:56:13 UTC
From: rjung@sal7.usc.edu
Message-ID: <1611@nunki.usc.edu>
Source record: 250303

(Gee, I haven't posted in a while...)

Yes, there is a Spectrum digitizer for the ST (How do you think Antic gets their nifty Spectrum pictures for _The Catalog_?)

Trio Computing (you know them, they wrote Spectrum!) has independently released DIGISPEC, which is supposed to give your Computereyes digitizer kit Spectrum-scanning capabilities. I don't know much else, short of that it exists (yes, I saw the package at my local store), but here's something for you to chew on for a while.

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

5904. Re: Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1988-10-12 16:10:28 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3659@druhi.ATT.COM>
Source record: 250304

in article <2669@ihuxy.ATT.COM>, nowlin@ihuxy.ATT.COM (Jerry Nowlin) says:
> I'm in desperate need of a program that will preview PostScript. I'm real
> tired of walking down the hall to the printer every time I want to test a
> piece of code. Is there a way to run the Mac programs that display
> PostScript with the Spectre?

I've never used any of the Mac PostScript preview programs so I
can't say I'm 100% sure if they will run on the Spectre 128. The odds
are that they will run with no problems. The *only* problem I know of
with the Spectre and PostScript is that you can't use an Apple
LaserWriter, all the drivers expect an AppleTalk port that the ST
doesn't have. Several possible solutions are being checked into but I
won't even guess if they will work or not.

If your interested in using a single program you might try
asking Dave if he knows if it runs or not. He has a lot of Mac software
and he also gets reports from all the users. You can reach him at
hplabs!well!dsmall. He usually gets on there about once or twice a
week. As an alternative you can send me an email asking about a specfic
programs, as long as the volume of requests is reasonably small I'm
willing to answer questions. I may not be any faster than emailing Dave
directly though.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

5905. Re: Digitizer for the Spectrum 512???

Newsgroup: comp.sys.atari.st
Date: 1988-10-12 17:08:46 UTC
From: merlyn@intelob.intel.com
Message-ID: <3020@mipos3.intel.com>
Source record: 250305

In article <Oct.11.19.48.57.1988.7522@topaz.rutgers.edu>, balsley@topaz (John Balsley) writes:
|
| I have been using Spectrum 512 for quite some time now, and I
| think the graphics are outstanding. I was wondering if there is a
| color digitizer out there somewhere which works with Spectrum or at
| least stores pictures in Spectrum format to capture the full color
| capabilities of the ST. Does such a thing exist for either Spectrum
| or any of the other 512 color graphics/paint programs currently on the
| market for the Atari? Any information would be helpful.

I have used the "Digispec" utility from Trio Engineering (the people that wrote Spectrum 512), which allows me to use ComputerEyes with Spectrum 512. I find it satisfactory, although the best pictures are made with separate R-G-B passes, rather than one fell swoop in composite color.

The user interface for Digispec is much like the interface for Spectrum 512. If you like one, you'll like the other.

Digispec allows me to diddle with dithering to get "in-between" colors at the expense of image crispness, and RGB offsets to adjust for bad lighting or special effects. The raw RGB captured image can also be stored for later diddling (if I have disk space :-). Digispec also translates GFI images using the same user interface... really nice for importing pictures from that "other system that starts with an A" :-).
--
Randal L. Schwartz, Stonehenge Consulting Services (503)777-0095
on contract to BiiN Technical Information Services (for now :-),
in a former Intel building in Hillsboro, Oregon, USA
<merlyn@intelob.intel.com> or ...!tektronix!inteloa[!intelob]!merlyn
Standard disclaimer: I *am* my employer!

5906. Re: MIDI Networking

Newsgroup: comp.sys.atari.st
Date: 1988-10-12 19:37:35 UTC
From: dbell@cup.portal.com
Message-ID: <9989@cup.portal.com>
Source record: 250306
Cross-posted to: comp.sys.atari.st,rec.music.synth

Ralph -

As for choosing a MIDI channel to avoid interferance w/ instruments,
I'd say the simplest way would be to allow the net to operate on ANY
channel (or even break the net into zones using channels), but encode
all network communications as SYSEX blocks. The are a lot of SYSEX id's
not yet assigned (confer Intl MIDI Assoc. data). This would serve to
encapsulate the communications in an isolated pseude channel, where
the contents of the SYSEX block is *entirely* up to the network community
to decide upon; the only restriction being that only 7-bit data is
allowed within the block...

Dave

5907. Volume Labels under TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1988-10-12 19:44:39 UTC
From: apratt@atari.UUCP
Message-ID: <1188@atari.UUCP>
Source record: 250307

After careful consideration, and some input from a couple of people (including credit to Kbad for the ultimate solution), I have reworked volume label handling in TOS 1.4.

Originally, I dropped volume labels entirely: if you tried to Fcreate a file with the volume bit set, you'd get a regular file. Then somebody complained about that, and I changed it so the Fcreate would fail.

However, I became convinced (thanks to Michael Fischer, among others) that this was bad: the only way to create volume labels would be by using Rwabs, and it is impossible to do that safely: if any of your parents has an open file on the drive, calling the "cause media change" procedure I provided would be a disaster.

So I decided to make them work at least as well as before, and hopefully better. See for yourself.

-- Allan Pratt

======= CUT HERE FOR APPLICATION NOTE REGARDING VOLUME LABELS ========

10/11/88: volume labels

The behavior of GEMDOS with respect to volume labels has been changed.

First, here's the new behavior:

1. The only available operations on volume labels are Fsfirst (if bit 0x08 is set, you'll see 'em) and Fcreate.

2. Fcreate(file,0x08) will create a volume label IF the 'file' ends up in the root directory of a device. Otherwise you get EACCDN.

3. Once you Fcreate a volume label, you should Fclose the handle immediately. This is not enforced, but any data you write to the handle is lost forever.

4. Before the new label is created, any label on that device is deleted. (Well, specifically, the first file in the root directory of the device with type == 0x08, if any, is deleted.)

5. You can create a volume label with the same name as an existing file, or vice versa. Both will coexist just fine on the disk.

6. You can't Fdelete, Frename, or Fattrib a volume label.

7. You can't use Fattrib to make a file into a volume label.

8. You can't remove a volume label. (But see #4: you can
rename one simply by creating one with the new name.)

In the old GEMDOS, people sometimes did this to create a new label:

```
Fsetdta(&dta);
if (!Fsfirst("\\*.*",0x08)) {
/* a label already exists: delete it. */
fd = Fcreate(dta.name,0);
Fclose(fd);
Fdelete(dta.name);
}
fd = Fcreate("\\mylabel",0x08);
Fclose(fd);
```

This sequence works because Fcreate'ing a file with the same name as
the label would remove the label. Then you could delete the file.
Having done that, you know the last Fcreate will be the only volume
label on the disk.

Well, this sequence will still work. The clause which checks for and
deletes an existing label is not needed, but harmless. The last Fcreate
will replace the old volume label with the new one.

In the old GEMDOS, the above algorithm will wipe out an existing file
which has the same name as the NEW label. In the new one, it will wipe
out a file with the same name as the OLD label. The advantage of the
new GEMDOS is that you don't need the first clause at all: just Fcreate
the new label, and you won't wipe out any files at all:

```
fd = Fcreate("\\mylabel",0x08);
Fclose(fd);
```

This works whether you already have a label or not, and whether you have
a file called mylabel or not, and it doesn't wipe out that file if there
is one.

Of course, since programs should run on any system with any ROMs,
and you should do error checking, this code will work best:

```
/*
* Program to change a disk's volume label.
*
* Should be run from the volume's root directory. The single command-line
* argument should be the new label to create. Any old label is removed.
* Works for all ROM versions, both pre- and post-TOS 1.4.
*
* This code is for Alcyon, but should compile under almost all ST compilers.
*
* Written by Allan Pratt, of Atari Corp., October 12, 1988; released
* to the general public to be freely used and copied with no restrictions.
*/

#include <osbind.h>
```

```
int romvers;
long mklabel();

main(argc,argv)
int argc;
char *argv[];
{
long oldssp;
int *sysbase;
char newlabel[12];
char pathbuf[128];

oldssp = Super(0L);
sysbase = *(int **)0x4f2;
romvers = *(sysbase+1);
Super(oldssp);

Dgetpath(pathbuf,0);

if (*pathbuf != '\0' || /* must run from the root directory */
argc != 2 || /* expect exactly one argument */
argv[1][1] == ':' || /* which must not have a drive spec */
index(argv[1],"\\")) { /* ...or a path spec */

Cconws("Usage: label <newlabel>\r\n");
Cconws("Must be run from the root directory,\r\n");
Cconws("and <newlabel> must be a simple file name.\r\n");
Pterm(1);
}

/* copy the argument because Fsfirst will overwrite it! */
strcpy(newlabel,argv[1]);

if (mklabel(newlabel)) {
Cconws("Failed.\r\n");
Pterm(1);
}
Pterm0();
}

/*
* mklabel: this procedure creates a new volume label on the current drive,
* replacing any existing label. The current directory must be the root
* of the drive you want to create the label on, and the argument must
* not contain a drive or path specifier.
*
* (Those restrictions are not demanded by Fcreate; they're demanded
* by the section of code inside "if (romvers < 0x0104)" because that
* way Fsfirst("*.*",0x08) will refer to the same drive & directory
* as the label you're trying to create.)
*/

struct _dta {
char reserved[21];
```

```
char attr;
int time;
int date;
long size;
char name[14]; /* null terminated */
} *dta;

long mklabel(newlabel)
register char *newlabel;
{
register long err;
register int fd;
extern int romvers;

/* If earlier than TOS 1.4, delete the old label. */
/* Assume that romvers has been set elsewhere. */

if (romvers < 0x0104) {
dta = Fgetdta();
err = Fsfirst("*.*",0x08);
if (err == 0) {
/* An old label exists: create a normal file with */
/* the same name, then delete that new file. */

if ((fd = err = Fcreate(dta->name,0)) < 0)
return err;
Fclose(fd);
Fdelete(dta->name);
}
}
if ((fd = err = Fcreate(newlabel,0x08)) < 0)
return err;
err = Fclose(fd);
return err;
}
```

5908. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-10-12 19:52:45 UTC
From: al710@unh.UUCP
Message-ID: <685@unh.UUCP>
Source record: 250308

In article <56354JJL101@PSUVM>, JJL101@PSUVM.BITNET (J.J. Lehett) writes:
>
> I hope nobody flames this, as I am not sure if this is an acceptable
> post here - but i cannot seem to get the info I want elsewhere. I am
> very badly in need of a spells list and maps if possible to Dungeon Master.
> Would some soul out there care to mail these to me?
> Thanks in advance!
> J.J.

Translation: Could someone tell me how to use my pirated copy of
Dungeon Master?

Geez, just buy it! You can get it for <$30 from almost any
mail-order software house.

And one last thing: It's unwise to announce software piracy over
the net -- and even less wise to pirate in the first place.

```
/*
** What, you wanted something funny?
** --- Anthony Lapadula
** (That's ...!unh!al710 to you!)
*/
```

5909. Re: MIDI Networking

Newsgroup: comp.sys.atari.st
Date: 1988-10-12 19:57:26 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <625@hudson.acc.virginia.edu>
Source record: 250309
Cross-posted to: comp.sys.atari.st,rec.music.synth

midi networking would be fast enough for print sharing and network applications
such as midi-maze. if we could beat the centronix port into being 2way we
could do reasonable disk sharing. however, i think that the first 2 applications
alone might be worth the effort.

Greg Lindahl internet: gl8f@virginia.edu
University of Virginia Department of Astronomy bitnet: gl8f@virginia.bitnet
"Doesn't Quayle know that the FBI handles doesmetic assassinations?"

5910. Re: Color Monitors (was Re:Wait a Sec...)

Newsgroup: comp.sys.atari.st
Date: 1988-10-12 23:16:37 UTC
From: rob@kaa.eng.ohio-state.edu
Message-ID: <782@accelerator.eng.ohio-state.edu>
Source record: 250310

In article <521@mks.UUCP> wheels@mks.UUCP (Gerry Wheeler) writes:
> [60 Hz flicker is less than 50 Hz same,] and I don't mind using the
>colour monitor for long periods. The characters aren't as well defined
>as on the monochrome, but it isn't any harder on my eyes.

Apparently milage varies here; I have both monitors, and I find the
black and white significantly easier on the eyes, to the point that I
now sometimes wonder why I bought the color.

Rob Carriere

5911. Re: XProlog

Newsgroup: comp.sys.atari.st
Date: 1988-10-12 23:22:57 UTC
From: atoenne@laura.UUCP
Message-ID: <651@laura.UUCP>
Source record: 250311

In article <6521@pyr.gatech.EDU> wolf@pyr.UUCP (Thomas Wolf) writes:
>I have recently received a copy of the pd prolog compiler XPROLOG. I seem to
>have some problem executing it, though. Here's my problem:
> Whenever I try executing it from "Gulam", it immediately
> exits with the message "Cannot build such a large Prolog"
> From "msh" (or from the desktop) it works fine.
>I tried playing with the various options (stacksize, Functorsize, etc.) in
>order to cut down on the amount of space used by Prolog, but to no avail.

Hum,

I have heard about this problem from several ppl but I have no idea how
to solve it.
Perhaps it helps you, if I send the whole sources (>250kb) to comp.sources.
atari.st ?

This error message is sent only, when one of the mallocs fails.
This is due to low memory only.
So either Gulam needs too much memory or Gulam gives a junk command line to
Xprolog.

Please note that I will not give anymore support for Xprolog.
(In fact it has expired from my harddisk about a year ago)

Andreas Toenne (Author of Xprolog)

5912. ZMAG, ST Report, Vote

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 02:49:51 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2085@udccvax1.acs.udel.EDU>
Source record: 250312
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, I have had a good bit of feedback on my vote request. While most replies said that they wanted them posted to the net, many didn't want them posted, some preferred mail, and very few were actually opposed to getting them through the mail. This and the fact that my posting of the mags to the net take up a full 2% of net activity (I made the top 20 :-]) led me to decide to try mailing them. I have never tried a mass mailing of this magnitude, so I would appreciate any tips (I am using a Vax running BSD 4.3). If you would like to be added to the mailing list, send me mail with a good return path and (ZMAG/ST Rep/both). If you have send me a vote, you don't need to send another request. If this doesn't work out, I may have to go back to a net posting. I hope this is a satisfactory solution for everyone.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

p.s. I should be getting the new issues any time now, so get the requests in.

GD,TL,TR,AEE

5913. Atari 520 exchange

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 04:32:54 UTC
From: davis@ux1.lbl.gov
Message-ID: <1112@helios.ee.lbl.gov>
Source record: 250313

Hello,

My atari recently began having problems and I took it in to
a local shop. I was told after about a five minute cursory
examination that it would need a new motherboard probably and
the best thing I could do was send it in to ATARI with $95
dollars and exchange it for another 520. Apperantly the
520 (old model) is no longer produced.
This seems fine but I am concerned about getting
a ``reconditioned'' 520. Has anyone had bad experiences
with the trade in? Would I be better off doing something
else (perhaps getting a new mother board from atari and putting
it in myself) will I get back what I sent them? I am concerned
about sending a computer which worked fine until three days ago
to the great computer graveyard at Atari. I would like to hear
from anyone who has had experience with this service...
Jeff Davis
JCDavis@LBL.GOV or JCDavis@LBL.BITNET or CXRO::DAVIS or
davis@ux1.LBL.GOV

5914. Re: Atari Workstation

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 05:31:10 UTC
From: BobR@cup.portal.com
Message-ID: <10019@cup.portal.com>
Source record: 250314

Thomas Wolf asks:
>I sure hope that Atari will bring out this Transputer. Descriptions of it
>have been floating around Usenet (and bbs') for about a year now. The
>previous message mentioned it being released in Britain. Will it be availabl
>in the US any time soon?

The "Atari WorkStation" (the new name, since ABAQ is already in use) is
expected to be available for shipping in England by the end of this year.

The "Under $5000" workstation will now cost $8500 (U.S.) with one transputer,
with optional cards of four more transputers available. The operating
system on the "AWS" will be Helios...

Neil Harris explained that the transputer based workstation will be sold
exclusively in England first because they designed the transputer chip, and
are most familiar with it. (I guess he means that the 68000 chip in the
ST was designed in Germany, and that they're most familiar with it, too..)

BobR

5915. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 06:45:58 UTC
From: MARKS@HDETUD53.BITNET
Message-ID: <8810130644.AA18027@ucbvax.Berkeley.EDU>
Source record: 250315

Do the Magic Sac users out there know how to print their Mac Postscript files on a PostScript Laser Printer? It's easy once you know how, but there are a couple of tricky bits which had me hung up for awhile. I've therefore decided to offer a short tutorial. I assume that the information is equally relevant to Spectre 128 users.

The first step is to get a LaserWriter driver installed in your system. The trouble here is that the system tries to prevent you from doing this unless you have AppleTalk turned on, but, if you turn on AppleTalk, you will crash instantly. In my experience, the DA "Chooser" is very strict about this. The same is true of the old DA called "Choose Printer," as long as you attempt to install a modern version of the LaserWriter driver. However, if you use Choose Printer in combination with a really old version of the LaserWriter driver [mine is called Version 0], the installer checks only the NAME of the driver. So, if you rename the original driver to anything but "LaserWriter," you can install it with Choose Printer.

The next step is easy: follow the normal steps you would take to print a file, but, as soon as you click on the "OK" button in the Print dialog box, hold down "command-f" (i.e.,"control-f" on your ST). Instead of an attempt to print to the LaserWriter, a text file of Postscript commands will be written to your default disk under the name "PostScript" [an existing file called "PostScript" will be deleted, so you need to rename it first].

Now, you can't send this file to a PostScript printer, since it includes calls to procedures that are defined elsewhere. In fact, they are defined in the file "Laser Prep," a fact that need not concern you except for the fact that you won't be using this file and therefore don't need to have it on your disk. Getting the actually PostScript text files out of Laser Prep is not so easy, since they are buried somewhere in the resource fork of that file. Instead, do what Mac users who want to print PostScript over a printer that isn't connected to AppleTalk do. That is, find a copy of the Laser Prep text somewhere. These files are usually known as PostScript headers and are floating around the nets.

The trouble here is that, at some point in history, the modern Laser Prep files became incompatible with the old Laserwriter driver. Since you [and practically no one else in the world] are using the original driver, you need to locate the original header. Fortunately, the good folks at Info-Mac and Macserve are taking care of you, and a version of that file is still archived under the name LASERWRITER-HEADER.PS. Fish down this file, and you are ready to go.

Almost. The archived file (at least, the version on MACSERVE@IRLEARN) has a missing line that can cause you all kinds of grief to track down [believe me]. Find the section of the file that goes:

```
{eofill}
{eofill}
{newpath}
{eofill}
```

and duplicate the last line, so you have:

```
{eofill}
{eofill}
{newpath}
{eofill}
{eofill}
```

Now you're all set. Just PREpend the header to the "PostScript" file generated by your Mac, and print on any PostScript printer. It ought to work on any; I can only verify that it hasn't given me any trouble on a DEC PrintServer40 attached to our local VAX. I've printed various sorts of text and graphics without difficulty. Occasionally, the output will look a tad different from what you would get from a LaserWriter using a modern printer driver, but the difference (as far as I have seen) is slight.

The normal LaserWriter routine includes the permanent installation of the header during the first print job; subsequently, the header does not need to be resent. The header I've recommended does not install itself and hence needs to preceed each job. For my purposes it makes very little difference, since the header resides on the VAX, and only the LaserWriter output needs to be sent over to the VAX each time. If you want to risk offending other users of the printer, the header includes some commented-out lines which presumably order the header to be retained in RAM.

I realize that this sounds like a lot of instructions, but, once you have everything set up and have a command file to carry out all of the steps, it's a pretty simple process, and the results are highly satisfactory. I hope you find it the same. Good luck.

Roger
MARKS@HDETUD53

5916. Re: MIDI Networking

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 08:03:16 UTC
From: c91a-ra@franny.Berkeley.EDU
Message-ID: <6427@pasteur.Berkeley.EDU>
Source record: 250316
Cross-posted to: comp.sys.atari.st,rec.music.synth

In article <625@hudson.acc.virginia.edu> gl8f@bessel.acc.Virginia.EDU (Greg Lindahl) writes:
>midi networking would be fast enough for print sharing and network applications
>such as midi-maze. if we could beat the centronix port into being 2way we
>could do reasonable disk sharing. however, i think that the first 2 applications
>alone might be worth the effort.
>----------
>Greg Lindahl internet: gl8f@virginia.edu
>University of Virginia Department of Astronomy bitnet: gl8f@virginia.bitnet
> "Doesn't Quayle know that the FBI handles doesmetic assassinations?"
I add: only if it's an ascii printer; a Postscript laser would choke a MIDI net. And I thought the centronics port was two way (with a proper xbios call).

A MIDInet would never pass muster as a real net, but it is a cheap step up to one. You could implement mail, and net based games :) and other useful functions. You could also do file transfers relatively quickly without having to rig up a null modem. 3.5KB/sec is not exactly inconvenient if it is done only occasionally.

Now all we need is a standard ;-)

TTL EXE MUX PRG A3I MTX TTP FOE TUS APP JTK MMU CRT VDI TOS DRI GEM CPM ACC OMV
JOH NKA WAK AMI c91 a-r a@f ran ny. Ber kel ey. Edu kaw aka mi@ zen .Be kel ey.

5917. Re: Atari Workstation

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 09:03:04 UTC
From: hafer@infbs
Message-ID: <103@infbsgr.infbs>
Source record: 250317
Cross-posted to: comp.sys.atari.st,comp.sys.transputer

A firm which builds transputer systems and interfaces to the Atari ST
(and IBM-PC) is

TransferTech GbR
Goslarsche Str. 64
D-3300 Braunschweig
W. Germany

E.g. they have a tranputer-based Server-Network for the ST series.
Anyone interested may e-mail me for details.
Bitnet preferred: hafer at dbsinf6

5918. shell escape (was: Umoria lockup)

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 10:07:47 UTC
From: to_stdnet@stag.UUCP
Message-ID: <620@stag.UUCP>
Source record: 250318

From: dal@syntel.UUCP (Dale Schumacher)

[n62@nikhefh.hep.nl (Klamer Schutte) writes...]
> In article <7168@jhunix.HCF.JHU.EDU> ins_bjjb@jhunix.UUCP (Jared J Brennan) writes:
>>Bugs:
>>
>> The shell escape function doesn't exactly do a shell escape. You can't
>> return to the shell you called Moria from. You can, however, call a
>> paging program, a disk formatter, ANOTHER shell, or whatever.
>
> This is not supposed to be a bug on a ST. The only possibility it has is to
> make a system call which is handled by the shell (like U*IX system()) by
> calling a routine who's pointer is in the system variables (I don't know
> which; sorry)
>
> A possibility you do have is when moria does a shell escape (or some other
> programs as well) is to setenv SHELL to the name of the shell; I set it to
> the name of a small program (source on request) which just reads a line
> and executes it by calling system on this line.

The following is (again?) the system() function from dLibs. It uses the
_shell_p system variable, if possible, and then tries the SHELL environment
variable, followed by trying to forkXXX() the program directly, using the
PATH environment variable to find the program. As an aside, the 1.2 release
of dLibs is a couple of weeks (if that) away. This release will coincide
with the release of Sozobon C (public domain, GOOD, and MUCH smaller than GCC).

```
-----------------------------------8<-----------------------------------
#include <osbind.h>
#include <stdio.h>
#include <string.h>
#include <basepage.h>

static parse_args(cmdln, argv)
char *cmdln;
register char *argv[];
{
register char *p;
static char delim[] = " \t\r\n";

if(p = strtok(cmdln, delim))
{
do
{
*argv++ = p;
}
```

```
while(p = strtok(NULL, delim));
}
}

int system(command)
register char *command;
{
register char *p;
register int (*shell)();
char rv[2];
char cmdln[1024];
char *args[64];
char *getenv();

if(!command)
return(ERROR);

/* get _shell_p value */
p = (char *) Super(0L);
shell = (int (*)()) *((long *) 0x4F6L);
Super(p);

/* validate _shell_p */
if((shell) /* Shell available. */
&& (((long) shell) < ((long) _base)) /* Reasonable shell pointer. */
&& (strncmp(shell, "PATH", 4))) /* Not corrupted */
{
return((*shell)(command)); /* execute the command */
}

strcpy(cmdln, command); /* copy the command line for parsing */

if((p = getenv("SHELL")) && (*p)) /* Can I use SHELL variable? */
{
args[0] = p;
parse_args(cmdln, (args + 1));
forkvpe(p, args, NULL);
wait(&rv);
return((rv[1] == 0) ? rv[0] : rv[1]);
}

/* tokenize the command line and execute a program found on the path */
parse_args(cmdln, args);
p = args[0];
forkvpe(p, args, NULL);
wait(&rv);
return((rv[1] == 0) ? rv[0] : rv[1]);
}
-----------------------------------8<-------------------------------------

--
Dale Schumacher 399 Beacon Ave.
(alias: Dalnefre') St. Paul, MN 55104
```

...pwcs!stag!syntel!dal United States of America
"It's not reality that's important, but how you perceive things."

5919. AGAIN: UNITERM DOC (reply got lost)

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 10:21:56 UTC
From: remco@tnoibbc.UUCP
Message-ID: <851@tnoibbc.UUCP>
Source record: 250319

I'm sorry, but I have to ask for UNITERM 2.0c doc again.
I got two replies that offered to send the doc, but during
the switchover to our new CONVEX computer the replies were lost
so I don't know to whom I must send my request.

Thanks again and sorry for the inconvenience, Remco
--

Remco Bruijne USENET: remco@tnoibbc PHONE: +31 15 606437

5920. Re: Postscript and TDP

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 10:38:31 UTC
From: decouty@irisa.UUCP
Message-ID: <718@irisa.UUCP>
Source record: 250320

In article <881011-043527-5284@Xerox> "Hugh_Messenger.EuroPARC"@XEROX.COM writes:
>Vn 1.12 of Timeworks DTP includes the option to save Postscript output to a file.
>
> -- Hugh

Does it support Postscript fonts better? Is there a way to use symbol font?
Other new features?

Thanks

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+---+
IRISA - INRIA	EMAIL : decouty@irisa.fr
Campus de Beaulieu	
F-35042 Rennes Cedex	UUCP : {uunet,mcvax,inria}!irisa!decouty
FRANCE	decouty@irisa.UUCP
+--------------------------+---+--------------------+-------------------------+
| PHONE : +33 99 36 20 00 | TELEX : 950473 UNIRISA | FAX : +33 99 38 38 32 |
+--------------------------+------------------------+-------------------------+

5921. STadel systems

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 12:35:00 UTC
From: euloth@dalcsug.UUCP
Message-ID: <149@dalcsug.UUCP>
Source record: 250321

I seem to have an intermittent problem with the STadel 3.3 system. I am using an unmodified 520ST with Floppies. Now when I originally converted to the 3.3 back a few months ago, the conversion went fine, from the 3.1g. Then a week later, I tried to do a reconfigure, and the system would hang up after the configur.tos program got my reply to the question asking if I wanted to wipe the room, floor, log, or message files. always answered in the negative.

I somehow got it going again. Well last night it happened again. Now I made NO changes to the ctdlcnfg.sys file at all. I booted the system and it got as far as clearing the screen. Then it hung. I hit reset and since there was no CTDLTABL.SYS file, I went to re-configure. It hung as described. I got a new copy of the configur.tos program. Still the same thing. Copied each of the files and they all seemed to copy fine. REally strange. Does anyone have any solutions? Help!

Thanks in advance.

George Seto

.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

5922. Re: Picture Formats Postings

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 14:06:51 UTC
From: jpdres13@usl-pc.usl.edu
Message-ID: <55@usl-pc.usl.edu>
Source record: 250322

Yes, keep posting the picture format info!

I first implemented programs using that information from your first posting quite a while back. I have saved the newest version in an "info" area and have kept up with the postings every time. I have found the info gained from neo and degas files invaluable. Keep up the good work as it is a very good use of bandwidth (better than this posting for sure), much better than some of the extraneous stuff than gets posted here (including mine). This is a lot of very useful info in a relatively small amount of space.

```
-------------------------------------------------------------------------
John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT | \/ \/
-------------------------------------------------------------------------
```

5923. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 14:27:17 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <423@stag.math.lsa.umich.edu>
Source record: 250323

In article <685@unh.UUCP> al710@unh.UUCP (Anthony Lapadula) writes:
>In article <56354JJL101@PSUVM>, JJL101@PSUVM.BITNET (J.J. Lehett) writes:
>>
>> post here - but i cannot seem to get the info I want elsewhere. I am
>> very badly in need of a spells list and maps if possible to Dungeon Master.
>> Would some soul out there care to mail these to me?
>
>Translation: Could someone tell me how to use my pirated copy of
>Dungeon Master?

Highly doubtful. Dungeon Master has an incredible protection scheme.
Last I heard, no one could figure out how to copy or "crack" it with
any degree of success.

One other thing, shut up. You obviously don't know much about Dungeon
Master. The booklet that it comes with does not include maps or spell
lists. Asking for them is a perfectly valid and legal (if cheating)
posting to the net. I bought my copy, maybe if you'd bought your you'd
know such things...

>And one last thing: It's unwise to announce software piracy over
>the net -- and even less wise to pirate in the first place.

I think you have those two mixed up, but you're on the right track.

Jon Brode -- dyer@math.lsa.umich.edu

5924. Astrocal v. 1.8

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 14:50:29 UTC
From: terrell@druhi.ATT.COM
Message-ID: <3662@druhi.ATT.COM>
Source record: 250324

Astrocal 1.8 is available. This version includes an expanded user's guide, expanded planet viewing report, and a graphical diagram of the positions of Jupiter and its Galilean moons.

If there is sufficient interest, I'll post it to comp.binaries.atari.st...

Terrell

5925. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 15:11:32 UTC
From: rjung@sal41.usc.edu
Message-ID: <1627@nunki.usc.edu>
Source record: 250325

In article <56354JJL101@PSUVM>, JJL101@PSUVM.BITNET (J.J. Lehett) writes:
> I hope nobody flames this, as I am not sure if this is an acceptable
> post here - but i cannot seem to get the info I want elsewhere. I am
> very badly in need of a spells list and maps if possible to Dungeon Master.
> Would some soul out there care to mail these to me?

In article <685@unh.UUCP> al710@unh.UUCP (Anthony Lapadula) writes:
>Translation: Could someone tell me how to use my pirated copy of
>Dungeon Master?

Waitasecond!

The man asked for Maps and spell list -- NOT instructions. I'm not sure if
you played DM, Anthony (can I call you Anthony? We haven't been formally
introduced B-), but I have. The only place to get maps and spell lists are
from other experienced adventurers who have finished the game.

I'm afriad you've been found guilty of jumping to conclusions, and for
turning an innocent request into unbased criticism.

>Geez, just buy it! You can get it for <$30 from almost any
>mail-order software house.

Yeah! Great game, and at that price, even. FTL could have probably charged
$50 a package and still sell millions, but they kept the price down and made
all of us happy.

>And one last thing: It's unwise to announce software piracy over
>the net -- and even less wise to pirate in the first place.

Roight.

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

5926. Re: Color Monitors (was Re:Wait a Sec...)

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 15:16:47 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1881@water.waterloo.edu>
Source record: 250326

In article <782@accelerator.eng.ohio-state.edu> rob@kaa.eng.ohio-state.edu (Rob Carriere) writes:
>Apparently milage varies here; I have both monitors, and I find the
>black and white significantly easier on the eyes, to the point that I
>now sometimes wonder why I bought the color.

I love my flicker-free monochrome monitor. I use
(1) APL.68000 on my ST for writing APL programs, I use
(2) TOM as an APL terminal emulator to reach remote APl sites,
(3) Gulam as my favorite shell, and its terminal emulator
(4) as a terminal to read and reply to news :-).

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

5927. re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 16:36:11 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <57285JJL101@PSUVM>
Source record: 250327

Dungeon Master is still an unable to be broken copy protection scheme,
and yes I do have an original Dungeon Master disk. Do not assume that someone
pirates something simply because they do not have the documentation. I, as
a college student happen to be borrowing the disk off of a friend who did not
bring his documentation from home. Therefore, the flame someone on the net set
up on me assuming that I pirate and freely express this is totally invalid.
I hope I have made a point here - and one last thing, the people who
complain about people pirating are often the ones who pirate the most
themselves.
J.J.

-=-=-=

5928. Re: TeX location

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 17:03:53 UTC
From: kibo@pawl17.pawl.rpi.edu
Message-ID: <1415@imagine.PAWL.RPI.EDU>
Source record: 250328

In article <343@eutrc3.UUCP> wsinsi6@eutrc3.UUCP (a.lapinski) writes:
>
>As far as I know there is a public version of TeX for the ST, available via
>ftp at clio (35.195.16.14).
>Is anyone aware of a server on the UUCP or BITNET holding this implementation
>of TeX ? Perhaps someone would be willing to post it to 'netlib@lakesys.UUCP'
>or to 'listserv@canada01' on the BITNET ?
>
> Antek Lapinski
>
>---------------------------------
>Antek Lapinski
>Computing Science Department
>Eindhoven University of Technology
>Postbox 513
>5600 MB Eindhoven, Netherlands
>
>UUCP : mcvax!eutrc3!wsinsi6
>BITNET : wsinsi6@heithe5
>

clio has the sources and executable for TeX, along with some PK format
font files for the screen previewer, and .FMT and .STY files for LaTeX.
It does -not- have the DVIST screen previewer or anything to let you
print DVI files on either an Epson or a laser printer. The read-me files
along with these mention repeatedly that DVIST and the Epson printer program
are both available "elsewhere".

Could someone please explain where I might find these?

Without either a DVI viewer or a printer driver, TeX on a ST is a bit
useless, since you have to upload your DVI file to another system to print
it or read it. You might just as well upload the TeX file and TeX it there...
--
James "Kibo" Parry
userfe0n@rpitsmts (bitnet)
userfe0n%mts.rpi.edu@itsgw.rpi.edu (internet)
or try address above (fatchance)
#! rnews 980
Path: psuvm.bitnet!cunyvm!nyser!itsg

5929. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 17:34:40 UTC
From: grieggs@jpl-devvax.JPL.NASA.GOV
Message-ID: <3043@jpl-devvax.JPL.NASA.GOV>
Source record: 250329

In article <685@unh.UUCP> al710@unh.UUCP (Anthony Lapadula) writes:
>In article <56354JJL101@PSUVM>, JJL101@PSUVM.BITNET (J.J. Lehett) writes:

>> I hope nobody flames this, as I am not sure if this is an acceptable
>> post here - but i cannot seem to get the info I want elsewhere. I am
>> very badly in need of a spells list and maps if possible to Dungeon Master.
>> Would some soul out there care to mail these to me?
>> Thanks in advance!
>> J.J.

There was a recent issue of ST Express which focused on Dungeon Master. It
included maps and (I believe) spells. If you can't find it, maps and spells
are available on most public bulletin board systems. If all else fails, the
company that makes Dungeon Master (FTL, I believe) has a book out - 'Guide to
the Dungeons' or something similar. I hear the book basically reveals all,
but have not purchased it myself. Why bother, after finishing it unaided?

>Translation: Could someone tell me how to use my pirated copy of
>Dungeon Master?

>Geez, just buy it! You can get it for <$30 from almost any
>mail-order software house.

>And one last thing: It's unwise to announce software piracy over
>the net -- and even less wise to pirate in the first place.

Pardon me, but I saw nothing in his post that implied he had pirated
the software in question. There is no spells list in the Dungeon Master
package, nor are there maps. I suggest you research your facts in the
future before flaming publicly. And yes, I own the package.

_john

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-0465
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

5930. Need ARC v5.21

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 18:23:35 UTC
From: achowe@orchid.waterloo.edu
Message-ID: <50@orchid.waterloo.edu>
Source record: 250330

Does anyone have the lastest version of ARC v5.21 on disk which I
could copy? I need it to start unpacking GNU CC stuff.

- Ant

--
achowe@orchid.waterloo.edu | "Killed by pirates is good."
__ _ | - The Princess Bride (movie)
/ _ _ _ |/ _ _ | _ _ |/ |
__| `<_\<_ |\|= | ` _/<_\<_ |\ | disclaimer...

5931. Re: Mail order blues/guide (LONG)

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 18:35:43 UTC
From: dwl10@amdahl.uts.amdahl.com
Message-ID: <c1bvN42Y=51010ZLZCc@amdahl.uts.amdahl.com>
Source record: 250331
Cross-posted to: comp.sys.amiga,comp.sys.apple,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc,comp.sys.mac

Another way to get back at dishonest/shoddy mail order merchandisers is to write the magazines they advertise in.

I had problems with a now defunct mail order house that advertised in COMPUTE! magazine. After several frustrating months, I wrote COMPUTE!.

A few weeks later I got a call from COMPUTE! saying that they had checked into the problem, and a refund was on it's way. Two days later, I received my refund from the mail order house!

If you hit the vendor where it hurts, you often get results!

Another remedy to the "They charged my card, but I waited 9999 weeks before the product showed up..." problem is to order COD. You pay a feeS&d&~, but if your order is several hunderd dollars, the fee is less than 9 weeks of interest on your money!

--

"This isn't Heaven, this is Cleveland!!!!"

Dave Lowrey
Amdahl Corp.
Houston, Texas
(713)-850-8828
...!{ames,sun,decwrl,uunet,....}!amdahl!dwl10

[The opinions expressed <may> be those of the author and not necessarily those of his most eminent employer.]

5932. 1040 ST/color has been sold

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 18:52:09 UTC
From: rosenkra@Alliant.COM
Message-ID: <2469@alliant.Alliant.COM>
Source record: 250332

```
----
the 1040ST/color i put on the block last week has been sold and shipped
to the first bidder. thanx for all other inquiries.

i will no longer be reachable at this site. if/when i get access again to
this net, i will (to quote the Terminator) "be back".

adios...

-bill
```

5933. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 20:00:59 UTC
From: jafischer@dahlia.waterloo.edu
Message-ID: <9059@watdragon.waterloo.edu>
Source record: 250333

In article <685@unh.UUCP> al710@unh.UUCP (Anthony Lapadula) writes:
>In article <56354JJL101@PSUVM>, JJL101@PSUVM.BITNET (J.J. Lehett) writes:
>> ... I am
>> very badly in need of a spells list and maps if possible to Dungeon Master.
>> Would some soul out there care to mail these to me?
>Translation: Could someone tell me how to use my pirated copy of
>Dungeon Master? [etc.]

Just hold on a sec before jumping to conclusions, pal. J.J.
is asking for something which does not come included with Dungeon
Master! (The whole idea being that it's supposed to be FUN spending
many days trying to uncover these spells on your own. Yeah right).
He's not asking for the documentation to a pirated game. Methinks you
were just a tad hasty in jumping onto your high horse.

--
-Jonathan Fischer

5934. Re: Mail order blues/guide (LONG)

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 20:06:20 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2433@silver.bacs.indiana.edu>
Source record: 250334
Cross-posted to: comp.sys.amiga,comp.sys.apple,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc,comp.sys.mac

This is getting cross-posted all over creation, so please, if you have a follow-up that only belongs in one group, edit that newsgroup!!! Please!!

With reference to problems with mail order, I'd like to offer a (not too) brief statement in defense of dealers. Please note that I am part-owner in a small store, fairly new, and pretty much limited to the Atari ST and Mega. This post may be a little biased, but I also try to look at it from the side of the consumer, especially the "average" consumer who is not a power user, not a hacker... just someone who uses a computer.

Is there a place in this world for mail order? Probably. But... please remember that just as you expect to earn a living from your job, your dealer's job is the store he/she/it runs and the services provided to you, whether those be consultation or repair type services. If you come to me and use my services (e.g. trying out my software, asking questions, having me track down products and in general just picking my brain), then go buy from mail order because the price is cheaper, you have in effect stolen from me. You have used my services, my knowledge, my software, but have not paid for them. I think we all would agree that it just simply isn't fair. When you buy a product from my dealership, you aren't just buying a product. You're buying my support. You're buying my education. You're helping to repay the money we spent to become an "authorized" dealer if we are one (and believe me, that's no small sum!). You're buying the opportunity to come into my store and try out new software before you purchase it to make sure it's what you want. Many times we've opened packages for people to "test drive". Many times they have bought them. Many times they haven't. That's okay. It's part of being a dealer. Sometimes someone comes in ready to buy an expensive program, but when I talk to them about their needs, the program they're looking at is overkill, and I can recommend another, less expensive or less complex package. That's okay, too. As a dealer, it's my job to provide the best service I can to my customers. If I give solid and responsible advice, my customers are going to come back when they need something else. If I make a half dozen long distance calls to find some obscure book, that extra half-mile I've gone will pay off in a loyal and satisfied customer. If I've done my job well, I will be rewarded with recommendations from satisfied customers. If I've done my job well, I deserve to be paid for it.

It's okay with me if you buy mail order, but please don't expect to come to me if you have problems with it, or if you want to return it because it doesn't do what you want. Please don't spend 3 hours with me some evening asking me everything I know about it and then not buy it from me when you buy it. Please don't ask me to try to train you in how to

use it the way you need to. And don't expect me to drop other (read: paying) customers when you walk in the door and be exceedingly friendly or helpful. I can't afford to run a not-for-profit dealership. I have bills to pay, too.

The reason mail order places can sell things at the prices they do is because they don't have to spend 3 hours (or more!) talking to you about the software/hardware trying to make sure it's what you need/want. They don't have to have machines available to let you try the software. They don't have to maintain a "pretty" store because it's required for an *authorized* dealership. They don't have to be there to answer the phone and spend time explaining how to set up the hard drive (printer, modem, monitor, whatever) you just bought because the manual can't be translated into a recognizable language. Mail order won't send you home with another copy of a software package because your disk drive refuses to read your original disk all of a sudden.

Mail order is great if that's all you need.

Please don't complain about dealers because they can't compete with mail order prices. We can't. But then, mail order can't compete with our service, either. We don't charge "list"... but we don't charge mail order. With a lot of luck, we may get into the financial "black" in about 18 months, but that's only for equipment, stock, etc. Taking into account the amount of time we have spent and will spend tracking leads, teaching, talking, reading, etc... well, let's just say it's a good thing we enjoy this... :-)

I apologize for the length of this, but I think it needed to be said. It's not meant as a chastisement or a gripe. There's simply more than meets the eye to retail sales. I probably stated it a bit more eloquently on GEnie, but then, I didn't have the phone ringing all the time and people in and out while I was writing that one. ;-}

Happy computing and support your local computer pusher!

climbing back down off the soapbox

5935. Re: Digitizer for the Spectrum 512???

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 21:15:14 UTC
From: greg@bilbo
Message-ID: <511@snjsn1.SJ.ATE.SLB.COM>
Source record: 250335

In article <3020@mipos3.intel.com> merlyn@intelob.intel.com (Randal L. Schwartz @ Stonehenge) writes:

>I have used the "Digispec" utility from Trio Engineering (the people
>that wrote Spectrum 512), which allows me to use ComputerEyes with
>Spectrum 512. I find it satisfactory, although the best pictures are
>made with separate R-G-B passes, rather than one fell swoop in
>composite color.

OK, so where do I get it? Digispec, that is, I've already got ComputerEyes.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN
(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

Opinions expressed herein are solely the responsibility of the author.

5936. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-10-13 21:39:42 UTC
From: greg@bilbo
Message-ID: <512@snjsn1.SJ.ATE.SLB.COM>
Source record: 250336

In article <685@unh.UUCP> al710@unh.UUCP (Anthony Lapadula) writes:
>In article <56354JJL101@PSUVM>, JJL101@PSUVM.BITNET (J.J. Lehett) writes:
>>
>> I hope nobody flames this, as I am not sure if this is an acceptable
>> post here - but i cannot seem to get the info I want elsewhere. I am
>> very badly in need of a spells list and maps if possible to Dungeon Master.
>> Would some soul out there care to mail these to me?
>> Thanks in advance!
>> J.J.
>
>Translation: Could someone tell me how to use my pirated copy of
>Dungeon Master?
>
>Geez, just buy it! You can get it for <$30 from almost any
>mail-order software house.
>
>And one last thing: It's unwise to announce software piracy over
>the net -- and even less wise to pirate in the first place.

That accusation boarders on slander. You are accusing this person of having committed a crime, in front of tens of thousands of people. And all because you misinterpreted his request.

J.J, if you have access to any of the commercial timeshare services, such as CompuServe, GEnie or BIX, the maps and spell lists (and hints and discussions etc..) are available there for the cost of the download. Also, there is a commercially-available hint book, which you can probably get from the dealer where you bought the game. If you would like more specific information about any of the services, e-mail me and I will be glad to send it to you.

For the sake of Mr. Lapadula, and anyone else who doesn't know, Dungeon Master does not *come* with "maps and spell lists", they have been compiled by users and widely circulated. Next time, Mr. Lapadula, you should know whereof you speak before making such a serious accusation. While I abhore software theft as much as anyone, impuning a person's reputation in a public forum, based on your misunderstanding of an innocent and legitimate request, is no less serious a matter. If nothing else, you owe J.J. Lehett a public apology.

Greg Wageman ARPA: greg%sentry@spar.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110 GEnie: GWAGEMAN

(408) 437-5198 UUCP: ...!decwrl!spar!sentry!greg

Opinions expressed herein are solely the responsibility of the author.

5937. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 01:46:13 UTC
From: BobR@cup.portal.com
Message-ID: <10028@cup.portal.com>
Source record: 250337

Regarding a message requesting a Spell List and set of Maps for Dungeon Master, Anthony Lapadula writes:

>Translation: Could someone tell me how to use my pirated copy of
>Dungeon Master?

Not necessarially... even the original documentation with Dungeon Master is skimpy, and doesn't contain the information requested..

This is the realm of the "Hintbook"... I already send E-Mail to the original requester with info on how to buy an excellent hintbook containing all he asked for, and more... (the one I wrote, actually.. :)
A hintbook which is useless to pirates, as it doesn't give ANY info on how to work the game itself, only hints (and answers) on how to solve the puzzles in the game...

I agree though... Dungeon Master is such a great game for the price, it really should be well supported, by *buying* it...!

BobR

5938. APL terminal

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 03:44:57 UTC
From: jenkin@yunexus.UUCP
Message-ID: <895@yunexus.UUCP>
Source record: 250338

I am looking for a PD APL terminal emulator. I've heard rumors of it before, but I cannot find it locally. If you have a copy, please send it to me. On a similar note, does apl68000 support the APL character set? Is it any good?

thanks

Michael Jenkin
York University
(jenkin@yetti.uucp try ..!utzoo!nexus!yetti!jenkin)
(jenkin@yuyetti.bitnet)

5939. Re: Re-v02i096: texshell -- GEM shell for TeX

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 06:15:49 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <630@hudson.acc.virginia.edu>
Source record: 250339

oops! i forgot to mention that i was talking about FREE TeX, not some commercial version. this TeX is available from clio.math.lsa.umich.edu (don't you love how i advertise other people's file servers without asking first :-) via anonymous ftp, or soon from lakesys (i just mailed the uuencode fragments earlier).

-- greg

Greg Lindahl internet: gl8f@virginia.edu
University of Virginia Department of Astronomy bitnet: gl8f@virginia.bitnet
"Doesn't Quayle know that the FBI handles doesmetic assassinations?"

5940. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 09:09:36 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <10036@cup.portal.com>
Source record: 250340

>"...translation: how do I get my pirated copy [of dungeon master]..."

Two things which ARE NOT in the book is a list of spells, and maps. These can be made as you go (assuming you don't forget something or miss something) since mapping is straightforward, and various scrolls give spells. The problem is that you might have use for a spell described on a low level early in the game. And some doors and things are well hidden.

However, both of these things (map and list) are in a book titled "The lost scrolls of mount annias" which should be $10-$15 and gives a lot more help than just the list and the maps.

5941. NetHAck 2.3

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 10:05:08 UTC
From: euloth@dalcsug.UUCP
Message-ID: <153@dalcsug.UUCP>
Source record: 250341

Help
Somehow the comp.binaries.atari.st postings to here have been
messed up. We seem to get incomplete postings. The NetHack which
is supposed to be 14 parts, we only received parts 6-10. I have
tried sending Email to Steve Grimm, but it keeps getting bounced
back. I know it used to work before the summer. w3Can anyone
help? It would be great if I could find a complete path to get
directly to Steve, since I have a few things I want to send him
as well, but if Steve could send the missing parts as well. If not
maybe it will be available later at lakesys, I expect, but I would
rather find a way of getting the postings from Steve complete as
they come out. BTW the same thing seems to happen with the sources
as well.
Thanks.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

5942. Re: ST Minix

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 10:09:50 UTC
From: jw@owf.UUCP
Message-ID: <2969@owf.UUCP>
Source record: 250342

In article <547@nikhefh.hep.nl> n62@nikhefh.hep.nl (Klamer Schutte) writes:
>a poor student ...). It does support hard disks, but standard only standard

I run MINIX with a vortex hard disk which is not really standard although
it understands the same commands (and some more ..). No problems with that.

>The main differences with MINIX-PC: support large model; different fork.
>The fork in MINIX-ST is strange: you make a copy of your text segment and this
>text segment is 'swapped' in memory between parent and child process

Well, this should obviously say data+stack NOT text. The text segment can be
shared.

>The system is robust, I have not seen it crash.

I can second that.

Juerg Wanner
OWF AG

5943. remove from list

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 11:22:00 UTC
From: VANHOUT@HTIKUB5.BITNET
Message-ID: <8810141428.AA16272@ucbvax.Berkeley.EDU>
Source record: 250343

```
PLEASE REMOVE ME FROM YOUR LIST.
THANKS FOR ALL THE GOOD INFORMATION.
```

5944. node change

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 11:26:00 UTC
From: VANHOUT@HTIKUB5.BITNET
Message-ID: <8810141430.AA16314@ucbvax.Berkeley.EDU>
Source record: 250344

PLEASE REMOVE ME FROM YOUR LIST.
THANKS FOR ALL THE GOOD INFORMATION.

P.S. Our node has changed from HTIKHT5 into HTIKUB5.

5945. Re: Timeworks WordWriter 2.0 thesaurus crashes

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 12:12:36 UTC
From: adp@moscom.UUCP
Message-ID: <1276@moscom.UUCP>
Source record: 250345

In article <430@arisia.Xerox.COM> bane@arisia.Xerox.COM (John R. Bane) writes:
>
>I've run into a strange bug in the latest update of Timeworks WordWriter (2.0).
>It seems that searching the thesaurus for any word beginning with 'w' causes
>the program to crash...

I haven't tried your bug, but I would like to make some general comments
on Timeworks software.

>It's a decent program other than this, considering the price. Now, if they'd
>only answer their 800 number or their mail...

Generally I like the price performance of the Timeworks software for the
Atari ST. I have been using Swiftcalc, Wordwriter 2.0, and Data Manager.
Unfortunatly, they all are full of bugs. Most of the bugs have reasonable
work-arounds. Except for Wordwriter, they have made no attempt to
come out with new versions lately. Most of the bugs pop up when you
are using the program with a hard disk. Some of them are just dumb,
like Data Manager leaves the screen backgound colors at it's setting
when it exits.

What I would like to hear about from you folks, is Timeworks Desktop
publishing software any better? Even if it have a few bugs, I can live
with that, but if it is like the beta version of Pro PP, then I'll skip it.

I've been using EasyDraw for a couple years, with some updates. It has
some limitations, but is relativly bug-free. I guess I'm looking for
advice as to whether Timeworks Desktop Publishing is more useful for
newsletters and catalogs. EasyDraw is great for presentation overheads,
maps, and other technical diagrams, but multi-page newsletters get
to be a bear.

--
Alan Percy.....{rutgers,ames,cmcl2}!rochester!moscom!adp

5946. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 12:33:18 UTC
From: rtb@ihlpf.ATT.COM
Message-ID: <6410@ihlpf.ATT.COM>
Source record: 250346

In article <685@unh.UUCP>, al710@unh.UUCP (Anthony Lapadula) writes:
> In article <56354JJL101@PSUVM>, JJL101@PSUVM.BITNET (J.J. Lehett) writes:
> >
> > I hope nobody flames this, as I am not sure if this is an acceptable
> > post here - but i cannot seem to get the info I want elsewhere. I am

> Translation: Could someone tell me how to use my pirated copy of
> Dungeon Master?
>
WRONG!

I know somebody who bought Dungeon Master and is looking for the same thing.
In DM you have to figure out the spells yourself and the maps certainly
aren't included. Soon there will be a DM hint book and at least at one time
there were maps available on GENIE. I don't own an ST and I never have used
DM, but I am sick of the self righteous noodnicks flaming people when
they don't know what they are talking about.

5947. Re: Mail order blues/guide

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 14:09:53 UTC
From: carlo@electro.UUCP
Message-ID: <132@electro.UUCP>
Source record: 250347

In article <2433@silver.bacs.indiana.edu> stowe@silver.UUCP (holly) writes:
>
>This is getting cross-posted all over creation, so please, if you have a
>follow-up that only belongs in one group, edit that newsgroup!!! Please!!

I did! :-)

>Is there a place in this world for mail order? Probably. But... please
>remember that just as you expect to earn a living from your job, your
>dealer's job is the store he/she/it runs and the services provided to you,
>whether those be consultation or repair type services.

I agree! I just became the proud owner of an Atari 1040 ST system with a colour monitor. I purchased the system on Tuesday evening (at What's This, for Waterlooites and transplanted Waterlooites) and found that the monitor had a problem with the power supply (I assume that it was the p.s. since it would come on for a second, flash, and die). I brought it back on Wednesday at lunch and took possession of a replacement monitor. I tried it out later that night and found that the screen was extremely flaky and very inconsistent (sometimes it would come up with the white screen on powerup and sometimes not, as an example). I called the store an hour after they were closed and found someone there. They opened the store for me and gave me my third monitor. I brought it home and it worked perfectly ... for about 10 minutes. Then it started making an atrociously obnoxious noise that was unaffected by the volume control. After much investigation (including doing a quick run around the neighbourhood to see if anyone had started up their handy-dandy power saw :-)), I gave up and went to bed. The next morning, I turned it on. No noise. Refusing to believe that I was hallucinating, I brought it in to work that day and left it on to see if it would generate that noise again. It did after about 90 minutes. Bringing this monitor (now #3!) back at lunch, they tested it out ("Yep, that's a gross sound") and set up a new monitor for me. They hooked monitor #4 up to one of their store systems and tested it out all day. I picked it up at 5 p.m. and had a (finally!) fully functional system by that evening.

Throughout all of this, the dealer gave me no hassles and bent over backwards to get me a usable system. I went through 4 monitors in 2 days. Although I felt fairly frustrated at having spent so much money and not having anything to show for it after 2 days, I shudder to think of how long I would have been without my system had the same thing happened in dealing with a mail-order company!

BTW, this dealer has basically no local competition, so they didn't have any incentive other than to make me happy.

--
Carlo Sgro Celebrate Had Matter's Day(s)!
watmath!watcgl!electro!carlo !10/6

5948. Distribution list

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 15:11:13 UTC
From: DAVISM@kcgl1.eng.ohio-state.edu
Message-ID: <799@accelerator>
Source record: 250348

Gary,

Could you please add me to the distribution list for ZMAG?

Thanks,
Mike

```
_____________________________________________________________________________
| THE InterNet address> "KCGL1::DAVISM"@eng.ohio-state.edu |
| or _maybe_> davism@kcgl1.eng.ohio-state.edu |
-----------------------------------------------------------------------------
| These are my thoughts and do not necessarily reflect those of |
|The Ohio State University, IRCC-Facilities Management, Koffolt Computer |
|Graphics Lab, The OSU Chemical Engineering Department, or anyone else...|
|*************************************************************************|
| "Daddy, Daddy!! Why's Mommy running across the field?" |
| "Shut up Son, and reload." |
-----------------------------------------------------------------------------
```

5949. Re: MIDI Networking

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 15:21:52 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810007@hpnmdla.HP.COM>
Source record: 250349

I have recently uploaded a version of the KA9Q TCP/IP package to netlib@lakesys.UUCP. The package is one I run at home for networking my ST on amateur radio TCP/IP through a modem to my radio. It does have a MIDI driver on it also though which can be used to support another link.
The package supports Telnet, SMTP and FTP as well as some amateur radio specific operation. Full source code as well as binaries and documentation are also at lakesys.
I have no doubt that this package as it stands will support networking of multiple ST as well as mixed systems (I routinely do file transfers, telnet sessions and electronic mailing with Macintoshes and PCs located in the greater SF Bay area).

Glenn Elmore -N6GN-

N6GN @ N6IIU-1
glenn@n6gn.norcal.ampr
glenne@hpnmd.hp.com

5950. Re: MIDI Networking

Newsgroup: comp.sys.atari.st
Date: 1988-10-14 15:43:14 UTC
From: ggf@js.UUCP
Message-ID: <101488084314@js.UUCP>
Source record: 250350
Cross-posted to: comp.sys.atari.st,rec.music.synth

We are looking at using the midi port between two STs. The speed of the midi port does make the midi less than fantastic for a network. However, what we really want is a way to get at files on a ST from another ST. How we are planning is to use UUCP software to get files. It will not be as fast as an ethernet connection, but for the price of midi cables and some software, we have easy access to files on two systems.

Something else we are looking at is using minix to distribute the operating system over the two STs. Minix was designed to be easily implemented as a distributed os, and Amoeba, software to do rpc, is available for the PC version of minix. Perhaps a little work would let us use the midi port to tie STs into one system. (* perhaps not :-) *)

Gary

UUCP: ggf@js.uucp
uunet!unisoft!nud!js!ggf
BIX: ggf
jsbbs: ggf (* (602) 276 6102 *)

5951. Re: I get the wierdest errors...

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 08:21:52 UTC
From: remco@tnoibbc.UUCP
Message-ID: <877@tnoibbc.UUCP>
Source record: 250201

I'll *always* remember you, Aric (:-)).

Remco

--

Remco Bruijne USENET: remco@tnoibbc PHONE: +31 15 606437

5952. TT TT/X specs (rumour?)

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 08:39:59 UTC
From: meulenbr@cstw01.UUCP
Message-ID: <252@cstw01.UUCP>
Source record: 250202

Hi!

Yesterday I had a brief glance on a german magazine called
"68000 ST magazin" or something like that.

They had a 2 page article on the TT and TT/X, together with a
functional schematic with the name Roy Good on it.

The specs were as follows:
Two different machines: the TT being the low entry model, the TT/X being
the Unix box. Only difference I saw wat that the TT had 2 MB ram and the
TT/X had 4 MB ram. The rest seemed alike.
The figures:
68030 processor at 16 Mhz
optionally 68881/2
Yamaha sound chip.
DMA port (ACSI)
SCSI port
MIDI interface
same multifunction chip
VME bus with 5 free slots (on all models?)
extendible to or with 8 MB (internally without using a slot).
Some slow lan (not a 10 Mhz Ethernet).
Monochrome monitor: 1280 * 960 pixels.
Als 6 or 7 different color res.
3.5" floppy wiht 2MB raw date (1.44 MB formatted)

Software (Unix box)
BSD 4.3
ksh
NFS
X/Windows

NOT PRESENT (despite all rumours)
Signal processor, A/D D/A converter

Delivery:
to selected developers: end '88
customer introduction: in Germany at the Cebit (March/April '89)

Unknown:
price
customer delivery

Miscellaneous:
The memory path to the video was 64 bit wide.

My questions:
Can someone (perhaps from Germany) supply additional info.

Will atari (Roy, Allen?) confirm/deny this? (And perhaps fill in the details)
Will there be a different tos/030, or will the same os run on both ST and TT?
Is this thing running tos 1.4 or should we expect another version soon?
Will this box be shown at Comdex/Fall?

Wrap-up:
I don't have any more info, so PLEASE don't ask.
I just scribbled this on the back of an envelope from the mag.

PS: anyone interested in bying a 1040 with 68020/68881 ??

--
Frans Meulenbroeks (meulenbr@cst.prl.philips.nl)
Centre for Software Technology
(or try: ...!mcvax!philmds!prle!cst!meulenbr)

5953. GEM for Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 08:49:00 UTC
From: to_stdnet@stag.UUCP
Message-ID: <639@stag.UUCP>
Source record: 250203

From: thelake!steve@stag.UUCP (Steve Yelvington)

I've had a beta copy of the (free!) Sozobon C compiler for a month or so. I'm quite pleased with it, but it has one glaring deficiency: no GEM.

After drinking a mondo quantity of coffee, and with the help and encouragement of Dale Schumacher and John Stanley, I managed to get an AES library put together. I have not tested most of it, and have not yet implemented a couple of minor functions, but I do have dialog boxes working, the file selector popping up, resource files loading*, the menu bar displayed, etc.

I have not yet started coding a VDI library, although I have been doing some groundwork for it.

Since I am not a registered Atari developer, I don't have easy access to the information I need to complete this project. I've had to dig it out of the backs of various books and from a few public-domain source code and doc files that I've found.

I would like to appeal for some assistance. I don't want to reinvent the wheel more often than is necessary. If you know of any public-domain header files, documentation or other resources that would help me with this project, I would appreciate receiving them. I am particularly interested in anything on Line A.

Please do not send me anything that is proprietary, copyright, secret or otherwise improper for distribution.

When they (seem to) work, the libraries will be released as to the public domain, with sources -- none of this copyright stuff you see nowadays.

I already have Mark Johnson's libraries. I've been VERY careful not to copy any of Mark's code; my AES stuff works quite differently (and was derived from different published data). However, Mark deserves a hand for having published his work. Without his GEM library, I'd have assumed this project to be impossible, and without his C compiler, I'd have not learned the language in the first place.

---

*I'm using the DRI Resource Construction Set, which I purchased from Merlin-Computer GMBH in W. Germany. The blasted thing is buggy but usable.

| thelake!steve@stag.UUCP or steve@pnet51.cts.com
|
| rosevax!\
| ...rutgers!umn-cs!mmm!pwcs!stag!thelake!steve

```
| ...amdahl!ems!/ /
| eta!
```

5954. MultiDesk by Codehead

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 11:41:34 UTC
From: Ulrich.wbst@XEROX.COM
Message-ID: <881101-034135-7473@Xerox>
Source record: 250204

Robert allen Jung wrote a report on the Glendale Atari Faire and mentioned
MultiDesk by Codehead.

Is there any more information on this product? Has it been released?
Specs? How much $$$. Where does one order it? Where is Codehead located?

Denny

5955. Info wanted/Replacement Policy

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 13:07:47 UTC
From: MLS@s40.prime.COM
Message-ID: <8811012259.AA25903@ucbvax.Berkeley.EDU>
Source record: 250205

Can domsomebody please post the Atari replacement policy, or the phone #
of someone I can contact at Atari. I'm beginning to get really annoyed.
If I don't get satisfaction from them, I'm going to trash my ST and get
an Amiga. The St's a great machine, but it's not worth the aggravation!
Three disk drives in less than 2 years and dealing with a multitude of
incompetent service centers is too much to deal with.
Why IS CompuClub in Framingham still an authorized dealer anyway?
Shouldn't their customers be warned that Atari gives them slow service
because they don't pay their bills? I think it's very unfair to all of
us who have been promised service in a week, and have had to wait close
to two months for repair because Atari fails to send the parts.
The other two places I went to on Massachusetts weren't much better. At
least Compuclub did finally fix my drive last year!

5956. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 13:25:35 UTC
From: jaap@wn2.UUCP
Message-ID: <8811011325.AA00556@wn2.sci.kun.nl>
Source record: 250206

I keep getting empty messages.
Can something be done about that?
Regards
Jaap

5957. Re: Atari Program Archives

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 15:58:39 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <454@stag.math.lsa.umich.edu>
Source record: 250207

In article <Oct.31.18.07.24.1988.681@topaz.rutgers.edu> langbein@topaz.rutgers.edu (John E. Langbein) writes:
>Could someone tell me the FTP location I can access to get archives of
>the Atari Program Postings (Midi, anything, ect). Mail responses
>directly to me. Thanks.

I would have mailed this, but there's some info I forgot in my last posting. The PC7 archive is available for anonymous ftp at him1.cc.umich.edu or 35.1.1.43, whatever your machine prefers. We have 32 Megs of stuff on-line ready for download.

My apologies to everyone I've kept waiting on the numerical address.

>John Langbein

Jon Brode -- dyer@math.lsa.umich.edu
Moderator of PC7, Grunt at CSMIL

5958. Hard Drive Woes (was Re: Hard Disks versus 10 Mb Floppies)

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 16:02:54 UTC
From: rjung@sal42.usc.edu
Message-ID: <1806@nunki.usc.edu>
Source record: 250208

(Okay, okay, this doesn't pertain to the ST, but I'm desperate for an answer!)
^^^^^^^^^
Since the subject of hard drives came up...

Two months ago, a buddy and me got together a 20 megabyte Seagate hard drive and an ICD hard drive kit for use with a 130 XE. We get everything assembled, formatted, and partitioned, and it all works wonderfully.

HOWEVER, after a certain number (we don't know how many) of drive I/O operations, the hard drive starts to buzz loudly, and keeps returning "device done" (directory scrambled?) errors. We can still access the data, but only IF we (a) reposition the drive ever SO SLIGHTLY, or (b) continually try to read/write the drive (It gets through...eventually). Obviously, this is a MAJOR pain in the butt.

Does anyone know what's wrong, or have a clue? Since a lot of net.st.people have hard drives (Us? We're 100% naieve), and/or used to work on the Atari 8-bits, can anyone help?

Please post or reply. PLEASE!

--R.J.
B-(

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

5959. DVIEPS

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 16:03:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19881101160337.6.JRD@JINX.SCRC.Symbolics.COM>
Source record: 250209

Sorry about the wide distribution. Would the folks who asked me for copies of the DVI to EPSON dumper please contact me again? It works, but I accidentally deleted your messages, so I can't send it to you.

5960. Re: Atari 520 exchange

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 16:20:27 UTC
From: towns@atari.UUCP
Message-ID: <1211@atari.UUCP>
Source record: 250210

in article <8811010106.AA01068@ucbvax.Berkeley.EDU>, DSP1858@TAMVENUS.BITNET says:
>
>
> Hello. Does Atari have any kind of exchange whereby one can exchange his
> Atari 520 for a new Mega computer?
> Thanks,
> David Scott Pope

No. Atari only does replacements on units of the same model number.
(i.e. You send in a 520ST, you get a 520ST back..) We do not have any
type of upgrades on 520/1040 to MEGA computers.

-- John Townsend
Atari Corp.

5961. hard disk stuff was Re: Hard Disks versus 10 Mb Floppies

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 16:57:38 UTC
From: dragon@lfl.uucp
Message-ID: <454@lfl.uucp>
Source record: 250211

From article <453@stag.math.lsa.umich.edu>, by hyc@math.lsa.umich.edu (Howard Chu):
[...]
> let the numbers fool you; they both format to about 300MB.) These are for
> naked drives - to use on the ST, you also need to buy a power supply, some
> cables, and a SCSI controller card. (Adaptec or Berkeley Micro Systems
> seem to be the preferred names.) A case is also nice to put around it, and

BMS only makes host adapters, they package the Adaptec controllers with
their systems. Anyhow, if one is using a SCSI drive, a SCSI controller
won't be necessary. If one uses an ESDI drive, the SCSI<->ESDI
controller is necessary (Adaptec makes one, the number slips my mind at
the moment.

> you should find an ST-to-SCSI host adapter board. (As far as I can tell,
> ICD and Supra's products are almost identical in this area. Although the
> ICD disk driver does write verification, and the Supra docs don't mention
> whether it does or not. Both have battery backed-up clocks on the adaptor
> board. Seems like a waste to me. I kinda wish they sold a version of the
> card that didn't have the clock - why pay for something I won't use? I
> get a clock with my RAM upgrades... Plus, the ICD and Supra clocks take
> up a logical unit number on the SCSI bus. Ah well...)

I believe both clocks can be disabled (I know the Supra can) thus
freeing up a SCSI device number (*not* a logical unit number).

> --
> /
> /_ , ,_. Howard Chu
> / /(_/(__ University of Michigan
> / Computing Center College of LS&A
> ' Unix Project Information Systems

--Dean!

sun!pixar!r2d2!dragon

5962. Re: Publishing Partner

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 17:15:11 UTC
From: covertr@gtephx.UUCP
Message-ID: <3f68a70a.14e07@gtephx.UUCP>
Source record: 250212

In article <672@sdcc15.UUCP>, pa1132@sdcc15.UUCP (pa1132) writes:
> Does anybody know what is the current cost to upgrade to the new
> version of Publishing Partner (Profrssional) from the old version?

I wouldn't buy Page Stream(PS) right now. Sotflogik (SL) just shipped version 1.0 of PS this week and the 'known bugs' list is over 24!! SL has indicated that another version would be shipped within 30 days. But, SL has lied to their pre-paid customers for almost a year about PPP (now PS), so I don't believe them at all.

PS won't use original PP fonts. New fonts must be created for PS.
PS won't read original PP documents. so, forget about using your past work.
All in all, I think that PS is a loser and should be avoided for at last six more months. I don't think that SL can make it a viable, reliable product for at least that time.

Of course these are just my opinions and you are welcome to ignore them!!

Richard (PS is lame) Covert

5963. Time Bandits Revisited

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 17:55:28 UTC
From: achowe@orchid.waterloo.edu
Message-ID: <106@orchid.waterloo.edu>
Source record: 250213

Well after many moons I have had a craving to play TIME BANDITS yet again. Well I've picked up the joystick and blasted my way through packs of slimy ghosts and *finally* closed Hotel California only to be disappointed about not finding an artifact :(Is there one to be found here? Yes/no answer only please.

Secondly, I have taken on the Excalibur puzzle only to be stumped by what to do after drinking the green oozing muck (this is where I left off the last time I played). What is next to do that I need the super-human strength for? Or is that as far as I can go at level 1A?

- Ant

--
achowe@orchid.waterloo.edu | "Killed by pirates is good."
__ _ | - The Princess Bride (movie)
/ _ _ _ |/ _ _ | _ _ |/ |
__| `<_\<_ |\|= | ` _/<_\<_ |\ | disclaimer...

5964. Re: Atari 520 exchange

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 18:17:37 UTC
From: danscott@atari.UUCP
Message-ID: <1212@atari.UUCP>
Source record: 250214

in article <8811010106.AA01068@ucbvax.Berkeley.EDU>, DSP1858@TAMVENUS.BITNET says:
>
>
> Hello. Does Atari have any kind of exchange whereby one can exchange his
> Atari 520 for a new Mega computer?
> Thanks,
> David Scott Pope

Sorry, Atari does not have any type of program for turning in old equipment
for new.

Dan Scott

Atari Corp.

5965. Re: Atari Program Archives

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 21:06:16 UTC
From: pa1132@sdcc15.UUCP
Message-ID: <677@sdcc15.UUCP>
Source record: 250215
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <Oct.31.18.07.24.1988.681@topaz.rutgers.edu> langbein@topaz.rutgers.edu (John E. Langbein) writes:
>
>Could someone tell me the FTP location I can access to get archives of
>the Atari Program Postings (Midi, anything, ect). Mail responses
>directly to me. Thanks.
>
>John Langbein
>--
Please send the list to me also. thanks for your help.

5966. Re: 68030 box, Cringely, Comdex

Newsgroup: comp.sys.atari.st
Date: 1988-11-01 21:09:13 UTC
From: saj@chinet.chi.il.us
Message-ID: <6879@chinet.chi.il.us>
Source record: 250216

We haven't talked about TOS 1.4 lately. Will the ship date be announced soon? (Like maybe at Comdex?) Can Atari comment yet on how existing machines will be able to be upgraded (I presume that once the ROMs are being made at all, they'll be made in ample volume)?

5967. Disk drives, etc...

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 00:25:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8811020104.AA28482@ucbvax.Berkeley.EDU>
Source record: 250217

Date: 1 November 88, 19:21:51 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Disk drives, etc...

Does anyone have any experience with the Indus GTS100 disk drives?
Are they more or less reliable than their Atari SF314 counterparts?
I've heard they are quieter, but not much more...

Also, does anyone know the new name for SIMTEL20? I received a note
giving the updated address but, being the goof that I am, deleted
it before writing it down. :)

Jim McCabe
MCCABE @ MTUS5.BITNET

5968. lakesys is down :-(

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 00:43:23 UTC
From: martin@marque.mu.edu
Message-ID: <308@marque.mu.edu>
Source record: 250218

Well, it finally happened. Our hard disk overflowed and the system has to be brought up from scratch.

Please do not request any files from netlib@lakesys until further notice.

I can be reached at this account for correspondance or submissions (or condolances....)

Hopefully things will be back to normal in a week or so.

Marty Wiedmeyer
martin@marque.UUCP

(no .signature file, that's lost too...)

bammi, please send the files again to this account, there's *much* more room here. Thanks.

5969. Re: STonehenge PRESS RELEASE

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 02:09:02 UTC
From: rnss@ihuxy.ATT.COM
Message-ID: <2698@ihuxy.ATT.COM>
Source record: 250219

In article <239@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <336@pbsdts.UUCP>, mce@pbsdts.UUCP (Mark Edwards) writes:
>> DRAM is added 8 chips at a time...which means no parity protection.
>> The product sounds fine except for this omission. Is it too late to fix?

>DRAM is definitely NOT added to the ST 8 chips at a time. Due to the

Right, DRAM is NOT added to the ST 8 chips at a time, but it is added
to the STonehenge RAM Drive 8 chips at a time.

--
Ron Schreiner AT&T Bell Labs ...att!ihuxy!rnss

5970. Re: Mega ST pinouts

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 04:33:44 UTC
From: BobR@cup.portal.com
Message-ID: <10771@cup.portal.com>
Source record: 250220

Greg Wageman says:
>... For $120 U.S. (and change) you can purchase
>just the developer's documentation, which contains the pinouts ...

Yes, that's true... but if all you need is that one connector pinout diagram, $120 is an awfully steep price to have to pay for just one page...

Especially in light of the equivalent information being published by Apple and Commodore/Amiga in $19.95-$29.95 books, available at just about any B.Dalton Bookseller.

I imagine too, the page with that Mega expansion buss pinout is stamped "Proprietary Information", so that it can't be uploaded on UseNet (or anywhere else)...

BobR

5971. Re: NeXT announcement (was Re: Atari Workstation)

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 04:59:55 UTC
From: wes@obie.UUCP
Message-ID: <245@obie.UUCP>
Source record: 250221

In some posting, Chuck McManis said:
> The rumors of the '030 box are amusing, but unless they bought out
> SCO or something they will have a darn difficult time supporting it.
> Contemplating NeXT and Atari competing is downright humorous. But to
> be completely serious, Steve Jobs has no intention of selling his machines
> to university *students* which is what Atari would like to do, rather he
> sells them to the faculty.

In article <3f4a3cf4.14e07@gtephx.UUCP>, covertr@gtephx.UUCP (Richard E. Covert) writes:
| I second Chuck's comments!! I worked at AT&T and helped design the AT&T 3B2
| and 3B5 computers (running UNIX of course). and the man power that went into
| those two computers is totally beyond any thing that Atari is capable of.

Well, now, don't sell old Uncle Jack and gang short. If you read
Cringely's column closely, you will immediately determine that the specs
he quotes for the '030 (AWS??) have two serious flaws: not enough
memory, and not enough disk space. These SHOULD both be easy to remedy
if the computer is designed intelligently, which is possible. SIMM
sockets for RAM and a useable SCSI port on the back of the machine
aren't that hard to stick in the box. It just takes money to make it
run.

Think of the difference in cost if the NeXT came with 1 Mb RAM instead
of 8, and without the optical disk. You've just bagged $3,500 to $4,000
of the system cost right there! Then you take off Steve Job's name, and
you're down to >>> $2000 <<< right?

| In fact, those 5 year old computers still have more horsepower then anything
| Atari is likely to produce. I worked for a year on the hardware and software
| of the 3B2 and can't believe that Atari will be better then Jobs.

A 3B2? Get real! A MicroVAX II (w/Ultrix) blows the 3B2 out of the
water, and the MV2 ain't no speed demon. AT&T should stick to building
phone switching equipment, but then of course, they have GTE do that for
them now, don't they :-) (BTW, I'm a fellow GTE* employee!)

| Oh well, maybe I will be wrong, because an Atari computer might be cheaper (in
| all meanings of that word) then the NeXT computer.

Yup, I'm sure it will. But then again, how many of us have $6,500 to go
plunk down on a computer today? On the other hand, how many of us can
scrape up $2,000, realizing we will need to add more memory, more disk
space, etc to be really pleased with the performance. It makes
decisions for Christmas, birthdays, etc. real easy. "My birthday? Buy
however many 256K SIMMs you can afford!" or "Gee, a 100 Mb SCSI disk
would sure look nice under the tree this year!" or "Pop, I'm taking

operating systems and software engineering both this quarter! I REALLY
need a tape drive to back up all this stuff!" :-) :-)

* GTE = Good Time Electronics, of course!
--
"The whole problem with the world is that fools and fanatics are always so
certain of themselves, but wiser people so full of doubts." - Bertrand Russell

"How come he didn't put `I think' at the end of it?" - James P. Hogan

5972. UniTerm 2.0e available

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 08:11:57 UTC
From: hakanson@mist.cs.orst.edu
Message-ID: <7137@orstcs.CS.ORST.EDU>
Source record: 250222

It's been a long time since a new version of UniTerm came out (since June by the looks of my archives here), so I thought I'd take the opportunity to remind folks that it's available for anonymous FTP at host "cs.orst.edu", in the directory ~ftp/pub/atari/uniterm. If you're not familiar with the setup there, get (and read) the README file first. Don't forget to set BINARY mode for the ARC files.

Also, please don't ask me to mail UniTerm to you, as I really can't afford the time or disk space for the plain-text encoded files. The author tends to ship it to the better known archive servers, so try those if you don't have FTP access.

I haven't tested the new version yet, but I have verified the integrity of the ARC file, so I don't anticipate you'll have any problems with it.

Many thanks to Simon Poole, for making such a first-rate piece of software available to us, and for paying attention to the many bug reports and enhancement requests I've sent over the years (Has it really been "years"? Time flies...).

--
Marion Hakanson Domain: hakanson@cs.orst.edu
UUCP : {hp-pcd,tektronix}!orstcs!hakanson

5973. Re: Keyboard lockup?

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 08:26:09 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <677@laura.UUCP>
Source record: 250223

In article <439@arisia.Xerox.COM> bane@arisia.Xerox.COM (John R. Bane) writes:
>Every so often when I've been in WordWriter for about an hour, the keyboard
>will start slowly repeating the last 10 or so keys I've typed. After filling
>about a line and a half with this stuff, the machine will crash, twice:
>two or three bombs the first time, and ten the second.

A similar bug I got using 1st Word Plus, though very seldom.
The last few typed keys are repeated several times on the
monitor, then the system crashes (two or three bombs, I don't
remember). I you notice the bug you have the chance to hurry
with the mouse into the menu bar and save the file to disk -
sometimes.

Rainer Klute

Rainer Klute ---- klute@irb.informatik.uni-dortmund.de
Universitaet Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

5974. Re: 68030 box, Cringely, Comdex

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 12:02:07 UTC
From: dkhusema@faui44.informatik.uni-erlangen.de
Message-ID: <722@faui10.informatik.uni-erlangen.de>
Source record: 250224

From article <881024222344.098664@PCO-MULTICS.HBI.HONEYWELL.COM>, by
Friesen@PCO-MULTICS.HBI.HONEYWELL.COM:
>
> ...
>
> From my understanding, it will be Helios, which is far from UNIX. (this
> move to select Helios seems to show the importance of the European
> market, that is what is equivilent there to our UNIX here). Can anyone
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> comment on this?

I will: Helios is just a UNIX look-alike, it isn't equivalent to
it (in my view). Why? Well, essentially, it's been designed to run on a
network of transputers and not the 68030!

Helios is a multiprocessor system, though it's *not* a tightly coupled
multiprocessor system (i.e. shared memory, etc) but rather a loosely coupled
multiprocessor system, each transputer is running its own (Helios-)kernel.
Communication is done via transputer links (If I remember correctly, 20Mbit/s).
Thus, Helios for the Atari could perhaps be compared to Mach (-> NeXT,
comp.sys.next) which *is* a *tightly coupled* multiprocessor system.
>
>
> Aric Friesen
>
> Addresses:
>
> Genie: A.FRIESEN
>
> ARPA: Friesen%PCO@BCO-MULTICS.ARPA

Dirk Husemann

------------------ Smile, tomorrow will be worse! --------------
Email: dkhusema@immd4.informatik.uni-erlangen.de
Or: {pyramid,unido}!fauern!faui44!dkhusema
Mail: Dirk Husemann, Aufsess-Str. 19, D-8520 Erlangen,
(Home) West Germany
(Busi- University of Erlangen-Nuremberg, Computer Science Dep.,
ness) IMMD IV, Martensstr. 1, D-8520 Erlangen, West Germany
Phone: (Home) +49 9131 302036, (Business) +49 9131 857908
-- Beam me up, Scotty, there's no intelligent life down here! --
--------------- My opinions are mine, mine, mine ---------------

5975. Good news for Atari MC68881 users

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 14:11:04 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8811021410.AA11070@ucbvax.Berkeley.EDU>
Source record: 250225

Hello all,

I earlier asked about software support for the new Atari MC68881 floating-point processor board (remember, this is a Mega-only add-on). Well, here's good news:

After a long period of silence, Atari Germany now supplies software libraries for Alcyon C and ST PASCAL/+ (by CCD/OSS) at no extra charge. They include source code and a demo program for both compilers. While the Alcyon implementation is complete, the Pascal version lacks the basic arithmetic operations (+, -, *, /, **). This is due to the internal representation of real numbers in the compiler.

So, if you buy the FPU add-on, you'll be able to DO something with it! Special thanks to Atari for including the (assembler) source, this makes it much easier to change or expand the libraries.

I don't think it's the same software that comes with the 'SFP004 developers kit' that Roy Good told the net about a few weeks back. At least, Atari Germany credits a German author for the software.

I also called CCD, the makers of ST PASCAL, and they told me that there will be an update next year that incorporates MC68881 support. This update will cost about DM 70.- (approx. US$ 39). The guy on the phone wasn't able to tell me if basic arithmetic operations would be executed by the FPU in this update.

I don't have Alcyon C, so I can't say anything about that compiler.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

5976. Re: 68030 box, Cringely, Comdex

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 15:24:27 UTC
From: covertr@gtephx.UUCP
Message-ID: <3f6d4b81.14e07@gtephx.UUCP>
Source record: 250226

> Valid point. Our port will include several of the more common Berkeley
> features, including 'sockets', 'lpr', fast-file-system etc.
> We'll post full details when the product is ready for Beta but no, we
> haven't forgotten the BSD friends!
> Roy Good/Atari

The key words in this message are "our port will include". Is this a product announcement from Roy Good at Atari??

Does this mean that the mythical, vaporware, 68030 machine exists??

Oh boy, finally, Atari has announced the 68030.

It will run UNIX, but will it run TOS programs as well??

Richard (Still Mad At Atari about the SLM804 Laser Printer Bugs) Covert

5977. emacs

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 15:24:32 UTC
From: XBR3D815@DDATHD21.BITNET
Message-ID: <8811021613.AA12813@ucbvax.Berkeley.EDU>
Source record: 250227

Hello netlanders !

Is there a newer version of micro-emacs for the ST ? The version i have is
3.8 and it has an annoying bug: every line is ended with 2 <carriage-return>.
Is there a simple patch for this bug or a newer version of emacs ?

Werner xbr3d815 @ ddathd21.bitnet

5978. Re: Atari SLM804 Laser Printer Woes

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 15:33:52 UTC
From: covertr@gtephx.UUCP
Message-ID: <3f6d53ed.14e07@gtephx.UUCP>
Source record: 250228

> > richard (still looking for the Laser Brain Epson Emulator) Covert
>
> At some point in the near future, we will make some changes to the
> Emulator. A release date for a new version has NOT been decided.
>
> The bottom line is, that we realize there is some incompatibilities
> with Diablo and other programs. We are working on it! Now give us
> some time to do that!
>
> -- John Townsend
> Atari Corp.

OKAY, John I am convinced that Atari will work on the Diablo emulator.

<<< FLAME ON HIGH !!!!!!>>>
But, you have yet to answer my questions about why US Atari hasn't
developed and supported an Epson emulator for their laser printer.
There is not another laser printer out there (HP Laser Jet or otherwise)
that doesn't include an Epson emulator. so, why doesn't Atari release one??

and what about Ultra Script?? Is it ever going to be released?? UltraScript was one
big reason for me to buy the slm804.

My big concern is that Atari will drag its feet with the SLM804 and not release
working reliable software for it for a year or so. Atari has a very poor reputation
when it comes to system software support. Look at the 40 folder bug in TOS. TOS has
been out for years and still you have the 40 folder bug.

So, please tell me WHEN and tell me IF the Epson emulator will be released??

If you think I gripe about this you should talk to your dealers.
The SLM804 can't be sold in its present state of development. Or maybe you are
planning to discontinue the SLM804?? that would explain why Atari places such
LOW priority on the SLM804.

So, please push for the Epson Emulator, and fix the Diablo emulator. I am
willing to pay a reasonable fee for future software for the SLM804.

Richard(Still FLAMING about the SLM804) Covert

5979. Re: Atari SLM804 Laser Printer Woes

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 15:37:43 UTC
From: covertr@gtephx.UUCP
Message-ID: <3f6d575e.14e07@gtephx.UUCP>
Source record: 250229

The good news is that Wizard of ST programming Charles H. Johnson has fixed MultiDesk 1.3 to work with the SLM804 diablo emualtor and its setup630 DA. And MultiDesk is super!! One of the joys with owning a computer is coming across fine software such as MultiDesk.

I highly recommend any and all of Codehead Software's products. I currently own MultiDesk, Top Down, G-PLUS, and ARC SHELL. All of them are worth buying.

Richard (Not ownded or operated by Codehead) Covert

5980. Re: Atari 520 exchange

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 16:17:48 UTC
From: jlong@afit-ab.arpa
Message-ID: <699@afit-ab.arpa>
Source record: 250230

What happens if you send in an older 520ST, do you get a new 520STFM as the replacement?

5981. Re: Rainbow Screendump Needed

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 16:37:42 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750004@hpsad.HP.COM>
Source record: 250231

Thanks all for the responces. :-)

If anyone is interested, Tom Hudson wrote a program to do screendumps
using DEGAS drivers.

It can be found in STart issue #3, summer of 86.

Randy Hosler

5982. Re: 68030 box, Cringely, Comdex

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 17:09:02 UTC
From: good@atari.UUCP
Message-ID: <1213@atari.UUCP>
Source record: 250232

in article <6879@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) says:
>
> We haven't talked about TOS 1.4 lately. Will the ship date be announced
> soon? (Like maybe at Comdex?) Can Atari comment yet on how existing
> machines will be able to be upgraded (I presume that once the ROMs are
> being made at all, they'll be made in ample volume)?
ROMs are on quite long lead times. Naturally, we have to do ROMs for
production. However, depending on demand (which I expect will be quite high)
we may offer One-Time-PROM [OTP] kits, which I'd like to have include the
RAM-loadable version for those who want to experiment with it before
going to an 'approved service center' to have the ROMs changed.
Roy Good/Atari

5983. Re: Info wanted/Replacement Policy

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 17:44:02 UTC
From: danscott@atari.UUCP
Message-ID: <1215@atari.UUCP>
Source record: 250233

in article <8811012259.AA25903@ucbvax.Berkeley.EDU>, MLS@s40.prime.COM says:
>
> Can domsomebody please post the Atari replacement policy, or the phone #
> of someone I can contact at Atari. I'm beginning to get really annoyed.
> If I don't get satisfaction from them, I'm going to trash my ST and get
> an Amiga. The St's a great machine, but it's not worth the aggravation!
> Three disk drives in less than 2 years and dealing with a multitude of
> incompetent service centers is too much to deal with.
> Why IS CompuClub in Framingham still an authorized dealer anyway?
> Shouldn't their customers be warned that Atari gives them slow service
> because they don't pay their bills? I think it's very unfair to all of
> us who have been promised service in a week, and have had to wait close
> to two months for repair because Atari fails to send the parts.
> The other two places I went to on Massachusetts weren't much better. At
> least Compuclub did finally fix my drive last year!

You should contact Atari Customer Relations and voice your complaints
there. They are the ones in charge of returns/replacements for Atari users.

Atari Customer Relations:

(408) 745-2367

Dan Scott
Atari Corp.

5984. Re: TT TT/X specs (rumour?)

Newsgroup: comp.sys.atari.st
Date: 1988-11-02 17:54:32 UTC
From: good@atari.UUCP
Message-ID: <1216@atari.UUCP>
Source record: 250234

in article <252@cstw01.UUCP>, meulenbr@cstw01.UUCP (Frans Meulenbroeks) says:
>
> Yesterday I had a brief glance on a german magazine called
> "68000 ST magazin" or something like that.
> They had a 2 page article on the TT and TT/X, together with a
> functional schematic with the name Roy Good on it.
[rest of posting deleted]
The only 'block diagram' that I have produced (via EasyDraw!) for the TT is one which was given to certain subsidiaries as a preliminary view of current architectural thinking at the time. Specs' have changed since that draft, so as I said last week, don't believe what you read in the press!!

As a VERY important aside, that diagram (as with all my similar documentation) was very clearly marked: "Atari Corporation - Company Confidential". Its reproduction is clearly a betrayal of that confidentiality, and of the trust with which I released it to the subsidiaries. I will certainly follow up on how this information could be published, and it must make you realize why I am so reticent to post or release ANY preproduction information.

It is no wonder that Atari, and others, get a poor image in public when journalists publish preliminary or confidential information which has every right to be changed without notification. I have tried to keep this net, at least, reasonably well informed without making details or schedules public which I do not feel certain are yet definitive.

Even if the information was obtained through apparently legitimate channels, I believe that the writer should by now be sensitive to the effect of publishing prerelease data, and should therefore have taken the step of verifying its accuracy and timeliness with Atari Sunnyvale.

I realize I may be having a stronger reaction to this than may be warranted, but I see so much traffic on the net spreading and modifying rumors which are unsubstantiated (and more than often flat out misleading or totally wrong). The energy which we expend in trying to straighten out the mess could be much more usefully applied in resolving some of the issues of product development and support which REALLY need addressing.

By all means read these articles, but please do not accept them as gospel (or whatever your personal religious equivalent may be) unless and until an official product announcement is generally released by Atari Sunnyvale.

Roy Good/Atari Sunnyvale

5985. Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-11-03 02:16:46 UTC
From: ks3a+@andrew.cmu.edu
Message-ID: <AXPw6Cy00XcP8Lu14y@andrew.cmu.edu>
Source record: 250235

I've been up and down and all around the dungeon, looking for fun and spells. I think I have found them all,
but I'm sure there are more... I've even heard that non-documented spells exist (Invisibility for instance.)
So I played around, and found two that don't "Boris mumbles a meaningless spell..." but I have no idea what
they do. Naturally, I don't expect much help since I can't remember what they were, but would anyone have
any info on these (Perhaps someone willing to type a few in??)

Thank you,

-Karl

5986. Keyboard lockup

Newsgroup: comp.sys.atari.st
Date: 1988-11-03 07:52:14 UTC
From: eike@pbinfo.UUCP
Message-ID: <782@pbinfo.UUCP>
Source record: 250236

The same (lines filling up with the last dozen of typed characters,
after which two bombs) every so often happens to me in TEMPUS.PRG.
This seems to be an editor-independent ST feature which has already
caused a lot of nuisance to me. Some months ago I have asked the net
(in particular the Atari people on the net) for an explanation, but
to no avail.
Eike Best (eike@{gmdzi,pbinfo}.uucp)

5987. Questions on TeX for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-11-03 08:46:59 UTC
From: gordan@maccs.McMaster.CA
Message-ID: <1563@maccs.McMaster.CA>
Source record: 250237

Are there any stores in Toronto or vicinity that sell one of the two German commercial implementations of TeX for the ST? Do they come with DVI drivers for various popular printer types including Epson?

I'm aware of the PD TeX port to the ST plus the DVIST previewer, but there doesn't seem to be any way to print the final result on the ST using these alone (somebody correct me if I'm wrong?)

--
Gordan Palameta
uunet!ai.toronto.edu!utgpu!maccs!gordan

5988. Re: Mega ST pinouts

Newsgroup: comp.sys.atari.st
Date: 1988-11-03 13:10:55 UTC
From: frandsen@iesd.uucp
Message-ID: <974@iesd.uucp>
Source record: 250238

The Atari Mega st internal connector.

The signals provided on the 64 pin connector are essentially the pins of the 68000 processor. The diagram below shows a top view of the connector with its associated pin numbers and signal names. Active low signal are followed by: (L)

Top view of
Motherboard
Connector

```
_
_| |
D4 (1) | | (2) D5
D3 (3) | | (4) D6
D2 (5) | | (6) D7
D1 (7) | | (8) D8
D0 (9) | | (10) D9
AS (L) (11) | | (12) D10
UDS (L) (13) | | (14) D11
LDS (L) (15) | | (16) D12
R / W (L) (17) | | (18) D13
DTACK (L) (19) | | (20) D14
BG (L) (21) | | (22) D15
BGACK (L) (23) | | (24) GROUND
BR (L) (25) | | (26) A23
GROUND (27) | | (28) A22
CLK (29) | | (30) A21
GROUND (31) | | (32) GROUND
HALT (L) (33) | | (34) A20
RESET (L) (35) | | (36) A19
VMA (L) (37) | | (38) A18
E (39) | | (40) A17
VPA (L) (41) | | (42) A16
BERR (L) (43) | | (44) A15
NMI (L) (45) | | (46) A14
INT5 (L) (47) | | (48) A13
INT3 (L) (49) | | (50) A12
FC2 (51) | | (52) A11
FC1 (53) | | (54) A10
FC0 (55) | | (56) A9
A1 (57) | | (58) A8
A2 (59) | | (60) A7
A3 (61) | | (62) A6
A4 (63) |_ | (64) A5
```

```
|_|

<- Front of ST

The connector is a TRW no. 009-00005-6, JAE no. ME03-R64P-D4T2-A1
or equivalent.

This information was taken from PRELIMINARY describtion of the Mega ST
internal bus documentation (September 7. 1987) so it may have changed.
```

FROM
Peter Frandsen
Aalborg University Center
Denmark

5989. Another go at E-Mail

Newsgroup: comp.sys.atari.st
Date: 1988-11-03 14:56:41 UTC
From: ANDY@SYSC.SALFORD.AC.UK
Message-ID: <8811071238.AA19462@ucbvax.Berkeley.EDU>
Source record: 250239

re: EDST, C compiler and help

This is my first attempt at proper E-Mail, so if this is read by anyone I'll be amazed. Can I talk anyone into buying a copy of my editor EDST for the ST, its very cheap 12 pounds sterling, features include:
o 4 Windows open at any time
o Full GEM access
o Cut and Paste
o search/Replace
o Auto backup and cumulative editting time saved (option)
o Full MS-DOS like shell runs in a window, allows you to run compilers linkers etc. Full list of commands, including batch files with expression evaluation. I use it with Megamax C all the time, but Lattice et al should be no problem.

Address follows:

Robert Chafer (Chalm Software)
61 Southey Green Road
Sheffield
S5 8GU
England

Now for a few queries:

1. Does anyone have a full list of ST OS bugs, and how to get round them

2. I have a Citizen DSDD drive that keeps giving read errors and won't format past about track 70. This all seemed to stem from using PC-Ditto, which seems to really hammer drives.

I am currently writing a new C compiler based on the Turbo C style, this should retail at about 55 pounds sterling and should be the fastest compiler around. Anybody have any suggestions for features they would like? (any resonable offer considered). This will also be ported to the Amiga and the ST version should be around early next year ('cause most of it is written).

Has anyone out there in ST land had any experience with Turbo-ST the software blitter, I've heard it can be a bit flakey.

Robert Chafer

Mail Address UK.AC.SALFORD.SYSE.UG1459
or UK.AC.SALFORD.SYSC.ANDY

5990. RE: Info-Atari16 Digest V88 #467

Newsgroup: comp.sys.atari.st
Date: 1988-11-03 16:08:15 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8811031607.AA12728@ucbvax.Berkeley.EDU>
Source record: 250240

J.J. Lehett suggests a regular ST conference on relay on Tuesdays 9pm-12pm.
Fine, but which timezone?
Greetings
Michael Eibl, Inst. f. Theor. Phys., Univ. zu Koeln
Cologne, West Germany

5991. Re: Mega ST pinouts

Newsgroup: comp.sys.atari.st
Date: 1988-11-03 17:28:31 UTC
From: rfpfeifle@violet.waterloo.edu
Message-ID: <9472@watdragon.waterloo.edu>
Source record: 250241

In article <10771@cup.portal.com> BobR@cup.portal.com (Bob BobR Retelle) writes:
>Greg Wageman says:
>>... For $120 U.S. (and change) you can purchase
>>just the developer's documentation, which contains the pinouts ...
>
>Yes, that's true... but if all you need is that one connector pinout
>diagram, $120 is an awfully steep price to have to pay for just one
>page...
>
>Especially in light of the equivalent information being published by
>Apple and Commodore/Amiga in $19.95-$29.95 books, available at just
>about any B.Dalton Bookseller.
>
>I imagine too, the page with that Mega expansion buss pinout is stamped
>"Proprietary Information", so that it can't be uploaded on UseNet (or
>anywhere else)...
>
>BobR

In Canada, Atari charges $125 for documentation, and $150 for docs with
support. I suppose that this means that they feel support is only worth
$25... (from the way developers talk about the quality of the documentation
on the net, you'd figure that it should be $25 for docs and $125 for support).

ron

5992. Laser DB

Newsgroup: comp.sys.atari.st
Date: 1988-11-03 19:36:30 UTC
From: mike@pixar.UUCP
Message-ID: <2634@pixar.UUCP>
Source record: 250242

Megamax has come out with their source debugger and I'd like to hear
from anyone who has experience with it. My only info so far is from
this month's STart mag, and it's sketchy. I'm interested in reliability,
ease of use, surprising limitations, or any other info that you may
think interesting. As a precaution against compiler wars, I should
mention that MWC has an excellent compiler/source debugger as well.
--
Mike Russell ucbvax!pixar!mike Trust in Allah, but
tie your camel first.

5993. Re: GEM for Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1988-11-03 20:15:49 UTC
From: to_stdnet@stag.UUCP
Message-ID: <643@stag.UUCP>
Source record: 250243

From: dal@syntel.UUCP (Dale Schumacher)

> Why use Sobozon C when Mark Williams C is available is and such a fine
> product at a great price?? You can buy MWC for as low as $125.

Well, for one thing, Sozobon is FREE. Secondly, it comes with SOURCE CODE for EVERYTHING. This may not be important to many people, but I feel a lot better about something if I have the source code, since that means I can FIX it if I find a bug, and I can understand it and learn from it otherwise. Thirdly, it generates better code than Mark Williams C. And finally, it doesn't create problems with the environment. These problems are not immediately obvious to the casual user, but Mark Williams C uses some very sloppy methods of passing long argument lines and information about the 'isatty()' status of file handles.

Mark Williams C is a very fine product in many ways, and is probably better supported (by the users, I've never liked the support I've gotten from the Company) than any other C for the ST. It is currently a better choice for projects that use GEM or floating point. I don't write many programs that use either GEM or fp, so I doesn't matter to me. Also, I got Alcyon C as part of the ST developer's kit (a LLOOOONNNNGGG time ago), and Sozobon has the final advantage of being upwardly compatible with all my old code.

--
Dale Schumacher 399 Beacon Ave.
(alias: Dalnefre') St. Paul, MN 55104
...pwcs!stag!syntel!dal United States of America
"It's not reality that's important, but how you perceive things."

5994. Re: 68030 box, Cringely, Comdex

Newsgroup: comp.sys.atari.st
Date: 1988-11-03 22:53:44 UTC
From: saj@chinet.chi.il.us
Message-ID: <6888@chinet.chi.il.us>
Source record: 250244

In article <1213@atari.UUCP>, good@atari.UUCP (Roy Good) writes:
[Answering a question about TOS 1.4]
> ROMs are on quite long lead times. Naturally, we have to do ROMs for
> production. However, depending on demand (which I expect will be quite high)
> we may offer One-Time-PROM [OTP] kits, which I'd like to have include the
> RAM-loadable version for those who want to experiment with it before
> going to an 'approved service center' to have the ROMs changed.
> Roy Good/Atari

I'd certainly be interested in an early crack at trying TOS 1.4, and I strongly suspect that a lot of sensitive users would regard this as a chance to try the new version to be sure it wouldn't break their important applications before commiting to it. I trust we may take the remark about going to 'an approved service center' as meaning that the upgrade will be done in the field without the necessity of returning the machine to Atari. I am a bit disappointed at the lack of an assertion that 'Atari will be in a position to announce the timing for availability of TOS 1.4 within at most x number of weeks'. I had the impression that results from the second round of beta testing were pretty much in, and that's frequently enough to justify making a pretty good schedule.

5995. Hard Disk limitations

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 03:03:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <881104030315.414923@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250245

Someone recently mentioned a 300MB hard disk was available for the ST,
but I was told that an ST could only access 195MB on a hard disk.

Can anyone comment?

Aric Friesen

Addresses:

Genie: A.FRIESEN

ARPA: Friesen%PCO@BCO-MULTICS.ARPA

5996. moria

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 04:57:41 UTC
From: sreeb@pnet01.cts.com
Message-ID: <3561@crash.cts.com>
Source record: 250250

I recently aquired the game Moria from lakesys. My question is, what did
I get and how do I use it. After uud and unark, both apparently successfull,
I now have one file name MORIA. There are no docs and attempts to execute
it by naming it moria.ttp and moria.prg failed from both gulam and the desk-
top. Any help would be most appreciated.

UUCP: {cbosgd hplabs!hp-sdd sdcsvax nosc}!crash!pnet01!sreeb
ARPA: crash!pnet01!sreeb@nosc.mil
INET: sreeb@pnet01.cts.com

5997. Uniterm Fonts?!?!

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 05:50:05 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <59689JJL101@PSUVM>
Source record: 250246

Can anyone help me out here? I have just gotten unifont. to use with uniterm, they seem to load in ok from the disk using the loadfont macro but will I notice a difference on the screen or what? Which fonts can I use that camwe with the package - which character set do I load it into in the atari - I think the index number goes from 1 to 9.

Thanks,

Taz

-=-=-=

5998. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 06:23:39 UTC
From: Richard_Alan_Kaapke@cup.portal.com
Message-ID: <10864@cup.portal.com>
Source record: 250247

Water Monster conquest...
Actually, they're called "Water Elementals," and they're non-corporal;
the vorpal blade is the only effective weapon vs. non-corporals.

23 Spells is it, I believe; I don't have my list, but it's close....

Richard Kaapke, Voice of the Running Giggler "Heh-HEE-Ha-Ha!"
Consultant to, NOT spokesman for, FTL games
Richard_Alan_Kaapke@PORTAL.CUP.COM

5999. Re: NeXT announcement (was Re: Atari Workstation)

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 06:32:09 UTC
From: wes@obie.UUCP
Message-ID: <251@obie.UUCP>
Source record: 250248

In article <234@obie.UUCP> I DID NOT write:
> Whoa, wait a minute here! Who said anything about the "Atari
> WorkStation" or "ATW" being a transputer machine?
^^^
In article <9345@watdragon.waterloo.edu>, jafischer@spurge.waterloo.edu (Jonathan A. Fischer) writes:
| Atari did. The ATW is the new name for the Abaq (apparently
| some European company owned rights to the name).

Why did you change "AWS" in my original posting to "ATW"? Why are you mis-quoting me? Don't do this!!!!!!!

> And, as has already been remarked upon, this Cringely fellow's
> comments must be taken with liberally-applied grains of salt. Let's
> wait and see what Atari really announces. And then let's wait and see
> what they actually _release_, which is often quite a different matter.

Yah, a 10-pound grain of salt, usually. It is obvious to anyone who knows much about Unix that V.3 on a 1-meg machine is going to be pathetic (even if they do manage to get it out). Have you looked at the price of RAM chips lately? If you buy the machine for 2K, you'll need another 3 meg of memory (about $1000) and 60-80 meg of disk space ($1000-$1500, for reasonable speeds) to make it useful. Still, $4500 wouldn't be a bad price for a nice little '030 machine. Like you say, wait and see if it materializes.
--
"The whole problem with the world is that fools and fanatics are always so certain of themselves, but wiser people so full of doubts." - Bertrand Russell

"How come he didn't put `I think' at the end of it?" - James P. Hogan

6000. Starglider 2

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 08:39:06 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <59692JJL101@PSUVM>
Source record: 250249
Cross-posted to: comp.sys.atari.st,rec.games.misc

What I am looking for is anyother Starglider 2 owners out there.
If so, please send me a message at this node for correspondence.

Thanks in advance,

Taz

-=-=-=

6001. Re: TT TT/X specs (rumour?)

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 12:26:15 UTC
From: meulenbr@cstw01.UUCP
Message-ID: <253@cstw01.UUCP>
Source record: 250151

[Sorry, I could not let this pass. I've trimmed Roy's article. read the
original if you want all the details]
WARNING: flames ahead.

In article <1216@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>in article <252@cstw01.UUCP>, meulenbr@cstw01.UUCP (Frans Meulenbroeks) says:
>>
>> Yesterday I had a brief glance on a german magazine called
>> "68000 ST magazin" or something like that.
>> They had a 2 page article on the TT and TT/X, together with a
>> functional schematic with the name Roy Good on it.
>[rest of posting deleted]
>The only 'block diagram' that I have produced (via EasyDraw!) for the TT is
Ah! So there is really such a thing as a TT!
[...]
>As a VERY important aside, that diagram (as with all my similar documentation)
>was very clearly marked: "Atari Corporation - Company Confidential". Its
It did not say so in the magazine.
[...]
>It is no wonder that Atari, and others, get a poor image in public when
>journalists publish preliminary or confidential information
>which has every right to be changed without notification. I have tried to
>keep this net, at least, reasonably well informed without making details
>or schedules public which I do not feel certain are yet definitive.
There is no way, for me to determine whether or not the information was
confidential. Also recall that I added the string "rumour?" to the
subject line. I just thought Germany was a little ahead of us (like often
happens with Atari stuff).
>Even if the information was obtained through apparently legitimate channels,
>I believe that the writer should by now be sensitive to the effect of
>publishing prerelease data, and should therefore have taken the step of
>verifying its accuracy and timeliness with Atari Sunnyvale.
I just reported what I read elsewhere, mentioning my source.
I am NOT and I don't feel obliged to verify this with Atari Sunnyvale.
I don't know for your side of the big water, but at THIS side has
something constitutional called freedom of press and speech.
In other words: next time I probably will do the same.
[...]
>By all means read these articles, but please do not accept them as gospel
>(or whatever your personal religious equivalent may be) unless and until
>an official product announcement is generally released by Atari Sunnyvale.
How do I know when it is an official announcement. Atari did never ever
send me something after sending in my warranty card, so I'll have to use
the press & Usenet to get info.

>
>Roy Good/Atari Sunnyvale

Some more:
I quoted one magazine, but saw several other articles in the (German)
press (with related info).

Fact is that we all know that atari is working on something with a 030 or
related.
Fact is also that they have a large? boot at Comdex.
(so perhaps something will be happening)
Fact is that Germany is very often well and early informed.

I'd suggest atari to stop the rumours by giving some info.
(If they really have a product out at comdex they must have some basic
info by now).

For instance, I for me have one question.
Will the -perhaps non-existing- 68030 box use tos 1.4, or are we to
expect another version of tos (and is that version compatible with the
68000 version). I'd really *want* a tos which could also run on my
68020!

--
Frans Meulenbroeks (meulenbr@cst.prl.philips.nl)
Centre for Software Technology
(or try: ...!mcvax!philmds!prle!cst!meulenbr)

6002. Undeliverable message

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 16:56:51 UTC
From: server@UNCACDC.BITNET
Message-ID: <881104095651.000005ED.AFLE.D2@UNCACDC.BITNet>
Source record: 250152

```
+--------------------------------+
: A copy of your message follows :
+--------------------------------+

Received: by CANADA01 (Mailer X1.25) id 7837; Thu, 03 Nov 88 19:55:23 EDT
Date: Tue, 25 Oct 88 14:58:12 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V88 #460
To: Brent Sawatzky <BRSawatzky@UNCAMULT>,
Brian Fuss <FUSS@UNCAMULT>

Info-Atari16 Digest Tuesday, October 25, 1988 Volume 88 : Issue 460

This weeks Editor: Bill Westfield

Today's Topics:

Resource Construction
Re: Distribution list
Re: Re: Atari fair at Duesseldorf
Disk Drives
Re: Atari Diagnostic Query
Screen dumps to the Deskjet printer
Looking for DX7IIDE!/Atari users
ST MINIX
Sell

------------------------------------------------------------------------

Date: 25 Oct 88 07:31:31 GMT
From: silver!sl148033@iuvax.cs.indiana.edu (Kevin_Clendenien)
Subject: Resource Construction
To: info-atari16@score.stanford.edu

----
I recently upgraded my TDI Modula-2 from a regular version to a developers
version. Included with the developer's version is a resource construction
program. According to the ABOUT dialog, this resource constructor is
licensed from Megamax. Unfortunately there was no documentation included
with the program. After playing around with it for a while, I managed to
make it useful. I have two questions:
```

1) When I create a new tree, the program always places it on a background box of the same size. No matter how much I play with it, I haven't been able to get that background box to change sizes. To create a new tree, I pull either from a MENU, FREE, DIALOG, or UNKNOWN icon. No matter which of those I choose, the background box is always the same size.

2) When creating a menu I can get a new TITLE on the menu line, but I can't seem to add any entries under a title.

Any suggestions would be appreciated.
---
sl148033@silver.UUCP Kevin Clendenien

Date: 24 Oct 88 02:59:05 GMT
From: killer!usl!usl-pc!jpdres13@ames.arc.nasa.gov (John Joubert)
Subject: Re: Distribution list
To: info-atari16@score.stanford.edu

Gary, add me to the ZMAG dist list too!

John Joubert : /\ : /\ : _
jpdres13@usl-pc.USL or ... : \:<>:>:> \:<>:>:><`:`:
ut-sally!usl!usl-pc!jpdres13 :-----/:-------/:----------
GEnie: J.JOUBERT : \/ \/

Date: Tue, 25 Oct 1988 13:52:55 CET
From: AEE05%DK0RRZK0.BITNET@Forsythe.Stanford.EDU
To: INFO-ATARI16@SCORE.STANFORD.EDU
Subject: Re: Re: Atari fair at Duesseldorf

In article <0907881307> mcvax:np1:nikhefh:t19@uunet.uu.net
<Geert J v Oldenborgh> writes:

>> ... Prospero Fortran and Pascal ...
>
>I have heard nothing but horror stories from users of these
>(not the latest version, though). Many bugs and slow. Use
>Absoft for Fortran, don't use Pascal.
>
^stuff deleted!

I'm using ProPascal and ProFortran for approx. 2 years now. Due to my positive impression I feel obliged to contradict Geert in his opinion concerning these compilers.

Many bugs ... Latest versions (i.e. 2.13) are free of fatal bugs, maybe they're still a bit rough around the edges. 2.11 had some bugs, yes.
... and slow Compiler front end is slow, linker is even

slower. But the code is quite fast:

I'm sceptical about compilation time enthusiasts. They all liked T*rbo Pascal 2.x and 3.x on the small I*Ms. They are totally happy about new concepts in Rev. 4.0 now, i.e. the modular compilation feature ("units"), for example. Well, Prospero compilers did it all the time ...

Prospero are the only ones who offer not only 68881-libraries but even 68020/68881-libraries for all their compilers (i.e. Fortran, Pascal, C). You just have to relink your programs, no source modification at all.

They offer a real language family. You may use Assembler routines in Fortran functions called by Pascal procedures referred to in a main program written in C and vice versa. Saves lotta time for a team of programmers, really:

Their interest in feedback from users is big, their hotline is as good as the rest of their service, as updates are free of charge, for example.

Summarizing, ProFortran and ProPascal are no tools to write quick'n dirty hacks, ok. But at least for any other, bigger job they're the best I know - up to now...

Disclaimer: These are the opinions of a satisfied customer - nothing more.

Udo Keller
Dept. of Theoretical Biology
Inst. of Developmental Physiology BitNet: aee05@dk0rrzk0.bitnet
University of Cologne
---------- SloNet: Gyrhofstr. 17
"While Eeyore frets... 5000 Cologne 41
and Piglet hesitates FRG
and Owl pontificates
... Pooh just _is_."

Date: 25-OCT-1988 16:36:05
From: MARCUS%STOAT.PCL.AC.UK@Forsythe.Stanford.EDU
To: INFO-ATARI16@SCORE.STANFORD.EDU
Subject: Disk Drives

Hello, I wonder if anyone could help me with a query from an ST owning son of one of my work colleagues? He's just picked up a Technomatic double 3.5" double sided disk drive (that's two double sided drives in one box!) for a paltry sum and wants to know if he can get it working on his 520ST. It's rigged up for a BBC Microcomputer (one of those strange things UK educational establishments favour) so it needs conversion but I imagine it"s probably

pretty standard IBM type. I figure there must have been articles published
on such conversions (I know there has been such an article for the Amiga)
- anyone got any ideas?

Thanks in advance,

- m a r c u s -

(ex info-atari8 subscriber, now i-amiga subscriber - no flames pleeeeeease!)

-=-=-=

I just wish we had something like that replacement deal over here.

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

Dis-Disclaimer: I said it, I mean it.

Date: 25 Oct 88 16:55:58 GMT
From: news@blackbird.afit.af.mil (News System Account)
Subject: Screen dumps to the Deskjet printer
To: info-atari16@score.stanford.edu

I am getting a HP DeskJet printer for my 1040ST and was wondering if there
is any way to use the 'install printer' option from the desktop to do screen
dumps to the DeskJet. I am getting the Epson cartridge with it so will this
help? I do a lot of plotting of math functions using several different
plotting
programs that I then use the 'alt-help' screen dump to get a copy of. Will the
DJ accept these dumps? Any suggestions? Thanks in advance netlanders!

(this is a re-post since I never got any replies to my original and wasn't sure
if it got out)

Date: 25 Oct 88 03:10:00 GMT
From: portal!cup.portal.com!Adam_I_Borin@uunet.uu.net
Subject: Looking for DX7IIDE!/Atari users
To: info-atari16@score.stanford.edu

I own a Yamaha DX7IID with grey matter E! upgrade and a FB01. I use an
Atari 1040ST for sequencing and storage. I originally started in music as
just a hobby but am getting more serious about my music as time goes
along.

I would like to contact somebody who has similiar equipment via e-mail to
exchange ideas and suggestions. I am relatively new to synthesizers and
would like to learn more than what the manuals have to say.

adam_i_borin@cup.portal.com (UUCP)
sun!cup.portal.com!adam_i_borin (ARPA)

Date: 25 Oct 88 14:20:22 GMT
From: polyof!jeff@nyu.edu (A1 jeff giordano)
Subject: ST MINIX
To: info-atari16@score.stanford.edu

[Mr Line Eater, try to snort this line]

A week or so back I posted a question asking if the BMS hard disk
board would work with ST-MINIX. I got two replies, both have good news,

they are as follows: (edited of course)

>From Vance Chin of Berkley Microsystems:
> We have not tried Minix ST with the BMS-100. Our board emulates
>the SH204 hard drive host adapter so it should work.
> The only thing I'm wondering about is if Minix has it's own formatter
>or if it just uses the format the ST uses.
>
>Vance Chin @ Berkeley Microsystems

>From Gerry Wheeler
>Yes, it works fine. I'm using a 520 with 1 meg, colour monitor, BMS
>controller with two ST225 drives. As supplied, MINIX knows about 1 SCSI
>controller with one drive having up to four partitions. However, by
>altering a couple of constants and recompiling it will handle up to
>eight controllers with two drives each.
>
>At the moment, I have four partitions on my first drive -- 2 meg for
>GEM's C: drive (for accessories, etc.), 1 meg for GEM's D: drive, 1 meg
>for MINIX root file system, and 16 meg for MINIX working. My other disk
>has two partitions for GEM. By installing disk icons for only drives C,
>D, G, and H, I can prevent GEM from writing on the MINIX partitions.
>
>MINIX does not have any 16 meg limit on partition sizes, but the BMS
>software won't create a partition larger than that. However, one of
>MINIX's devices references the entire (unpartitioned) disk, so I think
>I'll make the changes to MINIX, and then dedicate my whole second drive
>to it.
> --
> Gerry Wheeler Phone: (519)884-2251
>Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
> 35 King St. North BIX: join mks
>Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043
>

Vance and Gerry: Thank you very much for your input.

Geoffrey Giordano
INET: jeff@polyof.poly.edu
UUCP: ...trixie!polyof!jeff

Line counter fodder.
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From: ykim@lynx.northeastern.edu
Date: Tue, 25 Oct 88 17:11:04 EDT
To: info-atari16@score.stanford.edu
Subject: Sell

Sell Atari 520 STF+ (european system with french keyboard).
Coming with blitter (not installed) installation ready for blitter.
Coming with "Aladin new version" (mac emulator without using Apple roms).
Price: $350 (+ $25 for shipping). Call 617-536-7049 (John).

End of Info-Atari16 Digest
****

6003. Conference?! (Again

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 18:37:29 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <59717JJL101@PSUVM>
Source record: 250153

Well, I have been recieving some good response from people who have been interested in a St relay conference. However, and I take full responsibility for this, I forgot to mention the time zone, which many of you were quick to point out. Well, I see the best solution to this problem as the following - anyone who is interested, send me your opinion on the most appropriate time for you - if possible convert your time into Eastern Standard Time (U.S.A.), and then I will post what the results are, and hopefully we can get this conference idea rolling.

Thanks for the co-operation,

Taz

```
-=-=-=
```

6004. Re: GEM for Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 19:06:48 UTC
From: "Fiacha of Glencar"@hjuxa.UUCP
Message-ID: <1048@hjuxa.UUCP>
Source record: 250154

From article <643@stag.UUCP>, by to_stdnet@stag.UUCP:
> From: dal@syntel.UUCP (Dale Schumacher)
>
>> Why use Sobozon C when Mark Williams C is available is and such a fine
>> product at a great price?? You can buy MWC for as low as $125.
>
> Well, for one thing, Sozobon is FREE. Secondly, it comes with SOURCE CODE
> for EVERYTHING.

OK So where can I get a copy?

Nigel Haslock
..!rutgers!hjuxa!nrh

|One day, I must find a way
|to fix this posting
|software to let
|me post as
|little
|as I
|wish and not have to add lines and lines of garbage.

6005. Re: Hard Disk limitations

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 20:01:05 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <76253@sun.uucp>
Source record: 250155

In article Friesen%PCO@BCO-MULTICS.HBI.HONEYWELL.COM writes:
>Someone recently mentioned a 300MB hard disk was available for the ST,
>but I was told that an ST could only access 195MB on a hard disk.
>
>Can anyone comment?

Well not really. The original 68K GEM inherited the 32Mb hard disk partition limit from MS-DOS, there was also a sixteen partition limit once but I believe that it is now 26 (A-Z). So leaving A,B,C for the floppies and the cartridge a simple 32 * 23 calculation yields 736Mb, if it is 16 then you would only get 416Mb. Both numbers being larger than the 195 you mention.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

6006. ST software For Sale

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 20:59:26 UTC
From: cochrane@spot.Colorado.EDU
Message-ID: <4458@boulder.Colorado.EDU>
Source record: 250156

I've posted this ad before (I believe this is the 3rd time), but this time a couple things have changed. First, the prices are reduced from what I originally posted. Second, the friend for whom I am posting this will be out of town until the middle of January 1989 and has asked me to sell the stuff for him. I will leave my address and phone no. at the end of this article. Also, unfortunately, I will no longer have access to the net as of November 7th; so I will not be able to answer questions or take orders by e-mail. You will have to get in touch with me either by U.S. mail or by phone.

Please keep in mind that these prices are negotiable. Samten really would like to sell as much of this as he can since he no longer has an ST and he needs the money. So feel free to make an offer; if it is reasonable and no one has beat you to it, I will probably accept the offer. Here is the ad:

A friend of mine has sold his ST and wants to sell the ST software programs that he still has. He is willing to take best (reasonable) offer for these:

SOFTWARE Sale Price

Balance of Power (color system) $20
Flight Simulator (color) 20
High Roller (color) 20
Time Bandit (color) 15
Sundog (color) 15
Flash* (older version) 9
Degas* 9

108

All software has been rarely used and includes all manuals, original boxes and registration cards.

HARDWARE Sale Price

Macintosh 64K ROM chips for Magic Sac 27.50
10 disks of MAC PD programs for the
price of the disks (dsdd) ~17

BOOKS

Compute's 1st Book of Atari ST $7
Compute's St Artist 7
ABACUS Gem Programmer's Reference 8
Graphics & Sound 8
Tricks & Tips 8

____
38

A discount is available on purchase of all the books listed above.

MAGAZINES WITH DISKS

Start 5 vols $15
Compute ST 8 vols. 20
ST Log 3 vols. 10

___
45

I can be reached at:

Jim Cochrane
2295 Goss St. #1
Boulder, CO 80302
303-449-3315

I can often be reached in the daytime and evenings. You are more likely to find me in late at night; I will accept calls up until 'round midnight. Feel free to write or call me if you have any questions or would like to make an offer.
The name of my friend is Samten Nagarajan.

6007. Re: Mega ST pinouts

Newsgroup: comp.sys.atari.st
Date: 1988-11-04 21:34:16 UTC
From: dragon@lfl.uucp
Message-ID: <456@lfl.uucp>
Source record: 250157

> Especially in light of the equivalent information being published by
> Apple and Commodore/Amiga in $19.95-$29.95 books, available at just
> about any B.Dalton Bookseller.

> I imagine too, the page with that Mega expansion buss pinout is stamped
> "Proprietary Information", so that it can't be uploaded on UseNet (or
> anywhere else)...

> BobR

My Amiga came with all the pinouts and schematics in the owners manual.
And on my Mega I can't even hack together hobby projects since the cost
of the schematics is prohibitive. So much for public domain add-ons for
the ST. No wonder hardly anyone has done anything with the slot.

I guess I can always work on the PD 68020 board for the Amiga...

--Dean

---
sun!pixar!r2d2!dragon Dragon Technologies!
ds@oliveb.olivetti.com

6008. This week's ZMAG/ST Report

Newsgroup: comp.sys.atari.st
Date: 1988-11-05 03:17:06 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2274@udccvax1.acs.udel.EDU>
Source record: 250158
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have decided to put off distribution of this week's mags until next week due to the virus that has been shutting down systems. A week should give most systems enough time to clear things up. I see no sense in sending out the files and having half of them bounce back here. I will send both this week and next week's files next week.
A few back issues are now available. If you made requests for back issues more than 2-3 days ago, please resend them as soon as possible.
New members for the list are always welcome. Just send me a message with the names of the mag(s) you want and a good path (preferably Internet) back to you. Please keep the request as short as possible to avoid clutter on my end. Thanx.
Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

6009. Dungeon Master maps

Newsgroup: comp.sys.atari.st
Date: 1988-11-05 07:12:58 UTC
From: jk44+@andrew.cmu.edu
Message-ID: <sXQebudemdk-0Q4BFAV@andrew.cmu.edu>
Source record: 250159

Where can I get a copy of the Neo DM maps for levels 7-12 (if any such beasties e

Thanks in advance

Jack Knight
ARPA: jk44@andrew.cmu.edu
****

6010. Dungeon Master maps

Newsgroup: comp.sys.atari.st
Date: 1988-11-05 07:12:58 UTC
From: jk44+@andrew.cmu.edu
Message-ID: <sXQebud98k-0Q4BFAV@andrew.cmu.edu>
Source record: 250160

Where can I get a copy of the Neo DM maps for levels 7-12 (if any such beasties exist)?

Thanks in advance

Jack Knight
ARPA: jk44@andrew.cmu.edu
****

6011. Re: Mega ST pinouts

Newsgroup: comp.sys.atari.st
Date: 1988-11-05 15:24:06 UTC
From: dragon@lfl.ucp
Message-ID: <456@lfl.uicp>
Source record: 250161

Referene
: <10771@cup.portal.como
Organization: Dragon Technologies, Ltd. SF, CA USA
Lines: 22

> Esp'cially in light of the equivalent information being published by
> Apple and Commodore/Amiga in $@ucb@about any B.Dalton Booksellerd

@ucb@I imagine too, the page with that Mega e@ucb@"Proprietary Information", so that it
can't be uploaded on UseNet (or
@ucb@anywhere else)...

> BobR

My Amiga came with all the pinouts and schematics in the owners manual.
And on my Mega I can't even hack together hobby projects since the cost
of the schematics is prohibitive. So much for public domain add-ons for
the ST. No wonder hardly anyone has done anything with the slot.

I guess I can always work on the PD 68020 board for the Amiga...

--Dean

---
sun!pixar!r2d2!dragon Dragon Technologies!
ds@olive

6012. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-11-05 15:45:36 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <10924@cup.portal.com>
Source record: 250162

There are 23 spells documented on scrolls (there may be 24, but one is a duplicate). There are 2 more - the BRO (mana) potion and the VEN bomb-potion. Both begin with ZO and require flasks. (Invisibility is listed in an area near where the skeleton key for level 12 is found). I have heard rumors of other spells, but they may not work as of version 1.2 or some other object may be required, or an empty ready hand.

6013. Re: GEM for Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1988-11-05 16:38:26 UTC
From: to_stdnet@stag.UUCP
Message-ID: <646@stag.UUCP>
Source record: 250163

From: thelake!steve@stag.UUCP (Steve Yelvington)

> From: Fiacha of Glencar@hjuxa.UUCP (Fiacha of Glencar)
>
> From article <643@stag.UUCP>, by to_stdnet@stag.UUCP:
> > From: dal@syntel.UUCP (Dale Schumacher)
> >
> >> Why use Sobozon C when Mark Williams C is available is and such a fine
> >> product at a great price?? You can buy MWC for as low as $125.
> >
> > Well, for one thing, Sozobon is FREE. Secondly, it comes with SOURCE CODE
> > for EVERYTHING.
>
> OK So where can I get a copy?
>
> Nigel Haslock
> ..!rutgers!hjuxa!nrh
>

Send a check for $10 to Tony Andrews, 5902E Gunbarrel Ave., Boulder, CO 80301 and he'll mail you the whole package including sources with a printout of the documentation. Sozobon C also should be appearing on file servers and I believe it's already on the national pay $ervices.

(If you are outside the United States, you should check with your post office about international mail rates and add that amount with your request.)

Note: It does NOT include the AES library I've been working on (at least I don't think it does); I'm not affiliated with Sozobon. I plan to make the library available in the next couple of days. I've found a guy in Denver who says he's got a VDI library working with Sozobon. If it works out, we may distribute them together.

| thelake!steve@stag.UUCP or steve@pnet51.cts.com
|
| nosc.mil!crash!orbit!
| rosevax!\ \
| ...rutgers!umn-cs!mmm!pwcs!stag!thelake!steve
| ...amdahl!ems!/ /
| eta!

6014. SIGNUM format

Newsgroup: comp.sys.atari.st
Date: 1988-11-05 20:50:37 UTC
From: bradon@lifia.imag.fr
Message-ID: <4871@lifia.imag.fr>
Source record: 250164

Does anyone have any informations about the format of SIGNUM files??
I would like to put them in POSTCRIPT or ASCII format, is there any existing soft
that performs this action ??
Thanks for all answers.

6015. CircuitMaker 2.01

Newsgroup: comp.sys.atari.st
Date: 1988-11-05 21:58:17 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <7119@pasteur.Berkeley.EDU>
Source record: 250165

I just purchased CircuitMaker 2.01 by Iliad Software, Inc.
The premise is simply to be able to put together and simulate TTL
devices. I'd give you a review of the product, but it's simply
not cooperating, and I'd like some help:

I followed the directions for installing on a hard drive, and it
booted up just fine. Then, when I tried File...Load... XXXX Circuit
the circuit got loaded from disk, and displayed on the screen (for
a brief moment) and then TWO BOMBS!

So fine, I'm using the monochrome version, with a monochrome monitor,
on a 1040ST (minimum RAM satisfied), and all my silly accessories
stripped out, and still no luck (same symptoms).

Since I've also got a color monitor, I decided to try the color version
of the program (Iliad ships two disks, for separate resolutions).

It worked FINE in color.
So I can use it on color, but I'd RATHER monochrome!

I tried calling Iliad's BBS # in the back of the package, but I got
a # disconnected voice, no fowarding #. This worries me.

Does anyone have CircuitMaker 2.01 and NOT have this happen to them?

Thanks in advance, please e-mail.

--Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
Atari 400/800/600xl/800xl/1200/130xe/65xe, 1040ST hacker
Sometime Berkeley Student, othertimes...
My opinions are my OWN, not necessarily Atari's

6016. Re: Time Bandits Revisited

Newsgroup: comp.sys.atari.st
Date: 1988-11-05 22:48:00 UTC
From: dbr00467@uxa.cso.uiuc.edu
Message-ID: <111500010@uxa.cso.uiuc.edu>
Source record: 250166

No, there is no artifact in Hotel California.

6017. Re: TT TT/X specs (rumour?)

Newsgroup: comp.sys.atari.st
Date: 1988-11-05 23:47:50 UTC
From: danscott@atari.UUCP
Message-ID: <1219@atari.UUCP>
Source record: 250167

in article <253@cstw01.UUCP>, meulenbr@cstw01.UUCP (Frans Meulenbroeks) says:

> Fact is that Germany is very often well and early informed.

Thats not exactly true, all Atari's subsiduaries are just as informed as
Atari Germany is.

>
> I'd suggest atari to stop the rumours by giving some info.
> (If they really have a product out at comdex they must have some basic
> info by now).
>
> For instance, I for me have one question.
> Will the -perhaps non-existing- 68030 box use tos 1.4, or are we to
> expect another version of tos (and is that version compatible with the
> 68000 version). I'd really *want* a tos which could also run on my
> 68020!

Any information that you may have heard up now is just that rumors. Nothing
official has been announced by Atari Sunnyvale, where all the announcements
will come from.

Untill something is officially announced, be it through COMDEX this net or
ads on NBC, we cannot comment on anything that anyone says we are working on.
This policy has been in effect for about a year now partly to stop the
'vapor-ware' ideas that were floating around from 86-87.

Dan Scott
Atari Corp. Sunnyvale

6018. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-11-06 02:45:18 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <10961@cup.portal.com>
Source record: 250168

I wrote >23 spells documented on scrolls

I found the BRO (mana) potion scroll where the Lyte Shield was - I have several sets of maps and lists and it was not on the set I looked up. The VEN bomb is not documented to my knowledge. That makes 24 other than the VEN bomb (which may still be documented in somewhere I haven't found...). In version 1.2 there are *exactly* 25 spells and no more. Lost Scrolls of Mt. Anaias has a correct and complete list.

6019. Sozobon C and dLibs v1.2 -- RELEASE

Newsgroup: comp.sys.atari.st
Date: 1988-11-06 11:54:51 UTC
From: to_stdnet@stag.UUCP
Message-ID: <648@stag.UUCP>
Source record: 250169

From: dal@syntel.UUCP (Dale Schumacher)

[Fiacha of Glencar@hjuxa.UUCP (Fiacha of Glencar) writes...]
> From article <643@stag.UUCP>, by to_stdnet@stag.UUCP:
>> From: dal@syntel.UUCP (Dale Schumacher)
>>
>>> Why use Sobozon C when Mark Williams C is available is and such a fine
>>> product at a great price?? You can buy MWC for as low as $125.
>>
>> Well, for one thing, Sozobon is FREE. Secondly, it comes with SOURCE CODE
>> for EVERYTHING.
>
> OK So where can I get a copy?
>

The following is the "announcement" that came on the distribution disk.
There are further comments at the end, and it's short, so please read
it all (especially archive moderators!).

Announcing

The Sozobon C Compiler

A new freeware C compiler has been developed by Sozobon, Limited and is
being distributed through bulletin board systems, networks of various
kinds, and by direct mail. The package was written by Johann Ruegg, Tony
Andrews, and Joe Treat and includes the following features:

* Full K&R compiler supporting: bit fields, structure assignment,
structure parameters and return values, enumerations, and floating
point.

* Full source code available at no additional cost.

* Compiler includes: front-end, optimizer, assembler, and linker.

* Code generation averages 5% to 15% better than Alcyon.

* Uses Dale Schumacher's dLibs runtime library (version 1.2) for
runtime support.

* Generates Alcyon-compatible object modules and libraries.

* A complete package, including utilities like: cc, ar, size, nm, and
an enhanced version of a PD make program.

* Includes a utility that removes local symbols from Alcyon libraries, reducing their size by around 30%.

The entire system is being distributed as freeware. If you receive this announcement, but are unable to find the compiler, you can order it from us directly by sending $10 (checks payable to Tony Andrews) to:

Tony Andrews
5902E Gunbarrel Ave.
Boulder, CO 80301

You'll receive one double-sided or two single-sided disks containing the compiler (source code and executables), documentation, and version 1.2 of dLibs (includes source). Be sure to specify single or double-sided disks and include your full return address. The $10 charge covers shipping and handling only. The product itself is free. You're encouraged to make copies for friends, upload it to bulletin boards, or put it in the disk library of your local user's group. Help us get the compiler distributed, so fewer people have to pay $10 for it, and we don't spend the rest of our lives copying floppies.

Tony Andrews
10/22/88
Sozobon, Limited

The package, which comes as three .ARC files (compiler binaries, compiler sources, and dLibs), has been posted to (at least) Compu$erve, GEnie and BIX. Tony has been having trouble getting news out from his site, so I'm posting this information. ARCHIVE MODERATORS: please send me uucp addresses that Tony and/or I could use to try to reach you. Include land-mail addresses also, since that may end up working better. So far, Tony hasn't heard back from any messages sent to various archive sites. The file sizes on the distibution disk are:

2027 ANNOUNCE
185522 DLIBS12.ARC
194571 SC_BIN.ARC
246884 SC_SRC.ARC
751 README
5 files (629755 bytes).

As an aside, the release of Sozobon C also means that dLibs v1.2 has been released and is available either from me, or through Sozobon. I'm holding off on sending dLibs to the archivers since it will arrive as part of Sozobon's package.

--
Dale Schumacher 399 Beacon Ave.
(alias: Dalnefre') St. Paul, MN 55104
...pwcs!stag!syntel!dal United States of America
"It's not reality that's important, but how you perceive things."

6020. zmag

Newsgroup: comp.sys.atari.st
Date: 1988-11-06 15:52:00 UTC
From: 35002_3025@uwovax.uwo.CA
Message-ID: <0594816720@uwovax.uwo.ca>
Source record: 250170

i would like to added to the zmag distribution list if at all possible.
thanks v. much
kevin-john conway
secretary
lust user's group
london, ontario
canada

6021. Ymodem and VAX/VMS

Newsgroup: comp.sys.atari.st
Date: 1988-11-06 20:24:15 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8811062022.AA06953@ucbvax.Berkeley.EDU>
Source record: 250171

I may be the last person in the world to have discovered this, but I kept wondering why UniTerm's ymodem would do strange things sometimes when downloading files from vax/vms. The file size on binaries was often much too small, and the files on the ST would sometimes be truncated; other times it would work fine. Turns out that in the vax source file VVMODEM.C, the routine "filestat" defines a variable "char ch;" when it should have "int ch;"...the original version only counts characters to the first 0x0ff in the file. UniTerm gets very confused when the stated file size is less than the true file size, and the UniTerm transfer buffer is larger than the true file size (got that?) but is okay when the transfer buffer is smaller than the true file size.
So if you've been having flakey ymodem transfers on vax/vms, take a look at your sb source...
Don Rice
FXDDR@ALASKA.bitnet
% Q1. Compare cow flops to vax flops. Which is more cost effective?
% Q2. Describe i/o standards relevant to the use of floppy cows in
% cattle drives.
% End of agricultural computing quiz.

6022. GEM for Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 00:24:50 UTC
From: to_stdnet@stag.UUCP
Message-ID: <651@stag.UUCP>
Source record: 250172

From: thelake!steve@stag.UUCP (Steve Yelvington)

A set of GEM bindings written in assembler and compatible with Sozobon C showed up the other day at BRASS*BBS in Buffalo, N.Y. The package, GEMQ.ARC, includes AES, VDI and a utility library (handy functions for GEM programmers that aren't built into GEM).

The readme file in the archive includes a note from the author, Don E. Farmer, 16810 Deer Creek Drive, Spring, Texas 77379 to the effect that he wrote the libraries for Alcyon C users as a shareware project, but found no takers, so he was releasing them as "public domain" but retaining the copyright. (That's a contradiction, but I suppose he means "you can pass this around and use it as you see fit.")

The AES library is a little bit smaller than the one I wrote in C. I suspect that the VDI library is better than the one I haven't written yet. So I probably won't finish the job.

If someone will advise me where to send GEMQ for net distribution, I will do so.

| thelake!steve@stag.UUCP or steve@pnet51.cts.com
|
| rosevax!\
| ...rutgers!umn-cs!mmm!pwcs!stag!thelake!steve
| ...amdahl!ems!/ /
| eta!

6023. Re: TT TT/X specs (rumour?)

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 01:35:55 UTC
From: peter@sugar.uu.net
Message-ID: <2962@sugar.uu.net>
Source record: 250173

I have a question about TOS on the 68020.

I have been told there are a number of "Line-A" or "Line-F" type traps that
actually use illegal rather unimplemented opcodes. These opcodes are used for
real instructions on the 68020.

If this is true, then there is little chance for 68020 TOS. Any comments?
--
Peter da Silva `-_-' peter@sugar.uu.net
Have you hugged U your wolf today?

Disclaimer: My typos are my own damn business.

6024. my subscription (change/renewal)

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 03:00:11 UTC
From: csrobe@CS.WM.EDU
Message-ID: <8811070300.AA04107@cs.wm.edu>
Source record: 250174

I had been previously receiving mail at #csrobe@wmmvs.bitnet but I haven't been using that machine for a few months now. I would like to change my mailing address to this machine (csrobe@wm.cs.edu). Please remove the subscription to the wmmvs.bitnet machine.

Thank you,
-c
Chip Roberson
College of William and Mary
Williamsburg, VA

6025. Re: Mega ST pinouts

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 09:26:21 UTC
From: federico@actisb.UUCP
Message-ID: <262@actisb.UUCP>
Source record: 250175

Frankly, I don't know what to think about all this "proprietary information" stuff about the Mega bus. Here in Germany, a magazine has published the pinouts of the bus (I think it was c't), and another one even published the schematics for adding a Mega bus to any other model. Would I commit copyright infringment if I posted the pinouts on the net? I payed for the info anyway.. although not to Atari

--
Federico Heinz "In Dubio Pro Libido"
From USA: ...!pyramid!\ | Beusselstr. 21
From elsewhere: ...!mcvax!unido!tub!actisb!federico | 1000 Berlin 21
Tel: (030) 396 77 92 | F.R. Germany.

6026. Re: TT TT/X specs (rumour?)

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 09:30:29 UTC
From: walkerb@tramp.Colorado.EDU
Message-ID: <4494@boulder.Colorado.EDU>
Source record: 250176

In article <2962@sugar.uu.net> peter@sugar.uu.net (Peter da Silva) writes:
>I have a question about TOS on the 68020.
>
>I have been told there are a number of "Line-A" or "Line-F" type traps that
>actually use illegal rather unimplemented opcodes. These opcodes are used for
>real instructions on the 68020.
>
>If this is true, then there is little chance for 68020 TOS. Any comments?

On the 68020, line-F opcodes are used for co-processor operations. The line-A opcodes, however, are permanently available for use. You may note that the Macintosh uses line-A calls for all of its system calls so line-A is not a problem.

On the ST, TOS uses the line-F for internal calls. But that can be changed in any revision of TOS because those calls are "subject to change without notice." That, of course, means that Atari may, at their choosing, write a TOS/GEM implimentation for a 68020 system by moving the line-F calls and performing some basic rewrites to facilitate operation on a 68020.
Brian Walker, University of Colorado at Boulder|| printf("Say please:] \n");
walkerb@tramp.colorado.edu=======|| if (say_please(user))
{ncar,nbires,sunybcs}!boulder!tramp!walkerb====|| be_nice(random());

6027. Atari Customer "Service"

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 12:51:07 UTC
From: MLS@s40.prime.COM
Message-ID: <8811080315.AA03437@ucbvax.Berkeley.EDU>
Source record: 250177

Whoever posted that Atari Customer Service is helpful could not have called the same people I did!

Since I have not been successful in getting the information I need from the Net, I finally called Atari directly about my Chinon disk drive problem. (See various postings previous)

The girl put me on hold, talked to her technical people, then assured me that my service center was wrong. I called him back, made him call Atari himself, and then had to apologize because I was given bad information.

I called Atari back and got the same girl (Is there only ONE customer service rep?) She apologized, saying that there was a miscommunication between herself and the technician. She then told me that I would have to talk to Chinon because it was not an Atari drive. After I convinced her that she was still confused, she told me that I'd have to send in my entire 1040 for replacement, not just the mechanism. When I asked why I could not turn in my external drive casing (I have already swapped the mechs and have this one in the ST itself) she said that they only swap complete units. (I was talking slowly and clearly - she sounded like she had no idea what a disk drive even was!!! She called it a hard drive three times.)

She finally gave up and gave me to her technical people when I asked her if I would get a Chinon back, or maybe a Sony - the drive Atari now uses.

I figured once and for all, I'd ask the technical people about a speed port on the Chinon. The clown I spoke to didn't know either. He said that only manufacturing people knew and that he was there only to answer technical questions for end users!!!! I thought mine was a technical question!!!

The final resolution is this. If I don't hear from a semi intelligent Atari customer service person soon, I plan to throw my ST in the trash, sue the original center that gave me the bad drive in the first place, and buy an Amiga (That ought to get the flames going.)

I am sick and tired of dealing with incompetence when it comes to my computer. It's no wonder Atari has such a bad reputation!!!!!

6028. Chinon Double sided Mechanism (running fast) for sale cheap

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 13:22:29 UTC
From: MLS@s40.prime.COM
Message-ID: <8811080346.AA03968@ucbvax.Berkeley.EDU>
Source record: 250178

Well, I've finally given up on getting help from Atari. I guess the bottom line from them was that if I sent in my drive and $90, I'd get a replacement.

However, I was at a computer fair this weekend, and found many compatible mechanisms selling for $55 to $75. I wasn't sure about the cheap ones, so I spent the $75. So for $15 less, I kept my old mechanism, saved the postage, and saved six weeks time.

Isn't Atari great??? Anybody using their exchange policy has to be crazy. It's another Atari ripoff.

By the way, my Chinon mechanism is now for sale. Best offer accepted. It is newly aligned and works fine on standard disks. It is running fast (about 309-310 rpm) so it is not compatible with 10 sector format.

If interested, please send me an offer.

Matt Stone

6029. re:tt tt/x rumours

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 14:42:48 UTC
From: DAVEA%VXCERN.decnet.cern@CUNYVM.CUNY.EDU
Message-ID: <8811071442.AA20872@ucbvax.Berkeley.EDU>
Source record: 250179

I dont wish to defend Atari but I think a lot of vague ghostly
rumours are being drawn to create a lot of thin air. Just because
this machine has been rumoured and because Atari has a big stand
at Comdex does no automatically produce a Link (would that I was wrong!)

I think Atari have every write to come down on people who relase data
clearly marked for internal circulation ... ideas floating round
a lab dont become products all the time. It is clear that Atari
must continue to go up market with a 68030 product to cover the
market between the Megas and the Abaq (I prefer the old name) and
that the old Tos 1.3 wont be good enough to match the things the
030 is capable off. This development will take time and what
is there that forces to release a hasty product now. Surely theu
should wait for the state of the market to clarify itself
I would expect a product in 6 months time and I hope that
all the rumour mongering doesnt taint the public into
expecting and demanding things that dont exist.

Freedom in information is all and good in a perfect world but
I think a bit of respect for other peoples rights to retain
privacy of information is also called for

6030. Re: Hard Disk limitations

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 16:20:27 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3713@druhi.ATT.COM>
Source record: 250180

in article <76253@sun.uucp>, cmcmanis%pepper@Sun.COM (Chuck McManis) says:
> In article Friesen%PCO@BCO-MULTICS.HBI.HONEYWELL.COM writes:
>>Someone recently mentioned a 300MB hard disk was available for the ST,
>>but I was told that an ST could only access 195MB on a hard disk.
>
> Well not really. The original 68K GEM inherited the 32Mb hard disk partition
> limit from MS-DOS, there was also a sixteen partition limit once but I
> believe that it is now 26 (A-Z). So leaving A,B,C for the floppies and
> the cartridge a simple 32 * 23 calculation yields 736Mb, if it is 16
> then you would only get 416Mb. Both numbers being larger than the 195
> you mention.

GemDos is still limited to 16 Meg partitions. Several of
the hard disk systems do allow you to create partitions larger than
16 Meg as long as the partition is *NOT* used for GemDos (ie. Spectre,
Minix, OS9, etc.). Atari has not said anything about increasing the
16 Meg limit in the newer TOS releases.

GemDos is also limited to 16 drives, A to P. (NOTE: The
original doc said there was a 32 drive limit.) Drives A and B
are used for floppies, leaving 14 drives for hard disk partitions.
Atari's hard disk software only supports 4 partitions per physical
drive giving a 48 Meg limit. Supra, ICD and BMS all allow up to 14
partitions per drive, giving a 224 Meg limit.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM

6031. Re: GEM for Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 17:08:02 UTC
From: pa1132@sdcc15.ucsd.edu
Message-ID: <699@sdcc15.ucsd.edu>
Source record: 250181

How much memory does Sobozon C requires? Can it run in a 520ST?
Any info is appreciated.

6032. Re: GEM for Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 17:17:59 UTC
From: acm@valhalla.cs.ucla.edu
Message-ID: <17608@shemp.CS.UCLA.EDU>
Source record: 250182

In article <651@stag.UUCP> to_stdnet@stag.UUCP writes:
>From: thelake!steve@stag.UUCP (Steve Yelvington)
>
[...]
>no takers, so he was releasing them as "public domain" but retaining the
>copyright. (That's a contradiction, but I suppose he means "you can pass
>this around and use it as you see fit.")
>
>
> | thelake!steve@stag.UUCP or steve@pnet51.cts.com
> |
> | rosevax!\
> | ...rutgers!umn-cs!mmm!pwcs!stag!thelake!steve
> | ...amdahl!ems!/ /
> | eta!
Unless I'm mistaken, your holding a copyright to a program simply means you
are the only person who has the right to make money from it. The purpose
for many public domain copyright notices is to keep certain people from selling
your product while claiming that they developed it. This is in contrast to
having the sole right to copy it, despite how it sounds.

(you think this is confusing, you ought to see the California ballot!)
Plinio Barbeito

UUCP: ...!{...}!ucla-cs!acm
ARPA: acm@cs.ucla.edu
VOICE: (213) 825-5879, 825-7597

6033. A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 17:33:40 UTC
From: pa1132@sdcc15.ucsd.edu
Message-ID: <700@sdcc15.ucsd.edu>
Source record: 250183

Well, everybody is tired of waiting for Atari to improve the ST, right? Atari is hopeless. Then, why not improve it by ourselves? In the Amiga world, they have something called "ARP", short for "Amiga-DOS Repleacement Project", which some Amiga developers wrote to replace the dump Amiga DOS. Their idea worked. So, perhaps it is time for us Atari people to have a TOS Replacement Project--to write a new, but compatible operating system to replace the old brain-damaged TOS. The new operating system should be called "STOS", short for "SmarTer Operating System", meaning an OS smarter then TOS. Any comments?

6034. Status of ST Upgrades?

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 17:50:28 UTC
From: stuart@rennet.cs.wisc.edu
Message-ID: <6612@spool.cs.wisc.edu>
Source record: 250184

I have not been reading this group for a few months, but when I caught
up recently I noticed several new "faces" from Atari, so I'd like to
ask a few perennial questions. Perennial in that I have been asking
them every six months or so for the last two years or so.

1) What is the status of the second party documentation? In June 1987
the word was "hopefully in the bookstores by Christmas 1987". Since
then (roughly mid-1988) I have been reassured that professional
quality documentation is still in progress. So:
a) Is second party documentation planned or cancelled?
b) Is second party documentation in progress?
c) When is expected availability of second party documentation?
d) Who is the publisher or distributer?

2) What is the status of blitters for 1040STf's? I stopped asking
my dealer about this a year ago, when it was clear I knew more
about it that they did, and that I didn't know enough to be
useful. So:
a) Are blitter upgrades for blitter-less 1040's planned or cancelled?
b) Are blitter upgrades for blitter-less 1040's in progress?
c) When is expected availability of blitter upgrades for blitter-less 1040's?
d) What is the procedure for obtaining an upgrade?

3) What is the status of TOS fixes and upgrades for existing ST's
(not new ST's or Megas)? I understand that this has actually been in
progress for some time, so I'll ask:
a) What TOS upgrades are currently available for existing ST's?
b) What TOS upgrades are planned for existing ST's?
c) When are these upgrades expected?
d) What is the procedure for obtaining an upgrade?

Stu Friedberg stuart@cs.wisc.edu

6035. Re: CircuitMaker 2.01

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 18:35:03 UTC
From: danscott@atari.UUCP
Message-ID: <1220@atari.UUCP>
Source record: 250185

in article <7119@pasteur.Berkeley.EDU>, soohoo@cory.Berkeley.EDU (Ken Soohoo) says:
> I followed the directions for installing on a hard drive, and it
> booted up just fine. Then, when I tried File...Load... XXXX Circuit
> the circuit got loaded from disk, and displayed on the screen (for
> a brief moment) and then TWO BOMBS!

Sounds like you simply have a bad copy of that program. Did you try
running it on any other ST?

The number I have for Iliad Software is (801) 226-3270, is that the number
you have been calling?

Dan @ Atari

<The opnions expressed are not usually that of Atari Corp. and were rented by
me for use in this message>

6036. Re: TT TT/X specs (rumour?)

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 20:55:07 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <76434@sun.uucp>
Source record: 250186

In article <4494@boulder.Colorado.EDU> (Brian Walker) writes:
> On the ST, TOS uses the line-F for internal calls. But that can be
> changed in any revision of TOS because those calls are "subject to
> change without notice." That, of course, means that Atari may, at their
> choosing, write a TOS/GEM implimentation for a 68020 system by moving
> the line-F calls and performing some basic rewrites to facilitate
> operation on a 68020.
>Brian Walker, University of Colorado at Boulder|| printf("Say please:] \n");

Hmm, this leads to two questions.

One, has TOS 1.4 fixed this problem ? If it has then the Atari folks might get in on the 68020 bandwagon that that Amiga folks have been riding for some time. There is even a PD PC board that converts the 68000 socket to a 68020 + 68881 socket. Bringing the number of '020 conversion products up to 5 (Ronin, CSA, Hurricane, Commodore, PD).

Two, if not could it be made part of 1.5 or is the rewrite such that it would have to wait until 2.0. Has the '030 project carried TOS with it or is it a UNIX-only box?

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

6037. GTS100 disk drives

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 20:56:40 UTC
From: Mr._Peter_Lawrence_Jackson@mtsg.ubc.ca
Message-ID: <1297070@mtsg.ubc.ca>
Source record: 250187

On Nov 1 1988, Jim McCabe asks...
>Does anyone have any experience with the Indus GTS100 disk drives?
>Are they more or less reliable than their Atari SF314 counterparts?
>.....

I have owned a GTS100 for about 3 months now - its manufactured by another company now (I think its called something like Future Systems), but I am pretty sure its the same drive as the INDUS. I have been quite happy with it. It is quieter, smaller, and it seems faster than the Atari drive. It also has a couple of extra features: As well as a busy LED, it has a power LED and a two digit LED track indicator.

On the negative side, it *seems* that the drive has to be powered on before the computer is booted and a boot disk is inserted. Previously I would power up my system all at once by switching on the power bar. However I discovered that when I did this with the GTS100 drive, the disk track containing the directory would get screwed up - making several files on the disk unaccessible. I have not yet discovered whether this is a problem with my GTS100 drive, or is endemic to the whole batch. The problem was eliminated when I turned the GTS100 on before turning on the ST.

6038. Re: TT TT/X specs (rumour?)

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 21:30:59 UTC
From: good@atari.UUCP
Message-ID: <1221@atari.UUCP>
Source record: 250188

```
in article <253@cstw01.UUCP>, meulenbr@cstw01.UUCP (Frans Meulenbroeks) says:
>
> WARNING: flames ahead.
> In article <1216@atari.UUCP> good@atari.UUCP (Roy Good) writes:
>>in article <252@cstw01.UUCP>, meulenbr@cstw01.UUCP (Frans Meulenbroeks) says:
> [...]
>>Even if the information was obtained through apparently legitimate channels,
>>I believe that the writer should by now be sensitive to the effect of
>>publishing prerelease data, and should therefore have taken the step of
>>verifying its accuracy and timeliness with Atari Sunnyvale.
> I just reported what I read elsewhere, mentioning my source.
> I am NOT and I don't feel obliged to verify this with Atari Sunnyvale.
> I don't know for your side of the big water, but at THIS side has
> something constitutional called freedom of press and speech.
> In other words: next time I probably will do the same.
> [...]

The "writer", in my posting, is not you, Frans, but the person who published
the original magazine article. I cannot (and do not) complain at your
reiterating words you have read in a freely available (or maybe DM x.xx?)
publication.
And my comment had nothing to do with 'freedom of speech'. It is more
related to such apparently dying concepts as trust and cooperation - again,
not directed at you, Frans. I believe the publisher should really have
contacted myself or someone at Atari Sunnyvale, especially since, it seems,
my name appears as part of the article.
------------------------------------------------------------------------------
Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.
------------------------------------------------------------------------------
```

6039. Re: 68030 box, Cringely, Comdex

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 22:06:39 UTC
From: daveh@cbmvax.UUCP
Message-ID: <5189@cbmvax.UUCP>
Source record: 250189

>> From my understanding, it will be Helios, which is far from UNIX. (this
>> move to select Helios seems to show the importance of the European
>> market, that is what is equivilent there to our UNIX here). Can anyone
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>> comment on this?

> I will: Helios is just a UNIX look-alike, it isn't equivalent to
> it (in my view). Why? Well, essentially, it's been designed to run on a
> network of transputers and not the 68030!

That's just scratching the surface. Perhaps the most important difference between Helios and UNIX is that all implementations of UNIX, by definition, use MMUs for protection, so that errant code in one application can't clobber other applications or the kernel. Helios can't offer any inherent protection, since Transputers don't. Of course, it may be difficult for a process on Transputer A to clobber a process on Transputer B, but adding one Transputer per process is about the only way you can get real protection, which is pretty ugly.

> Thus, Helios for the Atari could perhaps be compared to Mach (-> NeXT,
> comp.sys.next) which *is* a *tightly coupled* multiprocessor system.

The current Mach kernel on the NeXT machine is supposedly the more mature Mach kernel, the one without multiprocessor support. However, Mach was designed for tightly coupled multiprocessing, and certainly one would expect NeXT to eventually offer that version of the kernel, perhaps when it's fully working and NeXT has additional CPU modules to add into their box.

>> Aric Friesen
> Dirk Husemann
--
Dave Haynie "The 32 Bit Guy" Commodore-Amiga "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: D-DAVE H BIX: hazy
Amiga -- It's not just a job, it's an obsession

6040. Re: NeXT announcement (was Re: Atari Workstation)

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 22:13:59 UTC
From: daveh@cbmvax.UUCP
Message-ID: <5190@cbmvax.UUCP>
Source record: 250190

in article <249@obie.UUCP>, wes@obie.UUCP (Barnacle Wes) says:
> Summary: Yep, yer sure right!

> Opened up your ST lately? Did you realize that not counting RAM chips
> on either machine, the 520ST has fewer chips than a C64?

You obviously haven't opened up a recent C64 lately.

--
Dave Haynie "The 32 Bit Guy" Commodore-Amiga "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: D-DAVE H BIX: hazy
Amiga -- It's not just a job, it's an obsession

6041. Re: Mouth3.Arc

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 23:03:42 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750005@hpsad.HP.COM>
Source record: 250191

I can't unarc this program. The file has every other line blank. I've taken the blank lines out but it still doesn't work. Could you re-post it or send it to me directly.
Thanks,
Randy Hosler randyh@hpsadpe

6042. Looking for Hrad drive Pack program.

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 23:34:12 UTC
From: Amortisseur@cup.portal.com
Message-ID: <11038@cup.portal.com>
Source record: 250192

Hello,
I am looking for a decent Public domain (or shareware) program
that will 'Pack' my hard disk. I am looking for something such as
Norton Utilities for IBM. Let me know what's out there. Thanks.

Amortisseur@cup.portal.com

6043. ICD v2.2 hard boot.

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 23:37:12 UTC
From: Amortisseur@cup.portal.com
Message-ID: <11039@cup.portal.com>
Source record: 250193

One more question:

I boot my hard drive with ICD v2.2 and if I do a system reset then tthe floppy motors stay on. Has anyone had this problem? Please let me know.

Amortisseur@cup.portal.com

6044. Re: Computer algebra

Newsgroup: comp.sys.atari.st
Date: 1988-11-07 23:44:35 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <4305@phoenix.Princeton.EDU>
Source record: 250194

I recently ran across a brief mention of REDUCE in a book on computer algebra/ simulation. Apparently, this product is a available in Germany for around $500.00 (US).

I do not have the name of the company, nor do I have a copy of REDUCE. I should be able to dig up the name of the book if anyone is interested.

--Patrick Simon mpsimon@phoenix.princeton.edu
11-7-88

6045. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 00:08:37 UTC
From: keithj@ux1.lbl.gov
Message-ID: <1233@helios.ee.lbl.gov>
Source record: 250195

I for one agree with this idea. It's been far too long waiting
for Atari to get in to the act. I suggest we all pool our resources
and come up with a list of what should be considered for STOS.
There just has to be a better way.

Keith Groves

6046. Canadian Developer Support

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 00:41:44 UTC
From: julius@yugas.UUCP
Message-ID: <801@yugas.UUCP>
Source record: 250196

In article <9472@watdragon.waterloo.edu>,
rfpfeifle@violet.waterloo.edu (Ron Pfeifle) writes:

> In Canada, Atari charges $125 for documentation, and $150 for docs with
> support. I suppose that this means that they feel support is only worth
> $25... (from the way developers talk about the quality of the documentation
> on the net, you'd figure that it should be $25 for docs and $125 for support).
>
> ron

Sorry Ron, that is incorrect...

We charge $125 for the documentation and $150 for a developer
support/registration package (which includes MadMac, RCS, ALN, DB, etc).

For documentation and the support/registration package it is $125+$150,
$275 in other words.

The documentation/support/registration (i.e. development kit) with the
Alcyon C Compiler is $350, with MWC 3.0 it is $450.

As a matter of policy in supporting third party developers, I have (and am)
more than glad to send out bits and pieces (i.e. Mega bus pinout docs) for
no charge. All that people have to do is ask!

Julius Oklamcak uunet!nexus!yugas!julius
Atari (Canada) Corp. CIS: 70007,1070
(416) 479-1266 BIX: joklamcak
GEnie: J.OKLAMCAK

6047. Re: tt tt/x rumours

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 01:08:49 UTC
From: stephen@plx.UUCP
Message-ID: <1350@plx.UUCP>
Source record: 250197

In article <8811071442.AA20872@ucbvax.Berkeley.EDU>,
DAVEA%VXCERN.decnet.cern@CUNYVM.CUNY.EDU writes:
>
> I dont wish to defend Atari but I think a lot of vague ghostly
> rumours are being drawn to create a lot of thin air. Just because
> this machine has been rumoured and because Atari has a big stand
> at Comdex does no automatically produce a Link (would that I was wrong!)

There have been comments on this net from atari net addresses which
address weither the TT system would have SYS V vers berkely 4.X
features among other comments. If there is no such system planned
for introduction then atari itself is guilty of the thin air you speak of.

>
> I think Atari have every write to come down on people who relase data
> clearly marked for internal circulation ... ideas floating round

I believe you are refering to an individual who reported what he
saw in a german magazine. He was well with in his rights to post
what information he was in possession of. In fact if they were
just rumors then he was within his rights to pass them on. This
is called free speech sinces intensions were not the libel atari.

Atari can, if its desire, deny that any development is taking
place and that no such product is being readied for introduction.
That have had ample opportunity to do so but have not. They
have their reasons and we can only hope that honesty is playing
a part in not wanting to deny such.

Honesty from atari? What a concept.
[Replace atari with your favorite company. :) :) :)]

> a lab dont become products all the time. It is clear that Atari
> must continue to go up market with a 68030 product to cover the
> market between the Megas and the Abaq (I prefer the old name) and

They don't have to cover any market. The goal here is profit. Companys
who have tried to be all things to all people have failed!!!!

> that the old Tos 1.3 wont be good enough to match the things the
> 030 is capable off. This development will take time and what

What TOS 1.3. According the atari sources on this net there have been
two releases of TOS. That is 1.0 and 1.2. A much rumered 1.4 is
to be released in the future.....not yet..

> is there that forces to release a hasty product now. Surely theu
> should wait for the state of the market to clarify itself

By the time the market has clarified itself, the front runners in
that market place are already established, usually.

> I would expect a product in 6 months time and I hope that
> all the rumour mongering doesnt taint the public into
> expecting and demanding things that dont exist.
>
> Freedom in information is all and good in a perfect world but
> I think a bit of respect for other peoples rights to retain
> privacy of information is also called for

Note the comment above concerning atari's information spreading.
Otherwise I agree completely. Information that was released by
non atari sources in violation of confidentiality agreements should
have its sources sought out and taken to court under the agreement
in force.

My faith in atari's ability to deliver new products has sunk to new lows.
That is no faith. I won't believe it until I see it at their fed. stores.

C'est la vie.

|+|+|+

6048. Re: RE: Info-Atari16 Digest V88 #467

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 02:38:04 UTC
From: Mhoram@cup.portal.com
Message-ID: <11045@cup.portal.com>
Source record: 250198

Does anyone know if it is possible to access relay through the portal system at portal.cup.com? Any info would be appreciated since I used to use relay from SUNSET vax at Syracuse University.

DG Lewis
Mhoram@cup.portal.com

6049. Troff on the ST - Does is exist?

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 13:30:57 UTC
From: romwa@gpu.utcs.toronto.edu
Message-ID: <1988Nov8.083057.25661@gpu.utcs.toronto.edu>
Source record: 250199

With TeX being available on the ST, is their any work afoot to offer Troff?

BTW, can anyone tell me what the differences are between TeX from TOOLS in W.Germany and the PD TeX that one can find at lakesys?

advTHANKSance

Pavneet Arora

NOTE: If replying by e-mail pls use address below since I am borrowing someone's acct to post this.

...!utgpu!rom!pavneet

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 585-5626

6050. question for Okimate 20 users

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 16:02:08 UTC
From: georgew@tekig4.TEK.COM
Message-ID: <3404@tekig4.TEK.COM>
Source record: 250200

My Okimate 20 documentation claims that it will emulate an Atari SMM804,
which in turn emulates an Epson printer (I think).

However, the only time I actually tried this (booting without the Okimate
color printer driver and pressing Alt-Help to dump the screen in Epson format),
several dots in my print head burned out, and I had to get a new print head.

So my question is, was this just a coincidence? Do other Okimate 20 users
use their printers on a daily basis in SMM804 graphics mode? There are a
lot of S/W packages out there that support the Epson or Atari printers but
do not specifically support the Okimate 20.

Thanks in advance.

George S. Walker {decvax,hplabs,...}!tektronix!tekig4!georgew UUCP
Tektronix, Inc. georgew@tekig4.TEK.COM DOMAIN
(503) 627-4669 tekig4!georgew.tektronix@Udel-Relay ARPA

6051. Re: Atari Customer "Service"

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 16:19:52 UTC
From: towns@atari.UUCP
Message-ID: <1222@atari.UUCP>
Source record: 250051

in article <8811080315.AA03437@ucbvax.Berkeley.EDU>, MLS@s40.prime.COM says:
>
>
> Whoever posted that Atari Customer Service is helpful could not have called
> the same people I did!

I apologize for any problems that you had with our Customer Relations
or Technical Support Dept.

> I called Atari back and got the same girl (Is there only ONE customer
> service rep?) She apologized, saying that there was a miscommunication
> between herself and the technician. She then told me that I would
> have to talk to Chinon because it was not an Atari drive. After I
> convinced her that she was still confused, she told me that I'd have to
> send in my entire 1040 for replacement, not just the mechanism. When I
> asked why I could not turn in my external drive casing (I have already
> swapped the mechs and have this one in the ST itself) she said that they
> only swap complete units. (I was talking slowly and clearly - she sounded
> like she had no idea what a disk drive even was!!! She called it a hard
> drive three times.)
>

Customer Relations only does replacements on complete units. We do not
swap mechanisms. This is company policy. Also, there are several Customer
Service Representatives. If you call Atari again, please ask for the
person's name (in both the Customer Relations and Tech Support Depts) and
let us know who this person is. We would like to correct the information
they are providing. This way we can improve the support we are providing.

> She finally gave up and gave me to her technical people when I asked her
> if I would get a Chinon back, or maybe a Sony - the drive Atari now
> uses.
>

Our Manufacturing Facility uses a number of different mechanisms at any
given time. Therefore, we cannot quote you the type of mechanism that would
be in the drive returned to you. This varies depending on the drives we
have in stock.

> I figured once and for all, I'd ask the technical people about a speed
> port on the Chinon. The clown I spoke to didn't know either. He said
> that only manufacturing people knew and that he was there only to answer
> technical questions for end users!!!! I thought mine was a technical
> question!!!
>

To my knowledge there isn't an easy way to adjust the speed on the Chinon mechanisms. As you may have noticed, the mechanisms are closed units. I will check with our service dept and see if they have more information than I do.

-- John Townsend
Atari Corp, Technical Support

6052. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 16:29:58 UTC
From: rsh@hcx.uucp
Message-ID: <1118@cseg.uucp>
Source record: 250052

Is there any way to make a FUL bomb potion, or must thou be content with those that are found...?

...Roy

6053. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 16:39:27 UTC
From: daveh@cbmvax.UUCP
Message-ID: <5196@cbmvax.UUCP>
Source record: 250053

in article <700@sdcc15.ucsd.edu>, pa1132@sdcc15.ucsd.edu (pa1132) says:
> Summary:a proposal
> Sender:pa1132@sdcc15.ucsd.edu
> Keywords:TOS, replacement project, STOS

> Well, everybody is tired of waiting for Atari to improve the ST,
> right? Atari is hopeless. Then, why not improve it by ourselves?
> In the Amiga world, they have something called "ARP", short for
> "Amiga-DOS Repleacement Project", which some Amiga developers wrote
> to replace the dump Amiga DOS. Their idea worked.

But make sure you're talking about the same thing. ARP on the Amiga does bascially two different things. First of all, it provides functional look-alikes for many of the AmigaDOS shell commands. The commands supplied by Amiga have a few faults -- not all handle wildcards where appropriate, they're not perfectly symmetric in their argument handling, and may of them are written in the BCPL language, which makes them large. ARP commands are written in assembly, which makes them much smaller. So floppy based users can fit more DOS commands on a disk, and everyone who uses them gets commands that operate much faster.

The second thing ARP does for you, which is also another reason the ARP commands are smaller, is provide a toolbox of functions in a shared library called "arp.library". As in all Amiga shared libraries, the code for the library exists only once, no matter how many programs are currently using it, and it generally only must be loaded into memory the first time an ARP commands is used (it'll get thrown out if no one's using it and the space it takes up is needed). Anyway, the ARP library contains functions useful in writing programs that aren't provided by the supplies Amiga OS. Things like a wild card pattern matcher, a standard file requester, some resource tracking stuff, etc.

So in one sense, ARP replaces part of Amiga DOS in that it replaces the DOS commands a user normally uses to interact with the machine. And the user have the source to these commands available. In another sense, that of the ARP library, ARP is really an addition to the Amiga's operating system.

> So, perhaps it is time for us Atari people to have a TOS Replacement Project--
> to write a new, but compatible operating system to replace the old
> brain-damaged TOS. The new operating system should be called
> "STOS", short for "SmarTer Operating System", meaning an OS smarter
> then TOS. Any comments?

I don't know much about TOS, but if you're really planning to actually replace the ST's operating system, as in the operating kernel, not just a bunch of DOS commands on disk, you're getting into something that sounds very much more complicated that what ARP is. If that's necessary, good luck -- it probably can be done if you can muster enough support from the ST community. If it works in

other respects like ARP -- you give it away and it gives you extra functionality
and takes nothing away from what you already have, perhaps it'll work.
--
Dave Haynie "The 32 Bit Guy" Commodore-Amiga "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: D-DAVE H BIX: hazy
Amiga -- It's not just a job, it's an obsession

6054. Re: CircuitMaker 2.01

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 17:31:39 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <7202@pasteur.Berkeley.EDU>
Source record: 250054

In article <1220@atari.UUCP> danscott@atari.UUCP (Dan Scott) writes:
>
>Sounds like you simply have a bad copy of that program. Did you try
>running it on any other ST?
>
>The number I have for Iliad Software is (801) 226-3270, is that the number
>you have been calling?
>
>
>Dan @ Atari
>
><The opnions expressed are not usually that of Atari Corp. and were rented by
>me for use in this message>

Dan,
I talked to Iliad Software yesterday (11/7), by calling the (801)226-3270
number, and essentially listed bugs at them.
They were quite polite about the whole thing, and said that they were
having problems with their duplication proceedures, and switched about
a month and a half ago. My copy also had a serial # of the 1st copy
from a batch about 9 weeks ago, so it was suspect.
I told them the registration card was in the mail, and they told me
a new copy was in the mail. Remarkable nice of them.

The bottom line is this:
If you have problems with this piece of software, write Iliad with the
bugs you've encountered, include your serial #, and suggest improvements.
They should a) write back and tell you to send money, or b) send you a
new copy, depending on the severity / blame of the problems. (I would
like to think they would supply a replacement for bad duplicates).

Thanks for the concern Dan, glad to hear you listening!
--Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
Atari 400/800/600xl/800xl/1200/130xe/65xe, 1040ST hacker
Sometime Berkeley Student, othertimes...
My opinions are my OWN, not necessarily Atari's

6055. Re: NeXT announcement (was Re: Atari Workstation)

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 19:06:53 UTC
From: dragon@lfl.uucp
Message-ID: <458@lfl.uucp>
Source record: 250055

From article <5190@cbmvax.UUCP>, by daveh@cbmvax.UUCP (Dave Haynie):
> in article <249@obie.UUCP>, wes@obie.UUCP (Barnacle Wes) says:

>> Opened up your ST lately? Did you realize that not counting RAM chips
>> on either machine, the 520ST has fewer chips than a C64?

> You obviously haven't opened up a recent C64 lately.
>
> --
> Dave Haynie "The 32 Bit Guy" Commodore-Amiga "The Crew That Never Rests"
> {uunet|pyramid|rutgers}!cbmvax!daveh PLINK: D-DAVE H BIX: hazy
> Amiga -- It's not just a job, it's an obsession

I believe Dave made a typo about opening up the C64...

A recent C64 is still a C64, which they haven't made in quite a while.
But has anyone opened up a C64c?

--Dean

(such picking of nits, I know, but one good pick deserves another)

Dragon Technologies, Ltd.
sun!pixar!r2d2!dragon

6056. Mono monitor wanted

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 19:10:16 UTC
From: ugbernie@cs.Buffalo.EDU
Message-ID: <2538@cs.Buffalo.EDU>
Source record: 250056

```
Wanted:
An Atari ST monochrome monitor;
Used prefered, must be in good working order.

please reply by mail.
bernie

------------------------------------------------------------------------
Bernard Bediako SUNY/Buffalo Computer Science
UUCP: ..!{ames,boulder,decvax,rutgers}!sunybcs!ugbernie
Internet: ugbernie@cs.Buffalo.EDU BITNET: ugbernie@sunybcs.BITNET
```

6057. Re: Starglider 2

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 19:50:10 UTC
From: tomw@hpvcla.HP.COM
Message-ID: <4730026@hpvcla.HP.COM>
Source record: 250057

/ hpvcla:comp.sys.atari.st / JJL101@PSUVM.BITNET (J.J. Lehett) / 12:39 am Nov 4, 1988 /

What I am looking for is anyother Starglider 2 owners out there.
If so, please send me a message at this node for correspondence.

Thanks in advance,

Taz

-=-=-=

6058. Re: GEM for Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 20:06:09 UTC
From: seitz@cory.Berkeley.EDU
Message-ID: <7212@pasteur.Berkeley.EDU>
Source record: 250058

In article <17608@shemp.CS.UCLA.EDU> acm@cs.ucla.edu (Association for Computing Machinery) writes:
>In article <651@stag.UUCP> to_stdnet@stag.UUCP writes:
>Unless I'm mistaken, your holding a copyright to a program simply means you
>are the only person who has the right to make money from it. The purpose
>for many public domain copyright notices is to keep certain people from selling
>your product while claiming that they developed it. This is in contrast to
>having the sole right to copy it, despite how it sounds.

I think you're mistaken. Copyright means having the sole right
to copy something. The principle behind this is that the copyright holder
should be paid for each copy in use. If copyright only meant you can't sell
something for a profit, there would be nothing illegal in passing out free
copies of Word Perfect to your friends or in posting it to free bulletin boards.

>Plinio Barbeito

Matt Seitz
seitz@cory.berkeley.edu

6059. Re: GEM for Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 21:05:29 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <76583@sun.uucp>
Source record: 250059

thelake!steve@stag.UUCP (Steve Yelvington) wrote (maybe) :
>
> ...no takers, so he was releasing them as "public domain" but retaining the
> copyright. (That's a contradiction, but I suppose he means "you can pass
> this around and use it as you see fit.")

Then The Association for Computing Machinery (:-)) writes:
> Unless I'm mistaken, your holding a copyright to a program simply means
> you are the only person who has the right to make money from it.
> Plinio Barbeito

[This comes up a lot in computer circles so note this please.]

Plinio is mistaken. Copyright means just that, the right to control the
copies. Generally authors allow copies to be made if you send them
some money for each one. They may also make other provisions such as
"You may copy this work if you do not profit by making that copy."
Or the all encompassing "No copy of this work may be made without express
written permission of the author." (sometimes folks just say "All rights
reserved.").

And now for the scary part. If you, the author, put the words "public
domain" on the work they _supercede_ the copyright notice and the
work becomes public domain. And anyone can do anything with public
domain programs with out so much as a nod in the author's direction.
The worst problem is when someone collects some public domain programs
and sells them as "their" tools package for $59.95 or what ever. The
author has no recourse in this case, period. So the bottom line is
never, never, never, never, call something you wrote public domain
unless you really mean public domain. You can call it freely redistributable
which is what you probably meant anyway. And of course be sure to
put a legal copyright on all works, follow up with a registration
if you are going to market it. A legal copyright notice consists of
the word "Copyright", the year, and the name of the copyright holder.
Following the copyright should be a statement of rights indicating
your wishes, if you don't have a statement then add on that says "All
rights reserved." If you don't do this then you will be taken advantage
of by unscrupulous people in the computer business and you will not
be able to sue them.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

6060. Re: CircuitMaker 2.01

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 21:33:21 UTC
From: keithj@ux1.lbl.gov
Message-ID: <1238@helios.ee.lbl.gov>
Source record: 250060

Did you guys get an upgrade notice from Illiad for your Circuitmaker 2.01? I sent in my card from the very beginning with version 1 and the only way I found out about version 2.01 was through usenet and the latest edition of the ST Informer. What's the point of sending in a registration card if you aren't going to be kept up to date on upgrades. By the way, does anyone know the price for an upgrade to version 2?

Keith

6061. How is Atari doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 22:50:43 UTC
From: pa1132@sdcc15.ucsd.edu
Message-ID: <706@sdcc15.ucsd.edu>
Source record: 250061

Can anyone from Germany tells us what happening there? Is the share of market belonging to Atari being eaten away by the Amiga? Atari is always "proud" of their success in Europe, but many sources seem to indicate that the last stronghold of Atari is also lost to Amiga. Someone in comp.sys.amiga said that "Commodore" is the best selling computer in Germany. which Commodore? C64/128 or Amiga 500? I guess it's the Amiga 500. Now see what else Atari will say. Perhaps the only thing Atari is preparing to do is to go bankruptcy.

Also, can anyone from Atari tell us why Atari never releases their sale figures? Is Atari ashamed of their number? Or what?

6062. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 23:30:53 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <76608@sun.uucp>
Source record: 250062

In article <700@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP () writes:
[Suggests users write a new version of TOS.]

I have another suggestion that may work better in this case.
One of the reasons that ARP on the Amiga has been successful
is that a lot of the DOS internals are documented and the
technical folks are usually quick to give in depth technical
answers to developer questions. (both on Usenet and on BIX where
they reside "officially") Unfortunately a similar situation does
not exist for the ST developer community.

There is hope though, in that now MINIX is available for the ST
and it should be possible to build a window system on top of MINIX
that would be a good substitute for TOS. If TOS compatible library
calls could be implemented then you have a shot at replacing it
with something that a) doesn't require Atari support, and b) has
all or most of the source code available for it. (It is also
multitasking which is a *big* win when you are programming
window systems)

So maybe this might be an alternate tack that could yield some
quite successful results for everyone.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

6063. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-08 23:49:47 UTC
From: ugbernie@cs.Buffalo.EDU
Message-ID: <2545@cs.Buffalo.EDU>
Source record: 250063

Check out NeoDesk from Gribnif... It got everything you ever wanted
in your desktop (version 2.0 not 1.0)

--

Bernard Bediako SUNY/Buffalo Computer Science
UUCP: ..!{ames,boulder,decvax,rutgers}!sunybcs!ugbernie
Internet: ugbernie@cs.Buffalo.EDU BITNET: ugbernie@sunybcs.BITNET

6064. Re: SIGNUM format

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 01:18:41 UTC
From: alderaan@netmbx.UUCP
Message-ID: <1665@netmbx.UUCP>
Source record: 250064

In article <4871@lifia.imag.fr>, bradon@lifia.imag.fr (bradon) writes:
>
> Does anyone have any informations about the format of SIGNUM files??
> I would like to put them in POSTCRIPT or ASCII format, is there any existing soft
> that performs this action ??

As I know, there is no compatibility of .SDO files with other systems
than SIGNUM. :-(You have the opportunity to export the texts written on SIGNUM
to an ASCII file with the ASCII export function. But then all layout and pic-
ture information will be lost.

Depressing, I know ...

--

alderaan
OP RKOpdp (RSTS/E)
FB Mathematik/Informatik
RKO Berlin

Dieffenbachstrasze 60-61
1000 Berlin 61

6065. Mega-file 20 for sale

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 03:33:52 UTC
From: rich@jolnet.ORPK.IL.US
Message-ID: <36@jolnet.ORPK.IL.US>
Source record: 250065

For sale: 1 mega-file 20. Has about 10 hours on it and is fully guaranteed.

$650.00 or Best Offer....this has got to move!

rich andrews

(312) 369-0999 (work) 9-5

--
Any opinions expressed are my own. Now, for a limited time, they can be yours too, for the incredible price of only $19.95. Simply send $19.95 (in Alterian dollars) to ...killer!jolnet!rich or rich@jolnet.orpk.il.us.

6066. Re: question for Okimate 20 users

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 04:46:39 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <7228@pasteur.Berkeley.EDU>
Source record: 250066

In article <3404@tekig4.TEK.COM> georgew@tekig4.TEK.COM (George Walker) writes:
>My Okimate 20 documentation claims that it will emulate an Atari SMM804,
>which in turn emulates an Epson printer (I think).
>
> << some more deleted >>

If you have an Okimate 20 with an Atari ST interface card, I'm pretty
sure that the Okimate emulates a SMM804 graphics mode.
No guarentees for Epson mode (if you use Alt-Help in COLOR mode it will
dump to the Okimate 20 correctly, I've done it).

>
>Thanks in advance.
>
>George S. Walker {decvax,hplabs,...}!tektronix!tekig4!georgew UUCP

--Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
Atari 400/800/600xl/800xl/1200/130xe/65xe, 1040ST hacker
Sometime Berkeley Student, othertimes...
My opinions are my OWN, not necessarily Atari's

6067. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 05:07:13 UTC
From: acm@valhalla.cs.ucla.edu
Message-ID: <17702@shemp.CS.UCLA.EDU>
Source record: 250067

In article <700@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP () writes:
[...]
>brain-damaged TOS. The new operating system should be called
>"STOS", short for "SmarTer Operating System", meaning an OS smarter
>then TOS. Any comments?

I have a comment. Why not adopt MINIX as that new OS?

Some people could possibly write a "gem" program for it that would allow regular ST software to run compatibly. If this could be done then I think MINIX should be first on the list since:

* MINIX can be succesfully used with other processors. I remember a case a while ago in which someone using MINIX replaced the 68K with a 68020. There wasn't much of a speed increase, but then I don't think he went "all the way" with the hardware (i.e. a faster clock for the CPU and for the separate board of memory and/or an SRAM cache). I guess if you had to run true-blue GEM programs you could just toggle a switch.

* MINIX multitasks. I have thought about it for a while, and have come to the conclusion that in order to implement powerful networking for the ST, a multitasking OS would make things much, much easier. Of course there are other benefits to multitasking, but that is an exercise left to the reader.

* MINIX already includes the source! That means that if there is a bug, YOU have the chance to fix it without waiting on anyone. Having the source to the OS also opens up other worlds of possibilities, like implementation of sockets (am I dreaming?), an added dimension to debugging (e.g. if you want to find out what the OS does during disk writes, you just look and read the comments!), a boost towards being able to make it TOS compatible, and many other advantages.

* MINIX is robust. This is a second source opinion as I don't have MINIX yet. However, most of the bug reports I've seen in comp.os.minix have been pretty piddly-type things. Shake well and give time for setting of contents.

* etc...

For your convenience, I include here what someone in comp.os.minix had to say:

> I have been using/playing with Minix for the ST for a couple of weeks
> now, I think that it beats gemdos by a mile, even though it, at this point,
> does not support all of the st's hardware. I have a few questions I hope

[rest deleted]

So far I have not come across someone that has HATED it. Will anyone who has MINIX already care to comment or provide the disadvantages?

Plinio Barbeito
P.S.
It really would have been best for me to post something like this AFTER I had my copy of MINIX, but as long as you were asking for people's 2 cents...

UUCP: ...!{...}!ucla-cs!acm
ARPA: acm@cs.ucla.edu
VOICE: (213) 825-5879, 825-7597

6068. Re: Looking for Hrad drive Pack program.

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 07:49:05 UTC
From: remco@tnoibbc.UUCP
Message-ID: <907@tnoibbc.UUCP>
Source record: 250068

I think many ST users are interested in a pack program; it should not
only work with ATARI hard disks !

Remco

--

Remco Bruijne USENET: remco@tnoibbc PHONE: +31 15 606437

6069. Re: SIGNUM format

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 10:06:57 UTC
From: me@pcsbst.UUCP
Message-ID: <689@pcsbst.UUCP>
Source record: 250069

In article <4871@lifia.imag.fr> bradon@lifia.UUCP ((stagiaires avec yves demazeau)) writes:
>
>Does anyone have any informations about the format of SIGNUM files??
>I would like to put them in POSTCRIPT or ASCII format, is there any existing soft
>that performs this action ??
>Thanks for all answers.

The newest version of SIGNUM, SIGNUM II (about one and a half year old) can export SIGNUM files as ASCII.
For SIGNUM I there exists a PD-Program that does the same. I don't have it (because I use SIGNUM II) but it should be available from several PD-Soft Services.

Hope this Helps
Michael

Michael Elbel UUCP: ...!uunet!unido!pcsbst!me

Opinions might be my own,
but how shall I know what I think until I read what I write?

6070. Abaq rumors

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 14:12:36 UTC
From: klute@trillian.uucp
Message-ID: <694@laura.UUCP>
Source record: 250070

Here is an article quoted from the german newspaper "DIE WELT"
from 09.11.1988, translated to my version of 'german' English:

"The rising of the video game and homecomputer manufacturer
Atari into the area of scientific workstations is late.
According to Atari's head Jack Tramiel the company is
working on a workstation on the basis of the Inmos
Transputer T-800, a chip for - especially fast - parallel
processing. For the planned operating system Helios which is
developed by the british firm Perihelion Software Ltd. was
not ready in time, the release of the Atari computer is
delayed until 1989. Bad luck Atari also had in finding a
name for the high-performance-computer: The name 'Abaq' is
already reserved by a belgian company."

Rainer Klute ---- klute@irb.informatik.uni-dortmund.de
Universitaet Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

6071. Re: Don't start a flame war

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 14:33:49 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <739@hudson.acc.virginia.edu>
Source record: 250071

In article <706@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP () writes:
>
>Someone in comp.sys.amiga said that "Commodore" is the best selling
>computer in Germany. which Commodore? C64/128 or Amiga 500? I
>guess it's the Amiga 500.

Perhaps this is all "commodores" together - C64, A500, and the pc klones.

> Perhaps the only thing Atari is preparing to do is to go bankruptcy.

Atari publishes financial figures each quarter. If you ever bothered
to read them, you'd know that they have rising computer sales and money
in the bank. Speculating like this in this sort of forum will only
start a flame war.

regards,

greg

Greg Lindahl internet: gl8f@virginia.edu
University of Virginia Department of Astronomy bitnet: gl8f@virginia.bitnet
"Doesn't Quayle know that the FBI handles domestic assassinations?"

6072. Re: GEM for Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 15:12:49 UTC
From: matthew@sunpix.UUCP
Message-ID: <260@greens.UUCP>
Source record: 250072

>The readme file in the archive includes a note from the author, Don E.
>Farmer, 16810 Deer Creek Drive, Spring, Texas 77379 to the effect that he
>wrote the libraries for Alcyon C users as a shareware project, but found
>no takers, so he was releasing them as "public domain" but retaining the
>copyright. (That's a contradiction, but I suppose he means "you can pass
>this around and use it as you see fit.")

I've heard a term called "FREEWARE" that refers to zero cost - copyrighted
programs. I infers the no-cost status of the software, without the author
lossing the ownership of it that "public domain" implies.
--
Matthew Lee Stier (919) 469-8300|
Sun Microsystems --- RTP, NC 27560| "Wisconsin Escapee"
uucp: {sun, rti}!sunpix!matthew |

6073. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 15:47:04 UTC
From: covertr@gtephx.UUCP
Message-ID: <3f9093ed.14e07@gtephx.UUCP>
Source record: 250073

In article <2545@cs.Buffalo.EDU>, ugbernie@cs.Buffalo.EDU (Bernard Bediako) writes:
>
> Check out NeoDesk from Gribnif... It got everything you ever wanted
> in your desktop (version 2.0 not 1.0)
>
Yes, but does Neodesk 2.0 allow you to display your desktop files as text??

That lack was the reason that I don't use Neodesk 1.0.

And the large amount of RAM that it uses.

So, let's see how NEodesk 2.0 looks when it comes out next month (???).

rc

6074. Re: Hard Disk limitations

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 16:21:28 UTC
From: grieggs@jpl-devvax.JPL.NASA.GOV
Message-ID: <3482@jpl-devvax.JPL.NASA.GOV>
Source record: 250074

In article <881104030315.414923@PCO-MULTICS.HBI.HONEYWELL.COM>
Friesen%PCO@BCO-MULTICS.HBI.HONEYWELL.COM writes:
>Someone recently mentioned a 300MB hard disk was available for the ST,
>but I was told that an ST could only access 195MB on a hard disk.

16 Mb per partition * 12 partitions = 192 Mb

If anyone knows a not-too-illegal way around this limit, I would like
to hear about it. I know of no way to effectively use a 300 Mb unit
on an ST at this time.

_john

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-0465
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

6075. Re: Uniterm Fonts?!?!

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 16:22:39 UTC
From: poole@forty2.UUCP
Message-ID: <518@forty2.UUCP>
Source record: 250075

In article <59689JJL101@PSUVM> JJL101@PSUVM.BITNET (J.J. Lehett) writes:
>
> Can anyone help me out here? I have just gotten unifont. to use with
>uniterm, they seem to load in ok from the disk using the loadfont macro
>but will I notice a difference on the screen or what?.......

This (half documented) facility was 'designed' as a replacement for
the VT200/VT300 downloadable fonts, there is no automatic screen
redraw and you have to understand the mechanics of VTXXX font
selection to be able to actually use them (If you just want to change
the ASCII character set UniTerm uses, you can use one of the various
programs that are available that change the fonts used by the
desktop). (I might consider making the normal fonts loadable, but it
will make the program another couple of Kb's larger......)

--
UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

6076. Re: How is Atari doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 16:36:03 UTC
From: c60a-2bn@web-2f.berkeley.edu
Message-ID: <16750@agate.BERKELEY.EDU>
Source record: 250076

Atari is doing very well in Europe. Almost 4 STs are sold for each Amiga. Atari releases their sales figures every quarter; they are required to release them by the SEC, since they have an obligation to the people who own shares in the company. By the way, almost one-third of Amigas made in Europe are returned as defective.

On another totally unrelated note:

Is it possible to write a program that will backup the FAT and the directory of a hard disk partition? Programs that wipe out hard disks generally do so by destroying the FAT and the directory.

A program that will backup the vital information on a disk is effective protection against viruses and other malicious code. Is this project feasible? Such a program will probably make backing up a hard disk much more painless!

Lawrence Y. Chiu; University of California, Berkeley.

6077. Re: TT TT/X specs (rumour?)

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 16:41:46 UTC
From: poole@forty2.UUCP
Message-ID: <519@forty2.UUCP>
Source record: 250077

In article <1219@atari.UUCP> danscott@atari.UUCP (Dan Scott) writes:
>in article <253@cstw01.UUCP>, meulenbr@cstw01.UUCP (Frans Meulenbroeks) says:
>
>> Fact is that Germany is very often well and early informed.
>
>Thats not exactly true, all Atari's subsiduaries are just as informed as
>Atari Germany is.

Except that Atari Germany is probably the biggest single leak in the
whole computer industry (may I remember Atari US about the various
times 'unreleased' software has been 'pirated' by Atari Germany).

>
>Any information that you may have heard up now is just that rumors. Nothing
>official has been announced by Atari Sunnyvale, where all the announcements
>will come from.

Except that 'STmagazinsaid d they had the information from the Atari
'Geschaeftsleitung' (not saying if this is supposed to be Atari US or
Germany management) and have an interview with Sam Tramiel (with some
talk about the TT) in the same issue.

If anybody from Atari US is interested in my copy of the magazin, I'll
gladly send it to Sunnyvale......(BTW I normally DON'T buy STmagazin).

--
UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

6078. Atari/Amiga Sales Figures

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 17:20:54 UTC
From: pa1132@sdcc15.ucsd.edu
Message-ID: <709@sdcc15.ucsd.edu>
Source record: 250078

It is nice to see someone at Commodore is reading comp.sys.atari.st. Since Atari is of no help, perhaps people at Commodore can provide some good approximations on the number of Atari ST's and Amigas out there, (worldwide, in Germany and in the U. S.). Come on, Commodore, give us some help. Perhaps you can accelerate the process of Atari people to switch to Amiga.

6079. Re: How is Atari doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 17:47:41 UTC
From: good@atari.UUCP
Message-ID: <1225@atari.UUCP>
Source record: 250079

in article <706@sdcc15.ucsd.edu>, pa1132@sdcc15.ucsd.edu (pa1132) says:
> Also, can anyone from Atari tell us why Atari never releases their
> sale figures? Is Atari ashamed of their number? Or what?

Atari is a publicly traded corporation, on the American Stock Exchange (symbol ATC). It regularly releases quarterly reports (3rd qtr report due imminently) on time scales which are (a) legal and (b) consistent with most other companies (ie around 6 weeks after close of quarter). These reports include sales figures (and have even separated Atari's Federated subsidiary, to clarify the situation).
I have come across few companies in this business which break out revenue by country - almost all consolidate their figures, although I guess each subsidiary is obligated to file its local figures for local tax reasons, so that would be an appropriate source.
Finally, as a shareholder, you get the Annual Report and can request a 10K, which is the document filed with the Securities and Exchange Commission (SEC).
Hope that's enough info! Most of it applies to ANY public company.

Roy J. Good
Product Development, Atari Corporation
Views expressed are my own. Atari may agree or disagree; they have the right.

6080. Monthly Picture Formats Posting

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 18:12:30 UTC
From: dmb@TIS.COM
Message-ID: <8811091812.AA03351@TIS.COM>
Source record: 250080

(No changes since September 23)

-------------------------------- >8 --------------------------------

ST Picture Formats

Compiled by:
Dave Baggett
(arpanet: dmb@TIS.COM)

(Please report errors or additions)

CONTRIBUTORS

Phil Blanchfield David Brooks Neil Forsyth Ken MacLeod
Jim McCabe Darek Mihocka David Mumper George Seto
Joe Smith Greg Wageman Gerry Wheeler

Introductory information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats

<NEOChrome>

1 long resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
12 bytes filename (" . ")
1 byte Left color animation limit (starting color number)
1 byte Right color animation limit (ending color number)
1 byte color rotation speed
1 byte color rotation direction
1 word color rotation duration (number of iterations)
18 longs reserved for expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOChrome Animation>

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click the both mouse buttons in the eye of the second R in
the word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of sprite in bytes (always divisible by 8)
1 word height of sprite in scan lines
1 word size of sprite in bytes + 10 (!)
1 word x coordinate of sprite (must be divisible by 16) - 1
1 word y coordinate of sprite - 1
1 word number of frames
1 word animation speed (larger means slower)
1 long reserved; should be zero
----
22 bytes total for header

? words sprite image data (words of screen memory) for each sprite,
in order

<DEGAS>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite (Uncompressed)>

```
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]
-----------
32066 bytes total
```

<DEGAS Elite (Compressed)>

```
1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control bytes
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]
-----------
< 32066 bytes total
```

Control byte meanings:

For a given control byte, x:

```
0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-127 <= x <= -1 Use the next byte -x + 1 times
-128 No operation (ignore)
```

Compression Scheme:

Each scan line is compressed separately; i.e., all data for a given scan line appears before any data for the next scan line. The scan lines are specified from top to bottom (i.e., 0 is first). For each scan line, all the data for a given bit plane appears before any data for the next higher order bit plane.
To clarify: The first data in the file will be the data for the lowest order bit plane of scan line zero, followed by the data for the next higher order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the lowest order bit plane of scan line one, followed by the data for the next higher order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

<C.O.L.R. Object Editor Mural>

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Tiny>

1 byte resolution (same as NEO, but +3 indicates rotation
information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not screen memory bitmap data; the bitplanes are
separated and presented in columns. All the data for a given bitplane
appears before the data for the next bitplane. The data for each
bitplane appears as a sequence of columns, where a column consists of
one specific word taken from each line. For example, column 1 consists
of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
To illustrate: The first data in the file will be the data for
bitplane 1, which consists of columns 1, 5, 9, etc., in order. The

next data will be the data for bitplane 2, which consists of columns 2,
6, 10, etc., in order.

<Spectrum 512 (Uncompressed)>

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)>

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme. The
data map is stored as a sequence of records. Each record consists of a
header byte followed by one or more data bytes. The meaning of the header
byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included; i.e., stays
the same). The least significant bit of the bit vector refers to
palette entry zero, while the most significant bit refers to palette
entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette

entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the
background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

<Animatic Film>

1 word number of frames
16 words palette
1 word speed (0 - 99; higher value is faster)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse
1 word width of film in pixels
1 word height of film in pixels
1 word version number (major)
1 word version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved (should be all zeros)
----
32 words total for header

? words image data (words of screen memory) for each frame, in order

<MacPaint>

header {
1 long version number (if zero, entire header is ignored)
38 * 2 longs pattern data (anyone know how to use this?)
51 longs reserved
}
< 51200 bytes compressed bitmap data

< 51716 bytes total

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The data is stored as a sequence of records. Each record consists of a
control byte followed by one or more data bytes. The meaning of the
control byte is as follows:

For a given control byte, x:

0 < x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= 0 Use the next byte -x + 1 times

There are 72 bytes per scan line. Each bit represents one pixel; 0 = white,
1 = black.

Version of Fri Sep 23 18:14:40 EDT 1988
------------------------------- >8 -------------------------------

6081. New Migraph Product

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 18:44:13 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <3010@vice.ICO.TEK.COM>
Source record: 250081

I was at a local Atari Club meeting this week and saw a new product being shown by Migraph, the Easy-Draw people. It is called Touch-Up and is scheduled to be released December 8th.

Touch-Up is a image editor. The package was very professional looking, as one might expect from Migraph, and was loaded with features. It allows you to edit image files, TFF, PCX, and others. You can create images by defining a "clip" area and read an image into that area, slant it, mirror it, shadow it, flip it, rotate it, outline it, read in some more images, etc. It allows you almost unlimited creativity. It gives you tools for creating your own images from scratch if you want. Define fills, make circles, curves, boxs, define line width, and gives you text capabilities.

I was very excited to see this product from Migraph. It is another big plus for using the ST for desktop publishing. The guy from Migraph, sorry I forgot his name, said it works on the 19" monitor and that Touch-Up will be released for both the ST and IBM PC at the same time.

He also said they will be releasing about four other products next month one of which is finally a postscript driver for GDOS. He is the one working on it and he seemed confident that it would be ready in time.

==========
Disclaimer: I don't work for Migraph, I am just a very satisfied customer of their products

Keith Rast

6082. Re: CircuitMaker 2.01

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 18:48:39 UTC
From: morris@dms.UUCP
Message-ID: <578@dms.UUCP>
Source record: 250082

From article <1238@helios.ee.lbl.gov>, by keithj@ux1.lbl.gov (Keith J Groves):
> Did you guys get an upgrade notice from Illiad for your Circuitmaker
> 2.01? I sent in my card from the very beginning with version 1 and
> the only way I found out about version 2.01 was through usenet and the
> latest edition of the ST Informer. What's the point of sending in a
> registration card if you aren't going to be kept up to date on upgrades.
> By the way, does anyone know the price for an upgrade to version 2?
>
> Keith

I did exactly the same thing. I have had no notification of an upgrade,
and see no reference to there even being an upgrade from v1.0.

Did they improve the button response in v2.0?? I hope so it is almost
useless in v1.0.

If Iliad are out there how about supporting the people who supported you
with the first version??

--
Jim Morris. morris@dms.UUCP or weitek!dms!morris
Atari Games Corporation, Sycamore Drive, Milpitas CA 95035.
(Arcade Video Game Manufacturer, NOT Atari Corp. ST manufacturer).
Any opinions expressed are probably my own, and not those of Atari Games Corp.

6083. Digest mailing problems

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 18:55:45 UTC
From: ravi@MCNC.ORG
Message-ID: <8811091855.AA04767@alvin.mcnc.org>
Source record: 250083

A lot of digests have bounced this past week, possibly due to
the recent downtime of the various networks. I'm enclosing a _partial_
list of addresses from which _multiple_ digests have bounced (most
others only missed one or two digests). I'm afraid that the sheer
volume of bounced mail makes it impractical to remail each digest to
its intended recepient.

I'm aware that there are some problems with irregular distribution
of digests, which result in missing digests at the various redistribution
sites. I am trying to put together a scheme by which I will be able to
maintain _one_ _complete_ set of digests, which other archival sites can
use for redistribution. The host I would like to use it presently
unusable due to disk-space restrictions, but I am attempting to get
that straightened out soon, and I will get in touch with everyone as
soon as it is all set up.

Keep tuned for more on that, and again, sorry I can't do more
about the disruption,

-ravi

>grant@aero3.aero.org.#Internet: Cannot connect to host
>chung@[128.59.40.130].#Internet: Cannot connect to host
>jmurray@NOTE.NSF.GOV.#Internet: Cannot connect to host
>fritz!mauro@[15.255.16.7].#Internet: Cannot connect to host
>sscalsk@NSWC-WO.ARPA.#Internet: Cannot connect to host
>tmatrak@NSWC-WO.ARPA.#Internet: Cannot connect to host
>willing@EE.UCLA.EDU.#Internet: Cannot connect to host

6084. Please send this out

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 18:57:12 UTC
From: ravi@MCNC.ORG
Message-ID: <8811091857.AA04891@alvin.mcnc.org>
Source record: 250084

Hi Bill,
Would you mind sending the enclosed message out as an info-atari
digest? Thanks,

-ravi

A lot of digests have bounced this past week, possibly due to
the recent downtime of the various networks. I'm enclosing a _partial_
list of addresses from which _multiple_ digests have bounced (most
others only missed one or two digests). I'm afraid that the sheer
volume of bounced mail makes it impractical to remail each digest to
its intended recepient.

I'm aware that there are some problems with irregular distribution
of digests, which result in missing digests at the various redistribution
sites. I am trying to put together a scheme by which I will be able to
maintain _one_ _complete_ set of digests, which other archival sites can
use for redistribution. The host I would like to use it presently
unusable due to disk-space restrictions, but I am attempting to get
that straightened out soon, and I will get in touch with everyone as
soon as it is all set up.

Keep tuned for more on that, and again, sorry I can't do more
about the disruption,

-ravi

>grant@aero3.aero.org.#Internet: Cannot connect to host
>chung@[128.59.40.130].#Internet: Cannot connect to host
>jmurray@NOTE.NSF.GOV.#Internet: Cannot connect to host
>fritz!mauro@[15.255.16.7].#Internet: Cannot connect to host
>sscalsk@NSWC-WO.ARPA.#Internet: Cannot connect to host
>tmatrak@NSWC-WO.ARPA.#Internet: Cannot connect to host
>willing@EE.UCLA.EDU.#Internet: Cannot connect to host

6085. Re: Hard Disk limitations

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 19:13:54 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <76841@sun.uucp>
Source record: 250085

In article <3713@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:
[All about the partition limits under GEM, which were much smaller than
mine, boy am I embarassed. Seems that Atari's version of TOS predates
my 68K-GEM data from DRI.]

So I apologize for spewing out such massive misinformation.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.

6086. MIDI networking

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 19:43:14 UTC
From: brett@sylvester
Message-ID: <3029@haven.umd.edu>
Source record: 250086

Is there any source code in the public domain to do MIDI networking
for the ST? I want to set up a very simple MIDI ring, where only a few bytes
will be passed at a time, with a maximum of 16 machines in the ring.

Thanks for any information you can pass on.

- Brett

__ __ _ __ _
| || | / || || \ Brett S Bourbin
| || || || || | INTERNET: brett@SYLVESTER.UMD.EDU
| || || || || |
_||_/ |__||__||__| Instructional Computing Programs
College Park

6087. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 19:48:28 UTC
From: keithj@ux1.lbl.gov
Message-ID: <1242@helios.ee.lbl.gov>
Source record: 250087

What are the differences between version 2.0 and 1.0 of Neodesk.
I have version 1.0 and it is somewhat of a memory hog in addition
to a few other peculiarities. Do you know what the upgrade cost is?
This apprently is another one of those software companys that fail
to let the users of it's software upgrades despite the registration
card you mail to them.
Keith Groves

6088. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 20:17:08 UTC
From: IO60260@MAINE.BITNET
Message-ID: <8811100041.AA20991@ucbvax.Berkeley.EDU>
Source record: 250088

The latest issue of St-Log contains a reasonably complete list of hints that covers everything from beginning to end. (Just as an example, it covers the "When is a wall not a wall?" riddle amongst other things.

The previous two issues of ST-Log have also covered tips on how to get through Dungeon Master, both of which may be helpful to those who just started the game.

If you are interested in obtaining a copy, I know that B.Dalton stocks the magazine.

R.C. Philbrick
IO60260 at MAINE.BITNET

Disclaimer: I am in no way associated with ST-Log or B.Dalton.
I just read the magazine.

6089. Monthly Picture Formats Posting

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 20:48:21 UTC
From: dmb@TIS.COM
Message-ID: <8811092048.AA04770@TIS.COM>
Source record: 250089

```
(Last update was September 23)

ST Picture Formats
------------------
Compiled by:
Dave Baggett
(arpanet: dmb@TIS.COM)

(Please report errors or additions)

CONTRIBUTORS

Phil Blanchfield David Brooks Neil Forsyth Ken MacLeod
Jim McCabe Darek Mihocka David Mumper George Seto
Joe Smith Greg Wageman Gerry Wheeler

Introductory information
------------------------
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats
-----------
```

<NEOChrome>

1 long resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
12 bytes filename (" . ")
1 byte Left color animation limit (starting color number)
1 byte Right color animation limit (ending color number)
1 byte color rotation speed
1 byte color rotation direction
1 word color rotation duration (number of iterations)
18 longs reserved for expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOChrome Animation>

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click the both mouse buttons in the eye of the second R in
the word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of sprite in bytes (always divisible by 8)
1 word height of sprite in scan lines
1 word size of sprite in bytes + 10 (!)
1 word x coordinate of sprite (must be divisible by 16) - 1
1 word y coordinate of sprite - 1
1 word number of frames
1 word animation speed (larger means slower)
1 long reserved; should be zero
---
22 bytes total for header

? words sprite image data (words of screen memory) for each sprite,
in order

<DEGAS>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite (Uncompressed)>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette

16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]

32066 bytes total

<DEGAS Elite (Compressed)>

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control bytes
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]

< 32066 bytes total

Control byte meanings:

For a given control byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-127 <= x <= -1 Use the next byte -x + 1 times
-128 No operation (ignore)

Compression Scheme:

Each scan line is compressed separately; i.e., all data for a given
scan line appears before any data for the next scan line. The scan lines
are specified from top to bottom (i.e., 0 is first). For each scan line,
all the data for a given bit plane appears before any data for the next
higher order bit plane.
To clarify: The first data in the file will be the data for the lowest
order bit plane of scan line zero, followed by the data for the next higher
order bit plane of scan line zero, etc., until all bit planes have been
specified for scan line zero. The next data in the file will be the data
for the lowest order bit plane of scan line one, followed by the data for
the next higher order bit plane of scan line one, etc., until all bit planes
have been specified for all scan lines.

<C.O.L.R. Object Editor Mural>

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Tiny>

1 byte resolution (same as NEO, but +3 indicates rotation
information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not screen memory bitmap data; the bitplanes are
separated and presented in columns. All the data for a given bitplane
appears before the data for the next bitplane. The data for each
bitplane appears as a sequence of columns, where a column consists of
one specific word taken from each line. For example, column 1 consists
of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
To illustrate: The first data in the file will be the data for
bitplane 1, which consists of columns 1, 5, 9, etc., in order. The
next data will be the data for bitplane 2, which consists of columns 2,
6, 10, etc., in order.

<Spectrum 512 (Uncompressed)>

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)>

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme. The
data map is stored as a sequence of records. Each record consists of a
header byte followed by one or more data bytes. The meaning of the header
byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included; i.e., stays
the same). The least significant bit of the bit vector refers to
palette entry zero, while the most significant bit refers to palette
entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette
entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the
background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

<Animatic Film>

```
1 word number of frames
16 words palette
1 word speed (0 - 99; higher value is faster)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse
1 word width of film in pixels
1 word height of film in pixels
1 word version number (major)
1 word version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved (should be all zeros)
--------
32 words total for header

? words image data (words of screen memory) for each frame, in order

<MacPaint>

header {
1 long version number (if zero, entire header is ignored)
38 * 2 longs pattern data (anyone know how to use this?)
51 longs reserved
}
< 51200 bytes compressed bitmap data
-------------
< 51716 bytes total

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The data is stored as a sequence of records. Each record consists of a
control byte followed by one or more data bytes. The meaning of the
control byte is as follows:

For a given control byte, x:

0 < x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= 0 Use the next byte -x + 1 times

There are 72 bytes per scan line. Each bit represents one pixel; 0 = white,
1 = black.

Version of Fri Sep 23 18:14:40 EDT 1988
```

6090. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 22:05:00 UTC
From: david@bdt.UUCP
Message-ID: <424@bdt.UUCP>
Source record: 250090

If this project really gets off the ground, I would probably be willing
to contribute the work I did to develop Micro RTX. And then we could
have a Multitasking-STOS, TOS replacement.

Some of you may remember when we were considering making the binaries
to Micro RTX PD. That idea is not dead.

If there appears to be enough interested parties that want to devote
lot's of work on Gnu-type ST projects like this, I say GO FOR IT!

I think you should even try to get Atari to contribute resources
like *information*, but if they won't do that, make them give
you $$$$. They claim to have plenty of that!

--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

6091. Misc. Inquiries re. ST

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 23:05:24 UTC
From: yz2y@vax5.CIT.CORNELL.EDU
Message-ID: <17276@vax5.CIT.CORNELL.EDU>
Source record: 250091

I am looking for several things related to the Atari ST:

1) Some type of list of all ST compatible DS disk drives (either encased or not), where to get them, and prices (if possible).

2) A public domain screen-saver program that does something more interesting than simply reversing screen colors.

3) Places that sell used hard drives.

4) An estimated price on the new TOS ROMs (if available).

Also, would the respective persons associated with the addresses, him1.cc.umich.edu and cs.orst.edu, please give me more detailed information on accessing their system files. I am rather new at FTP procedures and I can't seem to get past logon.

I appreciate all help with these items.

- Steve Coco

6092. Re: Hard Disk limitations

Newsgroup: comp.sys.atari.st
Date: 1988-11-09 23:31:34 UTC
From: brenes@skywest.UUCP
Message-ID: <575@skywest.UUCP>
Source record: 250092

In article <3713@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:
>original doc said there was a 32 drive limit.) Drives A and B
>are used for floppies, leaving 14 drives for hard disk partitions.
>Atari's hard disk software only supports 4 partitions per physical
>drive giving a 48 Meg limit. Supra, ICD and BMS all allow up to 14
^^^^
Actually, it is 64MB (ie. 4 partitions x 16MB each = 64MB). I have such
system.

Erasmo.

6093. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 01:35:04 UTC
From: ugwright@cs.Buffalo.EDU
Message-ID: <2565@cs.Buffalo.EDU>
Source record: 250093

NeoDesk ver 2.00 has many new features, I saw the new version at the Toronto Atari fair just last weekend. Here is a list of some of the new features.

Batch File Support.

Move files.

Faster file & disk operations.

Editable Icons with edtor.

Enhanced 'show as text' dsplay, can have different size text in window + more.

Show without sorting, to see the real order of the files on the disk.

Replace Desktop pattern with a Picture.

Has a Corner Clock, Screen Saver, and Blitter control.

Printer Que, you can change the order of the que.

Multiple icons for floppy, hard, and ram disks plus batch and printer.

Warm and Cold boot from keyboard.

Takes up as little as 24K, It is larger but reduces its' self when needed.

I hope this helps a little, there is much more than that but the list would be much longer. The lst price for this product is $ 49.95 I do not know about the upgrade policy.

.....Storman Norman

6094. Re: Atari Customer Service (was Chinon Drive stuff)

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 02:03:14 UTC
From: sstanfie@polyslo.CalPoly.EDU
Message-ID: <5602@polyslo.CalPoly.EDU>
Source record: 250094

MLS@s40.prime.COM writes:
>Isn't Atari great??? Anybody using their exchange policy has to be
>crazy. It's another Atari ripoff.

About 6 months ago, I sent in an old Atari 520 (a developer version that couldn't even use my TOS chips(which i sold on the net, thank you)) to Atari Customer Service w/my check for $90 and got a new 520 about 3 weeks later, no problem. Needless to say, I was very suprised how hassle free this was. The customer service reps were very helpful, but I agree that they are definatly lacking on the technical side.

Oh, by the way, I am not crazy.
--
<<< skot - nihilistic technofetishist
-/-
~ {pyramid|sdsu|ucsd}!polyslo!sstanfie

6095. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 04:03:47 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <11132@cup.portal.com>
Source record: 250095

>...any way to make a FUL bomb...?
I don't know of any way, but simply using spells won't work (will create a VEN bomb though). There may be some complex process using objects, but no one has broadcast such a finding so I tend to doubt it.
If you are *careful* you can get the energized powerstaff out of the area of the powergem without sealing the levels above 13 and that is about as good.

6096. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 06:01:00 UTC
From: BobR@cup.portal.com
Message-ID: <11138@cup.portal.com>
Source record: 250097

Roy Hallquist asked:
>Is there any way to make a FUL bomb potion, or must thou be content with
>those that are found...?

There doesn't appear to be any way to create a FUL bomb in this version
of Dungeon Master... (perhaps in the next..?)

At any rate, I don't know just how useful that would be anyway, as it
would destroy one of your flasks when you throw it, just like using a
VEN potion... I had much better uses for allll my flasks down on the
Scorpion and Knights levels...!

BobR

6097. Re: Mega ST pinouts

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 06:05:17 UTC
From: BobR@cup.portal.com
Message-ID: <11140@cup.portal.com>
Source record: 250098

Federico Heinz says:
>Frankly, I don't know what to think about all this "proprietary
>information" stuff about the Mega bus. Here in Germany, a magazine has
>published the pinouts of the bus (I think it was c't), and another one
>even published the schematics for adding a Mega bus to any other model.

Could you give us more information on the magazine which published the
information for adding a Mega buss to other STs, the name and issue date
of the magazine, and an address for the publisher, if you have it...?

Perhaps we could arrange for reprint rights in the U.S. I'm sure
a LOT of people would be interested..!

BobR

6098. Re: How is Atari doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 07:22:15 UTC
From: ltf@killer.DALLAS.TX.US
Message-ID: <6057@killer.DALLAS.TX.US>
Source record: 250099

In article <16750@agate.BERKELEY.EDU> c60a-2bn@web-2f.berkeley.edu (Lawrence Y. Chiu) writes:
>
>Atari is doing very well in Europe. Almost 4 STs are sold for each Amiga.
>Atari releases their sales figures every quarter; they are required to re-
>lease them by the SEC, since they have an obligation to the people who own
>shares in the company. By the way, almost one-third of Amigas made in Eu-
>rope are returned as defective.

Well, I'm here to answer the question below, but I'd like to see some documentation on the above, If you have em. Bad idea to post stuff like the above without quoting sources...leads to all kinds of trouble. And post an equivalent defect-percentage for Atari, if you want to be fair.

>Is it possible to write a program that will backup the FAT and the directory
>of a hard disk partition? Programs that wipe out hard disks generally do so
>by destroying the FAT and the directory.
>
>A program that will backup the vital information on a disk is effective pro-
>tection against viruses and other malicious code. Is this project feasible?
>Such a program will probably make backing up a hard disk much more painless!

Yup...it's already done on IBM-PC's, which have almost identical disk formats. The programs simply create a file in a fixed location on the hard-disk (usually the LAST n sectors on the disk) and copy the FAT and directory to this file. You merely run the program at boot-up, and thus you have a FAT/Dir backup to fall back on when something goes wrong. As long as you don't re-order stuff on the disk, the file will stay put. As a matter of fact, the version I have for the PC comes with a disk reorganizer to keep everything efficient, and it automatically keeps the backup file in place, and optionally re-runs the FAT backup program after reordering everything. Of course, the program depends on the assumption that whatever screws up your FAT/Dirs won't take out the opposite side of the disk...probably not a bad assumption. And of course, if things go bad, you simply boot a disk with the recovery program, and it copies the last n sectors to the first n sectors to recover the disk...pretty simple program, shouldn't be difficult to do on the ST.

Lance.

--
+-------------------------+ +--+
| Lance T Franklin | | I never said that! It must be some kind of a |
| ltf@killer.DALLAS.TX.US | | forgery...I gotta change that password again. |
+-------------------------+ +--+

6099. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 08:00:45 UTC
From: hase@netmbx.UUCP
Message-ID: <1681@netmbx.UUCP>
Source record: 250096

In article <5196@cbmvax.UUCP> daveh@cbmvax.UUCP (Dave Haynie) writes:
>in article <700@sdcc15.ucsd.edu>, pa1132@sdcc15.ucsd.edu (pa1132) says:
>> Well, everybody is tired of waiting for Atari to improve the ST,
>> right? Atari is hopeless. Then, why not improve it by ourselves?

Yea!
Right!

A lot of people already started (here in Germany an in France).

Turbodos seems to be an replacement for GEMDOS, David Beckemeyers RTX
replaces BIOS, XBIOS (and GEMDOS?)...
A german guy hacked TOS functions to act exactly like theit MsDOS
counterparts....

First we need a list of (documented :-) features, we would like (my list
below), later we'll just write a new operating system from it...

Do not misunderstand me (if You understand my "English" at all):
to build a new operating system featuring TOS compatibility,
multitasking, 020 support, fast code, no bugs and so on, would take
forever, right?

But that would be half the time, we wait for Atari to give it to us...

Well, let's try!

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
In a space in the forest, on an empty patch of wet ground between a
circle of craning trees, appeared quietly and without fuss a plain white
door.

6100. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 08:52:45 UTC
From: maverick@Portia.Stanford.EDU
Message-ID: <4079@Portia.Stanford.EDU>
Source record: 250100

Instead of having a completely independent version of TOS, it seems that TOS might be reformed from within. Atari claims that they don't have the resources to fix everything that needs fixing (actually, to be fair, most of it would be considered enhancements). maybe Atari could let someone come in and fix the TOS source code for a cut of any profit Atari made from it -- no risk. Unfortunately, I've forgotten the name of teh guy at Michtron who wrtoe juggler, but he seems a likely candidate. We could have a Multi-TOS which multitasks, has more that 8 windows, more that 6 desk accessories, and a reasonably fast screen device driver!

--Steve

6101. Educational Software for the ST

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 13:47:00 UTC
From: mort@apollo.COM
Message-ID: <3f953045.d753@apollo.COM>
Source record: 250101

I'm shopping for a computer that will satisfy the needs of both myself and my kids. Now that they're in school, they're using a computer almost every day. Most of the software, however, is for the Apple IIe, which is what the school has (of course!). Is there a way to get a comprehensive list of educational software that runs on the ST? I understand that Atari published such a list of all software within the past year. Is that available via the net? Thanks in advance.

--

"Routine maintenance is mankind's best defence against entropy."
UUCP: ...{decwrl!decvax, mit-eddie, attunix}!apollo!mort
USPS: Apollo Computer, 330 Billerica Rd., Chelmsford MA. 01824
ARPA: mort@apollo.com

6102. MIDI-MAZE-Nacht in Karlsruhe

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 13:54:34 UTC
From: gaul@iravcl.ira.uka.de
Message-ID: <222@iravcl.ira.uka.de>
Source record: 250102

Moin an alle ST-Besitzer (& Spieler !)

Wie bereits angekndigt, findet am Samstag, den 3. Dezember 1988 des
intergalaktischen Sternenjahres 42 die dritte Karlsruher MIDI-MAZE Spielenacht
statt ! (-- ttrth --)
Wer einen ATARI ST mit Farbbildschirm (wichtig!), sowie das Spiel selber
(nicht so wichtig) in Version 2 besitzt und Lust versprt, sich mal wieder
richtig am Joystick auszutoben, der mge mir ber MAIL sein Interesse bekunden;
nheres wird dann ber NEWS oder MAIL bekanntgegeben.
Veranstaltungsort wird die Technologiefabrik Karlsruhe sein.

Ich hoffe auf Euer Interesse;
bis bald,
Thilo S. Gaul

P.S. fr MIDI-MAZE-Unerfahrene :
MIDI-MAZE ist ein 3d BALLERSPIEL,
bei dem in einem Labyrinth jeder gegen
jeden fighted. (ber MIDI-Ring)
Fr Geselligkeit ist also gesorgt ...

Ebenfalls bentigt wird ein 5pol DIN-Kabel ! (MIDI-Kabel)
(z.B. HiFi-berspielkabel von Tape nach Verstrker, o..)

Vorweg gewarnt wird vor mglichen
Folgeerscheinungen, wie wunden Fingern,
heiseren Stimmen und schon beobachteten
Suchterscheinungen.

6103. MIDI-MAZE-Nacht in Karlsruhe

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 13:57:29 UTC
From: gaul@iravcl.ira.uka.de
Message-ID: <223@iravcl.ira.uka.de>
Source record: 250103

Moin an alle ST-Besitzer (& Spieler !)

Wie bereits angekndigt, findet am Samstag, den 3. Dezember 1988 des
intergalaktischen Sternenjahres 42 die dritte Karlsruher MIDI-MAZE Spielenacht
statt ! (-- ttrth --)
Wer einen ATARI ST mit Farbbildschirm (wichtig!), sowie das Spiel selber
(nicht so wichtig) in Version 2 besitzt und Lust versprt, sich mal wieder
richtig am Joystick auszutoben, der mge mir ber MAIL sein Interesse bekunden;
nheres wird dann ber NEWS oder MAIL bekanntgegeben.
Veranstaltungsort wird die Technologiefabrik Karlsruhe sein.

Ich hoffe auf Euer Interesse;
bis bald,
Thilo S. Gaul

P.S. fr MIDI-MAZE-Unerfahrene :
MIDI-MAZE ist ein 3d BALLERSPIEL,
bei dem in einem Labyrinth jeder gegen
jeden fighted. (ber MIDI-Ring)
Fr Geselligkeit ist also gesorgt ...

Ebenfalls bentigt wird ein 5pol DIN-Kabel ! (MIDI-Kabel)
(z.B. HiFi-berspielkabel von Tape nach Verstrker, o..)

Vorweg gewarnt wird vor mglichen
Folgeerscheinungen, wie wunden Fingern,
heiseren Stimmen und schon beobachteten
Suchterscheinungen.

6104. S record program request

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 15:01:17 UTC
From: HIGGS_M@PRIME1.LANCASHIRE-POLY.AC.UK
Message-ID: <8811101512.AA06569@ucbvax.Berkeley.EDU>
Source record: 250104

Greetings,

I noticed a few issues ago, that someone asked for an S-record
generator program for the ST. If someone has one could they please send
me a copy or send me info on how to get one (FTP).

Thank-you in advance.

Mike Higgs

School of Computing, JANET : higgs_m@uk.ac.lancsp.p1
Lancashire Polytechnic, EARN/BITNET : higgs_m@p1.lancsp.ac.uk
Preston, (i think)
PR1 2TQ.

6105. Computer Algebra II: the Summary

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 16:48:00 UTC
From: ivan@rzsin.sin.ch
Message-ID: <48
Source record: 250105

Thanks to all who replied to my question about computer algebra. A few people suggested I summarise my findings, so here they are. I had wanted to wait for last weekend's digests, in case they had anything more, but they appear to have been delayed by The Virus...

I found out about three programmes (two directly from the developers). These are REDUCE, SCHOONSCHIP, and MAPLE. Of the three, my only mainframe experience has been with REDUCE (along with SMP), so I cannot compare the programmes at all, although it appears that SCHOONSCHIP might be a bit more "bare-bones" than the other two. All are ports of mainframe programmes.

SUMMARY:

o REDUCE
Available from CODEMIST Ltd., "Alta", Horsecombe Vale, Combe Down, Bath, Avon, BA2 5QR England.
Consists of 5 diskettes, includes source and executables plus the Metacomco LISP package, and a printed manual (machine-readable manual available at extra cost).
Hard-disk strongly recommended; will run in 1 MB, but takes advantage of more memory. Runs the standard REDUCE test in 240 secs (c.f. VAX 11/780, ~60 s; VAX 6240, 21 s; VAX 8650, 13 s).
Price: Stg 326 (plus V.A.T. where applicable). Price firm until mid-Dec.
E-mail contact: Professor John Fitch, jpff@bath.maths.ac.uk

o SCHOONSCHIP
Available from Topsoft, Inc., 2300 Woodside, Ann Arbor, MI 48104.
Apparently consists of a ROM cartridge -- no details of memory requirements. Written by the original author of SCHOONSCHIP, Marinus Veltman, in 68000 assembler.
Price: apparently about $400.
E-mail contact: Marinus Veltman, veltman@(Univ. of Michigan, Ann Arbor) on BITNET (I haven't been able to verify a node name for this address).

o MAPLE
Almost available from Watcom Products, 415 Phillip St., Waterloo, Ontario N2L 3X2, Canada.
See Jeff Voskamp's recent posting for full details. Port to the Atari is at the Beta-testing stage. Requires 4 MB hard-disk storage and 1 MB memory.
Price: will probably be about $400.
E-mail contact: Jeff Voskamp, javoskamp@watmum.uwaterloo.ca or javoskamp@watmum.waterloo.cdn

I will report at a future date if I ever convince the Institut to
actually BUY one of these programmes (I'm currently setting up an introductory
demonstration with mainframe REDUCE to try to raise some interest here).

Ivan Reid, Phys-Chem Inst., Uni Zuerich.

6106. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 18:27:27 UTC
From: jeff@polyof.UUCP
Message-ID: <398@polyof.UUCP>
Source record: 250106

Don't we already have a replacement for TOS? MINIX by Andy Tanenbaum.
Yes, i know it doesn't run regular st progs. But, who cares if i want
to play a game i'll boot on the game disk. if i want to write programs
i will boot MINIX. Based on my reading of comp.os.minix, MINIX is
infinitely better supported by the user community, than TOS is by Atari.

Geoffrey Giordano
student at University known as Polytechnic

jeff@polyof
...!trixie!polyof!jeff

6107. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 18:49:13 UTC
From: jeff@polyof.UUCP
Message-ID: <399@polyof.UUCP>
Source record: 250107

sorry my address is:
jeff@polyof.poly.edu
...!trixie!polyof!jeff

I knew that it looked wrong.

6108. Hard Drive questions

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 18:58:10 UTC
From: RUBIN@graf.poly.EDU
Message-ID: <8811101921.AA10708@ucbvax.Berkeley.EDU>
Source record: 250108

I have just purchased a hard drive for my ST and unfortunately have not
been paying much attention to the hard drive discussions going on here.

What I basically want to know is:

1. What is the best way to fix the 40-folder bug? I have seen several
programs: FOLDRXXX, GEMBOOT, and another. What are the differences
and which one is best?

2. Does the 40-folder limit apply only to NEW folders accessed, or also
to repeated accesses of the same folder? In other words, will the
system crash after re-accessing the same folder 40 times?

3. Is it safe to use TURBODOS to speed up my drive, or are there possible
side effects/dangers in using it?

I would appreciate any responses via E-Mail. Please do not send replies
to the discussion.

Thank you.

David Rubin | INTERNET: RUBIN@graf.poly.edu
Polytechnic University | BITNET: RUBIN@POLYGRAF
Brooklyn, NY |

6109. HD-driver 1.7, what's new?

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 19:16:54 UTC
From: wezel@bio.vu.nl
Message-ID: <546@balaena.bio.vu.nl>
Source record: 250109

Recently I noticed a new version number printed when the HD-driver installs. Can anybody tell me what is new, or even improved in this version. How about compatibilities etc.

Jos van Wezel

----------**----------*

6110. ATARI ST monitor

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 19:20:15 UTC
From: houser@mcnc.org
Message-ID: <3713@alvin.mcnc.org>
Source record: 250110
Cross-posted to: comp.os.os9,comp.sys.atari.st

The Magnavox 8CM515 RGB monitor will work properly with the ATARI ST series. After looking at my CoCo 3 RGB specs, and monitor cable, I have determined that the 8CM515 has separate Vsync and Hsync inputs. However, I do not have the pinout for the monitor's 6 pin DIN jack. Do any Atarians or CoCo 3 users out there happen to have the pinouts? Otherwise, I have to tear the CoCo logic board out of the PC type case...

Also, where can I find the unusual monitor plug that Atari uses to connect to the computer? All that is necessary is the plug.

Kevin Houser
houser@mcnc.org
(919) 859-5467 H
(919) 248-1996 W

6111. Minix/ST question

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 19:21:45 UTC
From: jdonsbac@santa.prime.com
Message-ID: <357@cvbnet2.UUCP>
Source record: 250111
Cross-posted to: comp.os.minix,comp.sys.atari.st

I was just wondering- When using Minix on the ST, would it still be possible to access the ROM functions in the ST for GEM, etc. ? If so, I wouldn't think it would be too hard to write some sort of window system like SunView(tm) so that you could have multiple shells in multiple windows.

I don't even have an ST yet (I still have my 7 year old 800). But when I do get one, I was thinking that this would be a fun first project to work on (if it's possible).

-Jeff

==========
Jeff Donsbach, Computervision Division, PRIME Computer, Inc. , Bedford, MA
UUCP: {decvax|linus|sun}!cvbnet!jdonsbac | Internet: jdonsbac@cvbnet.prime.com
"They are not 'the hell' your whales." - Spock, STIV: TVH

6112. Need help with Xbtimer

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 19:43:42 UTC
From: morrison@renoir.Berkeley.EDU
Message-ID: <26751@ucbvax.BERKELEY.EDU>
Source record: 250112

I am having trouble getting a timer interrupt routine to work. Can anybody tell me why the following piece of code doesn't work (it's written in Mark Williams C):

```
#include <bios.h>
#include <xbios.h>

int tick=0; /* clock counter */

clock_vector()
{
tick++;
}

main()
{
int control, data;

/* have the user enter values for control and data */
printf("Enter timer A control register value: "); scanf("%d",&control);
printf("Enter timer A data register value: "); scanf("%d",&data);
/* Next install the interrupt handler for timer A */
Xbtimer(0, control, data, clock_vector);
/* Enable Timer A interrupts */
Jenabint(MFP_TIMA);
/* loop until a key is pressed printing the timer tick value */
while(!Cconis())
printf("tick = %d\n",tick);
Cconin();
Jdisint(MFP_TIMA);
}
```

I have read the section of the Abacus Atari Internals book about what values should go into the timer control register, but when I set control to a value which I think should correctly start the timer, my program bombs with from 2 to 4 bombs, and the system always hangs.
Can anyone tell me what magic values should be passed to Xbtimer, or if that is not the problem, what am I doing wrong?
-- Scott Morrison
morrison@berkeley.edu

6113. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 20:39:19 UTC
From: rona@hpdml93.HP.COM
Message-ID: <480001@hpdml93.HP.COM>
Source record: 250113

I agree that a user developed operating system is a great
idea. I wish that I had enough knowledge to be of help.

I can, however, make suggestions concerning improvements:

1. Increase maximum partition size and the maximum
number of partitions possible.

2. Allow processes to be run in the background like
the & modifier in UNIX.

I hope some of you gurus make a go of it.

Ron Abramson

"There is nothing new under the sun."
-- King Solomon

6114. Re: Hard Disk limitations

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 21:56:13 UTC
From: toivanen@tukki.jyu.fi
Message-ID: <17182@santra.UUCP>
Source record: 250114

In article <3713@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:
> GemDos is still limited to 16 Meg partitions.
>
>Atari's hard disk software only supports 4 partitions per physical
>drive giving a 48 Meg limit.

I think in that arcticle is a little calculation error. Should it be
4 partitions each 16 Meg per physical drive giving a 64 Meg limit.

Jari Toivanen Segments are for worms ;-)
Math student at Internet: toivanen@tukki.jyu.fi
University of Jyvaskyla, Finland Bitnet: toivanen_jar@finjyu.bitnet

6115. ZMAG/ST Report

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 22:53:54 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <2319@udccvax1.acs.udel.EDU>
Source record: 250115
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The mailing for this and last week's ZMAG & ST Report went out about an hour ago. If you are supposed to be getting one or both of them and don't get them soon, let me know & I will check on it.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

6116. Digitized sound

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 23:30:14 UTC
From: dcrevier@muddcs.Claremont.EDU
Message-ID: <1187@muddcs.Claremont.EDU>
Source record: 250116

Does anyone know of a program to convert digitized sound from a macintosh into ST-Replay format, or know the formats of Mac digitized sound and ST-Replay sound?

Thanks

6117. Re: Hard Disk limitations

Newsgroup: comp.sys.atari.st
Date: 1988-11-10 23:47:54 UTC
From: danscott@atari.UUCP
Message-ID: <1226@atari.UUCP>
Source record: 250117

in article <575@skywest.UUCP>, brenes@skywest.UUCP (Erasmo Brenes) says:
>
> In article <3713@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:
>>original doc said there was a 32 drive limit.) Drives A and B
>>are used for floppies, leaving 14 drives for hard disk partitions.
>>Atari's hard disk software only supports 4 partitions per physical
>>drive giving a 48 Meg limit. Supra, ICD and BMS all allow up to 14
> ^^^^
> Actually, it is 64MB (ie. 4 partitions x 16MB each = 64MB). I have such
> system.

True, Atari system software will only allow for four partitions, but other
software (Supra, ICD, Berkeley Microsystems) will allow for up to 12
different drives icons.

Dan

6118. Re: How is Atari doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 00:34:58 UTC
From: david@bdt.UUCP
Message-ID: <426@bdt.UUCP>
Source record: 250118
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

German sales are still strong in comparisons to US sales, but that's not saying that much.

Has anyone else noticed that the few US software distributors that were actually carrying Atari ST software are dropping the ST products? They are selling off what they have on the shelves but they're not ordering any more.

Another side note: I've now noticed that Antic Software is publishing AMIGA SOFTWARE. What does "Antic - The Atari Resource" have to say for themselves now, I wonder?

--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

6119. Re: A prosposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 01:00:31 UTC
From: pa1132@sdcc15.ucsd.edu
Message-ID: <713@sdcc15.ucsd.edu>
Source record: 250119

Here is some of my ideas about the replacement for TOS:

The new OS (STOS) should have the ability to load fonts (i.e., GDOS)
built in. It should be able to load fonts individually, and can
resize fonts. The ability to use outline fonts is the best. Of
course, it should also be able to use the oldGDOS fonts.

The number of windows should not be limited to eight.

The CON: device should be put in a GEM window, instead of taking
over the whole screen.

It should have the ability to load desk accessories at any time (like MultiDesk)
instead of only at boot time.

The new GEM should be able to work after switching resolutions
without reboot.

Routines to support scrolling an area and redrawing windows should
be included in the new OS.

Graphic operations should be made as fast as possible.

If it can multitask, that's the best!

Things I would like to keep:

The printout quality of GDOS.
compatibility with .GEM and .IMG files.
compatibility with existing software, as much as possible.

The above is a short list of ideas I can think of for the STOS. Hopefully other
people can come out with more ideas, too!

P. S. A windowing system fulfilling the above requirements build
on top of Minix is also great!

6120. TeX

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 01:17:13 UTC
From: wao@aluxz.UUCP
Message-ID: <955@aluxz.UUCP>
Source record: 250120

I have been reading a lot of information on the net about TeX.
What in the world is TeX? I know, I know, but you see I just crawled
out from under a rock :-).

Bill Oswald

6121. Re: How is Atari doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 02:54:33 UTC
From: c60a-2bn@e260-4e.berkeley.edu
Message-ID: <16820@agate.BERKELEY.EDU>
Source record: 250121

I read the information in a current issue of The Games Machine which is a magazine from the UK. Check the issues for the last few months. In that same article Atari was mentioned to have a return rate of 4 to 5 percent. This magazine is not dedicated to the ST, by the way, and someone for the European subsidiary of Commodore, Ltd. is quoted.

Lawrence Y. Chiu; University of California, Berkeley.

6122. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 06:44:43 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <462@stag.math.lsa.umich.edu>
Source record: 250122

In article <17702@shemp.CS.UCLA.EDU> acm@cs.ucla.edu writes:
>So far I have not come across someone that has HATED it. Will anyone who has
>MINIX already care to comment or provide the disadvantages?
>
>
>Plinio Barbeito
>P.S.
>It really would have been best for me to post something like this AFTER I had
>my copy of MINIX, but as long as you were asking for people's 2 cents...
>---
>UUCP: ...!{...}!ucla-cs!acm
>ARPA: acm@cs.ucla.edu
>VOICE: (213) 825-5879, 825-7597

I've got it, I like it, it's really nice. But heck, I'm a Unix nut by trade and I like hacking. And, nice as the system is, it really isn't usable for much other than hacking right now. No support for the serial port yet, no real applications, nothing more than (!) a Unix programming environment. The idea of building TOS compatibility into it is interesting, since a successful attempt would yield a lot of usable applications in one fell swoop. I really dislike TOS. Really. Intensely. But many of my reasons are pretty trivial.

For example, one thing that drives me absolutely nuts is using the backslash as a directory separator. I wish this were a modifiable system variable. It's so amazingly inconvenient... But also amazingly trivial. I haven't given up TOS yet, because my favorite application, Uniterm, onl;y runs under TOS. Ah well...

But that's all kind of irrelevant. Minix offers a lot - multitasking, I/O redirection, inter-process communications (pipes), more flexible filesystem, other good stuff. If there was any networking hardware to speak of on the market, it'd be a cinch to turn an ST running Minix into a decent workstation in its own right.

Hmm... Trying to get back to the main point... "Right out of the box," there's almost nothing for a computer "user" to gain from Minix. For a (group of?) dedicated programmer(s), it has a lot of potential. TOS, on the other hand, has an established user base, established suite of applications, etc. However, I don't see very much in the future for TOS. (What can you expect from a system that looks so much like MSDOS, another doomed dinosaur?)
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A

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' Unix Project Information Systems
```

6123. Re: Hard Disk limitations

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 06:55:59 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <463@stag.math.lsa.umich.edu>
Source record: 250123

In article <3482@jpl-devvax.JPL.NASA.GOV> grieggs@jpl-devvax.JPL.NASA.GOV (John T. Grieggs) writes:
>In article <881104030315.414923@PCO-MULTICS.HBI.HONEYWELL.COM> Friesen%PCO@BCO-MULTICS.HBI.HONEYWELL.COM writes:
>>Someone recently mentioned a 300MB hard disk was available for the ST,
>>but I was told that an ST could only access 195MB on a hard disk.
>
>16 Mb per partition * 12 partitions = 192 Mb
>
>If anyone knows a not-too-illegal way around this limit, I would like
>to hear about it. I know of no way to effectively use a 300 Mb unit
>on an ST at this time.

Depends on your meaning when you say "effective use." I use Minix on my ST. Minix has no partition size limits. As such, having 300MB of disk available to me would be effective for me. If you restrict yourself to TOS, you have a problem...

If you're willing to sacrifice some storage efficiency, you might consider using larger disk block sizes. You only have 21 bits for addressing disk blocks, but if you double the size of a block from 512 bytes to 1K, you've just doubled your maximum from 192M to 384M.

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

6124. Re: How is Atari doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 07:10:13 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <464@stag.math.lsa.umich.edu>
Source record: 250124

In article <6057@killer.DALLAS.TX.US> ltf@killer.Dallas.TX.US (Lance Franklin) writes:
>In article <16750@agate.BERKELEY.EDU> c60a-2bn@web-2f.berkeley.edu (Lawrence Y. Chiu) writes:
>>Is it possible to write a program that will backup the FAT and the directory
>>of a hard disk partition? Programs that wipe out hard disks generally do so
>>by destroying the FAT and the directory.
...
>Yup...it's already done on IBM-PC's, which have almost identical disk formats.
>The programs simply create a file in a fixed location on the hard-disk (usually
>the LAST n sectors on the disk) and copy the FAT and directory to this file.

It would seem more useful, to me anyway, if it simply copied this data to any file of your choice, preferably *on a different drive.* Any virus writer who knows about this trick can just as easily take out the last sectors on a disk as the first. Keep the data on a floppy and you don't have to worry about what happens to data on the hard drive. Personally, it strikes me as silly to store a backup FAT in a file on the same disk. If the FAT goes, and that file *did* somehow get relocated on your disk, you're not going to be able to find that backup FAT, or at least not easily. This would be a pretty simple program to write...

Along these lines, I remember a program on the Apple][(Remember, the Apple][? Not the //e, //c, or IIgs. The][. }-) called Multi-Disk Catalog. This program was a real treat for people with huge numbers of disks, because it could keep track of disk catalogs ("directories" to you'n'me... }-) for many disks on a single disk. Kind of like an indexing program, but just a touch better - it stored the actual catalog itself in its database. If parts of the original disk's catalog got wiped, no problem - just restore it off this database, or just restore enough to retrieve one vital file. Very very handy.
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

6125. Re: Uniterm Fonts?!?!

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 08:42:45 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2030@brahma.cs.hw.ac.uk>
Source record: 250125

In article <518@forty2.UUCP> poole@forty2.UUCP (Simon Poole) writes:
> ... (If you just want to change the ASCII character set UniTerm uses,
> you can use one of the various programs that are available that change
> the fonts used by the desktop).

I tried this a while back using FONT.TTP and NICE.FED that were posted to the net. Sure, the GEM font used on the help menu was changed but not the font used during terminal emulation. Also 'Show'ing a file from the GEM desktop was not affected either.

>--
>UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
>BITNET: K538915@CZHRZU1A
>--

____
/ DISCLAIMER: Unless otherwise stated, the above comments are entirely my own \
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
____/

6126. Re: TeX

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 09:32:57 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <465@stag.math.lsa.umich.edu>
Source record: 250126

TeX has been the text processing system of choice for many different computer systems for at least a couple years now. It's particularly noted for its math and special symbol handling capabilities, as well as its device independent output format. The TeX DVI (DeVice Independent) file format is supported on a large number of devices - dot matrix printers, laser printers, phototypesetters, you name it. Oh, of course, drivers also exist to display DVI files on screen for just about any popular computer you can find - PC, Mac, Sun, Apollo, etc... (Atari ST, of course.)

By the way, Commontex 2.9 is now available on the him1 server. (Address is 35.1.1.43, user pc7, password guest.) Look for "ctex?.arc" There is a readme in ctex-bin.arc that also describes the other arc files. All files in the package originally announced by Jwahar Bammi are here, just a bit repackaged to fit into ARC files instead of tar.

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

6127. Re: MIDI networking

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 13:35:00 UTC
From: hedger@inmet
Message-ID: <148900008@inmet>
Source record: 250127

Try getting in touch with someone at Hybrid Arts.....they wrote a game
called MIDI kill or something like that where you connected machines
through the midi ports and killed smiley faces.....anyway they might
be of some help.

****
* Keith Hedger hedger@inmet.inmet.com *
* Intermetrics inc. uunet!inmet!hedger *
* 'flipper suffered for their music....now it's your turn' *
****

6128. Restoring default trap handlers

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 13:50:51 UTC
From: javoskamp@watmum.waterloo.edu
Message-ID: <6727@watcgl.waterloo.edu>
Source record: 250128

I have a program that takes over several interrupts, including 0x102. Naturally enough I have to restore all the default vectors before exiting since this is not a "Terminate and stay resident" program. My program has two exits - the normal one and via interrupt 0x102. When I exit normally everything works fine, everybody's happy and life goes on as usual. However, when I type ^C the machine _seems_ happy until I start up something else, at which point it locks up and the only thing to do is power down. I've checked using db (from MWC) and when calling Setexc from Supervisor mode the vectors aren't being reset properly. The same clean-up routine is being called in all cases.

Any suggestions? Are there problems with using system traps from Supervisor mode?

Jeff Voskamp
--
Views expressed are mine and do not necessarily reflect the views of the Symbolic Computation Group or those of the University.
bang path: ...{!uunet}!watmath!watmum!javoskamp
domain : javoskamp@watmum.uwaterloo.ca or javoskamp@watmum.waterloo.cdn

6129. Re: Atari/Amiga Sales Figures

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 14:19:59 UTC
From: markhof@exunido.uucp
Message-ID: <697@laura.UUCP>
Source record: 250129

In article <709@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP () writes:
> Come on, Commodore,
>give us some help. Perhaps you can accelerate the process of Atari
>people to switch to Amiga.

Arrrghh! Just give me one reason to switch to amiga! What do you you want to do with this nice multi-colored, stereo-sound playing device? The only thing that you'll get are ill eyes...

Ingolf Markhof
(markhof@exunido.UUCP)

6130. Re: How is Atari doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 14:59:02 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <694@uhnix2.uh.edu>
Source record: 250130
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <426@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>Another side note: I've now noticed that Antic Software is publishing
>AMIGA SOFTWARE. What does "Antic - The Atari Resource" have to say for
>themselves now, I wonder?
>--
>David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
>Beckemeyer Development Tools | no Les, no more."
>478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
>UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

Being an ANTIC developer, I can comment on this rather instigating comment.
I cannot, however, speak officially for ANTIC, but rather let you know what I
have learned from the people I deal with.

Bottom line: Atari sales aren't that great in the US. No news there!
The move is one to keep Antic software alive. The software part of Antic is
now (it wasn't before) a separate company than Antic Publishing, which
produces Antic and STart magazines. The new company's co-owners have decided
to increase their profits, and have, in fact, not only entered the AMIGA
market, but the IBM market as well.

Unless we wanted to see *NO* software at all from Antic Software, Inc.
(ie. the Cyber line, FLASH, SHADOW, Cad 3D, etc.) this move was needed.
I can't say it all, but Atari owners can expect more changes from Antic
Software. That *DOES NOT* mean changes for the worse!!!!!

As a matter of fact, 'Cyber Punks' are rampant and Antic's Cyber line is going
to continue to grow, despite Tom Hudson's move to IBM (to supposedly produce
Cyber-type STuff on the IBM). Almost everyday, ANTIC gets calls from people
wishing to develop new Cyber related products.

Also, another company related to Antic Software (I can't recall the name) is
importing foriegn products and marketing them through Antic's distribution
network.

I personally don't see anything wrong with preserving the ST software line by
making a *smart* business decision.

** FLAME ON **

If David Beckemeyer would stop wearing his heart on his sleeve, maybe he
wouldn't get so offended by other people's marketing strategies. Just
because he had faith in ATARI Corp. and they let him down, *DOES NOT* give
him the right to bash all companies associated with the ATARI computers!!!

Everyone is in the same boat. You just jumped ship early, and seem to still be floating waiting for a rescue party. I am sorry that RTX didn't take off like you wanted. I personally wish I was making much more money from our ATARI products, but that is why I have a real job, as a real computer programmer for a POS company. (And I program the IBM PC all day, as well as OS/9 on a VME 020 machine!)

The fact is, I have an Atari ST, I'm not rich, but I do enjoy the system. The computer is great, despite Atari's lack of developer's support (which seems to be getting much better), so I program on it. Compared to the IBM rag, the ST is a fun machine to program, that allows me much better performance and ease of programming. Not to mention it doesn't have *brain dead* assembly!!!

So, please get over it David. Bash Atari, not the companies trying to make money the best way they can!

** FLAME OFF **

These opinions *DO NOT* reflect Antic Software or Double Click Software. They are my own!!! Flame me.

See y'all at COMDEX!

- mike vederman

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

6131. Looking for Word Processor (Word Perfect not quite there)

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 18:19:04 UTC
From: frg@jfcl.dec.com
Message-ID: <406@jfcl.dec.com>
Source record: 250131

I am looking for a good word processing program for the ST. It
must be reasonably easy for a non-technical person to use it, and
it has to support the usual features:
Text attributes (underscore, italics, bold)
Footnotes
Automatic pagination with manual hard-page override
Adjustable page numbering (for long documents)
Mixed single and double spacing within documents
Support for Draft and NLQ modes of printing
WYSIWYG or at least no Runoff-style coding

I don't know whether or not 1ST_Word Plus does it all: THe 1ST_WORD
V1.06 that came with my 1040STf two years ago had lots of bugs, didn't
know from footnotes, and screwed up double spacing (but at least had
it, unlike 1.03).

Now I found one program which SEEMED to have it all. Word Perfect For
the Atari ST, V4.1. This is a very impressive package, with LOTS of
slick features. Sadly, the implementation is not up to the quality
of WordPerfect's PC products.

The nastiest part of WP-Atari is that it has an undocument file size
limit in the 60k range. If the file gets much longer, it might not
save, and it pretends to, so it loses your work! They're working on
it, maybe, but recommend only doing small files. Great. It once
even deleted my original pre-session file: If it weren't for DLII,
we'd have been serious goners (doing a thesis-class paper). THANKS,
SIMON, FOR SAVING OUR LIVES! (Simon Poole is the Peter Norton of
the ST world, and for free no less!)

Besides that, the overall implementation on the Atari is sloppy.
It occasionally goes nuts and gets stuck in a 1%-speed mode with
block stuck on; if you can save/exit you're okay after restarting.
The printer table for the April 15 version (which they mailed me
in Sept. from the factory) is wrong for the Panasonic 1080i, and
fixed in the 8/1 edition which they sent me last week, but the
font table which was good is now wrong, and I failed trying to make a
working printer file using elements of each... Weird.) And the
spell check did a nasty 10-bomb on me once, using the new (8/1)
version. The tech support guys asked me to figure out the pattern
of why it happens. Great.

I suppose the AtariST market is too small for WordPerfect Corp.
to devote the effort to needed to support it right. So I'm
thinking of trying yet another word proc. program. They do at least
answer the phone (if you wait long enough); they just don't seem to

understand the ST well enough to make it play. Sad -- we're so close
yet so far away. Any suggestions?
--
These views are strictly the author's, and don't represent those of
DEC, NaC, CIA, FBI, KGB, AT&T, MCI, SOS, CBS, JFK or anyone else.

6132. Re: Need help with Xbtimer

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 19:19:31 UTC
From: apratt@atari.UUCP
Message-ID: <1227@atari.UUCP>
Source record: 250132

In article <26751@ucbvax.BERKELEY.EDU> morrison@renoir.Berkeley.EDU (Scott Morrison) writes:
> I am having trouble getting a timer interrupt routine to work.

Xbtimer takes four arguments: the timer to set up, the control and data values for the timer, and a pointer to an interrupt handler. You are passing a pointer to a C procedure, which is not the same thing: C procedures end with RTS, while interrupt handlers end with RTE. I don't know if MWC has a function you can call which causes your procedure to end with RTE (some compilers do), but this is definitely your problem.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

6133. Re: How is Atari doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 19:33:55 UTC
From: c60a-2bn@web-2d.berkeley.edu
Message-ID: <16869@agate.BERKELEY.EDU>
Source record: 250133

Of course, the program must be able to back up to a different disk, since it makes no sense to back up to the same disk. If the FAT on that disk becomes corrupted, chances are, the backup will also be affected.
Lawrence Y. Chiu; University of California, Berkeley.

6134. Atari magazines (was: How is Atari doing in Germany?)

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 19:44:40 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3764@ihlpe.ATT.COM>
Source record: 250134

>
> Another side note: I've now noticed that Antic Software is publishing
> AMIGA SOFTWARE. What does "Antic - The Atari Resource" have to say for
> themselves now, I wonder?
> --
> David Beckemeyer (david@bdt.UUCP)

I was in the local book/magazine store (B. Dalton) at lunch. I saw a Premier issue of a video game magazine and picked it up to look through it. It is dedicated to the Sega, Nintendo and Atari game systems. As I looked down the table of contents, I said to myself "boy, these names sure look familiar". Thinking about if for about 10 seconds, I said "I know why these names sound familiar. They are all the names from Analog magazine". Apparently, Atari magazines have to diversify or die.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

6135. Re: Hard Disk limitations

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 20:32:54 UTC
From: grieggs@jpl-devvax.JPL.NASA.GOV
Message-ID: <3503@jpl-devvax.JPL.NASA.GOV>
Source record: 250135

In article <3713@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:
> GemDos is still limited to 16 Meg partitions. Several of
the hard disk systems do allow you to create partitions larger than
16 Meg as long as the partition is *NOT* used for GemDos (ie. Spectre,
Minix, OS9, etc.). Atari has not said anything about increasing the
>16 Meg limit in the newer TOS releases.

The 16 Meg limit is because of a TOS bug. Ye olde 16 bit INT
truncation problem strikes again... Rumor has it that this bug
will be fixed in the new TOS, thus allowing for larger partitions.

> GemDos is also limited to 16 drives, A to P. (NOTE: The
original doc said there was a 32 drive limit.) Drives A and B
are used for floppies, leaving 14 drives for hard disk partitions.
Atari's hard disk software only supports 4 partitions per physical
drive giving a 48 Meg limit. Supra, ICD and BMS all allow up to 14
>partitions per drive, giving a 224 Meg limit.

Um, almost right. Only 12 are supported within a single physical unit,
due to a space limitation in sector 0. Only 4 are in legal space, the
other 8 are stuck in where nothing should be, but it doesn't seem to
hurt anything... Thus, a single physical drive can contain up to 192 Mb
of useful space, and an additional 2 partitions are possible elsewhere
at 16 Mb each. Total for system is 224, for one unit is 192.

_john (Astra, for this post)

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-0465
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

6136. umix ftp

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 20:57:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8811120615.AA02372@ucbvax.Berkeley.EDU>
Source record: 250136

Date: 11 November 88, 15:55:18 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: umix ftp

Does umix still support anonymous ftp? I tried logging on last night both with the userid "ftp" and "anonymous", and neither worked...

Hopefully the service is still available, now that I'm finally able to get there quickly!

Jim

6137. Re: A prosposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 20:58:34 UTC
From: maverick@Portia.Stanford.EDU
Message-ID: <4091@Portia.Stanford.EDU>
Source record: 250137

In article <713@sdcc15.ucsd.edu>, pa1132@sdcc15.ucsd.edu (pa1132) writes:
...

> The new GEM should be able to work after switching resolutions
> without reboot.
...

One problem with this is that desk accessories probably only check the
resolution they're running at the time they load. If you changed resolutions
on them, they would probably display their output incorrectly and/or open
windows that are too big/small. In theory, it would be nice, though.
If this had been implemented from the beginning, desk accessories would
know to check the resolution whenever they opened a window.

--Steve

6138. Re: Misc. Inquiries re. ST

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 21:07:16 UTC
From: to_stdnet@stag.UUCP
Message-ID: <661@stag.UUCP>
Source record: 250138

From: omni!emh@stag.UUCP (Eric Hopper)

I have written a program which reverses screen colors + draws a
bunch of interesting moving lines. It looks mildly like Quix, but it draws
more lines before a redraw. If anyone is interested in this program, just
give me an address, and I'll uuencode it and send it there. It would also
be nice if you gave a path from a major Minnesota node to your node.

My program does have some odd bugs. It won't recognize anything
aside from a mouse movement or button press. This will hopefully be fixed,
but I am very busy, and I don't know how to get ahold of the interrupt
vectors for anything else anyways. I forgot to mention that it allows you
to set the time delay in a multiple of 15 seconds, from 0 seconds to 1485
seconds. My program is a desk accessory.

Eric Hopper (Omnifarious) Don't try to send to omni, as it is completely
unkown to any system except stag.
omni!emh@stag.UUCP or ....{rosevax, ems, umn-cs}!pwcs!stag!omni!emh
```
/*****************************************************************************/
/* All opinions presented here are the result of my enviroment, or heredity. */
/* If you don't like them you only have yourselves or my parents to blame. */
/*****************************************************************************/
____ \* "I went insane to */ _
/. .\ \* preserve my sanity */ /\ /
( \/ ) /\/\ |/\ . \* for later." */ | _ _ \
\____/ | | | | | \* Ford Prefect */ --- / \ |/\ . / \ | | \
\****************/ | \_/\ | | \_/ \_/\ _/
/*****************************************************************************/
```

6139. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 22:36:56 UTC
From: wheels@mks.UUCP
Message-ID: <547@mks.UUCP>
Source record: 250139

In article <17702@shemp.CS.UCLA.EDU>, acm@valhalla.cs.ucla.edu (Association for Computing Machinery) writes:
> In article <700@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP () writes:
> >The new operating system should be called
> >"STOS", short for "SmarTer Operating System".
> I have a comment. Why not adopt MINIX as that new OS?

I wonder if MINIX on the ST will take on the same role as OS-9 on the Radio Shack Coco. It appeared there as an exotic, third-party product. Then Radio Shack adopted it as one of their own products. Now, many Radio Shack games are released on OS-9 disks.

In the case of MINIX, it has the added advantage of the source code distribution.

--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

6140. IBM 3 1/2" drives.

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 23:16:56 UTC
From: Amortisseur@cup.portal.com
Message-ID: <11197@cup.portal.com>
Source record: 250140

Hello,

I have 2 IBM compatible 3 1/2" disk drives that I would like
to hook up to my ST. I need a cable that will handle both drives.
Can anyone tell me where I can find this cable? Also, will these
drives be compatible with the extended track formats? Thanks.

Amortisseur@cup.portal.com

6141. Object Format for MWC

Newsgroup: comp.sys.atari.st
Date: 1988-11-11 23:27:38 UTC
From: atoenne@laura.UUCP
Message-ID: <698@laura.UUCP>
Source record: 250141

I am working for a company which has adapted Smalltalk80 to the Atari ST.
The newest version of Smalltalk80 supports so called user primitives which
are simply C functions that are linked to the machine.

We would like to support MWC object format, as the DRI C object format
knows about 8 char symbols only. However, the MWC manual does not mention
the exact MWC object format but only the header.

Does anyone on the net know the real object format ?
We need this very urgently!

Thanx in advance
Andreas Toenne

P.S. Smalltalk80 runs on AtariSt with at least 2 MB.
It costs 399 DM (which is about 200 US$) for students and universities which
is a real bargain.

6142. 16MHz 68000 accelerator board.

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 01:38:39 UTC
From: Amortisseur@cup.portal.com
Message-ID: <11201@cup.portal.com>
Source record: 250142

Hello,

Has anyone heard anything about the 16MHz board for the 520ST?
If so, I would like to know if it works with PC-Ditto. Also, how much
is it? I am really interested. Let me know. Thanks.

Amortisseur@cup.portal.com

6143. Re: ZMAG/ST Report

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 02:05:44 UTC
From: Jan@cup.portal.com
Message-ID: <11203@cup.portal.com>
Source record: 250143
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Please add me to your list for ZMAG. Thank you

6144. Re: How is Atari doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 02:15:27 UTC
From: BobR@cup.portal.com
Message-ID: <11205@cup.portal.com>
Source record: 250144
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

David Beckemeyer asks:
>Has anyone else noticed that the few US software distributors that were
>actually carrying Atari ST software are dropping the ST products?

The local "Electronics Botique" chain store has moved all remaining ST
software to a small "island" display in the back of the store, and given
the former ST wall space to expanding its Amiga and Macintosh shelves...

The "Babbages" chain store in the same mall has cleared out all its
Atari software, and given the space to Commodore titles...

MicrOtyme in Ohio called the Michigan Atari Magazine to say it was pulling
its ads for Atari products this week..

I called Computer Direct today (they used to print a catalog that was half
Atari/half Apple.. they've dropped all Atari products), and the first
thing the girl asked was "What computer do you have?".. when I said "Atari",
I could hear the intake of breath to tell me they didn't carry Atari anymore..
I had to tell her all I wanted was disk storage cases...

I recently wrote a 3-part series for ST-Log magazine, and my mother called
nearly every computer store in the Metro Detroit area looking for a copy
of the first installment.. some of the answers she got when she asked about
"Atari" would be amusing, if they weren't so sad...

No... I haven't noticed anything...

>Another side note: I've now noticed that Antic Software is publishing
>AMIGA SOFTWARE. What does "Antic - The Atari Resource" have to say for
>themselves now, I wonder?

I imagine "Antic - The Atari Resource" is hoping to stay in business...

BobR

6145. ST sales

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 05:19:47 UTC
From: Xorg@cup.portal.com
Message-ID: <11207@cup.portal.com>
Source record: 250145

The numbers I've seen for ST sales in the United States range from 250,000 to 650,000 (nice range eh?) Compute did a survey in 1986 and they came up with 350,000 units sold. Sam Tramiel has stated a figure of 275,000 and START magazine seems to use 300,000 as a benchmark figure. I have also been told that ST's go out the door at a rate of 6,000/month, a growing percentage of those going to MIDI applications. What all this means, I don't know.

Pete

6146. Assempro

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 06:16:29 UTC
From: jpdres13@usl-pc.usl.edu
Message-ID: <94@usl-pc.usl.edu>
Source record: 250146

I have an assembler over here that has little or no use since I got Laser C, which has a built in assembler. All I want for it is $22.00!

It is a version which is one year old or so, and I got the upgrades from Abacus by just calling them, stating my version number, and if not current, sending the original disk. This was replaced with a current one for FREE each time at no cost!

If anyone decides to buy this thing, I can just write them a letter stating that Mr. John Doe and sign it, from then on, they are the legit owner of the program (done all the time).

For a mere $30, I will throw in the Abacus book "Assembly Language programming on the Atari ST".

I paid $60 for the program and $20 for the book, an $80 dollar or so value (probably a little less now) for $30 and I will pay shipping in the US. I am not at all informed as to the cost of mailing to Canada, so I cannot jump into that one.

If you are interested , drop me a line, gimme a mesg, or a ring.

John Joubert | /\ | /\ | _
jpdres13@usl-pc.USL or ... | \|<>|>|> \|<>|>|><`|`|
ut-sally!usl!usl-pc!jpdres13 |-----/|-------/|----------------------
GEnie: J.JOUBERT Delphi: JoubertJV | \/ \/

Telephone 318-237-8023 US Mail:
PO Box 53281
Lafayette, LA
70505-3281

6147. An ad from Softlogik

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 06:44:20 UTC
From: pa1132@sdcc15.ucsd.edu
Message-ID: <721@sdcc15.ucsd.edu>
Source record: 250147

Have anyone seen an magazine published by some Atari user groups in Michagan (Spelling is incorrect, sorry)? Inside it there is an ad made with dot matrix printer and PageStream. The printout quality is just amazing, almost reaching laser printer quality. However, Softlogik did not state whether that ad was printed with a 9-pin or 24-pin printer.

6148. Re: How is Atari doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 06:52:49 UTC
From: pa1132@sdcc15.ucsd.edu
Message-ID: <722@sdcc15.ucsd.edu>
Source record: 250148

Then, can anyone at Atari kindly tell us how many St's have been sold in the U. S. ? (Compute!'s approximation is about 175,000 Atari ST's and 200,000 Amigas in the U.S. and the number of Amiga is rising rapidly. See Compute! several issues back, the exact month I forget.)

6149. Re: FAT/Dir backup (was: How is Atari doing in Germany?)

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 07:52:19 UTC
From: ltf@killer.DALLAS.TX.US
Message-ID: <6089@killer.DALLAS.TX.US>
Source record: 250149

In article <16869@agate.BERKELEY.EDU> c60a-2bn@web-2d.berkeley.edu (Lawrence Y. Chiu) writes:
>
>Of course, the program must be able to back up to a different disk, since it
>makes no sense to back up to the same disk. If the FAT on that disk becomes
>corrupted, chances are, the backup will also be affected.
>Lawrence Y. Chiu; University of California, Berkeley.

Not necessarily, Lawrence...a disaster that destroys the FAT (which is at the low end of the disk) is not likely to also take out a file at the very top end of the disk, where the FAT backup would be...however, since the FAT backup is given a filename, it should be possible to copy the file to a second disk every so often, and have an option on the restore program to take the file from another source, rather than the fixed sector locations on the bunged disk. Another option might be to allow the user to specify a second disk to write the FAT/Dir backup file to, either at the fixed location (useful if you have two drives...send C's backup to D and D's to C) or just as another file (on the theory that both disks probably won't be bunged at the same time, and the alternate drive's file system will remain usable...personally, I wouldn't want to take the chance, especially if the cause might be a destructive virus or the sort).

Lance

--
+-------------------------+ +---+
| Lance T Franklin | | I never said that! It must be some kind of a |
| ltf@killer.DALLAS.TX.US | | forgery...I gotta change that password again. |
+-------------------------+ +---+

6150. European mags/ST Clone ->Was Mega ST pinout

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 14:33:36 UTC
From: euloth@dalcsug.UUCP
Message-ID: <183@dalcsug.UUCP>
Source record: 250150

In article <11140@cup.portal.com>, BobR@cup.portal.com (Bob BobR Retelle) writes:
> Federico Heinz says:
> >information" stuff about the Mega bus. Here in Germany, a magazine has
> >published the pinouts of the bus (I think it was c't), and another one
> >even published the schematics for adding a Mega bus to any other model.
>
> Could you give us more information on the magazine which published the
> information for adding a Mega buss to other STs, the name and issue date
> of the magazine, and an address for the publisher, if you have it...?
>
> Perhaps we could arrange for reprint rights in the U.S. I'm sure
> a LOT of people would be interested..!
>
This sounds like a great idea. I know of a few people in this small area
who would like to have access to this information. I have heard bits and
pieces about this magazine c't. It sounds like an excellent magazine.
I have a few friends who can speak/read German so getting it would be
relatively easy for me to get it translated.

On another subject, I have heard a few months back, something about a
clone of the ST possibly coming into the North American market. This was
mentioned on another net, but since the system was supposedly imported
from the European area, I thought I would find out about it here.
Any help?

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

6151. MINIX ST and Supra hard disks

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 15:25:07 UTC
From: kimmel@umvlsi.ECS.UMASS.EDU
Message-ID: <28@umvlsi.ECS.UMASS.EDU>
Source record: 250251
Cross-posted to: comp.os.minix,comp.sys.atari.st

I've heard that the current version of Minix ST will not talk to Supra hard disks. However, I've also seen a message from someone who says he uses a Supra hard disk with Minix ST and has no problems. I'm not sure what to believe, but I'd like to know the answer before I buy Minix. Can the current version of Minix ST talk to a Supra hard disk? If not, is there a patch available that I could apply to the operating system to fix this?

Thanks,
-Matt
--
Matt Kimmel University of Massachusetts Amherst, Mass.

Internet: kimmel@umvlsi.ecs.umass.edu Bitnet: KIMMEL@UMAECS
FidoNet: 1:321/112

6152. Re: Atari/Amiga Sales Figures

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 15:32:41 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <4397@phoenix.Princeton.EDU>
Source record: 250252
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

*This posting is a mixture of reasonable reply and flame. The original
* article was posted in comp.sys.atari.st.

In article <709@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP () writes:
>...
>some good approximations on the number of Atari ST's and Amigas out
>there, (worldwide, in Germany and in the U. S.).

A recent article I read in ST-Log suggested that there were about 300,000
Atari ST's in the US. I do not have the other figures you requested.

>... Come on, Commodore,
>give us some help. Perhaps you can accelerate the process of Atari
>people to switch to Amiga.

FLAME ON

What kind of an ass are you, trying to start another flame war!? Please,
please, please, Commodore people, keep your "My computer is better than
your computer" opinions in your own newsgroup. Thank you.

FLAME OFF

--Patrick Simon mpsimon@phoenix.princeton.edu 11-12-88

disclaimer: my very own opinions.

6153. Re: Switching Computer Brands (was: Atari/Amiga Sales Figures)

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 17:18:30 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <11218@cup.portal.com>
Source record: 250253

In article: <709@sdcc15.ucsd.edu>
pa1132@sdcc15.ucsd.edu (pa1132) Writes:
> ...Perhaps you can accelerate the process of Atari
>people to switch to Amiga.

This is silly... most people that have picked one or the other computer picked it for some reason, and will probably stick with it (unless they encounter some overriding reason to switch). Especially if they have written a significant amount of software for their machine (it can sometimes be as hard to port some programs to a new environment as it was to write them from scratch in the first place).

Second... your statement is making the assumption that people are already actively switching. I have seen no evidence of this... I have seen frustrated users on EVERY computer I have ever used (including mainframes). However the presence of frustrated users does not imply that they are leaving the machine they are on and switching to another (some frustrated users simply become determined to "improve" on the system themselves). Also the users that become so frustrated as to dump one system often become "perpetual frustrated users" (my opinion) and will dump the new system that they have gone to just as fast, when they find it is not PERFECT either.

Third... watch out for FLAMES. That kind of comment is likely to ignite a few.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

6154. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 20:09:20 UTC
From: kirkenda@psu-cs.UUCP
Message-ID: <1226@psu-cs.UUCP>
Source record: 250254

In article <1683@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>In article <17702@shemp.CS.UCLA.EDU> acm@cs.ucla.edu writes:
>>I have a comment. Why not adopt MINIX as that new OS?
>
>As far as I know (don't have Minix right now), Minix is no speed demon
>(wha do You exspect from an operating system written in C?).
>It could be build anew (in Assembler of course), but that will take some
>time... (and will not be portable anymore).

Factors that slow Minix down (at least on PCs) are:
1) The compiler that comes with Minix produces bad code.
2) The Minix kernal is divided into several tasks which must
communicate with each other by passing messages. Message passing
is slow.
3) The disk I/O is not multi-tasking, so the system stops processing
when your disk is busy.

The bad C compiler could be replaced with a better one, such as Sozobon C.
The kernal could be divided into fewer tasks to reduce message passing overhead;
one big help would be to compile device drivers as part of the file system task.
That single-tasking disk I/O is a real bummer.

One problem with Minix: It is not freely redistributable. Cheap, yes; free, no.
I suspect a PD operating system would have a much better chance of catching on;
can you imagine a typical Atari salesman explaining to a typical Atari customer
why s/he should spend money to replace something as technical as an OS?

>I like OS/9 pretty much (run it on an 020 VME BUS machine) and would
>like to have it on my ST at home as well...

I've tried running OS9 on my ST. Very disappointing. Microware's hard disk
driver & support software don't work with my Supra drive. I managed to get it
running by using somebody else's driver, but the system crashes about every
hour and a half. Reliability issues aside, OS9 is EXPENSIVE. The C compiler
costs $500, and other software is priced similarly. Also, OS9 seems a lot
slower than it should be -- perhaps because of its redundant CRC checking, or
because the kernel makes many recursive system calls, I don't know.

I like the Minix idea, or a PD *NIX clone.

Hey, Atari! What kind of support would you be willing to give to a project
like this? Yes, I understand that you all think TOS 1.4 is the greatest thing
since 3.5" disks... but DEC feels the same way about VMS, and a lot of us
customers want an alternative. Please post a response.

-- Steve Kirkendall

6155. Re: Re: Flash

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 20:30:00 UTC
From: UNCSPL@UNC.BITNET
Message-ID: <8811122032.AA20883@ucbvax.Berkeley.EDU>
Source record: 250255

I have noticed a similar problem when using the VT100 emulator.
I get about a full screen of text in the buffer and then I
get a screen full of carriage return. This isn't nearly as big
of a problem as you have but it is a big inconvenience when
I try to read the buffer. Oh well, someone will come up with a
better solution than Flash soon.
.
Scott P. Leslie (UNCSPL@UNC)
. Jax

6156. coco drives on st

Newsgroup: comp.sys.atari.st
Date: 1988-11-12 21:00:20 UTC
From: aking@PEBBLES.BBN.COM
Message-ID: <8811122100.AA21402@ucbvax.Berkeley.EDU>
Source record: 250256

I've been trying to attach an old CoCo Teac drive (5 1/4", 40 tracks, double sided) to my 520ST, per the notes from Ric Wheeler 23Sept88. After a little work, it will select, turn on the motor, and step. It appears to format, although I had to set the number of tracks down from 82 to 40 on 410format.prg. The problem is that it won't read data back. It appears to have trouble reading the directory.

Can the Teac (model FD-55B-01-U) be made to work with the ST? I wonder now if the data rates (and perhaps sector sizes) are compatible. Will the result, if it works, be able to read IBM compatible diskettes?

6157. IB Drive Warning

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 02:13:15 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <8811140209.AA22325@ucbvax.Berkeley.EDU>
Source record: 250257

I.B.Computers of Portland are selling a 5 1/4 floppy drive for the ST. I bought one of these, and couldn't get it to work. Sent it back to them to fix, and it still didn't work when I got it back. Then I saw a network note to the effect that the side select signals and drive select signals must be buffered.(Thanks to Myron Drapal.) I installed a 74LS241 and the drive started to work properly. IB Computers don't seem inclined to notify their customers of this problem, e en though I wrote them a detailled letter, so anyone considering a purchase of this drive should bear this in mind. Be prepared to modify the drive.
If you need a detailled description of the mod, send me mail.
Peter: (416)465-3007
55 Grandview Ave, Toronto, M4K 1J1, Canada

6158. Re: Info-Atari16 Digest V88 #483

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 02:32:00 UTC
From: UNCSPL@UNC.BITNET
Message-ID: <8811130448.AA28882@ucbvax.Berkeley.EDU>
Source record: 250258

Hello,
.
This is areply to the concept of re-writing TOS.
.
I would be very willing to work on this project. I have extensive
experience in writing assembly on the ST. Please send more information
about this. I have quite a few ideas about the way the ST should
migrate in the software area. Oh well, send info and we'll talk more
about it.
.
Scott P. Leslie (UNCSPL@UNC)
. Jax

6159. Re: Info-Atari16 Digest V88 #483

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 02:37:00 UTC
From: UNCSPL@UNC.BITNET
Message-ID: <8811130322.AA27728@ucbvax.Berkeley.EDU>
Source record: 250259

Hi,
Does anyone know why the desktop does not access GEMDOS calls
through the normal TRAP #1 calls? I tried to intercept all the
EXEC calls by grabbing the vector and interrogating the stack, but
the expected EXEC calls never came. Note that other programs which
use GEMDOS caused my routine to be executed. Oh well, thamks for
any help you can give.
.
Scott P. Leslie
(UNCSPL@UNC)
Jax

6160. Re: Info-Atari16 Digest V88 #484

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 03:20:00 UTC
From: UNCSPL@UNC.BITNET
Message-ID: <8811130450.AA28924@ucbvax.Berkeley.EDU>
Source record: 250260

Hi,
This is more about the TOS rewrite.
.
Why isn't MINIX a good idea? Because it costs money from what I hear
and the average ST user isn't going to want to pay $100 to get the
new TOS.
.
Here are some features that I would like to see:
.
- better support for hard drives
- networkable device drivers
- generalized math coprocessor support (not just the 68881)
- alternate screen support (such as the new 19" monochrome)
- mutitasking (true or juggling won't matter to me)
- much better memory management
- documented ways of doing certain things
(like changing the mouse pointer redraw routines, etc...)
.
Well, I could go on and I have a list somewhere of other things that
I have thought up over the years, but I won't bore you.
.
One thing that deserves attention now is the generalized math
coprocessor support. There should be a standard vector for
interrogating mc availability and access methods. If there was
then people without a mc would have a set of floating point routines
written in 68000 accessed by this vector. However, the people with
the math coprocessor would still get almost full speeed out of the
arrangement.
.
Scott P. Leslie (UNCSPL@UNC)
. Jax
(NEWD Software : Nothing Else Will DO)

6161. Fdatime under Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 03:49:01 UTC
From: bovet@hao.ucar.edu
Message-ID: <992@ncar.ucar.edu>
Source record: 250261

I'm having a terrible time trying to get Fdatime to modify
a file modification time and date stamp using Laser C. I note
that the ABACUS book reverses the order of the read and write flag
values relative to what Megamax shows but as near as I can tell the
Megamax documentation is correct. At any rate, I can read the time
and date just fine (and can verify that it matches what I find in the
DTA using FSFIRST - FSNEXT. However, when I try to write a different
value into the field, I get no complaints but the value doesn't get changed.
It doesn;t seem to matter whether I Fopen the file for read only or for
write first. Has anyone else succesfully used this call? If so, could
you please include a brief, functional, code fragment? Thanks very much!

Ray

6162. Re: Need help with Xbtimer

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 06:51:13 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <7341@pasteur.Berkeley.EDU>
Source record: 250262

In article <1227@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>In article <26751@ucbvax.BERKELEY.EDU> morrison@renoir.Berkeley.EDU
>(Scott Morrison) writes:
>> I am having trouble getting a timer interrupt routine to work.
>
>Xbtimer takes four arguments: the timer to set up, the control and data
>values for the timer, and a pointer to an interrupt handler. You are
>passing a pointer to a C procedure, which is not the same thing: C
>procedures end with RTS, while interrupt handlers end with RTE. I don't
>know if MWC has a function you can call which causes your procedure to
>end with RTE (some compilers do), but this is definitely your problem.
>

Allan's right!
I've used MWC and Xbtimer, and _my_ solution was to write a little
assembly language routine that does the timer interrupt handling:
1) Don't forget to save the registers you use before processing,
and restore them after (use movem.l).
2) You'll have to handle clearing the interrupt pending, enable,
and in-service bytes:

0xFFFa07 enable A
0xFFFa0b pending A
0xFFFa0f in-service A

I believe bit 0 determines if its active or not, don't disturb
the other bits when you clear one..
(You only have to clear the in-service, the system clears
the pending one by itself).

3) rte at the end of your routine.

Hope this helps.
--Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
Atari 400/800/600xl/800xl/1200/130xe/65xe, 1040ST hacker
Sometime Berkeley Student, othertimes...
My opinions are my OWN, not necessarily Atari's

6163. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 08:11:00 UTC
From: shao@ai.toronto.edu
Message-ID: <88Nov13.031109est.6209@neat.ai.toronto.edu>
Source record: 250263

In article <700@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP () writes:
>Well, everybody is tired of waiting for Atari to improve the ST,
>right? Atari is hopeless. Then, why not improve it by ourselves?
>In the Amiga world, they have something called "ARP", short for
>"Amiga-DOS Repleacement Project", which some Amiga developers wrote
>to replace the dump Amiga DOS. Their idea worked. So, perhaps it
>is time for us Atari people to have a TOS Replacement Project--to
>write a new, but compatible operating system to replace the old
>brain-damaged TOS. The new operating system should be called
>"STOS", short for "SmarTer Operating System", meaning an OS smarter
>then TOS. Any comments?

6164. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 09:11:11 UTC
From: shao@ai.toronto.edu
Message-ID: <88Nov13.041124est.6212@neat.ai.toronto.edu>
Source record: 250264

Newsgroups: comp.sys.atari.st
Subject: Re: A proposal--TOS Replacement Project
Summary:
Expires:
References: <700@sdcc15.ucsd.edu>
Followup-To:
Distribution:
Organization: Department of Computer Science, University of Toronto
Keywords: TOS, replacement project, STOS

In article <700@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP () writes:
>Well, everybody is tired of waiting for Atari to improve the ST,
>right? Atari is hopeless. Then, why not improve it by ourselves?
>In the Amiga world, they have something called "ARP", short for
>"Amiga-DOS Repleacement Project", which some Amiga developers wrote
>to replace the dump Amiga DOS. Their idea worked. So, perhaps it
>is time for us Atari people to have a TOS Replacement Project--to
>write a new, but compatible operating system to replace the old
>brain-damaged TOS. The new operating system should be called
>"STOS", short for "SmarTer Operating System", meaning an OS smarter
>then TOS. Any comments?

The whole problem with Atari is their lack of recognition for the importance
of software in the system. The success of the IBM was largely due to
Microsoft's undying support, and the success of Apple is due to amazing
internal software guru's and Microsoft again.

A better operating system would be great. We know the hardware's potential.
Magic Sac has proven that it is faster than even the Mac. But ST software
itself will never amount to much. (ie, challenge IBM or Apple) Unless of
course the Tramiels wake up and realize that Software IS everything!!!
And then a new smarter OS will be useful.

Several things can be done:
1. If Atari started giving away development info.
So that all poor (but highly intelligent) hackers will be in on it.
And we do know that lots can be produced by unknowns...
(Yes, for free. As an investment for the future...)
2. If great PD software would be recognized and incorporated into
the operating system. (ie, DCFormat can be put in place of that
awful formatter in the Desktop.)
3. (you think of something, and post it!!)

6165. Gnu GCC V1.30 available for Minix ST

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 10:46:56 UTC
From: bammi@dsrgsun.ces.cwru.edu
Message-ID: <278@cwjcc.CWRU.Edu>
Source record: 250265
Cross-posted to: comp.os.minix,comp.sys.atari.st

Gnu CC V1.30 and associated tools (gcc-as, gcc-ld,
gcc-ar, gcc-nm) are running under MINIX on the AtariSt. Also, i have
ported the minix library, the library/kernel interface (st*.s files)
to this environment. Gnu CC may be used in two modes - producing code
in which integers are 16 bit quantities or producing code in which
integers are 32 bit quantities. I have done the approriate things in
the library/kernel interface to facilitate the two modes. The front
end driver (gcc) picks the correct start files/libraries according to
the mode (specified by the presence/absence of the -mshort flag). I
also upgraded the lib source before starting on this, with the relevant
diffs from the Ibm V1.2-V1.3 upgrade. Also incorporated quite a
few fixes that have appeared here lately, and found some more, that i
will post. This port has all the basic floating point support in it.
Hopefully, with the help of the net, we will build up a libm.a, building
on the basic floating support (which is the same as what was provided
in the TOS port thanks to John Denning). The same source is
appropriately #ifdef'ed to produce a Unix hosted (only SunOS V3.5
tested) cross-gcc (and the tools) for minixSt.

No changes are required to the kernel/fs/mm. I intend at some point to
do the appropriate things to compile the kernel with Gcc. It runs on a
1Meg ST, provided you cut way back on the ram disk (i am currently
using a 150K ramdisk). It certainly will not run on a 520ST. How big a
program you can compile basically depends upon how well modularized
your source code is. Under TOS i have compiled some pretty large
programs that consisted of many small to medium sized source files.

If there is sufficient interest i can package up the diffs from the
Gnu distribution and make it available for FTP and/or post it. Mail me
if you are interested.
--
usenet: {decvax,sun}!cwjcc!dsrgsun!bammi jwahar r. bammi
csnet: bammi@dsrgsun.ces.CWRU.edu
arpa: bammi@dsrgsun.ces.CWRU.edu
compuServe: 71515,155

PS:
Here are some interesting figures:
source: /usr/src/test/dhry.c
NOTE
gdry gcc compiled 16 bit integers mode no register
gdryr gcc compiled 16 bit integers mode with register
gdryo gcc compiled 16 bit integers mode no register and more optimize
gdryro gcc compiled 16 bit integers mode with register and more optimize

```
gdryoo gcc compiled 16 bit integers mode with register and max optimize

the same for 32 bit integers mode files, they have '32' suffix.

normal optimization = -O
more optimization = -O -fomit-frame-pointer -fcombine-regs -fforce-mem \
-fforce-addr
max optimization = -O -fomit-frame-pointer -fcombine-regs -fforce-mem \
-fforce-addr -fstrength-reduce

Script started at Thu Nov 10 09:33:20 1988
% for i in gdry*
> do echo $i
> size $i
> ls -l $i
> $i
> echo "------------------------"
> echo
> done
gdry
text data bss stack memory
4716 164 7400 53256 65536 gdry
-rwxr-xr-x 1 bammi 5048 Nov 10 04:24 gdry*
Dhrystone(1.1) time for 50000 passes = 60
This machine benchmarks at 833 dhrystones/second
------------------------

gdry32
text data bss stack memory
4480 180 12700 48176 65536 gdry32
-rwxr-xr-x 1 bammi 4831 Nov 10 04:24 gdry32*
Dhrystone(1.1) time for 50000 passes = 65
This machine benchmarks at 769 dhrystones/second
------------------------

gdryo
text data bss stack memory
4644 164 7400 53328 65536 gdryo
-rwxr-xr-x 1 bammi 4971 Nov 10 04:24 gdryo*
Dhrystone(1.1) time for 50000 passes = 57
This machine benchmarks at 877 dhrystones/second
------------------------

gdryo32
text data bss stack memory
4412 180 12700 48244 65536 gdryo32
-rwxr-xr-x 1 bammi 4758 Nov 10 04:24 gdryo32*
Dhrystone(1.1) time for 50000 passes = 61
This machine benchmarks at 819 dhrystones/second
------------------------
```

```
gdryr
text data bss stack memory
4716 164 7400 53256 65536 gdryr
-rwxr-xr-x 1 bammi 5048 Nov 10 04:24 gdryr*
Dhrystone(1.1) time for 50000 passes = 60
This machine benchmarks at 833 dhrystones/second <= not suprising! same as gdry
------------------------

gdryr32
text data bss stack memory
4480 180 12700 48176 65536 gdryr32
-rwxr-xr-x 1 bammi 4831 Nov 10 04:24 gdryr32*
Dhrystone(1.1) time for 50000 passes = 65
This machine benchmarks at 769 dhrystones/second
------------------------

gdryro
text data bss stack memory
4644 164 7400 53328 65536 gdryro
-rwxr-xr-x 1 bammi 4971 Nov 10 04:24 gdryro*
Dhrystone(1.1) time for 50000 passes = 57
This machine benchmarks at 877 dhrystones/second
------------------------

gdryro32
text data bss stack memory
4412 180 12700 48244 65536 gdryro32
-rwxr-xr-x 1 bammi 4758 Nov 10 04:25 gdryro32*
Dhrystone(1.1) time for 50000 passes = 63
This machine benchmarks at 793 dhrystones/second
------------------------

gdryroo
text data bss stack memory
4644 164 7400 53328 65536 gdryroo
-rwxr-xr-x 1 bammi 4971 Nov 10 09:22 gdryroo*
Dhrystone(1.1) time for 50000 passes = 57
This machine benchmarks at 877 dhrystones/second
------------------------

gdryroo32
text data bss stack memory
4412 180 12700 48244 65536 gdryroo32
-rwxr-xr-x 1 bammi 4758 Nov 10 09:23 gdryroo32*
Dhrystone(1.1) time for 50000 passes = 59
This machine benchmarks at 847 dhrystones/second
------------------------

%
Script done at Thu Nov 10 09:50:36 1988

NOTE:
dhry: ACK compiled dhry.c no registers
```

```
dhryr : ACK compiled dhry.c with registers

Script started at Thu Nov 10 09:57:55 1988
% for i in dhry*
> do
> echo $i
> size $i
> ls -l $i
> $i
> echo "-----------------------"
> echo
> done
dhry
text data bss stack memory
5112 362 7386 52676 65536 dhry
-rwxr-xr-x 1 bammi 5682 Nov 3 02:10 dhry*
Dhrystone(1.1) time for 50000 passes = 96
This machine benchmarks at 520 dhrystones/second
-----------------------

dhryr
text data bss stack memory
5118 362 7386 52670 65536 dhryr
-rwxr-xr-x 1 bammi 5688 Nov 10 09:50 dhryr*
Dhrystone(1.1) time for 50000 passes = 95
This machine benchmarks at 526 dhrystones/second
-----------------------

%
Script done at Thu Nov 10 10:02:41 1988
usenet: {decvax,sun}!cwjcc!dsrgsun!bammi jwahar r. bammi
csnet: bammi@dsrgsun.ces.CWRU.edu
arpa: bammi@dsrgsun.ces.CWRU.edu
compuServe: 71515,155
```

6166. Re: MINIX ST and Supra hard disks

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 19:50:27 UTC
From: trb@stag.UUCP
Message-ID: <662@stag.UUCP>
Source record: 250266
Cross-posted to: comp.os.minix,comp.sys.atari.st

In article <28@umvlsi.ECS.UMASS.EDU> kimmel@umvlsi.ECS.UMASS.EDU (Mathew Kimmel) writes:
>I've heard that the current version of Minix ST will not talk to Supra
>hard disks. However, I've also seen a message from someone who says he
>uses a Supra hard disk with Minix ST and has no problems. I'm not sure
>what to believe, but I'd like to know the answer before I buy Minix.
>Can the current version of Minix ST talk to a Supra hard disk? If not,
>is there a patch available that I could apply to the operating system to
>fix this?

A friend just bought his second 30MB Supra recently and discovered that the newer one works fine under Minix, but the older (8 months old) Supra doesn't. He is using the same format/utility software for each, and the only obvious difference is that the drive types were different (I think he said the new one was Seagate and the old was Miniscribe). The drive type shouldn't affect operation, so there must have been other changes in the ST-SCSI adapter as well. I hear that Supra is working on the problem, so hopefully there will be a software fix for the older drives.

-Todd Burkey
trb@stag.UUCP

6167. Hybrid Arts (was Re: MIDI networking)

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 20:07:07 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1196@fredonia.UUCP>
Source record: 250267

In article <148900008@inmet> hedger@inmet writes:
>
>Try getting in touch with someone at Hybrid Arts.....they wrote a game
>called MIDI kill or something like that where you connected machines
>through the midi ports and killed smiley faces.....anyway they might
>be of some help.
>

The game's name is "Midi Maze". I first saw this one at a local Atari Expo last year (had ~10 units playing it at once.) Anyways,I purchased this game,and it's been nothing but a headache for me. Sure,the game itself is fine. But,I think there is a problem with the protection scheme and/or the disk itself. I've written Hybrid Arts several times (5,I think) telling them about this problem and possibly sending my disk for an exchange,but have not heard a single word from them. (BTW I sent my warranty card in the day after the purchase.)

By now,the warranty has expired and I'm stuck without a working copy of a program I paid $35 for. I'm going to try again to write,and if I don't hear anything I'm just going to send the disk back. I don't want to call because I'm tired of calling companies with people answering the phone who don't know anymore than I do about the product (and sometimes I know more.) I'm sure I'm not the only one here who has called a company and had to explain the actual product before the problem. You'd think the company would put people who have used the product before to answer the phones.

Now,I'd like to know if anyone else has had any trouble with this company, and what happened. I hope for the ST world that I'm the only one with this problem.

--
/ / |\ | / / | / ~Marty Saletta @ Fredonia,New York~Leafs:1st place~~
/ __ /__ | \| /__ / | / ~Atari ST,New York Yankees,Who,Pink Floyd,ELP,Fripp~
\ / \ | | \ \ | \ ~Toronto Maple Leafs,Yes,CZ-1,Mad Max,and hi Lorie~~
\/ \ | | \ / | / ~UUCP: ...decvax!sunybcs!fredonia!dunkirk!sale5312~~

6168. Re: MINIX ST and Supra hard disks

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 20:34:41 UTC
From: johan@nlgvax.UUCP
Message-ID: <154@nlgvax.UUCP>
Source record: 250268
Cross-posted to: comp.os.minix,comp.sys.atari.st

In article <28@umvlsi.ECS.UMASS.EDU> kimmel@umvlsi.ECS.UMASS.EDU (Mathew Kimmel) writes:
>I've heard that the current version of Minix ST will not talk to Supra
>hard disks. However, I've also seen a message from someone who says he
>uses a Supra hard disk with Minix ST and has no problems. I'm not sure
>what to believe, but I'd like to know the answer before I buy Minix.
>Can the current version of Minix ST talk to a Supra hard disk? If not,
>is there a patch available that I could apply to the operating system to
>fix this?

I have been called by one of the developers of Supra (W. Brown), who
mentioned problems reported by some of his customers. He himself had
no MINIX-ST and I have no Supra disk. Has someone on the net a
combination of these two ingredients at hand, with some time and
willingness to look into this problem?
I would very much like to have MINIX-ST run on the Supra drive, since
they are quite popular.
--
Johan W. Stevenson johan@pcg.philips.nl Philips Research

6169. Re: Looking for Word Processor (Word Perfect not quite there)

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 21:43:46 UTC
From: jafischer@spurge.waterloo.edu
Message-ID: <9648@watdragon.waterloo.edu>
Source record: 250269

Speaking of Word Perfect, what happened to the Canadian phone
number? Last time I called the 1-800 number, I got an operator giving
me a new number to call, which turned out to be someone else entirely.
Can someone give me a number to call to get the latest version?
--
-Jonathan Fischer
Mr. Walkman

6170. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 21:56:00 UTC
From: "Erik Collin"
Message-ID: <9582.848.forumexp@mts.rpi.edu>
Source record: 250270

I'm looking for a source code listing for a VT100 emulator that runs on the ST (preferably in Pascal). I would like to write a terminal emulator and while I have a few ideas on how to go about doing it I would like to make sure I'm not headed in the wrong direction. If anyone has such a listing or knows where I can find one, please let me know. Any info would be greatly appreciated.

6171. new version of UW for Atari ST??

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 22:22:00 UTC
From: schmidt@cadlab.uucp
Message-ID: <347@cadlab.cadlab.de>
Source record: 250271

Is there a new version of "uw" for the Atari?

If there is none and there will be none, I would be interested in
the sources. I tried to reach the authors by mail, but apparently
some mailers in USA are very confused.
--
Michael Schmidt, CADLAB / FB 17, Uni-GH Paderborn, Bahnhofstr. 32,
D-4790 Paderborn, West Germany
Mail: schmidt@cadlab.UUCP or schmidt%cadlab@uunet.uu.net

6172. Re: Hard Drive questions

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 22:47:40 UTC
From: #FJMORA@WMMVS.BITNET
Message-ID: <8811132347.AA19764@ucbvax.Berkeley.EDU>
Source record: 250272

In a previous digest, David Rubin writes:
> What is the best way to fix the 40 folder bug?

I think that FOLDERxxx (where xxx is the number of active folder you want to add) is the standard fix around. It has been around since enough time to be considered as safe. I use FOLDR100.PRG and it eats 13K.

>Is it safe to use TURBODOS to speed up my drive?

I use TURBODOS since more than 1 year now to speed up my SH205, and I did not have any problem (nevertheless, I backup my disk regularly. Do the same thing, I found that Michtron BackUp! is okay. I know that some PD backup are better). If anybody is aware of a danger resulting of the use of TURBODOS, please let us know. TURBODOS is basically a cache (and a RAM hog, BTW). However, I wrote a letter to Atari-France to get a technical explanation about what the hell really does this utility, and they never wrote back, although they own the product.
Typical Atari user-support, I'm affraid.

Regards,

Frederic Mora BITNET:
The College of William and Mary #fjmora%wmmvs.bitnet
Dept. of Computer Science INTERNET:
Williamsburg, VA. 23185 fjmora@cs.wm.edu
USA GEnie: F.MORA

****
* *
* "Was uns nicht toetet, macht uns staerker." *
* Friedrich Nietzsche *
* What does not kill us makes us stronger *
* *
****

- Come, come, little line eater, I won't harm you (evil grin)...
- Come, come, little line eater, I won't harm you (evil grin)...
- Come, come, little line eater, I won't harm you (evil grin)...

6173. IB Drive Warning

Newsgroup: comp.sys.atari.st
Date: 1988-11-13 22:54:39 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <8811140255.AA23156@ucbvax.Berkeley.EDU>
Source record: 250273

I.B.Computers of Portland are selling a 5 1/4 floppy drive for the ST. I bought one of these, and couldn't get it to work. Sent it back to them to fix, and it still didn't work when I got it back. Then I saw a network note to the effect that the side select signals and drive select signals must be buffered.(Thanks to Myron Drapal.) I installed a 74LS241 and the drive started to work properly. IB Computers don't seem inclined to notify their customers of this problem, e en though I wrote them a detailled letter, so anyone considering a purchase of this drive should bear this in mind. Be prepared to modify the drive.
If you need a detailled description of the mod, send me mail.
Peter: (416)465-3007
55 Grandview Ave, Toronto, M4K 1J1, Canada

6174. Re: MIDI networking

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 00:00:55 UTC
From: Jan@cup.portal.com
Message-ID: <11282@cup.portal.com>
Source record: 250274

Are you thinking of Midi Maze? It sounds like it.

6175. Re: Looking for Word Processor (Word Perfect not quite there)

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 01:00:40 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <11286@cup.portal.com>
Source record: 250275

I almost hate to say it, since I have seen so many people knock it, but I have used almost everything from ST Writer, thru' Regent Word, First Word, Hippo xxxx, Word Up, Tempus, Word Perfect, and Microsoft Write, and when I want to do a fast letter or memo I use First Word Plus, for professional stuff where I want excellent proportionally spaced type, with the use of the glossary to built text from boilerplate components, i.e. legal stuff with special formats, I use Microsoft Write. The more I use it and get really intimate with it's features, the more I like it. With G+Plus instead of GDOS and an SLM804 it produces truly professional copy, and quickly too. The only lasting beef I have with it is the fact that every once in a while it boots up with a one column page width and I have to reset the margin definitions when I start up. It does multiple columnns with right justification and all that kind of bells and whistles stuff. A very underrated program in my mind. The lack of an integrated spell checker may bother some, but I've stopped relying on those since I discovered how often typos aren't caught by them, since they constitute a real word (i.e. thin, then, than, this, his, hen, etc.) When I have a real long doc to proof I save it as ASCII run it thru word perfect's spell check, by far the best spell checker I ever saw and then print it thru. MSW.

6176. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 01:09:11 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <11288@cup.portal.com>
Source record: 250276

re. whetерh Neodesk 2.0 allows displaying files on the desktop in text mode
the answer is yes, on a mono system you have a choice of the 24 line and the
48 line font, also. They haven't stopped working on it and they are good
conscientious folk. That was one of the first complaints I had about v1.0
and they promised the change and have made good. Gibnif and Codehead, tho'
funny sounding, could well be emulated by MANY larger software companies in
the areas of quality, after market support and user responsiveness. EA,
no I didn't think you were listening anyway.....

6177. MegaFile20 vs Supra 20meg

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 02:35:30 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <1817@sbcs.sunysb.edu>
Source record: 250277

Can someone who's been using the MegaFile 20 hard-drive from Atari
tell me how noisy this drive is compared to a Supra 20 Meg. I have a Supra
20 Meg bought in March 88 which has served been very well, but i find it
a quite noisy. Also any general info on the MegaFile 20 will be
appreciated. Thanks.

..Lean
--
if you can dream it, you can do it. CSNET:lean@sbcs.csnet
... go sleep ARPA:lean@sbcs.sunysb.edu
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

6178. Re: Info-Atari16 Digest V88 #484

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 08:16:10 UTC
From: ugbernie@cs.Buffalo.EDU
Message-ID: <2634@cs.Buffalo.EDU>
Source record: 250278

What about X11 or any version of X Windows?
Idris was supposed to have X Windows (10 ?)...
Minix with X would be very worthwhile. Does anyone know
if it's being worked on?
bernie

Bernard Bediako SUNY/Buffalo Computer Science
UUCP: ..!{ames,boulder,decvax,rutgers}!sunybcs!ugbernie
Internet: ugbernie@cs.Buffalo.EDU BITNET: ugbernie@sunybcs.BITNET
--

Bernard Bediako SUNY/Buffalo Computer Science
UUCP: ..!{ames,boulder,decvax,rutgers}!sunybcs!ugbernie
Internet: ugbernie@cs.Buffalo.EDU BITNET: ugbernie@sunybcs.BITNET

6179. NeoDesk - Info request

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 08:56:16 UTC
From: markhof@exunido.uucp
Message-ID: <700@laura.UUCP>
Source record: 250279

Hi there!

I'm interested to get some informations about the NeoDesk. I only know
that NeoDesk is a Programm which replaces the GEM desktop. Could someone
give a report about her/his experiences with NeoDesk?

Ingolf Markhof
(markhof@exunido.UUCP)

6180. Re: European mags/ST Clone ->Was Mega ST pinout

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 14:48:55 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <3774@ihlpe.ATT.COM>
Source record: 250280

> On another subject, I have heard a few months back, something about a
> clone of the ST possibly coming into the North American market. This was
> mentioned on another net, but since the system was supposedly imported
> from the European area, I thought I would find out about it here.
> Any help?
>
The ST Report a couple of issues ago mentioned that there were some
clones of the Atari 2600 found in New York, but not clones of the
ST computers. Apparently, someone was mistaken.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

6181. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 15:42:31 UTC
From: Hugh_Messenger.EuroPARC@XEROX.COM
Message-ID: <881114-093321-1221@Xerox>
Source record: 250281

pepper!cmcmanis@sun.com (Chuck McManis) writes:
>There is hope though, in that now MINIX is available for the ST
>and it should be possible to build a window system on top of MINIX
>that would be a good substitute for TOS.

What about X Windows? Not the worlds best windowing environment (which is, of course, the Xerox Development Environment :-), but a damn sight better than GEM. I've just got hold of Minix, and intend to investigate porting X as a (very) background task over the next year (or two, or three ..). I expect that this will be a somewhat, um, non trivial task, but it could be kind of fun in a masochistic sort of way.

-- hugh

6182. More SLM804 annoyances

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 15:49:31 UTC
From: Hugh_Messenger.EuroPARC@XEROX.COM
Message-ID: <881114-093413-1227@Xerox>
Source record: 250282

John,

I might as well add a few grievances of my own to the ongoing SLM804 knocking session.

1) The Alt-Help screen dump. If the SLM804 is not on-line and warmed up (ie. if the back door is open), the screen dump will just wedge. It doesn't come back when the printer does come on line, the only fix is a reboot. This is a monumental pain in the ass. Why oh why can't there be just one little line of code that checks printer status and gives the user some useful, informative feedback if the printer is off line? This is the kind of behaviour that drives me up the wall and makes me want to junk the whole @$%*! system and go buy a Mac. OK, I'm joking, but you take my point?

2) The last-page syndrome. If you double click on a document and select the print option, it prints fine except that the last page does not get printed - instead, it lurks about ready to leap out and attach itself to the front of the next document you print. This wouldn't be so bad, only as there is no FF at the end of the errant last page (which is presumably the problem), the second document gets run straight onto the end of it, thereby screwing up any page oriented formatting. Sounds trivial, but another in a long line of 'minor' annoyances with this printer. (Having siad this, it occurs to me that there may be a configurable option one can set via the control panel. If there is, I'll humbly retract this particular gripe).

3) This isn't really a grump, more of a puzzle. Occasionally in the past I have booted my machine with hard disk and laser turned off - I just want to copy some floppies or some such simple minded operation. If I do this, it is then impossible to format or copy floppies. Why so? How come just having something plugged in to the dma port affects floppy formatting, fer cryin' out loud?

-- Hugh

6183. StarRay For Sale

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 16:32:30 UTC
From: twf@io.UUCP
Message-ID: <819@io.UUCP>
Source record: 250283

For Sale: One Copy of StarRay by LogoTron

Brand New (still with warranty card)

Beautiful Defender clone with seven worlds
and plenty of enemies to blast away!!

512K and color required.

$25.00 plus shipping.

Tom Flaherty (617)577-9800 ext. 4452
--

...!{mid-eddie,bbn}!ileaf!twf Tom Flaherty, Interleaf, Cambridge, Ma
...!sun!sunne!ileaf!twf (617)577-9813 x4452

6184. Re: MegaFile20 vs Supra 20meg

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 17:29:53 UTC
From: danscott@atari.UUCP
Message-ID: <1230@atari.UUCP>
Source record: 250284

in article <1817@sbcs.sunysb.edu>, lean@sbcs.sunysb.edu (Lean L. Loh) says:
>
>
> Can someone who's been using the MegaFile 20 hard-drive from Atari
> tell me how noisy this drive is compared to a Supra 20 Meg. I have a Supra
> 20 Meg bought in March 88 which has served been very well, but i find it
> a quite noisy. Also any general info on the MegaFile 20 will be
> appreciated. Thanks.

I've only used a Supra drive once or twice, but I do know that the Megafile 20 not at all noisy. Depending on how quite the room you plan to put it in is all you may hear is the fan working quietly. I can't detect any noise from the HD itself (Unlike another HD I own that sounds like a F-4 Phantom ready for take-off!).

Dan

6185. Re: Hard Disk limitations

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 17:40:05 UTC
From: ralph@laas.laas.fr
Message-ID: <119@laas.laas.fr>
Source record: 250285

In article <76253@sun.uucp>, cmcmanis%pepper@Sun.COM (Chuck McManis) writes:
> The original 68K GEM inherited the 32Mb hard disk partition
> limit from MS-DOS, there was also a sixteen partition limit once but I
> believe that it is now 26 (A-Z).

The question that this bring to mind is what is the limit on the
number of GEM desktop icons for partitions/drives? Can one have 26
drive/partition icons up on the screen at the same time?

6186. Re: How is Atari doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 18:13:06 UTC
From: david@bdt.UUCP
Message-ID: <429@bdt.UUCP>
Source record: 250286
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <694@uhnix2.uh.edu> uace0@uhnix2.UUCP writes:
>
>** FLAME ON **
>
>If David Beckemeyer would stop wearing his heart on his sleeve, maybe he
>wouldn't get so offended by other people's marketing strategies. Just
>because he had faith in ATARI Corp. and they let him down, *DOES NOT* give
>him the right to bash all companies associated with the ATARI computers!!!

[rest deleted]

>
>- mike vederman
>
>--
>for (;;) : Use ATARINET, send an interactive
> do_it(c_programmers); : message such as:
> : Tell UH-INFO at UHUPVM1 ATARINET HELP
>University Atari Computer Enthusiasts : University of Houston UACE

Believe it or not I wasn't trying to bash Antic. I realize it probably looked
like that, and so I'm going to make a brief posting to (maybe) clear it up.

It was more like: "See even companies that originally were very dedicated
to the Atari ST are being forced to move on and expand their horizons..."

I sincerely have absolutely no problem with Antic Software's move away
from 100% Atari software. I think it's a perfectly reasonable thing to
do. But at the same time I think it makes a pretty strong statement
about Atari's position in the marketplace.

I'm sorry about the way the message appeared to bash Antic Software. I
didn't mean it that way.
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

6187. Re: A proposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 18:51:26 UTC
From: perand@ttds.UUCP
Message-ID: <1184@ttds.UUCP>
Source record: 250287

In article <1226@psu-cs.UUCP> kirkenda@psu-cs.UUCP (Steve Kirkendall) writes:
>In article <1683@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>>In article <17702@shemp.CS.UCLA.EDU> acm@cs.ucla.edu writes:
>>>I have a comment. Why not adopt MINIX as that new OS?

{ part deleted }

>
>One problem with Minix: It is not freely redistributable. Cheap, yes; free, no.
>I suspect a PD operating system would have a much better chance of catching on;
>can you imagine a typical Atari salesman explaining to a typical Atari customer
>why s/he should spend money to replace something as technical as an OS?
>
{ part deleted }
>
>I like the Minix idea, or a PD *NIX clone.
>
>Hey, Atari! What kind of support would you be willing to give to a project
>like this? Yes, I understand that you all think TOS 1.4 is the greatest thing
>since 3.5" disks... but DEC feels the same way about VMS, and a lot of us
>customers want an alternative. Please post a response.
>
> -- Steve Kirkendall

Well everybody if you feel like dropping the floppy-disc OS one
might consider GNU when it becomes ready. It is supposed to
be a full-blown UNIX type operating system with all the utilities
one might need. It will probably demand something like 1.5-2MB ram
in its initial form but that might be possible to change.
It has preparations to make people unable to restrict further distribution.
--
WHOAMI : Per Andersson
WHERE : Royal Institute of Technology, Stockholm
UUCP : perand@tds.kth.se
SUNET : perand@meta.sunet.se, meta::perand

6188. Re: Fdatime under Laser C

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 19:25:34 UTC
From: apratt@atari.UUCP
Message-ID: <1231@atari.UUCP>
Source record: 250288

```
In article <992@ncar.ucar.edu> bovet@hao.ucar.edu (Ray Bovet) writes:
> I'm having a terrible time trying to get Fdatime to modify
> a file modification time and date stamp using Laser C.

Fdatime had some problems in TOS 1.0 and 1.2 -- it's been changed for
TOS 1.4 to be more sane. I don't remember exactly what the problem was,
besides the documentation having the arguments wrong... The new Fdatime
doesn't write to the disk at all: it writes to the open-file data
structure, which gets written to disk when you close the file. This
means that checking your write with Fsfirst won't work, because what's
on the disk won't get updated until the file is closed.

The correct usage is:

Fwrite(timebuf,handle,flag);
int *timebuf; /* ptr to two ints: time & date */
int handle; /* handle of file */
int flag; /* nonzero to write from timebuf */

If 'flag' is zero, the file's date & time are copied into the two ints
at timebuf. If 'flag' is nonzero, the ints at timebuf are copied into
the file's date & time fields. Since the date & time are updated each
time the file is written to, you should make this call immediately
before closing the file.

==========================================
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
```

6189. Re: Looking for Word Processor (Word Perfect not quite there)

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 20:02:58 UTC
From: rjung@sal15.usc.edu
Message-ID: <1917@nunki.usc.edu>
Source record: 250289

In article <11286@cup.portal.com> Dave_Ninjajr_Flory@cup.portal.com writes:
>... for professional stuff where
>I want excellent proportionally spaced type, with the use of the glossary to
>built text from boilerplate components, i.e. legal stuff with special formats,
>I use Microsoft Write. The more I use it and get really intimate with it's
>features, the more I like it. With G+Plus instead of GDOS and an SLM804 it
>produces truly professional copy, and quickly too. ...
>... an underrated program in my mind.

Not to start any wars or anything, but I think a major part of people's grief with Microsoft Write for the ST is that it was _way_ below all of our expectations. It's an okay bare-bones (not too many bells and whistles) WP, but for $140, it's preposterous.

It does have (in my opinion) one advantage over all the other WP's out there, and that is the use of GDOS' multiple fonts. In fact, it was my utter disgust with M.Write that led me to WORDUP, by NeoCept. Contains almost everything M.Write has, with even MORE features (graphics merging, glossary, true WYSIWYG, etc.) -- and the stunning price of $80. You really should try it sometime; The potential equvalent of MacWrite on the ST.

Does anyone know when the next upgrade for WordUp is coming out? The guys at NeoCept told me (at the Glendale Atari Faire, in September) that it would be out "in two weeks". But now it's November, and nothing. Does anybody have any news?

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

6190. Re: European mags/ST Clone ->Was Mega ST pinout

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 21:41:34 UTC
From: hase@netmbx.UUCP
Message-ID: <1704@netmbx.UUCP>
Source record: 250290

In article <183@dalcsug.UUCP> euloth@dalcsug.UUCP (Glenn Euloth) writes:
>In article <11140@cup.portal.com>, BobR@cup.portal.com (Bob BobR Retelle) writes:
>I have heard bits and
>pieces about this magazine c't. It sounds like an excellent magazine.
>I have a few friends who can speak/read German so getting it would be
>relatively easy for me to get it translated.

I suggest You to talk to the publishing company. They'll send a copy to
the states, I think.
adress is: Heise Verlag
Helstorfer Strasse 7
3000 Hannover 61
or send email to "sch8@cosmo.UUCP" (thats ...!unido!cosmo!sch8) and ask
him to forward the message to Mister Persson (the c't Editor in Chief).

>On another subject, I have heard a few months back, something about a
>clone of the ST possibly coming into the North American market. This was
>mentioned on another net, but since the system was supposedly imported
>from the European area, I thought I would find out about it here.

There is an ST clone out here in Germany: it is build of three board of
100 by 160 millimeters (Euro card size) as a "sandwich". The case is an
19 inch casette (3 HE/14TE). Very cute thing.

It is made from Atari parts ("OEM"-ST boards) and very exspensive (The
computer witout monitor, keyboard, mouse, disk, powe supply, 19" rack
and so on is about $1000).

Maybem this "190 ST" is, what You heard about.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
In a space in the forest, on an empty patch of wet ground between a
circle of craning trees, appeared quietly and without fuss a plain white
door.

6191. Re: A prosposal--TOS Replacement Project

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 22:15:38 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2682@silver.bacs.indiana.edu>
Source record: 250291

For those who have considered the replacement TOS idea, you will need to find another name. STOS is a product distributed by Joppa in Maryland. It's a game authoring language.

6192. Brown-outs

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 22:54:11 UTC
From: why@cory.Berkeley.EDU
Message-ID: <7396@pasteur.Berkeley.EDU>
Source record: 250292

Every once in while, when I'm in WordPerfect, I notice that the screen will flicker, the entire screen will dim and brighten, giving the impression that it's about to explode! Well, maybe not explode... Anyway, can anyone tell me what might be causing this? At first I attributed this to eye fatigue, but that isn't it. And it only happens when I'm using WordPerfect, so that would seem to rule out general brown-outs or power surges as the cause, too. Hard disk activity is also not the cause. Eliminating these, does anyone have a good suggestion as to the cause of the problem?

Thank you,
Warner Young

6193. Re: Hard Disk limitations

Newsgroup: comp.sys.atari.st
Date: 1988-11-14 23:17:52 UTC
From: dclemans.falcon@mntgfx.mentor.com
Message-ID: <1988Nov14.151753.28762@mntgfx.mentor.com>
Source record: 250293

From article <3482@jpl-devvax.JPL.NASA.GOV>, by grieggs@jpl-devvax.JPL.NASA.GOV (John T. Grieggs):
> 16 Mb per partition * 12 partitions = 192 Mb
>
> If anyone knows a not-too-illegal way around this limit, I would like
> to hear about it. I know of no way to effectively use a 300 Mb unit
> on an ST at this time.
>

There has been some pressure from developers on Compuserve to get Atari to "fix" the bug that limits partitions to 16 megabytes, instead of the 32 megabytes that the present FAT could presently address. They've been resisting it, based on the scenario:

"naive" person A with a "fixed" OS builds a hard disk with big partitions and then fills that partion so that more than 16 megabytes is used. Then that hard disk is taken to a machine that doesn't have a "fixed" OS and tries to use it; that machine proceeds to scramble the disk

(or other similar situations). One suggestion (made by somebody at Atari Canada?) was a different partition type, so that "old" machines would ignore big hard disk partitions.

(And of course if the GEM filesystem was made compatible to MSDOS/PCDOS 4.0, then more than 32 megabytes could be addressed...).

Currently there is no way to address more than 192 megabytes as a GEM filesystem. However you can use any amount of space as a raw disk (supposedly you just give the appropriate flags to the Rwabs call...)

dgc

6194. Re: MINIX ST and Supra hard disks

Newsgroup: comp.sys.atari.st
Date: 1988-11-15 00:14:01 UTC
From: dclemans.falcon@mntgfx.mentor.com
Message-ID: <1988Nov14.161403.28860@mntgfx.mentor.com>
Source record: 250294
Cross-posted to: comp.os.minix,comp.sys.atari.st

From article <28@umvlsi.ECS.UMASS.EDU>, by kimmel@umvlsi.ECS.UMASS.EDU (Mathew Kimmel):
> I've heard that the current version of Minix ST will not talk to Supra
> hard disks. However, I've also seen a message from someone who says he
> uses a Supra hard disk with Minix ST and has no problems. I'm not sure
> what to believe, but I'd like to know the answer before I buy Minix.
> Can the current version of Minix ST talk to a Supra hard disk? If not,
> is there a patch available that I could apply to the operating system to
> fix this?
>

Could this be a situation similar to what the PC-Ditto people just issued
a patch for? PC-Ditto (the IBM PC emulator for the ST) has its own drivers
for hard disks. Apparently some versions of ST DMA port adaptor boards
are slower at responding to commands than others; in particular the PC-Ditto
note talked about older Supra boards. PC-Ditto recently issued a patch
that changed timing parameters in their driver to make it work on Supra's.

dgc

6195. HD compatibility

Newsgroup: comp.sys.atari.st
Date: 1988-11-15 01:58:00 UTC
From: LIPPU@FINFUN.BITNET
Message-ID: <8811160058.AA06857@ucbvax.Berkeley.EDU>
Source record: 250295

I am selling my obsolete 20Mb Seagate to a guy with a PC. The problem is that it is full of my personal files and I don't like the idea of swapping it temporarily with my current drive just to erase the files on it. Can the PC owner easily get to my files or must he format the drive first in order to access it?

Any piece of information is appreciated.

Thanks,

Esa Matti Lippu

6196. Rumored Atari 68000 Game Machine

Newsgroup: comp.sys.atari.st
Date: 1988-11-15 02:05:56 UTC
From: al710@unh.UUCP
Message-ID: <761@unh.UUCP>
Source record: 250296
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video

Has anyone heard anything about Atari producing a 68000 based
home video game system? Rumors flew several weeks back, but
I've heard nothing new lately.

Specifically, if such a machine does/will exist, I was hoping to get
answers to these questions, before I settle on buying a Nintendo
or Sega:

* How does it compare to the Sega, Nintendo, and Atari XE systems
available now? What are the specs for these 3 machines,
and what are they for the new, rumored Atari box? Along these
lines, what kind of input devices (light gun, 3D specs, etc.)
will be available?

* When will it be released? (Rough guesses -- plus or minus
1/2 year -- are welcome).

* How about cost and projected game availability (within, say,
1 year of release)?

Post or e-mail replies. I'll summarize if the response warrants it.

```
/*
** What, you wanted something funny?
** --- Anthony Lapadula (...uunet!unh!al710)
*/
```

6197. Re: new version of UW for Atari ST??

Newsgroup: comp.sys.atari.st
Date: 1988-11-15 02:47:41 UTC
From: trb@stag.UUCP
Message-ID: <663@stag.UUCP>
Source record: 250297

In article <347@cadlab.cadlab.de> schmidt@cadlab.uucp (Michael Schmidt) writes:
>
>Is there a new version of "uw" for the Atari?
>
>If there is none and there will be none, I would be interested in
>the sources. I tried to reach the authors by mail, but apparently
>some mailers in USA are very confused.

I talked to one of the authors a few months ago (for the Lachman version...) It sounded like he had made a few changes (even file xfer capability), but I still haven't gotten the sources from him. I've been using screen lately at work, so haven't had a dire need for uw, but if/when I get the sources I will be looking into adding RGB support. I have one of the original RGB monitors and I prefer it over using my monochrome. Of course, if anyone has already added RGB capabilities, please post it ASAP!
-Todd Burkey
trb@stag.UUCP

6198. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-11-15 03:35:00 UTC
From: AMLXX@campus.swarthmore.EDU
Message-ID: <8811151140.AA23764@ucbvax.Berkeley.EDU>
Source record: 250298

```
unsubscribe info-atari16
```

6199. GCC for MinixST now available for FTP

Newsgroup: comp.sys.atari.st
Date: 1988-11-15 06:38:17 UTC
From: bammi@dsrgsun.ces.cwru.edu
Message-ID: <284@cwjcc.CWRU.Edu>
Source record: 250299
Cross-posted to: comp.os.minix,comp.sys.atari.st

My mailbox has been overflowing ever since this morning. At last count
i got 43 requests for Gcc for MinixST. It is available for anaonymous
FTP from dsrgsun.ces.cwru.edu (129.22.16.2). Its in the directory
~ftp/pub/minix (Note: there is also a directory ~ftp/pub/atari, that
also contains gcc stuff, but that is for TOS not Minix). I got three
request to post it on the net from people who do not have FTP access. I have
offered to copy the files onto floppies for them, instead of flooding the
net (and the subsequent re-posts). If you do not have FTP access
please send me Email and we can arrange floppies.
--
usenet: {decvax,sun}!cwjcc!dsrgsun!bammi jwahar r. bammi
csnet: bammi@dsrgsun.ces.CWRU.edu
arpa: bammi@dsrgsun.ces.CWRU.edu
compuServe: 71515,155

PS: Here is the README file

Here is the GCC distribution for MinixST. Only context diffs are provided
where possible. The same source may be used to make a unix (only
SunOS 3.5 tested) hosted Gcc based cross development system, by using
the appropriate makefiles (provided). Further, GCC may be used in two
modes, 16 bit integer or 32 bit integer mode. The driver program `gcc'
will pick up the correct library objects appropriate to the mode. The
mode is selected by the presence/absence of the `-mshort' command line
arguement to `gcc'. Please note that even while linking 16 bit integer
object files using `gcc' or `gcc-ld' the `-mshort' flag should be used to
link in the 16 bit library objects.

** ACKNOWLEDGEMENTS **

John Dunning (jrd@stony-brook.scrc.symbolics.com) did the hardest
part, the port to atari/TOS. BIG thanks to him. Frans Meulenbroeks
(meulenbr@cst.prl.philips.nl) contributed a lot of info and sample
code for minixST. Thank you very much.

This distribution contains the following subdirectories:

bin/ Atari Minix executables
lib/ Library Object files
include/ Include files (diffs + additional files)
src/ All the src diffs and additional files

bison/ Frans Meulenbroeks diffs for bison
dir/ Doug Gwyns portable directory package
etc/ Dhrytone stuff

gas/ Diffs + additional files for gcc-as
gcc/ Diffs + additional files for for gcc, gcc-cpp, gcc-cc1
lib/ Diffs + additional files for Gcc MinixSt library

util/ Source for gcc-ld, gcc-ar and gcc-nm

Each subdirectory contains a file `README.MINIX' that gives further
details about the subdirectory contents.

All the files needed to use the compiler are provided in the distribution,
except the include files, for which the diffs are provided. You can recreate
all the include files by applying the diffs in the include subdirectory
to the include files that came with minixSt.

If you want to recreate all the sources you will need

- gcc V1.30 distribution
- gas V1.25 distribution
- Atari Minix sources
- Latest Bison distribution

all additional files and diffs are provided in the distribution.
usenet: {decvax,sun}!cwjcc!dsrgsun!bammi jwahar r. bammi
csnet: bammi@dsrgsun.ces.CWRU.edu
arpa: bammi@dsrgsun.ces.CWRU.edu
compuServe: 71515,155

6200. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-11-15 07:26:42 UTC
From: BobR@cup.portal.com
Message-ID: <11345@cup.portal.com>
Source record: 250300

R.C. Philbrick writes:
>The latest issue of St-Log contains a reasonably complete list of hints
>that covers everything from beginning to end.

Thanks, R.C...! (I know the author personally...! :)

If anyone would like to know how to order a hintbook with all the info
in the ST-Log series of articles, plus a lot more (including a detailed
set of maps, original illustrations, a cross-referenced index AND
specific answers to puzzles... the kind of thing I couldn't put in the
magazine...), just send me E-Mail...

BobR

6201. Forth on the ST

Newsgroup: comp.sys.atari.st
Date: 1988-12-15 20:34:57 UTC
From: drc@beach.cis.ufl.edu
Message-ID: <19577@uflorida.cis.ufl.EDU>
Source record: 250001

I am looking for a "well behaved" Forth for the ST.
By well-behaved I mean a Forth that runs under GEMDOS,
reads/writes standard ST files, is relocatable, etc.
Any suggestions?

David Cabana

6202. PC for ST

Newsgroup: comp.sys.atari.st
Date: 1988-12-15 20:55:27 UTC
From: cmartin@ugly.cs.ubc.ca
Message-ID: <225@ubc-cs.UUCP>
Source record: 250002

Last winter in Germany there was a product with name Supercharger on the market, or about to be brought to the market. It was an add-on PC for the Atari ST which was to be connected to the DMA port.

Does anybody in Europe know what has become out of that product?

Clemens Martin, UBC

6203. Re: NULLFILL

Newsgroup: comp.sys.atari.st
Date: 1988-12-15 21:43:48 UTC
From: apratt@atari.UUCP
Message-ID: <1262@atari.UUCP>
Source record: 250003

In article <8812150429.AA21699@ucbvax.Berkeley.EDU> U46050@UICVM.BITNET (JOHN ZAFIRIS) writes:
> For those of you following the NULLFILL vs. FATSPEED saga: The
> incompatibility can be avoided by using DISKFREE (by Tim Purves of
> Michtron) instead of FATSPEED. DISKFREE seems to do things more
> 'legally'... whatever that means.
> ...John

In the first place, NULLFILL and (FATSPEED & DISKFREE) do different things. In the second place, there is no "legal" way to do what DISKFREE does. (Note that Zoomracks, at least, doesn't work with it.)

I don't know if FATSPEED and DISKFREE do the same thing or not.

In any case, none of this is necessary with TOS 1.4. I can't recommend them even as stopgap measures, but if you want to take risks with your data, that's your lookout.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

6204. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-15 21:48:36 UTC
From: apratt@atari.UUCP
Message-ID: <1263@atari.UUCP>
Source record: 250004

In article <3767@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:
> in article <12076@hall.cray.com>, rosenkra@hall.cray.com (Bill Rosenkranz) says:
> > after disassembling a code i found on some bbs which doubles the effective
> > on-screen travel of the mouse form, i found it ixecutes bios function 0x7F
>
> There isn't a bios function 0x7f. But it is a useful bios call
> if you intended to patch the bios handler on the ST. When the ST bios
> or xbios handler receives an illegal function number it returns an error
> code and a pointer to the bios/xbios function pointer table.

Great! This is exactly the kind of "It works, so use it" philosophy
which makes it so hard to improve TOS in a backward-compatible way.
Please do not rely on crap like this in your programs. If you do, don't
expect them to work in the future. Maybe I should make sure the hack
described above stops working, but I'm not vindictive or petty, so I
won't.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

6205. Re: FTP Arc Transfers

Newsgroup: comp.sys.atari.st
Date: 1988-12-15 21:54:23 UTC
From: sbigham@dukeac.UUCP
Message-ID: <1165@dukeac.UUCP>
Source record: 250005

Yet another monkey wrench to throw in the works:

Is the ARC used to arc these binaries the same as the arc found on most Unix systems? Or what is this ARC 5.21 thing the last person mentioned? The only other ARC program I've seen is (you guessed it) ARCed.

I have some file called ARCX.TTP given me by a friend of mine who does this sort of thing regularly (and who's unfortunately at another college at the moment). Does it bear any relation to anything discussed above (or anywhere else in the newsgroup, for that matter)?

sbigham

--
Scott Bigham "The opinions expressed above are
Internet sbigham@dukeac.ac.duke.edu (c) 1988 Hacker Ltd. and cannot be
USENET sbigham@dukeac.UUCP copied or distributed without a
...!mcnc!ecsgate!dukeac!sbigham Darn Good Reason."

6206. Using a Video LaserDisc Player as a CD-ROM on an Atari ST.

Newsgroup: comp.sys.atari.st
Date: 1988-12-15 22:15:32 UTC
From: covertr@gtephx.UUCP
Message-ID: <4046fbd0.14e07@gtephx.UUCP>
Source record: 250006

I just read a message in rec.video that the new Pioneer CLD-3030 video laser disc player can be used on an apple //e and a Macintosh and an IBM PC clone as a CD ROM. My question is:

Does anyone know how to use the Pioneer CLD-3030 video laserdisc player as a CD ROM on an Atari computer???

It seems that if a video laserdics player can be used on a Mac then it should be possible to use it on an Atari. Maybe it could be used in the Spectre 128 Mac emulator?? Anyway, the local price for a new CLD-3030 is $1200 which is the same price as the Mac CD ROM. The advantage of buying the video laserdisc player is that not only can you play your movies, but you can have a CD ROM long before Atari releases their CD ROM (if Atari ever does release one!!).

So, how about, is it possible?? Has anyone done this??

Richard (Hopeful) Covert

6207. Re: Unarc-ing arc'd files.

Newsgroup: comp.sys.atari.st
Date: 1988-12-15 22:52:54 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <518@stag.math.lsa.umich.edu>
Source record: 250007

In article <2540@udccvax1.acs.udel.EDU> kerly@vax1.acs.udel.EDU (Philip J Kerly) writes:
>
> I have ftp'd some files from him1.cc.umich.edu without any problems. However,
>they are all arc'd including the unarc.arc file. I assume that unarc.arc is
>needed to unarc the arc'd files. Can anyone tell me how or where I can get
>an un-arc'd version? (If you can - please do!)

Get PC7:arc.ttp off of him1. This is probably the only non-arc'ed file you'll
find there. (Still need to transfer it in binary mode, of course.) This file
is version 5.21b, the latest I've released so far.
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

6208. Software that Spectra 128 will not run

Newsgroup: comp.sys.atari.st
Date: 1988-12-15 23:47:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <881215234741.494601@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 250008

Does anyone know if Spectra (or is it spectrum) 128 will run Hypercard?
And speaking of this, could some kind soul please post a list of
software that the program will not run. I am sure there are many
Atarians out there who would like to know this, and I am one of them!

Thanks in advance

* * * *** *** * * * * *** * *** ** * * * **
*** *** *** *** * *** * * * * * * *** * *
* * * * * * * * *** *** *** ** * * * **

Aric Friesen

Addresses:

Genie: A.FRIESEN

ARPA: Friesen%PCO@BCO-MULTICS.ARPA

6209. Re: FTP Arc Transfers

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 01:04:46 UTC
From: jlong@afit-ab.arpa
Message-ID: <786@afit-ab.arpa>
Source record: 250009

I have downloaded many arc files from UMICH.EDU using FTP. I too had problems with the 'Bad Header" messages until I started using the mainframe to De-arc the files and THEN downloading them via UniTerm! Those of you who are having these problems may want to try that. I suspect that these files were originally arced on a mainframe and that our ST version of arc isn't compatible.

6210. Re: FTP Arc Transfers

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 01:23:18 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <519@stag.math.lsa.umich.edu>
Source record: 250010

In article <1165@dukeac.UUCP> sbigham@dukeac.UUCP (Scott Bigham) writes:
>Yet another monkey wrench to throw in the works:
>
>Is the ARC used to arc these binaries the same as the arc found on most Unix
>systems? Or what is this ARC 5.21 thing the last person mentioned? The only
>other ARC program I've seen is (you guessed it) ARCed.
>
Until recently, ARC did not exist on most Unix systems. However, within the
past year, three major versions have come out, based on MSDOS ARC versions
5.12, 5.20, and 5.21. If your Unix ARC doesn't claim to be any particular
version, it is probably based on 5.12. I released 5.20 and 5.21; the former
to alt.sources and the latter on comp.sources.unix. If you don't have it,
get it from uunet or any other unix archive site...

>I have some file called ARCX.TTP given me by a friend of mine who does this
>sort of thing regularly (and who's unfortunately at another college at the
>moment). Does it bear any relation to anything discussed above (or anywhere
>else in the newsgroup, for that matter)?

ARCX will only extract files from archives, and it won't extract squashed
files. ARC 5.21 will both create and extract from archives with squashed
files, as well as the usual crunched and squeezed... (Too bad it's so slow.
Still looking at it to see what new things I can do with it. Should have
5.32 in a couple days; look for it in a week or two.)
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

6211. Re: Dungeon Master - Help? Hints! Arrgg

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 02:18:00 UTC
From: beldavsa@silver.bacs.indiana.edu
Message-ID: <36500059@silver>
Source record: 250011

I could also use some help on the level three "choose your fate " stuff.
I have finished the dungeon called "creature caverns" (or whatever its
called...), and I just finished killing the Guardian in the dungeon
that he resides in. Now I am faced with about 10 gates that have
buttons with transporter beams in them...(as well as one button
on the opposite wall that doesn't seem to do anything). How do
I get the chest???? I'm also interested in other hints/spoilers on
any of the dungeons on level 3 (especially the ones mentioned by
the original poster [ie. the matrix].

Thanks for any and all help!!

--

Zintars Beldavs

6212. Re: Help

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 04:54:13 UTC
From: Robert_Bob_Mulholland@cup.portal.com
Message-ID: <12634@cup.portal.com>
Source record: 250012

I can't really help you with your first problem dealing with poking screen memory directly with the right colors but I can help with getting advice on good Atari ST books on the subjects you listed.

Assembly Language: Programming the 68000 by Steve Williams (Sybex Inc.)
Compute!'s Atari ST Machine Language Programming Guide

Internals: ST Internals (Abacus)
The Concise Atari ST 68000 Programmer's Reference Guide (Glentop)

VDI / AES / TOS: Compute!'s Technical Reference Guide, Volume I: VDI
Compute!'s Technical Reference Guide, Volume II: AES
GEM Programmer's Guide (Abacus)

I have all of these books in my ST library but some of them do contain some typos. The most accurate books are those produced by Compute!.

6213. Re: (none) degas-to-ps translator

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 08:13:09 UTC
From: decouty@irisa.UUCP
Message-ID: <890@irisa.UUCP>
Source record: 250013

In article <313@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
[...]
|Why not put your efforts into writing/rewriting something thats really
|needed. (How about Degas format to postscript for starter).
|
|Keep coding
|
|howard johnson
|ATT-BL
|lzaz!hcj

I have written such a translator. It enables you to print (rs232, file,
centronics) either the full pi3 image or a portion of it. You can
select true size, max size, zoom factor, portrait/landscape, epsf compatible
for latex inclusion, # of copies...
If someone wants to try it, ask for. Now, rsc are in French, but I can make
an english version.
bug: loads only PI3 image.

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+---+
IRISA - INRIA	EMAIL : decouty@irisa.fr
Campus de Beaulieu	
F-35042 Rennes Cedex	UUCP : {uunet,mcvax,inria}!irisa!decouty
FRANCE	decouty@irisa.UUCP
+--------------------------+---+--------------------+-------------------------+
| PHONE : +33 99 36 20 00 | TELEX : 950473 UNIRISA | FAX : +33 99 38 38 32 |
+--------------------------+-----------------------+-------------------------+

6214. DUNGEON MASTER - Hintbook?

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 11:34:16 UTC
From: matt@ethz.UUCP
Message-ID: <721@ethz.UUCP>
Source record: 250014

I know this topic has been covered before. Since our machine keeps news only two weeks, the original conversation has gone...

I am looking for hintbooks, hintdisks etc. for Dungeon Master on the ST. Please e-mail pointers to such things to me.

Thanks in advance, Martin

P.S: I have solved the game. A friend of mine wants to know every secret of the dungeon.

--
Martin Matt (...!cernvax!ethz!matt)

6215. Re: Monitors compatible with Atari (was: Re: SC1224 Monitor Buzz)

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 12:03:08 UTC
From: susher@ucl-cs.UUCP
Message-ID: <128@ucl-cs.UUCP>
Source record: 250015

From: susher@uk.ac.ucl.cs

The ST's RGB port is a standard analogue RGB port. I have connected a
Ferguson MC01 TV/monitor to mine with no difficulty. The points to watch
out for are:-

(i) The monitor must be able to display Analogue RGB
(ii) The monitor must have a loudspeaker (unless you want to
use an external one with an amplifier)

I hope this will be helpful.

Stephen Usher.

6216. Re: GFA Basic v 2.0

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 12:28:35 UTC
From: uli@rubmez.UUCP
Message-ID: <215@rubmez.UUCP>
Source record: 250016

```
In article <801@sdcc15.ucsd.edu>, pa1132@sdcc15.ucsd.edu (pa1132) writes:
>
> Since it is
> almost like being free, perhaps Atari can think getting the right to
> distribute GFA Basic V. 2 with every Atari ST instead of the
> terrible ST BASIC.

In Germany Omikron Basic Rev. 3.0 is shipped with every Atari. Other
Atari owners can get it for 19.95 DM (~ 11.-$). While GFA has advantages
in graphic applications (very minor ones) Omikron is very strong in
mathematical applications. I even think of using it myself.

uli ( <- Still Fortran hacker )

+-------------------------------------------------------------------------+
| Ulrich Liesenfeld | <uli@analyt.chemie.uni-bochum.dbp.de> |
| Ruhr-Uni Bochum |..unido!gmdzi!analyt.chemie.uni-bochum.dbp.de!uli |
| Analytische Chemie |-------------------------------------------------|
| 4630 Bochum | #define WARRANTY disclaimer |
+-------------------------------------------------------------------------+
```

6217. BitNet blues

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 14:20:46 UTC
From: AB084@DK0RRZK0.BITNET
Message-ID: <8812161420.AA22497@ucbvax.Berkeley.EDU>
Source record: 250017

We poor BitNet people haven't received the Info-Atari16 digest (redistribution of comp.sys.atari) for several weeks. So we're really cut off. Does anybody know the reason? And would some kind soul be able to end this situation?
Can anybody tell me what current state of netlib@laksys is? I read Marty's announcement that lakesys was down, but that was quite some time ago.
Similarly: What happened to the archive-server@ssyx.ucsc.edu where archives of the sources and the binaries newsgroups are kept? I couldn't even reach the site any more.
Thanks for your kind help
Michael Eibl, Inst.f.Theor.Phys., Univ. zu Koeln
Cologne, West Germany
ab084@dk0rrzk0.BitNet

6218. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 14:59:34 UTC
From: woodc@cs.glasgow.ac.uk
Message-ID: <2126@crete.cs.glasgow.ac.uk>
Source record: 250018

Why don't you just try and complete the game the proper way without cheating. The Dungeon Master editor which came on an issue of ST-AMIGA format is just simply a tool for the author to make more money from gullable people who think that it will help them complete the game easily.

ps The copy you get from the magazine isn't the finished version anyway. With it you can only modify levels 1 and 2. The game isn't really all that difficult anyway, just use some time and a lot of perseverance and you will eventually win, and gain a lot more satisfaction in the process.

pps
Borf is Here.

6219. TimeWorks DTP & Canon PW1080A

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 15:09:53 UTC
From: Hugh_Messenger.EuroPARC@XEROX.COM
Message-ID: <881216-071049-3542@Xerox>
Source record: 250019

Has anyone out there got Timeworks DTP working with a Canon PW1080A? I'm having problems ...

-- Hugh

6220. Re: Dungeon Master - Help? Hints! Arrgghh!

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 15:12:59 UTC
From: woodc@cs.glasgow.ac.uk
Message-ID: <2127@crete.cs.glasgow.ac.uk>
Source record: 250020

The object of this area is to gain a certain number of gold keys.
The Matrix does not go on forever but has some strategically placed
Spinners (makes you spin on the spot), and the large button at eye level
once pressed opens up a hallway somewhere in the Matrix.
And yes you can make it down the corridor and into the room before the
corridor closes again-this is the Hit - and - Run area of course.
One hint is to try and keep all four members of the party unumcumbered.
ie normally at the bottom of the character when chosen it tells you
how much the character is carrying in white. If this is in yellow then
the character is encumbered or if the writing is in red then the
character is either very encumbered or half dead.

By the way, while on about DM can anybody tell be where the c***p about
HIZZZZA not being attacked by the Dragon came from, because if you
have HIZZZZA in the party and you go down to level 14 where the dragon is,
then it may not attack you but by Christ it attacked me.

ps Don't try attacking the Dark Lord on level 13 because you will be there
all day trying to kill him. After 8000 damage on the guy I decided this
was not the right method.

pps
Borf is Here

6221. Re: Software that Spectra 128 will not run

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 15:23:15 UTC
From: rjung@sal47.usc.edu
Message-ID: <2173@nunki.usc.edu>
Source record: 250021

In article <881215234741.494601@PCO-MULTICS.HBI.HONEYWELL.COM>
Friesen%PCO@BCO-MULTICS.HBI.HONEYWELL.COM writes:
>Does anyone know if Spectra (or is it spectrum) 128 will run Hypercard?
>And speaking of this, could some kind soul please post a list of
>software that the program will not run. I am sure there are many
>Atarians out there who would like to know this, and I am one of them!

Spectre 128 does run Hype-card -- I saw it myself, and so did 1000+ rabid
Atari fanatics in September.

Emulating the 128K ROMs in the Mac is the whole reason for creating Spectre
128 in the first place. As such, any Mac program that runs under the 128K ROMs
(and that's 99.8% of them B-) will run under the Spectre.

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

6222. Re: Modula2 Midi Programming Help!

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 16:05:57 UTC
From: alan@pdn.UUCP
Message-ID: <5167@pdn.UUCP>
Source record: 250022
Cross-posted to: comp.sys.atari.st,comp.lang.modula2
Body handling: HTML body converted to readable text

In article <3818@alvin.mcnc.org> houser@mcnc.org (Kevin D. Houser) writes:
> In an effort to dump data to the midi ports on my Atari ST the following
>code was tried:

```
> VAR
> i:BYTE;
> BEGIN
> i:=$90
> ^
```

> The compiler returned with a type not compatible error. So, how do I
>assign an 8bit value to the variable ? I am new to Modula2, so it may
>be trivial; but it is very important. Any help would be greatly appreciated.
>(I'm using TDI-Modula2/ST by the way)

The type BYTE in TDI Modula-2 (and most other modulas that have this type) is identical in all respects to the type WORD save one: it is only one byte instead of two (or four on some machines). If the example had been

```
VAR
i: WORD;
BEGIN
i := 90H;
```

then the problem might be more obvious to you: type WORD (and type BYTE) are NOT assignment compatible with ANYTHING that is not also of type WORD (or BYTE).

If you want to get your code past the compiler, try:

```
i := BYTE(90H);
```

Hope this helps.

--
Alan Lovejoy; alan@pdn; 813-530-8241; Paradyne Corporation: Largo, Florida.
Disclaimer: Do not confuse my views with the official views of Paradyne Corporation (regardless of how confusing those views may be).
Motto: If nanomachines will be able to reconstruct you, YOU AREN'T DEAD YET.

6223. Re: Desk accessory editor

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 16:26:12 UTC
From: covertr@gtephx.UUCP
Message-ID: <404acaf6.14e07@gtephx.UUCP>
Source record: 250023

In article <312@lzaz.ATT.COM>, hcj@lzaz.ATT.COM (HC Johnson) writes:
> re: a desk accessory mini editor
>
> Compute magazine had one on disk in 1987.
> It included both a .acc and a .c version.
>
> Contact me directly if you cannot find this old magazine.
>
> howard johnson
> ATT-BL
> lzaz!hcj

Another possibility is the GNOME.ACC desktop acessory. I don't remember where I downloaded GNOME.ACC since I don't have a USENET account at home. I only have access to usenet from work (on an Apollo workstation w/o a floppy dirve!). Anyway, you could possibly find GNOME.ACC on GEnie. If it isn't on GEnie I could upload it to GEnie.

Just let me know if you need me to upload GNOME.ACC to GEnie.

6224. Re: ACSI Info Wanted

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 17:23:59 UTC
From: collinge@uvicctr.UUCP
Message-ID: <578@uvicctr.UUCP>
Source record: 250024

In article <88Dec12.105127est.3285@godzilla.eecg.toronto.edu> lansd@eecg.toronto.edu (Robert Lansdale) writes:
> I have been looking into building an ACSI to SCSI converter
>board for my ST (I want more functionality than the ones on the
>market at present), but have come up against several obstacles -
>lack of complete documentation on the ACSI bus being the worst.

I wrote this about 6 months ago and never got around to posting it. I think it answers all your questions. Since it is not source or binaries I post it here.

Doug.
<><><>

the time spent in arbitration.

THE HARD DISK PORT

The Hard Disk Port is a 19-pin D connector - apparently completely
unavailable through normal commercial channels. I made my own from a
metal-shelled male DB25 connector as follows:

- remove and discard the metal shell revealing that the pins are
held in place and insulated with two loose plastic retainers;
- remove the pins from the retainers (for once you can lose a couple
since you will end up with six spares);
- using a fretsaw or a fine hacksaw remove one end of both retainers
leaving 19 holes;
- replace the pins and glue the retainers together.

You now have the connector you need. It has no mounting ears but the
retaining force of 19 pins is quite substantial. If this is not adequate
you could perhaps ingeniously salvage the metal shell somehow.

The pins on the Hard Disk Port are connected as follows (pin one
is at the upper right of the connector facing the rear of the computer):

1-8 DMA data buss bits 0-7 (bidirectional)
9 Hard Disk Controller Chip Select (_HDCS) (output)
10 Interrupt Request (_IRQ) (input, internal 1k pull-up)
11 Ground
12 Reset (bidirectional)
13 Ground
14 Acknowledge (_ACK) (output)
15 Ground
16 A1 (output)
17 Ground
18 Read/_Write (R/_W) (output)
19 Data Request (_DRQ) (input, internal 1k pull-up)

The Hard Disk Port is connected directly to the DMA chip WITHOUT
ANY BUFFERING on most pins - be careful,
a small mistake (e.g., static) could blow your DMA chip. The system reset
line is also directly connected to the port meaning that accidental shorts
reset your computer - very irritating.

INSIDE THE DMA CHIP

The DMA chip is accessed through memory-mapped registers:

ff8604 R/W 16 bits When bit 4 of the Mode register is zero a read or
write access to this word causes a read or write
cycle on the DMA buss. If bit 3 is set the Hard
Disk Chip Select controls the cycle; otherwise,
the Floppy Disk Controller is selected. R/_W is
set according to the type of the CPU access and
A1 is set according to bit 1 of the Mode register.

NOTA BENE: what is called A0 in the DMA chip is
called A1 on the Hard Disk Port. For some reason,
if bit 7 is not set no DMA buss cycle will take
place.

When bit 4 of the Mode register is one the internal
sector count register is selected. This register
counts down the number of 512-byte blocks that have
been transferred. When the sector count register
reaches zero the chip will cease to transfer data.

ff8606 R 16 bits Status word:
bit 0: 1 if error.
bit 1: 1 if sector count is zero.
bit 2: 1 if _DRQ is active.
If this word is polled during a DMA operation the
transfer will be disrupted. End of transfer must
be signalled with the _IRQ signal. The status is
cleared by toggling bit 8 in the Mode register.

ff8606 W 16 bits Mode register:
bit 0: not used.
bit 1: A0; state of Hard Disk Port line A1 (sic)
during a DMA buss cycle.
bit 2: A1; used for Floppy Controller only.
bit 3: HDC/_FDC chip select; if this bit is 1
the _HDCS chip select will be generated;
otherwise the Floppy Controller select.
bit 4: If one, select the the internal sector
count register for access at ff8604.
bit 5: Reserved; set to zero.
bit 6: Disable DMA when set; this is not used by
Atari.
bit 7: FDC/_HDC transfer select; if set DRQ from
the Floppy Controller is acknowledged;
otherwise, DRQ from the Hard Disk Port.
This bit must also be set to get a DMA buss
cycle for some reason.
bit 8: Write/_Read; if set, data will be transferred
out of memory; otherwise, into. Toggling
this bit also clears the DMA chip status.

ff8609 R/W 8 bits DMA Address Counter High byte.
ff860b R/W 8 bits DMA Address Counter Mid byte.
ff860d R/W 8 bits DMA Address Counter Low byte.
The DMA Address Counter must be loaded in Low, Mid,
High order.

There are two eight-word FIFOs in the chip; one for buffering
read operations and one for writes. The FIFOs are not flushed automatically
so you can only transfer data in multiples of 16 bytes. Actually, use
512-byte units like the sector count register does.

The DMA chip has no interrupt capability; This is ickky, but
cheap. End-of-transfer interrupts must be generated by
the external controller and are masked and vectored by the 68901 MFP
chip on the General Purpose I/O Port, bit 5, interrupt level 7. The
MFP chip interrupts are controlled with the XBIOS calls 'mfpinit',
'jdisint', and 'jenabint'. 'jenabint(7)' and 'jdisint(7)' will
enable and disable the DMA interrupt. 'mfpint(7,dmahandler)' will
initialize the vector to 'dmahandler', wiping out any earlier one.
If you want instead to simply test the state of the interrupt
request line, without taking any interrupts you can test the MFP
GPIP data register. Read a byte from fffa01 and mask with $20; if the
result is zero there is no interrupt.

Because the floppy controller shares the DMA chip you have to
be very careful about two things: 1) do not leave DMA interrupts enabled
accidentally or floppy operations will call your DMA interrupt handler;
2) turn off the floppy check routine while using DMA by jamming a 1 into
FLOCK=$43e to prevent this periodic operation from screwing up your
transfers by altering the DMA chip registers.

TIMING

These timing contraints are my interpretation of sketchy,
preliminary-looking Atari documents dated "27 September 1985". If
someone at Atari can give better figures, please inform me.

There are two separate types of transfer on the DMA buss:
processor cycles, which are initiated by the processor, and DMA cycles,
which are initiated by the external controller. The processor
initiates a DMA transfer by waking up the controller with a few command
bytes then gives it control of the DMA buss. The controller then uses
the DMA buss as long as it needs it and returns control by interrupting
the processor.

Processor cycles are controlled by the _HDCS, R/_W, and A1
lines in the usual fashion. On a write cycle, the DMA chip gives you
60 ns of setup on A1, data, and R/_W before asserting _HDCS for about
250 ns, then holds for no more than 20 ns. On a read cycle, you get
the same setup for A1 and R/_W, and you must give the DMA chip 100 ns
setup oe data before _HDCS is retracted. Hold time should be less than
80 ns.

Data cycles are initiated by the external controller by asserting
_DRQ. _ACK will be asserted by the DMA chip no more than 240 ns later.
_DRQ may then be retracted. _ACK is asserted for about 250 ns. In a
read operation (data from controller to memory) data should be setup
60(?) ns before _ACK is retracted and held for 50(?) ns. In a write
operation (data from memory to controller) data is valid 60 ns before
_ACK is asserted until 60 ns after _ACK is retracted. _DRQ for the next
cycle may not be asserted earlier than 240 ns after _ACK has been
retracted.

INTERFACING IT

This interface transfers a byte into the the DMA chip whenever a rising edge is seen on the data strobe input. This interface cannot coexist with a hard disk because it will respond to commands intended for the hard disk. Bear with me, we'll tackle that later.

Rather than attempt to render several schematics in ASCII I will describe the circuits and let you draw the schematics. If the instructions don't make any sense you probably should not attempt to make the interface. It's all very simple if you know exactly what you are doing; if you don't - you're dead.

A SIMPLE, READ/WRITE INTERFACE

If all you want to do is read and write bytes it is very simple: You simply use the Chip Select, R/_W, and A1 lines to select two write registers and two read registers. If you need more than that all you have to do is use A1=0 to select an address register which selects the register you get on a cycle with A1=1. One thing that you have to consider is that the ST writes to the Hard Disk Port several times during its booting procedure, presumably to determine if there are any hard disks connected. Apparently, if no interrupt is received in response to these writes the ROM assumes that no controller is connected.

In my interface there is a mode register which is accessed when A1=0. It has two control bits and two bits connected to a decoder which determines which of three other registers are selected when A1=1.

ADDING AN INTERRUPT

If an interrupt is needed (probably why you want to use this port) you need a flipflop to store the interrupt state and some way to reset it. I used a 74LS74 for the flipflop with a diode on the output to get the open-collector action. This diode is not needed if there is no other device on the Hard Disk Port. (But don't scrimp on a diode...) I reset the interrupt with any access to the mode register but other methods would work as well. Make sure that the circuit will always leave reset with the interrupt cleared. I arranged this by having a circuit enable bit in the Mode register, which is cleared by system reset. If you screw up on this your floppy will not work because the same interrupt is used for both floppy and hard disk controllers. I learned a little about the file system the hard way while debugging this interface - I recommend getting the interrupt reset system right the first time.

ADDING DMA

Once you can write to your mode register adding DMA transfers (at least for read operations) is very simple. All you need is another flipflop to do the Data Request synchronization and a 3-state octal latch (74LS374) to hold the data. Connect the output to the DRQ line with a diode as with the interrupt flipflop. When data is available clock it into the data register and clock a zero into the flipflop. This generates a data request for the DMA chip. When it gets around to it the DMA chip will assert _ACK, which means it

is ready to accept the data. Since you have the _ACK signal connected
to the three-state enable pin on the data register the data is driven
onto the buss. You also use the _ACK signal to set the flipflop.
When the DMA chip no longer needs the data it will retract _ACK and
you can begin another transfer. Spurious data requests are not as
nasty as spurious interrupts because the DMA chip does not listen to
hard disk data requests if it is listening to the floppy disk controller.
Naturally, if there is a real hard disk out there, there had better not
be any spurious data requests.

CO-EXISTING WITH A HARD DISK

I do not own a hard disk; therefore, the suggestions in this
section are totally untested.

eight
The Atari-defined protocol allows seven different controllers on
the DMA buss. In order to make an interface which will not interfere with
other controllers you must understand the protocol. Each command is
initiated with a processor write cycle which sends out a Command Byte (A1=0)
on the DMA buss. The most-significant three bits contain the controller
number and the remaining bits contain an operation code. The controller
whose number matches the controller number in the Command Byte responds
to the operation code. Some operations require parameters, which are
sent as Data Bytes (A1=1) following the Command Byte. The controller
generates an interrupt after coping with each byte. After the last Data
Byte is sent the controller takes over the buss for the DMA transfer.
When the transfer is finished the controller generates an interrupt.

In order to keep out of the way of other controllers on the buss it
should only be necessary to select your interface with a Command Byte with
the proper format. After that use data bytes as you wish, since all other
controllers will not be selected.

GOOD LUCK!

Using this information anyone with any experience in interfacing
can produce a working DMA interface. Best of luck and drop me a line if
you find this useful.

<><><>

6225. Re: PageStream?

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 18:16:29 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2871@silver.bacs.indiana.edu>
Source record: 250025

Our store returned PageStream also. Although we have one friend who says he has figured it out enough to avoid the bugs, we didn't feel that it was nearly a solid enough product to be able to sell with a clear conscience.

We got Calamus in on Monday. It seems to be absolutely amazing. It's $100 more than PageStream, however. Personally, from our first uses, it appears to be worth the price difference. I would like to see more fonts. They are coming, we hear.

6226. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 18:18:07 UTC
From: rosenkra@hall.cray.com
Message-ID: <12210@hall.cray.com>
Source record: 250026

```
---
In article <1263@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
=In article <3767@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:
=> in article <12076@hall.cray.com>, rosenkra@hall.cray.com (Bill Rosenkranz) says:
=> > after disassembling a code i found on some bbs which doubles the effective
=> > on-screen travel of the mouse form, i found it ixecutes bios function 0x7F
=>
=> There isn't a bios function 0x7f. But it is a useful bios call
=> if you intended to patch the bios handler on the ST. When the ST bios
=> or xbios handler receives an illegal function number it returns an error
=> code and a pointer to the bios/xbios function pointer table.
=
=Great! This is exactly the kind of "It works, so use it" philosophy
=which makes it so hard to improve TOS in a backward-compatible way.
=Please do not rely on crap like this in your programs. If you do, don't
=expect them to work in the future. Maybe I should make sure the hack
=described above stops working, but I'm not vindictive or petty, so I
=won't.
=

lighten up, allan...

i was not advocating its use nor do i even plan to use it in my own stuff
i just wanted to know what was going on...

i do, however, appreciate your frustration. i have just found out how
relying on undocumented stuff is bad. on my 1040 i used to use GEMBOOT
(i know, a BIG no-no). well, now with my mega4, gemboot does not work.
only trouble is now i have to reboot the system every 1-2 hours of use
because the unpatched os is so bad and tos 1.4 is not ready for release
(i assumed all the memory mgmt/OSPool issues have _FINALLY_ been resolved?)
with atari selling mostly all 1 MB or larger machines these days,
i would expect THIS CRAP TO FINALLY GO AWAY. and what about stupid cp/m-era
(64k or less) restriction on command line length? how about a Pexec2()
fcn so we can get into the 90's already?

allan, you've been one of the few good/positive things in the whole
scheme of ST things please DONT get vindictive. just keep striving (as you
have in the past) to improve things. i agree that undocumented thiings
used are at the risk of the user. the free market should weed them out
if end users have a problem. the REAL problem is there are very few
end users who upgrade their ROMS (even if they could :^) that using
weirdnes will more than likely never be a problem anyway. i know
you are in the middle of the "they used an undocemented/illegal practice
so screw them" and the "atari doesn't support its developers" dilema.
```

don't bother flaming me, i have calmed down. you should, too. it's not worth an ulcer or heart attack...

-bill
...!rutgers!umn-cs!hall!boston!rosenkra

6227. Spectre 128 (was Re: Software that Spectra 128 will not run

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 18:22:58 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2872@silver.bacs.indiana.edu>
Source record: 250027

Aric,

Spectre will run Hypercard on a 1040 with older versions of System/Finder.
(I think I'm using 5.4/3.2) If you use the most recent you will run out
of memory.

I believe the Gadgets by Small, Inc RT on GEnie has a list of software
that will and won't run in its BB area. There aren't all that many things
that won't run, except badly behaved games. The Gadgets RT is on page
690 on GEnie. To get into the BB area, you can give the command:
M 690:1
or signon with
USERID,PASSWORD,690:1

When you get in there, try SET CAT 7 and then NEW to see what topics have
new messages.

6228. Re: There is a faster ST - ST Plus with 68020

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 19:23:11 UTC
From: good@atari.UUCP
Message-ID: <1264@atari.UUCP>
Source record: 250028

in article <222@ubc-cs.UUCP>, cmartin@ugly.cs.ubc.ca (clemens martin 45578887) says:
>
>
> A couple of days ago I found two articles in a local computer paper 'The
> Computer Paper, Vol. 1, No 11. Dec 88', which were quite interesting.
>
> The first one reads:
>> Atari Confirms ST Plus
>> Slough, Bershire (NB) - Atari UK has confirmed the existence of the ST Plus,
>> as reported in last weeks NEWSBYTES UK. In addition, the company has revealed
>> that a sub L (pound) 100ST console (an ST minus keyboard) will be shipped
>> in the UK early next year.
>> According to the latest COMPUTERTRADE WEEKLY newspaper, the ST Plus, as the
>> Super ST has been officially named , will be shipped in limited quantities to
>> UK developers towards the end of this month. NEWSBYTES UK's US sources have
>> also confirmed that the ST Plus is bases around the Motorola 68020 micro-
>> processor and not the 68030 chip, as was previously thought.
>> On the ST console front meanwhile, Bob Gleadow, Atari's UK managing director
>> is quoted as preferring not to say to much on the console's specifications,
>> for fear of upsetting a pre - Christmas campaign in the UK aiming to push the
>> old VCS and XE games consoles systems.
>
> The second article mentions a 030 worstation to be revealed at COMDEX, running
> UNIX, not supporting TOS.
> Since I missed the nets postings on the COMDEX> Was there a machine like that?
> Has anybody seen a 68020 ST? Does this machine exist? How much will it be?
> Can Atari US confirm these articles, or at least disclaim that they ever said
> something like that.
> Any comments on this will be greatly appreciated.
> Clemens Martin.

All I can say is what I've said many times before: Don't believe anything
you read in the press! Believe your own eyes - when you actually see a
picture and review of the subject product. This applies to ANY company,
not just Atari!
I sometimes think some reporters get a bit bored, so they take 10% of each
of their last 10 conversations, not necessarily with Atari, and consolidate
them into a "new product specification". Then they go to their random
vendor generator to find a name to attach to it! [:-)]
As I have said before, I promise we will make formal product announcements
on this and other nets when a product is shippable for at least alpha or
beta/developer use.

A very Merry Christmas to all our readers (this, you CAN believe!)

Roy Good/Atari

6229. RE: Hard drive kits

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 21:29:00 UTC
From: ric@uwovax.uwo.ca
Message-ID: <1112@uwovax.uwo.ca>
Source record: 250029

I have the interface from Berkely Microsystems, the BMS 100
and am very pleased with it.The advantage is that you can put any kind of
IBM-type drive on it.I have a 15 meg tandon and a 40 meg Vertex both
running together.If anything happens to either one of them,or heaven
forbid,both of them.(and someday it will) it should be no problem finding
inexpensive drives to replace them.

Ric-----a very satisfied customer.

6230. FTP Arc Transfers

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 23:08:05 UTC
From: yz2y@vax5.CIT.CORNELL.EDU
Message-ID: <17577@vax5.CIT.CORNELL.EDU>
Source record: 250030

Thank you everyone for your responses to my FTPing troubles. I'm happy to say that the problem appears to be solved, thanks to a suggestion by Howard Chu. It seems that since I am using Kermit in a VMS environment rather than a Unix environment, I have to set the filetype to 'Fixed' instead of 'Binary'. That did the trick, 'cause I just finished downloading and successfully de-arcing 3 files from him1. The ironic part is that I still didn't have 'binary' set on Uniterm!
Thanks again, Howard and everyone else, for helping solve a 2-month long nerve-racking problem. Boy, don't you just love/hate (pick one) it when the hardest problems get solved by the simplest solutions!

Happy Holidays,
Steve Coco

Steve Coco
yz2y@vax5.cit.cornell.edu "Don't Dream It, Be It!"
YZ2Y@CRNLVAX5 - Richard O'Brien
YZ2Y@CORNELLA

6231. Re: FTP Arc Transfers

Newsgroup: comp.sys.atari.st
Date: 1988-12-16 23:27:15 UTC
From: RUBIN@POLYGRAF.BITNET
Message-ID: <8502RUBIN@POLYGRAF>
Source record: 250031

The best way to get these .ARC files from umich is to FTP them (binary) to the UNIX machine. If you have an IBM PC on the network, simply FTP the files directly to the 3.5" disk on the IBM -- the Atari can read this disk directly and un-arc the file. I have been successful this way.

It is not necessary for UMICH to uuencode its files. This would not be desirable since uuencode increases the size of the file by about 35%, meaning longer transfer times and more disk space consumed on UMICH (and less space for the programs). If you need to, it is best to uuencode the file after the ftp, then use Kermit to get it to the Atari and uudecode it there.

David Rubin | INTERNET: RUBIN@graf.poly.edu
Polytechnic University | BITNET: RUBIN@POLYGRAF
Brooklyn, NY |

6232. Re: hard drive kits

Newsgroup: comp.sys.atari.st
Date: 1988-12-17 01:03:27 UTC
From: Robert_Bob_Mulholland@cup.portal.com
Message-ID: <12661@cup.portal.com>
Source record: 250032

If you'd like to know more about the ICD hard drive kit take a look at my review of ICD's Hard Drive Kit in the August 1988 issue of ST World. It's a fairly in-depth review of this kit -- including my own experiences (good and bad) in building the kit.

6233. atari mouse chip?

Newsgroup: comp.sys.atari.st
Date: 1988-12-17 01:04:19 UTC
From: miken@hcr.UUCP
Message-ID: <4349@hcr.UUCP>
Source record: 250033

does anyone know the details of the chip in a ST mouse? Abacus "internals"
says it's a quad op amp. is it? who makes it?
--
All of the above is not be construed as anything other than opinions,
approximations, hearsay, rumor, and utterly baseless slander.

Mike Nemeth HCR Corporation {utzoo,utcsri}!hcr!miken

6234. Re: Software that Spectra 128 will not run

Newsgroup: comp.sys.atari.st
Date: 1988-12-17 04:41:02 UTC
From: pv9y@vax5.CIT.CORNELL.EDU
Message-ID: <17578@vax5.CIT.CORNELL.EDU>
Source record: 250034

What I'm interested in is a new equivalent to the Translator One, since I can't stand the concept of working with Magic format disks. The Translator was pretty slow, but considering the speedup that the SPectre supposedly has, it seems reasonable to assume that such a beast could be done by David Small, Wizard at Large. I also would prefer to avoid Data Pacific after the various complaints I've heard about their business practices. So what's the deal? Is it really possible to get a Spectre with 128K ROMS and some sort of translator to read Mac disks, and if so, how expensive is such a combo? And can it be obtained through mail order since there isn't an Atari dealer within a couple hundred miles of Ithaca any more? (Except maybe in Syracuse, where I never go because mail order is easier).

Thanks for any information!

Adam

6235. HyperCard on Spectre 128? YES!

Newsgroup: comp.sys.atari.st
Date: 1988-12-17 17:23:11 UTC
From: ajy2208@ultb.UUCP
Message-ID: <263@ultb.UUCP>
Source record: 250035

I was fortunate enough to attend the First Canadian Atari Users Convention in Toronto last month (November 6th) and got to go to a seminar about Spectre 128.

David Small has broken up with Data Pacific (I'm sure you already know this) and started his own company, Gadgets by Small. Spectre 128 is essentially the latest revision of the Magic Sac. The biggest difference is that it uses the 128K ROMS as opposed to the older versions using the 64K ROMS. This means it will work with most of the newer software, INCLUDING Hypercard.

We were told that the programs Spectre 128 has problems with are Games (only 50% run) and MIDI Programs. (no need to emulate MIDI programs when the ST has such a rich supply!--Same with games!). The user interface for Spectre 128 is MUCH better than the older Magic Sac.. What I mean, is that before you enter the MAC world, you can set all sorts of options using drop down menus.

Since I go to a school that uses a LOT of Macintoshes (sigh), I plan to purchase Spectre 128 as soon as funds allow.

Albert Yarusso, Usenet: ajy2208@ultb.RIT.edu (I think...)
Bitnet: ajy2208@RITVAX (I know....)

"I haven't lost my mind, it's backed up on tape somewhere..."

6236. Re: (none) degas-to-ps translator

Newsgroup: comp.sys.atari.st
Date: 1988-12-18 06:34:07 UTC
From: goldman@ferris.cray.com
Message-ID: <12220@ferris.cray.com>
Source record: 250036

In article <890@irisa.UUCP> decouty@irisa.UUCP (Bertrand Decouty) writes:
>If someone wants to try it, ask for. Now, rsc are in French, but I can make
>an english version.
>bug: loads only PI3 image.
> ----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----

Yes!!!! Please post!

--
Matthew Goldman (612) 936-9675

I dream of ancient days...
.... .. - .... . .-. . .-.-.

6237. Re: Mega Roms > Eproms

Newsgroup: comp.sys.atari.st
Date: 1988-12-18 08:39:23 UTC
From: noid@olivej.atc.OLIVETTI.COM
Message-ID: <34513@oliveb.olivetti.com>
Source record: 250037

In article <3163@tolerant.UUCP>, al@tolerant.UUCP (Albert Palmer) writes:
> Help!!! I need to change my Mega so I can use 256k Eproms. I now have
> 1meg roms, but the sockets are there for 256k roms. I can see that
> the jumpers in W3 and W4 need to be changed, but what else? I've been
> a tech for the last 20 years, so a quick list of what to do is all I
> need. Hurry because these new Eproms are burning a hole in the
> static foam. Just reply to the message.

I also find it interesting that listed in the Mega schematics, one
can see that it is (electrically) possible to put six 1 meg ROMs in.
Will this map correctly into the ST's memory map?

--Dean

6238. What is the latest revision for AC-Fortran77

Newsgroup: comp.sys.atari.st
Date: 1988-12-18 11:28:11 UTC
From: uli@rubmez.UUCP
Message-ID: <216@rubmez.UUCP>
Source record: 250038

I recently received an upgrade for the ABSOFT Fortran Compiler from rev.
2.2 to rev. 2.3. Inspecting the file 'init.s' I found an hint to a floating
point library 'm81.rl'. This might be a support for the FPU M68881.

Unfortunately I could not find this file on the disks. I am very interested
in it, because I have this FPU.

Any informations cheerfully accepted. uli

+--+
Ulrich Liesenfeld	<uli@analyt.chemie.uni-bochum.dbp.de>
Ruhr-Uni Bochum	uli%analyt....de@relay.cs.net
Analytical Chemistry	!mcvax!unido!gmdzi!analyt....de!uli
PO Box: 10 21 48	---
D-4630 Bochum 1	Life is for living, just try and never give in !
W-Germany	(Helloween, The keeper of the seven keys, Part I)
+--+

6239. Re: Software that Spectra 128 will not run

Newsgroup: comp.sys.atari.st
Date: 1988-12-18 14:00:12 UTC
From: Xorg@cup.portal.com
Message-ID: <12739@cup.portal.com>
Source record: 250039

I know for a fact that HyperCard *does* work with Spectre. There is
a full list of what works and what has problems in the Gadgets by
Small base on GEnie - if I remember I'll scan through the listings
and post here.

Pete

p.s. The list of what doesn't work is much shorter than what does <grin>
And most of the problems are traced to using differnet combos of
System/Finder. Also, any program that doesn't work Dave Small
gets to work and fixes ASAP. Spectre started with 1.51 software
and its already up to 1.75! And upgrades are mailed free.

6240. Seeking ST & ST MIDI info

Newsgroup: comp.sys.atari.st
Date: 1988-12-18 19:40:00 UTC
From: jacobson@uxe.cso.uiuc.edu
Message-ID: <45700007@uxe.cso.uiuc.edu>
Source record: 250040

I have a friend who is looking for a computer to do MIDI work with. He is looking at either the ST or Amiga. Myself I have the Amiga, so I am not well versed on the ST but I do know of its strong history in the MIDI and Music area so I am recommending he at least look at it seriously.

I have some concerns about the things I have read here over the net about apparent problems of company support, lagging sales and efforts in the US. I have read also those notes (and have heard elsewhere) of what looks like a large exodus of ST developers away from the machine. What I would like to know for the sake of my friend is more definate information about what the facts are concerning the lack of dealers (and support), whether the desertions by developers are as bad as some say, and so on. I am concerned if the notes and rumors I hear are at all true, then I should forwarn my friend of the "orphaning of the ST". Support in terms of developers and dealers is getting strong for the Amiga, but these notes I read here make me wonder about the ST. I know that the dealership support here in Champaign Urbana has been pretty absent (I believe the "dealer" is an ST enthusiast who sells "mailorder" stuff out of his home but I don't hear much about him). At the same time I remember early during the ST-Amiga Wars the rumors and iduendos about Commodores problems, potential demise, and the persistent myth about software lack that was hard to shake even once the software became abundant. So I want to make informed recommendations to my friend about his choice of a first computer, one hopefully that is in the market firmly in terms of dealer/company/developer support. So if the negative stuff I have read/heard is exaggerated I would like to hear so from you who know your ST and where it currently stands. I would appreciate email on what you know about the real facts on Atari Support, dealership problems (such as lack of), developer support (new software or if developers have largely abandoned the ST?). I don't want to make the mistake of taking what could be merely rumors/bad press to my friend as he decides on a computer. I like people to make informed decisions on computer choices- not colored by rumors, company propaganda, etc.

Also if anyone of you out there have a list of ST music software, with descriptions of what it does I would like to get a email copy (if you have such in a file on your systems). I have given my friend several long lists of the daily growing Amiga music stuff, but I know that with the built in MIDI port, and the ST's initial lower price, many musicians went for it strongly and the software appears to be a little more mature for the ST. Any information on MIDI software for the ST would be much appreciated (lists, reviews, and the such).

Thanks for your time in reading this, and for any information you can email me that I could give to my friend. I think both the ST and Amiga are the best computer choices out there, but I would like for more information

on the negative things I have mentioned above in order to have a hopefully better informed perspective on what is really true. Rumors of the negative type tend to grow and get enlarged out of perspective, and I am wondering if this is the case for the ST.

Russ Jacobson
615 E. Peabody Drive
Illinois Geological Survey
Champaign, IL 61820

217-244-2425
(office)

217-384-6983
(home)

6241. Hard disks

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 00:05:07 UTC
From: steve@pnet51.cts.com
Message-ID: <415@orbit.UUCP>
Source record: 250041

If Atari ever sends me the replacement for my ST (hey, folks, I'm still waiting), and if I make it through the holidays without going into bankruptcy, I'd like to hack together a low-budget hard drive. What I'm thinking of is:
* Atari's host adaptor, which at least one dealer will sell me for $60.
* Adaptec 4000, which I think Computer Surplus will sell for around $80.
* An ST-506-type 10MB hard disk, which I see advertised for around $90.
* ICD's formatting software, which is free.
* A case from a junk electronics shop.
* Cables, which I may be able to scrounge.
* A power supply (cost unknown).

The whole package should be up and running (if it runs at all) for under $300.

Now, to the point of this note: Is there any reason why I should NOT put together such a system? Warnings about pitfalls and hidden gremlins would be welcomed. (To my pnet51 address, please, since thelake, my ST, is still off the air.)

UUCP: {rosevax, crash}!orbit!pnet51!steve
ARPA: crash!orbit!pnet51!steve@nosc.mil
INET: steve@pnet51.cts.com

-or-
stag!thelake!steve@pwcs.StPaul.GOV
"A member of STdNET -- the ST Developers' Network"

6242. Re: Modula2 Midi Programming Help!

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 07:41:46 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <887@gmdzi.UUCP>
Source record: 250042
Cross-posted to: comp.sys.atari.st,comp.lang.modula2
Body handling: HTML body converted to readable text

```
From article <3818@alvin.mcnc.org>, by houser@mcnc.org (Kevin D. Houser ):
>
> In an effort to dump data to the midi ports on my Atari ST the following
> code was tried:
>
> VAR
> i:BYTE;
> BEGIN
> i:=$90
> ^
>
> The compiler returned with a type not compatible error. So, how do I
> assign an 8bit value to the variable ? I am new to Modula2, so it may
> be trivial; but it is very important. Any help would be greatly appreciated.
> (I'm using TDI-Modula2/ST by the way)
>
> Thanx,
> Kevin Houser
> houser@mcnc.org
> (919) 859-5467 H
> (919) 248-1996 W
>
First of all hexadecimal constants in Modula-2 are designed by an appended H.
E.g. 90H or 0FFH.
Then you write your data whith BConOut and that takes a character.
If you import the appropriate items from BIOS, the following should work:

VAR ch: CHAR;
BEGIN
ch:=CHAR(90H);
BConOut(HSS,ch);

You can also give character constants in octal, that is ch:=220C, but for Midi
this is not so fine.

---

kloppenburg@kmx.gmd.dbp.de
kloppen@gmdzi.uucp
A
A
A
A
A
```

A
BconOut
Then you write your data to the Midi whith Bconout.

6243. Re: ST World (was:hard drive kits)

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 13:00:17 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990@water.waterloo.edu>
Source record: 250043

In article <12661@cup.portal.com> Robert_Bob_Mulholland@cup.portal.com writes:
>If you'd like to know more about the ICD hard drive kit take a look at my
>review of ICD's Hard Drive Kit in the August 1988 issue of ST World.

When I saw this note, I reached to the shelf beside my ST and
grabbed my copy of the August issue of ST World, and started to
hunt for the article by Robert Bob Mulholland.

I could not find it. I looked again. I even read the index :-).

Is ST World publishing different editions of its paper?
The one I have is marked

August 1988
Vol III, No. 8, issue #24
ISSN 0888-1057

and is published monthly in Roseburg, Oregon.

Can anyone shed more light on this?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

6244. Re: FTP Arc Transfers

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 15:07:13 UTC
From: poole@forty2.UUCP
Message-ID: <553@forty2.UUCP>
Source record: 250044

In article <17549@vax5.CIT.CORNELL.EDU> yz2y@vax5.cit.cornell.edu (Steve Coco) writes:
>
> In my previous posting, I stated that while doing FTP transfers to my
>ST I had binary mode set all the way except on Uniterm. Needless, to say I
>expected and got a lot of responses saying that there is no way I can transfer
>a binary file without having binary mode set on Uniterm also.
^^
You can definitly only transfer binary files with UniTerm Kermit if you have
binary mode set (the 8th bit is explictly stripped if binary mode is not
turned on) (but uuencoded files are not binary in this sense).

> For the past month or so, I had been unsuccessfully trying to transfer
>Arc-ed files to my ST with binary mode set on Uniterm (as well as everywhere
>else). The only response I kept getting was BAD CHK errors on Uniterm. Then,
>one time I accidentally forgot to enable binary mode on Uniterm, and lo &
>behold it was transferring!!

Typical situation where this will occur is:

UniTerm 8 Bit, no parity

Serial connection somewhere along the line != 8 Bit, no parity

7 Bit text transfers will work with this combination, 8 Bit binary
will not! (setting the RS232 port to the proper settings will force
the transfer to 7 bit binary with prefixing).

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A

6245. Re: Seeking ST & ST MIDI info

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 15:29:00 UTC
From: jacobson@uxe.cso.uiuc.edu
Message-ID: <45700008@uxe.cso.uiuc.edu>
Source record: 250045

Since I wrote this note I did have a chance to talk to the local "dealer" (he only sells 1040's and 520's, Megas cost too much for him to meet dealer requirements). He indicated to me that the "developer exodus" is mainly US. Since Atari has currently concentrated on the European market where they can sell most of what they make, the US market is pretty negletected for now (he has hard time even getting 1040's). He seemed to feel that European sales and software development are where most things are going on. He hopes that someday the US development of software will pick up again, but did indicate that most of it was low to dead for now. Again I am interested in any more details on this----and if anyone can confirm the info I got from the local dealer (who is an ST enthusiast and student at U of I).

Also he indicated to me that my friend who wants to do MIDI applications should plan at least on the 1040, since the better applications need 1 MEG to operate fully. Is this correct, or could he get by with a 1040. The price on a 1040 is too high for his budget (the dealer can only get a few and cost is high right now). Thus if he chooses ST could he get by with a 520 ST for MIDI applications??????

Also below you can find my net addresses, forgot to put up when I sent this note yesterday.

jacobson@uiucuxe
jacobson%uiucuxe@a.cs.uiuc.edu
jacobson%uiucuxe@uiuc.csnet
[ihnp4,pur-ee,convex]!uiucdcs!uiucuxc!uiucuxe!jacobson

6246. Re: Seeking ST & ST MIDI info

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 15:32:27 UTC
From: saj@chinet.chi.il.us
Message-ID: <7223@chinet.chi.il.us>
Source record: 250046

On a related topic to the referenced article: There are A LOT of MIDI 'toy keyboards' around suddenly. I'm talking about Casio and Yamaha PCM key-boards in the $150 range. Are these of any value to a non-musician who'd like a 'digital jukebox'? Are they of any interest to a musician (I'm thinking especially of a professional player of the Fender-Rhodes electric piano, a device with excellent tone but no dynamics to speak of)?

6247. Re: Hard Disks for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 15:49:40 UTC
From: shadow@uafhp.uucp
Message-ID: <1461@cseg.uucp>
Source record: 250047

Please send me any recommendations you might have for upgrading to a hard disk for an Atari 520 ST. I have heard that one can put "Scuzzy" drives on them now?

James Ward

6248. Re: Software that Spectra 128 will not run

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 16:37:39 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3773@druhi.ATT.COM>
Source record: 250048

in article <881215234741.494601@PCO-MULTICS.HBI.HONEYWELL.COM>,
Friesen@PCO-MULTICS.HBI.HONEYWELL.COM says:
> Does anyone know if Spectra (or is it spectrum) 128 will run Hypercard?
> And speaking of this, could some kind soul please post a list of
> software that the program will not run. I am sure there are many
> Atarians out there who would like to know this, and I am one of them!

The Spectre 128 will run Hypercard just fine.

I don't think Dave has a current list of what doesn't run on the
Spectre 128. (Considering the number of Mac programs it's almost
impossible to generate the list. No one has all the programs to test.)
A short list is: no midi software, no music software (sound isn't
supported yet), anything that requires AppleTalk will fail, a most copy
protected programs won't run.

If you are interested in specific programs you should ask
Dave Small. He has an account on Genie and Compuserve. He can also be
reached at hplabs!well!dsmall or boulder.Colorado.EDU!tcr!gadgets!dsmall.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM
or
dlm@druwy.ATT.COM

6249. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 16:53:16 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3774@druhi.ATT.COM>
Source record: 250049

in article <1263@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
> Great! This is exactly the kind of "It works, so use it" philosophy
> which makes it so hard to improve TOS in a backward-compatible way.
> Please do not rely on crap like this in your programs. If you do, don't
> expect them to work in the future. Maybe I should make sure the hack
> described above stops working, but I'm not vindictive or petty, so I
> won't.

It just thrills me to see Atari programmers saying they will
break things just for fun. But they are never petty or vindictive.

Of course the fact that this was done about 4 years ago, when no
one at Atari would admit that people might need to patch bios/xbios
code, doesn't matter. Or the fact that 2 years ago an Atari programmer
said this was a useful feature and would be left in. Oh no, such
ancient history is unimportant. What matters is that the current
programmers don't like it.

Try checking the background on things before you start
complaining. There are a lot of things that happened before you started
at Atari which you don't know about.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM
or
dlm@druwy.ATT.COM

6250. Re: Software that Spectre 128 will not run

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 17:01:55 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3775@druhi.ATT.COM>
Source record: 250050

in article <17578@vax5.CIT.CORNELL.EDU>, pv9y@vax5.CIT.CORNELL.EDU says:
> What I'm interested in is a new equivalent to the Translator One, since I
> can't stand the concept of working with Magic format disks. The Translator
> was pretty slow, but considering the speedup that the SPectre supposedly has,
> it seems reasonable to assume that such a beast could be done by David Small,
> Wizard at Large.

Dave is currently working on a new version of the Spectre 128,
the Spectre GCR. This new version will include additional hardware to
handle reading, writing and formatting Mac disks. Disk I/O should be
about the same speed as a real Mac. Dave is hoping to release the
Spectre GCR sometime in the spring of '89.

Currently you can use the Spectre 128 with the Translator One
(from Data Pacific). This is slow but does allow you to directly read
and write Mac disks. I would recommend that you use Spectre format (ie.
ST readable) disks as much as possible. They are much faster than Mac
disks with the Translator One. Just use the Translator One when you
need to transfer files to or from a real Mac.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM
or
dlm@druwy.ATT.COM

6251. Re: PageStream?

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 18:15:10 UTC
From: fyl@ssc.UUCP
Message-ID: <1594@ssc.UUCP>
Source record: 249901

In article <2871@silver.bacs.indiana.edu>, stowe@silver.bacs.indiana.edu (holly) writes:

> We got Calamus in on Monday. It seems to be absolutely amazing.
> It's $100 more than PageStream, however. Personally, from our
> first uses, it appears to be worth the price difference. I would
> like to see more fonts. They are coming, we hear.

Ok, I'll bite, what is Calamus. We are really a UNIX shop but use
the Atari and Publishing Partner (the old one with well defined bugs)
to produce PostScript for inclusion in our flyers and stuff. We have
also used it to produce some other flyers.

But, I had one version of PageStream which I sent back. I would be
happy with old PP with the bugs fixed but that doesn't seem like what
they have planned. So, what is Calamus? Or, the real question for
us is, will it produce PostScript?

--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

6252. Re: atari mouse chip?

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 18:49:58 UTC
From: walkerb@tramp.Colorado.EDU
Message-ID: <5405@boulder.Colorado.EDU>
Source record: 249902

In article <4349@hcr.UUCP> miken@hcr.UUCP (Mike Nemeth) writes:
>does anyone know the details of the chip in a ST mouse? Abacus "internals"
>says it's a quad op amp. is it? who makes it?
>
Quad op-amps aren't exactly spectacular chips. In the case of the st mouse,
such a thing would be used as a comparator to produce crisp, sharp pulses.

Now, if you want to find out what chips might be inside the mouse (I have no
idea since it's been a while since I opened one up), you can take a look for
yourself. Comercial chips have a part number and manufacturer printed on
the top of the chip. Quad Op-amps are fairly standard chips so part numbers
would be standard and replacements easy to find.

However, if you have the notion of mouse construction, then it's not nearly as
simple.
Brian Walker, University of Colorado at Boulder|| printf("Say please:] \n");
walkerb@tramp.colorado.edu=======|| if (say_please(user))
{ncar,nbires,sunybcs}!boulder!tramp!walkerb====|| be_nice(random());

6253. bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 21:12:00 UTC
From: to_stdnet@stag.UUCP
Message-ID: <678@stag.UUCP>
Source record: 249903

From: dynasoft!john@stag.UUCP (John Stanley)

[apratt@atari.UUCP (Allan Pratt) writes...]

> In article <12076@hall.cray.com> rosenkra@hall.UUCP (Bill Rosenkranz) writes:
>> [...] it executes bios function 0x7F [...]
>
> There is no such function. The only way it could usefully do anything
> with that BIOS call is if it installed a handler itself, or if it
> is probing for another installed handler which it knows about.
> (That is, if some other product installs a handler for BIOS call 0x7f,
> and this program knows how to use that other product.)

I'm suprised at you Allan... It has nothing to do with seperate
installable handlers. Hint: It pays attention to shift keys....

[rosenkra@hall.cray.com (Bill Rosenkranz) writes...]

> after disassembling a code i found on some bbs which doubles the effective
> on-screen travel of the mouse form, i found it ixecutes bios function 0x7F
> (which is not documented, at least in anything i have, including original
> developer's docs). i thought it might be the disasm but after compiling
> (with madmac) everything works fine. what is this puppy and what other
> undocumented treasures are worth knowing about?

This is how one obtains a pointer to the bios (or xbios) jump tables.
This is actualy a -totaly- unintended fallout case that just happens to
occur because of the way the bios jump code is written... Pass it
instructions to call any bios function that's not in the table, and it
will, as part of its error checking, realise this and return. That the
pointer to the bios table just happens to be in one of the registers on
return is just a fortuitous side effect...

The author probably adds $44 to the pointer and then saves the long it
points to. This is a portable method for obtaining a pointer to the bios
function that returns the keyboard shift status... The reason for doing
this is to allow a program to test the kb status while inside an
interrupt. (Something that can't be done by just calling the bios...)

PS: Please(!) note that my Reply-To address gets munged by the gateway
I'm currently using for news access so you can't just <r>eply to this
article and have your message get to me. Please use the address below.

John Stanley (dynasoft!john@stag.UUCP)
Software Consultant / Dynasoft Systems

6254. NULLFILL

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 21:12:03 UTC
From: to_stdnet@stag.UUCP
Message-ID: <679@stag.UUCP>
Source record: 249904

From: dynasoft!john@stag.UUCP (John Stanley)

[U46050@UICVM.BITNET (JOHN ZAFIRIS) writes...]

> For those of you following the NULLFILL vs. FATSPEED saga: The
> incompatibility can be avoided by using DISKFREE (by Tim Purves of
> Michtron) instead of FATSPEED. DISKFREE seems to do things more
> 'legally'... whatever that means.
> ...John

WRONG!!!

While all three speed up the system, they are three totaly(!) seperate programs with very(!) different capabilities... DISKFREE has its own share of bugs and problems...

To try and clear things up:

NULLFILL:

Cute hack that shorts out the main memory-clear loop in the bios. Really(!) speeds loading programs if your software can take the strain (drastic change in environment)....

Problems: Most programs expect that memory to be cleared. May cause disasterous and/or subtile problems without any warning.

DISKFREE:

Good program to speed up any program that uses the Dfree call in gemdos. Its -only- purpose, to prevent the long pauses while the system tries to figure out how much free space is left on a hard disk.

Problems: Not accurate. You will find different values listed for the amount of free space on some disks with and without DISKFREE installed. Can (very rare) cause 64k of memory to be lost out of your available memory on installation.

FATSPEED:

Replaces part of the gemdos fat scanning routine which looks for free clusters for saving new file data. Very effective at removing the longer and longer delays saving files as your hard disk gets more and more full... Also includes redirection fix and DISKFREE style fix.

Problems: Not the most legal program I've ever seen, but I haven't had any problems I can trace directly to using it... May

not be installable on some new TOS versions, but it tells you if
that's the case... Also, you shouldn't need it (or any of the
other three programs) after TOS 1.4 is released...

If you want a repacement for DISKFREE that -is- accurate, drop me a
email message. I wrote DSKFREE2 that fixes the accuracy problem and is
much cleaner in how it installs itself. On the other hand, I don't use it
much anymore because I'm now using FATSPEED most of the time...

--
PS: Please(!) note that my Reply-To address gets munged by the gateway
I'm currently using for news access so you can't just <r>eply to this
article and have your message get to me. Please use the address below.

John Stanley (dynasoft!john@stag.UUCP)
Software Consultant / Dynasoft Systems

6255. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 21:12:10 UTC
From: to_stdnet@stag.UUCP
Message-ID: <680@stag.UUCP>
Source record: 249905

From: dynasoft!john@stag.UUCP (John Stanley)

[dlm@druhi.ATT.COM (Dan Moore) writes...]

> in article <12076@hall.cray.com>, rosenkra@hall.cray.com (Bill Rosenkranz) says:
>> after disassembling a code i found on some bbs which doubles the effective
>> on-screen travel of the mouse form, i found it ixecutes bios function 0x7F
>
> There isn't a bios function 0x7f. But it is a useful bios call
> if you intended to patch the bios handler on the ST. When the ST bios
> or xbios handler receives an illegal function number it returns an error
> code and a pointer to the bios/xbios function pointer table. I believe
> it returns the pointer in A0.

All correct up to this point...

> You need this pointer if you are going to
> have your own code handle the bios/xbios traps.

Wrong!

There are better methods for doing this... Using this method the way
many people have been using it makes it impossible to use many other
useful resident programs. Bypassing the bios vector chain just to install
your own program is not necessary at-all(!) and definately isn't friendly
to other programs that use the bios vector...

> This is a trick Dave Small and I used in the MOUSE program in STart
> #2 or #3. MOUSE kept the mouse out of the menu bar unless you pressed
> the right button.

I've seen the code for this program. While interesting, it isn't
useable with Flash or any other program that uses the right mouse button
for it's own purposes. Someone else took it and modified it to allow
using the right button for other purposes, but it was still incompatable
with many resident programs because it used a very bad installation method
(bypasses the bios vector chain which means that -any- bios vector-using
programs loaded before it was are no longer called after this program gets
its hooks into the system).

If anyone wants a copy of my own version of this program which works
with everything including the mouse modifier prorams, feel free to drop me
a note (PLEASE read the mail warning at the end of this msg first.). If
there's enough interest my program, I'll post it to the comp.binaries
atari.st newsgroup.

Please don't get me wrong Dan... I have the highest regards for 99% of the software that you and Dave Small have written. I just don't want these TSR hostile methods to get out any further. There's already too much incompatable software out there... And from what I've seen, none of the incompatabilities are necessary.

> Dan Moore

--
PS: Please(!) note that my Reply-To address gets munged by the gateway I'm currently using for news access so you can't just <r>eply to this article and have your message get to me. Please use the address below.

John Stanley (dynasoft!john@stag.UUCP)
Software Consultant / Dynasoft Systems

6256. my first MIDI christmas

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 21:43:59 UTC
From: turner@daisy.UUCP
Message-ID: <2194@daisy.UUCP>
Source record: 249906

I just got (haven't 'unwrapped it yet') my first MIDI compatable
keyboard (Yamaha PSS-680), my question is (small fanfare, synthesized
of course)

what PD software exist for the ST ?
what patch libs exist for the PSS-680 ?
what experiences have people had with $oftware for MIDI editing ?

please email me since I don't get to read this group very often

thanks

--
If the Nazi's had television with satellite technology, we'd all
be goose-stepping. Americans are just as suggestible. - Frank Zappa
...{decwrl|ucbvax}!imagen!atari!daisy!turner (James M. Turner)

6257. European Magazines

Newsgroup: comp.sys.atari.st
Date: 1988-12-19 21:47:42 UTC
From: currier@romeo.cs.duke.edu
Message-ID: <13129@duke.cs.duke.edu>
Source record: 249907

Greetings,

I am about to become the proud owner of a free 1040ST with mono monitor. Yes, Free! I talked my Dad into buying one two years ago, and now he has upgraded to a Mega 2. Bless his heart, he decided to give me the 1040 :-) :-)

To get to the point, I would like to know what magazines are published in Europe. Subscription rates, content, etc etc. I understand the ST market is much livlier in Europe than here in the US. (I am a Unix/Network type, not an ST hacker, so please forgive me if I am wrong)

I suffered the same fate when I bought a Sinclair QL: all my software and magazines came from England and France. Does anyone have any suggestions as to the best mags to subscibe to?

Thanks in advance,

A proud new ST owner!


```
==============================================================================
____ ___ () | currier @ romeo.cs.duke.edu
| \ | / | () ===| dynamo @ tucc.bitnet
| || | |/ |__ () | Robert D. Currier
| || | |\ | #1 | Network Communications
|_____/|____| | \ |___ () | Duke University Durham, N.C
==============================================================================
```

6258. Specific ST MIDI quest. (info neede

Newsgroup: comp.sys.atari.st
Date: 1988-12-20 05:14:00 UTC
From: jacobson@uxe.cso.uiuc.edu
Message-ID: <45700009@uxe.cso.uiuc.edu>
Source record: 249908

Thanks to those of you who have already responded to my questions about the ST, and MIDI applications on the ST.

In particular letter told me of a person who has an Amiga 1000 and 2000, as well as a 1040 ST, who prefers the ST for MIDI work. I have sent email asking more about why, but I am curious. Are there any of you other ST users on the net who are into MIDI who have Amigas or use them also who find reasons for choosing the ST over Amiga. I like both machines and don't intend to start flame wars again. I really honestly want to know which would be best for my friend to purchase. If one or the other is significantly better I would like to know why, or if they are about the same that info would be helpful. I want my friend to purchase what is best for him, so knowing how each performs (good points and bad ones) is essential to an informed purchase.

Below I want to list the specific things my friend wants to do with MIDI on the computer he chooses. I would like to know if most software or any software on specifically the ST can do what is required. In additions I have some questions about the price to purchase computer and software which does what my friend requires (he has a limited budget to work with).

MIDI requirements:

1) Keyboard used is a Ensonic ESQ-1. Is software generic enough to be used with it, or is it specific to only certain keyboards?

2) Needs a sequencer which allows what he calles transcribing. This means that the sequencer allows the MIDI keyboard input to be printed out as notes (on a scale). Are most packages sequencers? And do they allow what my friend describes??? He has seen it on other MIDI setups, do the ST (or Amiga) allow this?????

3) He wants to be able to edit in patches to his compositions that were input from the MIDI keyboard. Do most MIDI applicatons do this or allow it???? If not all, which ones allow this (as well as the requirements of item # 2 above)????

4) What are the prices of applications which meet the requirements above??? (see items below)

5) Costs are a big question. My friend has a total maximum budget of $1000 for purchase of the computer, monitor, and needed MIDI software. Can this be done with the ST???? The local dealer thought he could not get by with a 520 ST, but would need the miniumum of 1 MEG of ram that the 1040 requires. Unfortunately the dealers cost of this machine which is in hard to get supply

is a little steep (at or slightly over $1000-which puts us over
budget already just for the computer-nothing left for hardware)
Is a 1040 really needed for what my friend wants to do or would
a 520 suffice????

Any info you could provide to answer these more specific questions would be
most appreciated. I don't know much about MIDI on the Amiga I use, and am
even less informed about it on the ST. But I would like to provide the
information which is balanced and tells my friend whether he can do what
he wants with either the ST or Amiga, for what he can afford to spend.

Happy Holiday to you All!
M680XX machines for ever!

Russ Jacobson
Illinois Geological Survey
615 E. Peabody Drive
Champaign, IL 61820
217 244-2425

6259. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-12-20 06:03:08 UTC
From: USERQ0QM@UALTAMTS.BITNET
Message-ID: <1402230@UALTAMTS.BITNET>
Source record: 249909

Can someone please send me ST-REPORT or ZMAG or any other news for the
ST beside the messages from the comp.sys.atari.st?
Thanx in advance.

Michael Kwan {USERQ0QM@UALTAMTS}

6260. Re: PageStream?

Newsgroup: comp.sys.atari.st
Date: 1988-12-20 08:25:06 UTC
From: steve@pnet51.cts.com
Message-ID: <422@orbit.UUCP>
Source record: 249910

stowe@silver.bacs.indiana.edu (holly) writes:
>We got Calamus in on Monday. It seems to be absolutely amazing.
>It's $100 more than PageStream, however. Personally, from our
>first uses, it appears to be worth the price difference. I would
>like to see more fonts. They are coming, we hear.

What I have read suggests that Calamus uses vector-scaled fonts. The key question is: Whose fonts? Real fonts, or some amateur crud? (I regard the GEM fonts that I've seen so far as thoroughly hideous.)

How about DeskSet? I understand that it uses Compugraphic fonts (which were crud 10 years ago, but have been greatly improved). What about speed of screen redraws?

UUCP: {rosevax, crash}!orbit!pnet51!steve
ARPA: crash!orbit!pnet51!steve@nosc.mil
INET: steve@pnet51.cts.com

-or-
stag!thelake!steve@pwcs.StPaul.GOV
"A member of STdNET -- the ST Developers' Network"

6261. netlib@lakesys

Newsgroup: comp.sys.atari.st
Date: 1988-12-20 13:59:14 UTC
From: martin@lakesys.UUCP
Message-ID: <231@lakesys.UUCP>
Source record: 249911

Hello everyone!

lakesys is back to normal & now we're working on the netlib software. When
all is ready I will post to this newsgroup. NETLIB IS NOT AVAILABLE YET.
For now I'm answering mail to netlib by hand. A number of requests still show
up every day. PLEASE be patient.

I have been receiving a number of requests from the Continent which have julian
in their bang path. When they get here they have mangled addressses & when I
reply *every* one gets bounced back from the site in Toronto. See below for
details....

Hopefully netlib will be better than before when it is functional once again.

Marty Wiedmeyer

uunet!marque!lakesys!martin
uwvax!uwmcsd1!lakesys!martin

==========

This is a condensation of a number of mail error messages which I have
received in the past month. They are really the *only* ones I got, everything
else seems to have gone through OK.

They were generated by my replies to requests for files from netlib.

==========

From marque!uunet!utai!postmaster Fri Dec 9 10:18:26 1988
Received: by lakesys.UUCP (smail2.5)
id AA00121; 9 Dec 88 10:18:26 CST (Fri)
Received: by marque.mu.edu (smail2.5)
id AA06439; 9 Dec 88 10:20:45 EST (Fri)
Received: from utai.UUCP by uunet.UU.NET (5.59/1.14) with UUCP
id AA12992; Fri, 9 Dec 88 08:12:56 EST
Received: by neat.ai.toronto.edu id 6363; Fri, 9 Dec 88 06:52:55 EST
To: marque!lakesys!martin
From: The Post Office <uunet!ai.toronto.edu!postmaster>
Subject: Invalid message envelope information
Cc: The Postmaster <postmaster@ai.toronto.edu>
Message-Id: <88Dec9.065255est.6363@neat.ai.toronto.edu>
Date: Fri, 9 Dec 88 06:52:09 EST

The following message arrived with illegal envelope data, typically a
mangled address that doesn't obey the RFC822/976 protocol specification.
If you do not recognize the source of the bad header, perhaps you should
ask a postmaster at your site, or even the postmaster here if your postmaster

can't figure out why the mail was rejected.

The following annotated envelope headers illustrate the error(s):

Error in "To" envelope address:

mletzko@julian!ds0mpa51.bitnet
^-missing end of address

Error in "To" envelope address:

WUNSCH@julian!CERNVM.BITNET
^-missing end of address

Error in "To" envelope address:

OR916@julian!DBNUOR1.BITNET
^-missing end of address

Error in "To" envelope address:

VOERG@julian!DHDIHEP1.BITNET
^-missing end of address

Error in "To" envelope address:

GERHARD@julian!DBNUAMA1.BITNET
^-missing end of address

Error in "To" envelope address:

mletzko@julian!ds0mpa51.bitnet
^-missing end of address

6262. Re: Notice re. missing digests

Newsgroup: comp.sys.atari.st
Date: 1988-12-20 17:07:14 UTC
From: ST901922@BROWNVM.BITNET
Message-ID: <8812201707.AA02982@ucbvax.Berkeley.EDU>
Source record: 249912

I want to be unsubscribed. Thanks.

6263. Re: PageStream?

Newsgroup: comp.sys.atari.st
Date: 1988-12-20 20:55:57 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2887@silver.bacs.indiana.edu>
Source record: 249913

(Mostly in response to Phil's question about what Calamus is...)

I've got some info on Calamus, but it's at the store, not here. I'll upload it tonight (tying string around my finger) for folks.

In a nutshell, Calamus is a German DTP program, done by Ditek and marketed by ISD. (Note: ISD is keeping a keen eye on illegal copies, and has made no bones about dropping marketing if a lot of unauthorized copies start floating around. PLEASE don't. It's too good to screw it up for the rest of us.) It involved 3 years of programming by 14 programmers, and is pretty darn solid. It has crashed, but only when Ralph has kept on beating it after it captured an error. (It captures its own...) It's icon based, and does nifty things like rotations. The extended version will have approximately 100 fonts available, and will be fairly modular. If I remember right from the article, the coming modules WILL do Postscript, but as I said, I will have to u/l it. The first part, now available from a dealer near you, lists at $299.95. I think it will blow PageMaker (and PageStream, which we, too, returned) out of the water.

6264. Re: PageStream?

Newsgroup: comp.sys.atari.st
Date: 1988-12-20 20:58:18 UTC
From: stowe@silver.bacs.indiana.edu
Message-ID: <2888@silver.bacs.indiana.edu>
Source record: 249914

Steve (Hi Steve!!)...

I believe the article I read said the fonts will be Linotype.

Not too terribly shabby... :-)

I think they're really going all out on this one.

6265. GREGORY THOMPSON/MONITOR TROUBLES

Newsgroup: comp.sys.atari.st
Date: 1988-12-20 21:31:00 UTC
From: rdlanctot@instr.okanagan.bc.ca
Message-ID: <16*rdlanctot@instr.okanagan.bc.ca>
Source record: 249915

HELLO,

I JUST READ YOUR POSTING AND I THINK I MIGHT HAVE SOME ANSWERS FOR YOU.
I FRIEND OF MINE TOLD ME THAT THE EFFECT YOU DESCRIBED IS KNOWN AS
"PIECRUSTING". THE SNAP YOU HEARD WAS PROBABLY THE NECK OF THE PICTURE TUBE
BREAKING AS A POWER SURGE WENT THROUGH IT. THE POWER SURGE WAS MOST LIKELY
CAUSED BY A BURNT OUT RESISTOR IN THE B+ (HIGH-VOLTAGE) SECTION OF YOUR
MONITOR. ANOTHER THING HE SAID IT MIGHT BE IS AN IC CRACKING IN THE VERTICAL
SECTION. AT ANY RATE, WARMBOOTING YOUR MACHINE PROBABLY HAD LITTLE, IF ANY,
EFFECT ON WHAT HAPPENED. IT WAS JUST AN UNFORTUNATE COINCIDENCE. YOU MIGHT
GET THE REPAIR SHOP TO LOOK AT THE NECK OF THE CRT FOR CRACKS. SORRY I
COULDN'T BE OF MORE HELP.

6266. ATARI INTRO

Newsgroup: comp.sys.atari.st
Date: 1988-12-20 21:36:00 UTC
From: rdlanctot@instr.okanagan.bc.ca
Message-ID: <17*rdlanctot@instr.okanagan.bc.ca>
Source record: 249916

HI,

I'M RELATIVELY NEW TO THE ATARI GROUP AND I WAS WONDERING IF ANYONE COULD GIVE ME SOME ADVICE ON A MACHINE TO BUY (I.E. CONFIGURATION, SOFTWARE, ETC.) IN THE LOW END PRICE RANGE. ANY HELP WOULD BE APPRECIATED....

THANKS.

6267. Re: Software that Spectra 128 will not run

Newsgroup: comp.sys.atari.st
Date: 1988-12-20 23:26:28 UTC
From: Xorg@cup.portal.com
Message-ID: <12764@cup.portal.com>
Source record: 249917

Dave Small is currently feverishly working on Spectre GCR. This is a hardware/software package that will allow *direct* read/writes of Mac disks ala Translator only much faster and much more reliably. Dave says the hardware is finished and he is currently putting the software together, then all it needs is FCC approval (unlike the Translator which was marketed without - one reason why Data Pacific doesn't make it anymore :-]) - estimated release date is April/May 89 and a price of under $250 (!!!) is rumored for the whole thing!

Pete

p.s. Just to clarify, GCR is Spectre 128 only upgraded and with the hardware necessary to do the read/writes. Dave promises a liberal trade-in for curreny buyers of 128 towards GCR.

6268. Modula-2 on Minix ST

Newsgroup: comp.sys.atari.st
Date: 1988-12-21 00:04:00 UTC
From: ggf@jsoft.UUCP
Message-ID: <291904@js.UUCP>
Source record: 249918
Cross-posted to: comp.os.minix,comp.sys.atari.st

Look at the following code and see what seems different about it.

```
MODULE hello;

FROM Terminal IMPORT Write, WriteLn, WriteString;
FROM Minix IMPORT exit;

VAR x: INTEGER;

BEGIN
WriteLn;
WriteString('Hello world');
Write(07C);
WriteLn;
exit(0);
END hello.
```

It is Modula-2 on Minix!!!!!.

What Jefferson Software has is a version of our linker running on TOS that produces minix executable code. There is a lot of work to do, for example the Minix library only has read() write() and exit() hooked up. HOWEVER, once you can write a 'hello world' program, the rest is cake.

It was not hard to get the test program up and running. I did find it a little slower than the Idris version. I think Idris was a little easier because the docs for Idris covered much of what you have to do to interface the system. The information for Minix is there, but spread out through the source and the book.

The sections of the book I read were:
system calls p22
interprocess communication p89
message types p95
messages for memory management p230
messages for file system p300
executable file format p411

The source I read:
/h/callnr.h
/h/type.h
/lib/stcrtso.s
/lib/stsndrec.s
/lib/call.c
/lib/read.c

/lib/exit.c

and the source to relmix. I would have liked to have seen more on the way minix relocation information is built. I just used the TOS relocation info with changes that the startup needed.

Minix is nifty. I enjoy working with it and look forward to doing more. Jefferson Software wants to see about putting shared libraries into JSM2 and doing a version of JSM2 that follows Motorola's binary standard. (* Posix compliant *) I want to do them on Minix first.

Well, tis the season to be jolly. I sure am!!!

Gary Frederick

ggf on jsbbs +1 602 276-6102 1200 baud pc pursuitable
ggf on BIX join js.online
ggf@js.UUCP
uunet!noao!asuvax!nud!ggf

6269. Need catridge pinout information

Newsgroup: comp.sys.atari.st
Date: 1988-12-21 00:39:28 UTC
From: markh@cvedc.UUCP
Message-ID: <650@cvedc.UUCP>
Source record: 249919
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I am not sure if this is the place to post this, but it is the closest catagories that I could find.

A couple of years ago, I bought an atari 5200 when it was the "best" game system that they put out at the time. They promptly discontinued the unit and came out with the 7800. At one time an adapter was made to run 2600 cartridges on the 5200, so I know it is possible to get new games (albeit lower quality graphics).

What I would like to know is that adapter still available (and will it work with 7800 cartridges) or better still what is the pinout for the edgecards of the cartridges for the 2600, 5200, and the 7800.

Is there any interest in addons for this game? Or am I the only one who hung on to one? Are there still suppliers of game cartridges for the 5200?

Please send replys to the address below as I do not normally read these news groups.

==========
Mark Holm ..tektronix!ogcvax!cvedc!exc!markh
Exceptions ..sun!cvbnet!cvedc!exc!markh
126 NE Grant Phone (503)648-8307
Hillsboro, Oregon 97124 Messages only until after 6:00 PM

6270. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-21 07:08:08 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <945@ncrcce.StPaul.NCR.COM>
Source record: 249920

In article <3774@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:
>in article <1263@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
>> Great! This is exactly the kind of "It works, so use it" philosophy
>> which makes it so hard to improve TOS in a backward-compatible way.
>> Please do not rely on crap like this in your programs. If you do, don't
>> expect them to work in the future. Maybe I should make sure the hack
>> described above stops working, but I'm not vindictive or petty, so I
>> won't.
Mr. Pratt seems to be complaining about programmers using TOS in an illegal
way. Perhaps if Atari had ever bothered to publish good, widely available
documentation his complaint would be valid. Given Atari's disinterest in
documenting their machine I don't think Atari should complain too loudly
when folks make mistakes.
--

Bob Rogers rogers@stpaul.ncr.com or rogers@pnet51.cts.com
NCR Comten, St. Paul, MN GEnie: R.C.ROGERS

6271. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-12-21 08:03:12 UTC
From: USERQ0QM@UALTAMTS.BITNET
Message-ID: <1403398@UALTAMTS.BITNET>
Source record: 249921

Please check your sending digest routine or whatever you call it.
I am getting 4 extra copies of the same digest (V88 #511) with them
being failure messages.

Thank-you...

Michael Kwan {USERQ0QM@UALTAMTS}

6272. DBMAN 4.0 Report Problem

Newsgroup: comp.sys.atari.st
Date: 1988-12-21 14:24:49 UTC
From: ted@banyan.UUCP
Message-ID: <370@banyan.UUCP>
Source record: 249922

I have encountered a problem when attempting to generate a report that subtotals fields when more then 12 fields are specified. DBMan 4.00 just won't generate the subtotal's or grand totals for the fields following the 12th column (or maybe 13th). I have tried to call DBMan's makers (VersaSoft I believe) on several occasions, but with no answer. Are they going/gone under? In any event, we paid $90.00+ for the 2.xx to 4.00 upgrade and would like to get a solution to this problem. Has anyone out there had the same difficulty with the report generator? Is there a fix? and finally is VersaSoft still in existance? (if so, would anyone have a phone number for them that gets aswered?).

Thanx for the help in advance....

Ted Bailey....

6273. Re: IBM -> Atari Disk

Newsgroup: comp.sys.atari.st
Date: 1988-12-21 15:34:14 UTC
From: ralph@cc.brunel.ac.uk
Message-ID: <513@Terra.cc.brunel.ac.uk>
Source record: 249923

In article <675@stag.UUCP> to_stdnet@stag.UUCP writes:
>From: dynasoft!john@stag.UUCP (John Stanley)
>
>
>> Boy, do I wanna talk to you! Where do I line up to get TOS 1.4?
>
> The beta-test version of TOS 1.4 is only currently available to
>'registered developers' (them tha's paid Atari for the title). It will
>be released when it's released and I'm positive you'll hear lots about
>it here. (probably 3-6 months...)

Back in 1985 we bought 3 520ST's and the developer's kit. At first, we received some info from Atari about the dev.kit, the last of which (I think) was the eprom set. Since then, approx 2-3 years, there has been nothing at all. Does the dev.kit require re-registration annually ?? Has there been any further info distributed in the last 2-3 years ?? The last I heard was that the bug-ridden C compiler was not to be replaced and the appallingly badly photo-copied documentation was all there was... Oh, and there was a compiler bug-list with workarounds...

Does anyone from Atari(UK) read this news-group ??

From: Ralph Mitchell at Brunel University, Uxbridge, UB8, 3PH, UK
JANET: ralph@uk.ac.brunel.cc ARPA: ralph%cc.brunel.ac.uk@cwi.nl
UUCP: ...ukc!cc.brunel!ralph PHONE: +44 895 74000 x2561
"There's so many different worlds, so many different Suns" -- Dire Straits

6274. DUngeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-12-21 16:42:16 UTC
From: felixc@mtgzy.att.com
Message-ID: <4540@mtgzy.att.com>
Source record: 249924

This may have been seen before but, please don't flame. I am an amiga owner and resently purchased Dungeon Master. I'm having difficulty completeing level 5. I have asked the readers on the amiga newsgroup but, I guess since this game is very new to the amiga no one has yet reached level 5. I have received request for help on lower levels from others in the amiga community but as yet no one has helped me. I know this game has been around a bit longer for the atari so here goes.

Level 5 has me stumped. I can't get all the peices I need to solve the riddles on level 6. In particular, the room with the transporter. No matter which way I turn I always windup at the entrance to the room. Can anyone help?

Also I seem to only be able to kill the purple worms and other strong creatures by using many fireballs. I can't seem to kill them just by fighting them. Is there another way?

Any help will be appreciated even hints on lower levels after 5. Thanx in advanced! Happy Holidays!

--
*Felix Cabral *
*AT&T Bell Labs /**************************\ *
*Middletown,NJ |{rutgers,mtune}!mtgzy!felixc| *
*4B-402 (201) 957-5081 **************************/ *

6275. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-21 19:37:03 UTC
From: apratt@atari.UUCP
Message-ID: <1268@atari.UUCP>
Source record: 249925

In article <3774@druhi.ATT.COM> dlm writes:
> in article <1263@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
> > Great! This is exactly the kind of "It works, so use it" philosophy...

> It just thrills me to see Atari programmers saying they will
> break things just for fun. But they are never petty or vindictive.

> ... Or the fact that 2 years ago an Atari programmer
> said this was a useful feature and would be left in.

No, we're not petty or vindictive. What makes you think we are? I *didn't* say I would break things just for fun. It is more than possible that a future, seemingly-harmless change to the code in the trap handler will make the described hack stop working.

This issue illustrates the thing which has hamstrung improvements to the OS from Day 1: whenever we talk of making something better, people complain that they were relying on the old, undocumented, bogus behavior. Want to know why I can't speed up Pexec? Because people rely on the entire heap, not just their declared BSS, being clear. Want to know why I can't get rid of Malloc limitations? Because people use memory they don't own, and also rely on multiple Malloc's returning contiguous memory.

Who promised that this "feature" would be left in? I have been here more than 2 years, and I never heard about it. Worse, it was not commented in the code, which is the final arbiter of what has been promised. Blame whoever made that promise, not me.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

6276. Re: Insidious Hard Drive Bug!

Newsgroup: comp.sys.atari.st
Date: 1988-12-21 20:42:05 UTC
From: rona@hpdml93.HP.COM
Message-ID: <480010@hpdml93.HP.COM>
Source record: 249926

Scott R. Chilcote writes:

> BUT, nine times out of ten, when I run ANY program on the hard disk it will
> crash, with between two and seven bombs. If I enable auto-booting on the hard
> disk, it will perpetually crash with two bombs. Formatting WITH bad sector
> mapping enabled will cause the format program to give a "bad field in CDB"
> error before the partitions are installed. And if I use SUPUTIL to go and
> map bad sectors later, it gives a "Bad sector in FAT -- Disk unuseable" error.

etc., etc...

I don't know if this will be a big help, but I too have experienced problems like what you describe. My solution was to play with cable lengths and move the host adaptor away from the drive/controller. At 12 inches, I was okay. At 4 inches I had trouble. Also, I tried to route the cables so that would go directly away from the host adaptor. The bottom line is, the system can be highly susceptable to noise. And what was really funny was that I never had any trouble with my fairly slow 20 MB drives, but when I put the 300 MB drive on there, I had to get very careful.

Co-workers of mine have used the exact same drive on their ST's and haven't had any trouble. Anyway, I would try moving things around rather than just shielding.

GOOD LUCK!!!

Ron Abramson

6277. MISSING DIGESTS

Newsgroup: comp.sys.atari.st
Date: 1988-12-21 22:09:00 UTC
From: UTAT@UTEP.BITNET
Message-ID: <8812220030.AA20702@ucbvax.Berkeley.EDU>
Source record: 249927

I hate to harp, but W. Huebner's append shows issues missing before
issue #488:
<
< V88I468, V88I469, V88I470, V88I471, V88I472, V88I473, V88I474, V88I477,
< V88I479, V88I482, V88I483, V88I484, V88I485, V88I486, V88I487, V88I488
<
I would like to verify that issues 475, 476, 480, 481 are also missing
on my archives. I make them "public" on our host system here at UTEP,
so if somebody has these and can send them to a BITBET LISTSERV site
I and my users would appreciate it. (Congratulations to you INTERNET
folks upon recovery from your virus infection.) By the way, I received
multiple copies of issue 511, all but the first showing complaints from
a BITNET-TO-INTERNET gateway about valid addresses. Let us hope one
glitch is not replaced by another.

Marshall

6278. Re: Hard disks

Newsgroup: comp.sys.atari.st
Date: 1988-12-21 22:11:34 UTC
From: rona@hpdml93.HP.COM
Message-ID: <480011@hpdml93.HP.COM>
Source record: 249928

Steve Yelvington writes:

> I'd like to hack together a low-budget hard drive. What I'm thinking of is:
> * Atari's host adaptor, which at least one dealer will sell me for $60.
> * Adaptec 4000, which I think Computer Surplus will sell for around $80.
> * An ST-506-type 10MB hard disk, which I see advertised for around $90.
> * ICD's formatting software, which is free.
> * A case from a junk electronics shop.
> * Cables, which I may be able to scrounge.
> * A power supply (cost unknown).

> The whole package should be up and running (if it runs at all) for under $300.

Yes, I think that you should go ahead and build your own drive if you've
got the time. However, I personally wouldn't bother buying a 10 MB
drive. How much more would a 20 MB cost you? If the answer is $50-$70
I would go ahead and buy the extra capacity up front. You'll probably
want it before long.

Good Luck!

Ron Abramson

P.S. Last time I checked, my opinions were my own, but I could be
mistaken.

6279. Re: Seeking ST & ST MIDI info

Newsgroup: comp.sys.atari.st
Date: 1988-12-21 22:35:34 UTC
From: rona@hpdml93.HP.COM
Message-ID: <480012@hpdml93.HP.COM>
Source record: 249929

I don't have time to reply to this note but, I JUST CAN'T HELP MYSELF!!!

IN MY OPINION:

There is plenty of good software available for the ST. Also, most of this software is very reasonably priced!

I've rarely had to contact Atari directly so I can't evaluate their support. Once when I did ask for the answer to a question, someone from Atari called me back in less than a week and I was satisfied. Thank you, Atari. Most of the support I've needed has come from fellow users and they have been GREAT! If your friend has access to the net and/or a users group, I can't see that support will be too much of a problem unless he plans to do something far more technical than I've attempted.

I'm not sure if developers are abandoning the Atari, could that be because there is a pretty good base of software already available? For just about any standard application you can name, I can probably mention a good (maybe not great) software product that will meet the needs of most users. So, maybe that's the reason? Would you develop another "C" compiler when there are already several top quality compilers available?

I can't recommend MIDI software because I don't use the stuff. But really, I just have to get back to work! All in all, the Atari still seems like a pretty good value to me.

Ron Abramson

P.S. Insert standard disclamer

6280. Recursion digest?

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 02:23:02 UTC
From: ART30088@NUSVM.BITNET
Message-ID: <8812220222.AA22521@ucbvax.Berkeley.EDU>
Source record: 249930

I thought that I have received 10 digests. However, only issue 511 was the one that I received; the rest was error reports within error reports of issue 511 going to someone @SCE1. Can someone rectify this problem?

Regards:
Victor Pang - Electronic Music Laboratory
National University of Singapore (ART30088@NUSVM.BITNET)

6281. Re: Software that Spectre 128 will not run

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 02:23:30 UTC
From: pv9y@vax5.CIT.CORNELL.EDU
Message-ID: <17601@vax5.CIT.CORNELL.EDU>
Source record: 249931

Thanks for the information about the Spectre GCR, Dan! That sounds like exactly what I'm looking for.

Adam

6282. Tweety Board from Practical Solutions.

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 02:23:30 UTC
From: ART30088@NUSVM.BITNET
Message-ID: <8812220222.AA22546@ucbvax.Berkeley.EDU>
Source record: 249932

I saw an advertisement recently in START magazine about the above board. This board is supposed to able to generate true Stereo/3D sound from the Atari ST computer. I thought of getting one and installed it on my MEGA ST. Before that, I will like to know if it is really able to generate true Stereo sound and also feedback from users who have installed the board.

Regards:
Victor Pang - Electronic Music Laboratory
National University of Singapore

(ART30088@NUSVM.BITNET and ART30088@NUSVM.NUS.AC.SG)

6283. Re: ATARI INTRO

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 04:53:14 UTC
From: Xorg@cup.portal.com
Message-ID: <12824@cup.portal.com>
Source record: 249933

I would strongly recommend a 1040 color system as a starter (and a damn good starter at that!) It can be easily found for around $850 new and better used. It would include 1 meg of RAM and an internal DD drive and would take care of 95%+ of the software out there. If you decide thats too much then drop the color monitor and go for a mono - one of the best mono monitors out there. Thats should cut a good %140-200 from the price. I would not recommend a 520ST because it only has 1/2 meg and much of the up scale software needs more than that and upgrading to 1 meg or beyond is costly (but not too difficult) so you may as well get all the RAM you need right off the bat. If you have a little more to spend then by all means get a Mega 2 system - its Atari's new standard machine and a mono system can be easily found for as little as $1,299 complete!

Pete

6284. Spectre 128 and LDW POWER Problems

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 05:07:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8812220937.AA29124@ucbvax.Berkeley.EDU>
Source record: 249934

1. Spectre 128

I finally received my Spectre 128 to graduate from Magic Sac. However, any programs that require 128K ROMs (EXCEL 1.5 and HYPERCARD) will not run on either my Mega 2 or my 1040ST. I get the message that a system error has occurred (#26 I believe). This is definitely a pain since I bought Spectre to run 128K codes.

I phoned Gadgets by Small and was greeted with Christmas music and the message that Gadgets is closed until January 3, 1989. Jeez, I really want to play with HYPERCARD over the holidays and I would REALLY appreciate it if ANYONE can give me a clue as to why the codes that need 128K ROMs will not run (Oh yes, Red Ryder 7.0 will not run under Spectre either and I really need a telecomm code to talk to our VAX). PLEASE, anyone - HELP!!!!!!!!!!

2. LDW POWER

In only three weeks of use, LDW Power has managed to destroy three different worksheets during saves. Big chunks of my sheets have been vapourized (have the gone to the same place as the TT or the ATW?). Has anyone else had LDW blow away parts of sheets?

Quick answers to these questions would be highly appreciated.

P.S. Does anyone know why UNITERM requires a numeric keypad key to be followed by <cr> on my 1040 yet one is supplied automatically on my Mega?

6285. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 06:36:09 UTC
From: david@bdt.UUCP
Message-ID: <465@bdt.UUCP>
Source record: 249935

In article <1263@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>In article <3767@druhi.ATT.COM> dlm@druhi.ATT.COM (Dan Moore) writes:
>> There isn't a bios function 0x7f. But it is a useful bios call
>> if you intended to patch the bios handler on the ST. When the ST bios
>> or xbios handler receives an illegal function number it returns an error
>> code and a pointer to the bios/xbios function pointer table.
>
>Great! This is exactly the kind of "It works, so use it" philosophy
>which makes it so hard to improve TOS in a backward-compatible way.
>Please do not rely on crap like this in your programs...

I know Dan pretty well and I like him, but in this case I have to agree with Allan Pratt. The reason I'm posting a followup though is becuase this sort of "philosophy", as Allan calls it, also is part of the reason why "clean" BIOS trap handlers are dificult to implement too.

In order to be compatible with these types of programs, the trap handler must implement all the documented functions as well as the undocumented "features" too. There are safe and legal ways to intercept BIOS traps that are TOS/ROM independent. So why do some people cheat?

Sometimes the "legal" ways aren't as fast or as compact as the "cheating" ways, so programmers can be lured into these practices. Often the pressure comes from the Users who want it FAST FAST FAST and TINY TINY TINY. Then when the next TOS ROMS come out, everybody's bitching becuase their nifty programs don't work anymore. But in the long run breaking the rules is bad for everyone, and limits the potential for future success of the very machine we all love so much.

--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

6286. Re: Atari-bashing (was Re: Looking for an Evangelist)

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 06:54:33 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <12835@cup.portal.com>
Source record: 249936

A.J. Yarusso writes:
>Most people who criticize Atari's don't have an Atari and are VERY
>biased... oh well, such is life.

I've found that generally people who criticize Atari machines who DON'T own an Atari machine are generally mis-informed, ill-informed, or just plain ignorant of the capabilities of the machines. Many times they just can't believe that a "game machine" can be capable of much more than playing "Pac-Man". When shown the true capabilities, many times they are quick to show an interest, especially when they find out just how inexpensive that kind of power can be. The problem comes when they don't want to be bothered learning what an Atari computer can do. A lot of times, they'll say that if it was any good, they would have heard about it before... and there's the true problem... the manufacturer of what is arguably the BEST value in low cost computers does NOT, for whatever reason, tell the world about their machines. It falls to "evangalists" to spread the word, and it's an uphill battle..

Among people who DO own Atari computers, you'll ALMOST NEVER hear them criticize the MACHINE itself...

BobR

6287. N E T L O O P A L E R T

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 11:43:06 UTC
From: URZ90@DMSWWU1A.BITNET
Message-ID: <8812221143.AA00668@ucbvax.Berkeley.EDU>
Source record: 249937

N E T L O O P A L E R T
Hello, since yesterday afternoon GMT there is a netloop in the distri-
bution of the Info-A16 Digests 511/88 between <Mail.System@GEC.KL.AC.UK>
(this system bounces) and an EARN/BITNET listserver (that redistributes
the bounced message).
rp

<<< One of the mails I've got follows >>>
Received: from DEARN.BITNET by DMSWWU1A.BITNET (Mailer X1.25) with BSMTP id
0548; Thu, 22 Dec 88 10:35:37 MEZ
Received: by DEARN (Mailer R2.01) id 6303; Thu, 22 Dec 88 02:50:54 MEZ
Date: Wed, 21 Dec 88 12:13:00 LCL
Reply-To: INFO-ATARI16@SCORE.STANFORD.EDU
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Mail error reporter <Mail.System@GEC.KL.AC.UK>
Subject: [Failure message from the mail server at UK.AC.KL.GEC]
To: Rainer Perske <URZ90@DMSWWU1A>

<<< Begin of repeated part >>>
Your mail could not be delivered to cca14@SEQ1 because
FTP system error or transfer terminated by user or operator.
The text of your message is reproduced here.

Via: EARN; Wed, 21 Dec 88 12:11 (V30 at UK.AC.KL.GEC)
Received: from UKACRL by UK.AC.RL.IB (Mailer X1.25) with BSMTP id 7817; Wed, 21
Dec 88 12:10:38 GM
Received: by UKACRL (Mailer X1.25) id 7667; Wed, 21 Dec 88 12:10:35 GMT
Date: Wed, 21 Dec 88 11:46:00 LCL
Reply-To: 'INFO-ATARI16@SCORE.STANFORD.EDU'
Sender: "Atari ST users forum (INFO-ATARI16)" <INFO-A16@EARN.FINHUTC>
From: Mail error reporter <Mail.System@UK.AC.KL.GEC>
Subject: [Failure message from the mail server at UK.AC.KL.GEC]
To: GERRY PRATT <CC14@UK.AC.KL.GEC>

<<< End of repeated part, only the time stamps differ from each other>>>
<<< then the digests >>>

6288. Hard Disk Virus Protection

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 11:44:21 UTC
From: silvert@dalcs.UUCP
Message-ID: <3122@dalcs.UUCP>
Source record: 249938

Two events have gotten me agitated about viruses -- getting an infected disk from a friend in Germany, and getting a 60 Meg Supra for my birthday. I have several programs, including George Woodside's VKILLER (which is a beautiful program by the way), for checking floppies, but haven't heard of anything that will help with a hard disk.

My concern is that I might download a program which will infect my HD. It seems that the only security is to run all programs only from floppies, but this is pretty drastic -- like using Saran wrap all one's life. Some information on viruses would be appreciated, along with advice on how to minimize risk to a HD.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN: biomel@cs.dal.CDN BITNET: bs%dalcs@dalac.BITNET

6289. Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 13:54:29 UTC
From: felixc@mtgzy.att.com
Message-ID: <4543@mtgzy.att.com>
Source record: 249939

I had posted an article asking for hints on level 5 of Dungeon Master. Well, I recieved a few excellent hints. I'm glad to say I've completed it and am well through most of level 6 now and on my way to level 7. Thank you all for your help. With that experience (level 5) I should be able to think through most other riddles as I continue. I just have one last concern. Should I pick up the following items or not. It seems they don't do much for the party:

Helmets -- add weight but do they protect?
Shields -- " " " " " "
You can block with them but seems to be
a waste of time since it slows fighting.

wands -- SPell shields don't seem to help much
Chocker -- Found on level 5 what's it for?
Clothing-- ie, gunda, elves stuff, tunic etc.
Potions -- found on level 5 ie. dain, another (name?)
I drank these but nothing happened. How
about the green one (poison cloud when thrown)

My guess is these are used further down the dungeon, yes,no?

PS. The dungeon Master hint book I bought ($15) it stinks! All it really helps in is describing SOME of the items you find. The ST LOG magazine is excellent (Oct, Nov, and Dec issues).

THANK AGAIN TO ALL WHO RESPONDED

--
*Felix Cabral *
*AT&T Bell Labs /**************************\ *
*Middletown,NJ |{rutgers,mtune}!mtgzy!felixc| *
*4B-402 (201) 957-5081 **************************/ *

6290. Re: Insidious Hard Drive Bug!

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 18:04:23 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830019@hpldola.HP.COM>
Source record: 249940

How long are the cables between the various boards and between the host adapter and the DMA port of the ST. It seems that this can be a problem in some cases.
Dave

6291. Re: Atari-bashing (was Re: Looking for an Evangelist)

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 19:51:13 UTC
From: stephen@plx.UUCP
Message-ID: <1570@plx.UUCP>
Source record: 249941

In article <12835@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> A.J. Yarusso writes:
> Among people who DO own Atari computers, you'll ALMOST NEVER hear them
> criticize the MACHINE itself...
>
> BobR

I agree. I DO own an Atari and IT did do most of the things I wanted
it to do. I DID DO a lot of shopping before I bought it 2.5 years ago.

But the promised additions to it and the sometimes BETTER THAN THOU
SOAP BOX STYLE of the people at Atari and those who represent them on
this net has ended this evangelist's support.

I've owned Atari for 6 years and I doubt that I'll ever buy another one
and will influence my associates to not buy one either!

I'm tired of being the VERY LAST ONE, yes the VERY LAST ONE as a consumer
to whom atari lends an ear and tries to satify.

They are interested in if I'm satified only and only if it affects their
bottom line to any major amount. And if it doesn't affect their bottom
line they couldn't care less.

SCH

An X-evangelist and letting everyone know about it X-customer!

stephen@plx.UUCP
sun!plx!stephen

Apply Standard Disclaimer. As in I'm responsible for this and not
the company I work for!!

(Atari needs this or they threaten to sue your company!!!!!)

6292. Re: Looking for an Evangelist

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 21:15:18 UTC
From: to_stdnet@stag.UUCP
Message-ID: <681@stag.UUCP>
Source record: 249942

From: dynasoft!john@stag.UUCP (John Stanley)

[peter@sugar.uu.net (Peter da Silva) writes...]

> TOS, of course, doesn't let you do this... its memory management has a fatal
> bug that forces everyone to roll their own. but I'll wager that if you free
> something twice in a complex 'C' program and let it run long enough it'll
> crash.

You'd loose the wager if the C program used the dLibs (public domain) C
librarys for the ST.... You can free memory blocks at random locations
from here to doomsday and the machine will fall apart from old age before
the program will crash... dLibs has been extensively tested by some of
the best crazies I know of. :^) I'd safely say that anyone developing in
C on the ST who is not using this library is probably working far harder
than they need to.

(When/where can I collect on your wager? :^)

--
PS: Please note that my Reply-To address gets munged by the gateway
I'm currently using for news access so you can't just <r>eply to this
article and have your message get to me. Please use the address below.

John Stanley (dynasoft!john@stag.UUCP)
Software Consultant / Dynasoft Systems

6293. Insidious Hard Drive Bug!

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 21:15:18 UTC
From: to_stdnet@stag.UUCP
Message-ID: <682@stag.UUCP>
Source record: 249943

From: dynasoft!john@stag.UUCP (John Stanley)

[src@xanth.cs.odu.edu (Scott R. Chilcote) writes...]

> I purchased a Supra Host Adapter/controller, and added an Adaptek 4070
> SCSI --> RLL controller to it. For the drive I bought a Seagate ST-277R
> 65 Megabyte hard disk.

[...]

> The switching supply I
> bought has plenty of power for two drives, and doesn't even get warm running
> one. I've tested the outputs, though, and it does what it should.

If you didn't test it -while- the system is reading from the drive for a
number of secconds at a time, you haven't tested it in-use. Marginal
parts would place more of a load on the system while accessing the drive
and overload the supply... But, if we assume that you -have- tested it
in-use...:

> BUT, nine times out of ten, when I run ANY program on the hard disk it will
> crash, with between two and seven bombs. If I enable auto-booting on the hard
> disk, it will perpetually crash with two bombs. Formatting WITH bad sector
> mapping enabled will cause the format program to give a "bad field in CDB"
> error before the partitions are installed. And if I use SUPUTIL to go and
> map bad sectors later, it gives a "Bad sector in FAT -- Disk unuseable" error.

What's so misterious? You probably have a bad drive with a major
concentration of problems in a critical area of the drive. The remainder
of your message just supports this idea... The problem is probably in the
head circuit on the drive itself. If you access a large number of sectors
very-very quickly (as you do at boot time or when running a program) it
can't maintain signal levels high enough to drive the controller...

One other possibility could be emf from some nearby source. If your
drive is sitting next to a speaker, tv, or even your ST monitor, try
moving it at least two feet away and trying again. If that fails, deepsix
the drive and get a good one...

--
PS: Please(!) note that my Reply-To address gets munged by the gateway
I'm currently using for news access so you can't just <r>eply to this
article and have your message get to me. Please use the address below.

John Stanley (dynasoft!john@stag.UUCP)
Software Consultant / Dynasoft Systems

6294. SM124 monitor down, help!

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 22:09:32 UTC
From: litt@bnlux0.bnl.gov
Message-ID: <709@bnlux0.bnl.gov>
Source record: 249944

I have an SM124 (monochrome) monitor down with the capacitor problem mentioned a couple of times recently on the net. The repair shop claims they can't get a proper replacement for the cap. The specs are 2.2uf @ 25volts which are not hard to come by. But the replacements work for a while (typically a couple of hours) then blow out. One possible hint at what's going on is that the original caps are physically very large (barrel mount ~ 1/2" by ~ 3/4") whereas available replacements are much smaller, and apparantly less robust. The monitors in question were apparently made for Atari by Gold Star in Korea. Any suggestions?

6295. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 22:10:04 UTC
From: saj@chinet.chi.il.us
Message-ID: <7251@chinet.chi.il.us>
Source record: 249945

In article <1268@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
[as part of the illegal BIOS call discussion]
> Want to know why I can't speed up Pexec? Because people rely
> on the entire heap, not just their declared BSS, being clear. Want to
> know why I can't get rid of Malloc limitations? Because people use
> memory they don't own, and also rely on multiple Malloc's returning
> contiguous memory.
>
> Who promised that this "feature" would be left in? I have been here more
> than 2 years, and I never heard about it. Worse, it was not commented
> in the code, which is the final arbiter of what has been promised.
> Blame whoever made that promise, not me.
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

I'll admit to being of the camp that tends to say that if an OS repair breaks the application, redo the application. However, it would seem fair to everyone to announce publicly and officially that un-documented features X, Y and Z have been found to interfere with desirable changes to TOS, and that any new OS releases after some given future date will defeat those hacks. Developers who are still in business will have decent notice to remove dependence on such features (as a courtesy, Atari might privately inform developers whose products are known to be at risk, without promising that they'll do so). Some orphan products will become useless to owners of new or upgraded machines, but that will just make more business for the remaining developers. Anyone dependent on an orphan product will probably have to forego the OS upgrade, but I personally think that anyone who stays dependant on an orphan product needs his head examined (and I don't mean disk drive).

6296. Re: ST World (was:hard drive kits)

Newsgroup: comp.sys.atari.st
Date: 1988-12-22 23:59:54 UTC
From: Robert_Bob_Mulholland@cup.portal.com
Message-ID: <12850@cup.portal.com>
Source record: 249946

I would like to correct my original message about my review of ICD Hard Drive Kit being in the August 1988 issue of ST World -- it wasn't. The issue I should have said was the July 1988 issue (Vol. III, No. 7, Issue #23) on page 9.
I would like to take this opportunity to mention that this is NOT ICD's FA*ST hard drive kit but the kit they sold previous to that one. Basically the only difference is the case, which is MUCH larger in the older kit than the sleeker under-monitor design of their FA*ST Hard Drive Kit.
My apologizes to those who were confused by my mis-information.

6297. Directory seperators & shells (was A proposal--TOS Replacement Project)

Newsgroup: comp.sys.atari.st
Date: 1988-12-23 00:32:13 UTC
From: daanjj@neabbs.UUCP
Message-ID: <80205@neabbs.UUCP>
Source record: 249947

Recently Howard Chu wrote:

<stuff about Minix hacking deleted>
> For example, one thing that drives me absolutely nuts is using the
> backslashas a directory separator. I wish this were a modifiable
> system variable. It's so amazingly inconvenient... But also amazingly
> trivial. I haven't given up TOS yet, because my favorite application,
> Uniterm, only runs under TOS. Ah well...
<more about Minix deleted>

Howard,

If you almost want to "forget" TOS expects backslashes as dir separator in stead of the slash, give the excellent CRAFT package a chance. It consists of a superfast editor (STedi, in most respects a lot faster than Tempus) and a shell which comes very close to csh- you sometimes don't know if you're working on the ST or on a UNIX box! (OK, no multitasking, that's the most important difference with csh). This shell, the GPshell, has a user-selectable directory separator (slash or backslash). Among the many other features I name: command-line history editing (is there life without it?), built-in ramdisk, spooler, redirection and piping, csh-like shell scripts, hashtable for programs along $path, cdpath support, filename completion, invisible workarounds for many GEMDOS bugs (eg. redirection, key repeat), powerful *real* pattern matcher, supports XARGV argument passing, FED font loader, a lot of UNIX utilities like fgrep, pr, more, make, cmp, diff, wc, head, tail, etc. etc.

I don't know of any distributor out there in the States; the product is marketed here by:

ComMedia
Leidsekade 98
NL-1017 PP Amsterdam
Tel. (Netherlands)020-231740

It's just GREAT!!!
Daan*

UUCP: {seismo,uunet}!mcvax!telemail!neabbs!daanjj
daanjj@neabbs.UUCP
Fido: 2:280/1 / daan jitta

Disclaimer: I have no commercial relation with ComMedia, I'm just a very satisfied beta tester.

6298. Mail to Rokicki?

Newsgroup: comp.sys.atari.st
Date: 1988-12-23 01:56:49 UTC
From: rokicki@polya.Stanford.EDU
Message-ID: <5773@polya.Stanford.EDU>
Source record: 249948
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st,comp.text

If you've tried to reply to me via Usenet in the past months,
and never got a reply, I may have found out why. Here at
Stanford, we have a machine called Labrea (as in tar pits;
it's used for archives, mostly, get it?) Well, there was a
serious mail clot in the tar pits, just removed, and I've
gotten dozens of mail messages dating all the way back to July.

I didn't ignore you; I never got your message! Mail me again
if you wanted Mackie 1.1, or DeskJet info, or anything else.

-tom

6299. Re: DUngeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-12-23 02:15:29 UTC
From: Richard_Alan_Kaapke@cup.portal.com
Message-ID: <12854@cup.portal.com>
Source record: 249949

Teleporter/portcullis/pit/floor plate puzzle (aka "Dennis puzzle" at FTL ;-)
Stepping into the teleporter is NOT the solution. Where you stand, which
way you face, and what you do when correctly positioned IS. (Don't
throw anything into the teleporter either; you DO need to use it, tho ;-)

Richard_Alan_Kaapke@cup.portal.com
Spokesman for FTL Games

6300. Thanks!

Newsgroup: comp.sys.atari.st
Date: 1988-12-23 08:36:54 UTC
From: goldman@ferris.cray.com
Message-ID: <12357@ferris.cray.com>
Source record: 249950
Cross-posted to: comp.sys.atari.st,rec.ham-radio

Thanks to all who responded to my earlier request. There are
many people who sent me mail, posted a message or called even.

Thanks!

--
Matthew Goldman (612) 936-9675

I dream of ancient days...
.... .. - .... . .-. . .-.-.

6301. Problems de-arcing NULLFILL.ARC (Was: NULLFILL ARCed source)

Newsgroup: comp.sys.atari.st
Date: 1988-12-23 09:27:43 UTC
From: leo@philmds.UUCP
Message-ID: <899@philmds.UUCP>
Source record: 249951

In article <8812210153.AA26758@ucbvax.Berkeley.EDU> U46050@UICVM.BITNET (JOHN ZAFIRIS) writes:
|I have received some requests for the source code for NULLFILL and
|suspect that there is enough residual interest for it that I have sent
|an .ARC of it and the executable. I don't know which file servers most
|on the 'net have access to and since the UUE for this ARC is not too
|long (137 lines) it is appended to this note.
| ...John
[uuencoded file removed...]

I tried to uudecode and de-arc this stuff, but arc.ttp complains (I'm using version 5.21):

```
$ arc.ttp x nullfill.arc
Extracting file: NULLFILL.PRG
Corrupted compressed file.
Invalid code 535 when max is 533.
WARNING: File NULLFILL.PRG fails CRC check
An entry in NULLFILL.ARC has a bad header. 97 bytes skipped.
Extracting file: NULLFILL.SRC
Corrupted compressed file.
Invalid code 2541 when max is 2151.
WARNING: File NULLFILL.SRC fails CRC check
An entry in NULLFILL.ARC has a bad header. 1292 bytes skipped.
Extracting file: NULLFILL.TXT
Corrupted compressed file.
Invalid code 1512 when max is 1060.
WARNING: File NULLFILL.TXT fails CRC check
An entry in NULLFILL.ARC has a bad header. 586 bytes skipped.
$
```

An older version of arc.ttp (5.12) also reveals errors. Am I the only one having these problems?
Leo.

6302. SPECTRE 128 MYSTERY

Newsgroup: comp.sys.atari.st
Date: 1988-12-23 14:36:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8812231435.AA24793@ucbvax.Berkeley.EDU>
Source record: 249952

I changed to System 4.2 and Finder 6.0 and booted Spectre 128 again. This time Red Ryder 7.0 worked, whew! However, neither HYPERCARD nor EXCEL 1.5 ran. Instead of the bomb under 3.2/5.4, this time I got the message:

THE FOLLOWING APPLICATION IS BUSY OR DAMAGED

Does anyone knwo what this means and how to get around it?

Again, all the codes that I could run under Magic Sac run with Spectre. None of the 128K requiring codes are working on my 1040 or my Mega 2. Nuts!

6303. Virus alert!

Newsgroup: comp.sys.atari.st
Date: 1988-12-23 14:54:33 UTC
From: klute@trillian.uucp
Message-ID: <810@laura.UUCP>
Source record: 249953
Cross-posted to: comp.sys.atari.st,dnet.atari

In comp.binaries.atary.st a program named VKILLER was just
posted. It examines the boot sector and the FAT of a floppy
disk for a virus and kills them upon request.

It turned out that most of my floppies at home and at work were
infected by a so called 'key virus'. This virus, once active,
installs itself in the boot sector of every disk a read or
write is performed on. The second action this virus performs it
to wait for a disk with a certain 'key' in the boot sector.
When such a disk comes along it does all the (probably
destructive) actions coded on that key disk. - It is said that
this virus is spread far about germany and the netherlands.

Bottom line: I would highly recommend everyone to use VKILLER.
Kill those virusses! Make sure that your system is not infected!

Thanks to George Woodside for this important program. Keep on
that good work!

Rainer Klute ---- klute@irb.informatik.uni-dortmund.de
Universitaet Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

6304. degas2ps

Newsgroup: comp.sys.atari.st
Date: 1988-12-23 16:59:05 UTC
From: decouty@irisa.UUCP
Message-ID: <906@irisa.UUCP>
Source record: 249954

To everybody who have requested it: I shall send it to you next year (first half of january).

And I shall post it to comp.bin...

Happy Christmas!

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+---+
IRISA - INRIA	EMAIL : decouty@irisa.fr
Campus de Beaulieu	
F-35042 Rennes Cedex	UUCP : {uunet,mcvax,inria}!irisa!decouty
FRANCE	decouty@irisa.UUCP
+---------------------------+---+--------------------+-------------------------+
| PHONE : +33 99 36 20 00 | TELEX : 950473 UNIRISA | FAX : +33 99 38 38 32 |
+---------------------------+------------------------+-------------------------+

6305. PLEASE STOP!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1988-12-23 17:10:21 UTC
From: AXDFM@ALASKA.BITNET
Message-ID: <8812231710.AA26667@ucbvax.Berkeley.EDU>
Source record: 249955

Today I received about 1500 file blocks of junk mail today! It was all
from the same address (you) and it is really starting to get on my nerves.
I must have received this stupid message at least fifty times, and if it
doesn't stop soon, I'm going to be really upset (well, too late to prevent
that)!
It is the SAME stinkin' mailing, but each time it grows a little longer
each time (the header). Who is responsible for making my life miserable?
I don't care if that person doesn't answer, just as long as I never get that
same message again, ok?

Frank "I won't include my signature" Murphy

6306. Put up or shut up (was Re: Atari-bashing)

Newsgroup: comp.sys.atari.st
Date: 1988-12-23 17:47:15 UTC
From: rjung@nunki.usc.edu
Message-ID: <2216@nunki.usc.edu>
Source record: 249956

Some time before Christmas Bob_BobR_Retelle@cup.portal.com writes:
>Among people who DO own Atari computers, you'll ALMOST NEVER hear them
>criticize the MACHINE itself...

Exactly. Almost all the Atari users I know tend to love the machine, but hate/are dissappointed with/loathe the management. Very, VERY few think they got stuck with a "dog". That's probably why we're all the more sensitive to delayed TOS/Blitter upgrades, and more than somewhat skeptical of new products and promises. Nevertheless, if we actually HAVE the machines, we don't seem to really hate them too much (the only exception I can think of would be the SLM804 Laser).

Does anyone else who's read Atari's plans for 1989 get the feeling that it's a "put up or shut up" year in the US? Notice that at the Winter CES, Atari has pledged increased US advertising/support, and declared the DRAM shortage over. If Atari does NOT deliver through 1989, where do they run? What's the excuse?

Of course, if Atari _does_ deliver in '89, I doubt anybody would be complaining... B-)

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

6307. Re: Spectre 128 and LDW POWER Problems

Newsgroup: comp.sys.atari.st
Date: 1988-12-23 18:15:23 UTC
From: patrick@hpmcaa.HP.COM
Message-ID: <760001@hpmcaa.HP.COM>
Source record: 249957

Regarding Pieces of Files missing:

I too, have had pieces of files missing only recently. Yesterday I found out why! My Magic Sac System files Mac Finders 4.1 & 5.4 have been degrading in performance and reliability (sounds like a virus?). I kept replacing the system/finders with my backups, not knowing what the symptoms of a virus were/are. Finally they died while eating up my data and program disks.

The symptoms were system error ID's = 15 or 29, when running applications and programs. The disk's desktop info would also require being rebuilt with occasional loss of a file and most notably the system folder would become "Folder #1", or the System/Folder Icons would disappear but still boot properly.

I have been using MacBeep and Ramstart on the system disks. Also using the Stuffit utility for "unarcing" net files.

Yesterday upon boot up the System disk took forever..... and finally displayed:
[Missing
Icon]
System Disk
[^In BOLD text^]
The Disk Icon was missing and the
System Name Was In Big BOLD text.

So.... I clicked on The DA About Finder ....

```
_________________________________
|Copied |
| |
| COPIED |
| |
|832Copied Copied|
|_______________________________|
```

Was Displayed Very Slowly.....
And then the system locked up!

Does this sound familiar if anyone knows please let me know.
Thank You,
PjH

6308. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-23 23:00:46 UTC
From: david@bdt.UUCP
Message-ID: <466@bdt.UUCP>
Source record: 249958

In response to something Dan Moore said about illegal bios traps
returning a pointer to the bios jump table, Alan Pratt said:
>> Please do not rely on crap like this in your programs. If you do, don't
>> expect them to work in the future. Maybe I should make sure the hack
>> described above stops working, but I'm not vindictive or petty, so I
>> won't.

Then Bob Rogers said:
>Mr. Pratt seems to be complaining about programmers using TOS in an illegal
>way. Perhaps if Atari had ever bothered to publish good, widely available
>documentation his complaint would be valid. Given Atari's disinterest in
>documenting their machine I don't think Atari should complain too loudly
>when folks make mistakes.

You're both right. Allan is correct that un-documented features shouldn't
be used, but Bob is also correct when he mentions that many "official"
features are (or at least were) effectively un-documented. Dan Moore
also makes a good point about how many times in the past someone at
Atari has given mis-information, and now nobody there wants to take
any responsibility for it.

And then someone else discussed ways of informing developers before TOS
updates are released about changes that may break certain un-documented
features, saying:
>Developers who are still in business will have decent notice to
>remove dependence on such features (as a courtesy, Atari might privately
>inform developers whose products are known to be at risk, without promising
>that they'll do so). Some orphan products will become useless to owners of
>new or upgraded machines, but that will just make more business for the
>remaining developers.

This brings us to the bigger problem that is really behind all this.

First, Atari has yet to attract the big developer bucks. This means
very few big-budget development efforts. Especially the early ST
software, but it still applies today. When you are working on a budget,
you can't always attract top-quality people and the end-result may
have more "hacks" than desired. In addition, you can't devote a
lot of time tracking down information from Atari, especially in those
early days when it was almost impossible to get *any* information out
of Atari (I really don't think anyone there knew much about the DRI
stuff yet).

The above applies to at least 90% of the Atari ST software projects.
There just aren't that many experienced software professionals getting
paid to develop Atari ST software.

Atari doesn't want to take the blame for it and neither do the software
developers. So we end up with the Atari ST vernacular made up of
comments like "Developers who are still in business" and "orphan
products". Without major investments by Atari, I don't see anything
more than a TRS-80 type market in the future either (i.e. lot's of
people that like the machine, but far outside the main-stream).
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

6309. where is gem desktop resource?

Newsgroup: comp.sys.atari.st
Date: 1988-12-24 03:37:13 UTC
From: rosenkra@hall.cray.com
Message-ID: <12375@hall.cray.com>
Source record: 249959

---
the AES wind_set () call to replace the desktop works just fine. but how
can you set it back to what it was after a program exits? if allan's
listening, i'd appreciate the "legal, official atari sanctioned" way.
in lieu of that (i have not found any pointers/calls to do it), if anybody
knows the addr of the DESKTOP.RSC (tos 1.0?) and HDESKUSA.RSC (tos 1.2/mega?)
and foreign versions (if any) could u mail them to me?

i'm trying to write an application which installs a column of icons on
a desktop-like window. i can do it by just writing on the desktop and then
openning my application windows, but redraws (as i have them anyway) draw
the wrong desktop. i've tried openning a window as a deaktop and trapping
any topping messages but am having some problems. i suppose i'll end up
doing it the hard way (i.e. try a zillion things until i find one that works).

i have grepped memory for the string "RSC" and have found them around
0x10000 on old and mega roms.

thanx much and merry christmas...

-bill

...!rutgers!umn-sc!hall!rosenkra
rosenkra@hall.cray.com
rosenkra%hall.cray.com@uc.msc.umn.edu

(bang path should work)

6310. Multisync Monitor With ST?

Newsgroup: comp.sys.atari.st
Date: 1988-12-24 07:38:11 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <958@ncrcce.StPaul.NCR.COM>
Source record: 249960

Is it possible to attach a multisync monitor to the ST and use it in both color and mono (i.e., ST high res) modes? If so, what cable is required and where can I get it? Do particular brands and/or models of monitors give better results?

Thanks.
--

Bob Rogers rogers@stpaul.ncr.com or rogers@pnet51.cts.com
NCR Comten, St. Paul, MN GEnie: R.C.ROGERS

6311. Strange TOS Problems

Newsgroup: comp.sys.atari.st
Date: 1988-12-24 18:15:25 UTC
From: parsons@engr.uky.edu
Message-ID: <2759@ukecc.engr.uky.edu>
Source record: 249961

Hello,

I have a question for you, has anyone else had the problem that there can only be 112 files on a disk ? yes 188288 bytes in 112 files. that is not a full disk by a long run... but what i need to know is there a way to get around this? i have tryed to make folders... no dice...

oh well,
Greg

--
He's Where ? Oh thats what i thought you said.
lost in space.. and the net too!! now where did i put that?
oh by the way no one knows what i think.......

6312. Archive Access

Newsgroup: comp.sys.atari.st
Date: 1988-12-24 18:40:00 UTC
From: goertzel@DCA-EMS.ARPA
Message-ID: <8812241917.AA13759@ucbvax.Berkeley.EDU>
Source record: 249962

I now have a fairly long list of archives for the ST which either cannot be accessed from my arpanet host or the logon for ftp has changed ot they haven't done anything in months. What I don't have is any accessible archive for ST software which is active. Clio is gone, HIM1 is unknown to my host ftp. Lakesys is down. Canada1 hasn't added any files in months. RADC is totally inert. SSYX has never been accessible.

Is there any knowlegable individual on arpanet who would list available archives and what the user name, password, directory, etc. is to be able to get new programs either by ftp or via listserver.

I'm sure I'm not the only one who finds this whole process frustrating.

Herb Goertzel
.

6313. Re: Archive Access

Newsgroup: comp.sys.atari.st
Date: 1988-12-25 05:21:11 UTC
From: wisner@zug.AI.MIT.EDU
Message-ID: <3254@hermes.ai.mit.edu>
Source record: 249963

```
If your system does not recognize HIM1.CC.UMICH.EDU, try using the
IP address instead. For HIM1 it is "35.1.1.43".
```

6314. Spectre 128 MYSTERY again

Newsgroup: comp.sys.atari.st
Date: 1988-12-25 06:28:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8812250627.AA19871@ucbvax.Berkeley.EDU>
Source record: 249964

To all those who replied and suggested I use 128K ROMs, I AM USING 128K ROMs, I can tell by the "fuller" symbol in the top right-hand corner of the windows.

The mystery I have is why can I not run 128K ROM requiring codes on MY copy of Spectre yet everyone else seems to be able to do it? Is it because I am running off of Magic disks and not "Spectre" disks?

I appreciate all the feedback but no one has offered any plausible solution to my situation.

6315. What happened to the Case Atari people?

Newsgroup: comp.sys.atari.st
Date: 1988-12-25 14:15:30 UTC
From: silvert@dalcs.UUCP
Message-ID: <3125@dalcs.UUCP>
Source record: 249965

Does anyone know what happened to bammi, pm, and the other one-time atari activists at Case WRU? I recently tried to send them mail at the latest address I have, mandrill, and it no longer seems to exist.

I am particularly interested in the status of gulam, since I am still using beta test version 1.03.

These guys did a lot for the Atari -- but they seem to have vanished from the net!

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN: biomel@cs.dal.CDN BITNET: bs%dalcs@dalac.BITNET

6316. How to convert to Spectrum picture?

Newsgroup: comp.sys.atari.st
Date: 1988-12-25 16:35:49 UTC
From: toivanen@tukki.jyu.fi
Message-ID: <18456@santra.UUCP>
Source record: 249966

I've been making some nice ray tracing pictures with Sun. Now I would like view them with my fried's ST using Spectrum. I know Spectrum picture format and general idea how it works. However I don't know enough to be able to make corversation program between ray tracing and Spectrum picture formats. So if someone could expain how exactly Spectrum picture format works. Or if someone could send few lines code how to convert any known color picture format to Spectrum picture format. You can mail to me or to this newsgroup. Thanks for any answer in advance.

Jari Toivanen Segments are for worms ;-)
Math student at Internet: toivanen@tukki.jyu.fi
University of Jyvaskyla, Finland Bitnet: toivanen_jar@finjyu.bitnet

6317. Re:Re: SM124 monitor down, help!

Newsgroup: comp.sys.atari.st
Date: 1988-12-25 20:59:32 UTC
From: rich@lakesys.UUCP
Message-ID: <247@lakesys.UUCP>
Source record: 249967

[]

In article <709@bnlux0.bnl.gov> litt@bnlux0.bnl.gov (Laurence Littenberg) writes:
>
>
> I have an SM124 (monochrome) monitor

etc...

>specs are 2.2uf @ 25volts which are not hard to come by.

> Any suggestions?

Sure;

Just use a larger size (as in working voltage) capacitor. The value
the same, just that it's working voltage is larger. Should hold up
better,providing that there isn't something else causing the cap
tp fry up.

Typically with caps, you can go `larger' with both the value and the
working voltage, but this is dependant apon whether or not the
cap is used for timing purposes or not. To be safe, just get a
2.2uf @ 75 ~ 100 wv.

Should solve the problems.......

rich.....

UUCP: rich@lakesys.lakesys.COM {always .... }

6318. Re: Strange TOS Problems

Newsgroup: comp.sys.atari.st
Date: 1988-12-25 21:34:36 UTC
From: ignac@electro.UUCP
Message-ID: <235@electro.UUCP>
Source record: 249968

In article <2759@ukecc.engr.uky.edu> parsons@engr.uky.edu (Greg Parsons) writes:
>Hello,
>
> I have a question for you, has anyone else had the problem that there
>can only be 112 files on a disk ? yes 188288 bytes in 112 files. that
>is not a full disk by a long run... but what i need to know is there a
>way to get around this? i have tryed to make folders... no dice...
>
> oh well,
> Greg

the root directory IS limited to how many files/subdirectories you can place in it. if you check the boot sector of your disk, word at location $11 contains the number of possible directory entries, at least according to the Abacus book "ST Disk Drives: Inside and Out". it doesn't say if this number is for the root directory, or for the entire disk. If you need more entries, try creating a new boot sector (using xbios function 18 - Protobt), and formatting the disk yourself. i haven't done this myself, so this may all be wrong :-)

but i *think* there is no limit to how many files you place in a subdirectory.

--
Ignac A. Kolenko watmath!watcgl!electro!ignac
"I could sit through any insurance seminar, for days on end, and people would ask me, Neil, how could you do it, and I would say, because I've been with *Dell Griffith*!!" - Steve Martin in 'Planes, Trains and Automobiles'

6319. Re: Archive Access

Newsgroup: comp.sys.atari.st
Date: 1988-12-25 21:38:27 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <521@stag.math.lsa.umich.edu>
Source record: 249969

In article <8812241917.AA13759@ucbvax.Berkeley.EDU> goertzel@DCA-EMS.ARPA (Herbert Goertzel) writes:
%I now have a fairly long list of archives for the ST which either cannot be
%accessed from my arpanet host or the logon for ftp has changed ot they
%haven't done anything in months. What I don't have is any accessible
%archive for ST software which is active. Clio is gone, HIM1 is unknown to my
%host ftp. Lakesys is down. Canada1 hasn't added any files in months.
%RADC is totally inert. SSYX has never been accessible.

I thought Lakesys was coming back up... Oh well. If your host doesn't recognize the name him1.cc.umich.edu, use the address instead - 35.1.1.43. Clio couldn't afford the disk space finally, which is why we needed to move things to HIM1. Login as "anonymous" and use any password, then Change Directory to the ST archive. ("cd pc7:")

By the way, we should have a complete index in a few days. We've also weeded out duplicates and old versions of programs, leaving roughly 32M of ARC'ed programs. We also have 2 years worth of Info-Atari16 digests archived here.
%
%Is there any knowlegable individual on arpanet who would list available
%archives and what the user name, password, directory, etc. is to be able to
%get new programs either by ftp or via listserver.
%
%I'm sure I'm not the only one who finds this whole process frustrating.

True, it can get pretty frustrating. We found some corrupt archive files on Him1, which some people reported to the net. They're fixed now, but I'm sure the people who spent the time downloading them were pretty frustrated too. Can only say "sorry - we tried, it's OK now."

Jon and I spent 8 hours downloading all of the him1 files to floppies recently. Figure about 40 double sided, 800K floppies to get everything. Perhaps after we have the index we can offer the collection by mail. It would be pretty time consuming to do this sort of thing though...
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

6320. Re: Strange TOS Problems

Newsgroup: comp.sys.atari.st
Date: 1988-12-25 21:46:51 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <522@stag.math.lsa.umich.edu>
Source record: 249970

In article <2759@ukecc.engr.uky.edu> parsons@engr.uky.edu (Greg Parsons) writes:
>Hello,
>
> I have a question for you, has anyone else had the problem that there
>can only be 112 files on a disk ? yes 188288 bytes in 112 files. that
>is not a full disk by a long run... but what i need to know is there a
>way to get around this? i have tryed to make folders... no dice...

There is only a 112 file limit on the root directory of a floppy disk.
If you create subdirectories (folders) they can dynamically increase
to accomodate any number of files. You must remember though, that any
folder you create at the root level needs one of those 112 slots, so
if you aleady have 112 files on the disk you must move or delete one
of them before you can create and use a subfolder.

As a general rule, I never create plain files in the root directory of
any disk, only folders. With hard disks, the size of the root directory
can be larger than 112 file slots, but it's still a fixed limit, and I
prefer not to have to worry about it. (Kind of a hassle that desk
accessories must go into the root directory of the boot disk. Really
wreaks havoc on my disk organization... And some of my applications
refuse to run if I use ACC.PRG in my AUTO folder. Weird stuff. And of
course, even with ACC.PRG, the silly accessories try to find their
resource files in the root directory as well. What a pain...)
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

6321. Tweety Board from Practical Solutions.

Newsgroup: comp.sys.atari.st
Date: 1988-12-26 03:13:29 UTC
From: russ@percival.UUCP
Message-ID: <1436@percival.UUCP>
Source record: 249971

I've installed the Tweety Board on my ST. What it actually does is keep all three sound channels seperate and you get a three jack connector out of your computer. Obviously your stereo is not three channel so they have included a "Y" cable adaptor so you can merge two of the channels together. It comes out sounding pretty good with a speaker on each side of my computer BUT as more games take advantage of digitized sound, this little gadget will become less useful. The reason for that is to make digitized sound to sound better out the ST's sound chip, most of the time they use all three sound channels together additively. This results in stereo "noise" which is worse than listening to the monitor speaker. (I've got a separate audio out jack for just listing to digitized sound)

Hope this helps your decision.

..!reed!percival!russ
Russell Schwartz ["Where the name falls off before the quality goes in."]
Sysop @ IBBS - Fnode #4 - 300-9600 (Hayes) - 503-292-1321 (PCPable)
Sysop @ STEP_BBS - Fnode #72 - 300-9600 (Hayes) - 503-626-8953 (PCPable)

6322. Re: What happened to the Case Atari people?

Newsgroup: comp.sys.atari.st
Date: 1988-12-26 07:39:52 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <523@stag.math.lsa.umich.edu>
Source record: 249972

In article <3125@dalcs.UUCP> silvert@dalcs.UUCP (Bill Silvert) writes:
%Does anyone know what happened to bammi, pm, and the other one-time
%atari activists at Case WRU? I recently tried to send them mail at the
%latest address I have, mandrill, and it no longer seems to exist.
%
%I am particularly interested in the status of gulam, since I am still
%using beta test version 1.03.
%
%These guys did a lot for the Atari -- but they seem to have vanished
%from the net!

You must not be keeping up - Jwahar Bammi is still very much an active member of the Atari Usenet community, and will probably respond to you himself. He's currently at bammi@dsrgsun.ces.cwru.edu. Among other things, JRB is responsible for the latest Atari GCC code - the 1.31 compiler, new library code, etc., all of which has appeared only in the last couple weeks...

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

6323. Re: SM124 monitor down, help!

Newsgroup: comp.sys.atari.st
Date: 1988-12-26 15:43:53 UTC
From: chasm@killer.DALLAS.TX.US
Message-ID: <6561@killer.DALLAS.TX.US>
Source record: 249973

A very critical parameter in a power supply cap is the amout of current it can carry (ripple/AC or whatever) when being used as a filter. This is not normally printed on the case of the cap. Typically larger (physically) caps will have a lower ESR (don't know what that stands for, but high ESR is real bad for a power supply cap). So just go for the same voltage, lower ESR (or physically larger package, or labeled "for power supplies".

Charles Marslett
chasm@killer.dallas.tx.us

6324. speeding up disk accesses by pre-read cache ??

Newsgroup: comp.sys.atari.st
Date: 1988-12-26 15:55:33 UTC
From: RCOPROB@HDETUD1.BITNET
Message-ID: <8812280301.AA19387@ucbvax.Berkeley.EDU>
Source record: 249974

Is there any program to speed up disk accesses to two files concurrently, e.g. sequentially reading from one file and writing to the other?
The run of the mill disk caches only keep the recently referenced blocks incore while a more advanced disk cache could also prime the cache memory with blocks that may "soon" be read, aka pre-read.
The cache may decide that a file is being read from the beginning, and that subsequent block will be needed shortly. Hence it may read these ahead of time thereby making use of the favorable position of the read/write head on the disk .
Such a cache would speed up programs like UUD and ARC, which don't do their own buffering (compilers too?) and get stuck with TOS's non-buffered I/O, by eliminating or at least reducing arm movement on the disk.
Please inform me of the existence of such caches, by direct mail if possible since I am not subscribed to this newgroup anymore. I only browse through the logs when I need some info....

6325. Re: Archive Access

Newsgroup: comp.sys.atari.st
Date: 1988-12-26 19:59:46 UTC
From: woodc@cs.glasgow.ac.uk
Message-ID: <2168@crete.cs.glasgow.ac.uk>
Source record: 249975

Why do people have to cause flames.
Why don`t people just keep their own views to themselves!!!!!!!!.

6326. ST TeX/LaTeX coming to CompuServe

Newsgroup: comp.sys.atari.st
Date: 1988-12-26 21:27:54 UTC
From: kibo@pawl17.pawl.rpi.edu
Message-ID: <2188@imagine.PAWL.RPI.EDU>
Source record: 249976

[]
Now that I have the full set of ST TeX, LaTeX, DVIEPS, and DVIST, all
installed and working, I've started to upload them, along with lots of font
files, style files, etc. to CompuServe. If you're desperate to get these
(that is, if you want to pay to download them) they should all be there soon.
(I put the first megabyte or so in DL1 of AtariPro today.)

I wish I had the names of the authors of these programs handy so I
could thank them for writing them. (None of them are my work.) They're some
of the most useful software I've seen for the Atari.

--
James "Kibo" Parry
userfe0n@rpitsmts (bitnet)
kibo%pawl.rpi.edu@itsgw.rpi.edu (internet)
72347,2731 (compuserve)

6327. Power Supplies

Newsgroup: comp.sys.atari.st
Date: 1988-12-27 00:10:26 UTC
From: jsd@UMass.BITNET
Message-ID: <8812261906042A8.AMZH@Mars.UCC.UMass.EDU>
Source record: 249977

Hello World,

I've had two power supplies die on me, the life span of both was approximately a year and a half. With power supplies costing from $50 to $70, this is not a welcome expense. Most people I know with 1040's haven't had this problem at all. (I have an upgraded 520). So, I've heard that for other computers there are 3rd party or "after-market" supplies available for less. If anyone could point me towards a source of cheap power supplies, I'd be eternally grateful. Also, I need to know the voltages of the secondary output from the transformer in the Atari supply. Lastly, has anybody else burned out their external supplies and is there maybe something I'm doing wrong that's causing these deaths? I do use my computer a hell of a lot, but dropping $50 every year and a half is not appealing (and out here the supplies are $75 which is ridiculous). Help!!!!

Reply to me personally, please. I will post a summary to the net, if there's interest.

! !\ BITNET: jsd@umass
\!on !/rukman ARPANET: jsd%umass.bitnet@mitvma.mit.edu

6328. Re: DUngeon Master

Newsgroup: comp.sys.atari.st
Date: 1988-12-27 05:15:36 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <12973@cup.portal.com>
Source record: 249978

Richard Alan Kaapke mentioned, in describing one of the *most frustrating*
puzzles in Dungeon Master:
Teleporter/portcullis/pit/floor plate puzzle (aka "Dennis puzzle" at FTL ;-)

(This is the one at the end of the hall to the right from the Riddle Room on
Level 6...)

I'd been wondering if FTL had a name for that room..! On the Atari Forum of
CompuServe, we've been referring to it as that "$#*!@ Room"...! (and most
people knew *exactly* which one we were referring to..! :)

BobR

6329. DM

Newsgroup: comp.sys.atari.st
Date: 1988-12-27 10:54:33 UTC
From: woodc@cs.glasgow.ac.uk
Message-ID: <2169@crete.cs.glasgow.ac.uk>
Source record: 249979
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Hi there. A lot of people out there (especially on the Amiga) seem to be having a hell of a lot of trouble with DM. People keep mailing me asking me for help , so I have decided to play and complete the game (again) and compile some form of help sheet (probably several reems long, so when I have done this I will try and post it for all of those of you out there who need some help. By the way using hint sheets takes a lot of the fun out of playing any game, so when you look through mine, if you find the solution to a problem put the help sheets away and only refer to them after you find another problem you really can`t solve.
The first time I completed the game it took me about 4 months, but now it takes me about 12-16 hours. If a complete pratt like me can complete the game with almost no help then **** anyone **** with a brain can complete it.

ps give me a couple of weeks to get the sheets ready.
pps
Borf Hi Here@

6330. Re: Atari-bashing (was Re: Looking for an Evangelist)

Newsgroup: comp.sys.atari.st
Date: 1988-12-27 15:44:20 UTC
From: peter@sugar.uu.net
Message-ID: <3161@sugar.uu.net>
Source record: 249980

In article <12835@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> A.J. Yarusso writes:
> >Most people who criticize Atari's don't have an Atari and are VERY
> >biased... oh well, such is life.

Well, I own two Atari 800s and an Amiga 1000. I have had an Atari 520ST and an MS-DOS machine (Tandy 1000HD). By that logic I should be unbiased and have an evenly balanced viewpoint. I don't. My opinion of the Atari ST, due to my experience with mine, is that it is a poorly-thought-out hack, and the spiritual descendant of the Commodore-64.

It's worse than teh C=64, because much of that machines limitations are the result of when and how it was produced. When the ST came out, there were at least two decent operating systems for the 68000 available: OS/9 and Tripos. Why they went with Gem-DOS I have no idea.

Programming on the ST is exactly like programming on the IBM-PC, except that there are fewer tools available, and more bugs to work around. After a couple of months of struggling the ST went into storage and I financed an Amiga.

> the true problem... the manufacturer of what is arguably the BEST value
> in low cost computers does NOT, for whatever reason, tell the world about
> their machines. It falls to "evangalists" to spread the word, and it's
> an uphill battle..

That's true. Commodore has done a lousy job of advertising the Amiga. How nice of you to notice. (Yes, I know he's talking about the ST. I don't know why... Atari has done a very good job advertising the ST, with much more frequent and affective advertisements than Commodore)

> Among people who DO own Atari computers, you'll ALMOST NEVER hear them
> criticize the MACHINE itself...

Well, you've heard it now. The hardware is unexceptional, and the operating system (if you can call it that) is only exceptional in its intellectual poverty. If it had been well designed in the first place, people wouldn't need to make the sorts of hacks that Allan Pratt so despises.
--
Peter "Have you hugged your wolf today" da Silva `-_-' peter@sugar.uu.net

6331. Re: Looking for an Evangelist

Newsgroup: comp.sys.atari.st
Date: 1988-12-27 15:55:29 UTC
From: peter@sugar.uu.net
Message-ID: <3162@sugar.uu.net>
Source record: 249981

In article <681@stag.UUCP>, to_stdnet@stag.UUCP writes:
> [peter@sugar.uu.net (Peter da Silva) writes...]
> > TOS, of course, doesn't let you do this... its memory management has a fatal
> > bug that forces everyone to roll their own. but I'll wager that if you free
> > something twice in a complex 'C' program and let it run long enough it'll
> > crash.

> You'd loose the wager if the C program used the dLibs (public domain) C
> librarys for the ST.... You can free memory blocks at random locations
> from here to doomsday and the machine will fall apart from old age before
> the program will crash...

Well, Hackercorp has a library front end that does much the same thing.
However, I hope that you don't depend on the behaviour of dLibs... or if you
do I hope you don't ever port your program to another machine.

Hackercorp's memory management routines are machine-independent, and when
they detect an error they inform you. That way you can fix your bugs (freeing
memory twice is a bug) instead of hiding them. I hope dLibs does as well.

> (When/where can I collect on your wager? :^)

Third-party hacks don't count.
--
Peter "Have you hugged your wolf today" da Silva `-_-' Hackercorp.
...texbell!sugar!peter, or peter@sugar.uu.net 'U`

6332. Step Rate

Newsgroup: comp.sys.atari.st
Date: 1988-12-27 16:56:34 UTC
From: aking@BBN.COM
Message-ID: <8812271702.AA11024@ucbvax.Berkeley.EDU>
Source record: 249982

Speaking of "legal official atari sanctioned" ways, how do you set the step rate of one floppy (e.g. drive B) to 6ms. I know how to do it by modifying an unpublished address, and there is a call to set the default step rate. But the latter call must be done before some initialization, which I believe (from reading the ROM code) to be boot time and affecting both drives. Can it be done?

(hopefully) flameless EDITORIAL:

<deleted due to lack of interest>

6333. Re: Looking for an Evangelist

Newsgroup: comp.sys.atari.st
Date: 1988-12-27 19:33:32 UTC
From: apratt@atari.UUCP
Message-ID: <1271@atari.UUCP>
Source record: 249983

In article <681@stag.UUCP> to_stdnet@stag.UUCP writes:
> [peter@sugar.uu.net (Peter da Silva) writes...]
>
> > [TOS's] memory management has a fatal
> > bug that forces everyone to roll their own. but I'll wager that if you free
> > something twice in a complex 'C' program and let it run long enough it'll
> > crash.

I do not consider this a bug. Who does? The fact that you attempted to free a block twice is a bug. It is *nice* when an OS guards against programmer errors like this, and even nicer when the OS is completely bulletproof, but it's not a bug when it's not.

Secondly, the Malloc system call is not intended for general memory management: the overhead in memory and time for using it are prohibitive. Also, of course, it has limits. The fact that there are limits *is* a bug, but it's a design flaw and it's too late to fix it because people (A) break the rules of memory ownership and (B) rely on undocumented side effects. (There were net.wars about this earlier.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

6334. Request info: 1040 RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1988-12-27 20:58:55 UTC
From: rona@hpdml93.HP.COM
Message-ID: <480013@hpdml93.HP.COM>
Source record: 249984

Okay, I have a 1040ST and I'm running out of RAM.

I would like to go to 4 meg and want to know what people have bought and been satisfied with as far as an upgrade kit. I plan to get some 1 Mbit, 100 ns chips real soon now.

Since I haven't noticed this question being posted, your responses would probably be of general interest. Thanks in advance for your help!

Ron Abramson

6335. Atari ST RTS/CTS flow control.

Newsgroup: comp.sys.atari.st
Date: 1988-12-27 22:11:43 UTC
From: logajan@ns.UUCP
Message-ID: <1043@ns.UUCP>
Source record: 249985

I could use the RTS/CTS method of flow control for the AUX (RS232) port.
But it seems to be non-standard in that you have to jiggle (as Internals
says) the CTS signal for each character, and most external products don't.

Any clues on this?

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- ...rutgers!umn-cs!ns!logajan or john@logajan.mn.org -

6336. Re: Atari-bashing (was Re: Looking for an Evangelist)

Newsgroup: comp.sys.atari.st
Date: 1988-12-27 23:43:44 UTC
From: jeff@stormy.atmos.washington.edu
Message-ID: <JEFF.88Dec27154344@stormy.atmos.washington.edu>
Source record: 249986

Peter da Silva (peter@sugar.uu.net) writes:
>Well, I own two Atari 800s and an Amiga 1000. I have had an Atari 520ST and
>an MS-DOS machine (Tandy 1000HD).

I own an 800 and a 520. I've programmed both machines extensively as well as machines from IBM (RT, PC), Apple (//e, Mac), DEC (VAX/VMS, Ultrix), Sun (SunOS/X11) and various others.

> By that logic I should be unbiased and have
>an evenly balanced viewpoint. I don't. My opinion of the Atari ST, due to
>my experience with mine, is that it is a poorly-thought-out hack, and the
>spiritual descendant of the Commodore-64.

I think your statement is probably false. I totally agree with your assessment of the ST so I think that your viewpoint is evenly balanced and unbiased. "Fair" does not mean "without opinion."

My 800 is a very useful game machine, a gem for its time. My 520ST is a terminal emulator/file storage device. To be fair, if I owned an IBM PC it would probably serve the same purpose.

Actually to be really fair that's probably about the only thing I'd use anything for unless it ran some form of Berkeley Unix. :-) (Well, maybe I'd use an Amiga for a frame buffer :-) :-))

Go ahead and flame me, this subject is now in my kill file (electronic asbestos).

6337. Omni-res

Newsgroup: comp.sys.atari.st
Date: 1988-12-28 11:39:56 UTC
From: to_stdnet@stag.UUCP
Message-ID: <688@stag.UUCP>
Source record: 249987

From: dynasoft!john@stag.UUCP (John Stanley)

[tpg@linus.UUCP (Terry P. Gleason) writes...]

> Does anyone have any info on Omni-res?

Er.. um... Yeah.. I know a bit about it. What info do you need?

> It is S/W product (~$20) that
> you put in the AUTO file and supposedly it allows you to run lo & med
> res programs on a monochrome system, and also monochrome programs on a
> color monitor. It's been out for a while but I have seen no reviews
> or actual user comments on it.

You appear to know quite a bit already... :)

> Does it really work,

Yes... On programs that follow the 'rules' about only altering colors
or 'real' video modes via the bios or gemdos function calls. Writing
directly to the hardware is a no-no..!

> on ALL programs,

No... Any fancy color tricks or -real-brief- flicker/animation effects
sometimes don't show up on the screen because they're there too short a
time for Omnires to map them over to the CRT in the 'real' video mode.
Also smooth animation effects often show up as jerky movements because the
virtual screen is mapped to the real screen several times a second. (They
could have done better if -ALL- (101%) of screen i/o were done via legal
means, but too many programs cheat and write directly to the screen.)

> any performance degradation?

Yes... It varies from almost none to quite a bit depending on which of
8 different configurations you use on boot-up. There are 8 different
convertor routines. The more complete the mapping, the slower the
display.

Any other questions?

--
PS: Please note that my Reply-To address gets munged by the gateway
I'm currently using for news access so you can't just <r>eply to this
article and have your message get to me. Please use the address below.

John Stanley (dynasoft!john@stag.UUCP)
Software Consultant / Dynasoft Systems

6338. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1988-12-28 15:13:00 UTC
From: gaz@apollo.COM
Message-ID: <4086e32d.ce45@apollo.COM>
Source record: 249988

From article <1406861@UALTAMTS.BITNET>, by USERQ0QM@UALTAMTS.BITNET (Michael Kwan):
> SUBJECT: a selector program
>
> Place this program in a floppy or a hard drive partition. It can also be
> placed inside folders too. What this program do is locate a maximum of
> 26 EXECUTABLE programs on that floppy or partition (PRG, TOS, TTP) and
> allow you to select which one to run. Even if it was ran in a folder,
> it will still search the whole floppy or partition. After you select
> which one to run, the program will automatically set the path to where
> your choice is and run it. So, it is as if you had went into that folder
> and double click on it. Included in this ARC file is STARTGEM (as far as
> I know, it is free to anyone). Auto start SEL_PROG with STARTGEM in
> auto folder and you don't even have to see the desktop or touch the mouse
> (of course if your choice is PRG then...)
>
> ps after you quit your choice, you will be return to SEL_PROG for
> another selection...
>
Thanks for posting this, however my copy got munged and will not un-arc.
Could you please either repost or mail me a copy? Thanks.

--
Gary Zaidenweber | "I have a higher and greater standard
UUCP: umix!apollo!gaz | of principle [than George Washington].
ARPA: gaz@apollo.COM | Washington could not lie. I CAN lie
AT&T: +1 508 256 6600 | but I won't." --Mark Twain

6339. Re: Request info: 1040 RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1988-12-28 18:13:12 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <527@stag.math.lsa.umich.edu>
Source record: 249989

In article <480013@hpdml93.HP.COM> rona@hpdml93.HP.COM (ron abramson) writes:
>Okay, I have a 1040ST and I'm running out of RAM.
>
>I would like to go to 4 meg and want to know what people have
>bought and been satisfied with as far as an upgrade kit. I
>plan to get some 1 Mbit, 100 ns chips real soon now.

Well, before I upgraded to a Mega-4, I had a Tech-Specialities board installed in my 1040. It worked pretty well, although the installation can get tricky. (The main problems being that on my board, one of the ribbon cables was *brittle*, and actually snapped from being flexed too much during the install. Simple enough to replace that, but it was somewhat inconvenient...) Also, with most upgrades, you have to add-in a plug to the video shifter chip, and the pins on that plug are easily bent out of alignment. (Worse yet, easily broken.) Basically this just means you have to be very very careful installing one of these things.

I liked the board though; I only had 2 meg installed on it, giving me a 2.5meg system. I also got the clock option with it, which was a handy addition. Note, however, that ocassionally the system would bomb after booting up with the clock-setter. Dunno why, someone else told me "it happens" and I left it... (Something about accessing the IKBD after a boot...?)

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

6340. Re: Request info: 1040 RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1988-12-28 18:48:22 UTC
From: DAVISM@kcgl1.eng.ohio-state.edu
Message-ID: <1304@accelerator.eng.ohio-state.edu>
Source record: 249990

[blah!]

I am a bit confused over the "2.5 megabyte" specification. To
paraphrase Howard Chu, he writes that he installed a memory expansion
board with 2 megs on-board into a 1040. How does this yield 2.5 megs?

Thanks,
Mike

____
| THE InterNet address> "KCGL1::DAVISM"@eng.ohio-state.edu |
| or _maybe_> davism@kcgl1.eng.ohio-state.edu |

| These are my thoughts and do not necessarily reflect those of |
|The Ohio State University, IRCC-Facilities Management, Koffolt Computer |
|Graphics Lab, The OSU Chemical Engineering Department, or anyone else...|
|***|
| "Daddy, Daddy!! Why's Mommy running across the field?" |
| "Shut up Son, and reload." |

6341. Re: replacing the desktop metaphor (Why any metaphor?)

Newsgroup: comp.sys.atari.st
Date: 1988-12-28 18:52:52 UTC
From: john13@garfield.MUN.EDU
Message-ID: <5053@garfield.MUN.EDU>
Source record: 249991
Cross-posted to: comp.windows.misc,comp.sys.next,comp.sys.mac,comp.cog-eng,comp.sys.amiga,comp.sys.atari.st

In article <10746@s.ms.uky.edu> david@ms.uky.edu (David Herron -- One of the vertebrae) writes:
]In article <1489@umbc3.UMD.EDU> cs374326@umbc3.UMD.EDU (Peter Johansson) writes:
]>How much research has actually gone into discovering what Joe Schmoe,
]>small and medium sized business owner, wants on his desk? Does he want
]>a gas-plasma-wall-hanging-display unit and an infra-red-input-device?
]>I find it very interesting that most of the messages here from developers
]>and programmers, and there is NIL in the way of input from the end user.
]..
]>I'm also curious just what percentage of the end-user computing market
]>the graphical interface has captured, and what their opinions of it are.
]>After all, these computers *are* for "the rest of us." I'm certainly not
]>saying that computer programmers (read: non-end-users) should be limited
]>to 80x24 text screens, it's just that from what I see, it's the programmers
]>using the new hypermedia, and the (majority?) of users are left with their
]>kludgy operating systems ans displays (?) This user prefers a nice unix
]>$ prompt, emacs, C, TeX (LaTex), and a vt100. Then again, I'm not making
]>millions of $$$ either.
]
]I don't know how much of that kind of research has gone on, but how
]might it be done in the first place? You go around asking people
]if they want mice & windows & such? I don't think that'll work because
]you'd get caught in the
]
] if all you have is a hammer all the world looks like a nail
]
]problem. That is, right now the common demoninator is an 80x24 screen
]that you type commands at. Oh and it's also PC-DOS, single tasking,
]and so forth.
]
]The hammer problem cuts both ways too ... the mouse & windows are not
]the be-all-end-all of computer interfaces either.

(I added the Amiga and Atari groups to this thread -- John)

There certainly has been a substantial amount of research on the topic. I suspect it's a favourite of grad students who don't like N-dimensional matrix theory :-).

First of all, I've never liked the desktop metaphor much. My desk is completely taken up by a computer system, printer and floppy disks :-) ! The contrived nature of desktops appeals most to people who are locked in to that way of thinking, by years of experience in the conventional office environment. The window concept is IMHO the best jumping-off point for novices, who can move

on to specialized ideas like desktops after they have a grasp of the basics.

I wonder if the NeXT interface builder has the potential to condense the intial learning stage, by presenting a number of different metaphors for interaction in such a way that the pattern becomes apparent? That is, no matter what sort of action you're performing you need a way to do X, Y, and Z, and these capabilities are always present in some form. At the same time some people need A, other people don't but they do need B and C.

A good way (I've found) to introduce the "window" metaphor is to take someone accustomed to the VT100, Csh prompt etc. and present them with a full-screen window running the same setup. Then after they see that the new environment is a superset of the old one, not a flawed replacement, present them with some circumstance where keyboard-based interaction is clumsy -- move the vi cursor to such-and-such a spot, or run two processes that both want to do screen output simultaneously -- and show how having a mouse makes it easier, having windows makes it possible.

For the complete neophyte it's trickier. They don't know the good points and bad points of any interface. Very often (eg in a student environment) they may not be accustomed to a desktop like the Mac's, and so they have to learn that at the same time as they learn the general ideas of mouse/icon-based interaction. For them it's usually quick and easy to pick up since they don't have so many preconceived ideas, but I think locking them into one particular mold ("to delete, toss things in the trashcan") is not as good in the long run as giving them a broader perspective of things ("deleting files or other objects is something you'll always need to be able to do, and every system should allow you to by some method. One way, used by the desktop metaphor, is to display a trashcan into which the objects to be deleted can be 'dropped'.").

John
--
"If you steal all money, kids not be able to BUY TOYS!"
-- Saturday morning cartoon character explaining
why theft is bad

6342. Re: where is gem desktop resource?

Newsgroup: comp.sys.atari.st
Date: 1988-12-28 20:00:05 UTC
From: mui@atari.UUCP
Message-ID: <1274@atari.UUCP>
Source record: 249992

in article <12375@hall.cray.com>, rosenkra@hall.cray.com (Bill Rosenkranz) says:
>
> ---
> the AES wind_set () call to replace the desktop works just fine. but how
> can you set it back to what it was after a program exits? if allan's
> listening, i'd appreciate the "legal, official atari sanctioned" way.
> in lieu of that (i have not found any pointers/calls to do it), if anybody
> knows the addr of the DESKTOP.RSC (tos 1.0?) and HDESKUSA.RSC (tos 1.2/mega?)
> and foreign versions (if any) could u mail them to me?

There is no function call to get the resource of the desktop. When an
application makes a wind_set(WF_NEWDESK) call, it doesn't need to reset it
back when it exits. When control returns to the desktop, the original
background will be restored.

The desktop's resource is "glued" together during the system build,
its location is different from release to release, so don't bother searching
for it in memory.

I speak for myself, so ... don't blame Derek Mui {..ames!atari!mui}
another human being. Atari Corp

6343. Re: Looking for an Evangelist

Newsgroup: comp.sys.atari.st
Date: 1988-12-28 20:30:15 UTC
From: peter@sugar.uu.net
Message-ID: <3168@sugar.uu.net>
Source record: 249993

In article <1271@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> In article <681@stag.UUCP> to_stdnet@stag.UUCP writes:
> > [peter@sugar.uu.net (Peter da Silva) writes...]
> >
> > > [TOS's] memory management has a fatal
> > > bug that forces everyone to roll their own. but I'll wager that if you free
> > > something twice in a complex 'C' program and let it run long enough it'll
> > > crash.

> I do not consider this a bug. Who does? The fact that you attempted to
> free a block twice is a bug.

I agree with this emphatically. The original debate, which has been lost
in the mists of time, is that the Amiga memory allocation is flawed because
it doesn't watch for this bug. I was saying that the same thing probably
would happen on the ST under the same circumstances, and that this wasn't
a problem with the ST or the Amiga... but with the program in question.

> Secondly, the Malloc system call is not intended for general memory
> management: the overhead in memory and time for using it are
> prohibitive.

The problem is that most 'C' runtime environments deal with the problem
by Mallocing all available memory and doling it out. This is a problem
because it screws up when you try to call another program and the exec
call fails because there's no free memory.

I sympathise with you, by the way. I can see your frustration building up
as you try to keep the horde of PC hackers out of the innards of your box.
I suppose it's too late to file the serial numbers off OS-9 and call it
TOS-II.
--
Peter "Have you hugged your wolf today" da Silva `-_-' Hackercorp.
...texbell!sugar!peter, or peter@sugar.uu.net 'U`

6344. Re: Put up or shut up (was Re: Atari-bashing)

Newsgroup: comp.sys.atari.st
Date: 1988-12-28 23:35:43 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <13011@cup.portal.com>
Source record: 249994

I have to agree - it is a year of reconing for Atari. They cannot go much farther on the intertia of the 520STs, and even the Megas are more like a "fat" 1040 than a really new computer. Even if every other computer can be upgraded with blitters (i.e. the 520STFM), it won't make too much difference (the blitter chip is nice, but not essential).
Commodore is not sitting still, and I suspect that if Atari does nothing, I may trade in my ST by the end of '89 for something else, potentially an Amiga. Then there is Macintosh, and a lot of the faster clones are getting cheaper.
The portable (STacey?) will make a big difference and I hope they will have versions of this as fully expanded as the Megas (i.e. 4 Megabytes, with larger, fast disk drives, e.g. the 80 Meg quantum). I don't think there is any high powered portable out there in the price range this would fall into (i.e. a Turbo AT portable with fat disk). Then put a Spectre 128 on it and see what happens. They also should increase the speed.
Even more significant may be the 68030 box. It seems like most of the NeXT, but for a lot less money. This opens up more markets where something more powerful is needed (desired), but not generally affordable.
Then they should continue improving the ST - First they should go to SIMMs so a memory upgrade is swapping a small board. Then they should allow 12 meg ram space (with video and DMA). 16+ Mhz would be nice too. And more colors and resolution. And an expansion bus.
And they should do more with peripherals - the Laser Printer was a good idea, now the CD should make other things easier.

But if they continue to ignore the american market, they shoudl move their headquarters to Europe.

6345. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-29 04:35:36 UTC
From: rosenkra@hall.cray.com
Message-ID: <12401@hall.cray.com>
Source record: 249995

---
since i'm the horrible fiend who started this mess by asking a very simple question (which dan politely answered), let me just ask allan this: ok, fine. there are programs that rely on the way things work, both documented and undocumented, probably more of the latter, eh? but why not just fix what is there (like Pexec/xmain forcing lower case args, tiny command line buffer of 255 char, etc) by offering a parallel development of "corrected" utilities? is rom real estate THAT tight? heck, i'd even load the sucker from disk every time i booted (if gem was fixed i would not have to reboot every 2 hours anyway). in my own programs, i never rely on undocumented features, though many are tempting. you should either sh*t or get off the pot. make your beloved changes that break half the software (which sells your machines) of live with it and adapt to the often pioneering efforts of us wcky developers. just don't throw a public tantrum, it makes both you and atari corp look bad (neither of which, incidently, i want to see).

if corporate policies at atari are so bad, the machine does not deserve to survive. if, on the other hand, atari is REALLY interested in being the number 2 or 3 pc in the world, grow up and start acting like ibm rather than some undisciplined wimpering child. kick some ass. just make sure it's not some important developer's ass yer kicking :^). you may find yourself out in the cold...

i just think this whole argument is a bunch of crap. since when has standards stood in the way of any (perceived) top-notch computer hardware/software company? besides, if atari fails, all this banter is just a lot of hot air anyway. who really cares? just EVOLVE. if that means ruffling some feathers, so be it...

now lets get on with it. (BTW your own developers newsletter published several undocumented tidbits like houw to reset the desktop after a wind_set (...,WF_NEWDESK,...)...shall i tell them how, allan?).

-bill
rosenkra@hall.cray.com

6346. Re: Request info: 1040 RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1988-12-29 06:33:09 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <528@stag.math.lsa.umich.edu>
Source record: 249996

In article <1304@accelerator.eng.ohio-state.edu> DAVISM@kcgl1.eng.ohio-state.edu (Michael T. Davis) writes:
> I am a bit confused over the "2.5 megabyte" specification. To
>paraphrase Howard Chu, he writes that he installed a memory expansion
>board with 2 megs on-board into a 1040. How does this yield 2.5 megs?

The board comes with 32 sockets. There are originally 32 256K RAMs in the 1040. (The chips in the 1040 are soldered directly...) The Atari Memory Control Unit can only handle 32 chips. Ok... 2 meg, in 1Mbit chips, is 16 chips. Why leave the control unit idle on the other 16 addressable chips? Configure the board to use the 16 1Mbit chips, as well as 16 of the old 256Kbit chips. That all adds up to 2.5 MB. After this upgrade, you're left with 512KB worth of 256Kbit RAM lying around, with the other 512K of the 1040's original 1 MB still in use.

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

6347. Re: replacing the desktop metaphor (Why any metaphor?)

Newsgroup: comp.sys.atari.st
Date: 1988-12-29 07:38:14 UTC
From: richard@gryphon.COM
Message-ID: <10086@gryphon.COM>
Source record: 249997
Cross-posted to:
comp.windows.misc,comp.sys.next,comp.sys.mac,comp.cog-eng,comp.sys.amiga,comp.sys.atari.st,talk.bizarre,alt.flame

John Russell spewed:

>(I added the Amiga and Atari groups to this thread -- John)

How will we ever repay you ?

Tomorrows lesson, class, will be the Followup-to: field.

Class dismissed.

--
I got a lump of coal.
richard@gryphon.COM {b'bone}!gryphon!richard gryphon!richard@elroy.jpl.nasa.gov

6348. Re: Request info: 1040 RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1988-12-29 13:59:25 UTC
From: jeff@tekcsc.MKT.TEK.COM
Message-ID: <136@tekcsc.MKT.TEK.COM>
Source record: 249998

In article <480013@hpdml93.HP.COM> rona@hpdml93.HP.COM (ron abramson) writes:
.I would like to go to 4 meg and want to know what people have
.bought and been satisfied with as far as an upgrade kit. I
.plan to get some 1 Mbit, 100 ns chips real soon now.
.
.Since I haven't noticed this question being posted, your responses
.would probably be of general interest. Thanks in advance for your
.help!
.
. Ron Abramson

I am also in close to the same situtation. However, I have a
new-style 1040, with the RAM under the power supply, not across the
front. Does anyone know of a ram board that will for in my 1040?
The Tech-Spec board will not install in the new style 1040's.
If you would rather send mail, then I'll summarize to Ron and the
Net-At-Large.

Jeff Beadles

Jeff Beadles IDG Customer Support Center Tektronix, Inc.
jeff@tekcsc.mkt.tek.com -or- POB 1000
..!tektronix!tekcsc.mkt.tek.com!jeff Wilsonville, OR. 97070 MS 63-171

6349. Re: replacing the desktop metaphor (Why any metaphor?)

Newsgroup: comp.sys.atari.st
Date: 1988-12-29 15:39:21 UTC
From: peter@sugar.uu.net
Message-ID: <3173@sugar.uu.net>
Source record: 249999
Cross-posted to: comp.windows.misc,comp.sys.next,comp.sys.mac,comp.cog-eng,comp.sys.amiga,comp.sys.atari.st

```
Just being a troublemaker...

What object on the desktop are pull-down menus a metaphor for?
--
Peter "Have you hugged your wolf today" da Silva `-_-' Hackercorp.
...texbell!sugar!peter, or peter@sugar.uu.net 'U`
```

6350. Re: Strange TOS Problems

Newsgroup: comp.sys.atari.st
Date: 1988-12-29 17:03:00 UTC
From: ftw@masscomp.UUCP
Message-ID: <222@masscomp.UUCP>
Source record: 250000

In article <2759@ukecc.engr.uky.edu> parsons@engr.uky.edu (Greg Parsons) writes:
>Hello,
>
> I have a question for you, has anyone else had the problem that there
>can only be 112 files on a disk ? yes 188288 bytes in 112 files. that
>is not a full disk by a long run... but what i need to know is there a
>way to get around this? i have tryed to make folders... no dice...
>
> oh well,
> Greg

Disk? Maybe you mean "diskette" as in floppy. It also sounds as though
you've stuck all 112 files in your root directory. The answer is that you
can have only 112 files in the root directory of a floppy, but you may have
as many files as you can fit on the diskette if they live in one or more
subdirectories. This is true for MS-DOS as well as TOS, since they share
the same filesystem.

The number of root directory entries will vary with the format of the
disk. The maximum number of root directory entries can be found
by looking at the word beginning at byte 17 of sector zero on your disk.
Note that this word will be in the "little-endian" format.

--
Farrell T. Woods Voice: (508) 692-6200 x2471
MASSCOMP Operating Systems Group Internet: ftw@masscomp.com
1 Technology Way uucp: {backbones}!masscomp!ftw
Westford, MA 01886 OS/2: Half an operating system

6351. GEM question

Newsgroup: comp.sys.atari.st
Date: 1988-12-29 17:07:41 UTC
From: foster@ihuxv.ATT.COM
Message-ID: <3092@ihuxv.ATT.COM>
Source record: 249851

I am having a problem with using a dialog box that I was wondering
if someone has the answer to. The program sequence I am using goes like
this:

```
form_center(tree,&cx,&cy,&cw,&ch);
form_dial(FMD_START,cx,cy,cw,ch,0,0,0,0);
objc_draw(tree,0,MAX_DEPTH,cx,cy,cw,ch);
SHOW_MOUSE
setnum=-1;
do {
n=form_do(tree,SETSEL);
switch (n) {
case SET0:
case SET1:
case SET2:
case SET3:
strcpy(s1,selptr[n]->te_ptext);
/* tree[n].ob_state &= ~SELECTED; Return to normal */
HIDE_MOUSE
objc_draw(tree,SETSEL,0,cx,cy,cw,ch);
SHOW_MOUSE
break;
etc.
```

The form consists of several BOXTEXTs (SET0-3) which are marked as
SELECTABLE and EXIT in the resource. The problem that I am having is
that when I select one of the BOXTEXT objects with the mouse, the
box reverses as it should except for the small rectangle under the
mouse. Multiple selects keep leading to ever more checkerboarded
boxes. This condition exists immediately upon selection, in other
words, it exists on the screen at the return from the form_do.
This obviously doesn't happen on most people's programs so
why does it on mine? Is there something that I have forgotten or that
I am doing out of sequence?

One other question: How do you find the name of the program you are
running under GEM? Under a shell, it comes in argv[0] but that isn't
set when starting from GEM.

Any help would be appreciated!

Thanks,

Bob Foster

6352. Re: Put up or shut up (was Re: Atari-bashing)

Newsgroup: comp.sys.atari.st
Date: 1988-12-29 17:32:37 UTC
From: paone@aramis.rutgers.edu
Message-ID: <Dec.29.12.32.36.1988.3546@aramis.rutgers.edu>
Source record: 249852

I am very curious about the STacey. From where I am sitting there really doesn't seem to be a market for it. The only reason I can see for a portable is to take your work with you. Well, in the US, very few companies use the ST at all. Now granted, I can see where it might be worth it in Europe where the ST has its buisness image, but even there enough ST's (only 1million) have not been sold to justify it.

Just on a side note. There are no hardware flaws with the ST. All the bugs are in software. I remember reading in another article that the hardware was hacked. I don't get it. THe hardware is all off the shelf, the system never crashes or behaves unpredictably due to hardware problems.

--
Phil Paone
paone@topaz.rutgers.edu
!rutgers.edu!topaz.edu!ppaone

6353. VGA monitor and Atari?

Newsgroup: comp.sys.atari.st
Date: 1988-12-29 19:28:55 UTC
From: t86_peter_t@tdb.uu.se
Message-ID: <539@tdb.uu.se>
Source record: 249853

Is there someone out there that knows if there exist an adapter to make
it possible to connect an Atari to a VGA monitor.

Peter.

6354. ABCD

Newsgroup: comp.sys.atari.st
Date: 1988-12-29 22:20:31 UTC
From: srm@ihlpm.ATT.COM
Message-ID: <2729@ihlpm.ATT.COM>
Source record: 249854

My 3-year old grew quite fond of an alphabet game called ABCD that I got off of USENET. Of course, I forgot to back it up and that disk got mangled. Anyway, if anyone has a copy could you email it to me or contact me about sending a floppy. Thanks.

Sam Mullins
Home: (312)898-8754
Work (312)979-4563
att!ihlpm!srm

--
"What a strange, strange boy. He sees the cars as sets of waves.
Sequences of mass and space. He sees the damage in my face."
- Joni Mitchell

6355. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-12-30 00:39:20 UTC
From: USERQ0QM@UALTAMTS.BITNET
Message-ID: <1407553@UALTAMTS.BITNET>
Source record: 249855

Subject: Pascal Personal 2 editor

Anyone know how to change the tab setting of the editor so that
at startup it is a number other than 8?

Michael Kwan {USERQ0QM@UALTAMTS} (Bitnet)

6356. (none)

Newsgroup: comp.sys.atari.st
Date: 1988-12-30 00:41:42 UTC
From: USERQ0QM@UALTAMTS.BITNET
Message-ID: <1407554@UALTAMTS.BITNET>
Source record: 249856

Subject: SELPROG

Did anyone successfully uudecode and unarc it?

I should have used Dumas' UUE.TTP but I can't find it, if some kind soul could send it to me it would be muchly appreciated.

Michael Kwan {USERQ0QM@UALTAMTS} (Bitnet)

6357. third party color monitor

Newsgroup: comp.sys.atari.st
Date: 1988-12-30 01:01:00 UTC
From: PETCHER@FSU.BITNET
Message-ID: <[gw.scri.fsu.edu].4856F8E0.0091E114.PETCHER>
Source record: 249857

I would like to attach a third party color monitor to my ST. Will any monitor with RGB analog input do? Is there something I should know? How about sound?

In particular, I had in mind the Sony KV-1311CR TV/monitor. Does anyone have experience with this one in conjunction with the ST?

Finally, where would I get a cable for the task? The 13 pin monitor plug on my monochrome monitor does not seem to be a commonly available plug.

Any help will be appreciated.

Don Petcher
PETCHER@FSU.BITNET
PETCHER@SCRI1.SCRI.FSU.EDU

Supercomputer Computations Research Institute
The Florida State University, Tallahassee, Florida 32306

6358. Re: Put up or shut up (was Re: Atari-bashing)

Newsgroup: comp.sys.atari.st
Date: 1988-12-30 01:41:16 UTC
From: peter@sugar.uu.net
Message-ID: <3178@sugar.uu.net>
Source record: 249858

In article <13011@cup.portal.com>, Thomas_E_Zerucha@cup.portal.com writes:
> Even more significant may be the 68030 box. It seems like most of the
> NeXT, but for a lot less money. This opens up more markets where something
> more powerful is needed (desired), but not generally affordable.

The NeXT is really not that exciting on a pure "specs" basis. What makes
it amazing is the integration... which is still in the process of going
together. And the new Atari is not known for well-integrated products.
--
Peter "Have you hugged your wolf today" da Silva `-_-' Hackercorp.
...texbell!sugar!peter, or peter@sugar.uu.net 'U`

6359. Re: mx2v230 (in comp.binaries/sources.atari.st)

Newsgroup: comp.sys.atari.st
Date: 1988-12-30 04:02:10 UTC
From: apratt@atari.UUCP
Message-ID: <1280@atari.UUCP>
Source record: 249859

> Submitted-by: madsen@sask.usask.ca (Jorgen Madsen)
> Posting-number: Volume 3, Issue 52
> Archive-name: mx2v230/part01

This multi-tasking system was submitted to comp.binaries.atari.st and comp.sources.atari.st... I have been looking at the program which gives one ST remote access to the other's disk drives.

Until I look a little further, my advice is this: DO NOT USE THIS PROGRAM! I am talking about the network file system part of the MX distribution: the rest, for all I know, works fine.

The problem with the networking part is this: it changes the contents of the disk without GEMDOS's knowledge. This can be disasterous if the program changes a disk block which GEMDOS has in memory. There is no (legal) way to know if GEMDOS has a block cached, and even less of a way to tell GEMDOS that a block is suddenly changed, and it's even WORSE when GEMDOS has a block cached AND HAS CHANGED THE CACHED IMAGE (that is, the cached block is "dirty").

If you use the networking for reading only, or if you are EXTREMELY careful about how you use it, you can succeed. By being careful, I mean that the person using the ST locally and the one using it remotely should never access the same logical drive. I don't mean not accessing it at the same time: I mean accessing it EVER.

If you restrict both users to read-only access to a logical drive, you'll do okay. So if you both access drive E: for reading only, and one of you accesses drive D: for reading and writing, and the other one accesses drive F: for reading and writing, you should do OK.

If you want a detailed disaster scenario, here it is:

User L is local, user R is remote, and mx2net is running on both machines.

User L begins editing D:\SRC\FILE1.C. GEMDOS caches part of the FAT from drive D:.

User R begins D:\WORK\FILE2.C (that's D: on L's system). *His* GEMDOS also caches part of the FAT from drive D:.

User L writes his edited file to disk. It got bigger, so a new cluster is allocated. The new FAT is written to disk.

User R writes *his* edited file to disk. It got bigger, too, so a new cluster is allocated. But User R's GEMDOS uses the cached FAT from drive D: to allocate the new cluster, and allocates the same one!

BAD NEWS. It can get worse, too. Notice that it doesn't matter that they aren't accessing the same folder, and it doesn't matter if they don't do it at the same time: the problem is that user R has an out-of-date local copy of a sector on drive D:, and his GEMDOS can't know it.

But if all the drives they both use are read-only, then they can each use other drives for read/write and never get into trouble.

This is not as much of a problem under TOS 1.0 or 1.2, because GEMDOS is really stupid about invalidating perfectly clean, cached sectors, but TOS 1.4 is *not* stupid about it, and it is really easy to get bitten by this. It's still possible under TOS 1.0 or 1.2, however.

I applaud the effort which the author has clearly put into this. I have not tried, let alone analyzed, the multitasking part. I hope he has not fallen into the same local-copy-of-global-data trap. Has anyone out there had experience with the previous versions of this code?

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

6360. More on Spectre 128 Problems

Newsgroup: comp.sys.atari.st
Date: 1988-12-30 04:59:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8812300458.AA25156@ucbvax.Berkeley.EDU>
Source record: 249860

I want to thank all who replied to my postings; however, as yet I do not have a solution to my problem. 1. I DO have 128K ROMs and they are installed properly. 2. All codes that will run on 64K ROMs run OK but neither HYPERCARD nor EXCEL 1.5 will run. All I get is the message that the applications are either damaged or busy.

David Small - where are you?

6361. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-30 10:26:04 UTC
From: walkerb@tramp.Colorado.EDU
Message-ID: <5542@boulder.Colorado.EDU>
Source record: 249861

In article <12401@hall.cray.com> rosenkra@hall.UUCP (Bill Rosenkranz) writes:
>
>since i'm the horrible fiend who started this mess by asking a very simple
>question (which dan politely answered), let me just ask allan this: ok,
>fine. [...]
>in my own programs, i never rely on undocumented
>features, though many are tempting. you should either sh*t or get off the
>pot. make your beloved changes that break half the software (which sells
>your machines) of live with it and adapt to the often pioneering efforts
>of us wcky developers. just don't throw a public tantrum, [...]
>
>if, on the other hand, atari is REALLY interested in being the
>number 2 or 3 pc in the world, grow up and start acting like ibm rather
>than some undisciplined wimpering child. kick some ass. [...]
>
>i just think this whole argument is a bunch of crap. since when has standards
>stood in the way of any (perceived) top-notch computer hardware/software
>company? besides, if atari fails, all this banter is just a lot of hot air
>anyway. who really cares? just EVOLVE. if that means ruffling some feathers,
>so be it...
>
It's nice to hear that some people follow the rules.

This discussion of the ongoing confrontation between OS designers and devlopers is not new. It is also not restricted to Atari. Just ask Apple about this problem.

I read in a recent issue of Byte Magazine (September, perhaps) about the Apples Multi Finder system. The article presented some of the enhancements added to the system to support their multitasking environment and it presented some of the fixes required to support all of the existing programs. In short, the folks at Apple were amazed at the number of programs that did not follow the rules. As a result, the curent version of Multi Finder includes many patches. A few of those patches were included for the benefit of a single program. This should not have been necessary.

The abuses of Apple developers forced Multi Finder designers to make unnecessary compromises. Each compromise means that at least one efficient way of performing a given operation becomes blocked and the designer must choose a less efficient method.

Now put yourself in Allan's place. You're in the middle of an ongoing process to develope an efficient operating system. Your team is playing with 196K of low level coding which must be tweaked for maximum efficiency. Then some bozo comes along and decides to use a short-cut. He's already told all of his

friends about his latest trick so you must grudgingly accept even though you now have to accomodate that new feature. That bozo just created more work for you that was not necessary. Futhermore, your freedom has been restricted so now instead of that elegant solution you came up with, you have to gludge something together and make it work. Wouldn't you be a little upset?

Brian Walker, University of Colorado at Boulder
walkerb@tramp.colorado.edu or {ncar,nbires}!boulder!tramp!walkerb
"If we imagine no worse of them than they of
themselves, they may pass for excellent men."

6362. Re: GEM question

Newsgroup: comp.sys.atari.st
Date: 1988-12-30 17:51:58 UTC
From: kens@atari.UUCP
Message-ID: <1281@atari.UUCP>
Source record: 249862

In article <3092@ihuxv.ATT.COM> foster@ihuxv.ATT.COM (r. foster) writes:
>I am having a problem with using a dialog box that I was wondering
>if someone has the answer to. The program sequence I am using goes like
>this:
>
>form_center(tree,&cx,&cy,&cw,&ch);
>form_dial(FMD_START,cx,cy,cw,ch,0,0,0,0);

You should hide your mouse before doing an objc_draw().

>objc_draw(tree,0,MAX_DEPTH,cx,cy,cw,ch);
>SHOW_MOUSE
>setnum=-1;
>do {
> n=form_do(tree,SETSEL);
> switch (n) {
> case SET0:
> case SET1:
> case SET2:
> case SET3:
> strcpy(s1,selptr[n]->te_ptext);
> /* tree[n].ob_state &= ~SELECTED; Return to normal */
Why's this commented out?
> HIDE_MOUSE
> objc_draw(tree,SETSEL,0,cx,cy,cw,ch);
> SHOW_MOUSE
> break;
> etc.
>
><<Some deleted>> The problem that I am having is
>that when I select one of the BOXTEXT objects with the mouse, the
>box reverses as it should except for the small rectangle under the
>mouse. Multiple selects keep leading to ever more checkerboarded
>boxes.

Well, if this ain't it, you must be mixing graf_mouse() and
some other version of mouse on/off like v_show_c() v_hide_c(). When you
use these two functions, you should pick one and stick to it, don't
mix them, or GEM get's confused...

Also, if you forgot to hide your mouse _anywhere_ in the program,
you can end up with problems like these. AND if you don't reset GEM after
confusing it (i.e. you're in a shell and don't exit to the desktop) GEM
can continue to be very confused and you my never be able to see that
you fixed your bug :-).

--
Kenneth Soohoo {ames,imagen,portal}!atari!kens
Atari Engineering
"So Atari doesn't necessarily agree with me, so what!"

6363. Re: where is gem desktop resource?

Newsgroup: comp.sys.atari.st
Date: 1988-12-30 20:40:35 UTC
From: bob@cmpfen.UUCP
Message-ID: <374@cmpfen.UUCP>
Source record: 249863

In article <1274@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
>in article <12375@hall.cray.com>, rosenkra@hall.cray.com (Bill Rosenkranz) says:
>> the AES wind_set() call to replace the desktop works just fine. but how
>> can you set it back to what it was after a program exits? if allan's
>> listening, i'd appreciate the "legal, official atari sanctioned" way.
>> in lieu of that (i have not found any pointers/calls to do it), if anybody
>
> There is no function call to get the resource of the desktop. When an
>application makes a wind_set(WF_NEWDESK) call, it doesn't need to reset it
>back when it exits. When control returns to the desktop, the original
>background will be restored.
>
This is correct as far as it goes. But there is a legitimate need to reset
the revised desktop when the program has been called from a shell. Otherwise,
the AES will attempt to redraw the specified desktop, but the resource for
that desktop will have been released at the time that the program terminated.
It is my understanding, although I haven't tried it, that wind_set(WF_NEWDESK)
with an address of 0 will reset the desktop.

Computer Fenestrations Bob Breum
Post Office Box 151 {uiucuxc,hoptoad,petsd,ucf-cs}!peora!cmpfen!bob
Lake Monroe, FL 32747 USA
+1 407 322-3222 "C is the new BASIC"
--
Computer Fenestrations Bob Breum
Post Office Box 151 {uiucuxc,hoptoad,petsd,ucf-cs}!peora!cmpfen!bob
Lake Monroe, FL 32747 USA
+1 407 322-3222 "C is the new BASIC"

6364. Re: Request info: 1040 RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1988-12-30 21:43:48 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Dec30.164348.29000@gpu.utcs.toronto.edu>
Source record: 249864

In article <480013@hpdml93.HP.COM> rona@hpdml93.HP.COM (ron abramson) writes:
>Okay, I have a 1040ST and I'm running out of RAM.
>
>I would like to go to 4 meg and want to know what people have
>bought and been satisfied with as far as an upgrade kit. I
>plan to get some 1 Mbit, 100 ns chips real soon now.
>
>Since I haven't noticed this question being posted, your responses
>would probably be of general interest. Thanks in advance for your
>help!
>
> Ron Abramson

The best upgrade board I have seen is made by Datafree in Toronto.
It is a 4 layer board for noise immunity, fits inside 1040's and 520's
and connects via a small plug in daughter card and a 16 point solder
template. It is VERY reliable and easy to install.
It gives either 2.5 megs or 4 megs of memory depending how many
1 meg drams you install.
I don't have an exact price but it is in the $200 range.
Contact: Datafree Inc.
(416) 741-9825
/len

6365. Re: More on Spectre 128 Problems

Newsgroup: comp.sys.atari.st
Date: 1988-12-30 21:53:17 UTC
From: lharris@gpu.utcs.toronto.edu
Message-ID: <1988Dec30.165317.29191@gpu.utcs.toronto.edu>
Source record: 249865

I also have a problem when running (or trying to run) hypercard and multifinder.
I get the message that the application is busy or damaged and then my
master apple disk gets fried. This has happened a number of times.
Yes, I follow all the rules about ejecting disks etc.
Also, if I format a disk on my spectre, sometimes I can't read it on
a mac.
/leonard

6366. Publishing Partner/ Page Stream Updates

Newsgroup: comp.sys.atari.st
Date: 1988-12-30 22:05:24 UTC
From: fyl@ssc.UUCP
Message-ID: <1612@ssc.UUCP>
Source record: 249866

I just called SoftLogik to see if there was a newer version of
Publishing Partner than 1.01. The answer is 1.03, about 1 year
ago, but they didn't know if it fixed the bug I reported in February, 87.
(The bug is that a round cornered box of size 0 creates bad PostScript -
causes the PostScript interpreter to get an error. You, of course, can't
delete this box because it has no size so you can never click on it.)

Anyway, here is the new news. They claim that they will have a real
version of Page Stream available next Monday that works. I groaned and
told them what was wrong with the last one. They claim:
* to have it debugged
* to have a document conversion program
* to have a font conversion program
* to care about the bad reviews and hope to correct that

I elected to settle for the PP 1.03 release for now but, maybe, they
are starting to get their act together. I would have abandoned them long
ago except I need PostScript output and have a bunch of existing PP
format documents.
--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

6367. Sozobon bug / some Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1988-12-31 00:41:38 UTC
From: egisin@watmath.waterloo.edu
Message-ID: <22922@watmath.waterloo.edu>
Source record: 249867

There is a serious bug in the Sozobon assembler.
The instruction "btst #0, Dn" generates a 32 bit immediate
operand instead of a 16 bit operand. When this is executed,
the extra second operand word is executed as an OR immediate instruction.
The "real" instruction following the btst is consumed as data.
I don't think the compiler generates btst's, but memcpy() has some.
The easiest fix would be changing memcpy, you can
probably change the btst to "moveq #0,Dtmp; btst Dtmp,Dn".

I compiled Dhrystone 2 under Sozobon and GNU C recently,
here are the results. GCC was using 16 bit "int"s.
I used an "optimized" version of the C string library with Sozobon and GNU.

Compiler Options Dhrystones/second (with registers)
Sozobon 1001
Sozobon -O 1066
Mark Williams 3.0, optimized 1173
GCC 1.30 956
GCC 1.30 -O -fomit-frame-pointer 1282

Dhrystone version 1.n results are meaningless for optimizing compilers.
Dhrystone 2 has been posted twice to comp.arch,
I don't know if it is on any public servers.

6368. Eric: ST-Nethack collapses

Newsgroup: comp.sys.atari.st
Date: 1988-12-31 00:51:16 UTC
From: csrobe@CS.WM.EDU
Message-ID: <8812310051.AA15136@cs.wm.edu>
Source record: 249868

Greetings!
I've been playing nethack on my ST for a few weeks now and
recently the dungeon would collapse when I would go down the stairs.
It would complain about reading only 0 bytes from the LEVELS files
when it should have read 2 bytes. It saves the character,
asks me if I want to identify my possessions (but doesn't show them),
and then kills my character via a "panic" and puts him in the scoreboard.

Does anyone have any ideas on how I can overcome this problem? Do I
just have a corrupted file or is it more fundamental?

cheers,
-c
|Chip Roberson ARPANET: csrobe@cs.wm.edu |
|Dept of Comp. Sci. csrobe@icase.edu |
|College of William and Mary BITNET: #csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|

6369. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-31 02:06:35 UTC
From: peter@sugar.uu.net
Message-ID: <3186@sugar.uu.net>
Source record: 249869

[discussion of the problems involved in upgrading system software and a comment that "even apple" has problems with badly-behaved programs]

Apple is a poor example. You might want to use AT&T and the various flavors of UNIX if you want to talk about big boys having compatibility problems.

But even that's misleading, because now you're dealing with nearly 20 years of software changes, instead of 4 or 5.

The Amiga system software is now into the fourth released revision with no major problems so far. A completely new file system with different-sized blocks has just been put in place, and there are still no problems.

Two points to bear in mind. First, much of the enhancements that are causing the problems in other systems (multitasking, virtual environments, and so on) were built into the Amiga software to begin with.

Second, there are areas documented (even to having include files) but marked "here there be tygers". Commodore has said, over and over again, that the WILL change the system and they WILL break things. They have also worked with developers who needed to do stuff they didn't support so their software would continue to work after it became supported.

They have changed the system, and things have broken. But never very much, and the blame has always been on the developers. There are still plenty of old programs that do quite sophisticated things that run under the latest version of AmigaOS.

Moral: Atari should say "the following programs are going to break in rev such-and-such of TOS. Other programs that make this, thato, or the other assumption will also break. We're giving you X months warning. These changes are necessary to fix the a, b, and c bugs and to add these enhancements...".

Then DO it. Fix it. It's like going cold turkey, but at some point you just have to stop throwing good money after bad.
--
Peter "Have you hugged your wolf today" da Silva `-_-' Hackercorp.
...texbell!sugar!peter, or peter@sugar.uu.net 'U`

6370. Clio's anonymous ftp?

Newsgroup: comp.sys.atari.st
Date: 1988-12-31 02:30:33 UTC
From: cs110@handel.ColoState.EDU
Message-ID: <909@ccncsu.ColoState.EDU>
Source record: 249870

In a message about a month ago a user posted that the clio system (since changed to MAN1 I belive) had an anonymous ftp login that could be used to download from their atari database. I used this once or twice after seeing the message, but the login has since disappeared. Does anybody know what became of it? They had a massive amount of Atari files that I would like to use again. Thanks for your help.

| cs110@handel.ColoState.EDU "Peace Sells, But Who's Buying?" |
| -Dave Mustaine '87 |

6371. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1988-12-31 16:14:50 UTC
From: to_stdnet@stag.UUCP
Message-ID: <689@stag.UUCP>
Source record: 249871

From: ardvar!krs@stag.UUCP (Kent Schumacher)

[walkerb@tramp.Colorado.EDU (Brian Walker) writes...]

> [... lots o' stuff I agree with deleted]
> That bozo just created more work for
> you that was not necessary. Futhermore, your freedom has been restricted so
> now instead of that elegant solution you came up with, you have to gludge
> something together and make it work. Wouldn't you be a little upset?

Sure would. Here's my proposal - let Allan write the perfect OS and
release it. Then let all of us that like to hack on the OS write patches
to put it back into it's original broken state so that we can run the
poorly written software. Everybody will be happy...

I get to write fatslow - who wants to write foldr000 and zerofill? :^)

- Kent Schumacher /* "A member of STdNET- */
krs@ardvar.UUCP /* The ST developers network */

6372. Re: Clio's anonymous ftp?

Newsgroup: comp.sys.atari.st
Date: 1988-12-31 16:26:36 UTC
From: kibo@pawl10.pawl.rpi.edu
Message-ID: <2227@imagine.PAWL.RPI.EDU>
Source record: 249872

In article <909@ccncsu.ColoState.EDU> cs110@handel.ColoState.EDU (Instructor access) writes:
>In a message about a month ago a user posted that the clio system (since
>changed to MAN1 I belive) had an anonymous ftp login that could be used
>to download from their atari database. I used this once or twice after seeing
>the message, but the login has since disappeared. Does anybody know what
>became of it? They had a massive amount of Atari files that I would like
>to use again. Thanks for your help.

Same here. I haven't been able to get through to clio, him1 (35.1.1.43),
or euterpe ((35.195.16.2) lately. Clio and HIM1 won't let me login...

I saw a message on prep.ai.mit.edu that said that on the HIM the anonymous
login had been changed to 'PC7', but this doesn't seem to work either...

Does anyone know how to contact any of these hosts properly?

--
James "Kibo" Parry
userfe0n@rpitsmts (bitnet)
kibo%pawl.rpi.edu@itsgw.rpi.edu

6373. Re: Publishing Partner/ Page Stream Updates

Newsgroup: comp.sys.atari.st
Date: 1988-12-31 16:31:39 UTC
From: kibo@pawl10.pawl.rpi.edu
Message-ID: <2228@imagine.PAWL.RPI.EDU>
Source record: 249873

In article <1612@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
>Anyway, here is the new news. They claim that they will have a real
>version of Page Stream available next Monday that works. I groaned and
>told them what was wrong with the last one. They claim:
> * to have it debugged
> * to have a document conversion program
> * to have a font conversion program
> * to care about the bad reviews and hope to correct that

The document converted from PP to PgS exists, I've used it. It works
fairly well (I've had some documents that don't go through it, but most do.)
It can be found on GEnie (type SOFTLOGIK) or CompuServe (go AtariVen).
On CompuServe, I have also been told that the upgrade to 1.1 of PgS (about
two weeks ago) has been delayed since they'll release 1.4 instead, then
that 1.4 will not change to 1.5, etc... I think PageStream will be version
at least 1.5 by the time they get their first upgrade out. (There was
also some talk of posting it to services like Genie and CIS.)

Disclaimer: I am not associated with any of the above companies (SoftLogik,
GEnie, CompuServe).

James "Kibo" Parry
userfe0n@rpitsmts (bitnet)
kibo%pawl.rpi.edu@itsgw.rpi.edu

6374. Re: Put up or shut up (was Re: Atari-bashing)

Newsgroup: comp.sys.atari.st
Date: 1988-12-31 19:22:29 UTC
From: Thomas_E_Zerucha@cup.portal.com
Message-ID: <13095@cup.portal.com>
Source record: 249874

If the STacey (aka portable ST) has an impact it might be because there will be a lot more applications for an inexpensive but portable computer with a lot of power. I would like to have one now - I brought in my ST to work, and can do a lot of nice things having it cross between the PC and Mac worlds. But my setup (worse since I have the old ST with the wire nest in back) doesn't travel well. If you have seen those Macintosh ads where people bring their computer to work with them you may get the idea. Several people "lug" their Macintoshes in and out regularly. The ST could displace some of that. Remember that adding portability creates NEW applications where they didn't exist before, and generally enhances the ST's strong points.
The only hardware complaint which I may have for the ST is that it isn't very easy to expand. Their video memory is limited to 4 Megabytes (which is a lot, but applications grow to fill up available capacities). There is no expansion bus and only a single slot on the Megas. You can't easily gain resolution (If I wanted to create something that did 16 million colors I would have to redo the hardware almost completely). And faster processors have the same problem. These are lessened to a great extent since the ST has so much built in, and that is done fairly well (separate processor for mouse and keyboard, DMA (though the FIFO's and byte sized sector register could be done better), and all the ports).